

TM

# BATTLETECH

## RECORD SHEETS: 3058 UNABRIDGED



## 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.

**COMBAT VEHICLES**

Sprint Scout Helicopter  
 Centipede Scout Car  
 Warrior H-8 Attack Helicopter  
 Blizzard Hover Transport  
 Cavalry Attack Helicopter  
 J. Edgar Light Hover Tank  
 Kestrel VTOL  
 Scorpion Light Tank  
 Badger Tracked Transport  
 Badger (C) Tracked Transport  
 Galleon Light Tank  
 Karnov UR Transport  
 Peregrine Attack VTOL  
 Yellow Jacket Gunship  
 Hunter Light Support Tank  
 Pegasus Scout Hover Tank  
 Plainsman Medium Hovertank  
 Saladin Assault Hover Tank  
 Saracen Medium Hover Tank  
 Scimitar Medium Hover Tank  
 Striker Light Tank  
 Hetzer Wheeled Assault Gun  
 Goblin Infantry Support Vehicle  
 Regulator Hovertank  
 Bandit Hovercraft  
 Bandit (C) Hovercraft  
 Condor Heavy Hover Tank  
 Drillson Heavy Hover Tank  
 Fulcrum Heavy Hovertank  
 Maxim Heavy Hover Transport  
 Vedette Medium Tank  
 AC/2 Carrier  
 LRM Carrier  
 MRM Carrier  
 SRM Carrier  
 Manticore Heavy Tank  
 Pike Support Vehicle  
 Po Heavy Tank

## F CONTENTS

Tokugawa Heavy Tank  
 Axel IIC Tank  
 Patton Tank  
 Rommel Tank  
 Pilum Heavy Tank  
 Typhoon Urban Assault Vehicle  
 Brutus Assault Tank  
 Von Luckner Heavy Tank  
 Zhukov Heavy Tank  
 Demolisher Heavy Tank  
 Partisan Air Defense Tank  
 Sturmfeur Heavy Tank  
 Challenger X MBT  
 Ontos Heavy Tank  
 Behemoth Heavy Tank

**INNER SPHERE BATTLEMECHS**

Raptor  
 Falcon Hawk  
 Owens  
 Strider  
 Firestarter  
 Blackjack  
 Chameleon  
 Enfield  
 Bushwacker  
 Lineholder  
 Black Hawk-KU  
 Merlin  
 Avatar  
 Dragon Fire  
 Maelstrom  
 O-Bakemono  
 Longbow  
 Sunder  
 Devastator

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

**ERAS**

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

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# BATTLETECH

## BATTLETECH ERAS

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

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

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

### STAR LEAGUE (2570)

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



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

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



### CLAN INVASION (3052, 3057)

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



### CIVIL WAR (3062, 3067)

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



### JIHAD

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



### DARK AGE (3132+)

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



## SOURCEBOOKS

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

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



# COMBAT VEHICLES

# BATTLETECH

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

### VEHICLE DATA

Type: Sprint Scout Helicopter

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

### Weapons & Equipment Inventory (hexes)

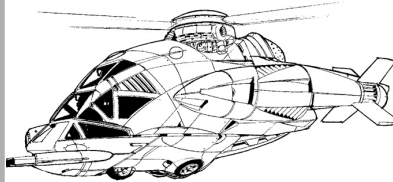
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	FR	[E]	—	—	—	4
1	TAG	FR	0 [S]	—	5	10	15

### CREW DATA

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

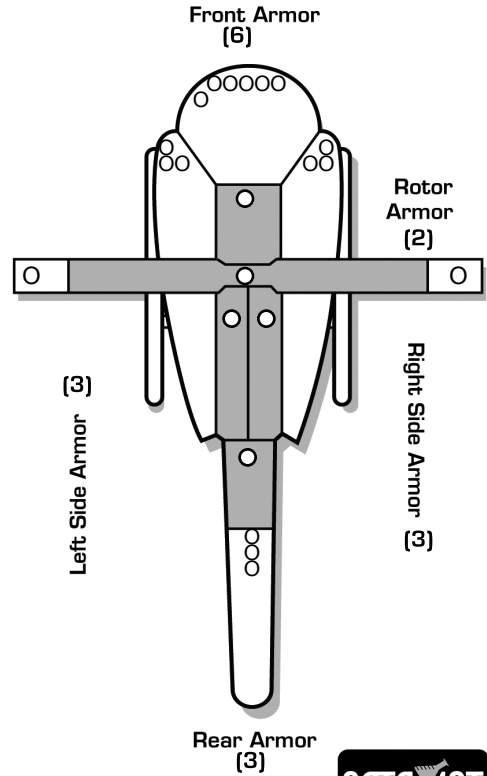
### CRITICAL DAMAGE

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



Cost: 504,444 C-bills BV: 82

### 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: Sprint Scout Helicopter (C3)

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

### Weapons & Equipment Inventory (hexes)

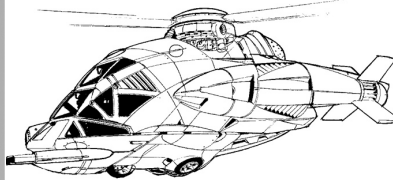
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	FR	[E]	—	—	—	4
1	C³ Slave	FR	[E]	—	—	—	—

### CREW DATA

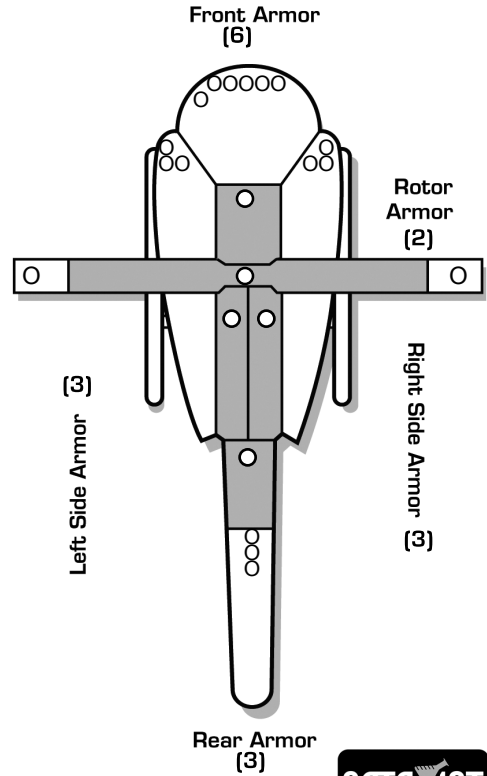
Crew: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_  
 Co-Pilot Hit **+1** Pilot Hit **+2**  
Modifier to all To-Hit rolls Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



### ARMOR DIAGRAM



Cost: 771,111 C-bills BV: 82



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2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDE
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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)†

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### 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															

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1-2	All except Kick
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2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	ROTORS
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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.

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# BATTLETECH

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

### VEHICLE DATA

Type: Sprint Scout Helicopter (C3i)

Movement Points: **Tonnage:** 10  
 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	Improved C <sup>3</sup> CPU	FR	[E]	--	--	--	--

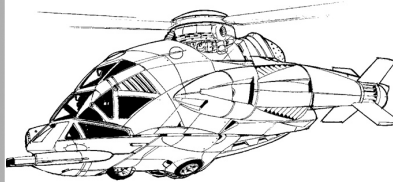
Cost: 1,171,111 C-bills BV: 71

### CREW DATA

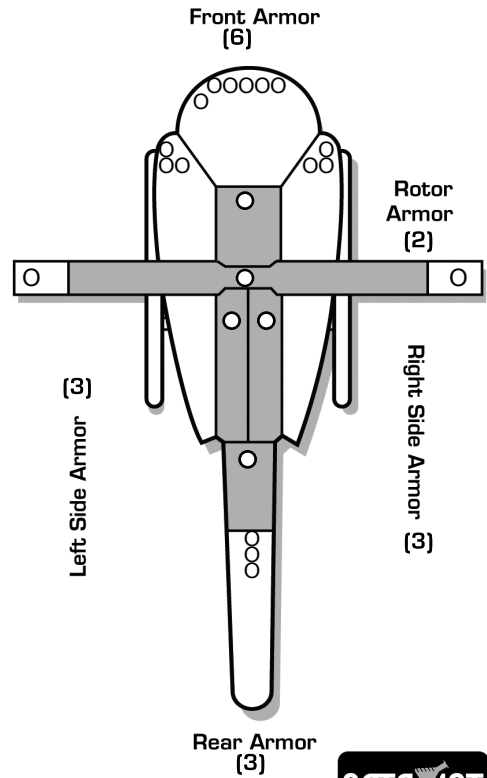
Crew: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_  
 Co-Pilot Hit **+1** Pilot Hit **+2**  
Modifier to all To-Hit rolls Modifier to Driving Skill rolls

### 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



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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)†

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

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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.

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# BATTLETECH

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

### VEHICLE DATA

Type: Sprint Scout Helicopter (Laser)

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

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	FR	[E]	—	—	—	4
1	Medium Laser	FR	5 [DE]	—	3	6	9

Cost: 491,111 C-bills

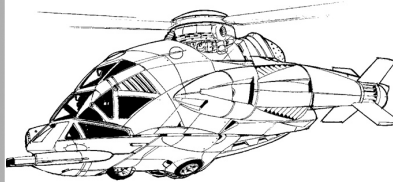
BV: 220

### CREW DATA

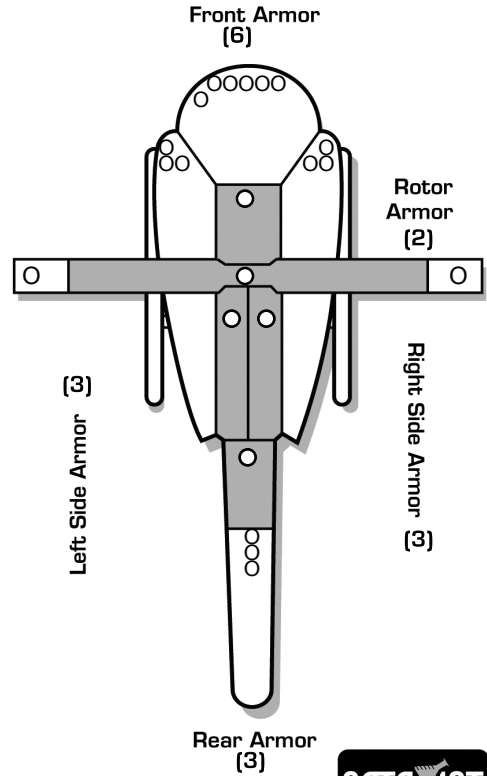
Crew: \_\_\_\_\_  
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 Co-Pilot Hit **+1** Pilot Hit **+2**  
Modifier to all To-Hit rolls Modifier to Driving Skill rolls

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\*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: Sprint Scout Helicopter (Troop Transport)

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

### Weapons & Equipment Inventory (hexes)

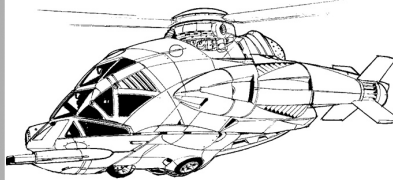
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (2 tons)	BD	[E]	--	--	--	--

### CREW DATA

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

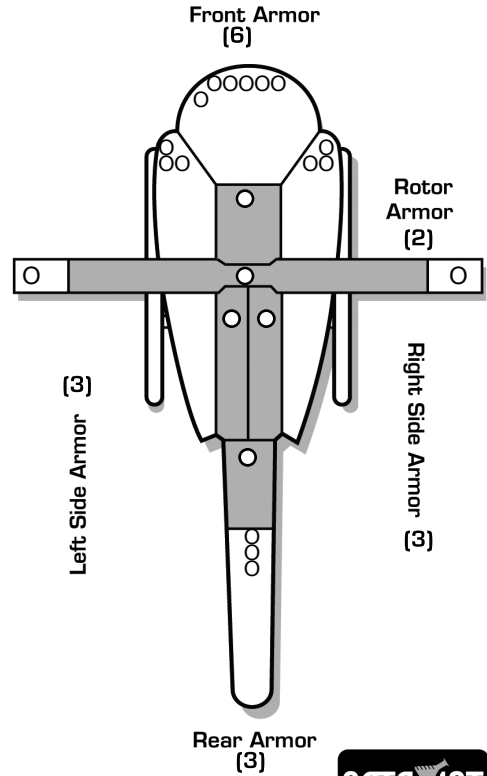
### CRITICAL DAMAGE

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



Cost: 171,111 C-bills BV: 71

### ARMOR DIAGRAM



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### VTOL COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

### VTOL ELEVATION TRACK

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

### PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

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

### VTOL COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Centipede Scout Car

Movement Points: **Tonnage:** 20  
**Crusing:** 8 **Tech Base:** Inner Sphere  
**Flank:** 12 **Era:** Clan Invasion  
**Movement Type:** Hover  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	FR	[E]	—	—	—	4
1	Medium Laser	FR	5 [DE]	—	3	6	9
1	Vehicle Flamer	RR	2 [S]	—	1	2	3

Ammo: (Flamer) 20

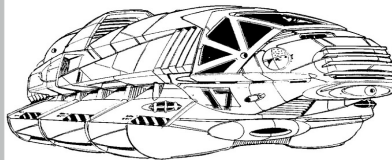
Cost: 539,700 C-bills BV: 269

#### CREW DATA

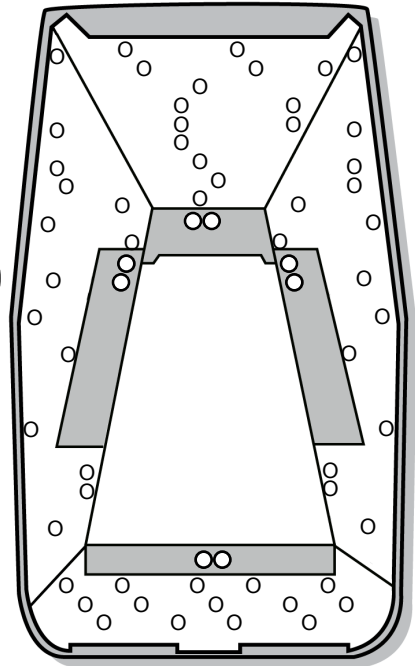
Crew: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Driving Skill:** \_\_\_\_\_  
 Commander Hit **+1** Driver Hit **+2**  
Modifier to all Skill rolls Modifier to Driving Skill rolls

#### CRITICAL DAMAGE

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



(14)



Rear Armor (14)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION			SIDES
	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
		WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Centipede Scout Car (SRM)

Movement Points: **Tonnage:** 20  
**Crusing:** 8 **Tech Base:** Inner Sphere  
**Flank:** 12 (Intro)  
**Movement Type:** Hover **Era:** Civil War  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
6	SRM 2	FR	2/Msl [M,C]	—	3	6	9

Ammo: (SRM 2) 50

Cost: 273,000 C-bills

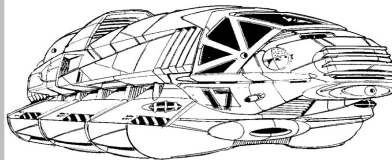
BV: 431

#### CREW DATA

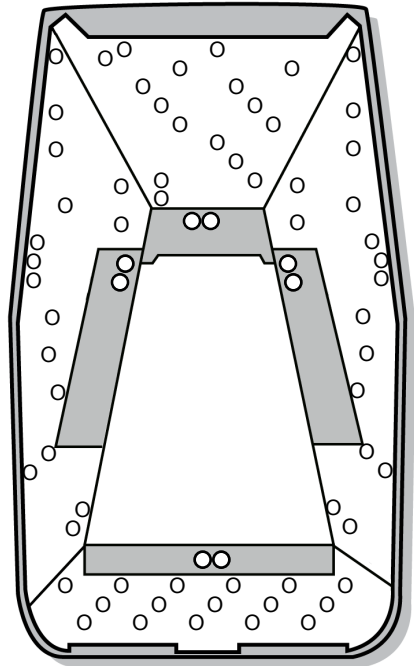
Crew: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Driving Skill:** \_\_\_\_\_  
**Commander Hit** [+1] **Driver Hit** [+2]  
Modifier to all Skill rolls Modifier to Driving Skill rolls

#### CRITICAL DAMAGE

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



(16)



Rear Armor (16)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION			SIDES
	FRONT	REAR		
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
		WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Centipede Scout Car (TAG)

Movement Points: Tonnage: 20  
 Cruising: 8 Tech Base: Inner Sphere  
 Flank: 12 Era: Civil War  
 Movement Type: Hover  
 Engine Type: I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	BD	[E]	--	--	--	6
1	Beagle Active Probe	FR	[E]	--	--	--	4
1	TAG	FR	0 [S]	--	5	10	15
1	Vehicle Flamer	RR	2 [S]	--	1	2	3

Ammo: (Flamer) 20

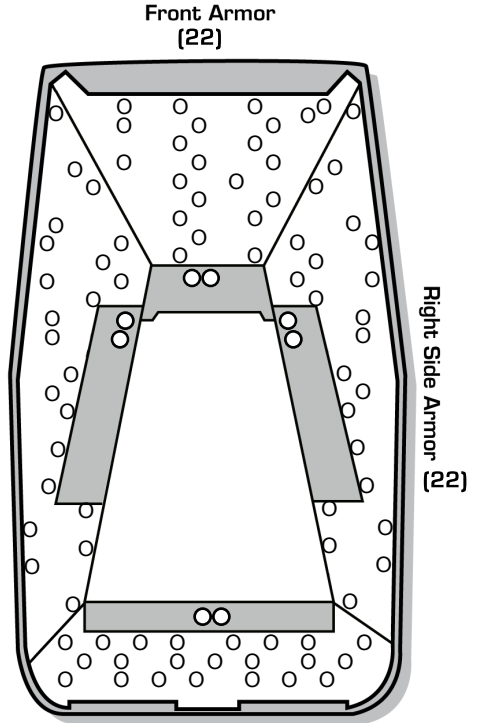
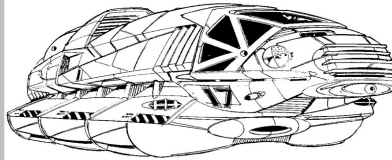
Cost: 850,500 C-bills BV: 325

#### 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



Rear Armor (22)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

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

### VEHICLE DATA

Type: Warrior H-8 Attack Helicopter

Movement Points: **Tonnage:** 20  
**Cruising:** 10 **Tech Base:** Inner Sphere  
**Flank:** 15 **Era:** Clan Invasion  
**Engine Type:** Fusion Engine

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LRM 5	FR	1/Msl [M,C,S]	6	7	14	21
2	Streak SRM 2	FR	2/Msl [M,C]	—	3	6	9

Ammo: [Streak SRM 2] 50, [LRM 5] 24

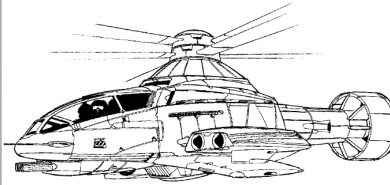
Cost: 600,000 C-bills **BV:** 419

### CREW DATA

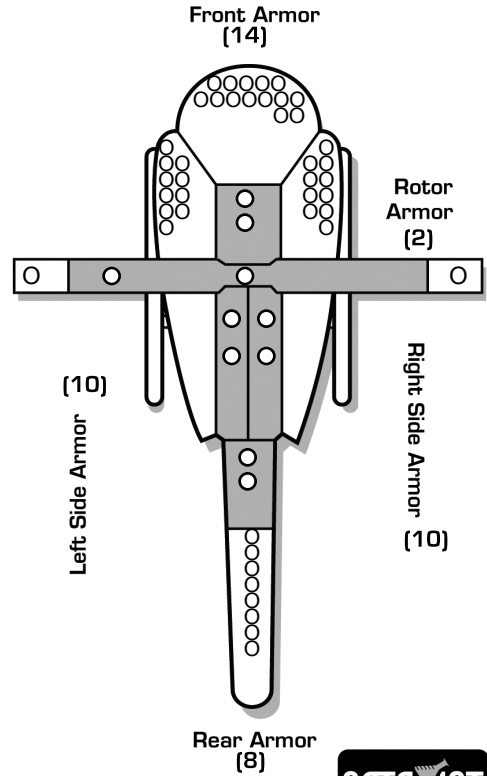
Crew: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Driving Skill:** \_\_\_\_\_  
 Co-Pilot Hit  +1  Pilot Hit  +2  
Modifier to all To-Hit rolls Modifier to Driving Skill rolls

### 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



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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: Warrior H-9 Attack Helicopter

Movement Points: **Tonnage:** 20  
 Cruising: 10 **Tech Base:** Inner Sphere  
 Flank: 15 **Era:** Jihad  
**Engine Type:** XL Fusion Engine

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Rotary AC/2	FR	2/Sht (DB,R,C)	—	6	12	18

Ammo: (RAC/2) 45

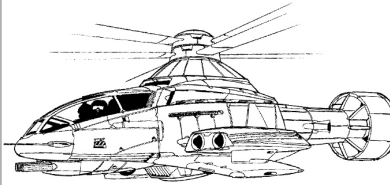
Cost: 1,508,333 C-bills **BV:** 484

### CREW DATA

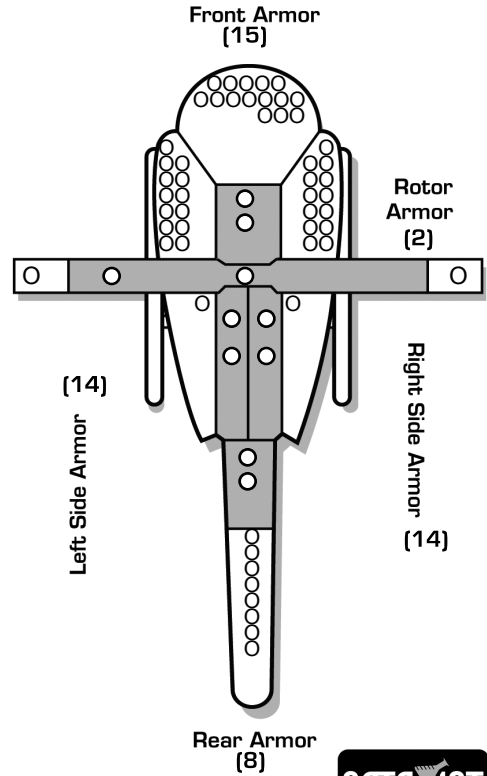
Crew: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Driving Skill:** \_\_\_\_\_  
 Co-Pilot Hit **+1** Pilot Hit **+2**  
Modifier to all To-Hit rolls Modifier to Driving Skill rolls

### 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: Warrior H-10 Attack Helicopter

Movement Points: **Tonnage:** 20  
 Cruising: 10 **Tech Base:** Inner Sphere  
 Flank: 15 **Era:** Jihad  
 Engine Type: Fusion Engine

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (5 tons)	BD	[E]				
2	Machine Gun	FR	2	1	2	3	

Ammo: (Machine Gun) 200

Cost: 516,667 C-bills

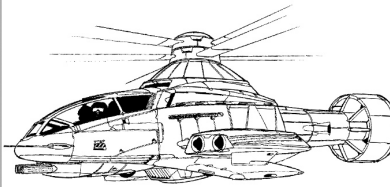
BV: 180

### CREW DATA

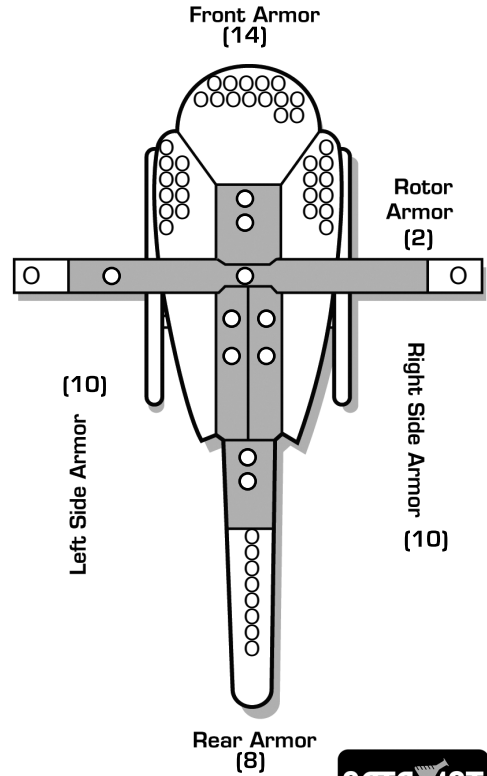
Crew: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_  
 Co-Pilot Hit **+1** Pilot Hit **+2**  
Modifier to all To-Hit rolls Modifier to Driving Skill rolls

### 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™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Blizzard Hover Transport

Movement Points: **Tonnage:** 25  
 Cruising: 9 **Tech Base:** Inner Sphere (Intro)  
 Flank: 14 **Era:** Clan Invasion  
**Movement Type:** Hover  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (6 tons)	BD	[E]	—	—	—	—
1	LRM 5	T	1/Mel [M,C,S]	6	7	14	21

Ammo: (LRM 5) 24

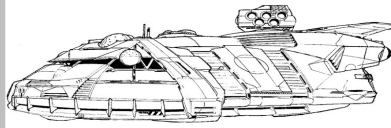
Cost: 288,125 C-bills BV: 277

#### CREW DATA

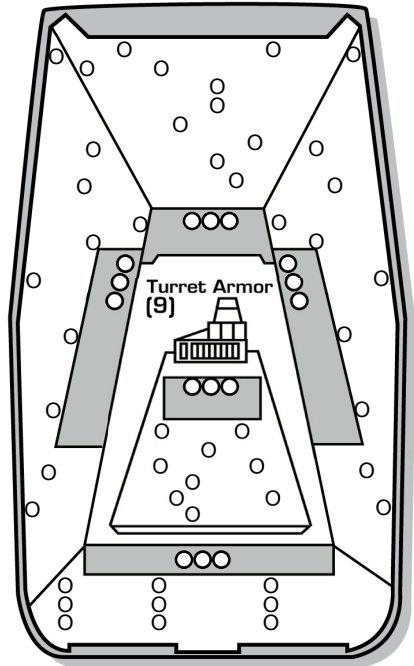
Crew: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Driving Skill:** \_\_\_\_\_  
 Commander Hit **+1** Driver Hit **+2**  
Modifier to all Skill rolls Modifier to Driving Skill rolls

#### CRITICAL DAMAGE

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



(10)  
Left Side Armor



Rear Armor (9)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Blizzard Hover Transport "Black Blizzard"

Movement Points: **Tonnage:** 25  
**Crusing:** 9 **Tech Base:** Inner Sphere  
**Flank:** 14 **Era:** Civil War  
**Movement Type:** Hover  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	BD	[E]	—	—	—	6
2	Machine Gun	T	2 [DB, AI]	—	1	2	3
2	SRM 4	T	2/Mel [M, C]	—	3	6	9

Ammo: [SRM 4] 25, [Machine Gun] 200

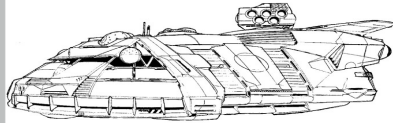
Cost: 798,125 C-bills BV: 464

#### CREW DATA

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

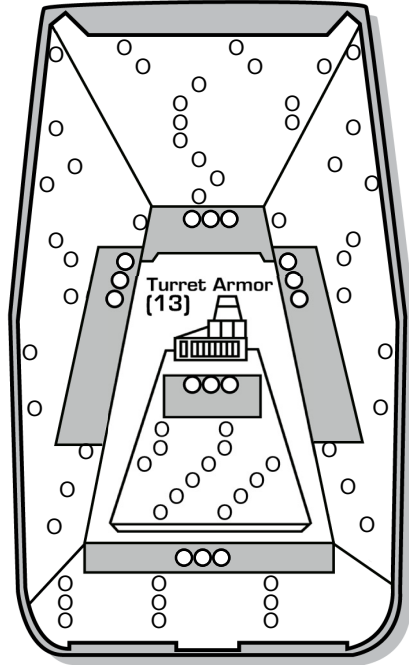
#### CRITICAL DAMAGE

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



(13)

Left Side Armor



Right Side Armor (13)

Rear Armor (9)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
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

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

**Type:** Blizzard Hover Transport (SRM)  
**Movement Points:** **Tonnage:** 25  
**Cruising:** 9 **Tech Base:** Inner Sphere  
**Flank:** 14 **(Intro)**  
**Movement Type:** Hover **Era:** Civil War  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (6 tons)	BD	[E]	—	—	—	—
2	SRM 2	T	2/Msl [M,C]	—	3	6	9

Ammo: (SRM 2) 50

Cost: 273,125 C-bills

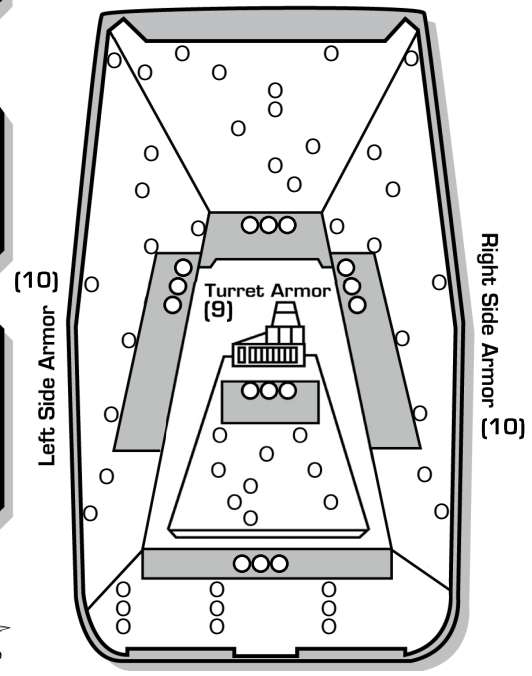
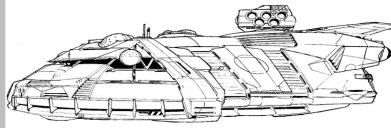
BV: 264

#### 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 (9)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION			SIDES
	FRONT	REAR		
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 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.

<b>Attack Direction Modifier:</b>		<b>Vehicle Type Modifiers:</b>	
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 +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH

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

### VEHICLE DATA

Type: Cavalry Attack Helicopter

Movement Points: **Tonnage:** 25  
 Cruising: 10 **Tech Base:** Inner Sphere (Intro)  
 Flank: 15 **Era:** Clan Invasion  
 Engine Type: I.C.E.

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
3	SRM 2	FR	2/Msl [M,C]	—	3	6	9
1	SRM 6	FR	2/Msl [M,C]	—	3	6	9

Ammo: (SRM 2) 50, (SRM 6) 15

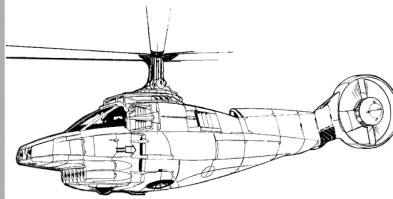
Cost: 606,528 C-bills **BV:** 503

### CREW DATA

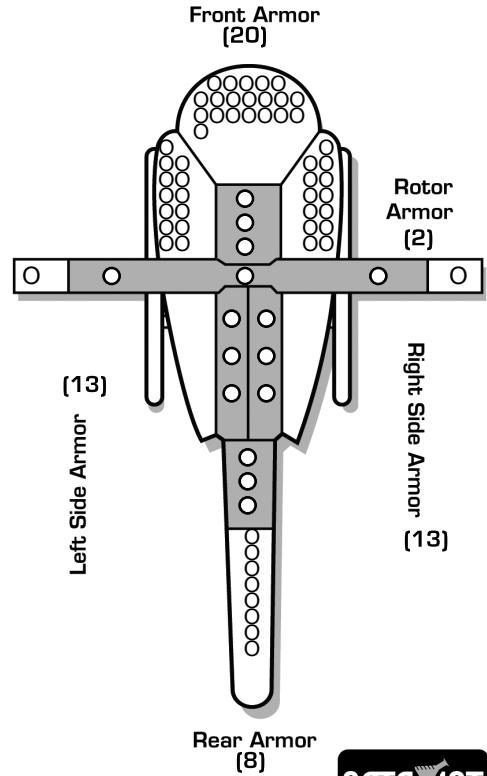
Crew: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_  
 Co-Pilot Hit **+1** Pilot Hit **+2**  
Modifier to all To-Hit rolls Modifier to Driving Skill rolls

### 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



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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:** Cavalry Attack Helicopter (Infantry)  
**Movement Points:**      **Tonnage:** 25  
**Cruising:** 10      **Tech Base:** Inner Sphere  
**Flank:** 15      **Era:** Civil War  
**Engine Type:** Fusion Engine

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (4 tons)	BD	[E]	—	—	—	—
3	Machine Gun	FR	2 [DB,AI]	—	1	2	3
3	Medium Laser	FR	5 [DE]	—	3	6	9

Ammo: (Machine Gun) 100

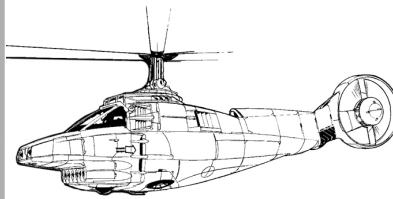
**Cost:** 1,005,278 C-bills      **BV:** 615

### CREW DATA

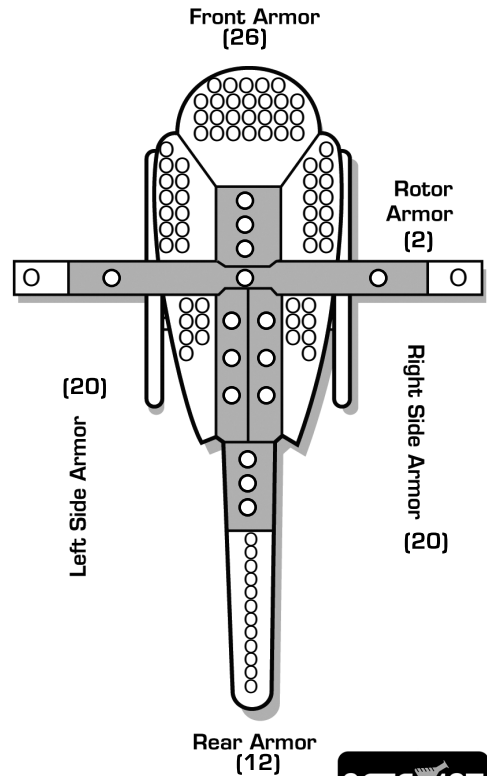
**Crew:** \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Driving Skill:** \_\_\_\_\_  
**Co-Pilot Hit**  +1 **Pilot Hit**  +2  
Modifier to all To-Hit rolls      Modifier to Driving Skill rolls

### 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



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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:** Cavalry Attack Helicopter (LRM)  
**Movement Points:** **Tonnage:** 25  
**Crusing:** 10 **Tech Base:** Inner Sphere (Intro)  
**Flank:** 15 **Era:** Clan Invasion  
**Engine Type:** I.C.E.

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LRM 10	FR	1/Msl [M,C,S]	6	7	14	21
1	SRM 2	FR	2/Msl [M,C]	—	3	6	9

Ammo: (SRM 2) 50, (LRM 10) 12

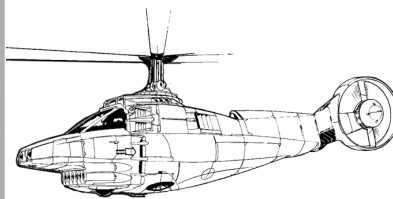
Cost: 606,528 C-bills BV: 487

### CREW DATA

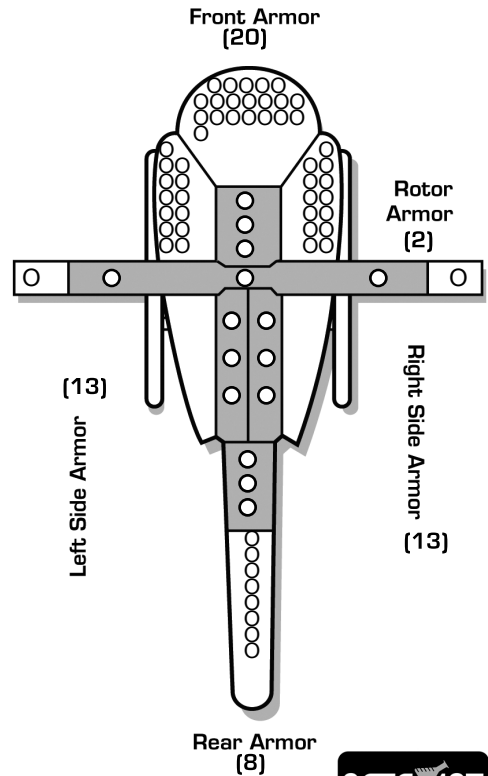
**Crew:** \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Driving Skill:** \_\_\_\_\_  
**Co-Pilot Hit** +1 **Pilot Hit** +2  
Modifier to all To-Hit rolls Modifier to Driving Skill rolls

### 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: Cavalry Attack Helicopter (SRM)

Movement Points: **Tonnage:** 25  
 Cruising: 10 **Tech Base:** Inner Sphere (Intro)  
 Flank: 15 **Era:** Clan Invasion  
 Engine Type: I.C.E.

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
4	SRM 2	FR	2/Msl [M,C]	-	3	6	9
1	SRM 6	FR	2/Msl [M,C]	-	3	6	9

Ammo: (SRM 2) 50, (SRM 6) 15

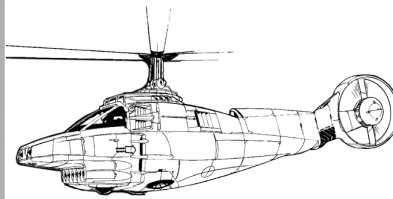
Cost: 606,528 C-bills **BV:** 509

### CREW DATA

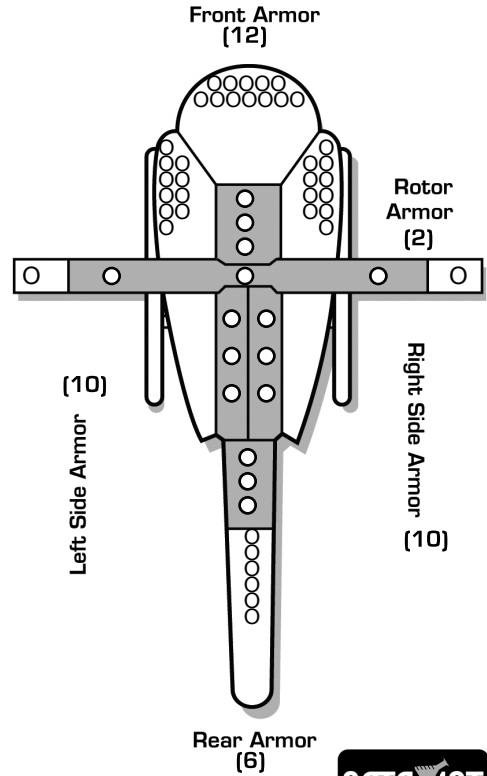
Crew: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_  
 Co-Pilot Hit **+1** Pilot Hit **+2**  
Modifier to all To-Hit rolls Modifier to Driving Skill rolls

### 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



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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: Cavalry Attack Helicopter (TAG)

Movement Points: **Tonnage:** 25  
 Cruising: 10 **Tech Base:** Inner Sphere  
 Flank: 15 **Era:** Clan Invasion  
 Engine Type: I.C.E.

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LRM 10	FR	1/Msl [M,C,S]	6	7	14	21
1	TAG	FR	0[S]	—	5	10	15

Ammo: (LRM 10) 12

Cost: 780,694 C-bills

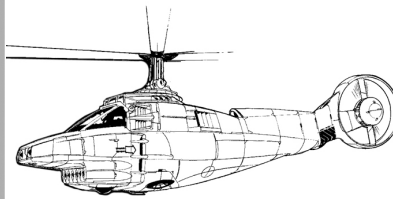
BV: 495

### CREW DATA

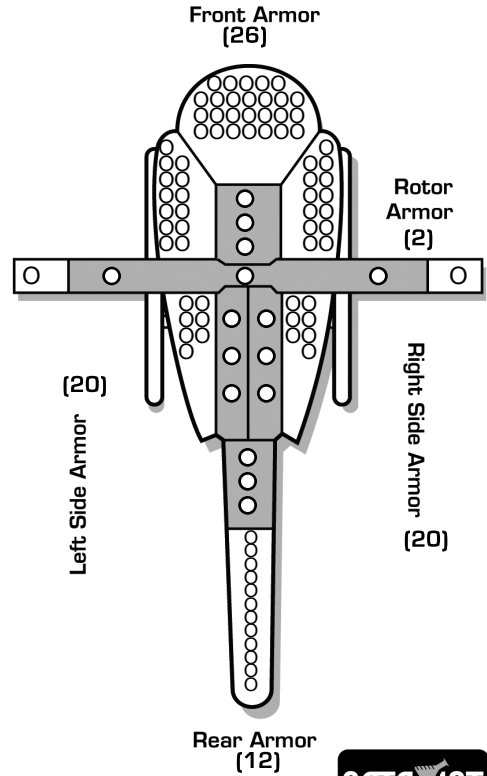
Crew: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_  
 Co-Pilot Hit  +1 Pilot Hit  +2  
Modifier to all To-Hit rolls Modifier to Driving Skill rolls

### 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



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### VTOL COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

### VTOL ELEVATION TRACK

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

### PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

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

### VTOL COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: **J. Edgar Light Hover Tank (Kurita)**

Movement Points: **Tonnage:** 25  
**Crusing:** 11 **Tech Base:** Inner Sphere  
**Flank:** 17 **Era:** Clan Invasion

Movement Type: Hover  
 Engine Type: Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Slave	BD	[E]	—	—	—	—
3	Medium Laser	T	5 [DE]	—	3	6	9
1	Small Laser	T	3 [DE]	—	1	2	3

#### CREW DATA

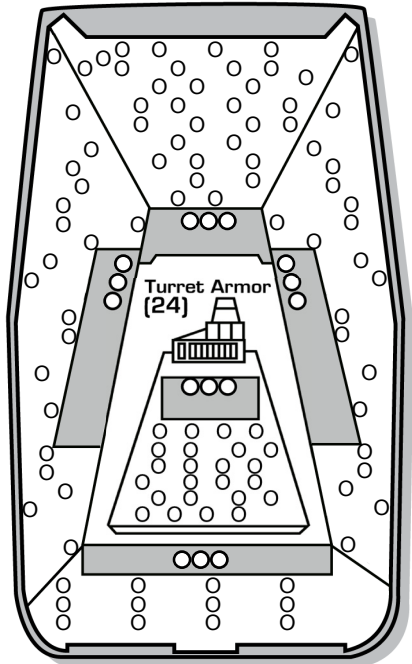
Crew: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_

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

#### CRITICAL DAMAGE

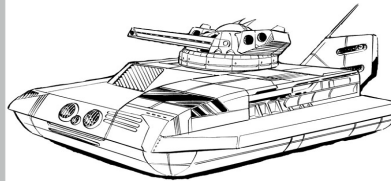
Turret Locked  Engine Hit   
 Sensor Hits  **+1**  **+2**  **+3**  **D**  
 Motive System Hits  **+1**  **+2**  **+3**   
 Stabilizers  
 Front  Left  Right   
 Rear  Turret

(20)  
Left Side Armor



Right Side Armor (20)

Rear Armor (12)



Cost: 1,253,125 C-bills BV: 696

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: **J. Edgar Light Hover Tank (TAG)**

Movement Points: **Tonnage:** 25  
**Crusing:** 11 **Tech Base:** Inner Sphere  
**Flank:** 17 **Era:** Clan Invasion  
**Movement Type:** Hover  
**Engine Type:** Fusion Engine

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	BD	[E]	—	—	—	4
2	Medium Laser	T	5 [DE]	—	3	6	9
1	TAG	T	0 [S]	—	5	10	15

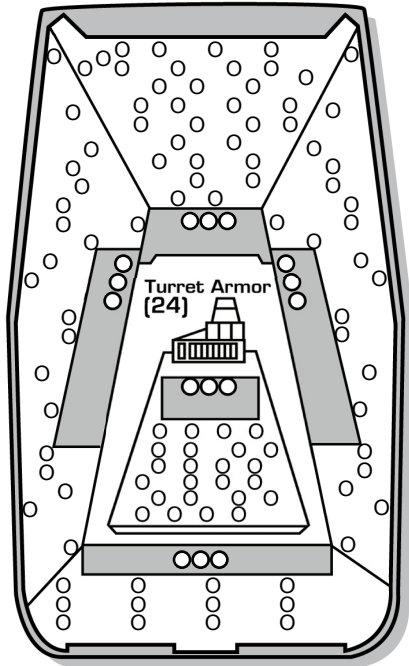
### CREW DATA

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

### CRITICAL DAMAGE

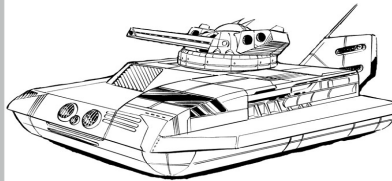
Turret Locked  Engine Hit   
**Sensor Hits** [+1] [+2] [+3] [D]  
**Motive System Hits** [+1] [+2] [+3]  
**Stabilizers**  
**Front**  **Left**  **Right**   
**Rear**  **Turret**

(20)  
Left Side Armor



Right Side Armor (20)

Rear Armor (12)



Cost: 1,176,250 C-bills BV: 564

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## GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

## MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

## GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH

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

### VEHICLE DATA

Type: Kestrel VTOL

Movement Points: **Tonnage:** 25  
 Cruising: 12 **Tech Base:** Inner Sphere (Intro)  
 Flank: 18 **Era:** Succession Wars  
 Engine Type: I.C.E.

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (3 tons)	BD	[E]				
2	Machine Gun	FR	2	1	2	3	

Ammo: [Machine Gun] 100

Cost: 424,722 C-bills

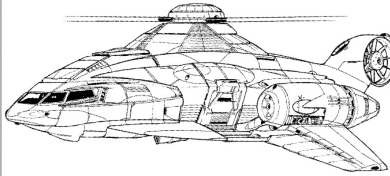
BV: 155

### CREW DATA

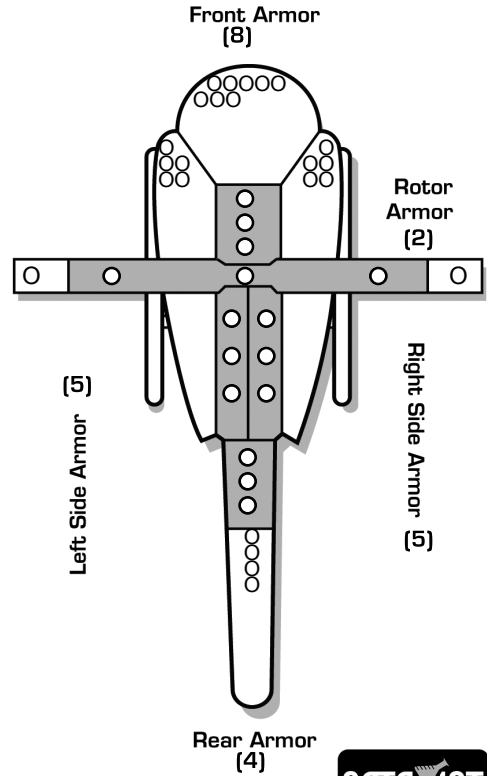
Crew: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_  
 Co-Pilot Hit **+1** Pilot Hit **+2**  
 Modifier to all To-Hit rolls Modifier to Driving Skill rolls

### 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: Kestrel VTOL (Clan)

Movement Points: **Tonnage:** 25  
 Cruising: 12 **Tech Base:** Clan  
 Flank: 18 **Era:** Succession Wars  
 Engine Type: I.C.E.

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (4 tons)	BD	[E]				
2	Machine Gun	FR	2	1	2	3	

Ammo: (Machine Gun) 100

Cost: 433,889 C-bills

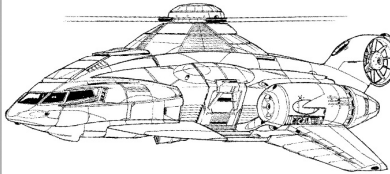
BV: 166

### CREW DATA

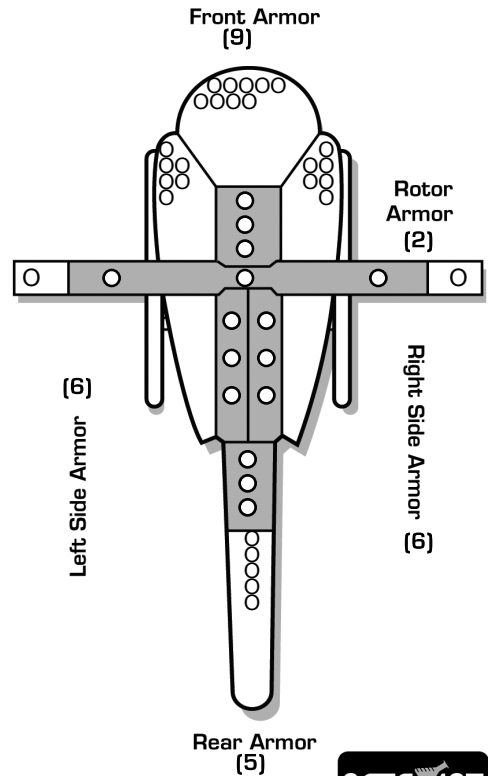
Crew: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_  
 Co-Pilot Hit **+1** Pilot Hit **+2**  
 Modifier to all To-Hit rolls Modifier to Driving Skill rolls

### 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: Kestrel VTOL (MedEvac)

Movement Points: **Tonnage:** 25  
 Cruising: 12 **Tech Base:** Inner Sphere  
 Flank: 18 **Era:** Succession Wars  
 Engine Type: I.C.E.

### Weapons & Equipment Inventory (hexes)

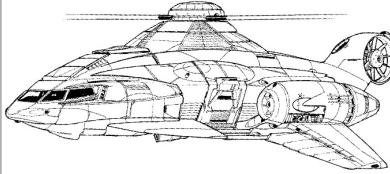
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (3 tons)	BD	[E]	—	—	—	—
6	Paramedic Equipment	BD	[E]	—	—	—	—

### 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

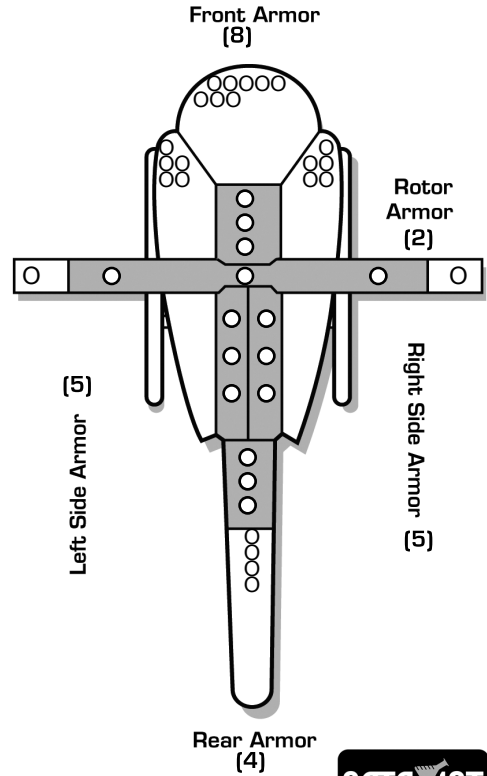
Flight Stabilizer\* **+3** Engine Hit   
 Sensor Hits **+1 +2 +3**   
 Stabilizers  
 Front  Left  Right  Rear   
\*Move at Cruising speed only



Cost: 488,889 C-bills

BV: 126

### 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: Kestrel VTOL (ML)

Movement Points: **Tonnage:** 25  
 Cruising: 12 **Tech Base:** Inner Sphere (Intro)  
 Flank: 18 **Era:** Succession Wars  
 Engine Type: I.C.E.

### Weapons & Equipment Inventory (hexes)

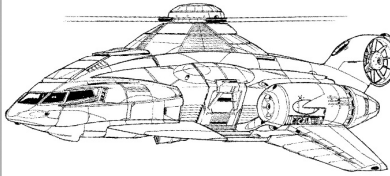
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Cargo (0.5 tons)	BD	[E]				
1	Medium Laser	FR	5 [DE]	3	6	9	

### CREW DATA

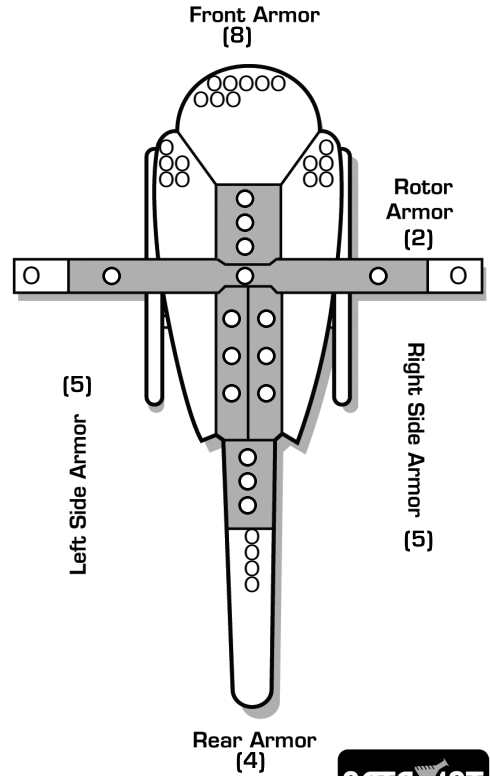
Crew: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_  
 Co-Pilot Hit **+1** Pilot Hit **+2**  
Modifier to all To-Hit rolls Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



### ARMOR DIAGRAM



Cost: 494,389 C-bills

BV: 252



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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: Kestrel VTOL (SL)

Movement Points: **Tonnage:** 25  
**Crusing:** 12 **Tech Base:** Inner Sphere (Intro)  
**Flank:** 18 **Era:** Succession Wars  
**Engine Type:** I.C.E.

### Weapons & Equipment Inventory (hexes)

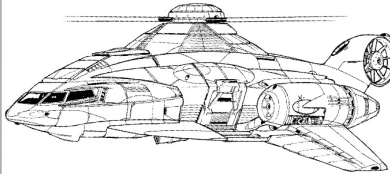
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (1 tons)	BD	[E]				
2	Small Laser	FR	3 [DE]	1	2	3	

### 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

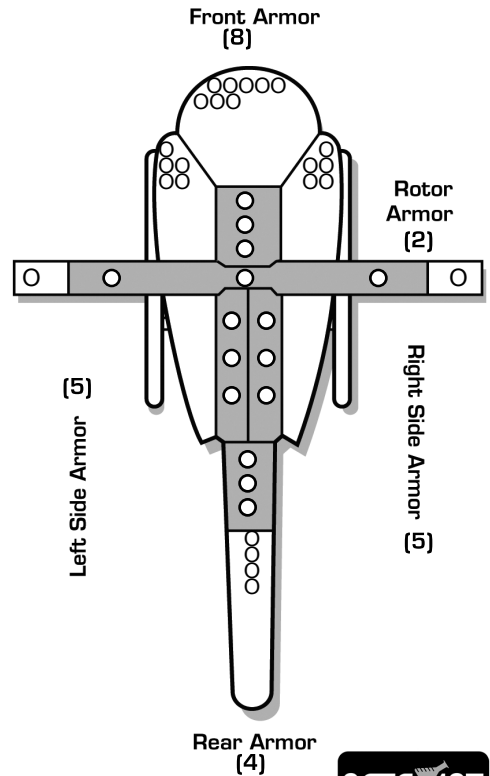
**Flight Stabilizer\*** +3 **Engine Hit**   
**Sensor Hits** +1 +2 +3   
**Stabilizers**  
**Front**  **Left**  **Right**  **Rear**   
\*Move at Cruising speed only



Cost: 458,639 C-bills

BV: 175

### 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: Kestrel VTOL (SRM)

Movement Points: **Tonnage:** 25  
 Cruising: 12 **Tech Base:** Inner Sphere (Intro)  
 Flank: 18 **Era:** Succession Wars  
 Engine Type: I.C.E.

### Weapons & Equipment Inventory (hexes)

Gty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (3 tons)	BD	[E]				
1	SRM 2	FR	2/Msl [M,C]	3	6	9	

Ammo: [SRM 2] 50

Cost: 424,722 C-bills

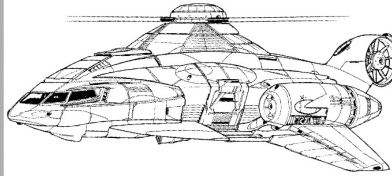
BV: 192

### CREW DATA

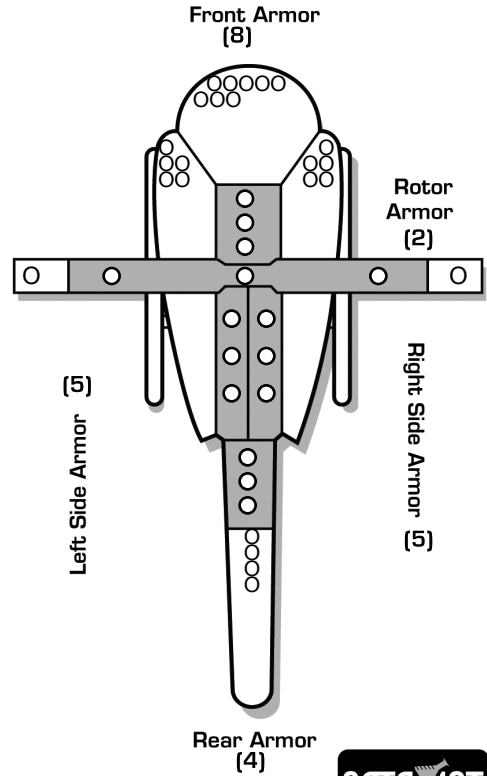
Crew: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_  
 Co-Pilot Hit  +1 Pilot Hit  +2  
Modifier to all To-Hit rolls Modifier to Driving Skill rolls

### 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



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### VTOL COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

### VTOL ELEVATION TRACK

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

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

### PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

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

### VTOL COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Scorpion Light Tank (MRM)

Movement Points: **Tonnage:** 25  
**Cruising:** 4 **Tech Base:** Inner Sphere  
**Flank:** 6 **Era:** Clan Invasion  
**Movement Type:** Tracked  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	FR	2 [DB,AI]	—	1	2	3
1	MRM 20	T	1/Msl [M,C]	—	3	8	15

Ammo: [Machine Gun] 100, [MRM 20] 24

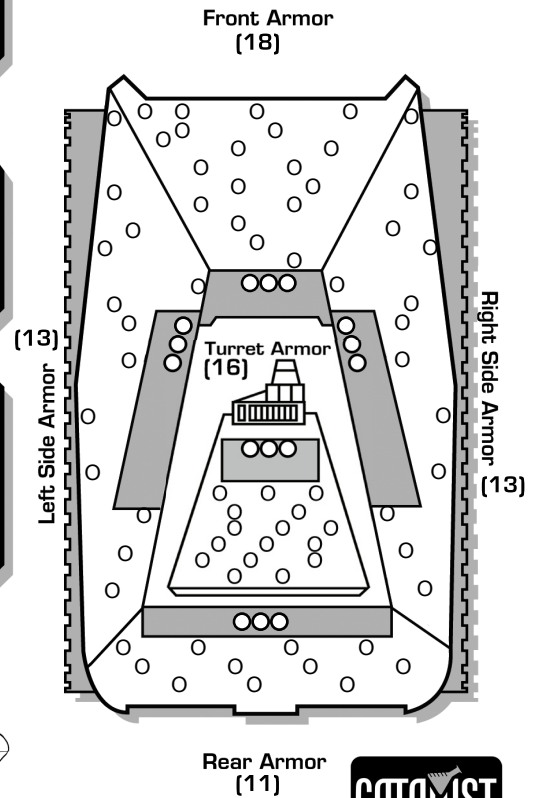
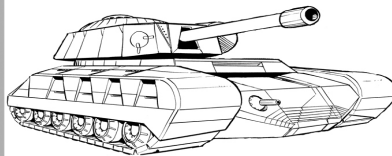
Cost: 370,833 C-bills BV: 393

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
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

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

**Type:** Badger Tracked Transport Prime  
**Movement Points:** **Tonnage:** 30  
**Cruising:** 6 **Tech Base:** Inner Sphere  
**Flank:** 9 **Era:** Succession Wars  
**Movement Type:** Tracked  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (4 tons)	BD	[E]	—	—	—	—
1	SRM 2	FR	2/Msl [M,C]	—	3	6	9
3	Medium Laser	T	5 [DE]	—	3	6	9

Ammo: [SRM 2] 50

Cost: 770,250 C-bills

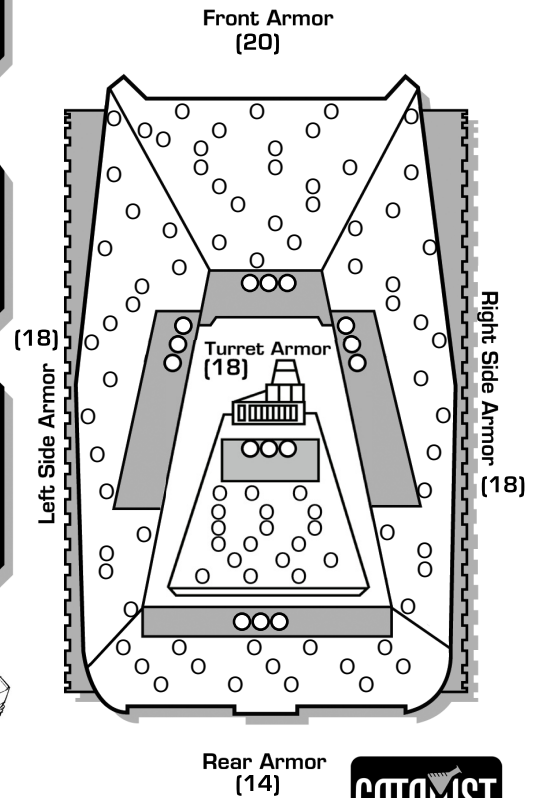
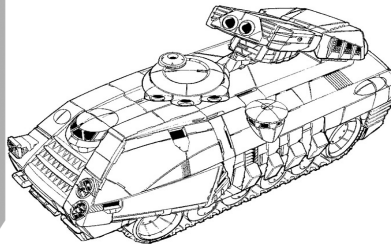
BV: 549

#### 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			SIDES
	FRONT	REAR		
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
		WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Badger Tracked Transport A

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

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (4 tons)	BD	[E]	—	—	—	—
1	SRM 2	FR	2/Msl [M,C]	—	3	6	9
3	SRM 2	T	2/Msl [M,C]	—	3	6	9

Ammo: [SRM 2] 50

Cost: 653,250 C-bills

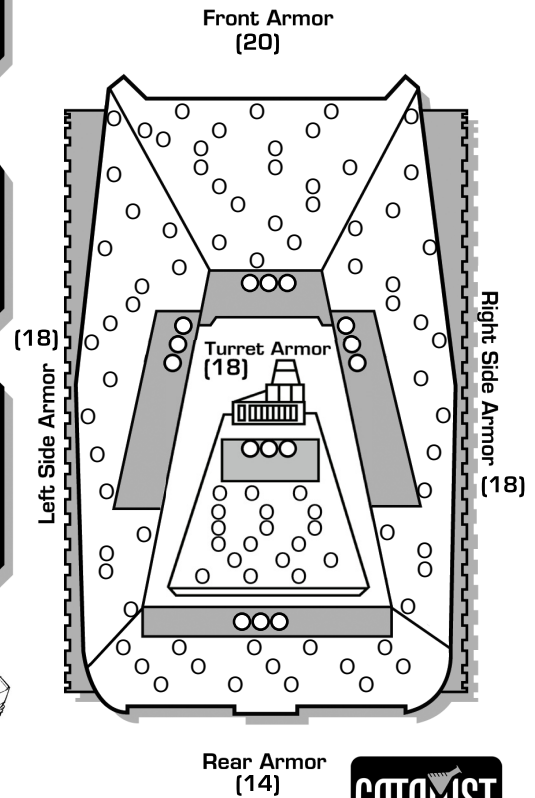
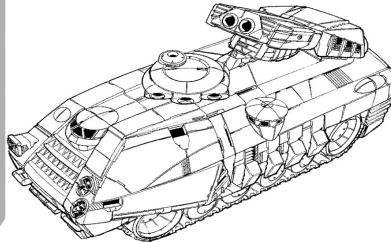
BV: 437

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Badger Tracked Transport B

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

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (4 tons)	BD	[E]	—	—	—	—
1	SRM 4	FR	2/Msl [M,C]	—	3	6	9
1	SRM 4	T	2/Msl [M,C]	—	3	6	9

Ammo: (SRM 4) 25

Cost: 757,250 C-bills

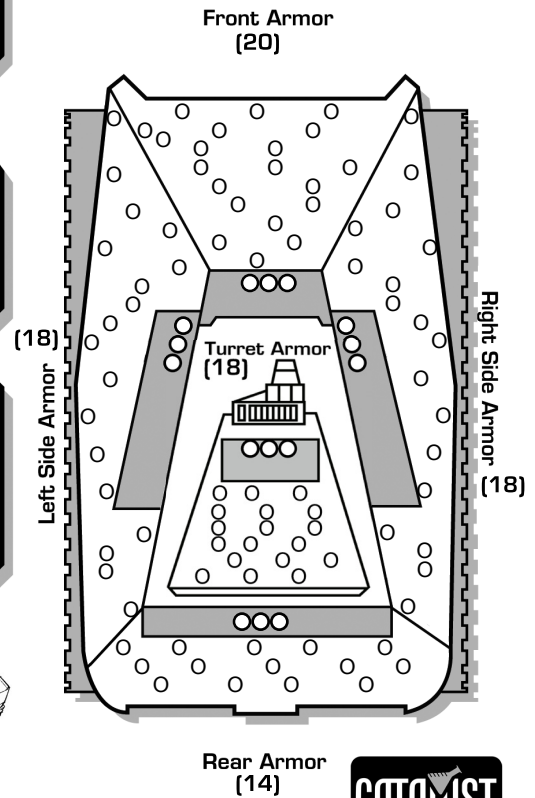
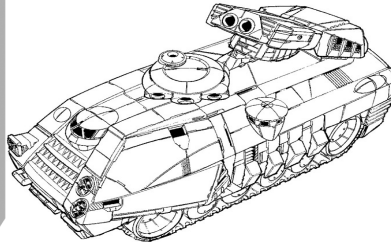
BV: 431

#### 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			SIDES
	FRONT	REAR		
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
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Badger Tracked Transport C

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

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (4 tons)	BD	[E]	—	—	—	—
1	LRM 5	FR	1/Msl [M,C,S]	6	7	14	21
1	LRM 5	T	1/Msl [M,C,S]	6	7	14	21

Ammo: (LRM 5) 24

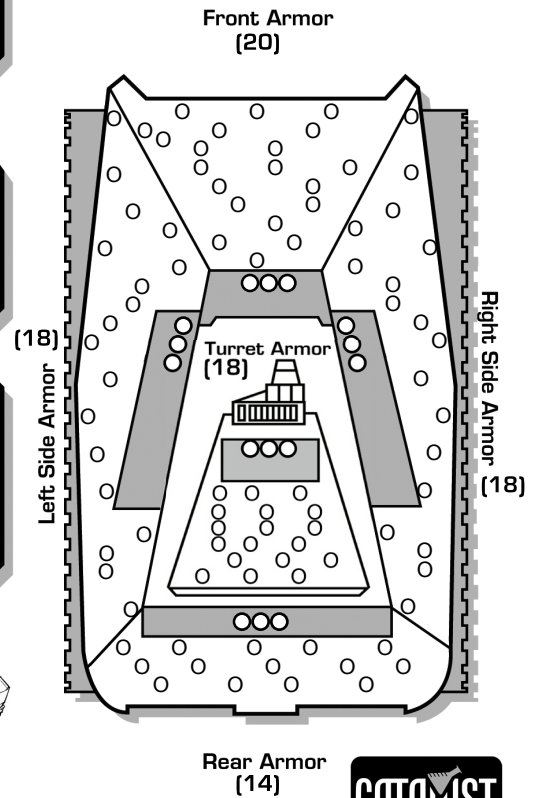
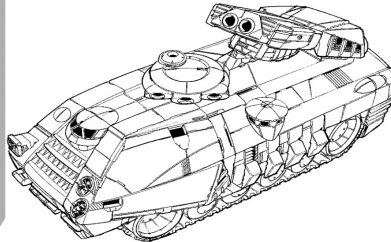
Cost: 679,250 C-bills BV: 450

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Badger Tracked Transport D

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

#### Weapons & Equipment Inventory (hexes)

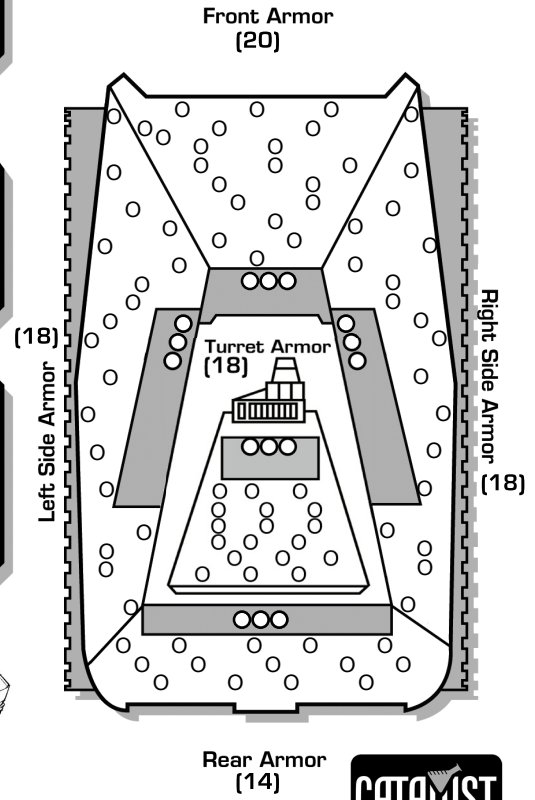
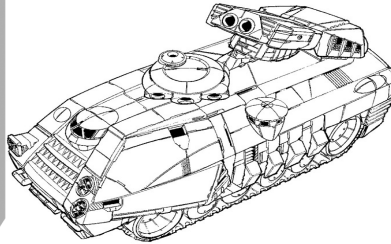
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (4 tons)	BD	[E]	—	—	—	—
1	Small Laser	RS	3 [DE]	—	1	2	3
1	Small Laser	LS	3 [DE]	—	1	2	3
3	Medium Laser	T	5 [DE]	—	3	6	9

#### 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



Cost: 789,100 C-bills BV: 540



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION			SIDES
	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
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

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Badger Tracked Transport E

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

#### Weapons & Equipment Inventory (hexes)

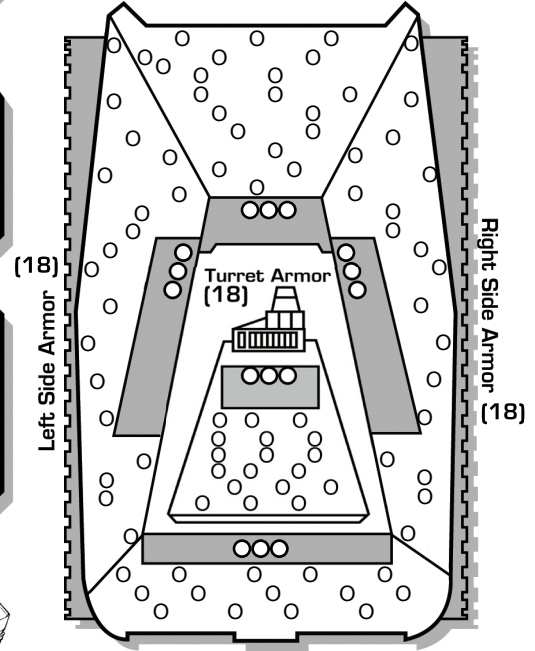
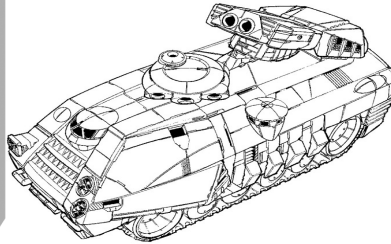
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (4 tons)	BD	[E]	—	—	—	—
1	Small Laser	FR	3 [DE]	—	1	2	3
1	Small Laser	RS	3 [DE]	—	1	2	3
1	Small Laser	LS	3 [DE]	—	1	2	3
1	Small Laser	RR	3 [DE]	—	1	2	3
6	Small Laser	T	3 [DE]	—	1	2	3

#### 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 (14)



Cost: 747,500 C-bills BV: 434

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Badger Tracked Transport F

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

#### Weapons & Equipment Inventory (hexes)

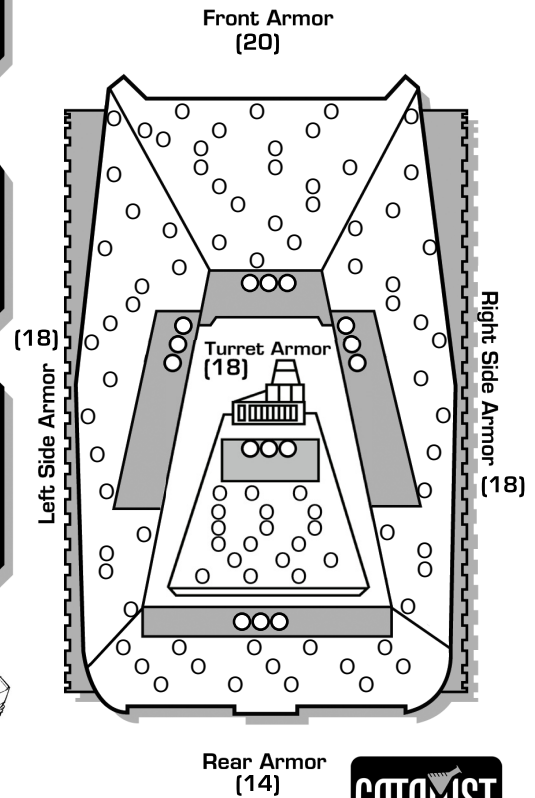
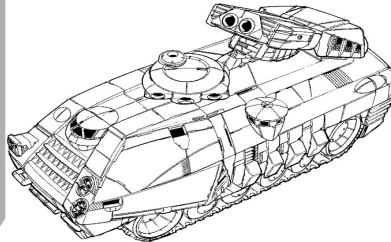
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (8 tons)	BD	[E]	—	—	—	—
1	ER Medium Laser	T	5 [DE]	—	4	8	12

#### 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



Cost: 705,250 C-bills BV: 399



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Badger Tracked Transport G

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

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (4 tons)	BD	[E]	—	—	—	—
1	Light PPC	T	5 [DE]	3	6	12	18
1	SRM 2	T	2 [Msl] [M,C]	—	3	6	9

Ammo: [SRM 2] 50

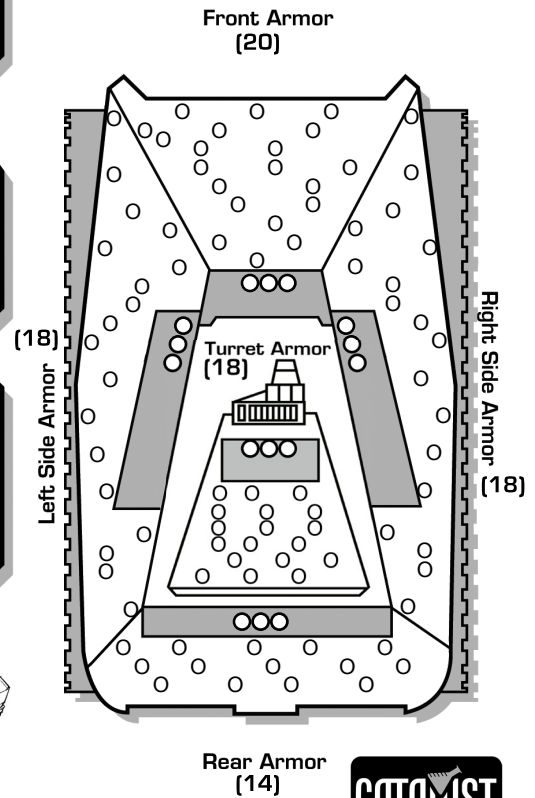
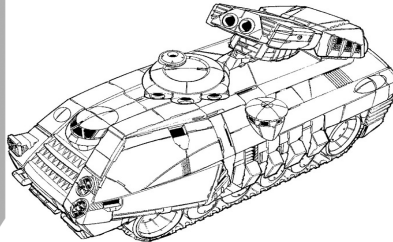
Cost: 614,250 C-bills BV: 474

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

**Type:** Badger (C) Tracked Transport Prime  
**Movement Points:** **Tonnage:** 30  
**Crusing:** 6 **Tech Base:** Clan  
**Flank:** 9 **Era:** Succession Wars  
**Movement Type:** Tracked  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (5 tons)	BD	[E]	—	—	—	—
1	ER Medium Laser	T	7 [DE]	5	10	15	
1	Streak SRM 4	T	2 [Msl] [M,C]	4	8	12	

Ammo (CASE): (Streak SRM 4) 25

**Cost:** 887,250 C-bills

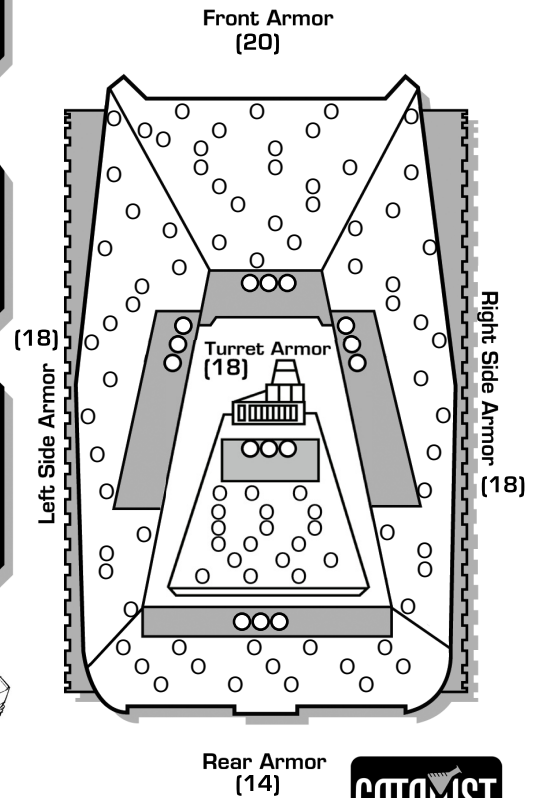
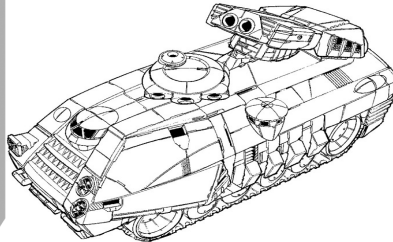
**BV:** 602

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

**Type:** Badger (C) Tracked Transport A  
**Movement Points:** \_\_\_\_\_ **Tonnage:** 30  
**Crusing:** 6 **Tech Base:** Clan  
**Flank:** 9 **Era:** Succession Wars  
**Movement Type:** Tracked  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (5 tons)	BD	[E]	—	—	—	—
3	ER Small Laser	T	5 [DE]	—	2	4	6
6	Machine Gun	T	2 [DB, AI]	—	1	2	3

Ammo (CASE): (Machine Gun) 200

Cost: 749,125 C-bills

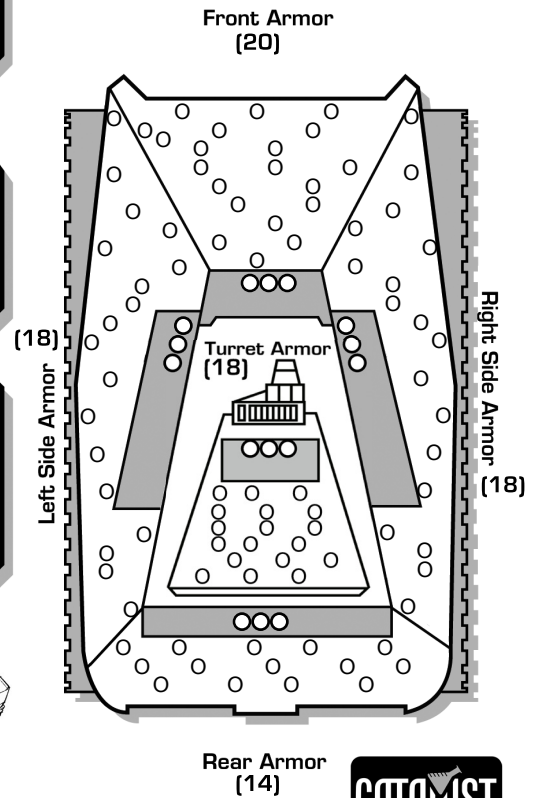
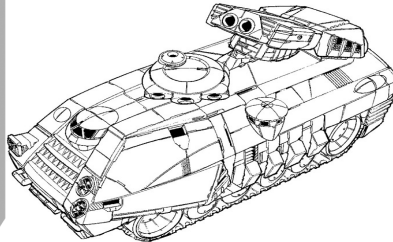
BV: 492

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

**Type:** Badger (C) Tracked Transport B  
**Movement Points:** \_\_\_\_\_ **Tonnage:** 30  
**Crusing:** 6 **Tech Base:** Clan  
**Flank:** 9 **Era:** Succession Wars  
**Movement Type:** Tracked  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (5 tons)	BD	[E]	—	—	—	—
1	Medium Pulse Laser	T	7 [P]	—	4	8	12
1	Streak SRM 2	T	2 [M]	—	4	8	12

Ammo (CASE): (Streak SRM 2) 50

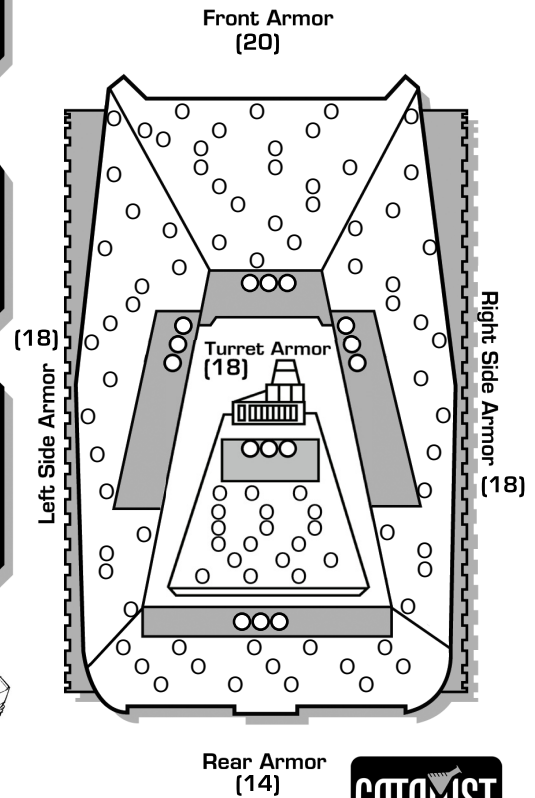
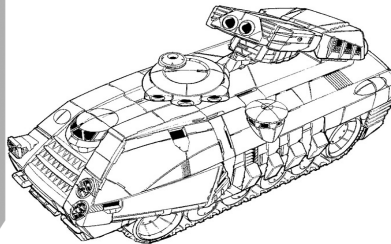
**Cost:** 763,750 C-bills **BV:** 540

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
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

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: **Badger (C) Tracked Transport C**

Movement Points: **Tonnage:** 30  
**Crusing:** 6 **Tech Base:** Clan  
**Flank:** 9 **Era:** Succession Wars  
**Movement Type:** Tracked  
**Engine Type:** Fusion Engine

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (5 tons)	BD	[E]	—	—	—	—
1	ER Small Laser	T	5 [DE]	—	2	4	6
1	LRM 10	T	1/MsI [M,C,S]	—	7	14	21

Ammo [CASE]: [LRM 10] 12

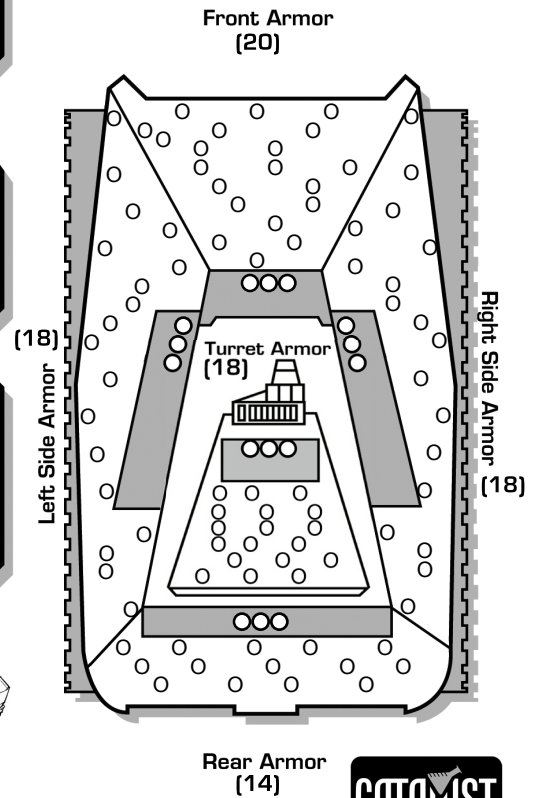
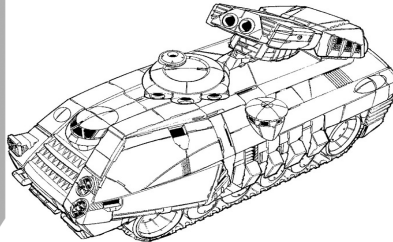
Cost: 810,875 C-bills BV: 537

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

## MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
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

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

**Type:** Badger (C) Tracked Transport D  
**Movement Points:** **Tonnage:** 30  
**Crucising:** 6 **Tech Base:** Clan  
**Flank:** 9 **Era:** Succession Wars  
**Movement Type:** Tracked  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (5 tons)	BD	[E]	—	—	—	—
1	Streak SRM 6	T	2/Msl [M,C]	—	4	8	12

Ammo (CASE): (Streak SRM 6) 15

**Cost:** 822,250 C-bills

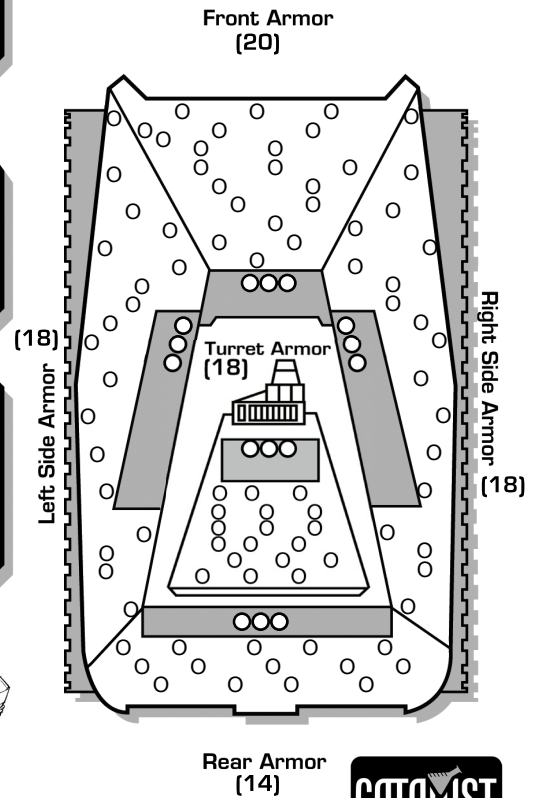
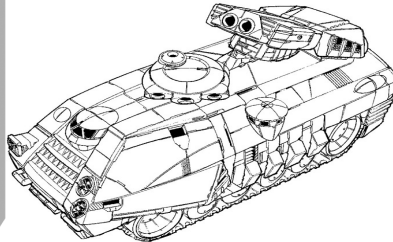
**BV:** 506

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
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

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: **Badger (C) Tracked Transport E**

Movement Points: **Tonnage: 30**  
 Cruising: **6** Tech Base: **Clan**  
 Flank: **9** Era: **Civil War**  
 Movement Type: **Tracked**  
 Engine Type: **Fusion Engine**

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (5 tons)	BD	[E]	—	—	—	—
1	ATM 3	T	[M, S, C]	—	—	—	—
	Standard		1/Mst	4	5	10	15
	Extended-Range		1/Mst	4	5	10	15
	High-Explosive		3/Mst	—	—	—	—
1	ER Small Laser	T	5 [DE]	—	2	4	6

Ammo [CASE]: (ATM 3) 40

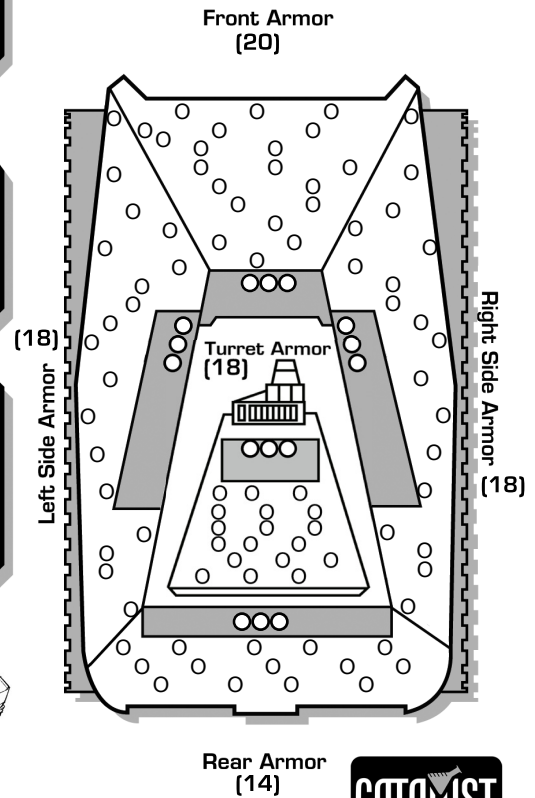
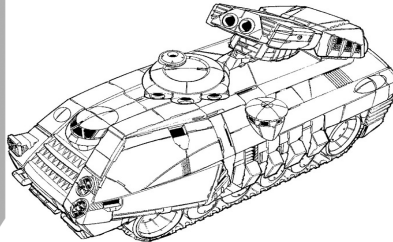
Cost: 745,875 C-bills BV: 474

#### CREW DATA

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

#### CRITICAL DAMAGE

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



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡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

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Badger (C) Tracked Transport F

Movement Points: Tonnage: 30  
 Cruising: 6 Tech Base: Clan  
 Flank: 9 Era: Jihad  
 Movement Type: Tracked  
 Engine Type: Fusion Engine

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (5 tons)	BD	[E]	—	—	—	—
4	AP Gauss Rifle	T	3 [DB,X]	—	3	6	9

Ammo (CASE): (AP Gauss) 80

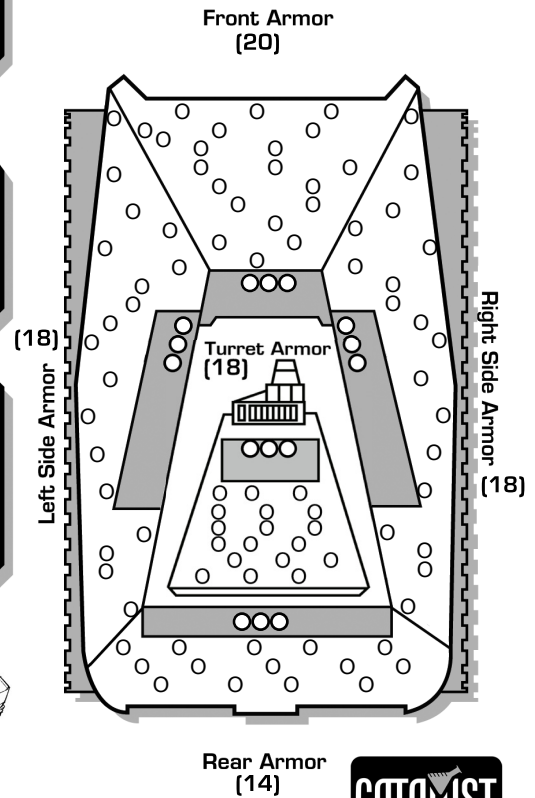
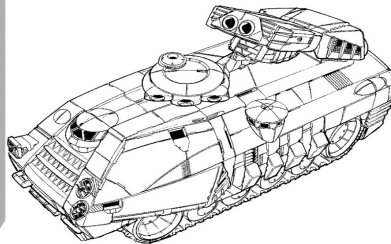
Cost: 710,450 C-bills BV: 441

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

## MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

## GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: **Badger (C) Tracked Transport H**

Movement Points: **Tonnage:** 30  
**Crusing:** 6 **Tech Base:** Clan  
**Flank:** 9 **Era:** Civil War  
**Movement Type:** Tracked  
**Engine Type:** Fusion Engine

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (5 tons)	BD	[E]	--	--	--	--
1	Targeting Computer	BD	[E]	--	--	--	--
1	Heavy Medium Laser	T	10 [DE]	3	6	9	
1	Streak SRM 2	T	2/Mel [M,C]	4	8	12	

Ammo (CASE): (Streak SRM 2) 50

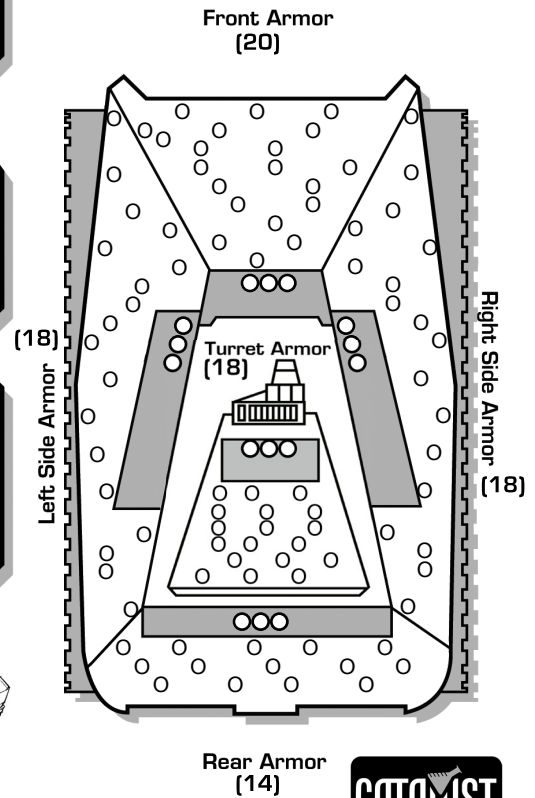
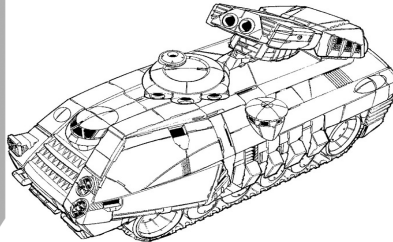
Cost: 828,750 C-bills BV: 516

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

## MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

## GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Galleon Light Tank GAL-102

Movement Points: **Tonnage:** 30  
 Cruising: 7 **Tech Base:** Inner Sphere  
 Flank: 11 **Era:** Succession Wars  
**Movement Type:** Tracked  
**Engine Type:** Fusion Engine

### Weapons & Equipment Inventory (hexes)

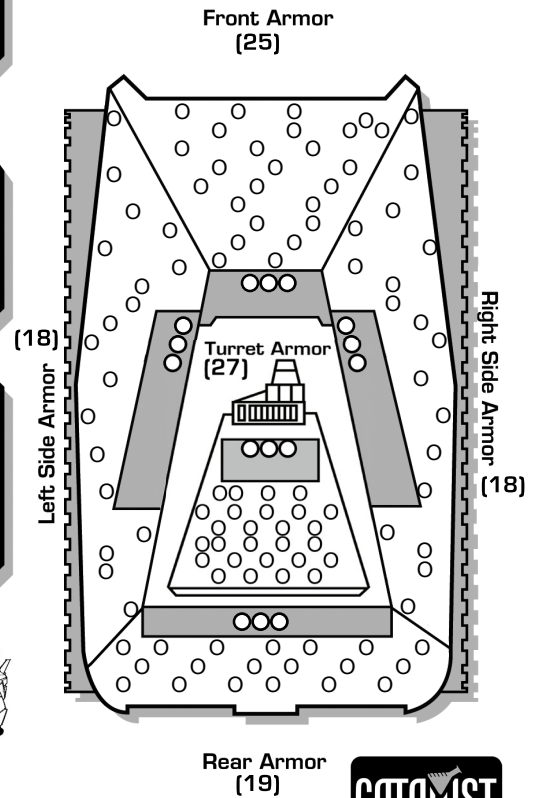
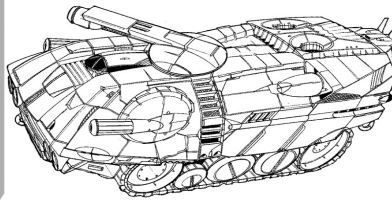
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	FR	[E]	—	—	—	4
1	Medium Laser	RS	5 [DE]	—	3	6	9
1	Medium Laser	LS	5 [DE]	—	3	6	9
1	Medium Pulse Laser	T	6 [P]	—	2	4	6

### CREW DATA

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

### CRITICAL DAMAGE

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



Cost: 1,205,750 C-bills

BV: 651



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## GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

## MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

## GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Galleon Light Tank GAL-100

Movement Points: **Tonnage:** 30  
 Cruising: 6 **Tech Base:** Inner Sphere (Intro)  
 Flank: 9 **Era:** Succession Wars  
**Movement Type:** Tracked  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Small Laser	RS	3 [DE]	—	1	2	3
1	Small Laser	LS	3 [DE]	—	1	2	3
1	Medium Laser	T	5 [DE]	—	3	6	9

Cost: 323,700 C-bills

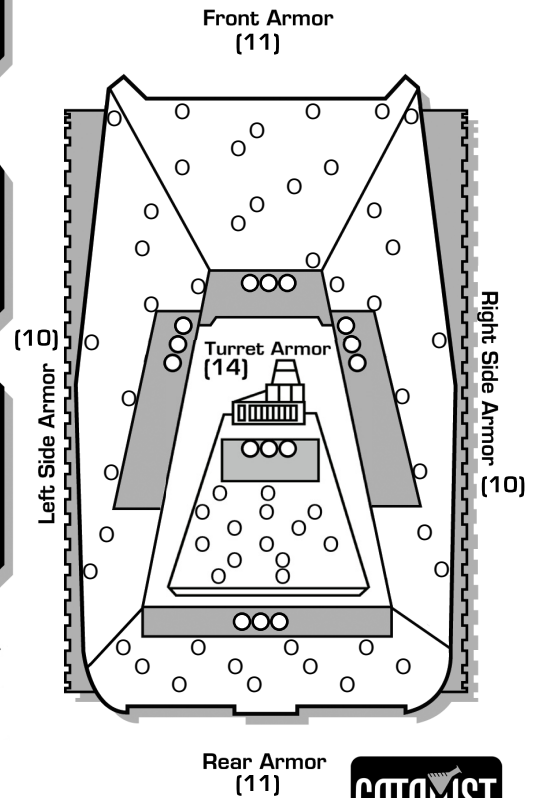
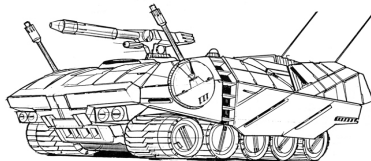
BV: 309

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
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

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Galleon Light Tank GAL-103

Movement Points: **Tonnage:** 30  
 Cruising: 7 **Tech Base:** Inner Sphere  
 Flank: 11 **Era:** Civil War  
**Movement Type:** Tracked  
**Engine Type:** XL Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	FR	[E]	—	—	—	4
1	Medium Laser	RS	5 [DE]	—	3	6	9
1	Medium Laser	LS	5 [DE]	—	3	6	9
1	Improved C <sup>3</sup> CPU	T	[E]	—	—	—	—
1	ER Medium Laser	T	5 [DE]	—	4	8	12
1	Guardian ECM Suite	T	[E]	—	—	—	6

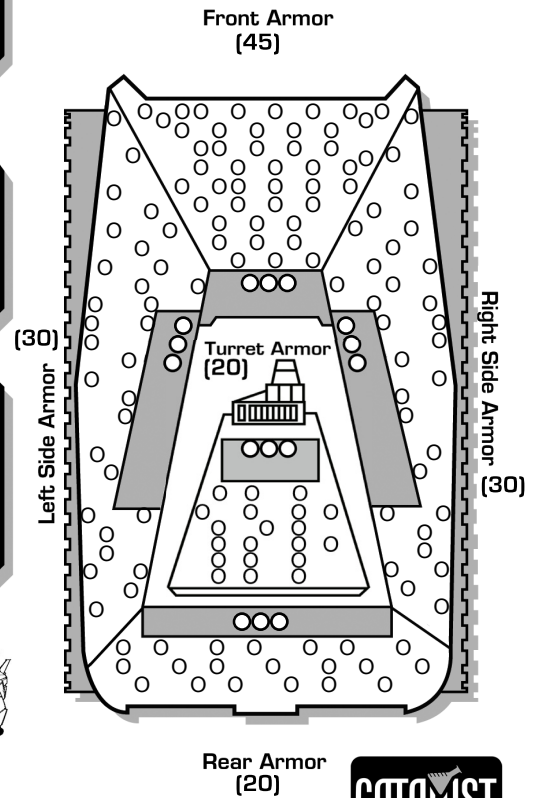
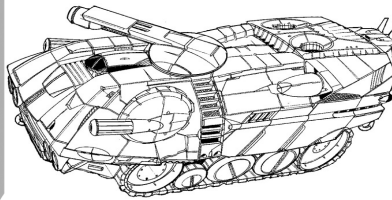
Cost: 4,172,350 C-bills BV: 872

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Galleon Light Tank GAL-104

Movement Points: **Tonnage:** 30  
 Cruising: 7 **Tech Base:** Inner Sphere  
 Flank: 11 **Era:** Civil War  
**Movement Type:** Tracked  
**Engine Type:** XL Fusion Engine

#### Weapons & Equipment Inventory (hexes)

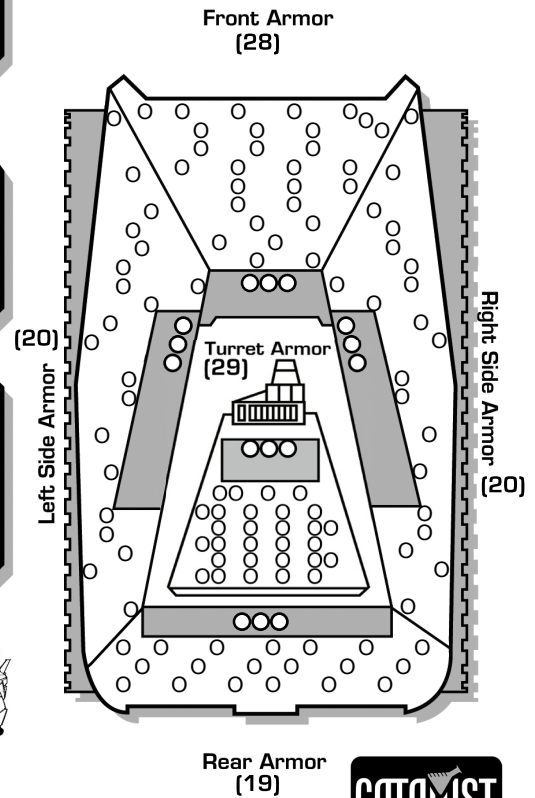
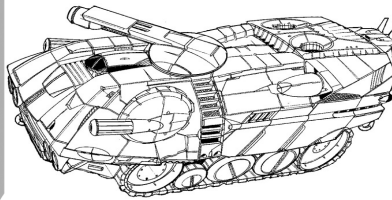
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Improved C <sup>3</sup> CPU	BD	[E]	--	--	--	--
1	Targeting Computer	BD	[E]	--	--	--	--
1	ER Large Laser	T	8 [DE]	-	7	14	19

#### CREW DATA

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

#### CRITICAL DAMAGE

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



Cost: 3,680,950 C-bills BV: 779



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION			SIDES
	FRONT	REAR		
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 that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Galleon Light Tank GAL-200

Movement Points: **Tonnage:** 30  
 Cruising: 6 **Tech Base:** Inner Sphere  
 Flank: 9 (Intro)  
**Movement Type:** Tracked **Era:** Succession Wars  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	RS	2 [DB,AI]	-1	2	3	
1	Machine Gun	LS	2 [DB,AI]	-1	2	3	
1	Medium Laser	T	5 [DE]	-3	6	9	

Ammo: (Machine Gun) 200

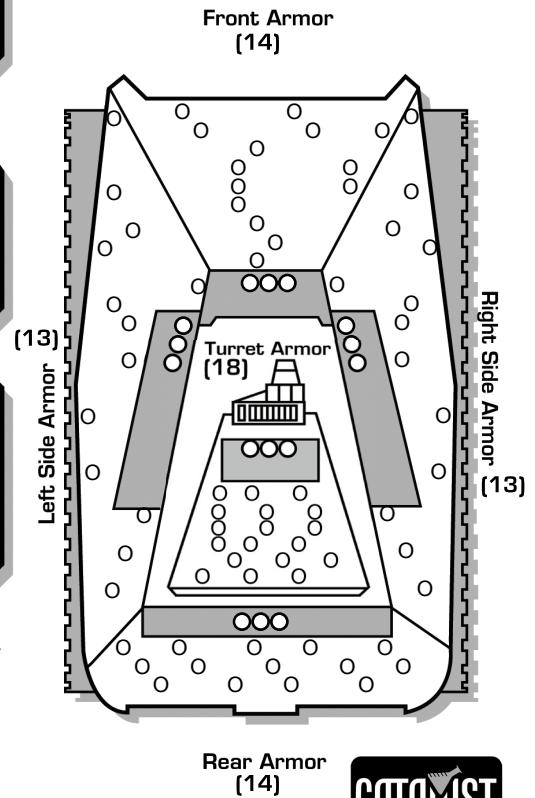
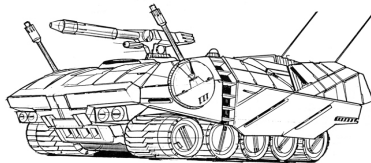
Cost: 312,650 C-bills BV: 345

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
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™

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

### VEHICLE DATA

Type: Karnov UR Transport (3055 Upgrade)

Movement Points: **Tonnage:** 30  
 Cruising: 10 **Tech Base:** Inner Sphere  
 Flank: 15 **Era:** Clan Invasion  
 Engine Type: I.C.E.

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (7 tons)	BD	[E]	—	—	—	—
1	Machine Gun	RS	2 [DB,AI]	—	1	2	3
1	Machine Gun	LS	2 [DB,AI]	—	1	2	3

Ammo: (Machine Gun) 200

Cost: 550,000 C-bills

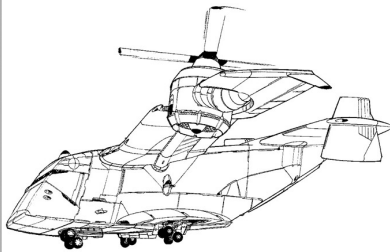
BV: 152

### CREW DATA

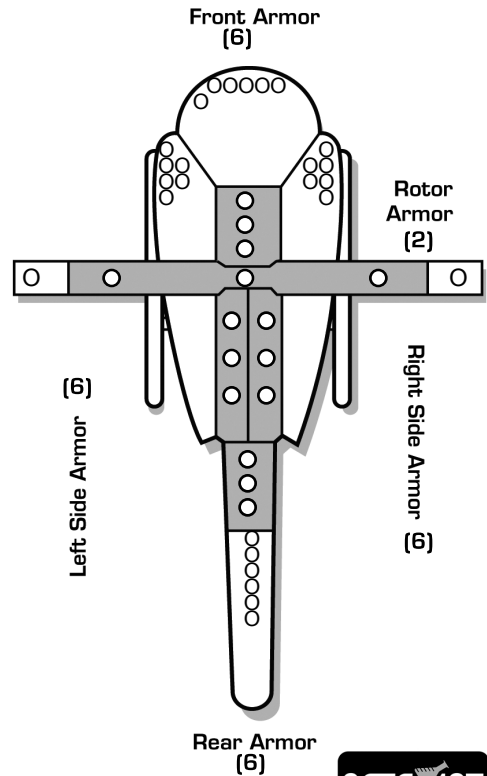
Crew: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_  
 Co-Pilot Hit **+1** Pilot Hit **+2**  
Modifier to all To-Hit rolls Modifier to Driving Skill rolls

### 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: Karnov UR Transport (BA)

Movement Points: **Tonnage:** 30  
**Crusing:** 10 **Tech Base:** Inner Sphere  
**Flank:** 15 **Era:** Civil War  
**Engine Type:** Fusion Engine

### Weapons & Equipment Inventory (hexes)

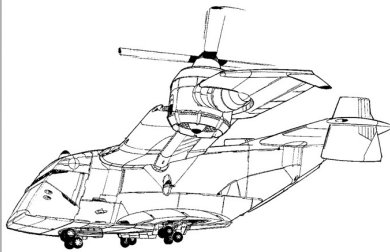
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (8 tons)	BD	[E]	—	—	—	—
2	ER Medium Laser	FR	5 [DE]	—	4	8	12
1	Guardian ECM Suite	FR	[E]	—	—	—	6

### CREW DATA

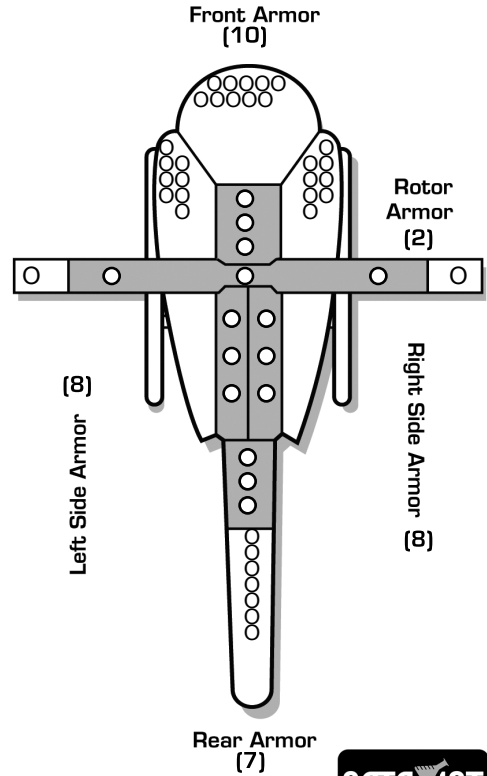
Crew: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Driving Skill:** \_\_\_\_\_  
 Co-Pilot Hit **+1** Pilot Hit **+2**  
Modifier to all To-Hit rolls Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



### ARMOR DIAGRAM



Cost: BV: 499



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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: Karnov UR Transport (Periphery)

Movement Points: **Tonnage:** 30  
 Cruising: 10 **Tech Base:** Inner Sphere  
 Flank: 15 **Era:** <source>  
 Engine Type: I.C.E.

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
6	Rocket Launcher 10	FR	1/Msl [M,C]	—	5	11	18
4	Rocket Launcher 20	FR	1/Msl [M,C]	—	3	7	12

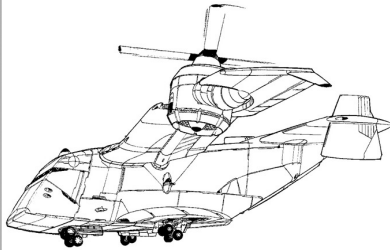
Cost: 1,060,000 C-bills **BV:** 590

### CREW DATA

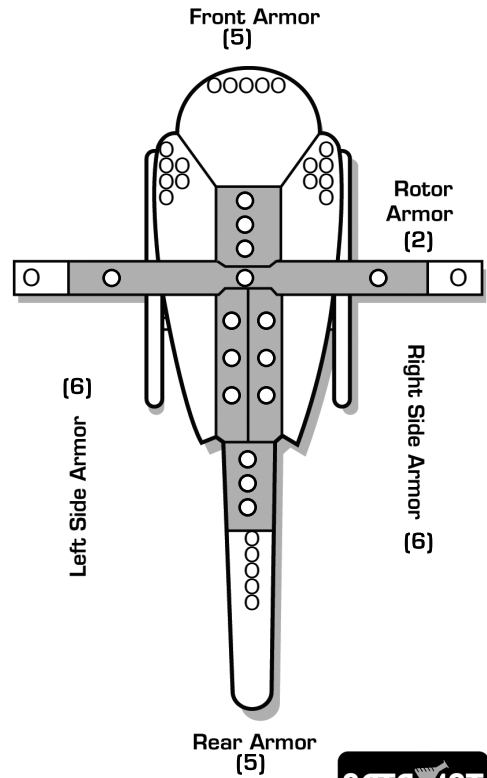
Crew: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_  
 Co-Pilot Hit **+1** Pilot Hit **+2**  
Modifier to all To-Hit rolls Modifier to Driving Skill rolls

### 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



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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: Peregrine Attack VTOL

Movement Points: **Tonnage:** 30  
**Cruising:** 12 **Tech Base:** Inner Sphere (Intro)  
**Flank:** 18 **Era:** Succession Wars  
**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
1	SRM 4	RS	2/Msl [M,C]	—	3	6	9
1	SRM 4	LS	2/Msl [M,C]	—	3	6	9

Ammo: (SRM 4) 25, (Machine Gun) 200

Cost: 1,480,000 C-bills BV: 344

### CREW DATA

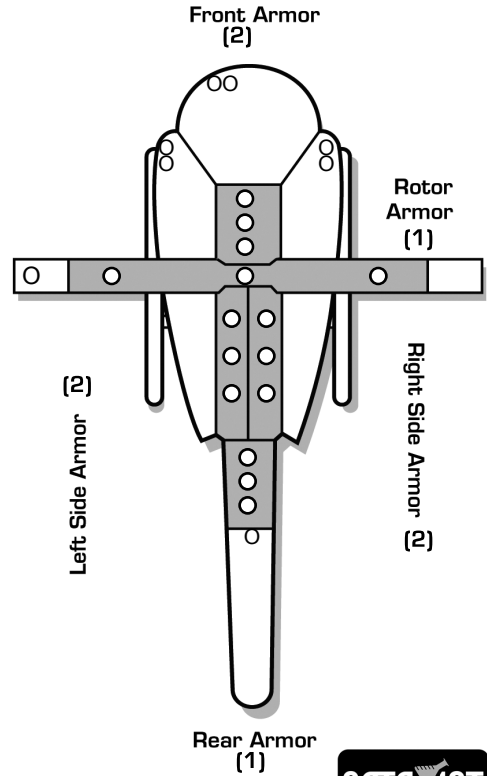
Crew: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Driving Skill:** \_\_\_\_\_  
 Co-Pilot Hit  +1  Pilot Hit  +2  
Modifier to all To-Hit rolls Modifier to Driving Skill rolls

### 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



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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:** Peregrine Attack VTOL (Cargo)  
**Movement Points:** \_\_\_\_\_ **Tonnage:** 30  
**Cruising:** 12 **Tech Base:** Inner Sphere (Intro)  
**Flank:** 18 **Era:** Succession Wars  
**Engine Type:** Fusion Engine

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
7	Cargo (1 ton)	BD	[E]	—	—	—	—

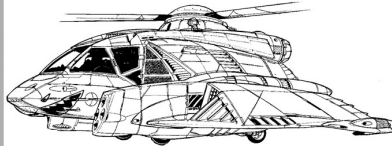
**Cost:** 1,220,000 C-bills **BV:** 88

### CREW DATA

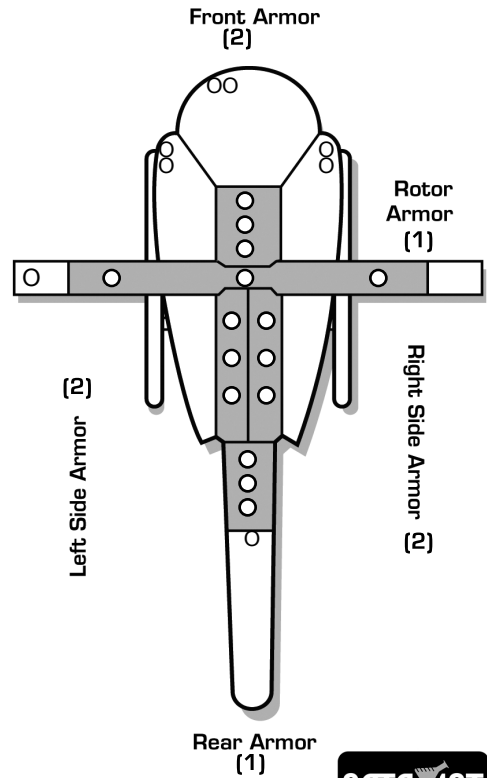
**Crew:** \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Driving Skill:** \_\_\_\_\_  
**Co-Pilot Hit** +1 **Pilot Hit** +2  
Modifier to all To-Hit rolls Modifier to Driving Skill rolls

### 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



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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: Peregrine Attack VTOL (Kurita)

Movement Points: **Tonnage:** 30  
 Cruising: 12 **Tech Base:** Inner Sphere (Intro)  
 Flank: 18 **Era:** Succession Wars  
 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	SRM 4	FR	2 [Msl]	-	3	6	9

Ammo: [SRM 4] 25

Cost: 1,620,000 C-bills

BV: 564

### CREW DATA

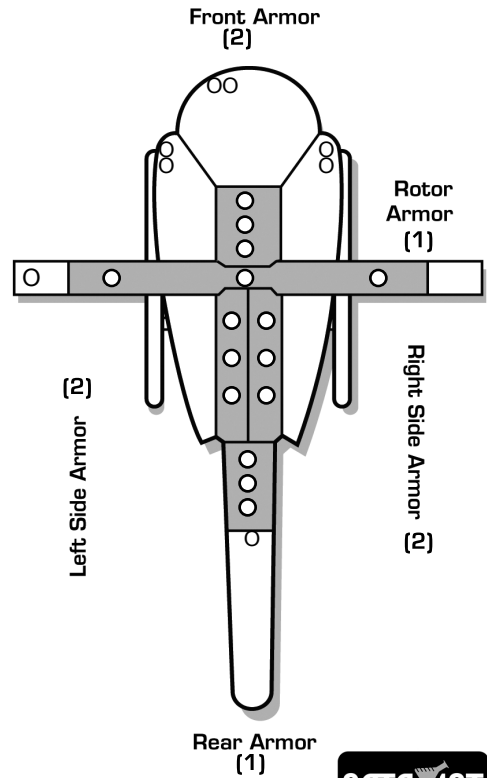
Crew: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_  
 Co-Pilot Hit  +1 Pilot Hit  +2  
Modifier to all To-Hit rolls Modifier to Driving Skill rolls

### 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



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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: Yellow Jacket Gunship (Ammo)  
 Movement Points: **Tonnage:** 30  
 Cruising: 6 **Tech Base:** Inner Sphere  
 Flank: 9 **Era:** Clan Invasion  
 Engine Type: I.C.E.

**Weapons & Equipment Inventory (hexes)**

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	FR	15	2	7	15	22
			[DB,X]				

Ammo: [Gauss] 24

Cost: 1,020,000 C-bills **BV:** 803

### CREW DATA

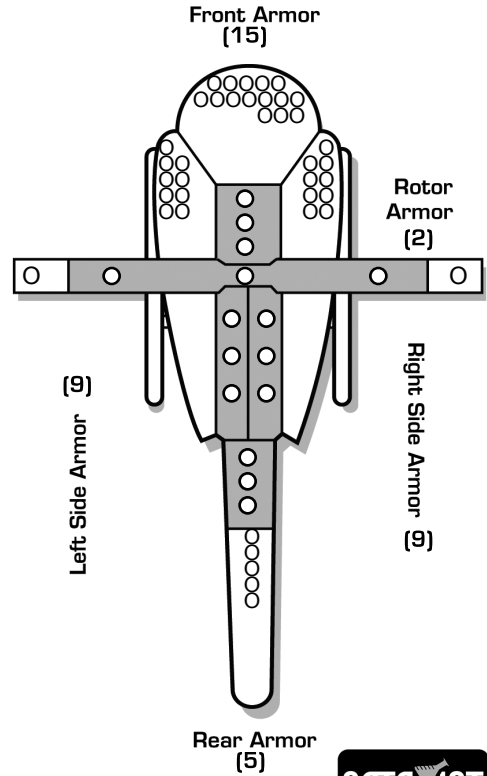
Crew: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_  
 Co-Pilot Hit **+1** Pilot Hit **+2**  
Modifier to all To-Hit rolls Modifier to Driving Skill rolls

### 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



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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: Yellow Jacket Gunship

Movement Points: **Tonnage:** 30  
 Cruising: 6 **Tech Base:** Inner Sphere  
 Flank: 9 **Era:** Clan Invasion  
 Engine Type: I.C.E.

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	FR	15	2	7	15	22
			[DB,X]				

Ammo: [Gauss] 16

Cost: 1,040,000 C-bills **BV:** 782

### CREW DATA

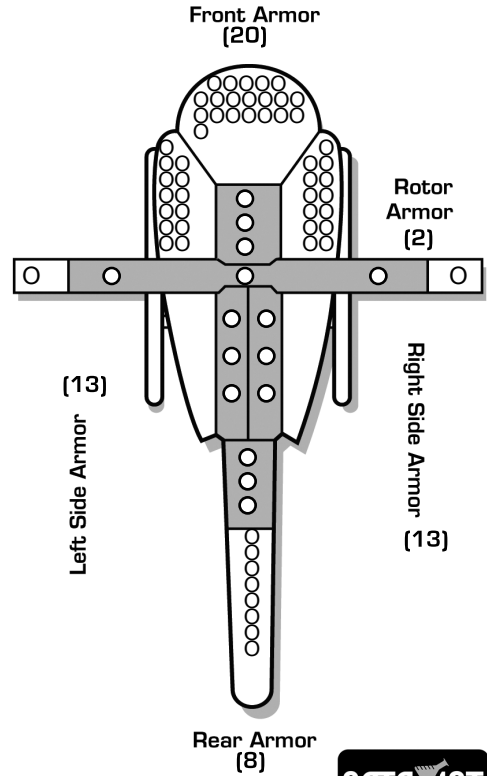
Crew: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_  
 Co-Pilot Hit **+1** Pilot Hit **+2**  
Modifier to all To-Hit rolls Modifier to Driving Skill rolls

### 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



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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: Yellow Jacket Gunship (Arrow IV)

Movement Points: **Tonnage:** 30  
 Cruising: 6 **Tech Base:** Inner Sphere  
 Flank: 9 (Advanced)  
 Engine Type: I.C.E. **Era:** Civil War

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Arrow IV	FR	20	-	1	2	8
			[A,E,S,F]				

Ammo (CASE): (Arrow IV Homing) 5, (Arrow IV) 5

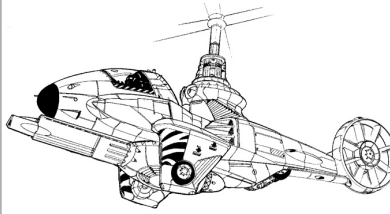
Cost: 1,430,000 C-bills **BV:** 612

### CREW DATA

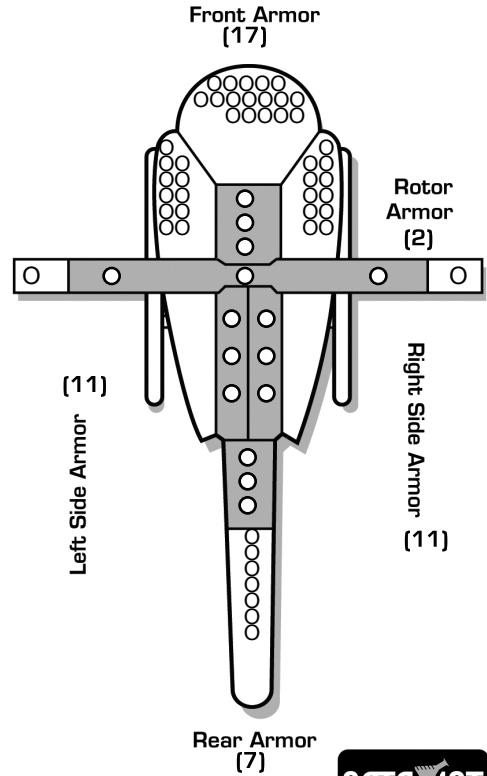
Crew: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_  
 Co-Pilot Hit **+1** Pilot Hit **+2**  
Modifier to all To-Hit rolls Modifier to Driving Skill rolls

### 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



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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: Yellow Jacket Gunship (RAC)

Movement Points: **Tonnage:** 30  
 Cruising: 6 **Tech Base:** Inner Sphere  
 Flank: 9 **Era:** Civil War  
 Engine Type: I.C.E.

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min Sht	Med	Lng
1	Targeting Computer	BD	[E]			
1	Rotary AC/5	FR	5/Sht [DB,R,C]	5	10	15

Ammo [CASE]:(RAC/5) 40

Cost: 1,180,000 C-bills **BV:** 797

### CREW DATA

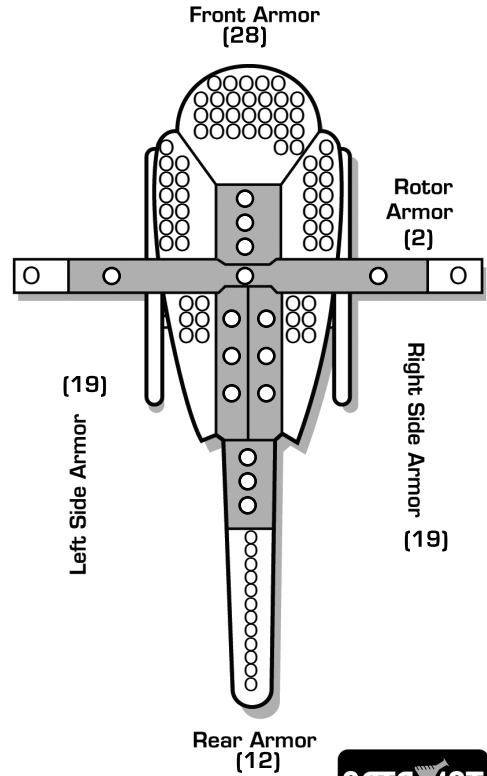
Crew: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_  
 Co-Pilot Hit **+1** Pilot Hit **+2**  
Modifier to all To-Hit rolls Modifier to Driving Skill rolls

### 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

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Hunter Light Support Tank (3054 Upgrade)

Movement Points: **Tonnage:** 35  
**Cruising:** 4 **Tech Base:** Inner Sphere  
**Flank:** 6 **Era:** Clan Invasion  
**Movement Type:** Tracked  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	LRM 15 w/Artemis IV FCS	FR	1/Mel [M,C,S]	6	7	14	21

Ammo: (LRM 15 Artemis) 16

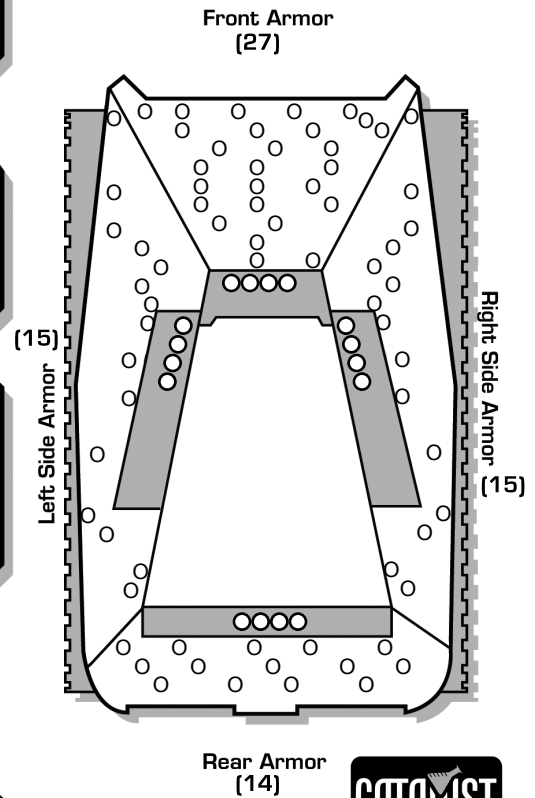
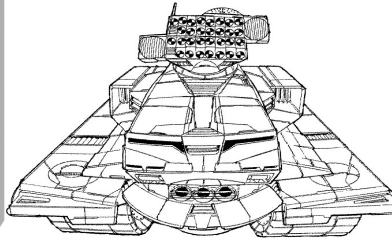
Cost: 1,365,750 C-bills BV: 641

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Hunter Light Support Tank "Assault Hunter"

Movement Points: **Tonnage:** 35  
**Cruising:** 4 **Tech Base:** Inner Sphere  
**Flank:** 6 **Era:** Civil War  
**Movement Type:** Tracked  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	FR	20/Sht	-	3	7	10
			[DB,R,C]				

Ammo: (Ultra AC/20) 15

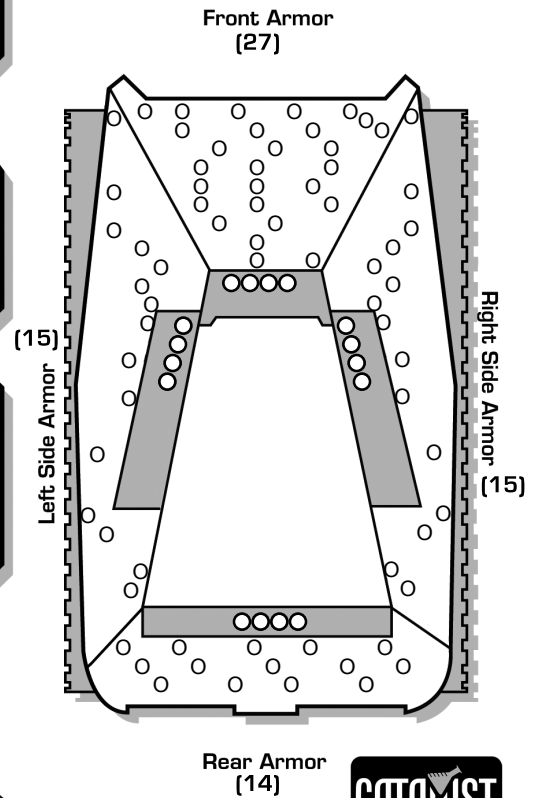
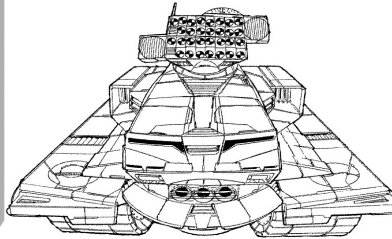
Cost: 1,271,250 C-bills **BV:** 670

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Hunter Light Support Tank (ERLL)

Movement Points: **Tonnage:** 35  
 Cruising: 4 **Tech Base:** Inner Sphere  
 Flank: 6 **Era:** Clan Invasion  
**Movement Type:** Tracked  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	FR	8 [DE]	—	7	14	19
1	LRM 15 w/Artemis IV FCS	FR	1/Med [M,C,S]	6	7	14	21

Ammo: (LRM 15 Artemis) 24

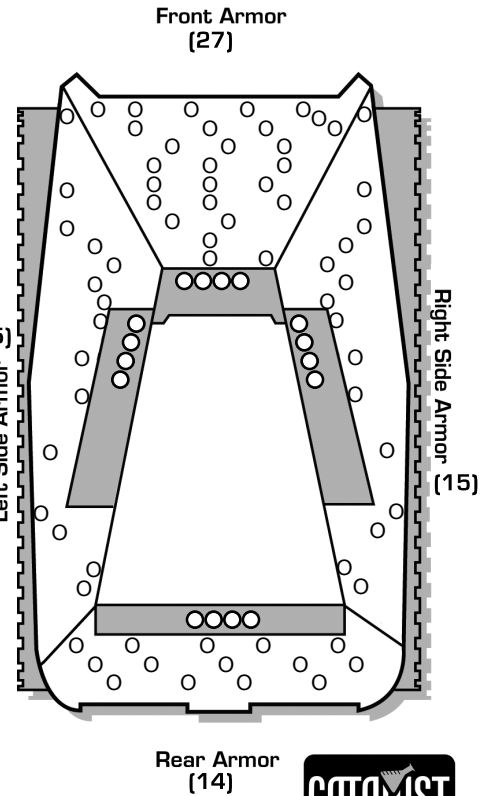
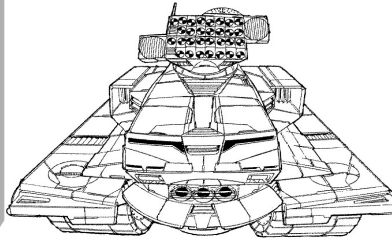
Cost: 1,269,900 C-bills BV: 660

#### 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			SIDES
	FRONT	REAR	REAR	
2*	Front (critical)	Front (critical)	Side (critical)	Side (critical)
3	Front†	Rear†	Side†	Side†
4	Front†	Rear†	Side†	Side†
5	Right Side†	Left Side†	Front†	Front†
6	Front	Rear	Side	Side
7	Front	Rear	Side	Side
8	Front	Rear	Side (critical)*	Side (critical)*
9	Left Side†	Right Side†	Rear†	Rear†
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. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Hunter Light Support Tank (LPL)

Movement Points: **Tonnage:** 35  
 Cruising: 4 **Tech Base:** Inner Sphere  
 Flank: 6 **Era:** Civil War  
**Movement Type:** Tracked  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	FR	9 [P]	—	3	7	10
1	LRM 15 w/Artemis IV FCS	FR	1/Med [M,C,S]	6	7	14	21

Ammo: (LRM 15 Artemis) 24

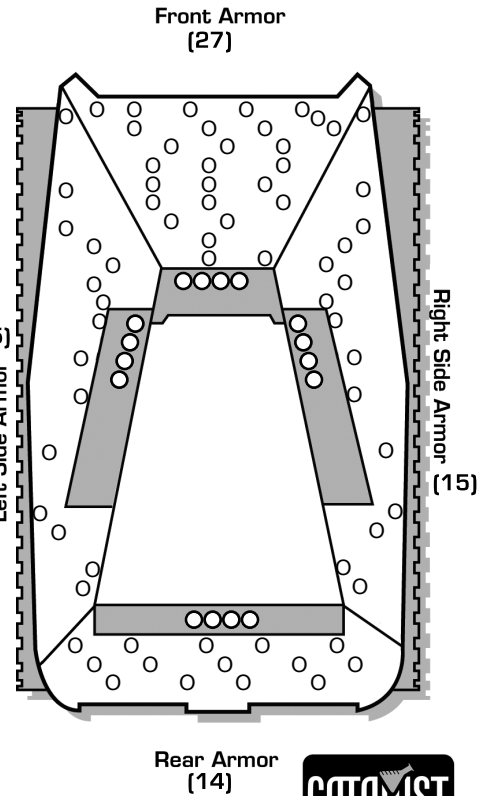
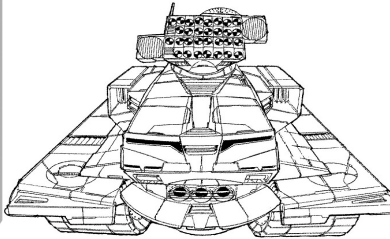
Cost: 1,230,750 C-bills **BV:** 610

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Pegasus Scout Hover Tank (3058 Upgrade)

Movement Points: **Tonnage:** 35  
 Cruising: 9 **Tech Base:** Inner Sphere  
 Flank: 14 **Era:** Clan Invasion  
**Movement Type:** Hover  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	BD	[E]	—	—	—	6
1	Beagle Active Probe	FR	[E]	—	—	—	4
1	Medium Pulse Laser	FR	6 [P]	—	2	4	6
1	TAG	FR	0 [S]	—	5	10	15
2	SRM 6	T	2/Msl [M,C]	—	3	6	9

Ammo: [SRM 6] 15

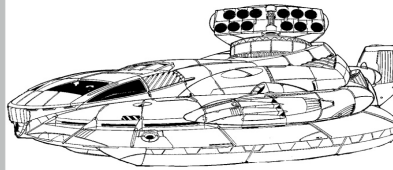
Cost: 2,068,333 C-bills BV: 706

#### CREW DATA

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

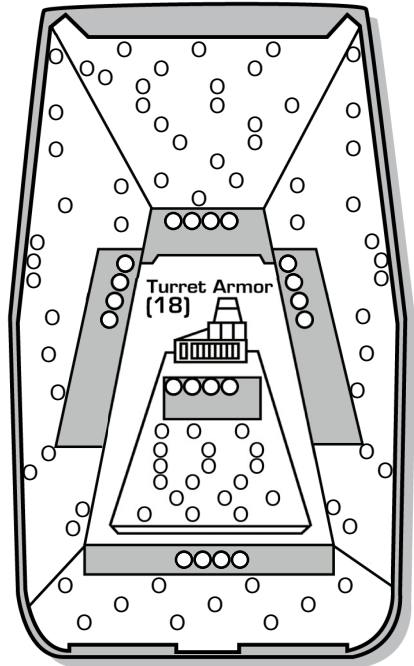
#### CRITICAL DAMAGE

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



(16)

Left Side Armor



Right Side Armor (16)

Rear Armor (10)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Pegasus Scout Hover Tank (C3)

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

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Slave	BD	[E]	—	—	—	—
2	Medium Pulse Laser	T	6 [P]	—	2	4	6
2	Streak SRM 4	T	2/Msl [M,C]	—	3	6	9

Ammo: [Streak SRM 4] 25

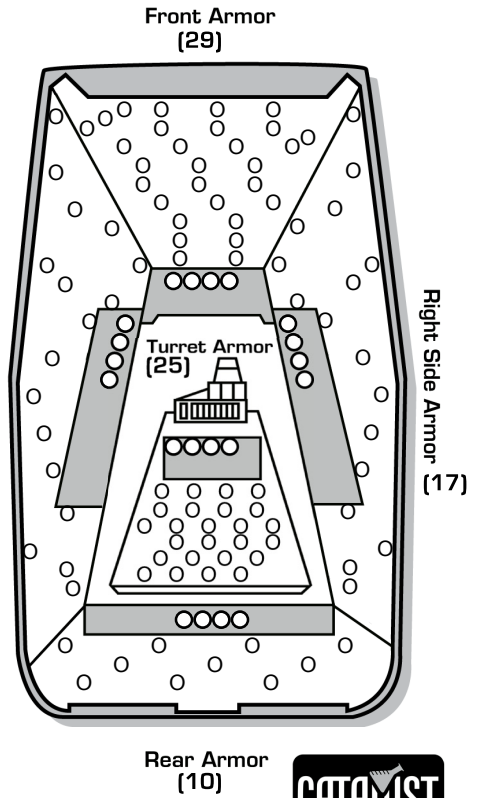
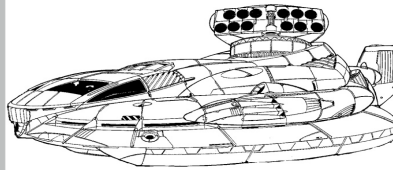
Cost: 1,898,333 C-bills BV: 785

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

**Type:** Pegasus Scout Hover Tank (MRM)  
**Movement Points:** **Tonnage:** 35  
**Cruising:** 9 **Tech Base:** Inner Sphere  
**Flank:** 14 **Era:** Civil War  
**Movement Type:** Hover  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Slave	BD	[E]	—	—	—	—
1	Guardian ECM Suite	BD	[E]	—	—	—	6
1	ER Medium Laser	FR	5 [DE]	—	4	8	12
1	MRM 20	T	1/Mei [M,C]	—	3	8	15

Ammo: (MRM 20) 24

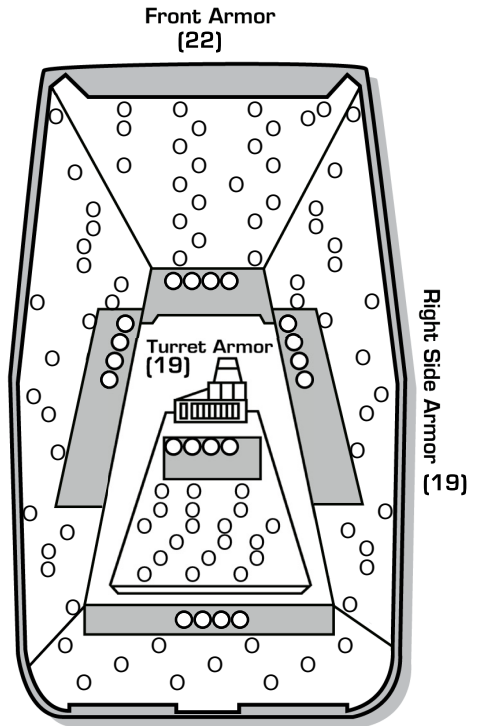
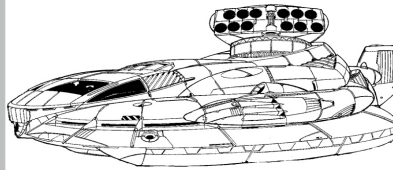
**Cost:** 2,059,833 C-bills **BV:** 781

#### 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 (10)**



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Plainsman Medium Hovertank

Movement Points: **Tonnage:** 35  
 Cruising: 9 **Tech Base:** Inner Sphere (Intro)  
 Flank: 14 **Era:** Succession Wars  
**Movement Type:** Hover  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	SRM 2	FR	2/Msl [M,C]	—	3	6	9
2	SRM 6	T	2/Msl [M,C]	—	3	6	9

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

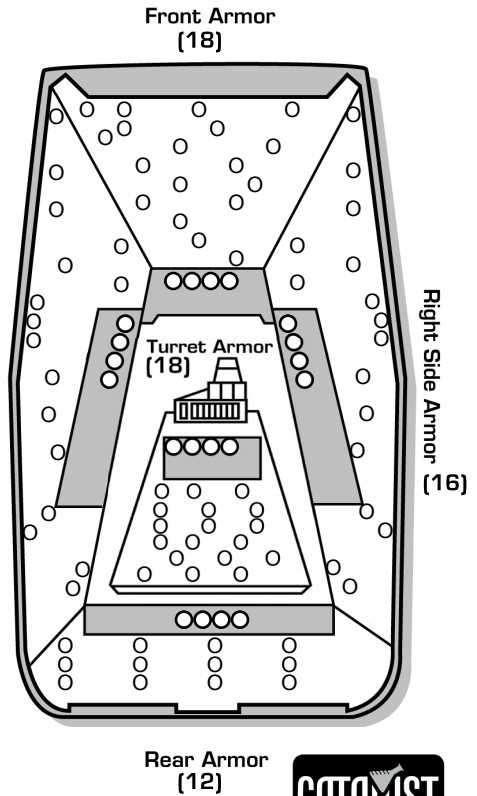
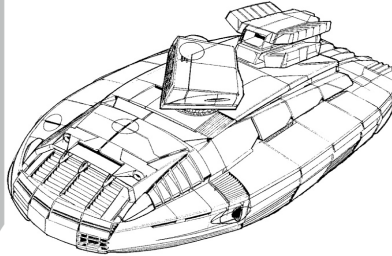
Cost: 733,833 C-bills BV: 600

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
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™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

**Type:** Plainsman Medium Hovertank (Scout)  
**Movement Points:** **Tonnage:** 35  
**Cruising:** 9 **Tech Base:** Inner Sphere  
**Flank:** 14 **Era:** Civil War  
**Movement Type:** Hover  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	FR	[E]	—	—	—	4
2	SRM 6	T	2/Msl [M,C]	—	3	6	9

Ammo: [SRM 6] 30

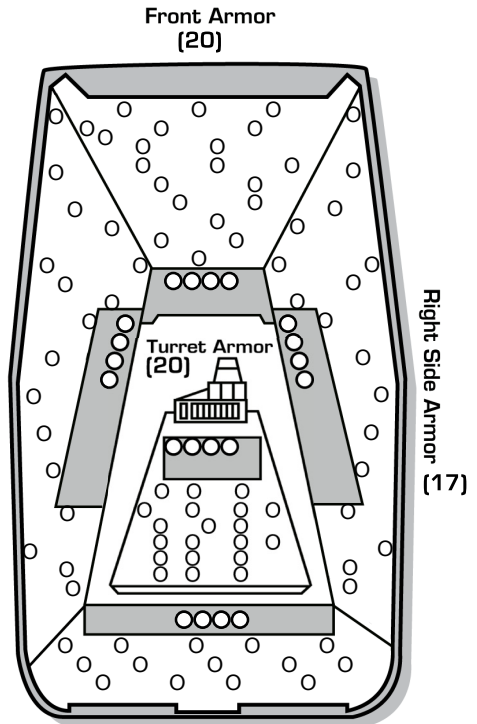
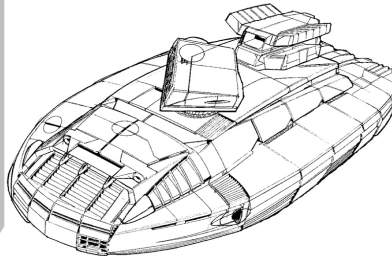
**Cost:** 1,065,333 C-bills **BV:** 578

#### 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 (14)**



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Plainsman Medium Hovertank (Streak)

Movement Points: **Tonnage:** 35  
 Cruising: 9 **Tech Base:** Inner Sphere  
 Flank: 14 **Era:** Jihad  
**Movement Type:** Hover  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	SRM 2	FR	2/Msl [M,C]	—	3	6	9
2	Streak SRM 4	T	2/Msl [M,C]	—	3	6	9

Ammo: (SRM 2) 50, (Streak SRM 4) 50

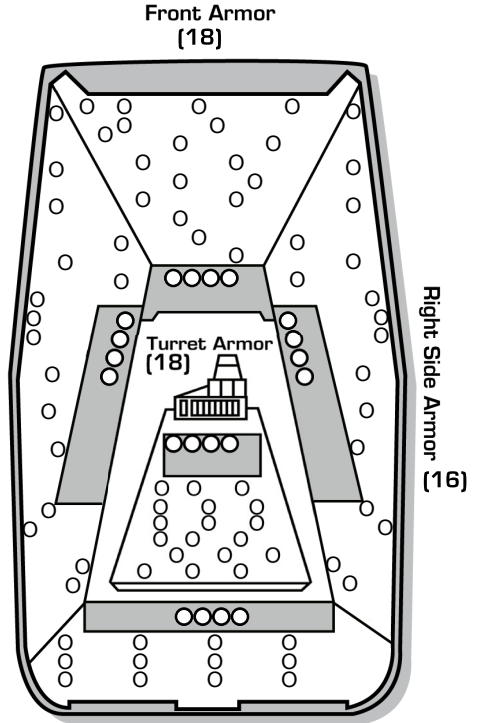
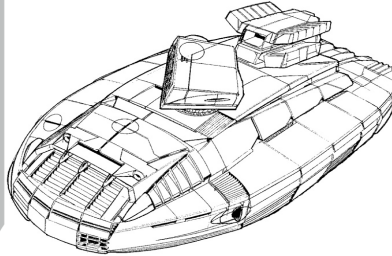
Cost: 767,833 C-bills **BV:** 600

#### 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 (12)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: **Saladin Assault Hover Tank (Clan Cargo)**

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

#### Weapons & Equipment Inventory (hexes)

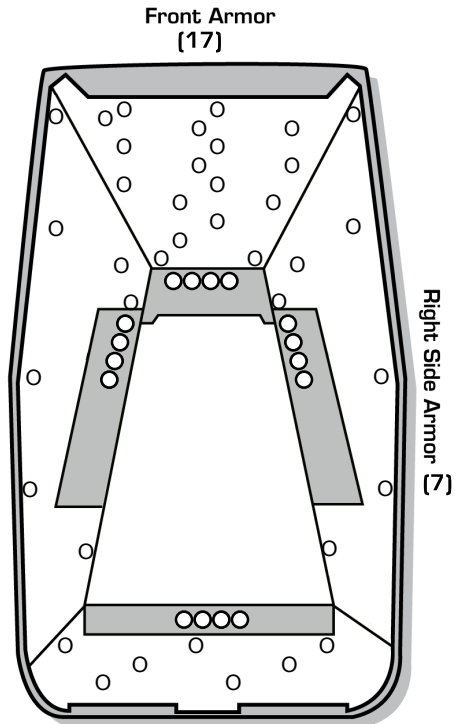
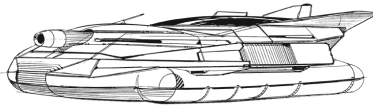
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
17	Cargo (1 ton)	BD	[E]	--	--	--	--

#### 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



Rear Armor (7)



Cost: 401,625 C-bills BV: 150

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
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

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

**Type:** Saladin Assault Hover Tank (LB-X)  
**Movement Points:** **Tonnage:** 35  
**Crusing:** 8 **Tech Base:** Inner Sphere  
**Flank:** 12 **Era:** Civil War  
**Movement Type:** Hover  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lnq
1	LB 20-X AC	FR	20	—	4	8	12
[DB,C/F/S]							

Ammo: (LB 20-X Cluster) 5, (LB 20-X) 10

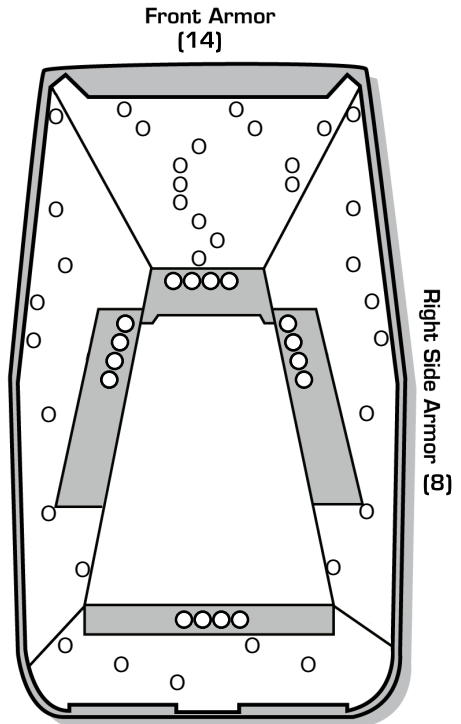
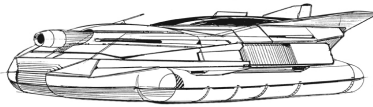
**Cost:** 1,404,625 C-bills **BV:** 760

#### 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**



**Rear Armor (5)**



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

**Type:** Saladin Assault Hover Tank (Ultra)  
**Movement Points:** **Tonnage:** 35  
**Crusing:** 8 **Tech Base:** Inner Sphere  
**Flank:** 12 **Era:** Civil War  
**Movement Type:** Hover  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	FR	20/Sht	-	3	7	10
			[DB,R,C]				

Ammo: (Ultra AC/20) 10

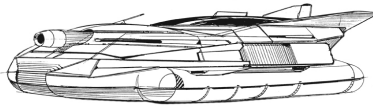
**Cost:** 1,200,625 C-bills **BV:** 806

#### 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

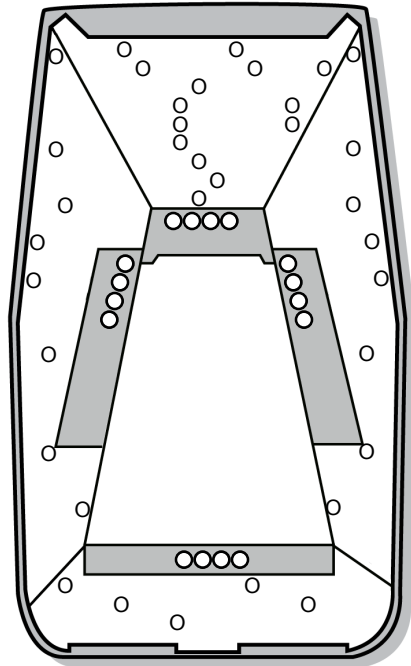
Turret Locked  Engine Hit   
**Sensor Hits** [+1] [+2] [+3] [D]  
**Motive System Hits** [+1] [+2] [+3]  
**Stabilizers**  
**Front**  **Left**  **Right**   
**Rear**



(8)

Left Side Armor

Right Side Armor (8)



Rear Armor (5)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION			SIDES
	FRONT	REAR		
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 that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

**Type:** Saracen Medium Hover Tank (MRM)  
**Movement Points:** **Tonnage:** 35  
**Cruising:** 8 **Tech Base:** Inner Sphere  
**Flank:** 12 **Era:** Civil War  
**Movement Type:** Hover  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	MRM 20	T	1/Msl [M,C]	—	3	8	15
1	Streak SRM 2	T	2/Msl [M,C]	—	3	6	9

Ammo: [Streak SRM 2] 50, [MRM 20] 24

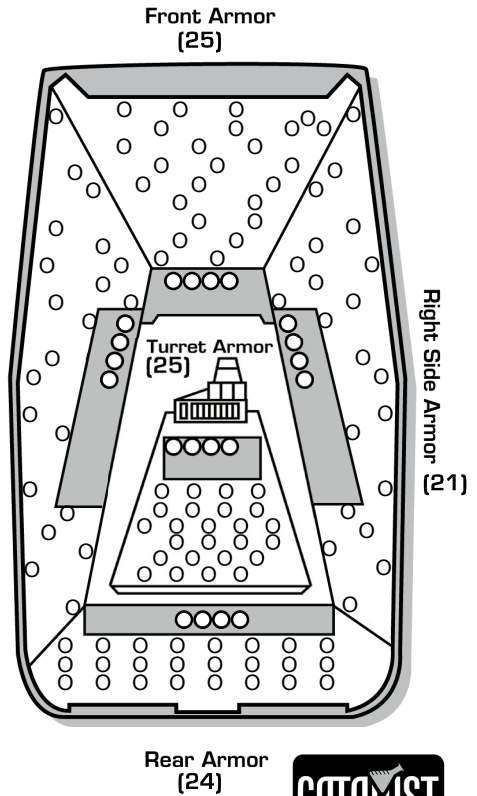
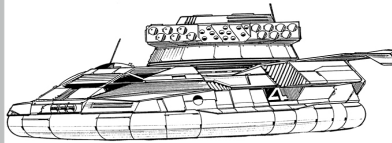
**Cost:** 784,125 C-bills **BV:** 676

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

**Type:** Scimitar Medium Hover Tank (TAG)  
**Movement Points:** **Tonnage:** 35  
**Cruising:** 8 **Tech Base:** Inner Sphere  
**Flank:** 12 **Era:** Clan Invasion  
**Movement Type:** Hover  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Narc	T	[M]	—	3	6	9
2	SRM 4	T	2/Msl [M,C]	—	3	6	9
1	TAG	T	0 [S]	—	5	10	15

Ammo: [Narc] 12, [SRM 4 Narc] 25

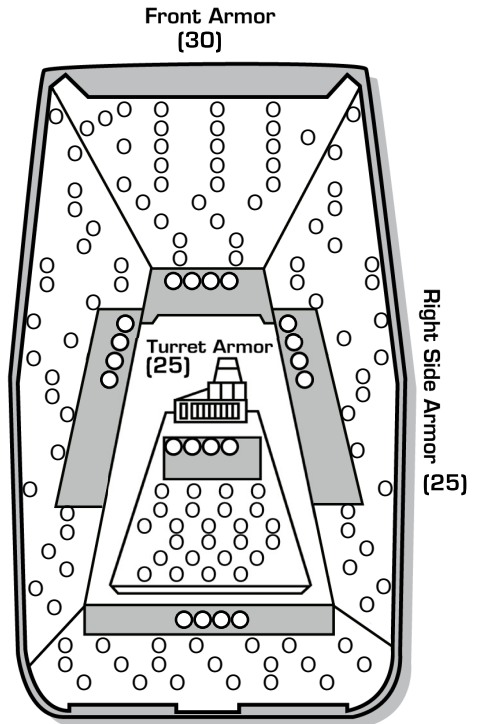
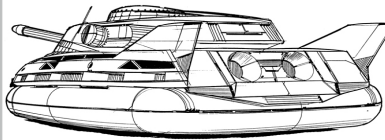
**Cost:** 1,022,125 C-bills **BV:** 582

#### 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			SIDES
	FRONT	REAR	REAR	
2*	Front (critical)	Rear (critical)	Side (critical)	Side (critical)
3	Front†	Rear†	Side†	Side†
4	Front†	Rear†	Side†	Side†
5	Right Side†	Left Side†	Front†	Front†
6	Front	Rear	Side	Side
7	Front	Rear	Side	Side
8	Front	Rear	Side (critical)*	Side (critical)*
9	Left Side†	Right Side†	Rear†	Rear†
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. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
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

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Striker Light Tank (3053 Upgrade)

Movement Points: **Tonnage:** 35  
 Cruising: 5 **Tech Base:** Inner Sphere  
 Flank: 8 **Era:** Clan Invasion  
**Movement Type:** Wheeled  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LRM 15 w/Artemis IV FCS	T	1/Msl [M,C,S]	6	7	14	21
2	Streak SRM 2	T	2/Msl [M,C]	—	3	6	9

Ammo: [Streak SRM 2] 50, [LRM 15 Artemis 8]

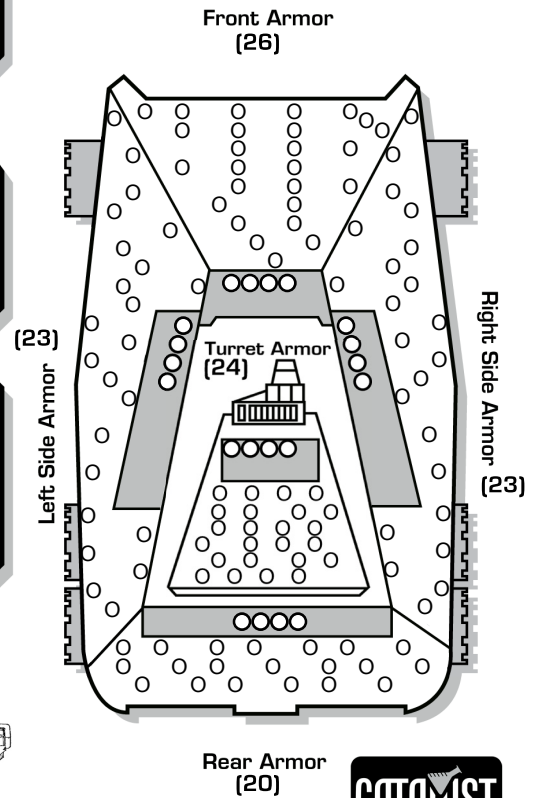
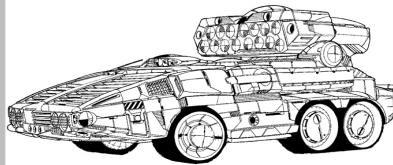
Cost: 1,006,583 C-bills BV: 691

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Striker Light Tank (3061 Upgrade)

Movement Points: **Tonnage:** 35  
 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	C <sup>3</sup> Slave	BD	[E]	--	--	--	6
1	Guardian ECM Suite	BD	[E]	--	--	--	6
1	ER Medium Laser	T	5 [DE]	4	8	12	
1	LRM 15 w/Artemis IV FCS	T	1/Msl [M,C,S]	6	7	14	21

Ammo: (LRM 15 Artemis) 16

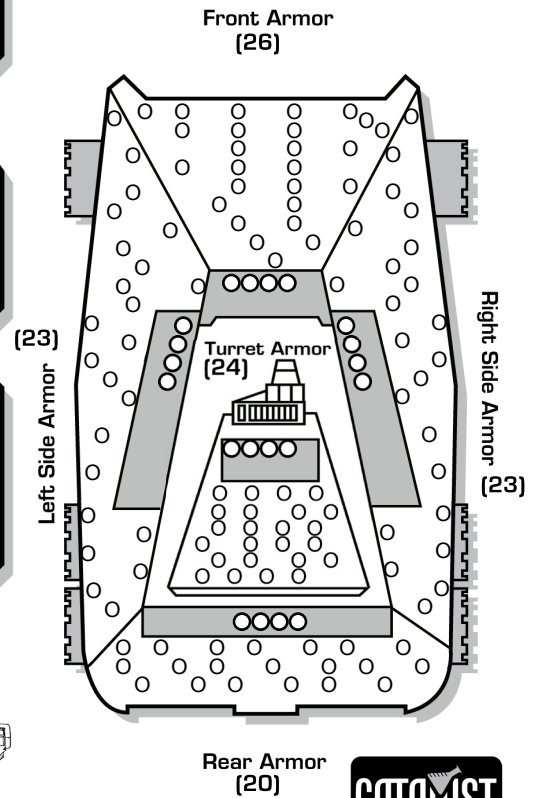
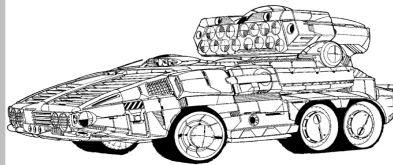
Cost: 1,594,083 C-bills BV: 775

#### CREW DATA

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

#### CRITICAL DAMAGE

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



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡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

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Striker Light Tank (Ammo)

Movement Points: **Tonnage:** 35  
**Crusing:** 5 **Tech Base:** Inner Sphere  
**Flank:** 8 **Era:** Clan Invasion  
**Movement Type:** Wheeled  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LRM 15	T	1/Msl [M,C,S]	6	7	14	21
2	Streak SRM 2	T	2/Msl [M,C]	—	3	6	9

Ammo: [Streak SRM 2] 50, [LRM 15] 16

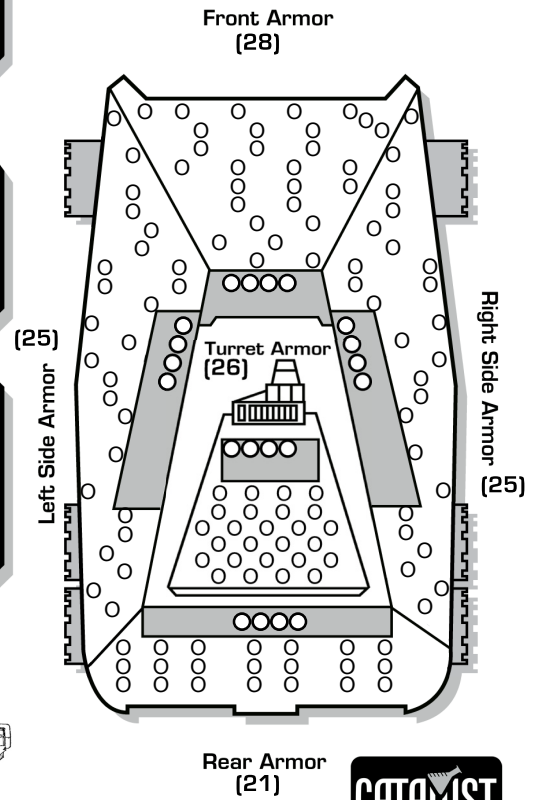
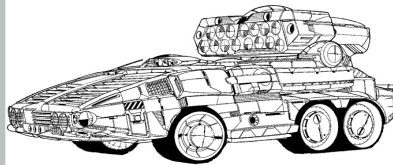
Cost: 900,833 C-bills BV: 701

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Striker Light Tank (Laser)

Movement Points: **Tonnage:** 35  
 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	Guardian ECM Suite	BD	[E]	—	—	—	6
2	ER Medium Laser	T	5 [DE]	4	8	12	
1	LRM 15 w/Artemis IV FCS	T	1/Msl [M,C,S]	6	7	14	21

Ammo: (LRM 15 Artemis) 16

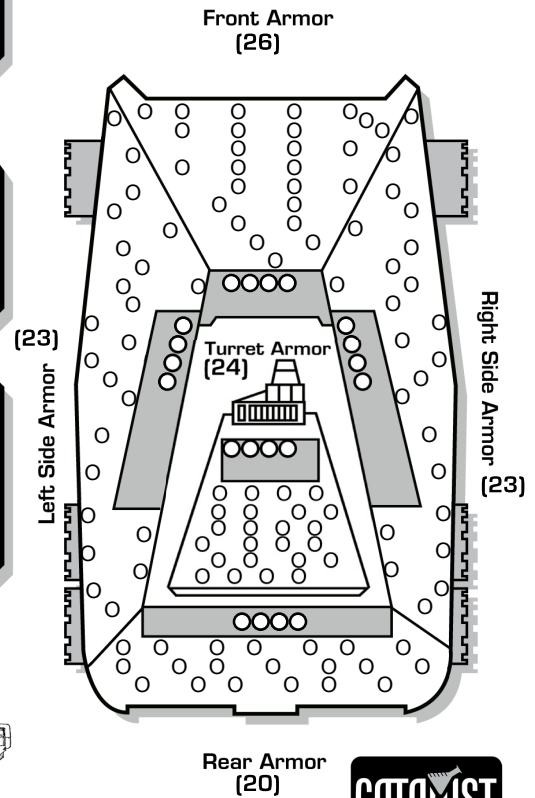
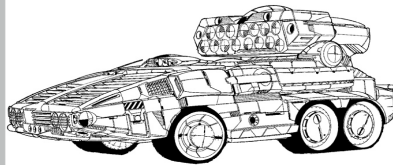
Cost: 1,394,333 C-bills BV: 860

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Striker Light Tank (Narc)

Movement Points: **Tonnage:** 35  
**Crusing:** 5 **Tech Base:** Inner Sphere  
**Flank:** 8 **Era:** Clan Invasion  
**Movement Type:** Wheeled  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LRM 10	T	1/Mel [M,C,S]	6	7	14	21
1	Narc	T	[M]	—	3	6	9
2	SRM 2	T	2/Mel [M,C]	—	3	6	9

Ammo: (Narc) 6, (SRM 2 Narc) 50, (LRM 10 Narc) 12

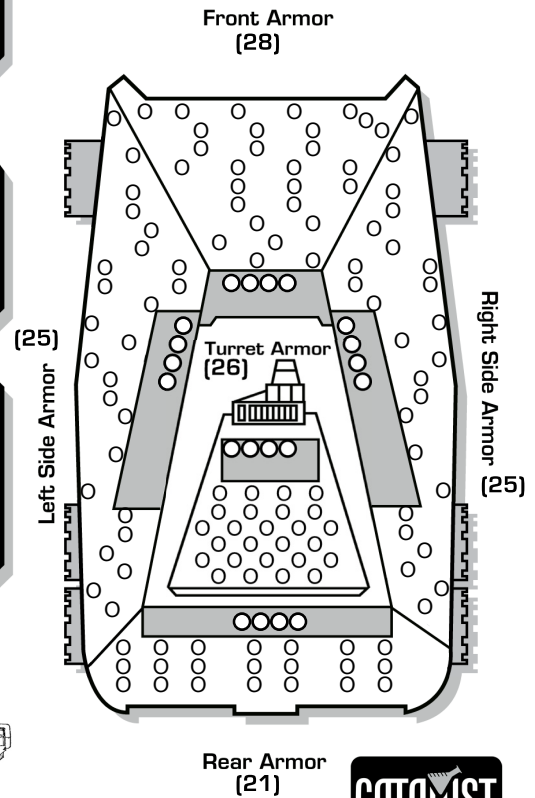
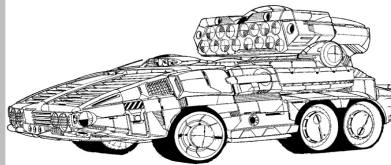
Cost: 918,458 C-bills BV: 621

#### 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



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: **Hetzer Wheeled Assault Gun (LB-X)**

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

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lnq
1	LB 20-X AC	FR	20	—	4	8	12
[DB,C/F/S]							

Ammo: (LB 20-X Cluster) 10, (LB 20-X) 15

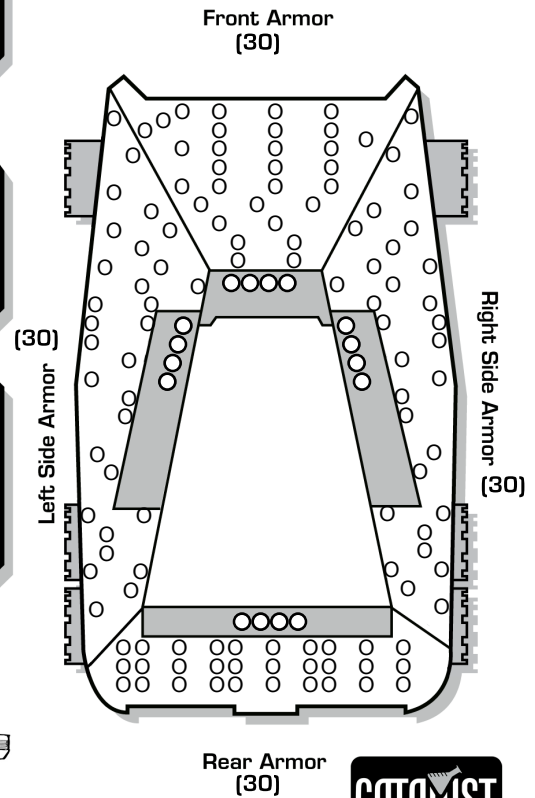
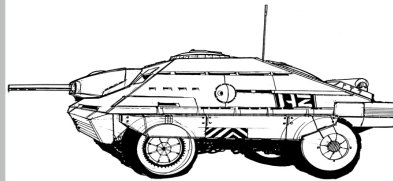
Cost: 1,330,000 C-bills **BV:** 767

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

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: **Goblin Infantry Support Vehicle**

**Movement Points:** \_\_\_\_\_ **Tonnage:** 45  
**Crusing:** 4 **Tech Base:** Inner Sphere  
**Flank:** 6 **Era:** Clan Invasion  
**Movement Type:** Tracked  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (3 tons)	BD	[E]	—	—	—	—
1	AMS	FR	[DB,PD]	0	0	0	
2	Machine Gun	FR	[DB,AI]	—	1	2	3
1	Large Pulse Laser	T	9 [P]	—	3	7	10
1	SRM 6	T	2/Msl [M,C]	—	3	6	9

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

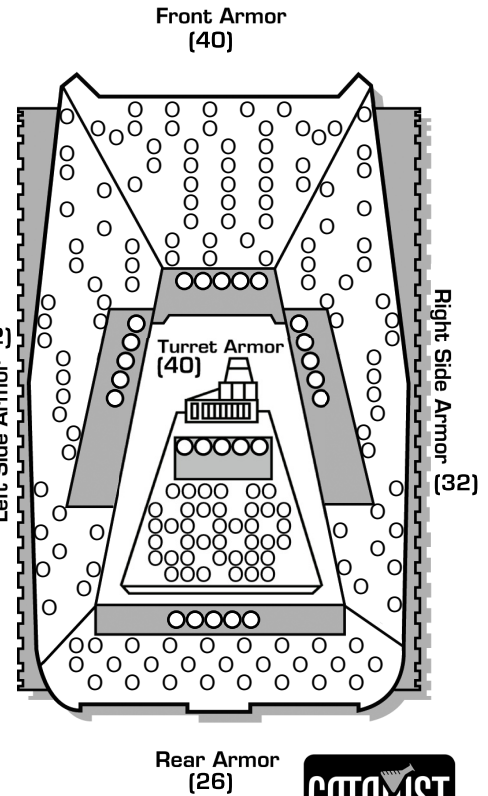
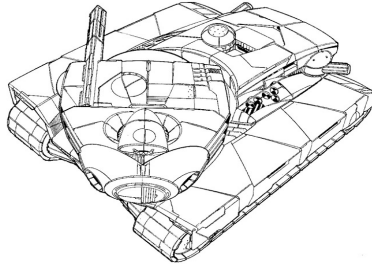
Cost: 1,696,500 C-bills BV: 790

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
\*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: **Goblin II Infantry Support Vehicle**

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

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (3 tons)	BD	[E]	—	—	—	—
1	AMS	FR	[DB,PD]	—	0	0	0
2	Machine Gun	FR	[DB,AI]	—	1	2	3
1	ER Medium Laser	T	5 [DE]	—	4	8	12
1	LRM 10	T	1/Msl [M,C,S]	6	7	14	21
1	SRM 6	T	2/Msl [M,C]	—	3	6	9

Ammo: (Machine Gun) 100, (SRM 6) 15, (AMS) 12 (LRM 10) 12

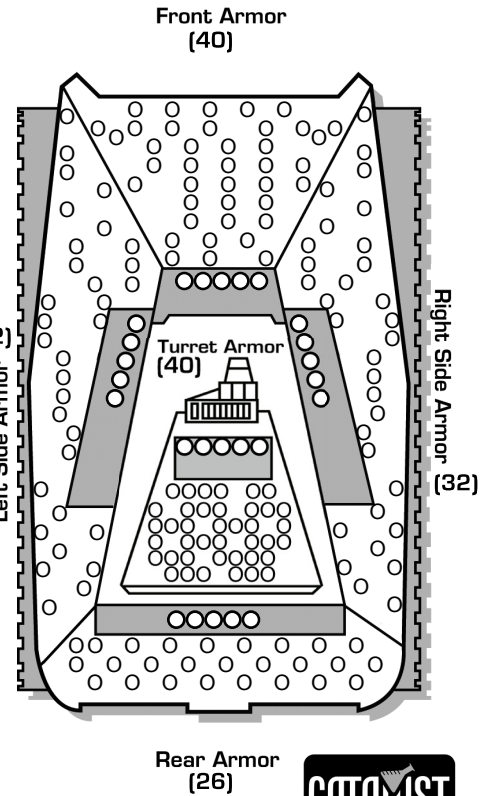
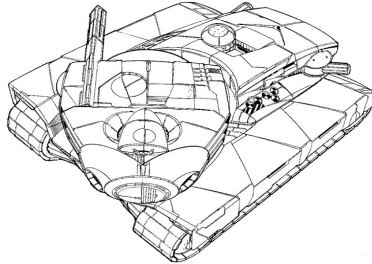
Cost: 1,703,750 C-bills **BV:** 839

#### 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			SIDES
	FRONT	REAR	SIDES	
2*	Front (critical)	Rear (critical)	Side (critical)	Side (critical)
3	Front†	Rear†	Side†	Side†
4	Front†	Rear†	Side†	Side†
5	Right Side†	Left Side†	Front†	Front†
6	Front	Rear	Side	Side
7	Front	Rear	Side	Side
8	Front	Rear	Side (critical)*	Side (critical)*
9	Left Side†	Right Side†	Rear†	Rear†
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. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Regulator Hovertank

Movement Points: **Tonnage:** 45  
**Crusing:** 9 **Tech Base:** Inner Sphere  
**Flank:** 14 **Era:** Clan Invasion  
**Movement Type:** Hover  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	T	15 [DB,X]	2	7	15	22

Ammo: [Gauss] 16

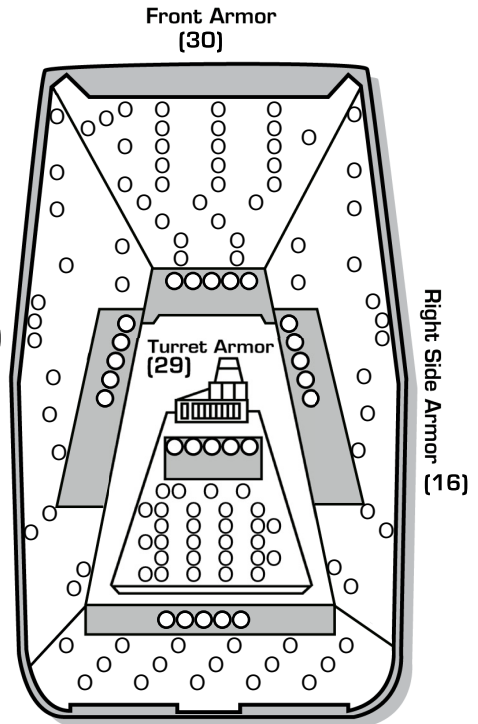
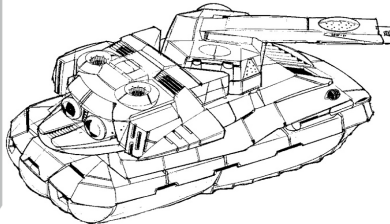
Cost: 2,085,250 C-bills BV: 1,212

#### 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 (16)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Regulator Hovertank (Arrow IV)

Movement Points: **Tonnage:** 45  
**Crusing:** 9 **Tech Base:** Inner Sphere  
**Flank:** 14 (Advanced)  
**Movement Type:** Hover **Era:** Civil War  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

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

Ammo: (Arrow IV Homing) 5, (Arrow IV) 10

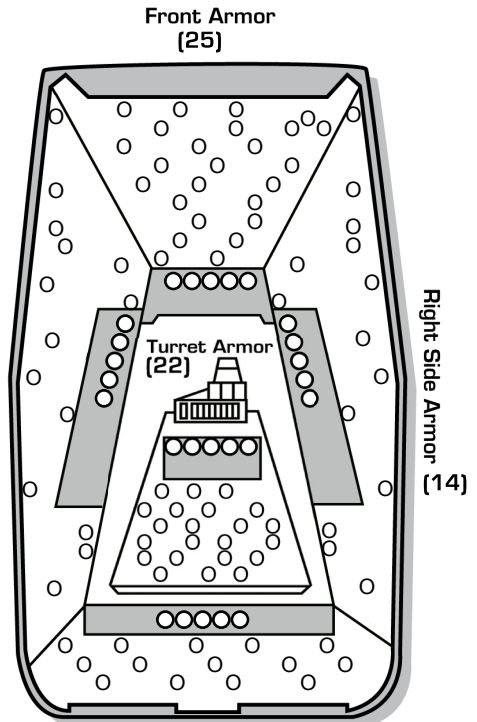
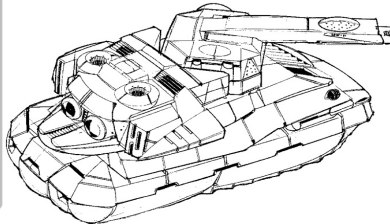
Cost: 2,332,250 C-bills BV: 1,016

#### 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 (14)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION			SIDES
	FRONT	REAR		
2*	Front (critical)	Rear (critical)	Side (critical)	Side (critical)
3	Front†	Rear†	Side†	Side†
4	Front†	Rear†	Side†	Side†
5	Right Side†	Left Side†	Front†	Front†
6	Front	Rear	Side	Side
7	Front	Rear	Side	Side
8	Front	Rear	Side (critical)*	Side (critical)*
9	Left Side†	Right Side†	Rear†	Rear†
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. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Regulator Hovertank (RAC)

Movement Points: **Tonnage:** 45  
**Crusing:** 9 **Tech Base:** Inner Sphere  
**Flank:** 14 **Era:** Jihad  
**Movement Type:** Hover  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	BD	[E]	—	—	—	—
1	Rotary AC/5	T	5/Sht [D,B,R,C]	5	10	15	

Ammo (CASE): (RAC/5) 80

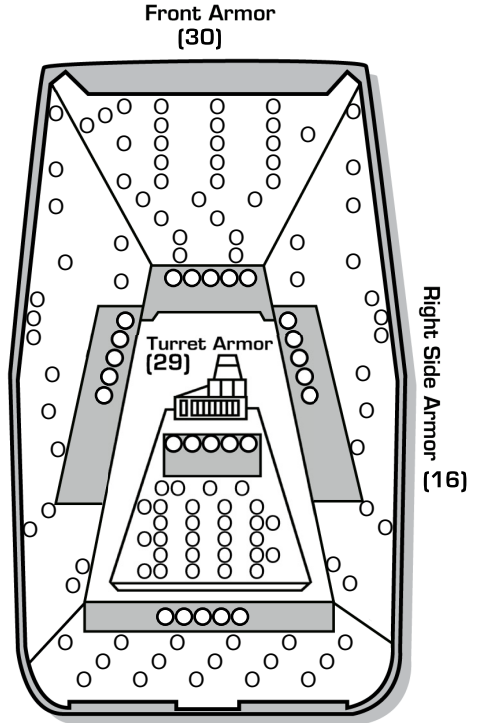
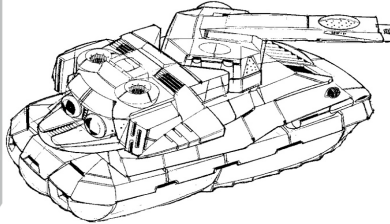
Cost: 2,185,000 C-bills BV: 1,282

#### 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 (16)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Bandit Hovercraft Prime

Movement Points: **Tonnage:** 50  
 Cruising: 9 **Tech Base:** Inner Sphere  
 Flank: 14 **Era:** Succession Wars  
**Movement Type:** Hover  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (4 tons)	BD	[E]	—	—	—	—
1	Machine Gun	FR	2 [DB, AI]	—	1	2	3
2	SRM 2	FR	2/Msl [M, C]	—	3	6	9
3	Medium Laser	T	5 [DE]	—	3	6	9

Ammo: [SRM 2] 50, [Machine Gun] 100

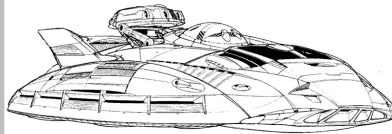
Cost: 2,298,333 C-bills BV: 929

#### CREW DATA

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

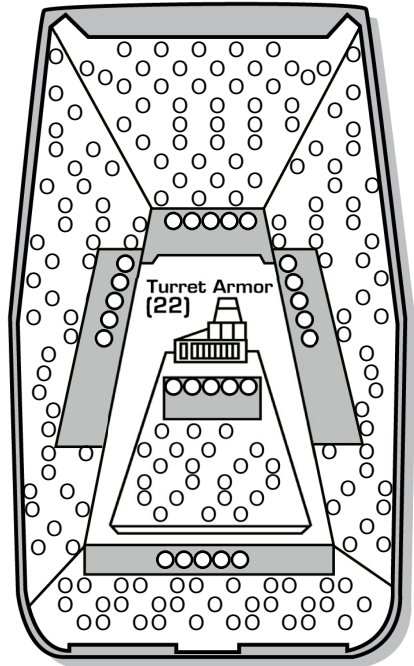
#### CRITICAL DAMAGE

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



(40)

Left Side Armor



Right Side Armor (40)

Rear Armor (32)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Bandit Hovercraft A

Movement Points: **Tonnage:** 50  
 Cruising: 9 **Tech Base:** Inner Sphere  
 Flank: 14 **Era:** Succession Wars  
**Movement Type:** Hover  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (4 tons)	BD	[E]				
1	PPC	T	10 [DE]	3	6	12	18

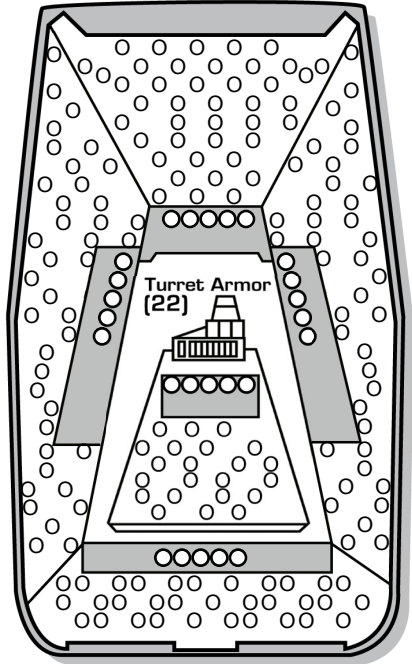
#### CREW DATA

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

#### CRITICAL DAMAGE

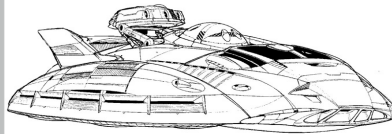
Turret Locked  Engine Hit   
 Sensor Hits  **+1**  **+2**  **+3**  **D**  
 Motive System Hits  **+1**  **+2**  **+3**  
 Stabilizers  
 Front  Left  Right   
 Rear  Turret

(40)  
Left Side Armor



Right Side Armor (40)

Rear Armor (32)



Cost: 2,413,333 C-bills BV: 902

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: **Bandit Hovercraft B**

**Movement Points:** **Tonnage:** 50  
**Cruising:** 9 **Tech Base:** Inner Sphere  
**Flank:** 14 **Era:** Succession Wars  
**Movement Type:** Hover  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (4 tons)	BD	[E]	—	—	—	—
1	SRM 2	FR	2/Msl [M,C]	—	3	6	9
2	SRM 4	T	2/Msl [M,C]	—	3	6	9

Ammo: (SRM 4) 25, (SRM 2) 50

Cost: 2,268,333 C-bills

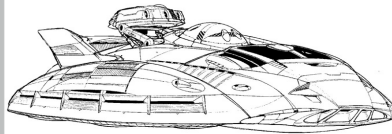
BV: 753

#### CREW DATA

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

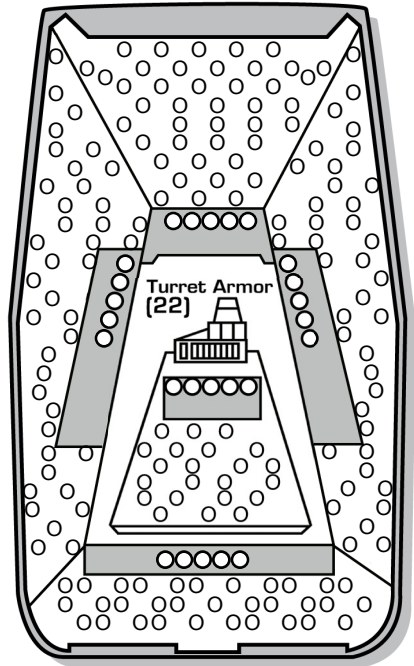
#### CRITICAL DAMAGE

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



(40)

Left Side Armor



Right Side Armor (40)

Rear Armor (32)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: **Bandit Hovercraft C**

**Movement Points:** **Tonnage:** 50  
**Cruising:** 9 **Tech Base:** Inner Sphere  
**Flank:** 14 **Era:** Succession Wars  
**Movement Type:** Hover  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (4 tons)	BD	[E]	—	—	—	—
2	SRM 6	T	2/Msl [M,C]	—	3	6	9

Ammo: [SRM 6] 15

Cost: 2,333,333 C-bills

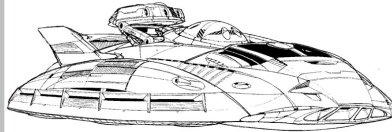
BV: 792

#### CREW DATA

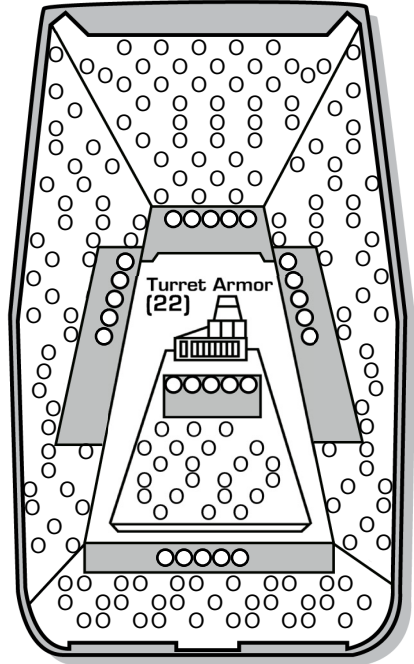
**Crew:** \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Driving Skill:** \_\_\_\_\_  
**Commander Hit** [+1] **Driver Hit** [+2]  
Modifier to all Skill rolls Modifier to Driving Skill rolls

#### CRITICAL DAMAGE

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



(40)  
Left Side Armor



Right Side Armor (40)

Rear Armor (32)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Bandit Hovercraft D

Movement Points: **Tonnage:** 50  
 Cruising: 9 **Tech Base:** Inner Sphere  
 Flank: 14 **Era:** Succession Wars  
**Movement Type:** Hover  
**Engine Type:** Fusion Engine

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (4 tons)	BD	[E]	—	—	—	—
3	LRM 5	T	1/Mel [M,C,S]	6	7	14	21

Ammo: (LRM 5) 24

Cost: 2,193,333 C-bills

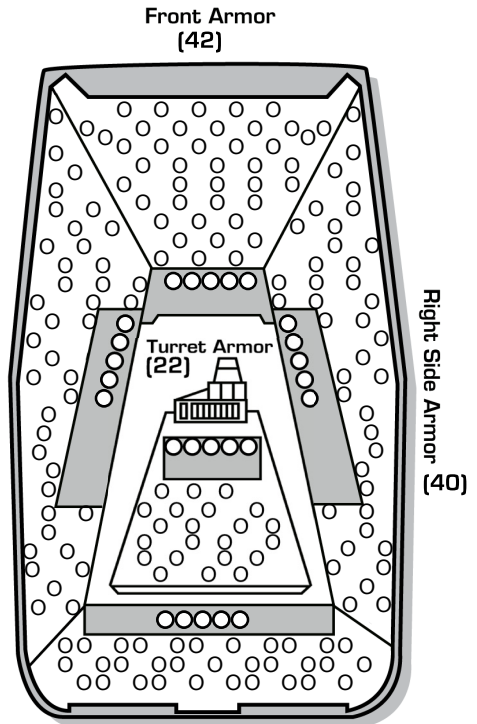
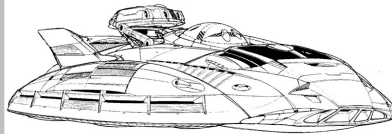
BV: 827

### 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 (32)



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## GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

## MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

## GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Bandit Hovercraft E

Movement Points: **Tonnage:** 50  
**Crusing:** 9 **Tech Base:** Inner Sphere  
**Flank:** 14 **Era:** Succession Wars  
**Movement Type:** Hover  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (4 tons)	BD	[E]	—	—	—	—
1	Medium Laser	FR	5 [DE]	—	3	6	9
1	LRM 10	T	1/Msl [M,C,S]	6	7	14	21

Ammo: [LRM 10] 12

Cost: 2,288,333 C-bills

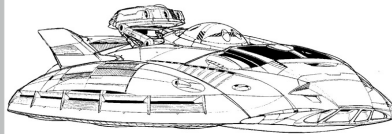
BV: 839

#### CREW DATA

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

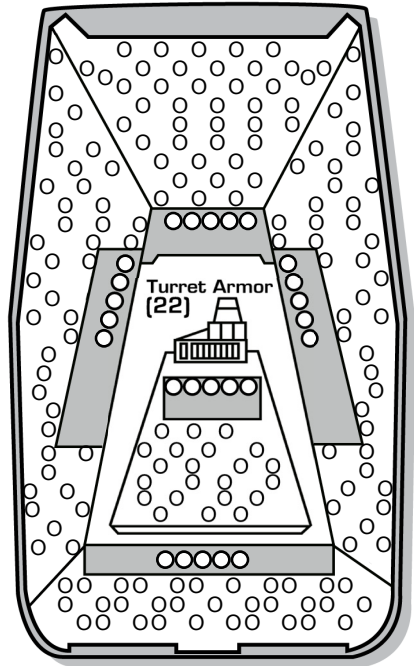
#### CRITICAL DAMAGE

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



(40)

Left Side Armor



Rear Armor (32)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Bandit Hovercraft F

Movement Points: **Tonnage:** 50  
 Cruising: 9 **Tech Base:** Inner Sphere  
 Flank: 14 **Era:** Succession Wars  
**Movement Type:** Hover  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

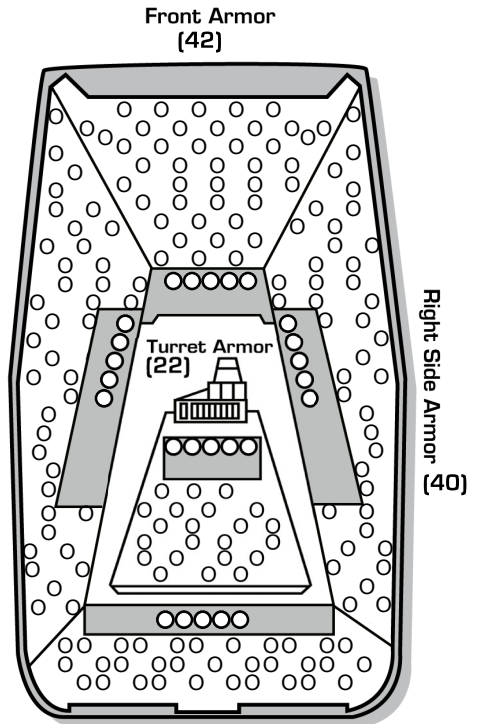
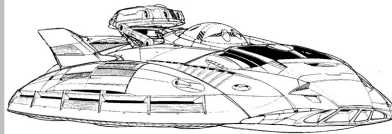
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (4 tons)	BD [E]	—	—	—	—	—
1	Medium Laser	FR 5 [DE]	—	3	6	9	—
1	Large Laser	T 8 [DE]	—	5	10	15	—

#### CREW DATA

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

#### CRITICAL DAMAGE

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



Rear Armor (32)



Cost: 2,292,333 C-bills BV: 887

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Bandit Hovercraft G

Movement Points: **Tonnage:** 50  
 Cruising: 9 **Tech Base:** Inner Sphere  
 Flank: 14 **Era:** Succession Wars  
**Movement Type:** Hover  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (4 tons)	BD	[E]	—	—	—	—
6	Small Laser	FR	3 [DE]	—	1	2	3
2	Medium Laser	T	5 [DE]	—	3	6	9

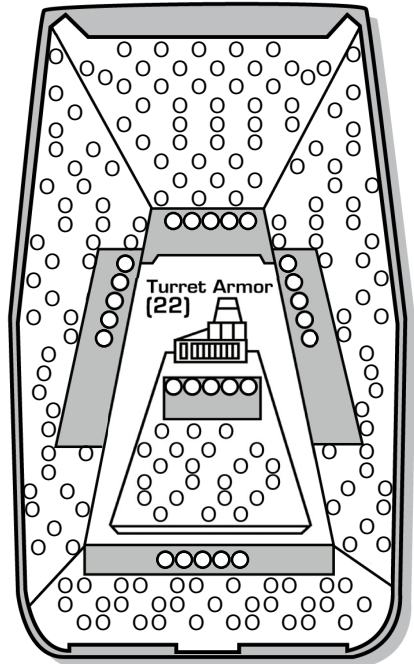
#### CREW DATA

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

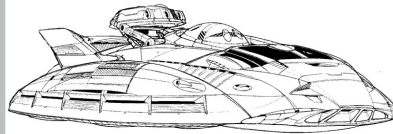
(40)



Right Side Armor (40)

Left Side Armor (40)

Rear Armor (32)



Cost: 2,311,333 C-bills

BV: 837

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Bandit Hovercraft H

Movement Points: **Tonnage:** 50  
 Cruising: 9 **Tech Base:** Inner Sphere  
 Flank: 14 **Era:** Clan Invasion  
 Movement Type: Hover  
 Engine Type: Fusion Engine

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (8 tons)	BD	[E]	—	—	—	—
1	ER Medium Laser	T	5 [DE]	—	4	8	12
1	SRM 2	T	2 [Msl] [M,C]	—	3	6	9

Ammo: [SRM 2] 50

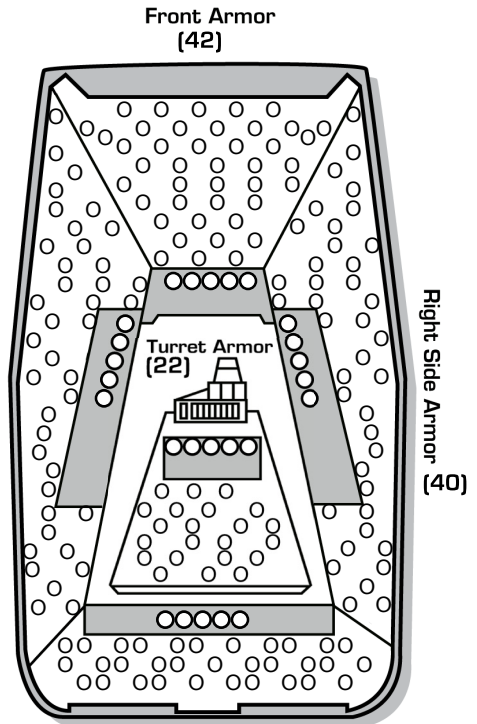
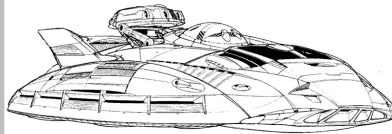
Cost: 2,188,333 C-bills BV: 708

### 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 (32)



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## GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

## MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

## GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: **Bandit Hovercraft I**

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

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (4 tons)	BD	[E]	—	—	—	—
1	Light Machine Gun	FR	[DB, AI]	2	4	6	
2	Light PPC	T	5 [DE]	3	6	12	18

Ammo: (Light Machine Gun) 100

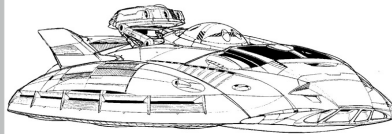
Cost: 2,023,333 C-bills BV: 914

#### CREW DATA

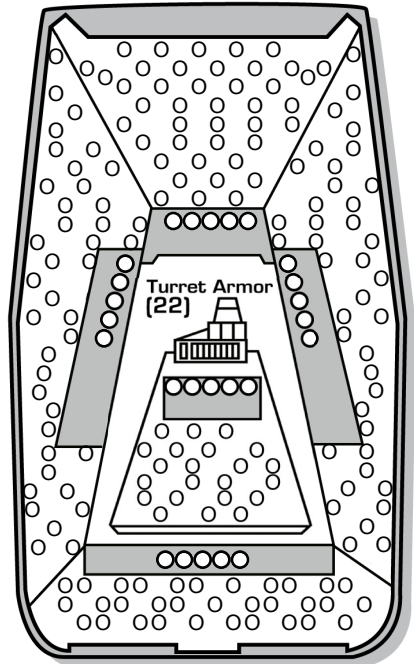
Crew: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Driving Skill:** \_\_\_\_\_  
 Commander Hit **+1** Driver Hit **+2**  
Modifier to all Skill rolls Modifier to Driving Skill rolls

#### CRITICAL DAMAGE

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



(40)



Rear Armor (32)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: **Bandit (C) Hovercraft Prime**

**Movement Points:**                      **Tonnage:** 50  
**Cruising:** 9                                **Tech Base:** Clan  
**Flank:** 14                                  **Era:** Succession Wars  
**Movement Type:** Hover  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (5 tons)	BD	[E]	—	—	—	—
2	Streak SRM 6	T	2/Msl [M,C]	—	4	8	12

Ammo [CASE]: (Streak SRM 6) 15

Cost: 2,773,333 C-bills

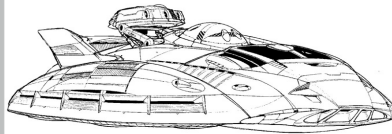
BV: 1,054

#### CREW DATA

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

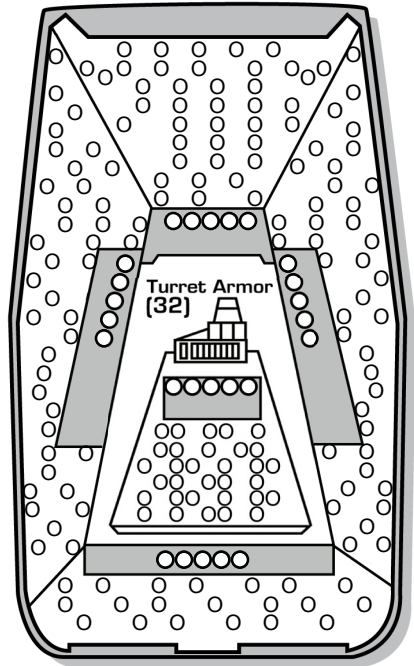
#### CRITICAL DAMAGE

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



(40)

Left Side Armor



Right Side Armor (40)

Rear Armor (20)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: **Bandit (C) Hovercraft A**

**Movement Points:**      **Tonnage:** 50  
**Cruising:** 9              **Tech Base:** Clan  
**Flank:** 14                **Era:** Succession Wars  
**Movement Type:** Hover  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (5 tons)	BD	[E]	—	—	—	—
1	SRM 2	FR	2/Msl [M,C]	—	3	6	9
1	ER Large Laser	T	10 [DE]	—	8	15	25
1	SRM 2	T	2/Msl [M,C]	—	3	6	9

Ammo [CASE]: (SRM 2) 50

Cost: 2,736,333 C-bills

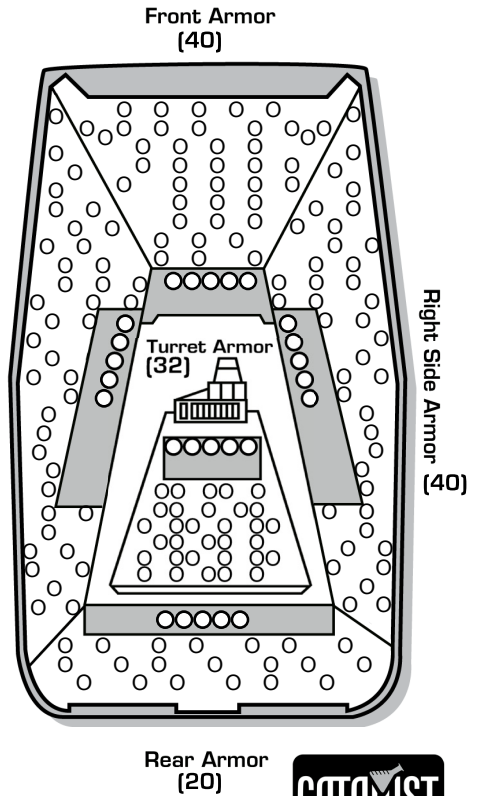
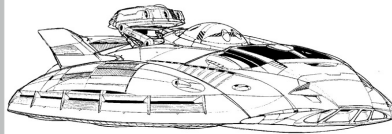
BV: 1,145

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: **Bandit (C) Hovercraft B**

**Movement Points:**      **Tonnage:** 50  
**Cruising:** 9              **Tech Base:** Clan  
**Flank:** 14                **Era:** Succession Wars  
**Movement Type:** Hover  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (5 tons)	BD	[E]	—	—	—	—
1	LRM 20	T	1/Mel [M,C,S]	7	14	21	

Ammo [CASE]: [LRM 20] 18

Cost: 2,788,333 C-bills

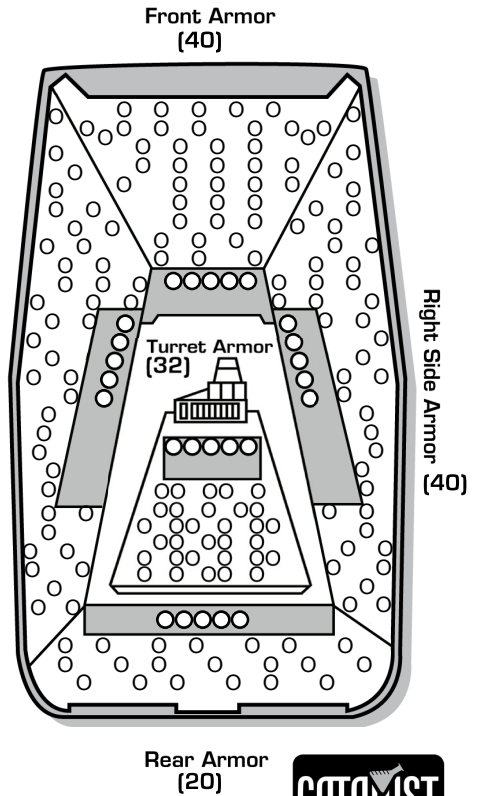
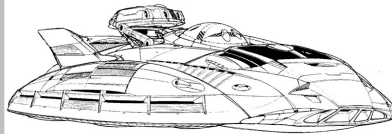
BV: 1,162

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: **Bandit (C) Hovercraft C**

**Movement Points:** **Tonnage:** 50  
**Cruising:** 9 **Tech Base:** Clan  
**Flank:** 14 **Era:** Succession Wars  
**Movement Type:** Hover  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

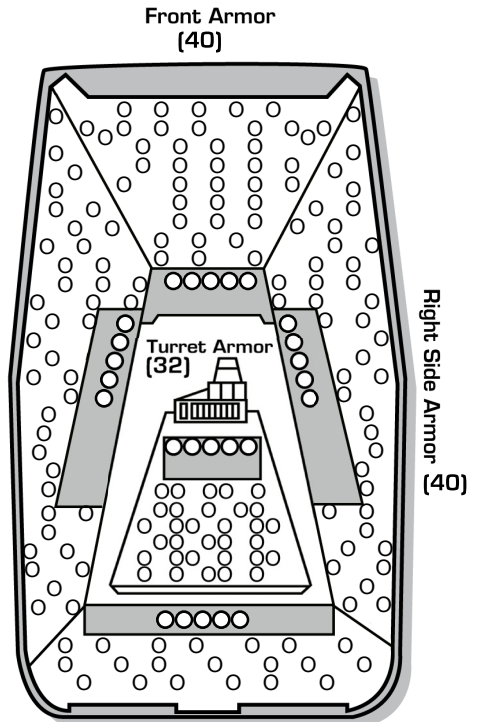
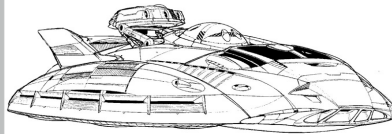
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (5 tons)	BD	[E]	—	—	—	—
3	Medium Pulse Laser	T	7 [P]	—	4	8	12

#### 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**



Rear Armor (20)



**Cost:** 2,561,333 C-bills **BV:** 1,231

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
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

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: **Bandit (C) Hovercraft D**

**Movement Points:** **Tonnage:** 50  
**Cruising:** 9 **Tech Base:** Clan  
**Flank:** 14 **Era:** Succession Wars  
**Movement Type:** Hover  
**Engine Type:** Fusion Engine

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (5 tons)	BD	[E]	—	—	—	—
1	ER Medium Laser	FR	7 [DE]	5	10	15	
1	ER Medium Laser	T	7 [DE]	5	10	15	
1	LB 2-X AC	T	2	4	10	20	30

[DB,C/F/S]

Ammo [CASE]:(LB-2X) 45

Cost: 2,913,333 C-bills

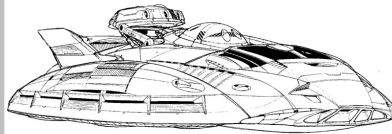
BV: 1,093

### CREW DATA

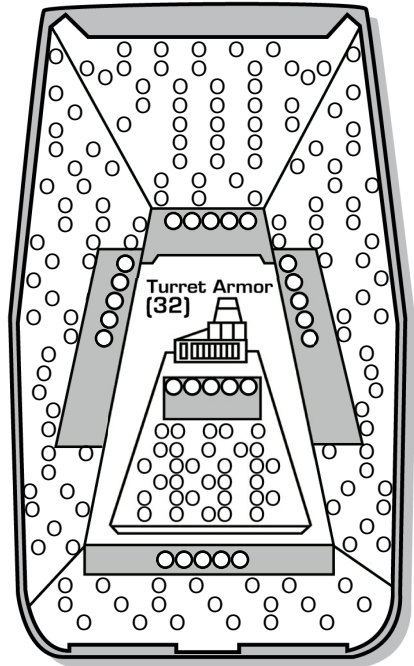
**Crew:** \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Driving Skill:** \_\_\_\_\_  
**Commander Hit** [+1] **Driver Hit** [+2]  
Modifier to all Skill rolls Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



(40)  
Left Side Armor



Right Side Armor (40)

Rear Armor (20)



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## GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

## MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
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™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: **Bandit (C) Hovercraft E**

**Movement Points:**      **Tonnage:** 50  
**Cruising:** 9              **Tech Base:** Clan  
**Flank:** 14                **Era:** Civil War  
**Movement Type:** Hover  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (5 tons)	BD	[E]	-	-	-	-
1	ATM 9	T	[M, S, C]	-	-	-	-
	Standard		2/Msl	4	6	10	15
	Extended-Range		1/Msl	4	6	10	15
	High-Explosive		3/Msl	4	6	10	15

Ammo [CASE]: [ATM 9] 7, [ATM 9 HE] 7, [ATM 9 ER] 7

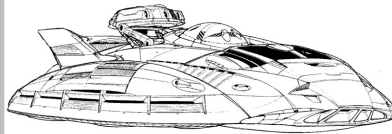
**Cost:** 2,738,333 C-bills      **BV:** 1,063

#### CREW DATA

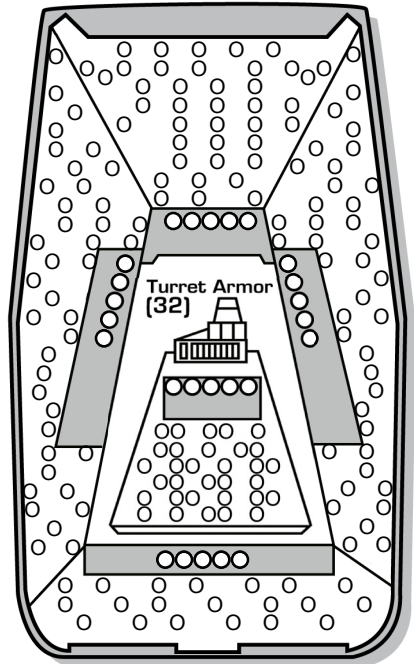
**Crew:** \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Driving Skill:** \_\_\_\_\_  
**Commander Hit** [+1]      **Driver Hit** [+2]  
Modifier to all Skill rolls      Modifier to Driving Skill rolls

#### CRITICAL DAMAGE

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



(40)  
Left Side Armor



Right Side Armor (40)

Rear Armor (20)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	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: **Bandit (C) Hovercraft F**

**Movement Points:** **Tonnage:** 50  
**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
1	Infantry Bay (5 tons)	BD [E]	—	—	—	—	—
1	Streak SRM 2	FR 2/Msl [M,C]	—	4	8	12	
2	AP Gauss Rifle	T 3 [DB,X]	—	3	6	9	
1	Plasma Cannon	T [DE,H,AI]	—	6	12	18	

Ammo [CASE]: (Streak SRM 2) 50, [AP Gauss] 40  
 (Plasma Cannon) 10

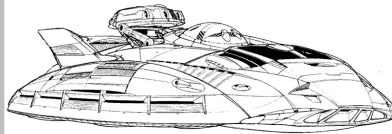
Cost: 3,312,333 C-bills BV: 1,119

#### CREW DATA

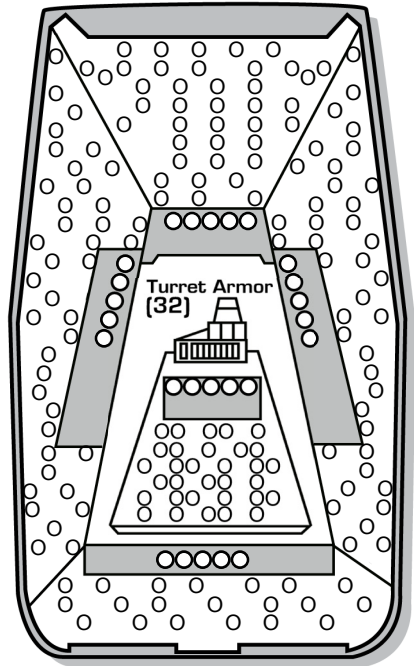
Crew: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_  
 Commander Hit **+1** Driver Hit **+2**  
Modifier to all Skill rolls Modifier to Driving Skill rolls

#### CRITICAL DAMAGE

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



(40)  
Left Side Armor



Rear Armor (20)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: **Bandit (C) Hovercraft G**

**Movement Points:**      **Tonnage:** 50  
**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
1	Active Probe	BD	[E]	—	—	—	5
1	ECM Suite	BD	[E]	—	—	—	6
1	Infantry Bay (5 tons)	BD	[E]	—	—	—	—
4	Heavy Machine Gun	FR	3	—	1	2	2
			[DB, AI]				
1	Heavy Machine Gun Array	FR	[T]	—	—	—	—
1	ER Medium Laser	T	7	[DE]	5	10	15
4	Light Machine Gun	T	1	—	2	4	6
			[DB, AI]				
1	Light Machine Gun Array	T	[T]	—	—	—	—

Ammo [CASE]: (Heavy Machine Gun) 100, (Light Machine Gun) 100

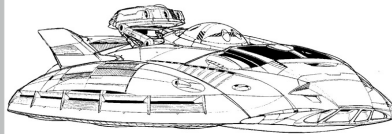
Cost: 3,368,333 C-bills      BV: 915

#### CREW DATA

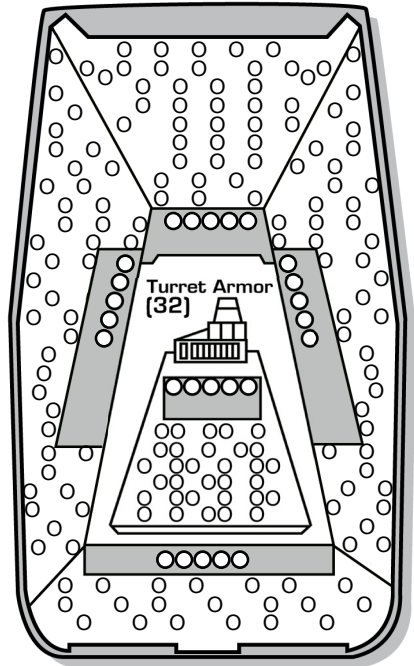
Crew: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Driving Skill:** \_\_\_\_\_  
**Commander Hit** [+1]      **Driver Hit** [+2]  
Modifier to all Skill rolls      Modifier to Driving Skill rolls

#### CRITICAL DAMAGE

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



(40)



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 Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: **Bandit (C) Hovercraft H**

**Movement Points:**      **Tonnage:** 50  
**Cruising:** 9              **Tech Base:** Clan  
**Flank:** 14                **Era:** Civil War  
**Movement Type:** Hover  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (5 tons)	BD	[E]	--	--	--	--
1	Targeting Computer	BD	[E]	--	--	--	--
1	Medium Pulse Laser	FR	7 [P]	--	4	8	12
1	Heavy Medium Laser	T	10 [DE]	--	3	6	9
1	Streak SRM 4	T	2/Msl [M,C]	--	4	8	12

Ammo (CASE): (Streak SRM 4) 25

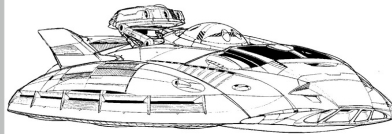
**Cost:** 2,812,333 C-bills      **BV:** 1,209

#### CREW DATA

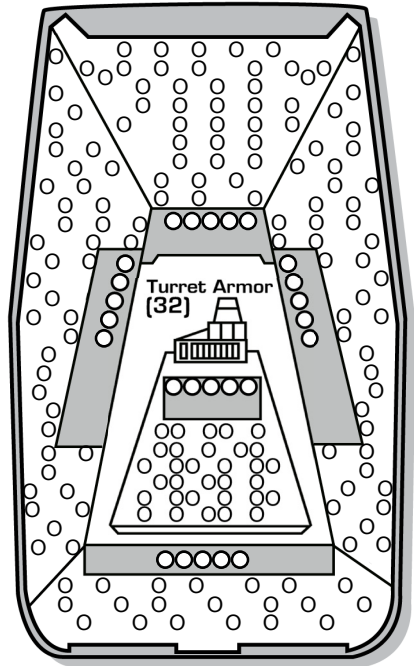
**Crew:** \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Driving Skill:** \_\_\_\_\_  
**Commander Hit** [+1]      **Driver Hit** [+2]  
Modifier to all Skill rolls      Modifier to Driving Skill rolls

#### CRITICAL DAMAGE

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



(40)  
Left Side Armor



Rear Armor (20)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Condor Heavy Hover Tank (Laser)

Movement Points: **Tonnage:** 50  
**Crusing:** 8 **Tech Base:** Inner Sphere  
**Flank:** 12 **Era:** Clan Invasion  
**Movement Type:** Hover  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
4	ER Medium Laser	T	5 [DE]	—	4	8	12
3	SRM 2	T	2 [Msl] [M,C]	—	3	6	9

Ammo: [SRM 2] 100

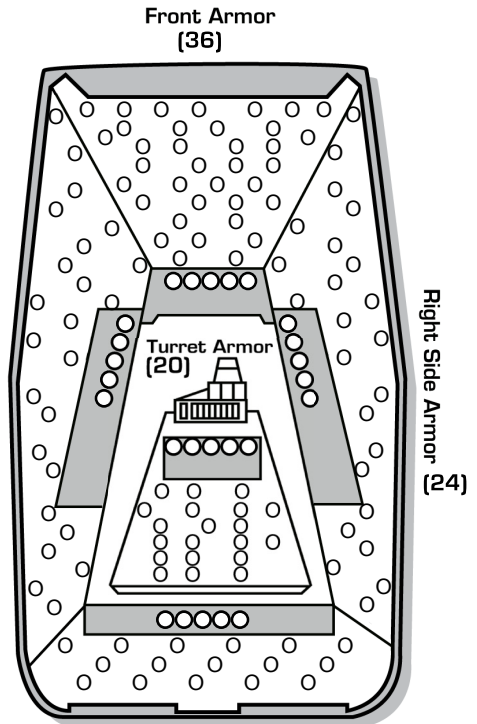
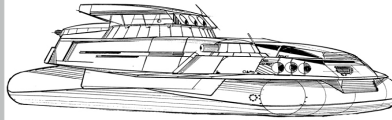
Cost: 2,350,000 C-bills **BV:** 977

#### 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 (16)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

**Type:** Drillson Heavy Hover Tank (ERLL)  
**Movement Points:** **Tonnage:** 50  
**Crusing:** 9 **Tech Base:** Inner Sphere  
**Flank:** 14 **Era:** Succession Wars  
**Movement Type:** Hover  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LRM 10	FR	1/Msl [M,C,S]	6	7	14	21
1	Machine Gun	FR	2 [DB,AI]	—	1	2	3
1	ER Large Laser	T	8 [DE]	—	7	14	19
1	SRM 2	T	2/Msl [M,C]	—	3	6	9

Ammo: (SRM 2) 50, (Machine Gun) 100, (LRM 10) 12

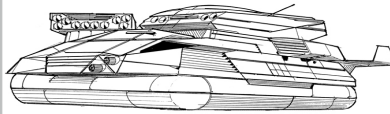
**Cost:** 2,551,333 C-bills **BV:** 960

#### CREW DATA

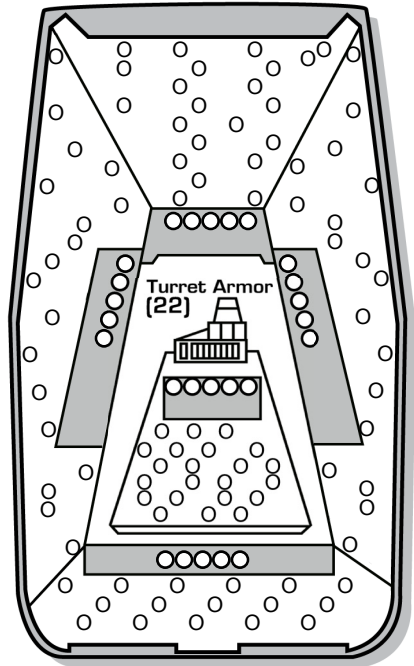
**Crew:** \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Driving Skill:** \_\_\_\_\_  
**Commander Hit** [+1] **Driver Hit** [+2]  
Modifier to all Skill rolls Modifier to Driving Skill rolls

#### CRITICAL DAMAGE

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



(18)



Rear Armor (16)

Right Side Armor (18)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Drillson Heavy Hover Tank (Streak)

Movement Points: **Tonnage:** 50  
 Cruising: 9 **Tech Base:** Inner Sphere  
 Flank: 14 **Era:** Clan Invasion  
**Movement Type:** Hover  
**Engine Type:** Fusion Engine

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Streak SRM 2	FR	2/Msl [M,C]	—	3	6	9
1	Large Pulse Laser	T	9 [P]	—	3	7	10
2	Streak SRM 2	T	2/Msl [M,C]	—	3	6	9

Ammo: [Streak SRM 2] 100

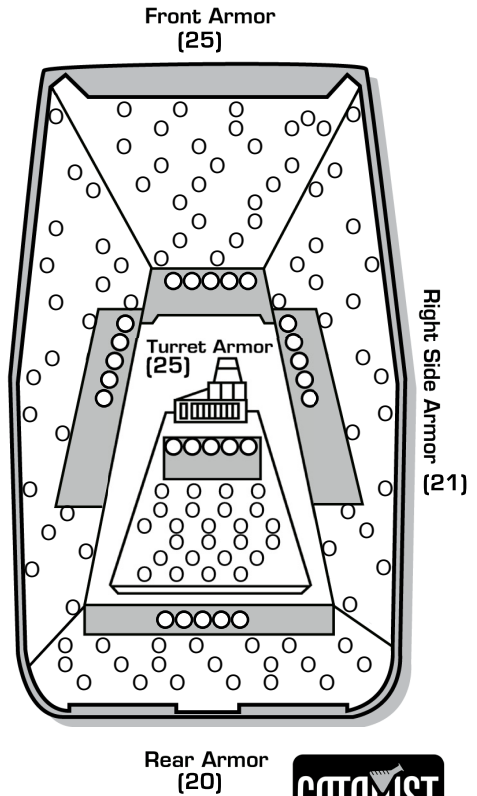
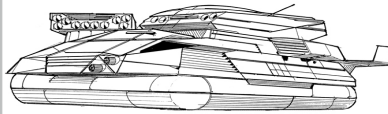
Cost: 2,403,333 C-bills BV: 899

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

## MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

## GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Fulcrum Heavy Hovertank

Movement Points: Tonnage: 50  
 Cruising: 10 Tech Base: Inner Sphere  
 Flank: 15 Era: Clan Invasion  
 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	TAG	FR	0 [S]	—	5	10	15
1	Large Laser	T	8 [DE]	—	5	10	15
1	LRM 10	T	1/Msl [M,C,S]	6	7	14	21
1	Medium Laser	T	5 [DE]	—	3	6	9

Ammo: [LRM 10] 12

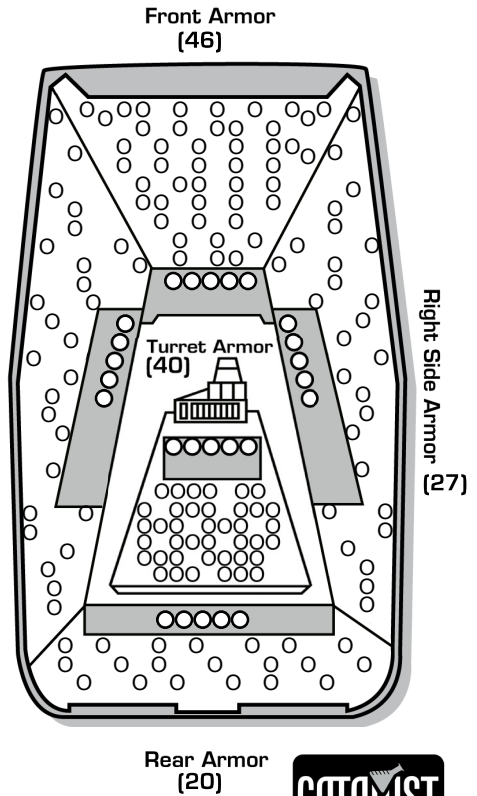
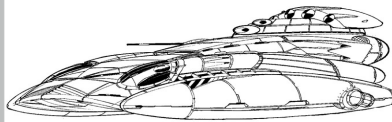
Cost: 8,615,667 C-bills BV: 1,167

#### CREW DATA

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

#### CRITICAL DAMAGE

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



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Fulcrum II Heavy Hovertank

Movement Points: **Tonnage:** 50  
 Cruising: 10 **Tech Base:** Inner Sphere  
 Flank: 15 **Era:** Civil War  
**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	TAG	FR	0 [S]	—	5	10	15
1	LRM 10	T	1/Msl [M,C,S]	6	7	14	21
3	Medium Laser	T	5 [DE]	—	3	6	9
1	SRM 6	T	2/Msl [M,C]	—	3	6	9

Ammo: [SRM 6] 15, [LRM 10] 12

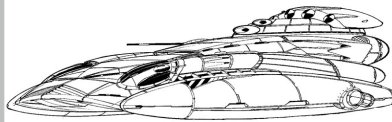
Cost: 8,731,667 C-bills **BV:** 1,248

#### CREW DATA

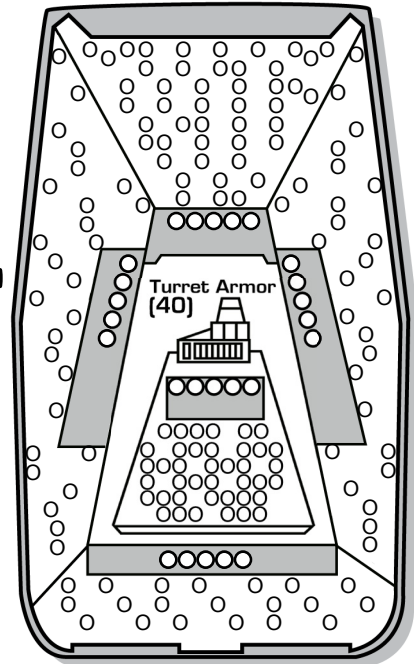
Crew: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_  
 Commander Hit **+1** Driver Hit **+2**  
Modifier to all Skill rolls Modifier to Driving Skill rolls

#### CRITICAL DAMAGE

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



(27)



Right Side Armor (27)

Left Side Armor (27)

Rear Armor (20)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Maxim Heavy Hover Transport (3052 Upgrade)

Movement Points: **Tonnage:** 50  
 Cruising: 8 **Tech Base:** Inner Sphere  
 Flank: 12 **Era:** Clan Invasion  
**Movement Type:** Hover  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (3 tons)	BD [E]	—	—	—	—	—
2	LRM 5	FR 1/Msl [M,C,S]	6	7	14	21	
1	Streak SRM 2	RS 2/Msl [M,C]	—	3	6	9	
1	Streak SRM 2	LS 2/Msl [M,C]	—	3	6	9	
2	Machine Gun	T 2 [DB,AI]	—	1	2	3	
1	SRM 6	T 2/Msl [M,C]	—	3	6	9	
1	TAG	T 0 [S]	—	5	10	15	

Ammo: (Streak SRM 2) 50, (LRM 5) 24, (Machine Gun) 200 (SRM 6) 15

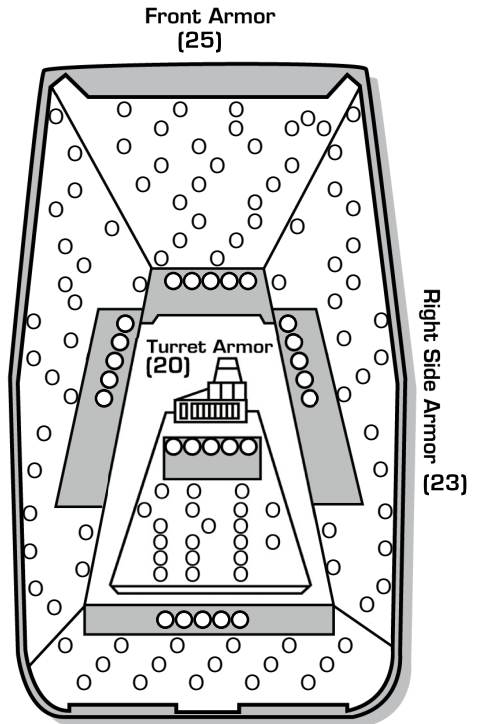
Cost: 1,330,000 C-bills BV: 794

#### 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 (16)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Maxim Heavy Hover Transport (Anti-Infantry)

Movement Points: **Tonnage:** 50  
 Cruising: 8 **Tech Base:** Inner Sphere  
 Flank: 12 **Era:** Clan Invasion  
 Movement Type: Hover  
 Engine Type: I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (3 tons)	BD	[E]	—	—	—	—
2	LRM 5	FR	1/Msl [M,C,S]	6	7	14	21
1	Machine Gun	FR	2 [DB,AI]	—	1	2	3
2	Machine Gun	RS	2 [DB,AI]	—	1	2	3
2	Machine Gun	LS	2 [DB,AI]	—	1	2	3
2	Machine Gun	T	2 [DB,AI]	—	1	2	3
1	SRM 6	T	2/Msl [M,C]	—	3	6	9
1	TAG	T	0 [S]	—	5	10	15

Ammo: (LRM 5) 24, (Machine Gun) 400, (SRM 6) 15

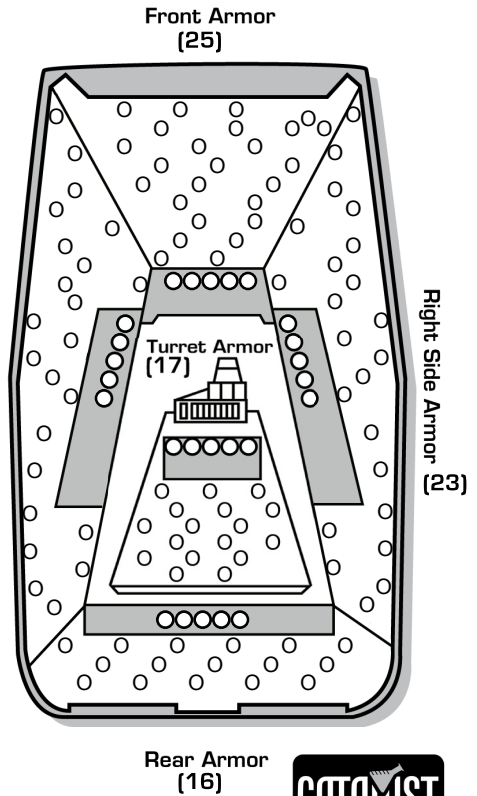
Cost: BV: 715

#### 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			SIDES
	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.

<b>Attack Direction Modifier:</b>		<b>Vehicle Type Modifiers:</b>	
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 +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:** Maxim Heavy Hover Transport (BA Factory Upgrade)  
**Movement Points:** **Tonnage:** 50  
**Crusing:** 8 **Tech Base:** Inner Sphere  
**Flank:** 12 **Era:** Clan Invasion  
**Movement Type:** Hover  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (4 tons)	BD [E]	—	—	—	—	—
2	LRM 5	FR 1/Mel [M,C,S]	6	7	14	21	
1	Streak SRM 2	RS 2/Mel [M,C]	—	3	6	9	
1	Streak SRM 2	LS 2/Mel [M,C]	—	3	6	9	
2	Machine Gun	T 2 [DB,AI]	—	1	2	3	
1	SRM 6	T 2/Mel [M,C]	—	3	6	9	

Ammo: (Streak SRM 2) 50, (LRM 5) 24, (Machine Gun) 200 (SRM 6) 15

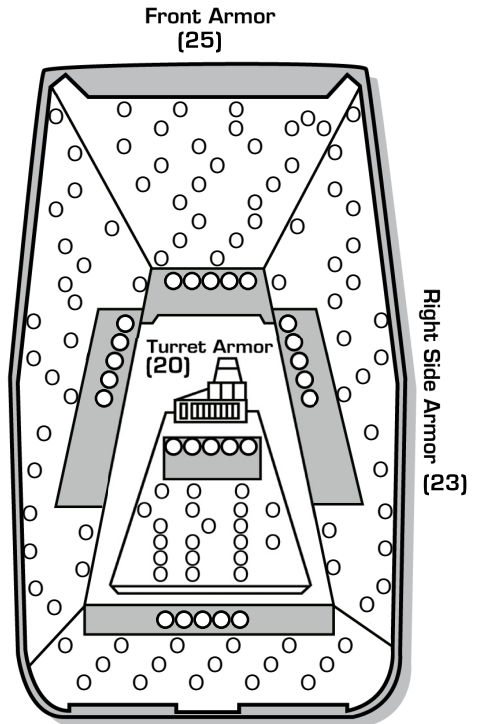
**Cost:** 1,230,000 C-bills **BV:** 794

#### 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 (16)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval +0
Hit from the sides	Wheeled +2
	Hovercraft, Hydrofoil +3
	WIGE +4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	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:** Maxim Heavy Hover Transport (BA Field Upgrade)  
**Movement Points:** **Tonnage:** 50  
**Crusing:** 8 **Tech Base:** Inner Sphere  
**Flank:** 12 **Era:** Clan Invasion  
**Movement Type:** Hover  
**Engine Type:** I.C.E.

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (4 tons)	BD [E]	—	—	—	—	—
2	LRM 5	FR 1/Msl [M,C,S]	6	7	14	21	
1	Streak SRM 2	RS 2/Msl [M,C]	—	3	6	9	
1	Streak SRM 2	LS 2/Msl [M,C]	—	3	6	9	
1	SRM 6	T 2/Msl [M,C]	—	3	6	9	
1	TAG	T 0 [S]	—	5	10	15	

Ammo: [Streak SRM 2] 50, [LRM 5] 24, [SRM 6] 15

**Cost:** 1,350,000 C-bills **BV:** 817

### CREW DATA

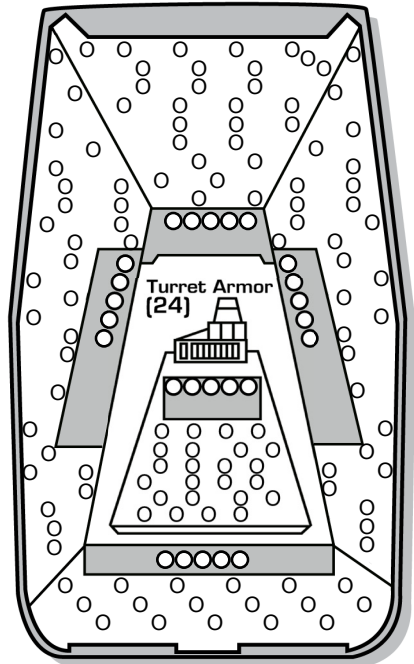
**Crew:** \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Driving Skill:** \_\_\_\_\_  
**Commander Hit** [+1] **Driver Hit** [+2]  
Modifier to all Skill rolls Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



(28)



Rear Armor (17)



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## GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

## MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

## GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Maxim Heavy Hover Transport (C3M)

Movement Points: **Tonnage:** 50  
 Cruising: 8 **Tech Base:** Inner Sphere  
 Flank: 12 **Era:** Jihad  
**Movement Type:** Hover  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Master	BD [E]	—	5	10	15	
2	LRM 5	FR 1/Msl [M,C,S]	6	7	14	21	
1	Streak SRM 2	RS 2/Msl [M,C]	—	3	6	9	
1	Streak SRM 2	LS 2/Msl [M,C]	—	3	6	9	
1	SRM 6	T 2/Msl [M,C]	—	3	6	9	

Ammo: [Streak SRM 2] 50, [LRM 5] 24, [SRM 6] 15

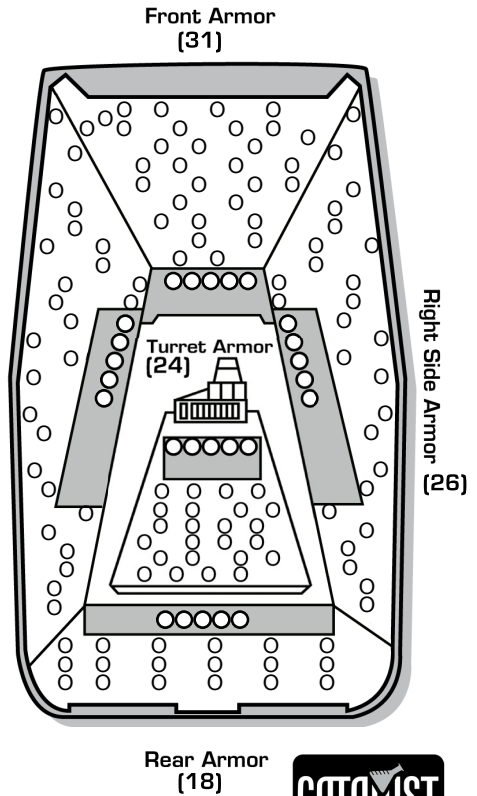
Cost: 4,250,000 C-bills **BV:** 817

#### CREW DATA

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

#### CRITICAL DAMAGE

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



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡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.

<b>Attack Direction Modifier:</b>		<b>Vehicle Type Modifiers:</b>	
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 +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:** Maxim Heavy Hover Transport (C3S)  
**Movement Points:** **Tonnage:** 50  
**Crusing:** 8 **Tech Base:** Inner Sphere  
**Flank:** 12 **Era:** Jihad  
**Movement Type:** Hover  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Slave	BD	[E]	—	—	—	—
1	Infantry Bay (4 tons)	BD	[E]	—	—	—	—
2	LRM 5	FR	1/Msl [M,C,S]	6	7	14	21
1	Streak SRM 2	RS	2/Msl [M,C]	—	3	6	9
1	Streak SRM 2	LS	2/Msl [M,C]	—	3	6	9
1	SRM 6	T	2/Msl [M,C]	—	3	6	9
1	TAG	T	0 [S]	—	5	10	15

Ammo: [Streak SRM 2] 50, [LRM 5] 24, [SRM 6] 15

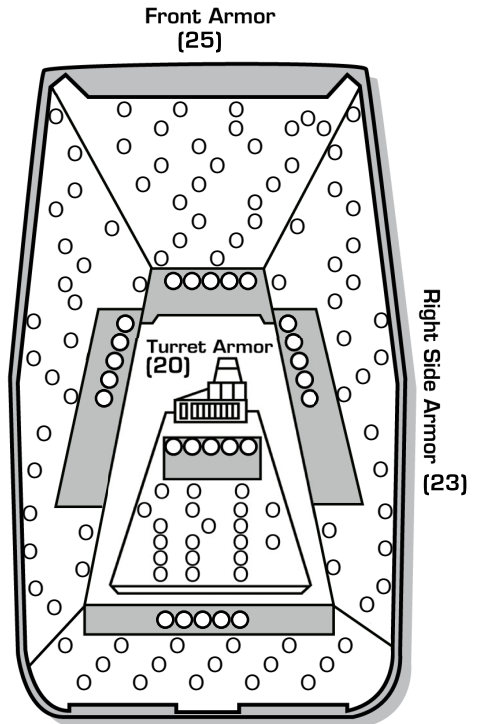
**Cost:** 1,810,000 C-bills **BV:** 773

#### 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 (16)**



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
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™

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Maxim Heavy Hover Transport (Clan)

Movement Points: Tonnage: 50  
 Cruising: 8 Tech Base: Clan  
 Flank: 12 Era: Clan Invasion  
 Movement Type: Hover  
 Engine Type: I.C.E.

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	ECM Suite	BD	[E]	—	—	—	6
1	Infantry Bay (6 tons)	BD	[E]	—	—	—	—
1	LRM 15	FR	1/Msl [M,C,S]	—	7	14	21
1	SRM 2	RS	2/Msl [M,C]	—	3	6	9
1	SRM 2	LS	2/Msl [M,C]	—	3	6	9
2	Machine Gun	T	2 [DB,AI]	—	1	2	3
1	Streak SRM 6	T	2/Msl [M,C]	—	4	8	12

Ammo [CASE]: (SRM 2) 50, (Machine Gun) 100, (LRM 15) 16  
 (Streak SRM 6) 15

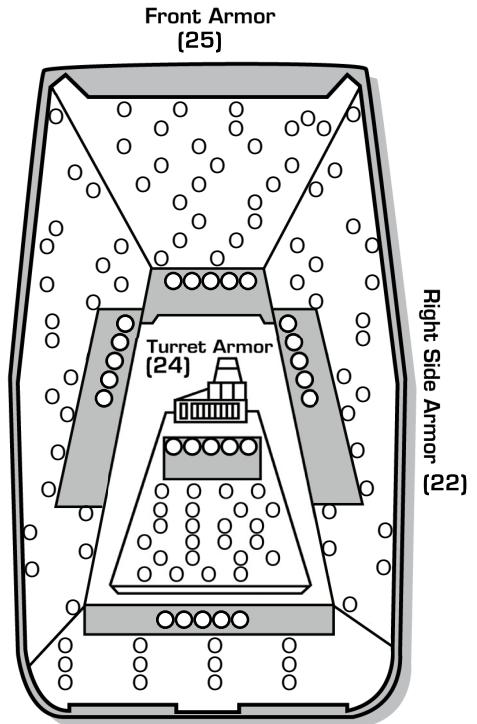
Cost: 2,020,000 C-bills BV: 1,147

### 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 (12)



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## GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

## MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
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

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Maxim Heavy Hover Transport (Fire Support)

Movement Points: **Tonnage:** 50  
 Cruising: 8 **Tech Base:** Inner Sphere  
 Flank: 12 **Era:** Clan Invasion  
**Movement Type:** Hover  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (3 tons)	BD	[E]	—	—	—	—
2	LRM 5	FR	1/Msl [M,C,S]	6	7	14	21
1	LRM 15	T	1/Msl [M,C,S]	6	7	14	21
2	Machine Gun	T	2 [DB,AI]	—	1	2	3

Ammo: (LRM 5) 24, (Machine Gun) 100, (LRM 15) 16

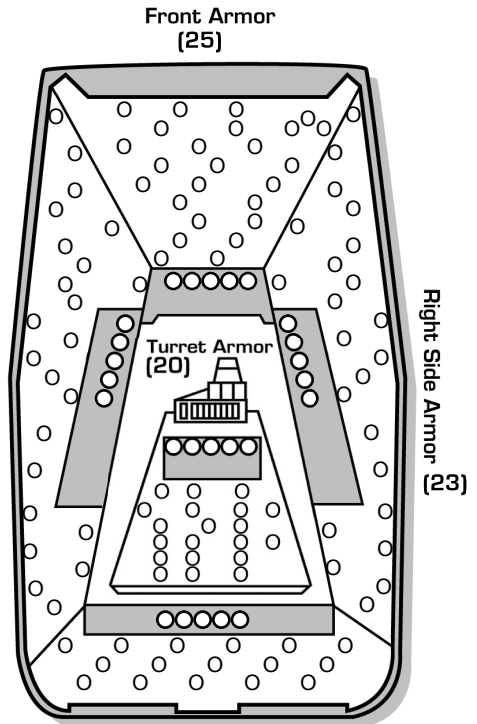
Cost: 1,365,000 C-bills **BV:** 869

#### 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



Rear Armor (16)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION			SIDES
	FRONT	REAR		
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.

<b>Attack Direction Modifier:</b>		<b>Vehicle Type Modifiers:</b>	
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 +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: Maxim (I) Heavy Hover Transport

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

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (12 tons)	BD	[E]	—	—	—	—
2	ER Medium Laser	T	5 [DE]	—	4	8	12
1	Streak SRM 6	T	2 [M]	—	3	6	9
			[S]				
1	TAG	T	0 [S]	—	5	10	15

Ammo: [Streak SRM 6] 15

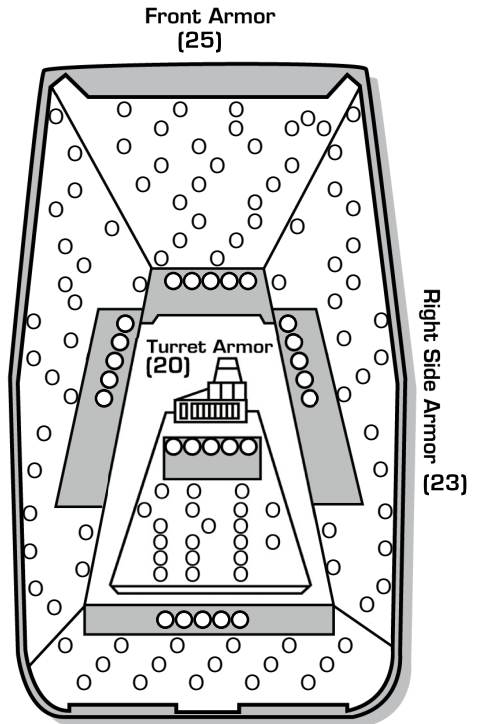
Cost: 2,360,000 C-bills BV: 770

#### 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 (16)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

**Type:** Maxim (I) Heavy Hover Transport (Company Command)

**Movement Points:** **Tonnage:** 50  
**Cruising:** 8 **Tech Base:** Inner Sphere  
**Flank:** 12 **Era:** Jihad

**Movement Type:** Hover  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	C <sup>3</sup> Master	BD	[E]	—	5	10	15
1	Guardian ECM Suite	BD	[E]	—	—	—	6
2	ER Medium Laser	T	5 [DE]	—	4	8	12
1	Streak SRM 6	T	2 [M] [C]	—	3	6	9
1	TAG	T	0 [S]	—	5	10	15

Ammo: [Streak SRM 6] 15

**Cost:** 8,780,000 C-bills **BV:** 851

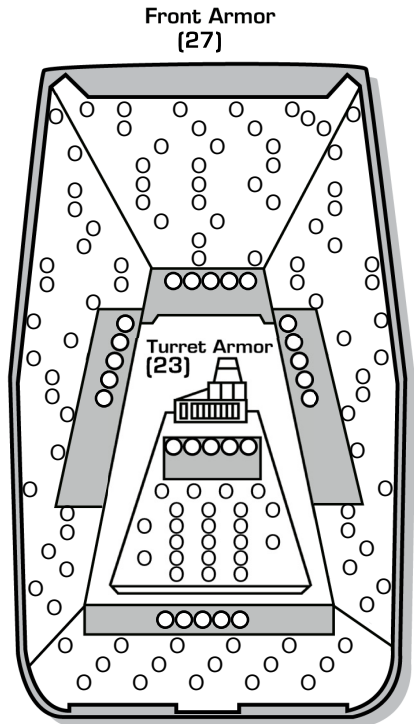
#### CREW DATA

**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 (16)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Vedette Medium Tank (Ultra)

Movement Points: **Tonnage:** 50  
 Cruising: 5 **Tech Base:** Inner Sphere  
 Flank: 8 **Era:** Clan Invasion  
**Movement Type:** Tracked  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Ultra AC/5	T	5/Sht	2	6	13	20
[DB,R,C]							

Ammo: (Ultra AC/5) 20

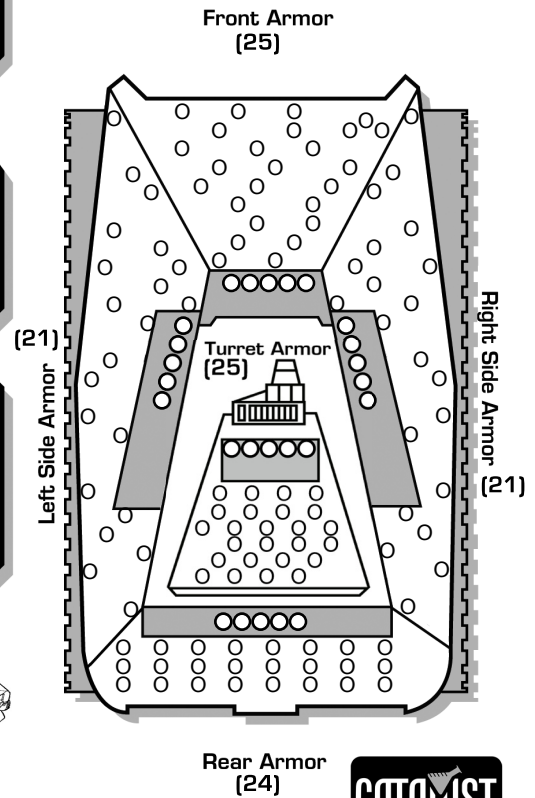
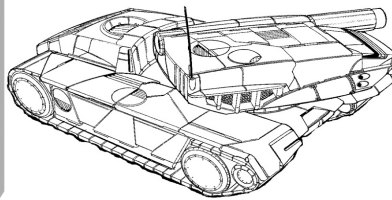
Cost: 927,500 C-bills BV: 590

#### CREW DATA

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

#### CRITICAL DAMAGE

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



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Vedette Medium Tank "Doris' Delight"

Movement Points: **Tonnage:** 50  
**Cruising:** 6 **Tech Base:** Inner Sphere  
**Flank:** 9 **Era:** Civil War  
**Movement Type:** Tracked  
**Engine Type:** XL Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	FR	5 [DE]	—	4	8	12
1	Gauss Rifle	T	15 [DB,X]	2	7	15	22

Ammo: [Gauss] 16

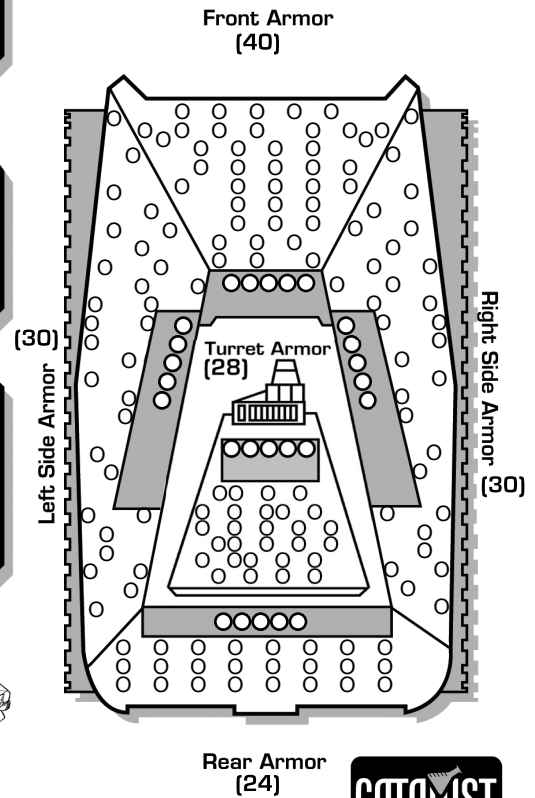
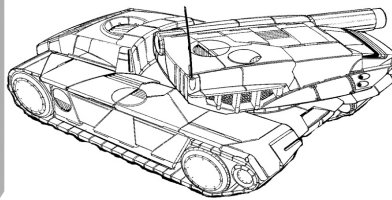
Cost: 6,948,750 C-bills BV: 1,219

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Vedette Medium Tank (LB-X)

Movement Points: **Tonnage:** 50  
 Cruising: 5 **Tech Base:** Inner Sphere  
 Flank: 8 **Era:** Jihad  
**Movement Type:** Tracked  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Ln
1	Machine Gun	FR	2	—	1	2	3
			[DB,A]				
1	LB 5-X AC	T	5	3	7	14	21
			[DB,C/F/S]				

Ammo: [Machine Gun] 100, [LB 5-X] 20

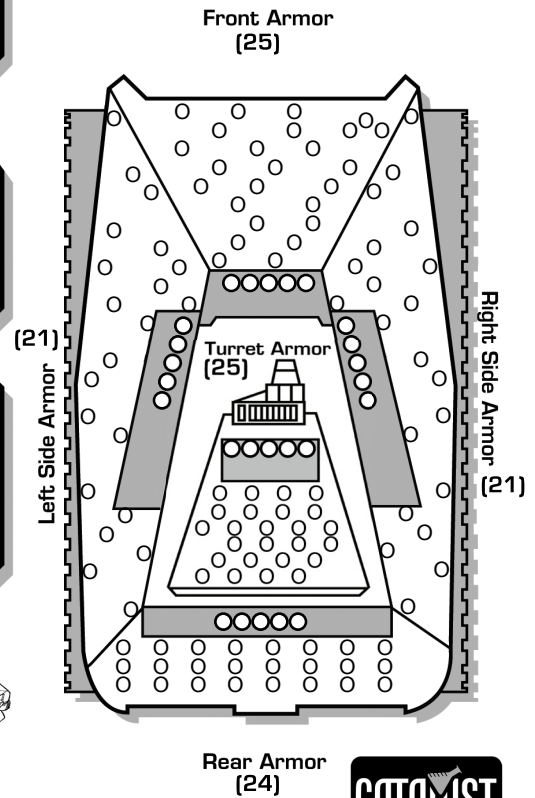
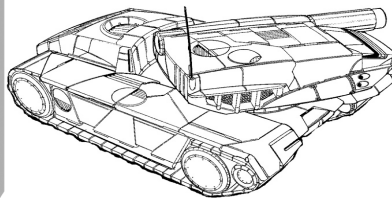
Cost: 1,010,000 C-bills **BV:** 552

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
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™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

**Type:** Vedette Medium Tank (Light Gauss)  
**Movement Points:** **Tonnage:** 50  
**Crusing:** 5 **Tech Base:** Inner Sphere  
**Flank:** 8 **Era:** Jihad  
**Movement Type:** Tracked  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Light Gauss Rifle	T	8	3	8	17	25
			[DB,X]				

Ammo: (Light Gauss) 16

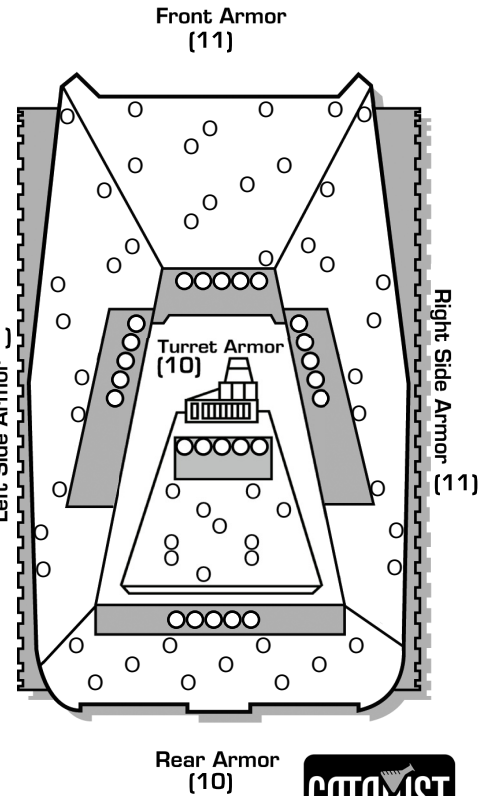
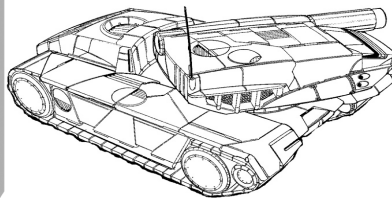
**Cost:** 938,750 C-bills **BV:** 478

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Vedette Medium Tank (NETC)

Movement Points: **Tonnage:** 50  
**Cruising:** 5 **Tech Base:** Inner Sphere  
**Flank:** 8 **Era:** Clan Invasion  
**Movement Type:** Tracked  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	FR	2	1	2	3	
			[DB,AI]				
1	Ultra AC/5	T	5/Sht	2	6	13	20
			[DB,R,C]				

Ammo: (Machine Gun) 100, (Ultra AC/5) 20

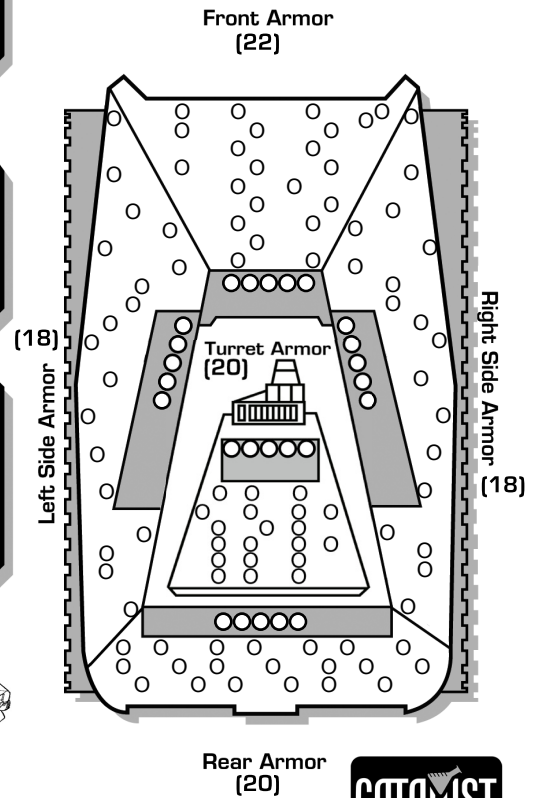
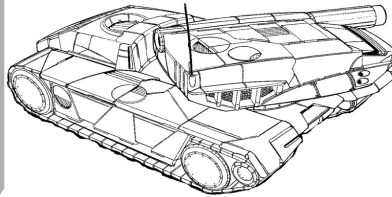
Cost: 905,000 C-bills BV: 545

#### 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			SIDES
	FRONT	REAR		
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
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

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Vedette Medium Tank (RAC)

Movement Points: **Tonnage:** 50  
**Crusing:** 5 **Tech Base:** Inner Sphere  
**Flank:** 8 **Era:** Civil War  
**Movement Type:** Tracked  
**Engine Type:** I.C.E.

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Rotary AC/5	T	5/Sht [DB,R,C]	—	5	10	15

Ammo: (RAC/5) 40

Cost: 912,500 C-bills

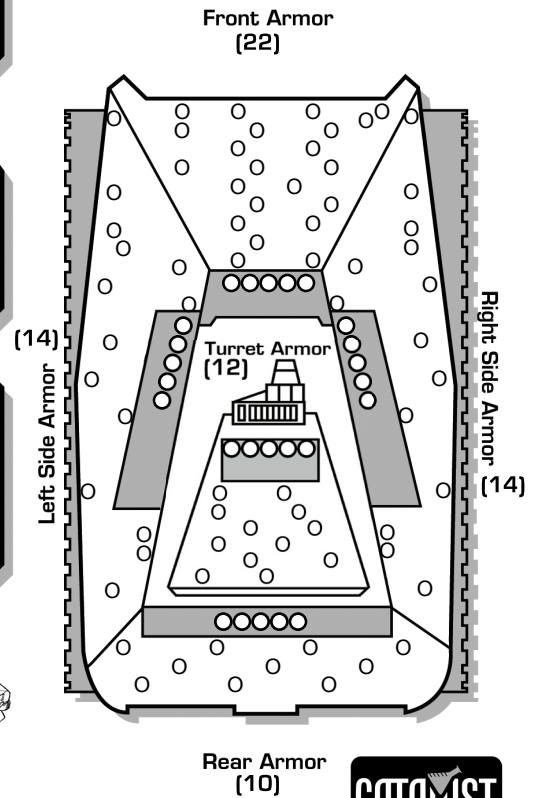
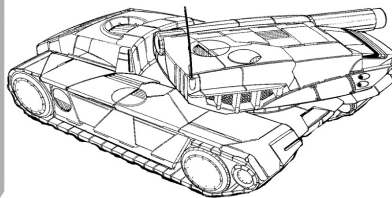
BV: 712

### 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			SIDES
	FRONT	REAR	REAR	
2*	Front (critical)	Rear (critical)	Side (critical)	Side (critical)
3	Front †	Rear †	Side †	Side †
4	Front †	Rear †	Side †	Side †
5	Right Side †	Left Side †	Front †	Front †
6	Front	Rear	Side	Side
7	Front	Rear	Side	Side
8	Front	Rear	Side (critical)*	Side (critical)*
9	Left Side †	Right Side †	Rear †	Rear †
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. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

## MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
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

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: AC/2 Carrier (LB-X)

Movement Points: **Tonnage:** 60  
 Cruising: 3 **Tech Base:** Inner Sphere  
 Flank: 5 **Era:** Civil War  
 Movement Type: Tracked  
 Engine Type: Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Slave	BD	[E]	4	9	18	27
5	LB 2-X AC	FR	2				

[DB,C/F/S]

Ammo: (LB 2-X Cluster) 90, (LB 2-X) 90

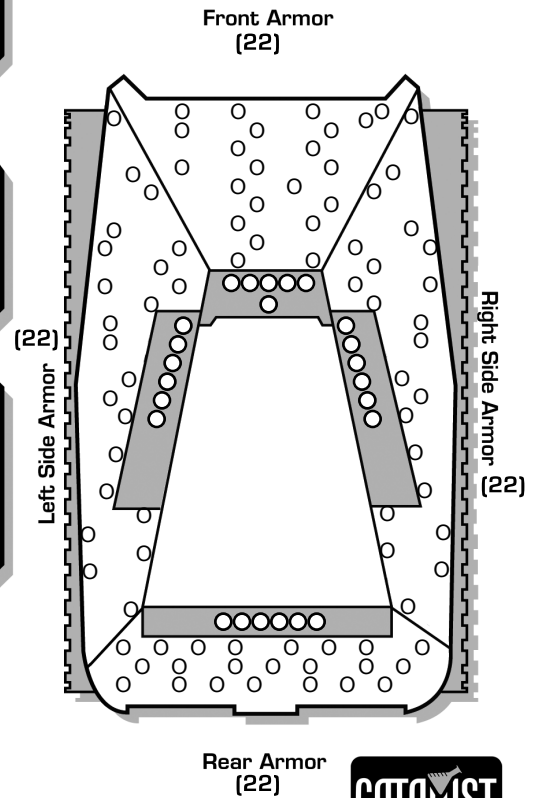
Cost: BV: 536

#### 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 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
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™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: LRM Carrier (3055 Upgrade)

Movement Points: **Tonnage:** 60  
**Cruising:** 2 **Tech Base:** Inner Sphere  
**Flank:** 3 **Era:** Clan Invasion  
**Movement Type:** Tracked  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Slave	BD	[E]	—	—	—	—
3	LRM 20 w/Artemis IV FCS	FR	1/Mel [M,C,S]	6	7	14	21

Ammo: (LRM 20 Artemis) 36

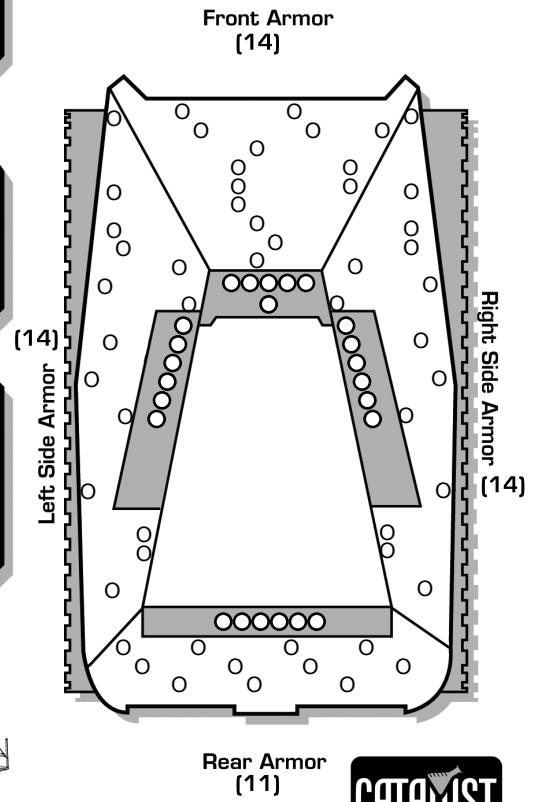
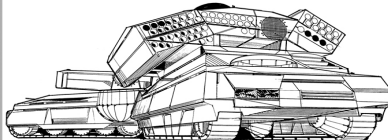
Cost: 2,512,000 C-bills BV: 798

#### 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			SIDES
	FRONT	REAR	SIDES	
2*	Front (critical)	Rear (critical)	Side (critical)	Side (critical)
3	Front†	Rear†	Side†	Side†
4	Front†	Rear†	Side†	Side†
5	Right Side†	Left Side†	Front†	Front†
6	Front	Rear	Side	Side
7	Front	Rear	Side	Side
8	Front	Rear	Side (critical)*	Side (critical)*
9	Left Side†	Right Side†	Rear†	Rear†
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. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: LRM Carrier (WoB)

Movement Points: **Tonnage:** 60  
 Cruising: 3 **Tech Base:** Inner Sphere  
 Flank: 5 **Era:** Civil War  
 Movement Type: Tracked  
 Engine Type: XL Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Improved C <sup>3</sup> CPU	BD	[E]	—	—	—	—
3	LRM 20 w/Artemis IV FCS	FR	1/Mel [M,C,S]	6	7	14	21

Ammo: (LRM 20 Artemis) 36

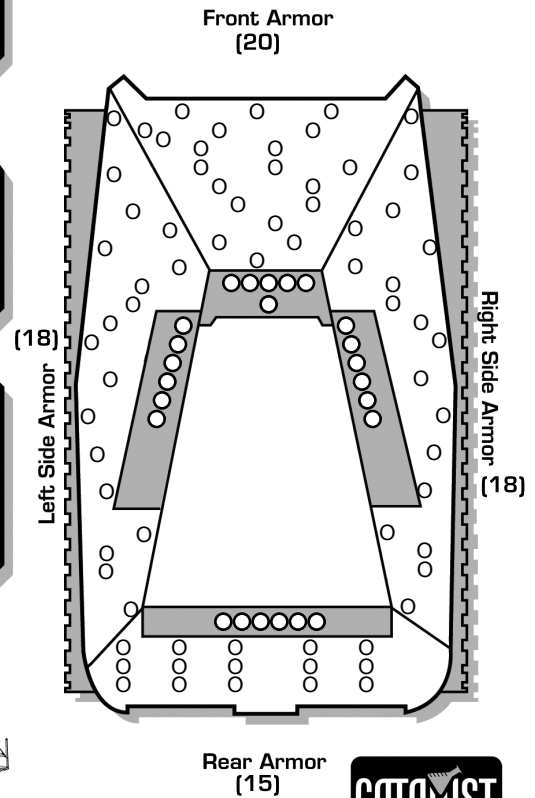
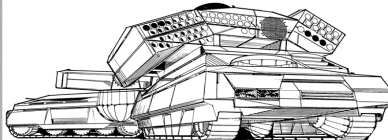
Cost: 7,760,000 C-bills BV: 1,050

#### 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			SIDES
	FRONT	REAR	REAR	
2*	Front (critical)	Rear (critical)	Side (critical)	Side (critical)
3	Front†	Rear†	Side†	Side†
4	Front†	Rear†	Side†	Side†
5	Right Side†	Left Side†	Front†	Front†
6	Front	Rear	Side	Side
7	Front	Rear	Side	Side
8	Front	Rear	Side (critical)*	Side (critical)*
9	Left Side†	Right Side†	Rear†	Rear†
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. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
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

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: MRM Carrier

Movement Points: **Tonnage:** 60  
 Cruising: 3 **Tech Base:** Inner Sphere  
 Flank: 5 **Era:** Civil War  
 Movement Type: Tracked  
 Engine Type: I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Slave	BD	[E]	—	—	—	—
3	MRM 30	FR	1/[M,C]	3	8	15	

Ammo: [MRM 30] 24

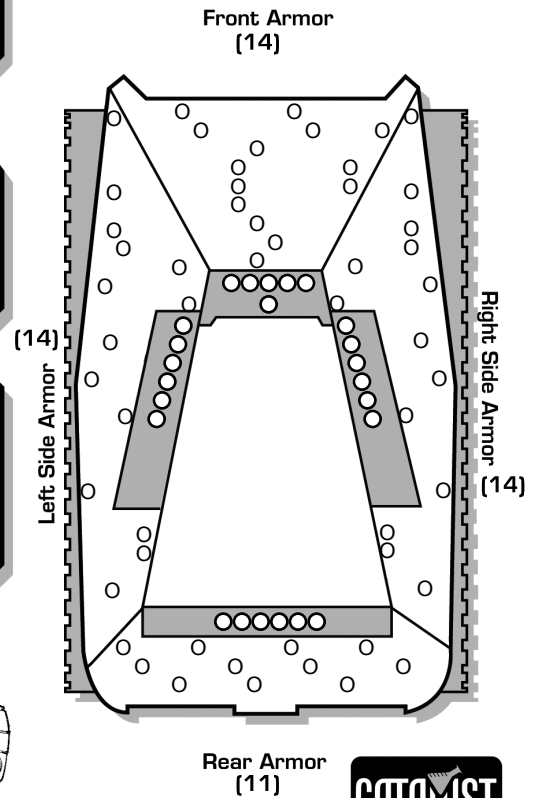
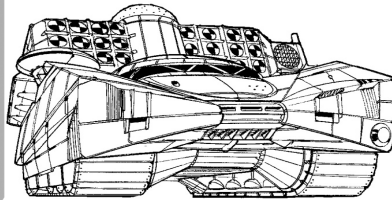
Cost: BV: 779

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
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™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: SRM Carrier (3054 Upgrade)

Movement Points: **Tonnage:** 60  
 Cruising: 3 **Tech Base:** Inner Sphere  
 Flank: 5 **Era:** Clan Invasion  
**Movement Type:** Tracked  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Narc	FR	[M]	—	3	6	9
9	SRM 6	FR	2/[M], [M,C]	—	3	6	9

Ammo: [Narc] 6, [SRM 6 Narc] 45

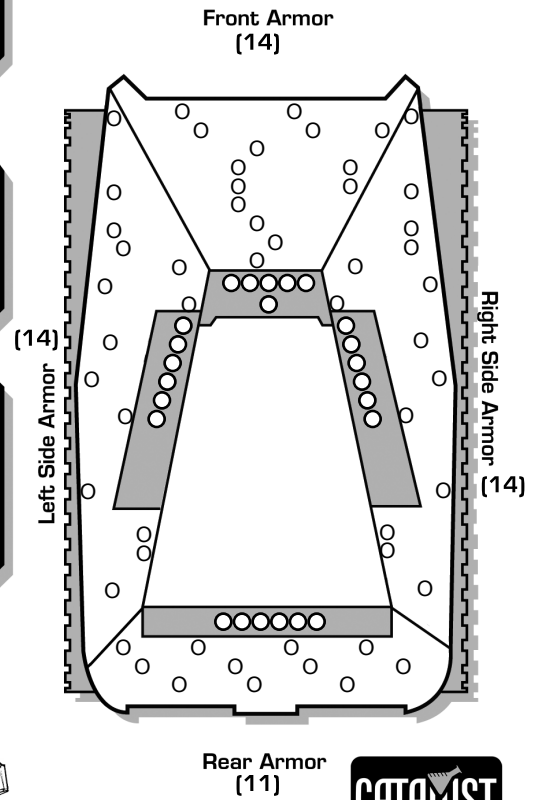
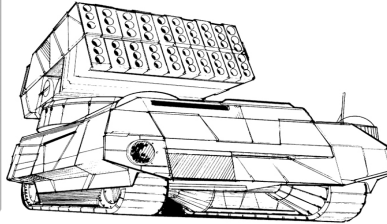
Cost: 1,840,000 C-bills **BV:** 794

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
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

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: SRM Carrier (C3)

Movement Points: **Tonnage:** 60  
 Cruising: 3 **Tech Base:** Inner Sphere  
 Flank: 5 **Era:** Civil War  
 Movement Type: Tracked  
 Engine Type: I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Slave	BD	[E]	—	—	—	6
1	Guardian ECM Suite	BD	[E]	—	—	—	6
9	SRM 6	FR	2/Msl [M,C]	—	3	6	9

Ammo: [SRM 6] 45

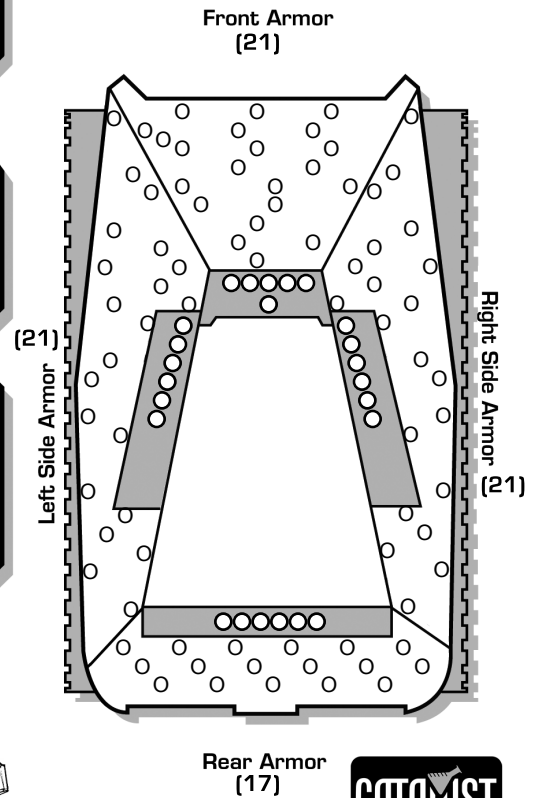
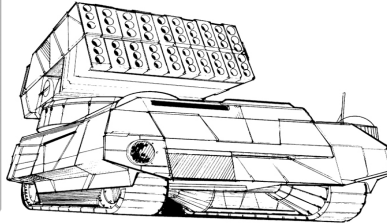
Cost: 2,448,000 C-bills BV: 903

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
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

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: SRM Carrier (WoB)

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

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Improved C <sup>3</sup> CPU	BD	[E]	—	—	—	—
1	Guardian ECM Suite	BD	[E]	—	—	—	6
9	Streak SRM 4	T	2/Msl [M,C]	—	3	6	9
1	TAG	T	0[S]	—	5	10	15

Ammo: [Streak SRM 4] 75

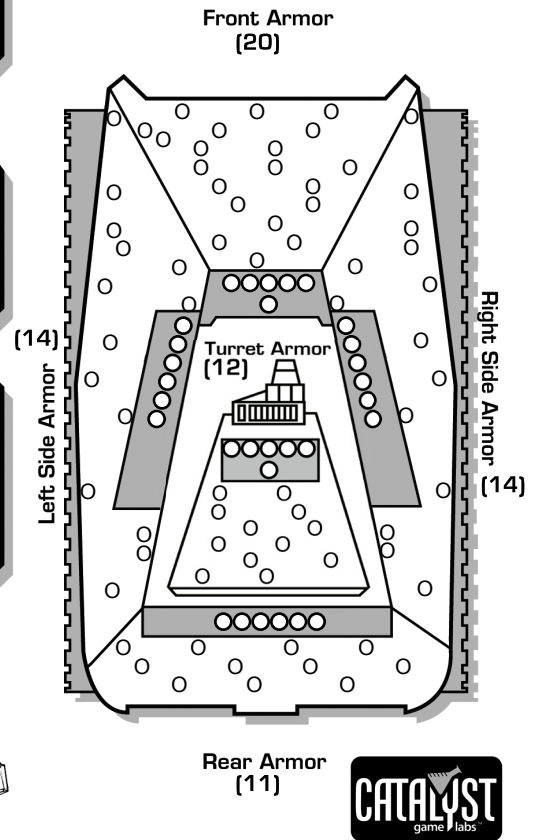
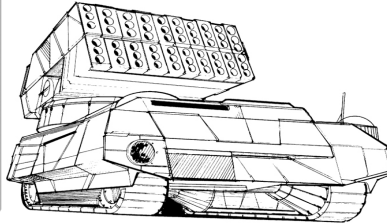
Cost: 9,336,000 C-bills BV: 958

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
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

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Manticore Heavy Tank (3055 Upgrade)

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

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Streak SRM 2	FR	2/Msl [M,C]	—	3	6	9
1	Large Pulse Laser	T	9 [P]	—	3	7	10
1	LRM 10 w/Artemis IV FCS	T	1/Msl [M,C,S]	6	7	14	21
1	SRM 6 w/Artemis IV FCS	T	2/Msl [M,C]	—	3	6	9

Ammo: (Streak SRM 2) 50, (SRM 6 Artemis) 15  
 (LRM 10 Artemis) 12

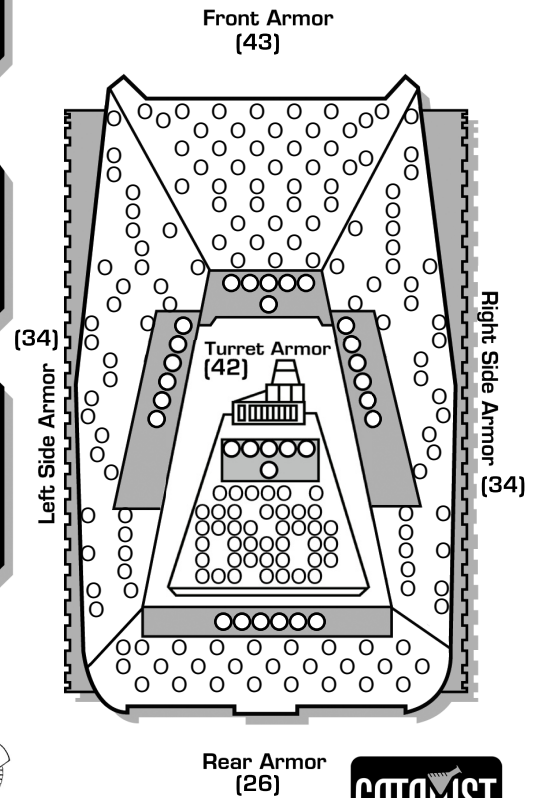
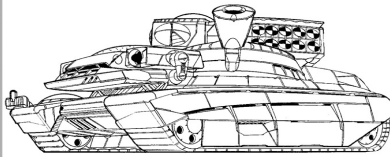
Cost: 2,924,000 C-bills BV: 957

#### CREW DATA

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

#### CRITICAL DAMAGE

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



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Manticore Heavy Tank (C3M)

Movement Points: **Tonnage:** 60  
**Crusing:** 4 **Tech Base:** Inner Sphere  
**Flank:** 6 **Era:** Civil War  
**Movement Type:** Tracked  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Master	BD [E]	—	5	10	15	
1	Streak SRM 2	FR 2/Msl [M,C]	—	3	6	9	
1	LRM 10 w/Artemis IV FCS	T 1/Msl [M,C,S]	6	7	14	21	
1	PPC	T 10 [DE]	3	6	12	18	

Ammo: [Streak SRM 2] 50, [LRM 10 Artemis] 12

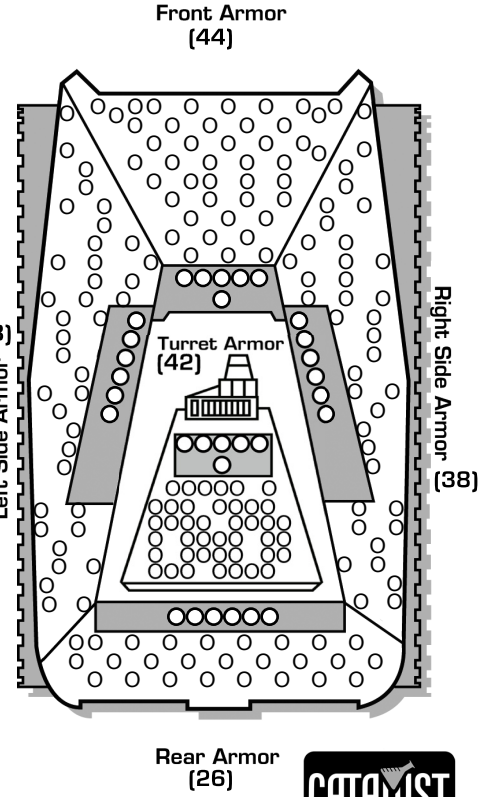
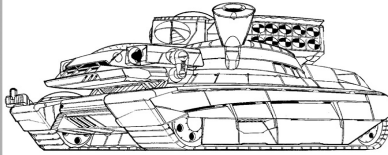
Cost: 5,092,000 C-bills BV: 958

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Manticore Heavy Tank (C3S)

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

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Streak SRM 2	FR	2/Msl [M,C]	—	3	6	9
1	C <sup>3</sup> Slave	T	[E]	—	—	—	—
1	LRM 10 w/Artemis IV FCS	T	1/Msl [M,C,S]	6	7	14	21
1	PPC	T	10 [DE]	3	6	12	18
1	Streak SRM 4	T	2/Msl [M,C]	—	3	6	9

Ammo: (Streak SRM 2) 50, (Streak SRM 4) 25  
 (LRM 10 Artemis) 12

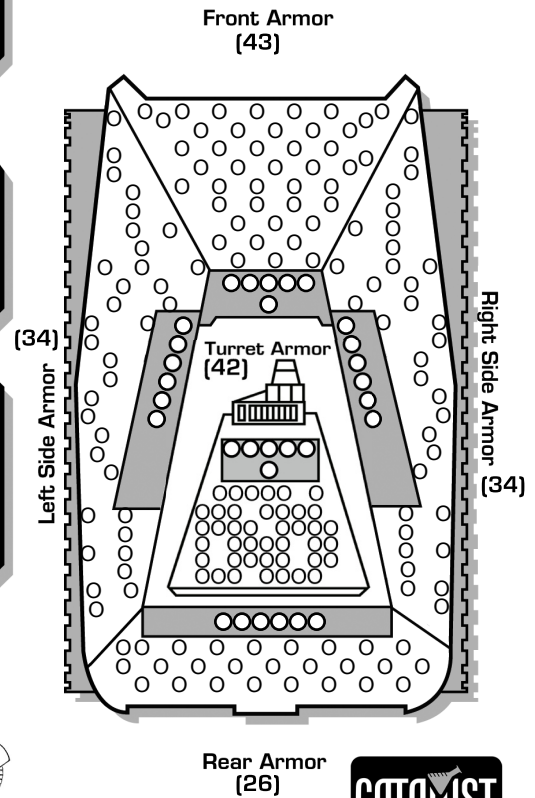
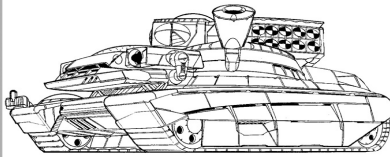
Cost: 3,220,000 C-bills BV: 1,008

#### CREW DATA

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

#### CRITICAL DAMAGE

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



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡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
		WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Manticore Heavy Tank (LB-X)

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

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lnq
1	Medium Pulse Laser	FR	6 [P]	—	2	4	6
1	LB 10-X AC	T	10 [DB,C/F/S]	—	6	12	18
1	Streak SRM 6	T	2/Mel [M,C]	—	3	6	9

Ammo: (LB 10-X Cluster) 10, (LB 10-X) 20  
 (Streak SRM 6) 15

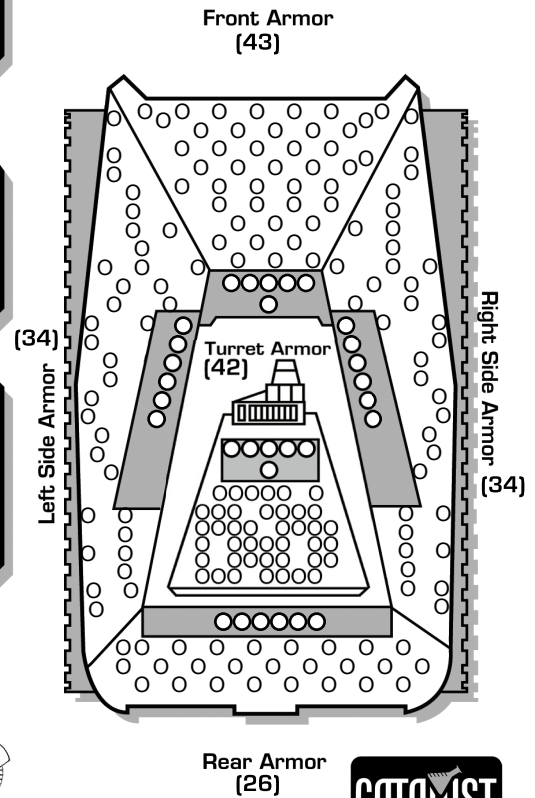
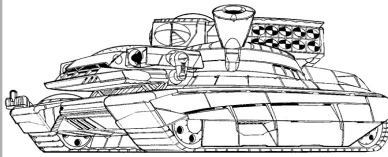
Cost: 2,944,000 C-bills BV: 961

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Manticore Heavy Tank (RAC)

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
1	Targeting Computer	BD	[E]	—	—	—	—
2	ER Medium Laser	FR	5 [DE]	—	4	8	12
1	Rotary AC/5	T	5/Sht [DB,R,C]	—	5	10	15
1	SRM 6 w/Artemis IV FCS	T	2/Msl [M,C]	—	3	6	9

Ammo: [RAC/5] 40, [SRM 6 Artemis] 15

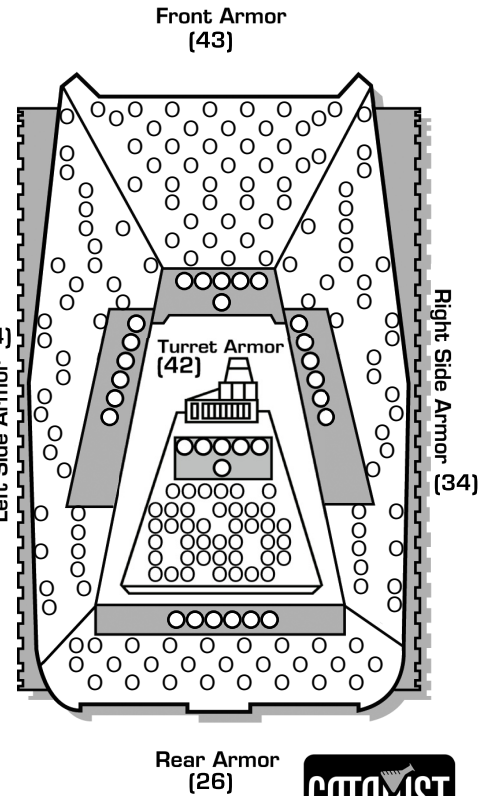
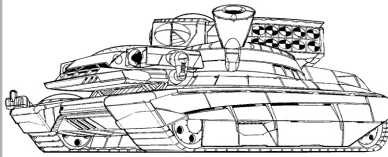
Cost: 3,044,000 C-bills BV: 1,241

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	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: Pike Support Vehicle (Clan)

Movement Points: Tonnage: 60  
 Cruising: 3 Tech Base: Clan  
 Flank: 5 Era: Clan Invasion  
 Movement Type: Tracked  
 Engine Type: Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	FR	5 [DE]	—	2	4	6
5	Ultra AC/2	T	2/Sht [D,B,R,C]	2	9	18	27

Ammo (CASE): (Ultra AC/2) 180

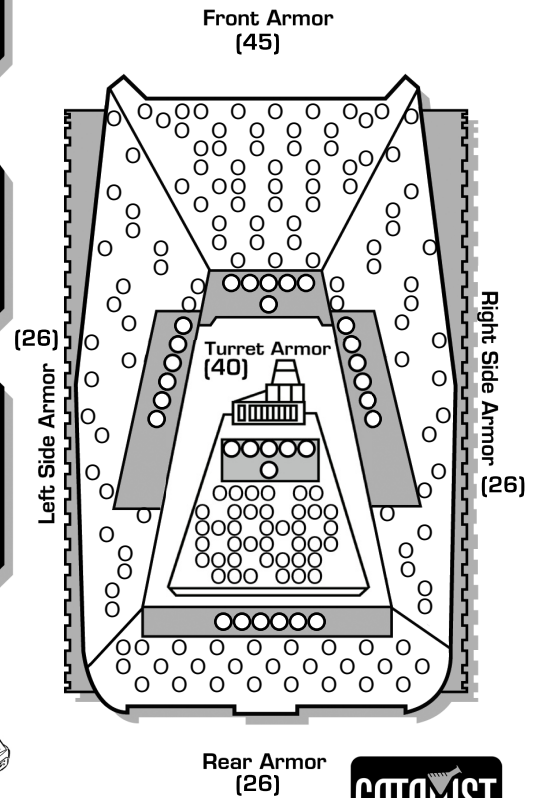
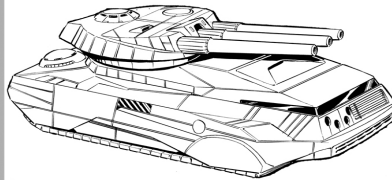
Cost: 2,678,000 C-bills BV: 892

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Pike Support Vehicle (RAC) "Assault Pike"

Movement Points: Tonnage: 60  
 Cruising: 3 Tech Base: Inner Sphere  
 Flank: 5 Era: Civil War  
 Movement Type: Tracked  
 Engine Type: Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Small Laser	FR	3 [DE]	—	1	2	3
3	Rotary AC/2	T	2/Sht [DB,R,C]	—	6	12	18

Ammo: [RAC/2] 180

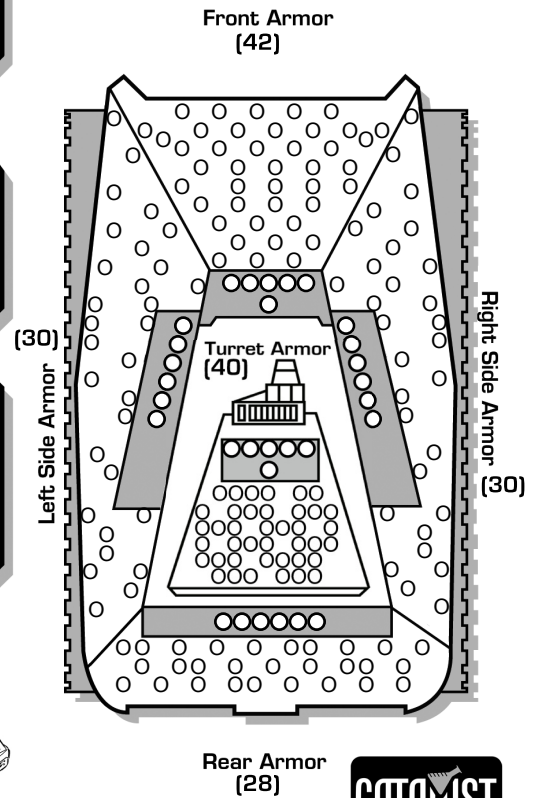
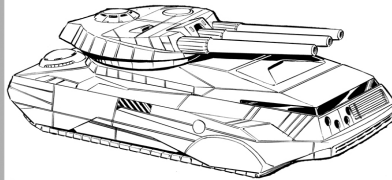
Cost: 2,350,000 C-bills BV: 961

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
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™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: **Po Heavy Tank**

**Movement Points:**  
**Crusing:** 4  
**Flank:** 6  
**Movement Type:** Tracked  
**Engine Type:** I.C.E.

**Tonnage:** 60  
**Tech Base:** Inner Sphere (Intro)  
**Era:** Succession Wars

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	FR	2 [DB,AI]	—	1	2	3
1	Autocannon/10	T	10 [DB,S]	—	5	10	15
1	Machine Gun	T	2 [DB,AI]	—	1	2	3

Ammo: (Machine Gun) 200, (AC/10) 20

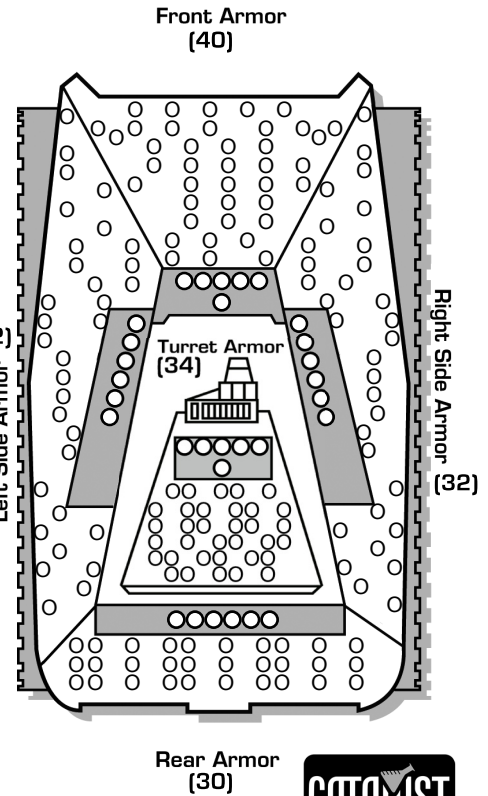
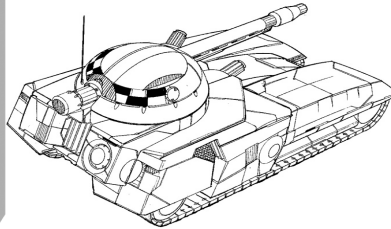
Cost: 1,044,000 C-bills BV: 719

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
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™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: **Po Heavy Tank (LB-X)**

**Movement Points:**      **Tonnage:** 60  
**Cruising:** 4              **Tech Base:** Inner Sphere  
**Flank:** 6                  **Era:** Jihad  
**Movement Type:** Tracked  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	FR	2 [DB,AI]	—	1	2	3
1	LB 10-X AC	T	10 [DB,C/F/S]	—	6	12	18
1	Machine Gun	T	2 [DB,AI]	—	1	2	3

Ammo: (Machine Gun) 200, (LB 10-X Cluster) 10  
 (LB 10-X) 20

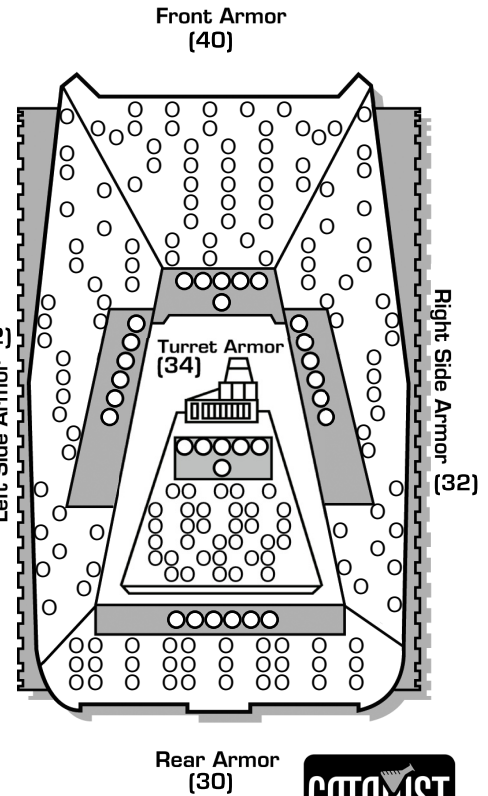
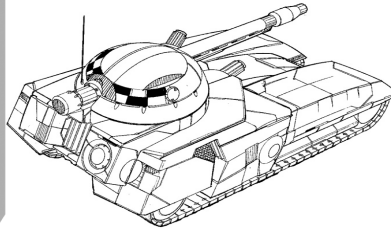
Cost: 1,364,000 C-bills      BV: 778

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: **Po Heavy Tank (Light Gauss)**

**Movement Points:** \_\_\_\_\_ **Tonnage:** 60  
**Crusing:** 4 **Tech Base:** Inner Sphere  
**Flank:** 6 **Era:** Clan Invasion  
**Movement Type:** Tracked  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	RS	2 [DB,AI]	—	1	2	3
1	Machine Gun	LS	2 [DB,AI]	—	1	2	3
1	Light Gauss Rifle	T	8 [DB,X]	3	8	17	25
1	Machine Gun	T	2 [DB,AI]	—	1	2	3

Ammo (CASE): (Machine Gun) 100, (Light Gauss) 48

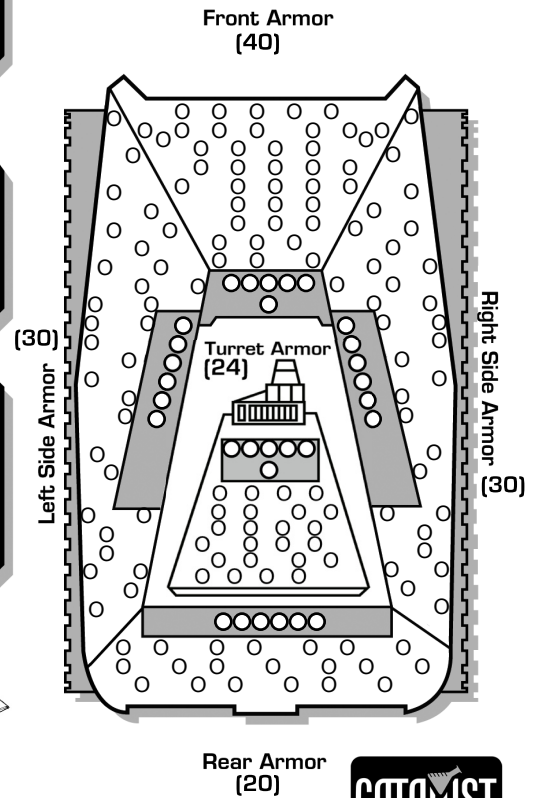
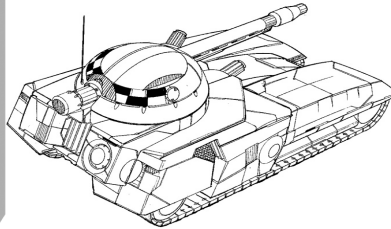
Cost: 1,228,000 C-bills BV: 734

#### 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			SIDES
	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.

<b>Attack Direction Modifier:</b>		<b>Vehicle Type Modifiers:</b>	
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 +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: Tokugawa Heavy Tank

Movement Points: **Tonnage:** 60  
 Cruising: 4 **Tech Base:** Inner Sphere  
 Flank: 6 **Era:** Clan Invasion  
 Movement Type: Wheeled  
 Engine Type: Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	FR	6 [P]	—	2	4	6
1	LB 10-X AC	T	10 [DB,C/F/S]	—	6	12	18
1	SRM 6 w/Artemis IV FCS	T	2/Msl [M,C]	—	3	6	9

Ammo: (SRM 6 Artemis) 30, (LB 10-X Cluster) 10 (LB 10-X) 20

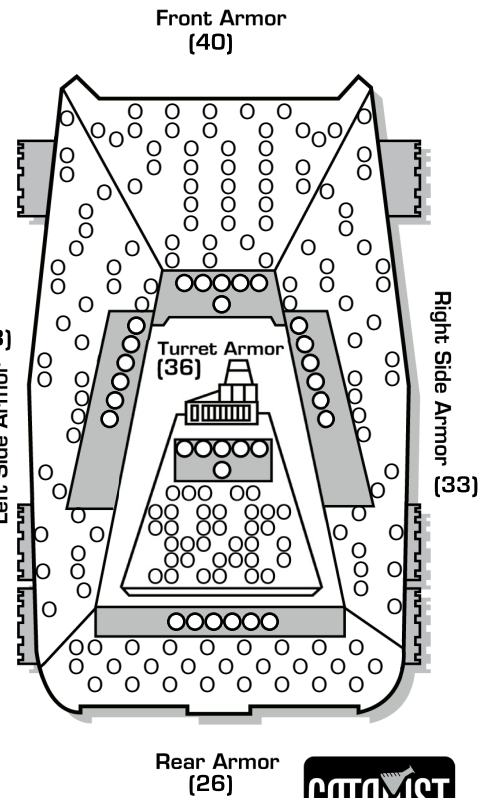
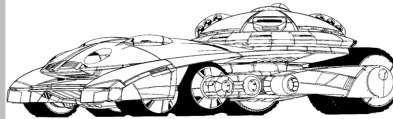
Cost: 2,317,250 C-bills BV: 912

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Tokugawa Heavy Tank (C3)

Movement Points: Tonnage: 60  
 Cruising: 4 Tech Base: Inner Sphere  
 Flank: 6 Era: Civil War  
 Movement Type: Wheeled  
 Engine Type: Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Slave	BD	[E]	—	—	—	—
2	Medium Pulse Laser	FR	6 [P]	—	2	4	6
1	LB 10-X AC	T	10	—	6	12	18
		[DB,C/F/S]					
1	SRM 6 w/Artemis IV FCS	T	2/Msl [M,C]	—	3	6	9

Ammo: (SRM 6 Artemis) 30, (LB 10-X Cluster) 10 (LB 10-X) 10

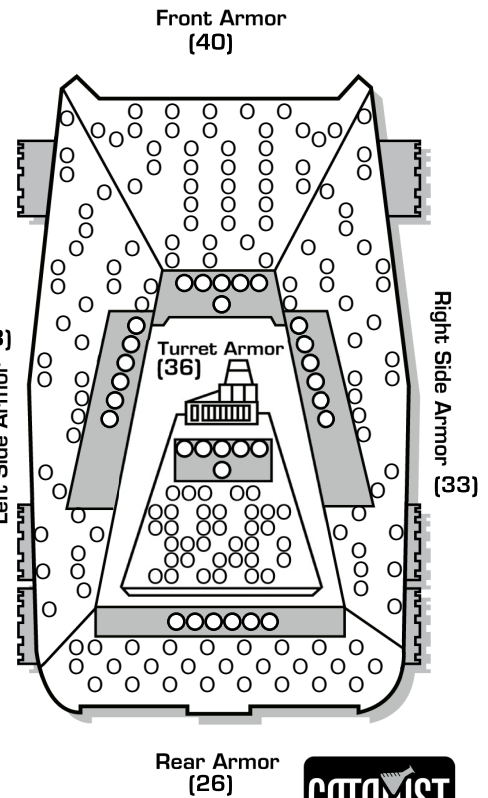
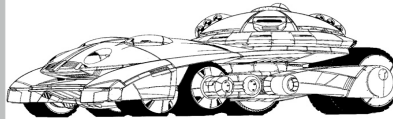
Cost: 2,642,250 C-bills BV: 891

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Tokugawa Heavy Tank (MRM)

Movement Points: **Tonnage:** 60  
 Cruising: 4 **Tech Base:** Inner Sphere  
 Flank: 6 **Era:** Civil War  
 Movement Type: Wheeled  
 Engine Type: Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	FR	6 [P]	—	2	4	6
1	TAG	FR	0 [S]	—	5	10	15
1	MRM 30	T	1/Msl [M,C]	—	3	8	15
1	SRM 6 w/Artemis IV FCS	T	2/Msl [M,C]	—	3	6	9

Ammo: [SRM 6 Artemis] 30, [MRM 30] 24

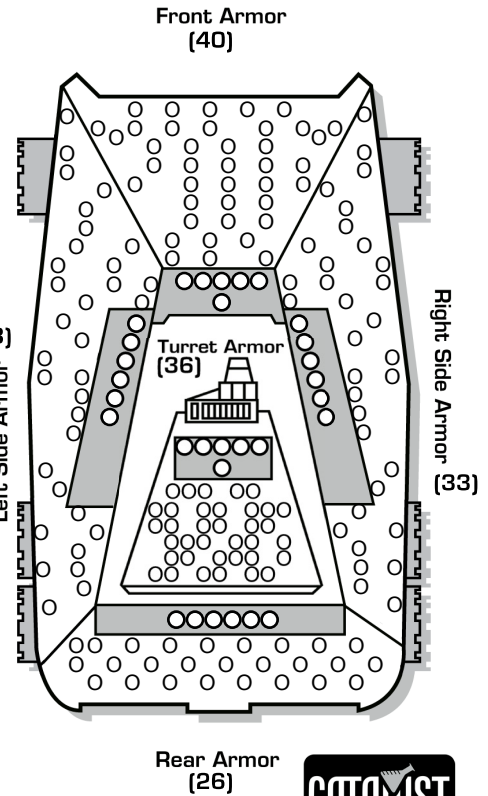
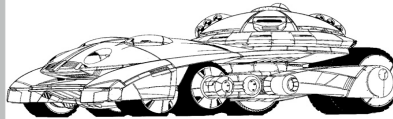
Cost: 2,154,750 C-bills BV: 941

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

**Type:** Tokugawa Heavy Tank (Streak)  
**Movement Points:** **Tonnage:** 60  
**Cruising:** 4 **Tech Base:** Inner Sphere  
**Flank:** 6 **Era:** Civil War  
**Movement Type:** Wheeled  
**Engine Type:** Fusion Engine

Weapons & Equipment Inventory		(hexes)			
Qty	Type	Loc	Dmg	Min Sht	Med Lng
2	Medium Pulse Laser	FR	6 [P]	2	4 6
1	LB 10-X AC	T	10	6	12 18
		[DB,C/F/S]			
1	Small Pulse Laser	T	3 [P]	1	2 3
1	Streak SRM 6	T	2/Msl [M,C]	3	6 9

Ammo: (LB 10-X Cluster) 10, (LB 10-X) 10  
 (Streak SRM 6) 15

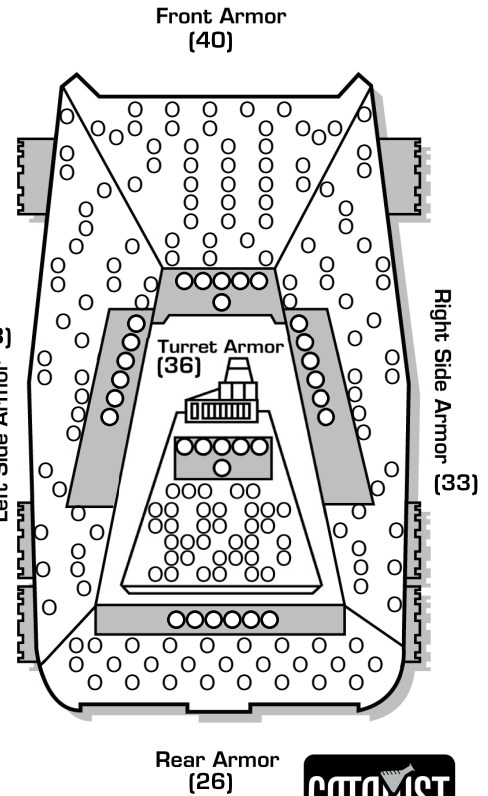
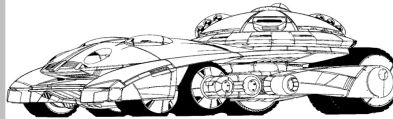
**Cost:** 2,263,300 C-bills **BV:** 921

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

**Type:** Tokugawa Heavy Tank TKG-150  
**Movement Points:** **Tonnage:** 60  
**Cruising:** 4 **Tech Base:** Inner Sphere (Intro)  
**Flank:** 6 **Era:** Succession Wars  
**Movement Type:** Wheeled  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	FR	2 [DB,AI]	—	1	2	3
1	Autocannon/10	T	10 [DB,S]	—	5	10	15
1	SRM 6	T	2/Msl [M,C]	—	3	6	9

Ammo: [Machine Gun] 100, [SRM 6] 15, [AC/10] 20

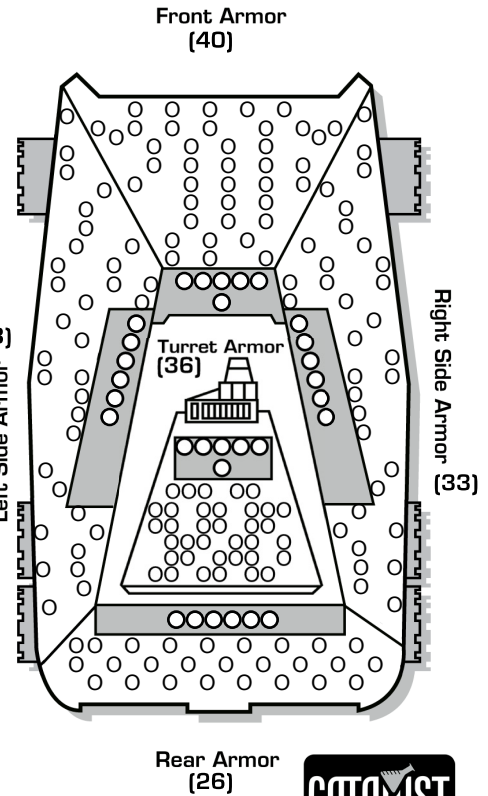
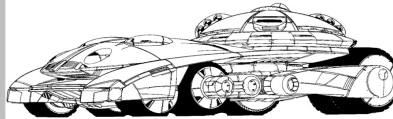
**Cost:** 919,750 C-bills **BV:** 731

#### CREW DATA

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

#### CRITICAL DAMAGE

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



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
\*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

**Type:** Tokugawa Heavy Tank TKG-151  
**Movement Points:** **Tonnage:** 60  
**Cruising:** 4 **Tech Base:** Inner Sphere (Intro)  
**Flank:** 6 **Era:** Succession Wars  
**Movement Type:** Wheeled  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	FR	2 [DB,AI]	—	1	2	3
2	Autocannon/2	T	2 [DB,S]	4	8	16	24
1	SRM 6	T	2/Msl [M,C]	—	3	6	9

Ammo: [AC/2] 90, [Machine Gun] 100, [SRM 6] 15

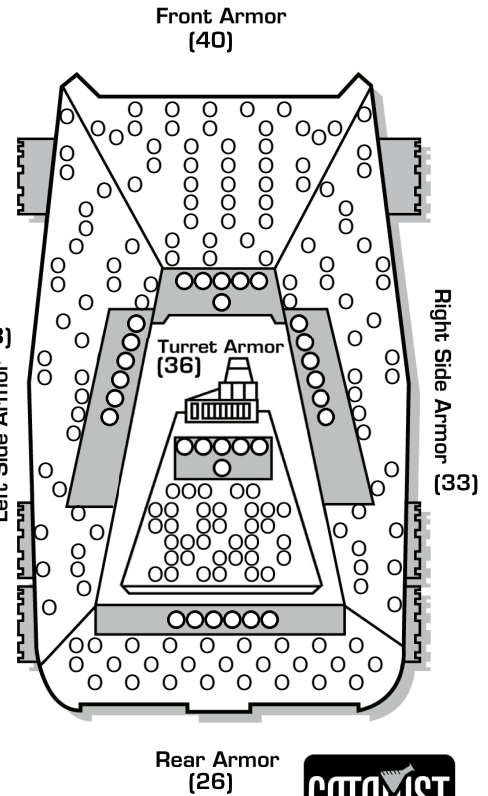
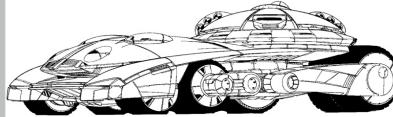
**Cost:** 854,750 C-bills **BV:** 654

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
\*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Axel IIC Tank

Movement Points: **Tonnage:** 65  
 Cruising: 4 **Tech Base:** Clan  
 Flank: 6 **Era:** Jihad  
 Movement Type: Tracked  
 Engine Type: XL Fusion Engine

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	ECM Suite	BD	[E]	—	—	—	6
1	AP Gauss Rifle	FR	3	—	3	6	9
			[DB,X]				
1	Large Pulse Laser	T	10 [P]	—	6	14	20
2	LRM 15 w/Artemis IV FCS	T	1/Msl [M.C.S]	—	7	14	21

Ammo [CASE]: (AP Gauss) 40, (LRM 15 Artemis) 32

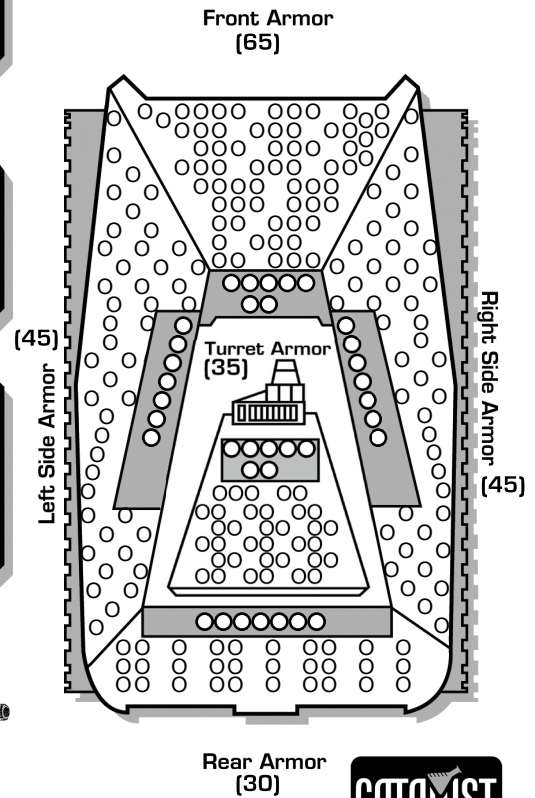
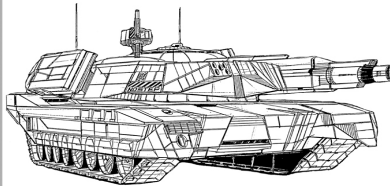
Cost: 9,648,650 C-bills BV: 1,612

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

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

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

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

## MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

## GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Axel IIC Tank (XL)

Movement Points: **Tonnage:** 65  
 Cruising: 5 **Tech Base:** Clan  
 Flank: 8 **Era:** Jihad  
 Movement Type: Tracked  
 Engine Type: XL Fusion Engine

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	ECM Suite	BD	[E]	—	—	—	6
1	Targeting Computer	BD	[E]	—	—	—	—
1	AP Gauss Rifle	FR	3	—	3	6	9
			[DB,X]				
1	AMS	T	2	—	0	0	0
			[DB,PD]				
1	ER Large Laser	T	10 [DE]	—	8	15	25
2	LRM 15 w/Artemis IV FCS	T	1/Msl [M,C,S]	—	7	14	21

Ammo [CASE]:(AP Gauss) 40, (LRM 15 Artemis) 32, (AMS) 24

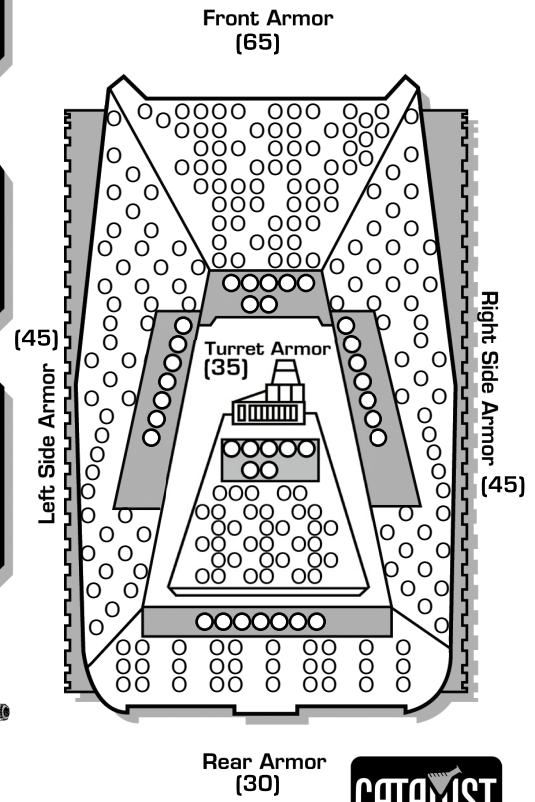
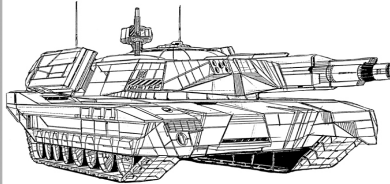
Cost: 11,737,000 C-bills **BV:** 2,003

### CREW DATA

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

### CRITICAL DAMAGE

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



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## GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡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™

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Patton Tank (Ultra)

Movement Points: **Tonnage:** 65  
**Crusing:** 4 **Tech Base:** Inner Sphere  
**Flank:** 6 **Era:** Civil War  
**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
1	Machine Gun	RR	2 [DB,AI]	—	1	2	3
2	Medium Laser	T	5 [DE]	—	3	6	9
1	Ultra AC/10	T	10/Sht [DB,R,C]	—	6	12	18

Ammo: [Machine Gun] 100, [Ultra AC/10] 30

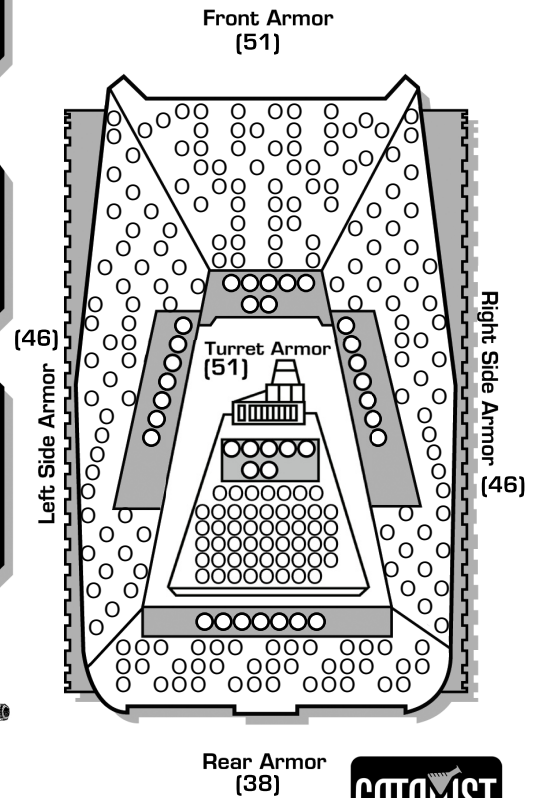
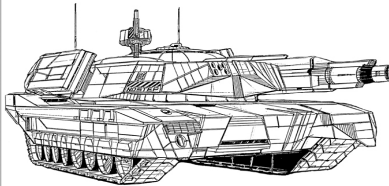
Cost: 3,154,250 C-bills **BV:** 1,160

### 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 (38)



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## GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

## MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

## GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Rommel Tank (Gauss)

Movement Points: **Tonnage:** 65  
**Crusing:** 4 **Tech Base:** Inner Sphere  
**Flank:** 6 **Era:** Clan Invasion  
**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
1	Machine Gun	RR	2 [DB,AI]	—	1	2	3
1	Gauss Rifle	T	15 [DB,X]	2	7	15	22
2	Machine Gun	T	2 [DB,AI]	—	1	2	3
2	Medium Laser	T	5 [DE]	—	3	6	9

Ammo: [Machine Gun] 100, [Gauss] 16

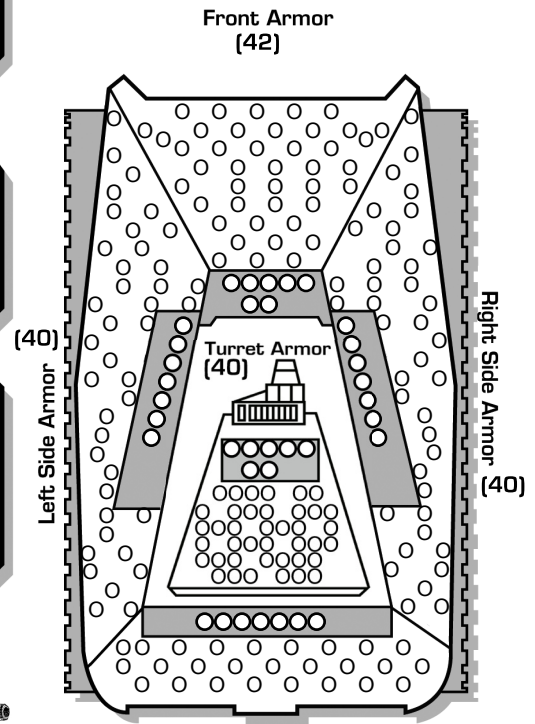
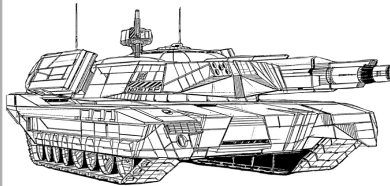
Cost: 3,055,250 C-bills BV: 1,178

### CREW DATA

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

### CRITICAL DAMAGE

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



Rear Armor (26)



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## GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

## MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

## GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: **Pilum Heavy Tank**

Movement Points:

Cruising: 4

Flank: 6

Movement Type: Wheeled

Engine Type: Fusion Engine

Tonnage: 70

Tech Base: Inner Sphere

Era: Clan Invasion

### 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

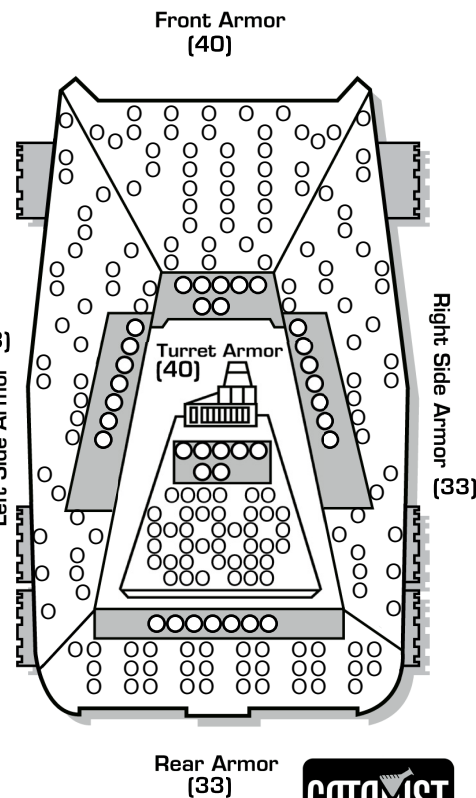
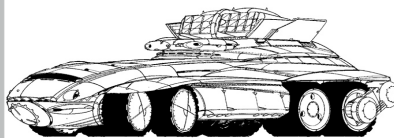
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	FR	6 [P]	—	2	4	6
2	LRM 15 w/Artemis IV FCS	T	1/Mei [M,C,S]	6	7	14	21
2	Streak SRM 2	T	2/Mei [M,C]	—	3	6	9

Ammo: [Streak SRM 2] 50, [LRM 15 Artemis] 24

Cost: 3,008,250 C-bills

BV: 1,121



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## GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

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

## MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

## GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: **Pilum Heavy Tank (Arrow IV)**

Movement Points: **Tonnage:** 70  
**Crusing:** 4 **Tech Base:** Inner Sphere  
**Flank:** 6 (Advanced)  
**Movement Type:** Wheeled **Era:** Clan Invasion  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	FR	6 [P]	—	2	4	6
1	Arrow IV	T	20 [AE,S,F]	—	1	2	8
2	Streak SRM 2	T	2/Mel [M,C]	—	3	6	9

Ammo: (Streak SRM 2) 50, (Arrow IV Homing) 10  
 (Arrow IV) 10

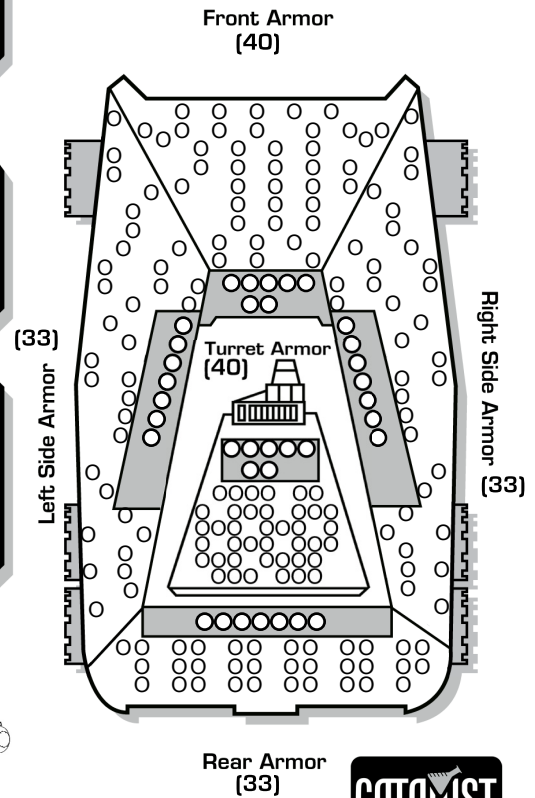
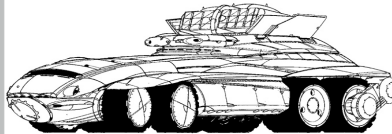
Cost: 2,873,250 C-bills BV: 1,102

#### 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 (33)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION			SIDES
	FRONT	REAR	SIDES	
2*	Front (critical)	Rear (critical)	Side (critical)	Side (critical)
3	Front †	Rear †	Side †	Side †
4	Front †	Rear †	Side †	Side †
5	Right Side †	Left Side †	Front †	Side †
6	Front	Rear	Side	Side
7	Front	Rear	Side	Side
8	Front	Rear	Side (critical)*	Side (critical)*
9	Left Side †	Right Side †	Rear †	Turret
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. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
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

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Typhoon Urban Assault Vehicle

Movement Points: **Tonnage:** 70  
**Crusing:** 3 **Tech Base:** Inner Sphere  
**Flank:** 5 **Era:** Clan Invasion  
**Movement Type:** Wheeled  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	FR	[E]	—	—	—	4
2	Streak SRM 2	FR	2/Msl [M,C]	—	3	6	9
1	Small Pulse Laser	RR	3 [P]	—	1	2	3
1	Autocannon/20	T	20 [DB,S]	—	3	6	9
2	Medium Pulse Laser	T	6 [P]	—	2	4	6
1	SRM 6	T	2/Msl [M,C]	—	3	6	9
2	Streak SRM 2	T	2/Msl [M,C]	—	3	6	9

Ammo: [Streak SRM 2] 50, [SRM 6] 15, [AC/20] 15

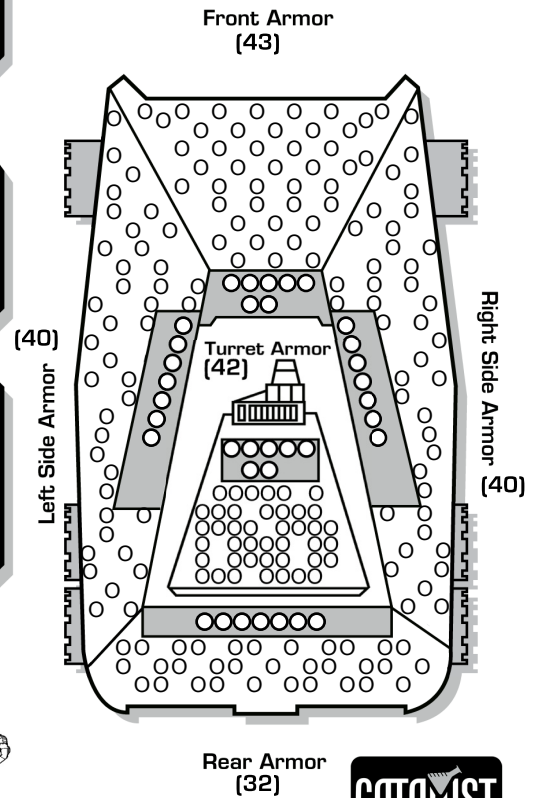
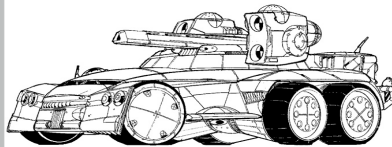
Cost: 2,700,225 C-bills BV: 1,104

#### CREW DATA

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

#### CRITICAL DAMAGE

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



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡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™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Typhoon Urban Assault Vehicle (LB-X)

Movement Points: **Tonnage:** 70  
**Crusing:** 3 **Tech Base:** Inner Sphere  
**Flank:** 5 **Era:** Civil War  
**Movement Type:** Wheeled  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Slave	BD	[E]	—	—	—	—
1	Streak SRM 4	FR	2/Msl [M,C]	—	3	6	9
1	ER Small Laser	RR	3 [DE]	—	2	4	5
2	LB 10-X AC	T	10 [DB,C/F/S]	—	6	12	18
1	Streak SRM 4	T	2/Msl [M,C]	—	3	6	9

Ammo: (LB 10-X Cluster) 20, (LB 10-X) 20  
 (Streak SRM 4) 25

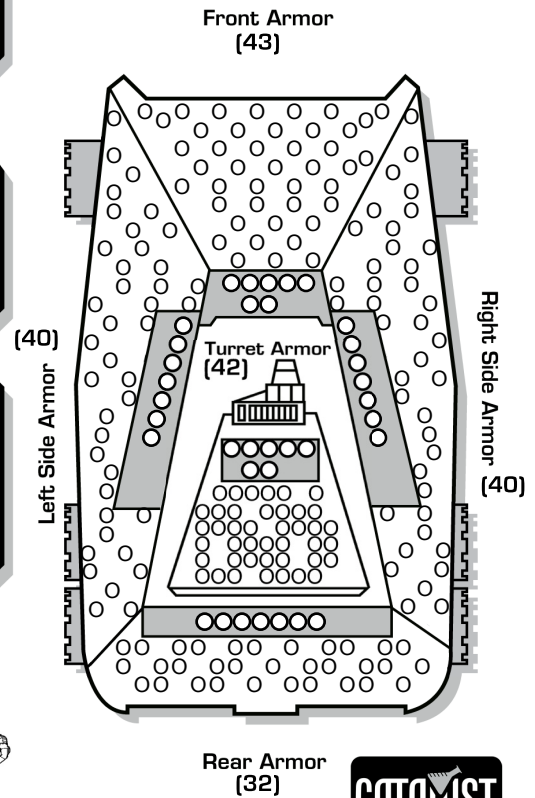
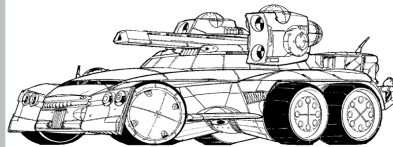
Cost: 3,328,313 C-bills BV: 1,064

#### CREW DATA

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

#### CRITICAL DAMAGE

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



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡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™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Typhoon Urban Assault Vehicle (RAC)

Movement Points: **Tonnage:** 70  
**Crusing:** 3 **Tech Base:** Inner Sphere  
**Flank:** 5 **Era:** Civil War  
**Movement Type:** Wheeled  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	FR	[E]	—	—	—	4
2	Streak SRM 2	FR	2/Msl [M,C]	—	3	6	9
2	ER Medium Laser	T	5 [DE]	—	4	8	12
2	Rotary AC/5	T	5/Sht [DB,R,C]	—	5	10	15
2	Streak SRM 2	T	2/Msl [M,C]	—	3	6	9

Ammo: [Streak SRM 2] 50, [RAC/5] 80

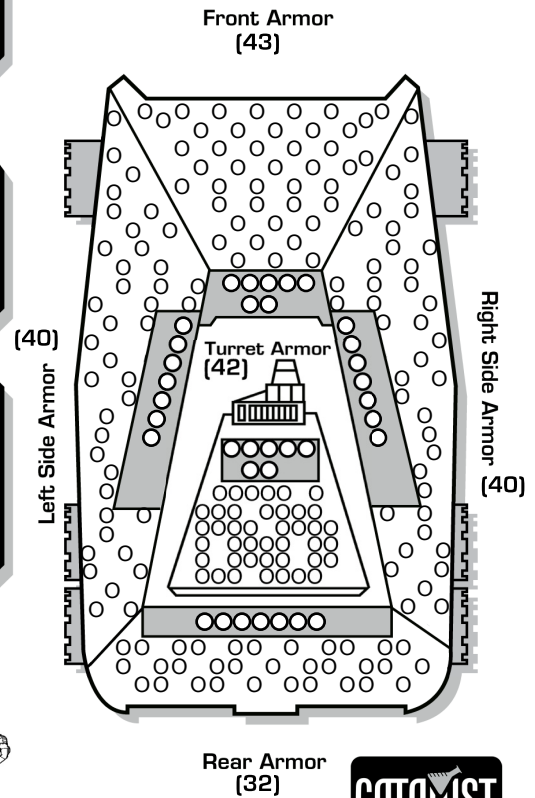
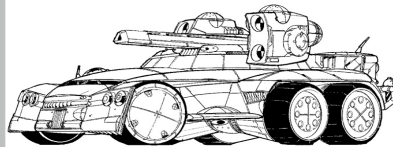
Cost: 2,962,125 C-bills BV: 1,434

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
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	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: Typhoon Urban Assault Vehicle (Tracked)

Movement Points: **Tonnage:** 70  
**Crusing:** 3 **Tech Base:** Inner Sphere  
**Flank:** 5 **Era:** Clan Invasion  
**Movement Type:** Tracked  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	FR	[E]	—	—	—	4
2	Streak SRM 2	FR	2/Msl [M,C]	—	3	6	9
1	Small Pulse Laser	RR	3 [P]	—	1	2	3
1	Autocannon/20	T	20 [DB,S]	—	3	6	9
2	Medium Laser	T	5 [DE]	—	3	6	9
1	SRM 6	T	2/Msl [M,C]	—	3	6	9
2	Streak SRM 2	T	2/Msl [M,C]	—	3	6	9

Ammo: [Streak SRM 2] 50, [SRM 6] 15, [AC/20] 15

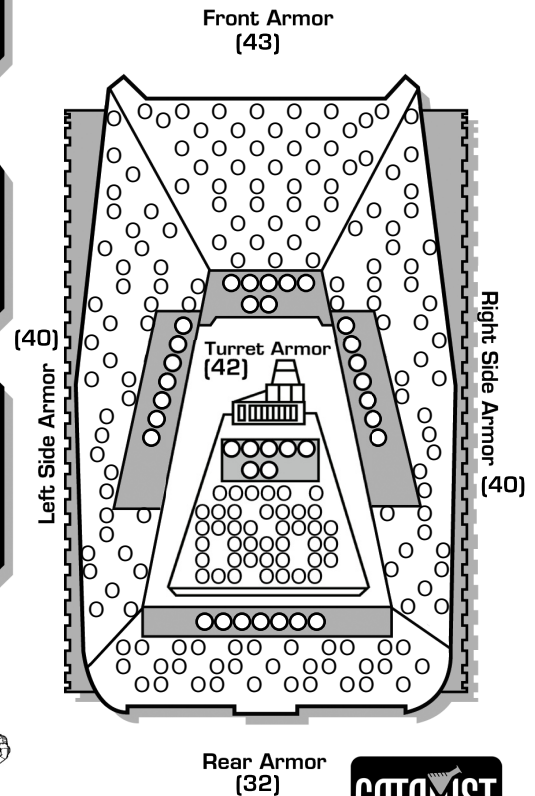
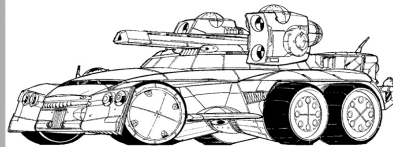
Cost: 3,490,950 C-bills **BV:** 1,166

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
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™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Brutus Assault Tank

Movement Points: **Tonnage:** 75  
 Cruising: 3 **Tech Base:** Inner Sphere (Intro)  
 Flank: 5 **Era:** Succession Wars  
**Movement Type:** Tracked  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	SRM 2	FR	2/Msl [M,C]	—	3	6	9
2	SRM 6	FR	2/Msl [M,C]	—	3	6	9
2	Large Laser	T	8 [DE]	—	5	10	15
1	LRM 20	T	1/Msl [M,C,S]	6	7	14	21

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

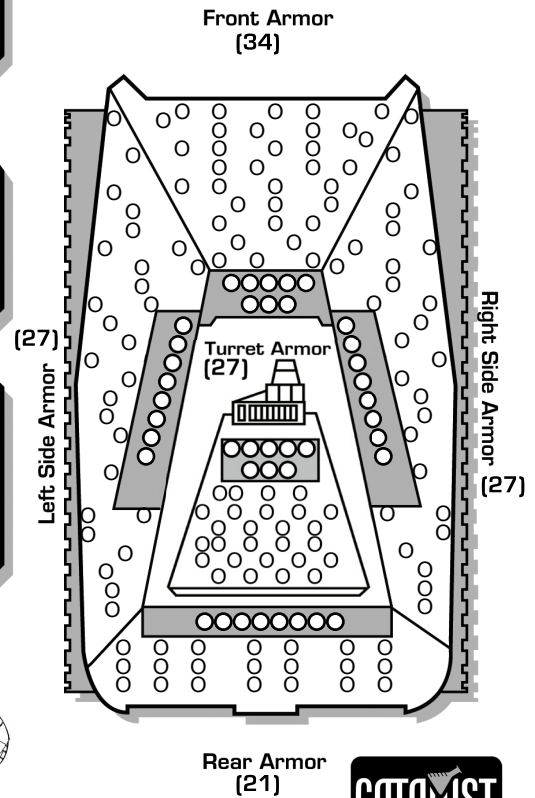
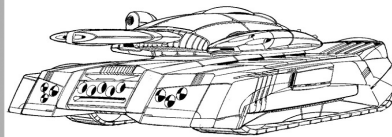
Cost: 3,442,250 C-bills BV: 1,115

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Brutus Assault Tank (LRM)

Movement Points: **Tonnage:** 75  
**Crusing:** 3 **Tech Base:** Inner Sphere (Intro)  
**Flank:** 5 **Era:** Succession Wars  
**Movement Type:** Tracked  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	SRM 2	FR	2/Msl [M,C]	—	3	6	9
2	SRM 6	FR	2/Msl [M,C]	—	3	6	9
2	LRM 20	T	1/Msl [M,C,S]	6	7	14	21

Ammo: (LRM 20) 36, (SRM 2) 50, (SRM 6) 15

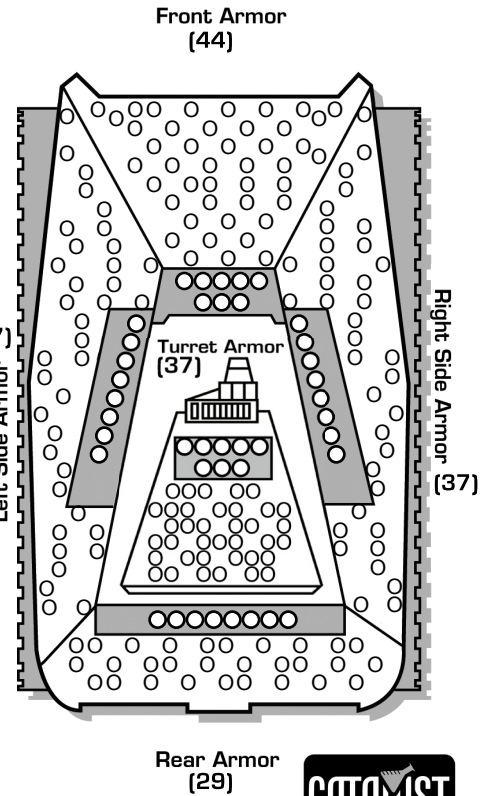
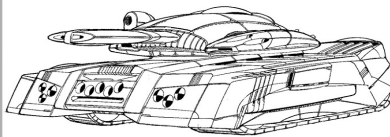
Cost: 3,561,250 C-bills BV: 1,248

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
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™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Brutus Assault Tank (PPC)

Movement Points: Tonnage: 75  
 Cruising: 3 Tech Base: Inner Sphere (Intro)  
 Flank: 5 Era: Succession Wars  
 Movement Type: Tracked  
 Engine Type: Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	SRM 2	FR	2/Msl [M,C]	—	3	6	9
2	SRM 6	FR	2/Msl [M,C]	—	3	6	9
2	PPC	T	10 [DE]	3	6	12	18

Ammo: [SRM 2] 50, [SRM 6] 15

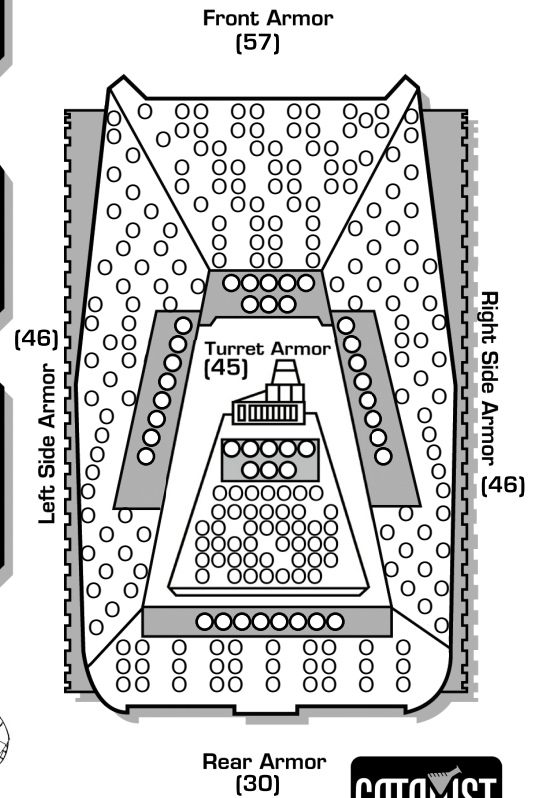
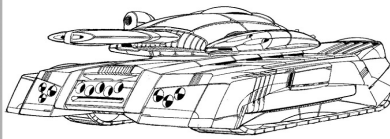
Cost: 3,460,625 C-bills BV: 1,208

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Brutus Assault Tank (PPC 2)

Movement Points: **Tonnage:** 75  
**Cruising:** 3 **Tech Base:** Inner Sphere (Intro)  
**Flank:** 5 **Era:** Succession Wars  
**Movement Type:** Tracked  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
4	SRM 2	FR	2/Msl [M,C]	—	3	6	9
2	Large Laser	T	8 [DE]	—	5	10	15
1	PPC	T	10 [DE]	3	6	12	18

Ammo: (SRM 2) 50

Cost: 3,162,250 C-bills

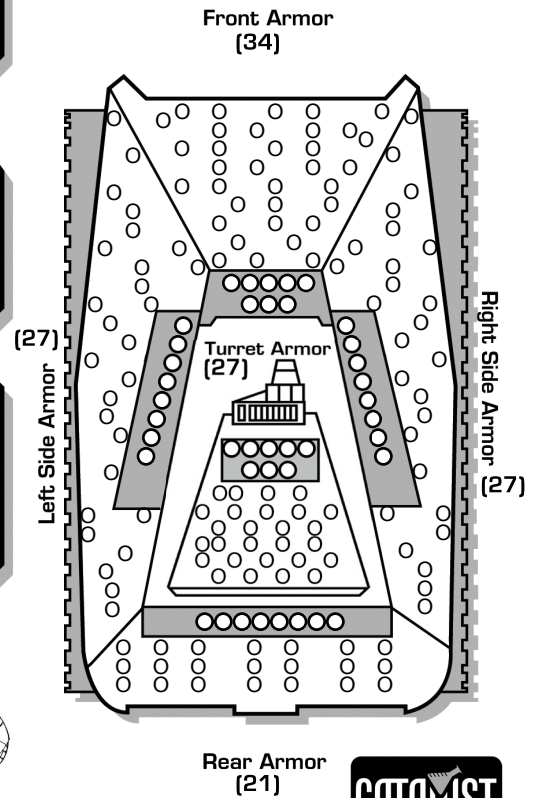
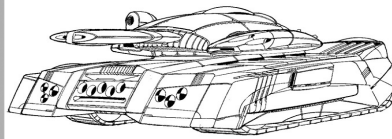
BV: 979

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
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

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Von Luckner Heavy Tank VNL-K75N

Movement Points: **Tonnage:** 75  
 Cruising: 3 **Tech Base:** Inner Sphere  
 Flank: 5 **Era:** Civil War  
 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
1	MRM 20	FR 1	[M, C]	—	3	8	15
2	Medium Laser	T 5	[DE]	—	3	6	9
1	SRM 6	T 2	[M, C]	—	3	6	9
1	Ultra AC/20	T 20	[Sht, DB, R, C]	—	3	7	10

Ammo: (Machine Gun) 100, (SRM 6) 15, (Ultra AC/20) 25  
 (MRM 20) 24

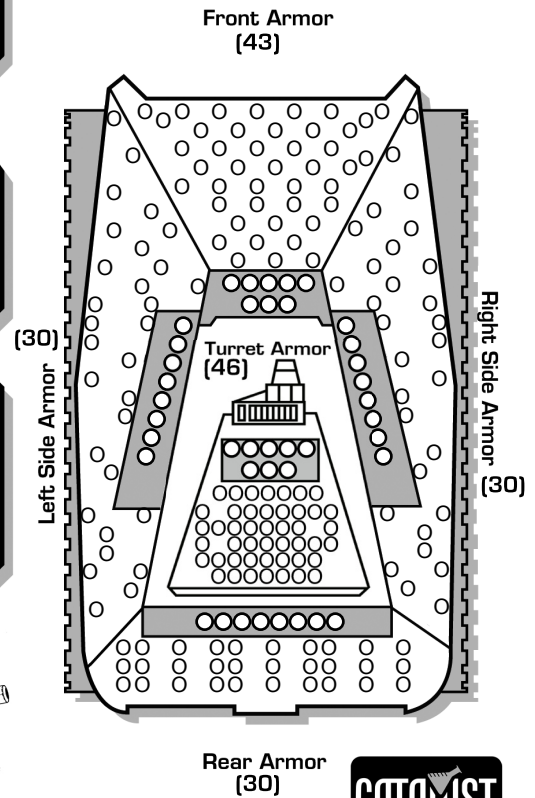
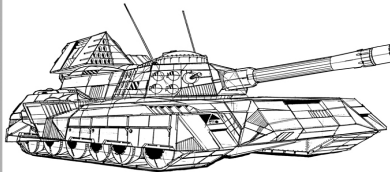
Cost: 3,893,750 C-bills **BV:** 1,350

#### CREW DATA

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

#### CRITICAL DAMAGE

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



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡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™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Zhukov Heavy Tank

Movement Points: **Tonnage:** 75  
 Cruising: 3 **Tech Base:** Inner Sphere (Intro)  
 Flank: 5 **Era:** Succession Wars  
**Movement Type:** Tracked  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	SRM 6	FR	2/Mel [M,C]	—	3	6	9
2	Autocannon/10	T	10 [DB,S]	—	5	10	15

Ammo: [SRM 6] 15, [AC/10] 20

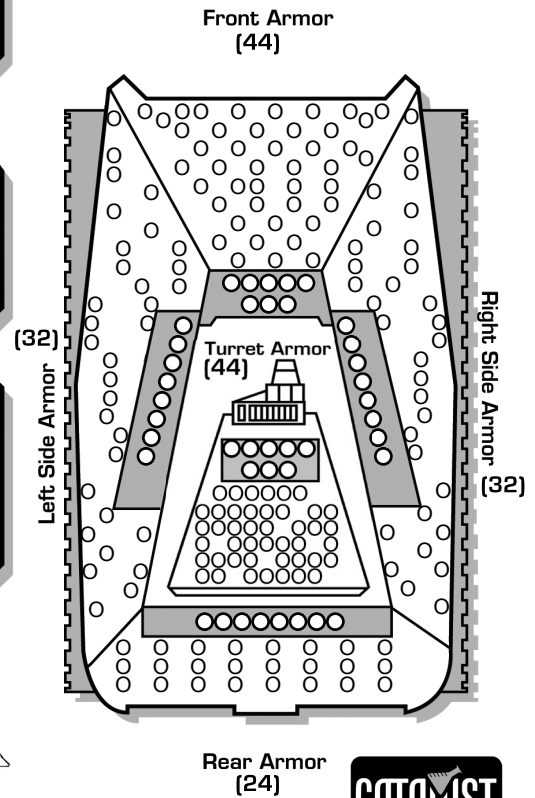
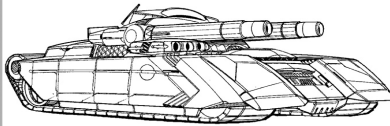
Cost: 1,747,813 C-bills BV: 920

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Zhukov Heavy Tank (WoB)

Movement Points: **Tonnage:** 75  
**Cruising:** 3 **Tech Base:** Inner Sphere  
**Flank:** 5 (Advanced)  
**Movement Type:** Tracked **Era:** Jihad  
**Engine Type:** XL Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Improved C <sup>3</sup> CPU	BD	[E]	—	—	—	—
1	MML 7	FR	[M, S, C]	6	7	14	21
	LRM		2/Msl	—	3	6	9
	SRM		11/9/7	—	4	8	15
2	Large VSP Laser	T	[P, V]	—	—	—	—

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

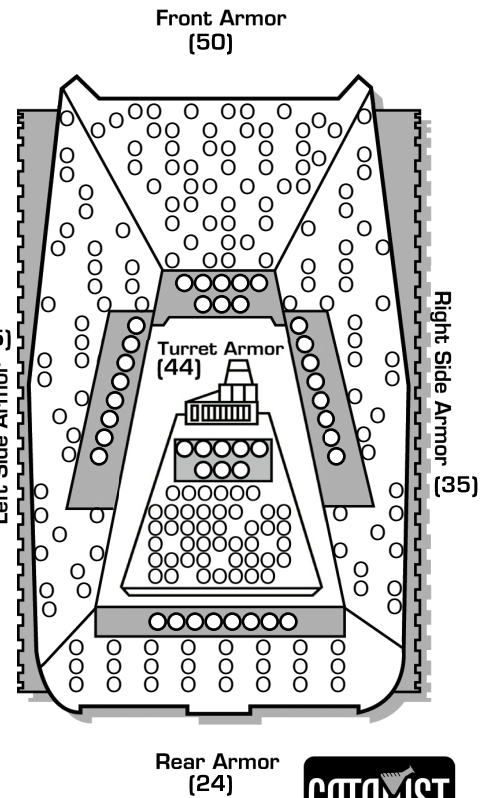
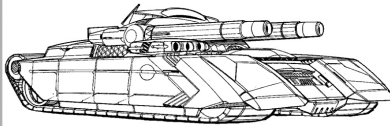
Cost: 11,851,875 C-bills BV: 939

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

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

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

**Type:** Demolisher Heavy Tank (Arrow IV)  
**Movement Points:** **Tonnage:** 80  
**Cruising:** 3 **Tech Base:** Inner Sphere  
**Flank:** 5 **(Advanced)**  
**Movement Type:** Tracked **Era:** Civil War  
**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	Arrow IV	T	20 [AE,S,F]	—	1	2	8

Ammo: [Arrow IV Homing] 15, [Arrow IV] 20

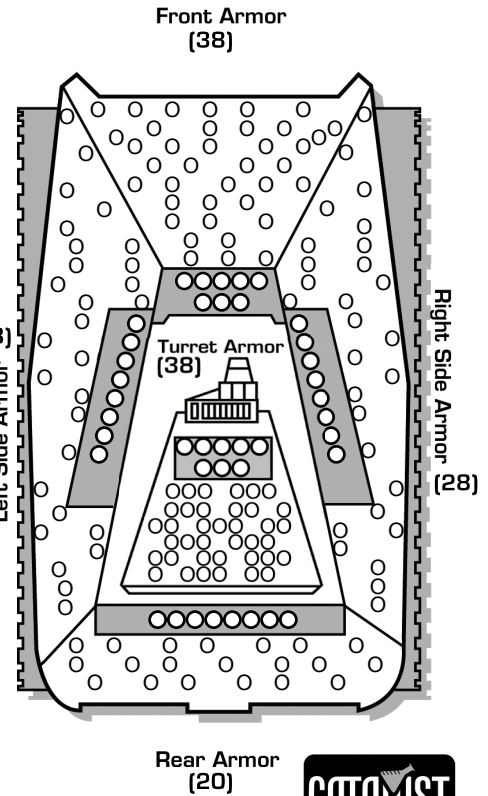
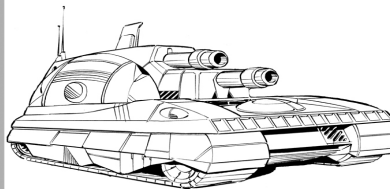
**Cost:** 4,617,000 C-bills **BV:** 1,297

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Demolisher Heavy Tank (Clan)

Movement Points: **Tonnage:** 80  
**Crusing:** 3 **Tech Base:** Clan  
**Flank:** 5 **Era:** Clan Invasion  
**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	Machine Gun	RS	2 [DB,AI]	—	1	2	3
2	Machine Gun	LS	2 [DB,AI]	—	1	2	3
2	LB 20-X AC	T	20 [DB,C/F/S]	—	4	8	12
2	Medium Pulse Laser	T	7 [P]	—	4	8	12

Ammo [CASE]: (Machine Gun) 100, (LB-20X) 20  
 (LB-20X Cluster) 20

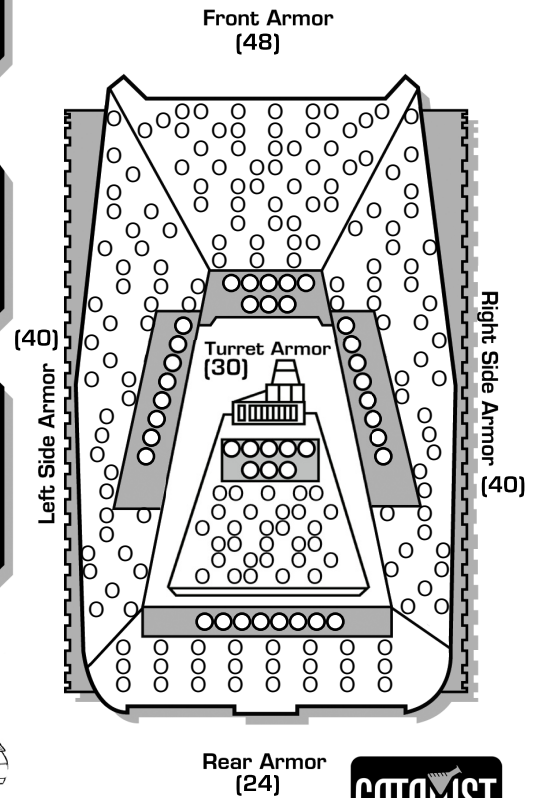
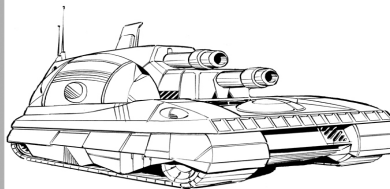
Cost: BV: 1,563

#### 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			SIDES
	FRONT	REAR		
2*	Front (critical)	Rear (critical)	Side (critical)	Side (critical)
3	Front †	Rear †	Side †	Side †
4	Front †	Rear †	Side †	Side †
5	Right Side †	Left Side †	Front †	Front †
6	Front	Rear	Side	Side
7	Front	Rear	Side	Side
8	Front	Rear	Side (critical)*	Side (critical)*
9	Left Side †	Right Side †	Rear †	Rear †
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. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Demolisher Heavy Tank (Gauss)

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

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Gauss Rifle	T	15 [DB,X]	2	7	15	22
2	Medium Laser	T	5 [DE]	—	3	6	9

Ammo: [Gauss] 32

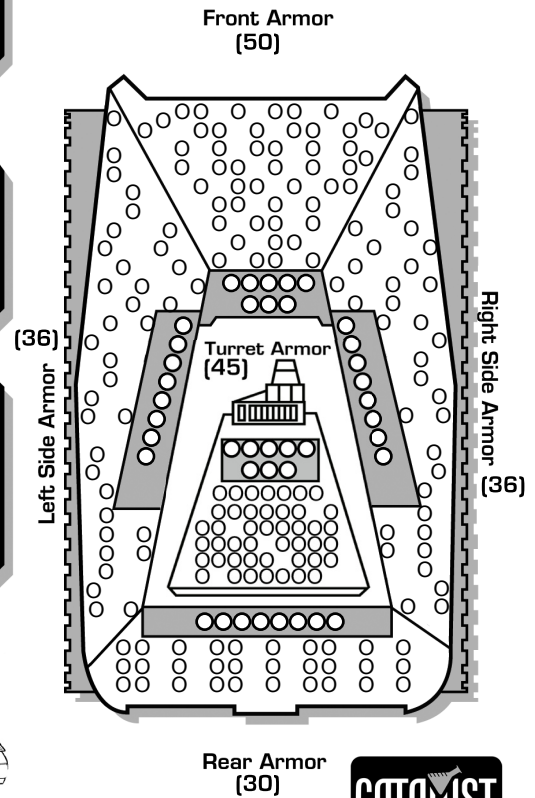
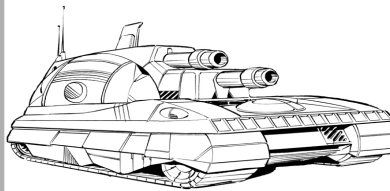
Cost: 4,171,500 C-bills BV: 1,529

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

**Type:** Demolisher Heavy Tank (MRM)  
**Movement Points:** \_\_\_\_\_ **Tonnage:** 80  
**Cruising:** 3 **Tech Base:** Inner Sphere  
**Flank:** 5 **Era:** Clan Invasion  
**Movement Type:** Tracked  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Slave	BD	[E]	—	—	—	—
3	MRM 30	T	1/Msl [M,C]	—	3	8	15

Ammo: [MRM 30] 48

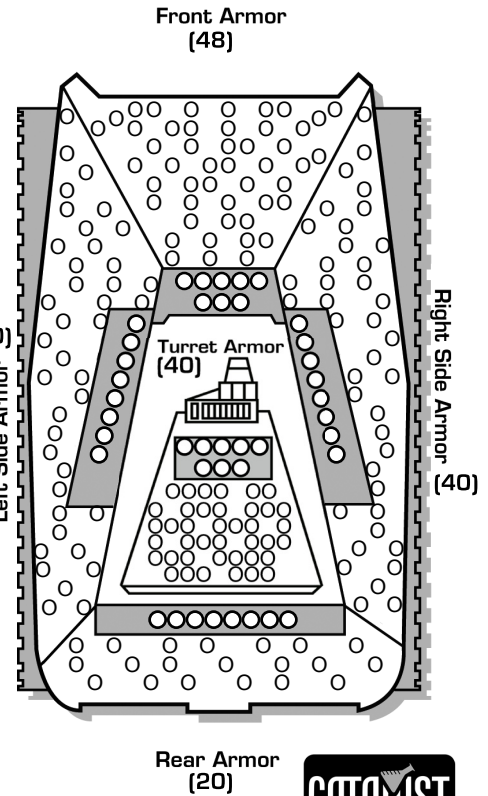
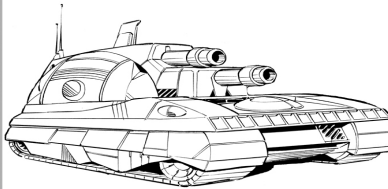
**Cost:** 4,590,000 C-bills **BV:** 1,242

#### 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			SIDES
	FRONT	REAR		
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
		WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Partisan Air Defense Tank

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

#### Weapons & Equipment Inventory (hexes)

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

Ammo: [AC/2] 45, [LB 10-X Cluster] 10, [LB 10-X] 20

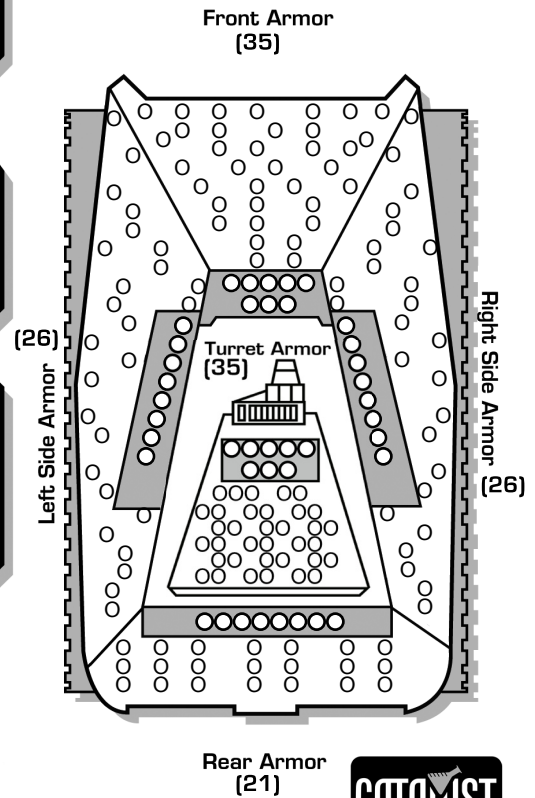
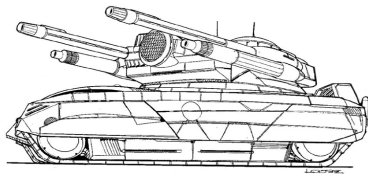
Cost: 4,999,500 C-bills BV: 923

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Partisan Air Defense Tank (Company Command)

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

#### Weapons & Equipment Inventory (hexes)

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

Ammo: [LB 10-X Cluster] 30, [LB 10-X] 40

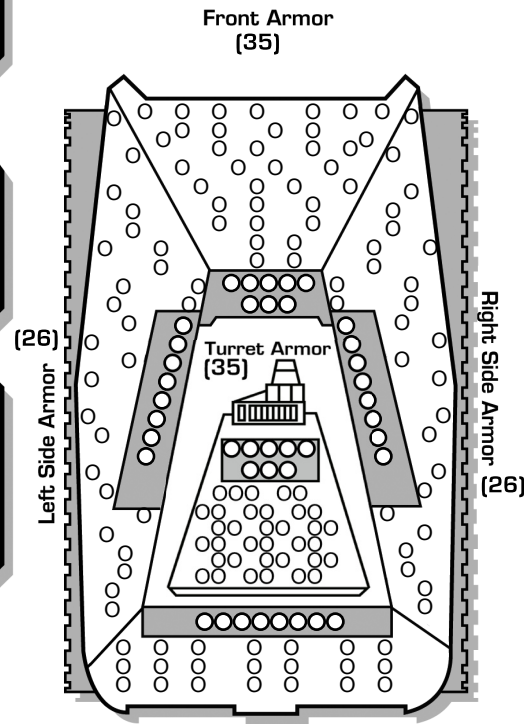
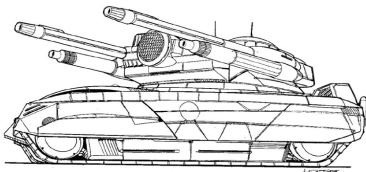
Cost: 9,670,500 C-bills **BV:** 920

#### 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 (21)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION			SIDES
	FRONT	REAR		
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.

<b>Attack Direction Modifier:</b>		<b>Vehicle Type Modifiers:</b>	
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 +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

**Type:** Partisan Air Defense Tank (Lance Command)  
**Movement Points:** **Tonnage:** 80  
**Cruising:** 3 **Tech Base:** Inner Sphere  
**Flank:** 5 **Era:** Clan Invasion  
**Movement Type:** Tracked  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Master	BD	[E]	—	5	10	15
2	Autocannon/2	T	2 [DB,S]	4	8	16	24
2	Ultra AC/5	T	5/Sht [DB,R,C]	2	6	13	20

Ammo [CASE]: [AC/2] 45, [Ultra AC/5] 60

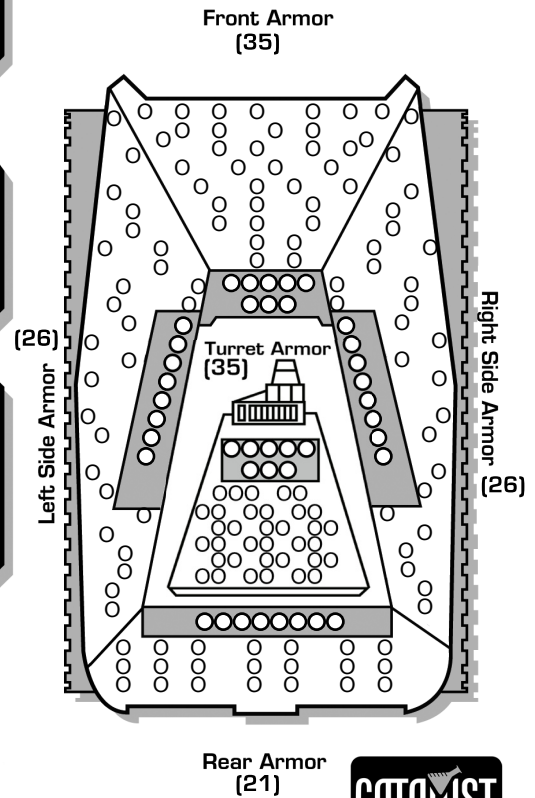
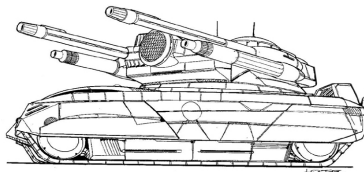
**Cost:** 6,615,000 C-bills **BV:** 836

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Partisan Air Defense Tank (Quad RAC)

Movement Points: **Tonnage:** 80  
 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 <sup>3</sup> Slave	BD	[E]	--	--	--	--
1	Targeting Computer	BD	[E]	--	--	--	--
4	Rotary AC/2	T	2/Sht [DB,R,C]	6	12	18	

Ammo: [RAC/2] 135

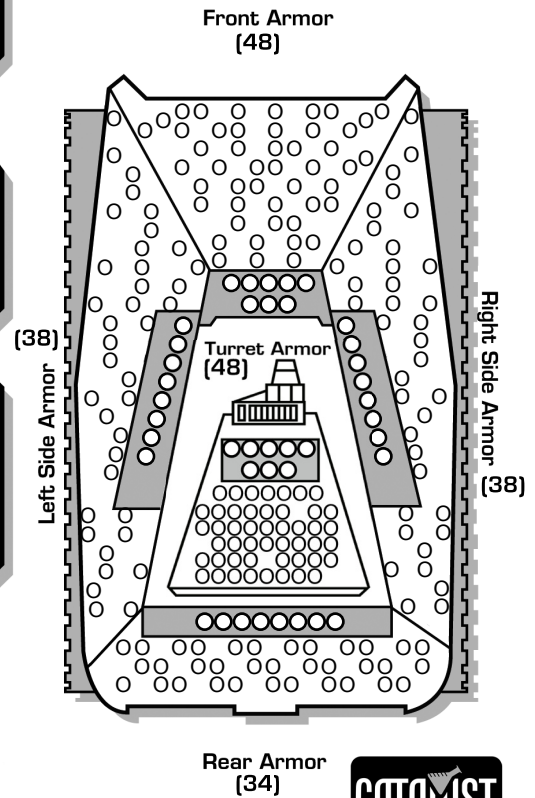
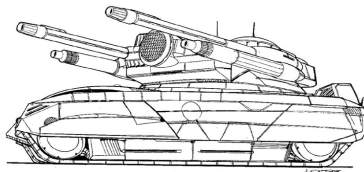
Cost: 11,731,500 C-bills **BV:** 1,296

#### 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  Turret



Rear Armor (34)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Partisan Air Defense Tank (RAC)

Movement Points: **Tonnage:** 80  
**Crusing:** 3 **Tech Base:** Inner Sphere  
**Flank:** 5 **Era:** Civil War  
**Movement Type:** Tracked  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Slave	BD	[E]	—	—	—	—
2	LB 2-X AC	T	2	4	9	18	27
			[DB,C/F/S]				
2	Rotary AC/5	T	5/Sht	—	5	10	15
			[DB,R,C]				

Ammo: (RAC/5) 80, (LB 2-X) 45

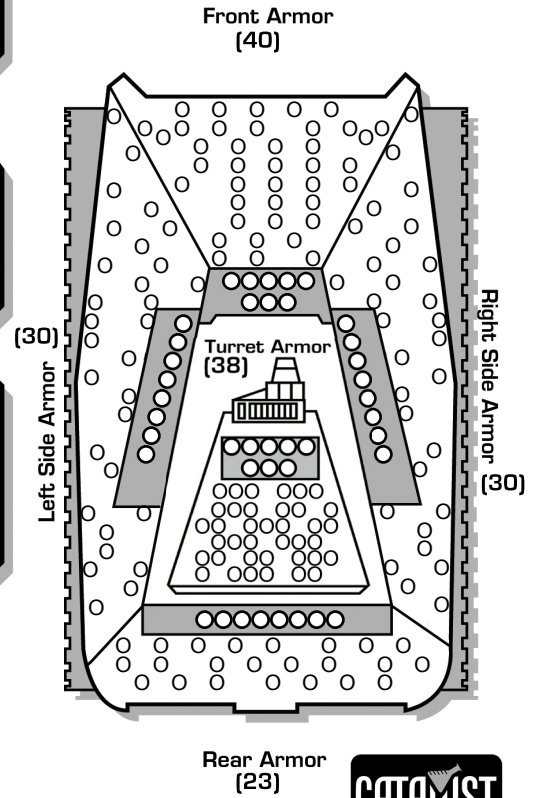
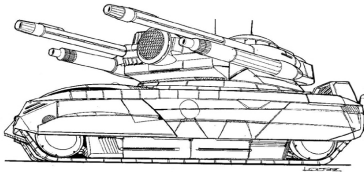
Cost: 4,855,500 C-bills BV: 1,247

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Partisan Air Defense Tank (XL)  
**Movement Points:** **Tonnage:** 80  
**Crusing:** 3 **Tech Base:** Inner Sphere  
**Flank:** 5 **Era:** Clan Invasion  
**Movement Type:** Tracked  
**Engine Type:** XL Fusion Engine

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Slave	BD	[E]	—	—	—	—
2	LB 10-X AC	T	10	6	12	18	
			[DB,C/F/S]				
2	Ultra AC/5	T	5/Sht	2	6	13	20
			[DB,R,C]				

Ammo: (Ultra AC/5) 60, (LB 10-X Cluster) 10, (LB 10-X) 20

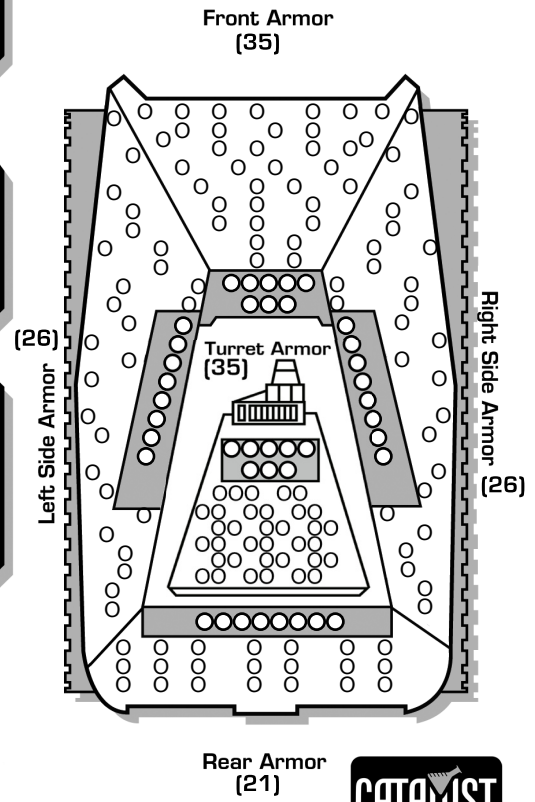
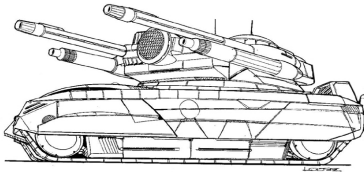
**Cost:** 12,366,000 C-bills **BV:** 1,110

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

## MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

## GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
\*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Partisan Heavy Tank (C3)

Movement Points: **Tonnage:** 80  
**Crusing:** 3 **Tech Base:** Inner Sphere  
**Flank:** 5 **Year:** 3062  
**Movement Type:** Tracked  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Slave	BD	[E]	3	6	12	18
4	Autocannon/5	T	[DB,S]				

Ammo (CASE): (AC/5) 40

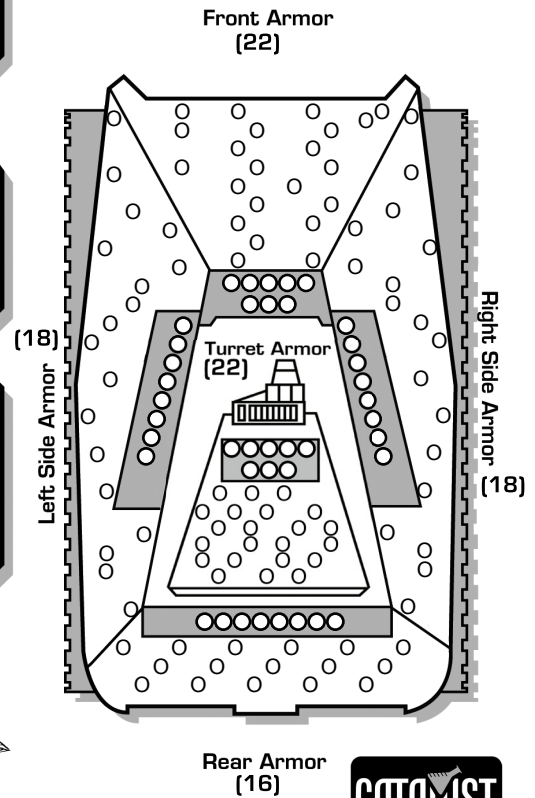
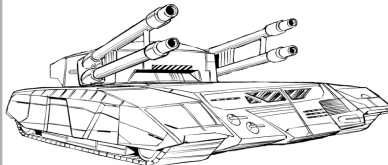
Cost: BV: 662

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
\*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Sturmfeuer Heavy Tank (Heavy Gauss)

Movement Points: **Tonnage:** 85  
 Cruising: 3 **Tech Base:** Inner Sphere  
 Flank: 5 **Era:** Civil War  
 Movement Type: Tracked  
 Engine Type: Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Heavy Gauss Rifle	FR 25/20/10	4	6	13	20	
		[DB,X]					
1	ER Medium Laser	T	5 [DE]	—	4	8	12
1	LRM 10 w/Artemis IV FCS	T	1/Msl [M,C,S]	6	7	14	21

Ammo: (LRM 10 Artemis) 24, (Heavy Gauss) 20

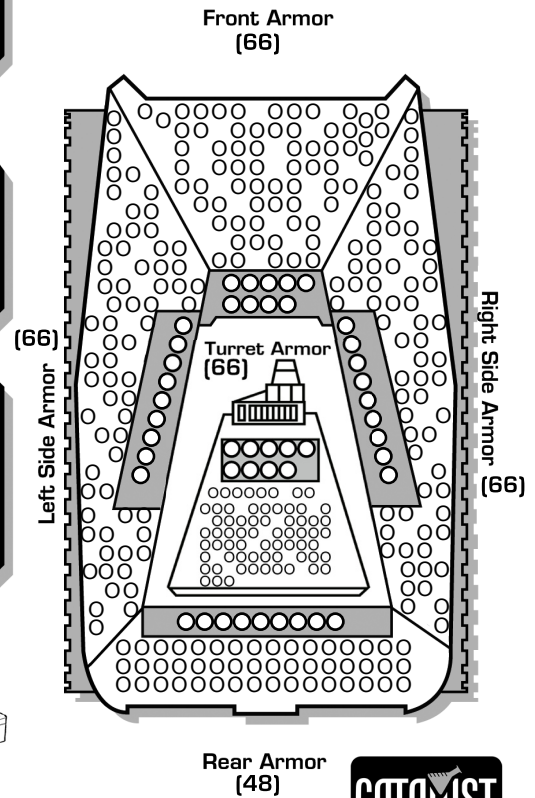
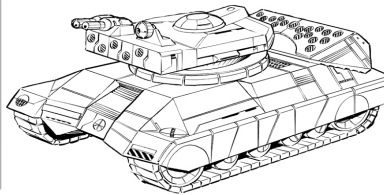
Cost: 4,726,750 C-bills BV: 1,711

#### CREW DATA

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

#### CRITICAL DAMAGE

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



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Challenger X MBT

Movement Points: **Tonnage:** 90  
**Crusing:** 3 **Tech Base:** Inner Sphere  
**Flank:** 5 **Era:** Clan Invasion  
**Movement Type:** Tracked  
**Engine Type:** XL Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	FR	6 [P]	—	2	4	6
1	Streak SRM 2	RS	2/Msl [M,C]	—	3	6	9
1	Streak SRM 2	LS	2/Msl [M,C]	—	3	6	9
1	Small Pulse Laser	RR	3 [P]	—	1	2	3
1	AMS	T	1 [DB,PD]	—	0	0	0
1	Gauss Rifle	T	15 [DB,X]	—	2	7	15 22
1	LB 10-X AC	T	10 [DB,C/F/S]	—	6	12	18
1	LRM 10 w/Artemis IV FCS	T	1/Msl [M,C,S]	—	6	7	14 21

Ammo: (Streak SRM 2) 50, (AMS) 12, (LB 10-X Cluster) 10  
 (LB 10-X) 10, (Gauss) 16, (LRM 10 Artemis) 12

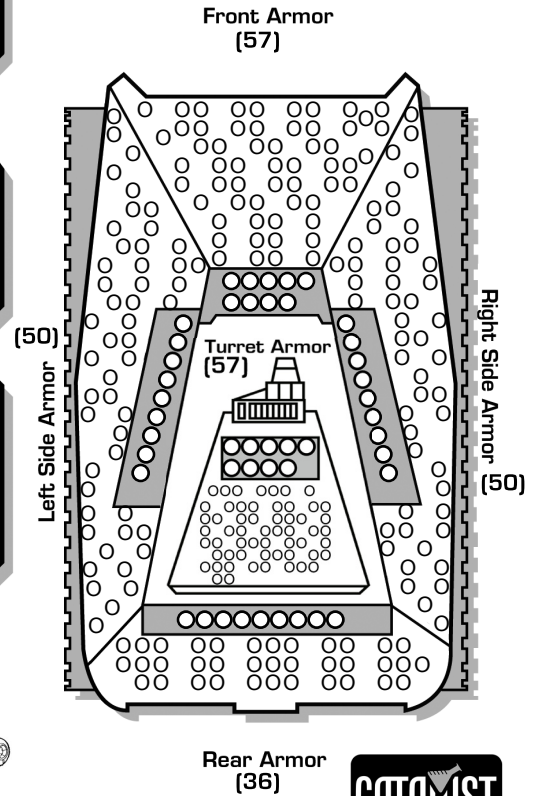
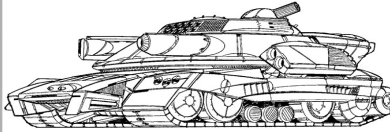
Cost: 15,349,150 C-bills BV: 1,710

#### 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 (36)

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Challenger XI MBT

Movement Points: **Tonnage:** 90  
**Cruising:** 3 **Tech Base:** Inner Sphere  
**Flank:** 5 **Era:** Civil War  
**Movement Type:** Tracked  
**Engine Type:** XL Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Master	BD	[E]	—	5	10	15
1	Targeting Computer	BD	[E]	—	—	—	—
1	ER Medium Laser	FR	5 [DE]	—	4	8	12
2	Gauss Rifle	T	15 [DB,X]	2	7	15	22

Ammo: [Gauss] 32

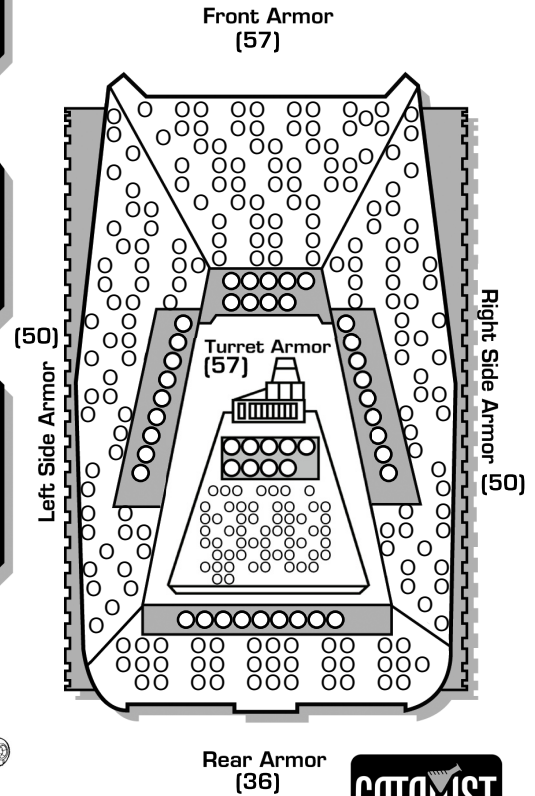
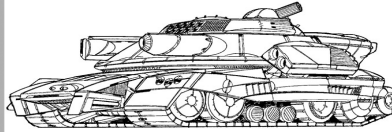
Cost: 17,423,000 C-bills BV: 1,830

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
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

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Challenger XII MBT

Movement Points: **3**      Tonnage: 90  
 Cruising: 3      Tech Base: Inner Sphere  
 Flank: 5      Era: Civil War

Movement Type: Tracked  
 Engine Type: XL Fusion Engine

#### 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

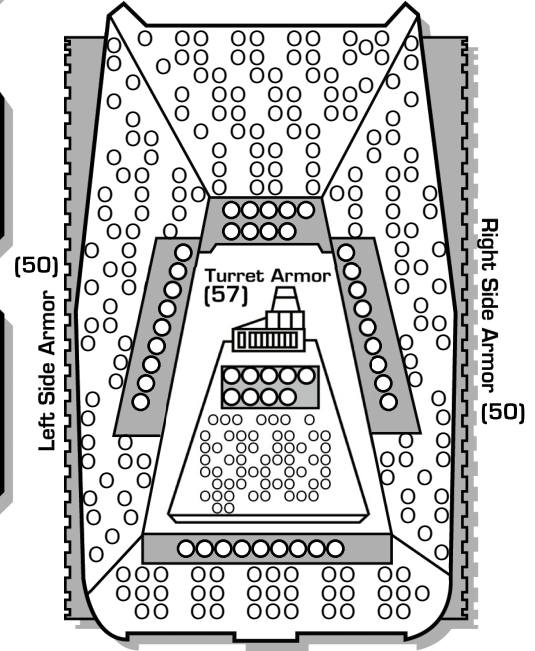
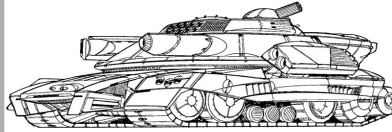
Turret Locked       Engine Hit   
 Sensor Hits  **+1**  **+2**  **+3**  **D**  
 Motive System Hits  **+1**  **+2**  **+3**  
 Stabilizers  
 Front       Left       Right   
 Rear       Turret

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Slave	BD	[E]	—	—	—	—
1	Guardian ECM Suite	BD	[E]	—	—	—	6
2	ER Medium Laser	FR	5 [DE]	—	4	8	12
1	Gauss Rifle	T	15 [DB,X]	2	7	15	22
1	LRM 15 w/Artemis IV FCS	T	1/Msl [M,C,S]	6	7	14	21
1	Rotary AC/2	T	2/Sht [DB,R,C]	—	6	12	18
1	Streak SRM 4	T	2/Msl [M,C]	—	3	6	9

Ammo: (LRM 15 Artemis IV) 24, (RAC/2) 90  
 (Streak SRM 4) 25, (Gauss) 24

Cost: 15,888,750 C-bills      BV: 1,851



Rear Armor (36)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION			SIDES
	FRONT	REAR	SIDES	
2*	Front (critical)	Rear (critical)	Side (critical)	Side (critical)
3	Front †	Rear †	Side †	Side †
4	Front †	Rear †	Side †	Side †
5	Right Side †	Left Side †	Front †	Side †
6	Front	Rear	Side	Side
7	Front	Rear	Side	Side
8	Front	Rear	Side (critical)*	Side (critical)*
9	Left Side †	Right Side †	Rear †	Turret
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. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
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™

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Ontos Heavy Tank (3053 Upgrade)

Movement Points: **Tonnage:** 95  
**Crusing:** 3 **Tech Base:** Inner Sphere  
**Flank:** 5 **Era:** Clan Invasion  
**Movement Type:** Tracked  
**Engine Type:** Fusion Engine

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LRM 15 w/Artemis IV FCS	T	1/Msl [M,C,S]	6	7	14	21
4	Medium Laser	T	5 [DE]	—	3	6	9
3	Medium Pulse Laser	T	6 [P]	—	2	4	6
1	SRM 4 w/Artemis IV FCS	T	2/Msl [M,C]	—	3	6	9
1	SRM 6 w/Artemis IV FCS	T	2/Msl [M,C]	—	3	6	9

Ammo [CASE]: (LRM 15 Artemis) 16, (SRM 4 Artemis) 25  
 (SRM 6 Artemis) 15

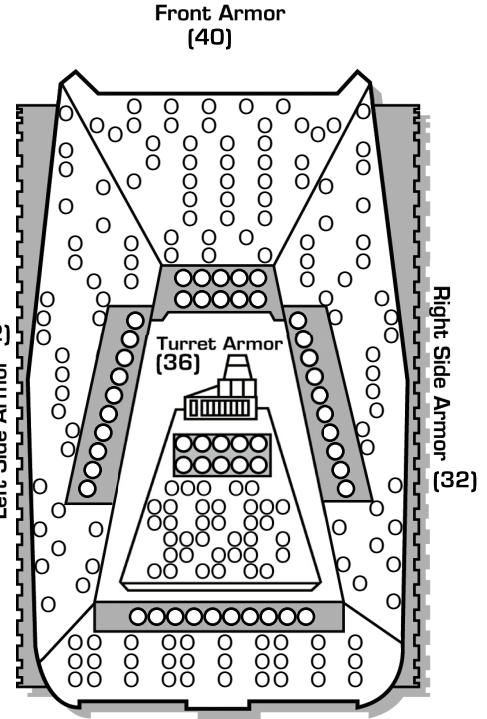
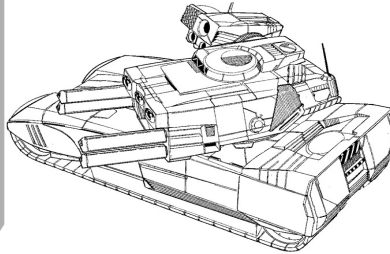
Cost: 6,211,725 C-bills BV: 1,242

### CREW DATA

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

### CRITICAL DAMAGE

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



Rear Armor (30)



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## GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION			SIDES
	FRONT	REAR		
2*	Front (critical)	Rear (critical)	Side (critical)	Side (critical)
3	Front†	Rear†	Side†	Side†
4	Front†	Rear†	Side†	Side†
5	Right Side†	Left Side†	Front†	Front†
6	Front	Rear	Side	Side
7	Front	Rear	Side	Side
8	Front	Rear	Side (critical)*	Side (critical)*
9	Left Side†	Right Side†	Rear†	Rear†
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. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

## MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

## GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Ontos Heavy Tank (Light Gauss)

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

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	T	5 [DE]	—	4	8	12
3	Light Gauss Rifle	T	8 [DB,X]	3	8	17	25

Ammo: (Light Gauss) 64

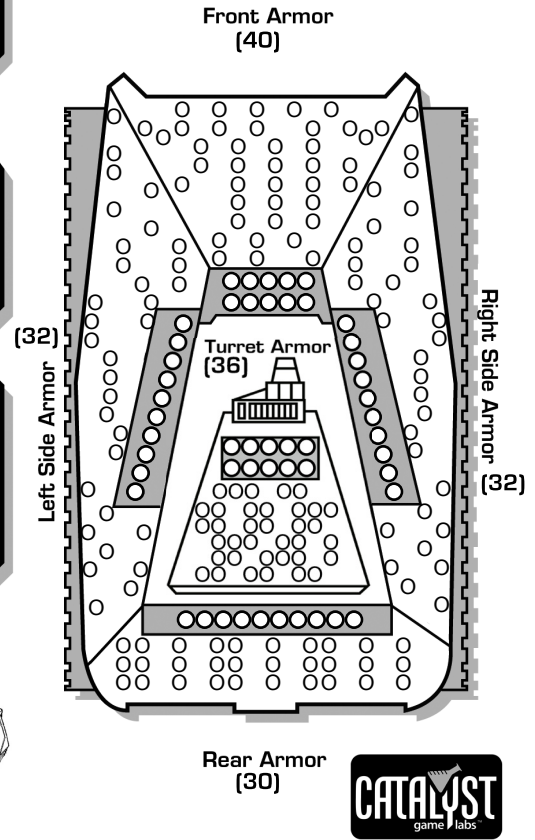
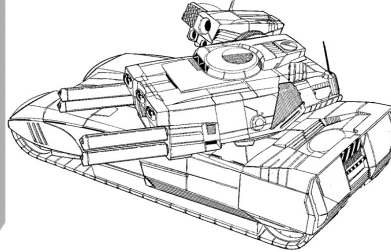
Cost: 6,132,750 C-bills BV: 1,269

#### 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			SIDES
	FRONT	REAR		
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 that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Behemoth Heavy Tank (Kurita)

Movement Points: **Tonnage:** 100  
**Crusing:** 2 **Tech Base:** Inner Sphere  
**Flank:** 3 **Era:** Civil War  
**Movement Type:** Tracked  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	LRM 5 w/Artemis IV FCS	FR	1/Msl [M,C,S]	6	7	14	21
2	MRM 10	T	1/Msl [M,C]	—	3	8	15
2	SRM 6 w/Artemis IV FCS	T	2/Msl [M,C]	—	3	6	9
2	Ultra AC/10	T	10/Sht [D,B,R,C]	—	6	12	18

Ammo: (LRM 5 Artemis) 24, (MRM 10) 48  
 (SRM 6 Artemis) 30, (Ultra AC/10) 40

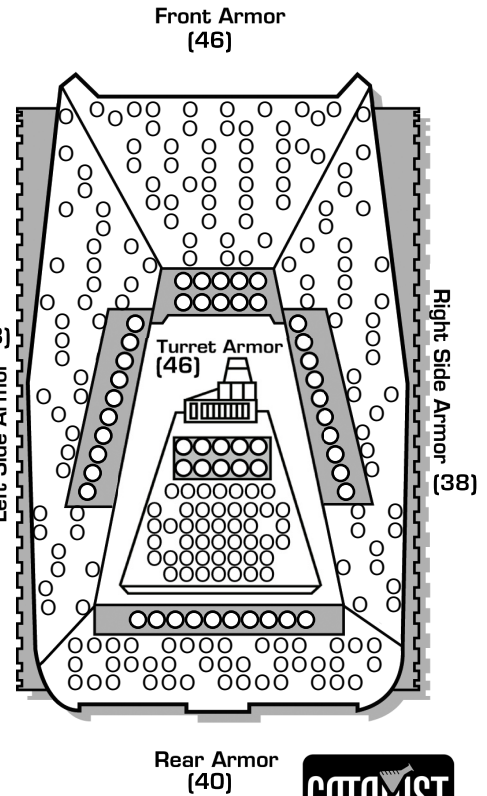
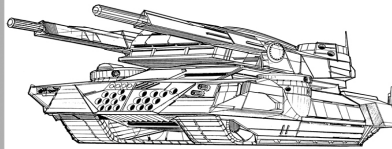
Cost: 5,986,667 C-bills BV: 1,336

#### 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			SIDES
	FRONT	REAR		
2*	Front (critical)	Rear (critical)	Side (critical)	Side (critical)
3	Front†	Rear†	Side†	Side†
4	Front†	Rear†	Side†	Side†
5	Right Side†	Left Side†	Front†	Front†
6	Front	Rear	Side	Side
7	Front	Rear	Side	Side
8	Front	Rear	Side (critical)*	Side (critical)*
9	Left Side†	Right Side†	Rear†	Rear†
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. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# INNER SPHERE BATTLEMECHS

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Raptor RTX1-0**

Movement Points:

Walking: 7  
Running: 11  
Jumping: 0

Tonnage: 25

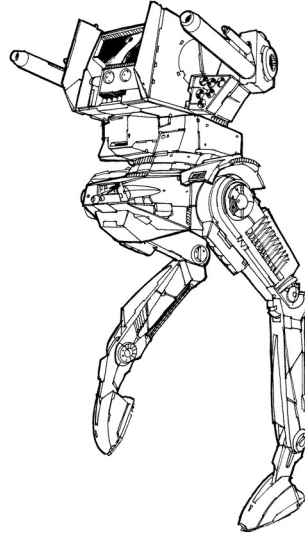
Tech Base: Inner Sphere  
Era: Clan Invasion

### WARRIOR DATA

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

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

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



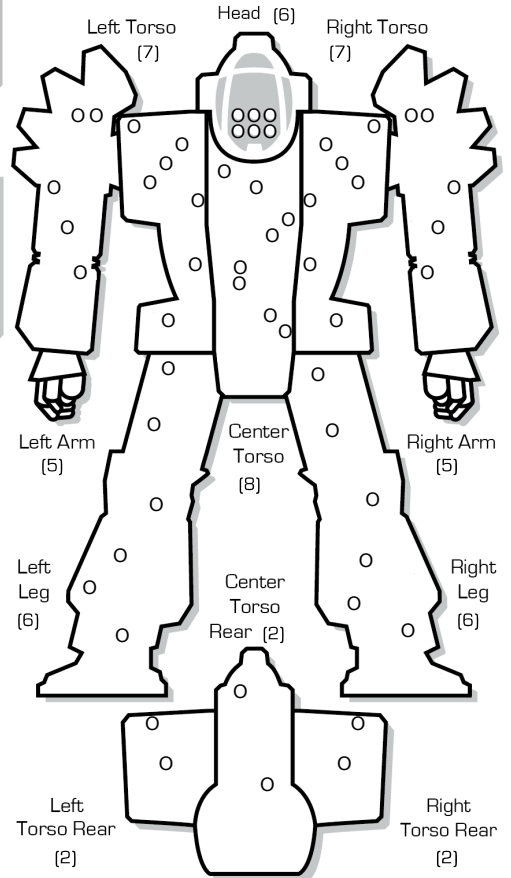
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	CT	2	1/Mei [M,C,S]	6	7	14	21
1	LRM 5	RT	2	1/Mei [M,C,S]	6	7	14	21
2	Machine Gun	RT	0	2 [DB,AI]	—	1	2	3
1	LRM 5	LT	2	1/Mei [M,C,S]	6	7	14	21
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Small Laser	RA	1	3 [DE]	—	1	2	3
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Small Laser	LA	1	3 [DE]	—	1	2	3

Cost: 3,869,792 C-bills

BV: 721

### 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
  - Medium Laser
  - Small Laser
  - Roll Again
  - Roll Again
- 4-6

#### Left Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - LRM 5
  - Endo Steel
  - Endo Steel
- 1-3
- Endo Steel
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- 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
  - LRM 5
  - Ammo [LRM 5] 24
- 4-6

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

#### Right Arm

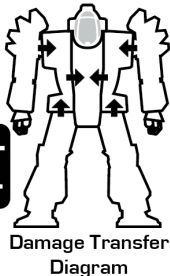
- Shoulder
  - Upper Arm Actuator
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Medium Laser
- 1-3
- Small Laser
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Roll Again
  - Roll Again
- 4-6

#### Right Torso

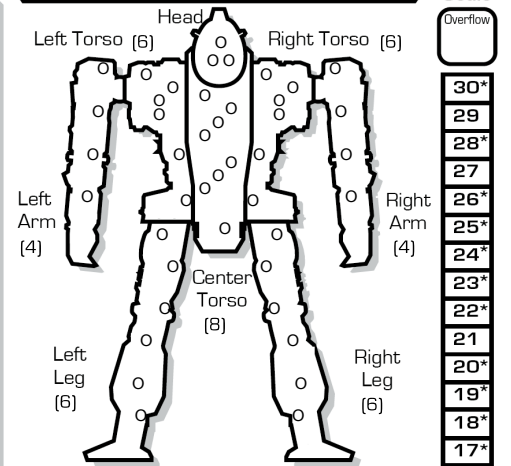
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - LRM 5
  - Machine Gun
  - Machine Gun
- 1-3
- Ammo [Machine Gun] 100
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Roll Again
  - Roll Again
- 4-6

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 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: Raptor RTX1-OA

Movement Points:

Walking: 7  
Running: 11  
Jumping: 0

Tonnage: 25

Tech Base: Inner Sphere  
Era: Clan Invasion

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RT	8	8 [DE]	—	5	10	15
1	Small Laser	RT	1	3 [DE]	—	1	2	3
1	Large Laser	LT	8	8 [DE]	—	5	10	15
1	Small Laser	RA	1	3 [DE]	—	1	2	3
1	Small Laser	LA	1	3 [DE]	—	1	2	3

Cost: 3,918,620 C-bills

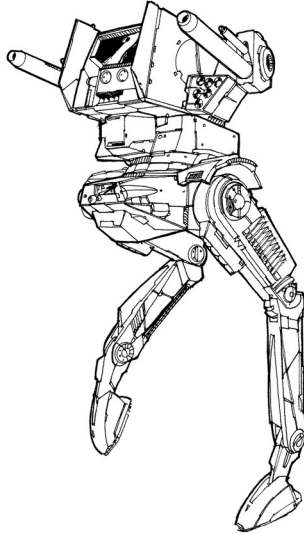
BV: 783

### WARRIOR DATA

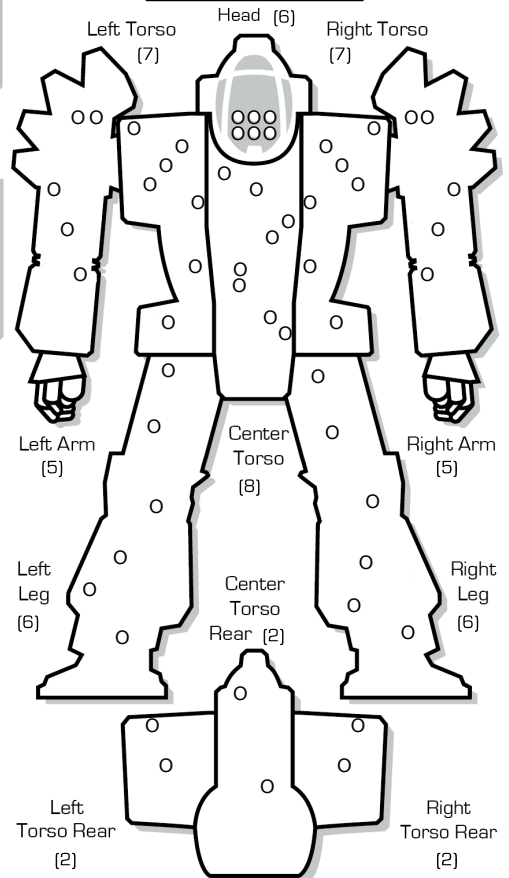
Name: \_\_\_\_\_

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

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 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 Small Laser
- 4-6 Roll Again
- 5 Roll Again
- 6 Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 Large Laser
- 4 Large Laser
- 5 Large Laser
- Endo Steel
- 1 Endo Steel
- 2 Endo Steel
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- 5 Endo Steel
- 6 Endo Steel

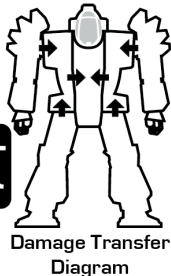
#### Head

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

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 Gyro
- 4 Gyro
- 5 Gyro
- 6 Gyro
- 1 Gyro
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4-6 XL Fusion Engine
- 5 Roll Again
- 6 Roll Again

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Small Laser
- 1 Endo Steel
- 2 Endo Steel
- 3 Endo Steel
- 4-6 Roll Again
- 5 Roll Again
- 6 Roll Again

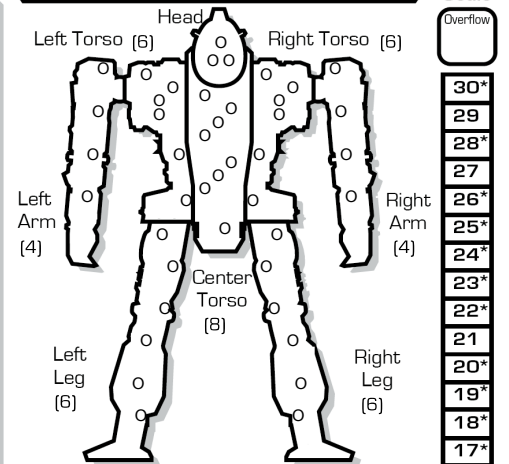
#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 Large Laser
- 4 Large Laser
- 5 Large Laser
- 6 Small Laser
- 1 Endo Steel
- 2 Endo Steel
- 3 Endo Steel
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- 5 Endo Steel
- 6 Endo Steel

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 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: **Raptor RTX1-OB**

Movement Points:

Walking: 7  
Running: 11  
Jumping: 0

Tonnage: 25

Tech Base: Inner Sphere  
Era: Clan Invasion

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	CT	4	2/Msl [M,C]	—	3	6	9
1	Small Laser	RT	1	3 [DE]	—	1	2	3
1	SRM 6	RT	4	2/Msl [M,C]	—	3	6	9
1	SRM 6	LT	4	2/Msl [M,C]	—	3	6	9

Cost: 3,945,964 C-bills

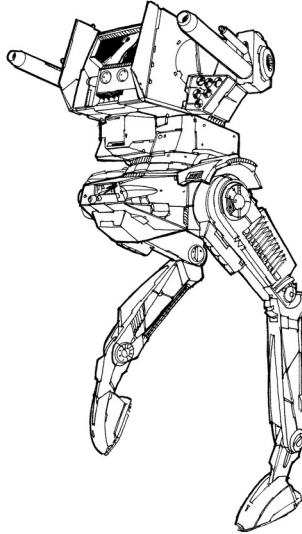
BV: 613

### WARRIOR DATA

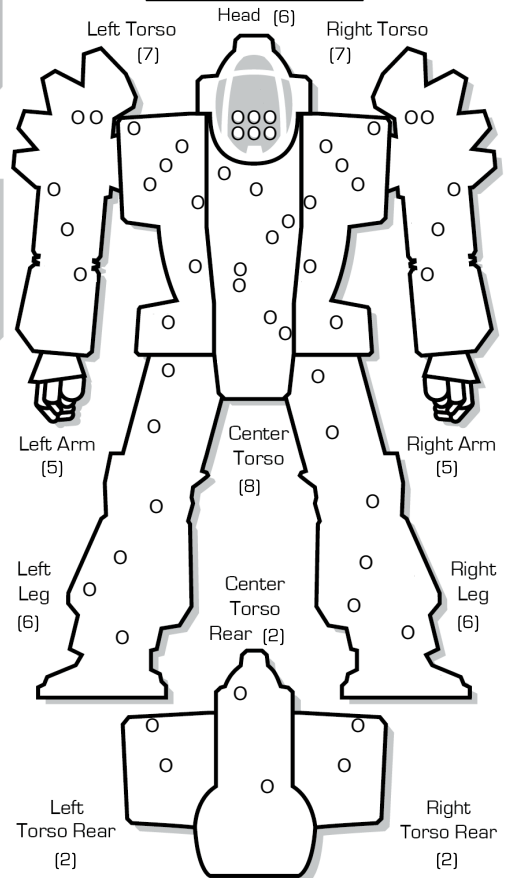
Name: \_\_\_\_\_

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

- Shoulder
  - Upper Arm Actuator
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- 1-3
- Double Heat Sink
  - Double Heat Sink
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Left Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - SRM 6
  - SRM 6
  - Ammo [SRM 6] 15
- 1-3
- Ammo [SRM 6] 15
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - 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

#### 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
  - SRM 6
  - SRM 6
- 4-6

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

#### Right Arm

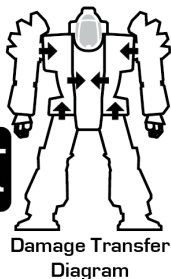
- Shoulder
  - Upper Arm Actuator
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Endo Steel
- 1-3
- Endo Steel
  - Endo Steel
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Right Torso

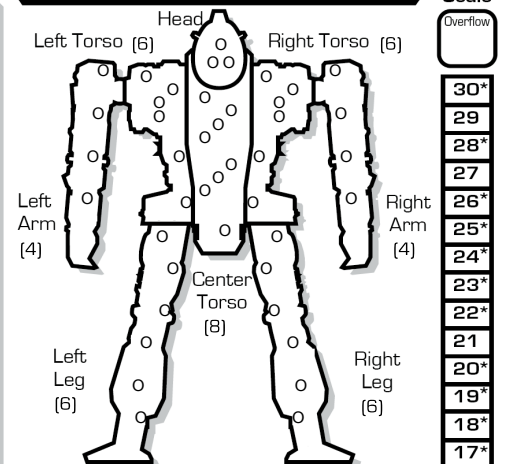
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - SRM 6
  - SRM 6
  - Small Laser
- 1-3
- Endo Steel
  - Endo Steel
  - Endo Steel
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	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

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Raptor RTX1-OC

Movement Points:  
 Walking: 7  
 Running: 11  
 Jumping: 0

Tonnage: 25  
 Tech Base: Inner Sphere  
 Era: Clan Invasion

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	AMS	RT	1	1	—	0	0	0
				[DB,PD]				
2	Medium Laser	RT	3	5 [DE]	—	3	6	9
2	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Small Pulse Laser	RA	2	3 [P]	—	1	2	3
1	Small Pulse Laser	LA	2	3 [P]	—	1	2	3

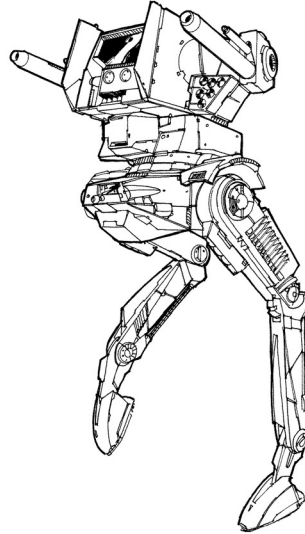
Cost: 4,153,385 C-bills

BV: 870

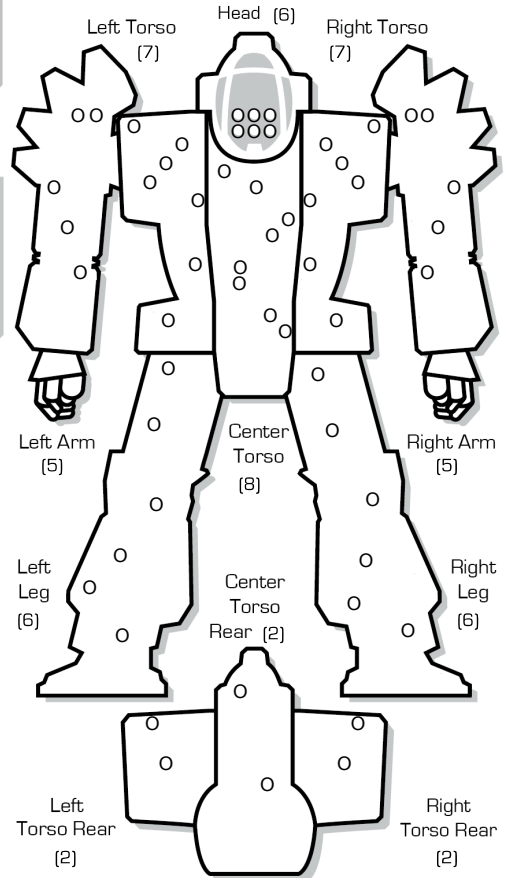
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_ Piloting Skill: \_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



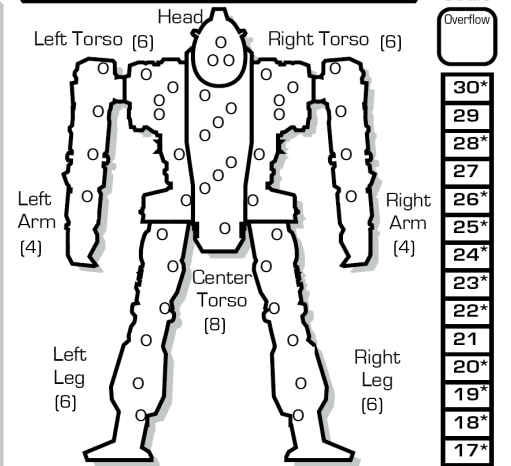
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	1-3 Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	1-3 Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Center Torso</b>	1. Double Heat Sink	2. Double Heat Sink	3. Small Pulse Laser	4-6 Endo Steel	5. Endo Steel	6. Endo Steel
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Medium Laser	5. Medium Laser	6. Endo Steel
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Medium Laser	5. Medium Laser	6. AMS
<b>Left Leg</b>	1. Endo Steel	2. Endo Steel	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Right Leg</b>	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	Heat Sinks: 12 (24) Double
30	Shutdown	○○
28	Ammo Exp. avoid on 8+	○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○○
22	Shutdown, avoid on 8+	○○
20	-4 Movement Points	○○
19	Ammo Exp. avoid on 4+	○○
18	Shutdown, avoid on 6+	○○
17	+3 Modifier to Fire	○○
15	-3 Movement Points	○○
14	Shutdown, avoid on 4+	○○
13	+2 Modifier to Fire	○○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Raptor RTX1-OD**

Movement Points: **Tonnage: 25**  
 Walking: 7 Tech Base: Inner Sphere  
 Running: 11 Era: Clan Invasion  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

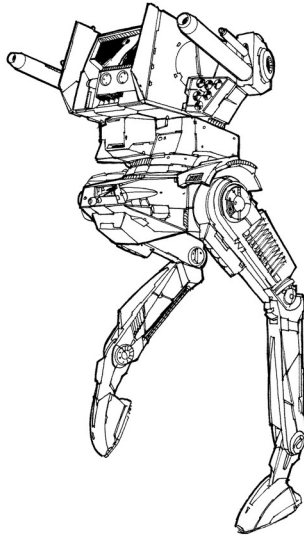
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Slave	CT	—	[E]	—	—	—	—
1	Streak SRM 2	CT	2	2/Msl [M,C]	—	3	6	9
2	Machine Gun	RT	0	2 [DB,AI]	—	1	2	3
1	Streak SRM 2	RT	2	2/Msl [M,C]	—	3	6	9
1	TAG	RT	0	0[S]	—	5	10	15
1	Beagle Active Probe	LT	—	[E]	—	—	—	4
1	Streak SRM 2	LT	2	2/Msl [M,C]	—	3	6	9
1	Small Laser	RA	1	3[DE]	—	1	2	3
1	Small Laser	LA	1	3[DE]	—	1	2	3

Cost: 4,455,729 C-bills BV: 490

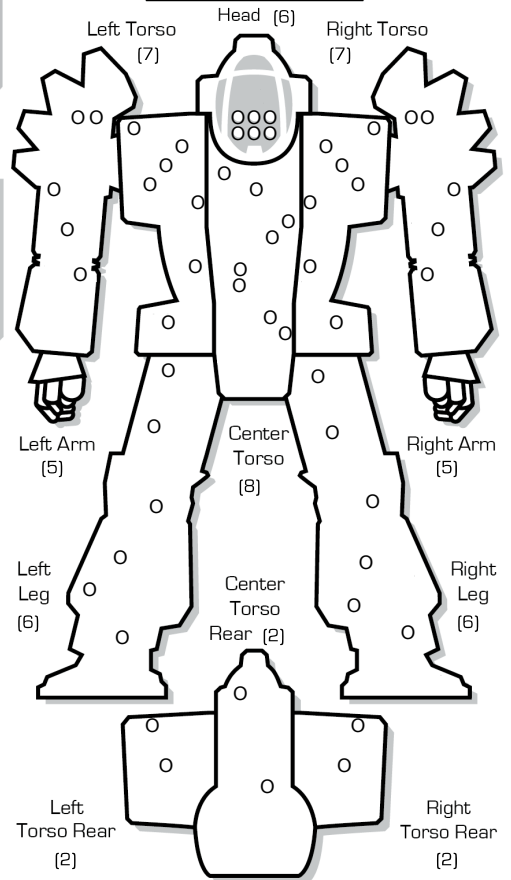
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink

#### Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Small Laser

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- 4 Gyro
- 5 Gyro
- 6 Gyro

#### Right Arm

- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Roll Again
- 5 Roll Again
- 6 Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- 4 Streak SRM 2
- 5 Ammo (Streak SRM 2) 50
- 6 Beagle Active Probe

#### Right Torso

- Gyro
- XL Fusion Engine
- 4-6 XL Fusion Engine
- XL Fusion Engine
- C<sup>3</sup>Slave
- 6 Streak SRM 2

#### Right Torso

- 1-3 XL Fusion Engine
- 4 XL Fusion Engine
- 5 Machine Gun
- 6 Machine Gun

Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

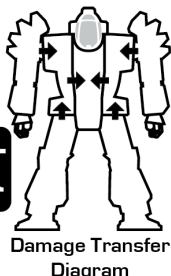
- 1-3 Beagle Active Probe
- 4 Endo Steel
- 5 Endo Steel
- 6 Roll Again

#### Left Leg

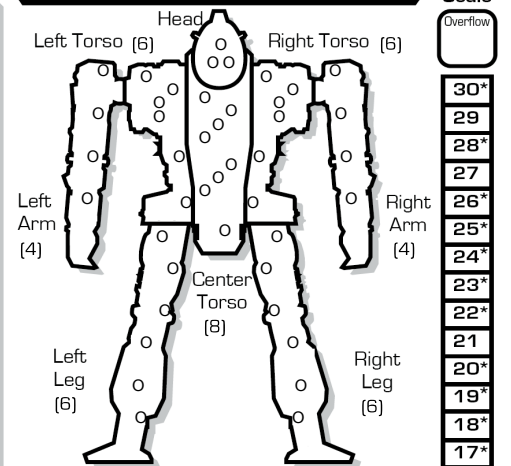
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- 5 Endo Steel
- 6 Endo Steel

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- 5 Endo Steel
- 6 Endo Steel



### INTERNAL STRUCTURE DIAGRAM



Heat Scale  
 Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
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™

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Raptor RTX1-OE**

Movement Points:  
 Walking: 7  
 Running: 11  
 Jumping: 0

Tonnage: 25  
 Tech Base: Inner Sphere  
 Era: Clan Invasion

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MRM 10	CT	4	1/2 [Msl] [M,C]	—	3	8	15
1	MRM 10	RT	4	1/2 [Msl] [M,C]	—	3	8	15
1	Small Laser	RT	1	3 [DE]	—	1	2	3
1	MRM 10	LT	4	1/2 [Msl] [M,C]	—	3	8	15

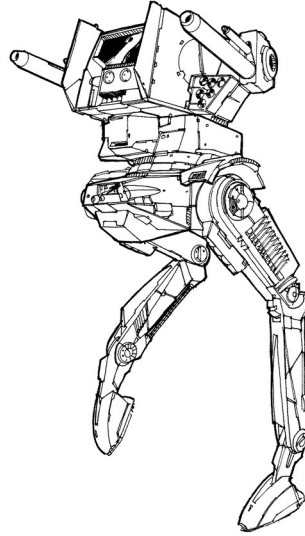
Cost: 3,805,339 C-bills

BV: 597

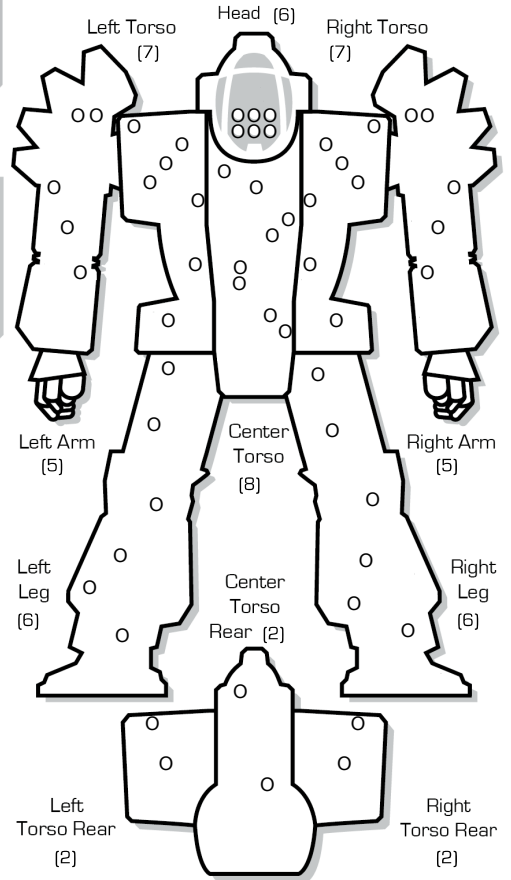
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting 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. Double Heat Sink
- 1. Double Heat Sink
- 2. Double Heat Sink
- 4-6. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

#### Left Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 1-3. MRM 10
- 4. MRM 10
- 5. MRM 10
- 6. Ammo (MRM 10) 24
- 1. Ammo (MRM 10) 24
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 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. Endo Steel
- 6. Endo Steel

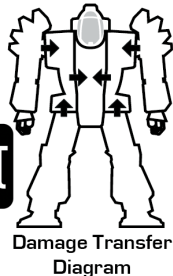
#### Head

- 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. Gyro
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4-6. XL Fusion Engine
- 5. MRM 10
- 6. MRM 10

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



#### Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Endo Steel
- 1. Endo Steel
- 2. Endo Steel
- 3. Roll Again
- 4-6. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

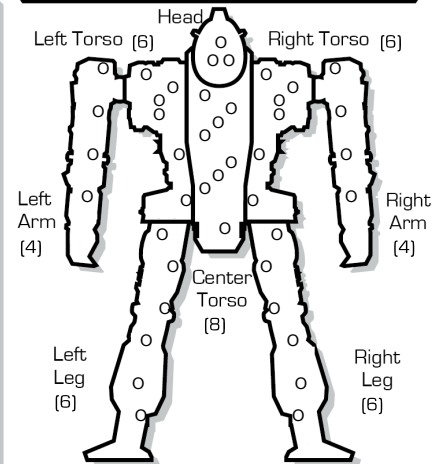
#### Right Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 1-3. MRM 10
- 4. MRM 10
- 5. MRM 10
- 6. Small Laser
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

#### Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

### INTERNAL STRUCTURE DIAGRAM



Heat Scale  
 Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
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™

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Raptor RTX1-OF

Movement Points:  
Walking: 7  
Running: 11  
Jumping: 7

Tonnage: 25  
Tech Base: Inner Sphere  
Era: Clan Invasion

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
3	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

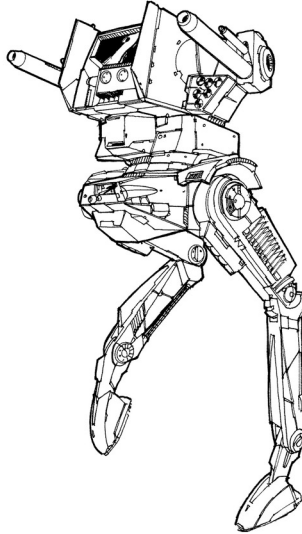
Cost: 4,589,323 C-bills

BV: 1,029

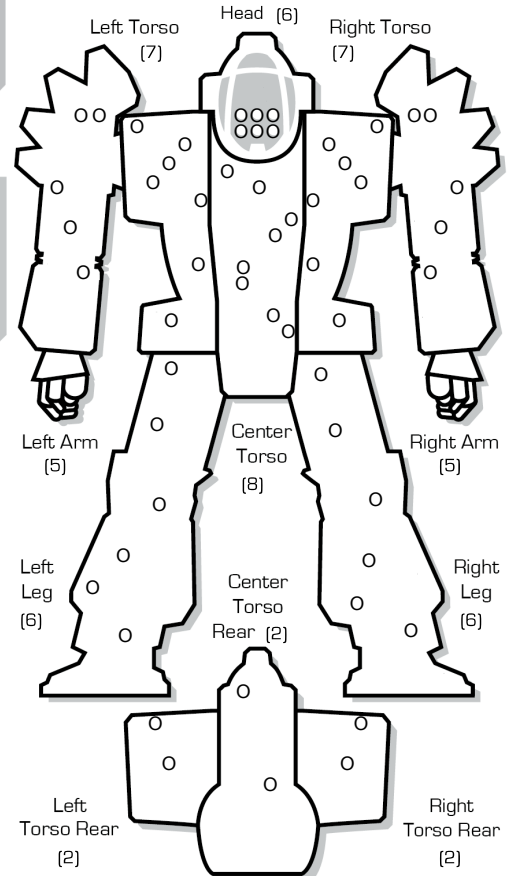
### WARRIOR DATA

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
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 6 Double Heat Sink

- Jump Jet
- Jump Jet
- Jump Jet
- 4-6 Endo Steel
- 5 Endo Steel
- 6 Endo Steel

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- 5 Endo Steel
- 6 Endo Steel

#### Head

- Life Support
- Sensors
- Cockpit
- 4 Endo Steel
- 5 Sensors
- 6 Life Support

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 Gyro
- 4 Gyro
- 6 Gyro

- Gyro
- 4-6 XL Fusion Engine
- 3 XL Fusion Engine
- 4 XL Fusion Engine
- 5 Jump Jet
- 6 ER Medium Laser

Engine Hits ○○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- 4-6 ER Medium Laser
- 4 Endo Steel
- 5 Endo Steel
- 6 Endo Steel

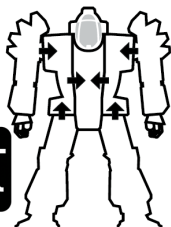
#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink

- Jump Jet
- Jump Jet
- Jump Jet
- 4-6 Endo Steel
- 5 Endo Steel
- 6 Endo Steel

#### Right Leg

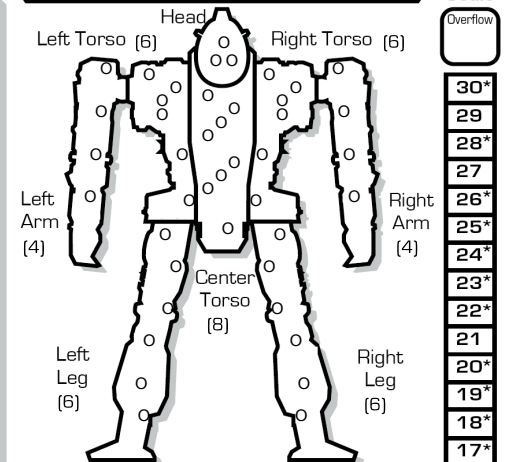
- Hip
- Upper Leg Actuator
- 2 Lower Leg Actuator
- 4 Foot Actuator
- 5 Endo Steel
- 6 Endo Steel



Damage Transfer Diagram



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (26) Double
30	Shutdown	○○
28	Ammo Exp. avoid on 8+	○○
26	Shutdown, avoid on 10+	○○
25	-5 Movement Points	○○
24	+4 Modifier to Fire	○○
23	Ammo Exp. avoid on 6+	○○
22	Shutdown, avoid on 8+	○○
20	-4 Movement Points	○○
19	Ammo Exp. avoid on 4+	○○
18	Shutdown, avoid on 6+	○○
17	+3 Modifier to Fire	○○
15	-3 Movement Points	○○
14	Shutdown, avoid on 4+	○○
13	+2 Modifier to Fire	○○
10	-2 Movement Points	○○
8	+1 Modifier to Fire	○○
5	-1 Movement Points	○○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Raptor RTX1-OG

Movement Points:  
 Walking: 7  
 Running: 11  
 Jumping: 0

Tonnage: 25  
 Tech Base: Inner Sphere  
 Era: Clan Invasion

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	RT	2	3 [DE]	—	2	4	5
3	Small Pulse Laser	RA	2	3 [P]	—	1	2	3
1	Plasma Rifle	LA	10	10	—	5	10	15
				[DE,H,A]				

Cost: 4,395,964 C-bills

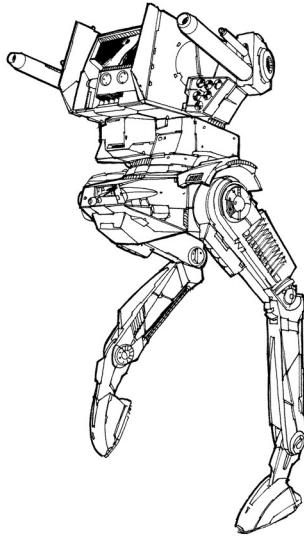
BV: 857

### WARRIOR DATA

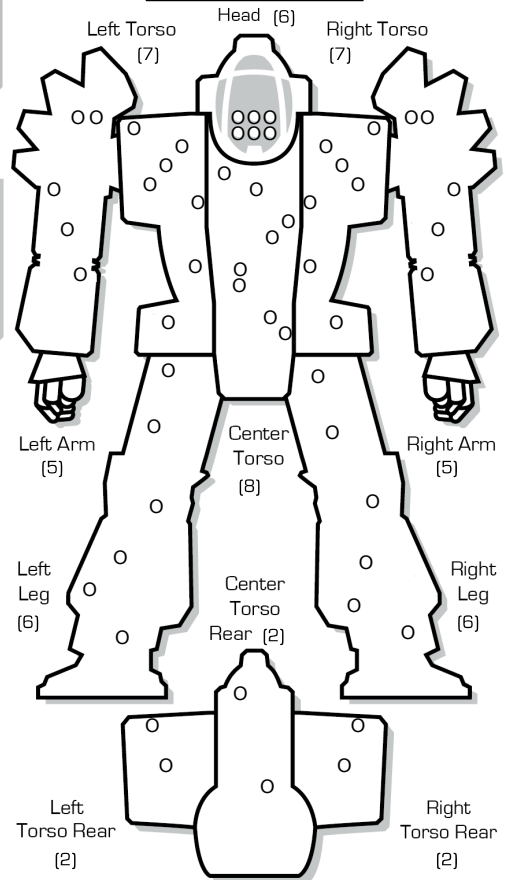
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

Part	Hexes	Damage
Left Arm	1. Shoulder	1-3
	2. Upper Arm Actuator	
	3. Double Heat Sink	
	4. Double Heat Sink	
	5. Double Heat Sink	
	6. Double Heat Sink	
Center Torso	1. Double Heat Sink	1-3
	2. Double Heat Sink	
	3. Plasma Rifle	
	4. Plasma Rifle	
	5. Ammo (Plasma Rifle) 10	
	6. Ammo (Plasma Rifle) 10	
Left Torso	1. XL Fusion Engine	1-3
	2. XL Fusion Engine	
	3. XL Fusion Engine	
	4. Endo Steel	
	5. Endo Steel	
	6. Endo Steel	
Right Torso	1. XL Fusion Engine	1-3
	2. XL Fusion Engine	
	3. XL Fusion Engine	
	4. ER Small Laser	
	5. Endo Steel	
	6. Endo Steel	
Left Leg	1. Endo Steel	4-6
	2. Roll Again	
	3. Roll Again	
	4. Roll Again	
	5. Roll Again	
	6. Roll Again	
Right Leg	1. Endo Steel	4-6
	2. Endo Steel	
	3. Roll Again	
	4. Roll Again	
	5. Roll Again	
	6. Roll Again	

Engine Hits ○○○○

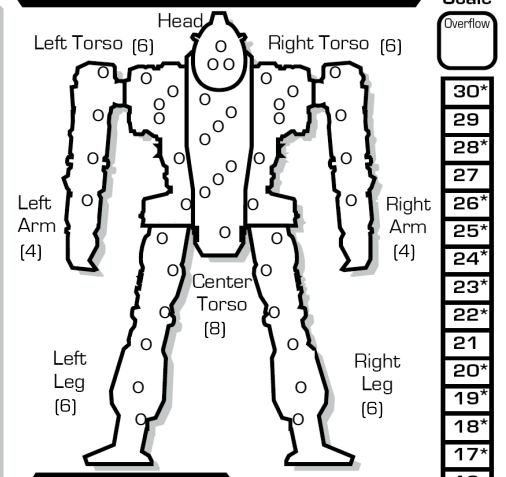
Gyro Hits ○○

Sensor Hits ○○

Life Support ○

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	○

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Raptor RTX1-OR

Movement Points: **Tonnage:** 25

Walking: 7 **Tech Base:** Mixed Tech (I.S.)  
(Experimental)

Running: 11 **Era:** Clan Invasion

Jumping: 0

### WARRIOR DATA

Name: \_\_\_\_\_

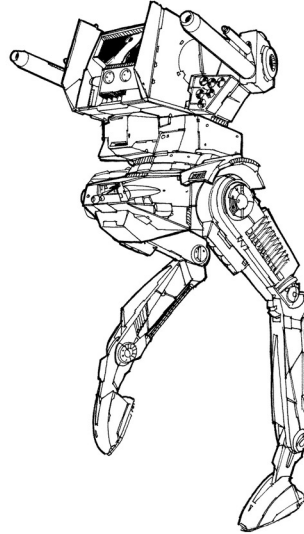
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

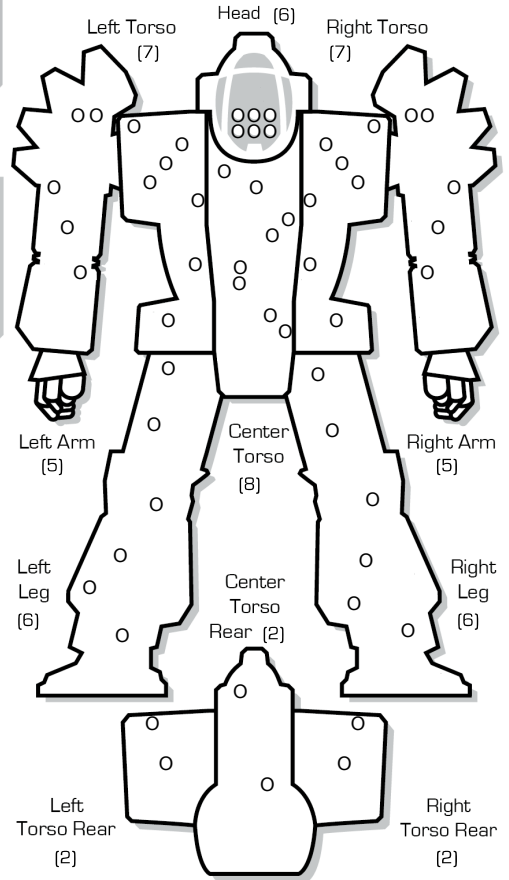
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Slave	CT	—	[E]	—	—	—	—
1	ER Small Laser (Clan)	CT	2	5 [DE]	—	2	4	6
1	ER Large Laser (Clan)	RA	12	10 [DE]	—	8	15	25
1	ER Medium Laser (Clan)	RA	5	7 [DE]	—	5	10	15
1	ER Large Laser (Clan)	LA	12	10 [DE]	—	8	15	25
1	ER Medium Laser (Clan)	LA	5	7 [DE]	—	5	10	15

Cost: 4,836,589 C-bills BV: 1,393



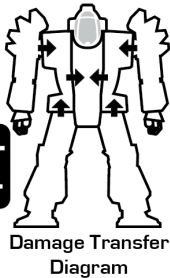
### ARMOR DIAGRAM



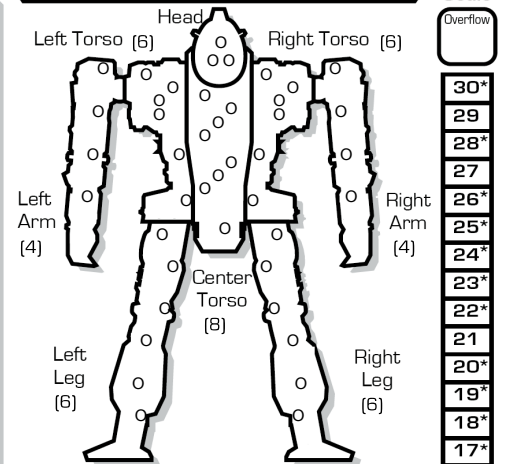
### CRITICAL HIT TABLE

Location	Hit	Effect
Left Arm	1. Shoulder	
	2. Upper Arm Actuator	
	3. Double Heat Sink	
	4. Double Heat Sink	
	5. Double Heat Sink	
	6. Double Heat Sink	
Center Torso	1. Double Heat Sink	
	2. Double Heat Sink	
	3. ER Large Laser (Clan)	
	4. ER Medium Laser (Clan)	
	5. Roll Again	
	6. Roll Again	
Left Torso	1. XL Fusion Engine	
	2. XL Fusion Engine	
	3. XL Fusion Engine	
	4. Endo Steel	
	5. Endo Steel	
	6. Endo Steel	
Right Torso	1. XL Fusion Engine	
	2. XL Fusion Engine	
	3. XL Fusion Engine	
	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	
Right 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. Shoulder	
	2. Upper Arm Actuator	
	3. Double Heat Sink	
	4. Double Heat Sink	
	5. Double Heat Sink	
	6. ER Large Laser (Clan)	
Center Torso	1. ER Medium Laser (Clan)	
	2. Endo Steel	
	3. Endo Steel	
	4. Endo Steel	
	5. Roll Again	
	6. Roll Again	
Right Torso	1. XL Fusion Engine	
	2. XL Fusion Engine	
	3. XL Fusion Engine	
	4. Endo Steel	
	5. Endo Steel	
	6. Endo Steel	
Left Leg	1. Roll Again	
	2. Roll Again	
	3. Roll Again	
	4. Roll Again	
	5. Roll Again	
	6. Roll Again	
Right Leg	1. Roll Again	
	2. Roll Again	
	3. Roll Again	
	4. Roll Again	
	5. Roll Again	
	6. Roll Again	

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	Heat Sinks:
30	Shutdown	10 (20) Double
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: Falcon Hawk FNHK-9K

Movement Points:      Tonnage: 35  
 Walking: 5                Tech Base: Inner Sphere  
 Running: 8                Era: Clan Invasion  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	HD	2	3 [P]	—	1	2	3
1	Medium Laser[R]	CT	3	5 [DE]	—	3	6	9
1	ER PPC	RA	15	10 [DE]	—	7	14	23
2	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

Cost:

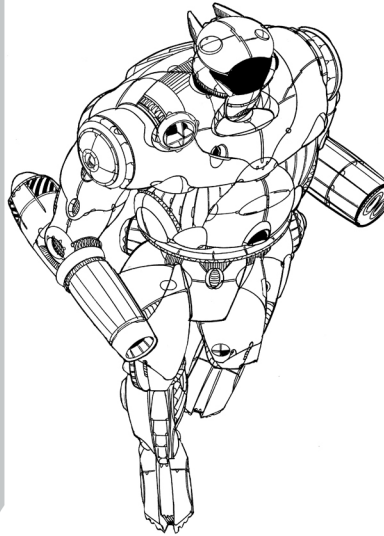
BV: 1,030

### WARRIOR DATA

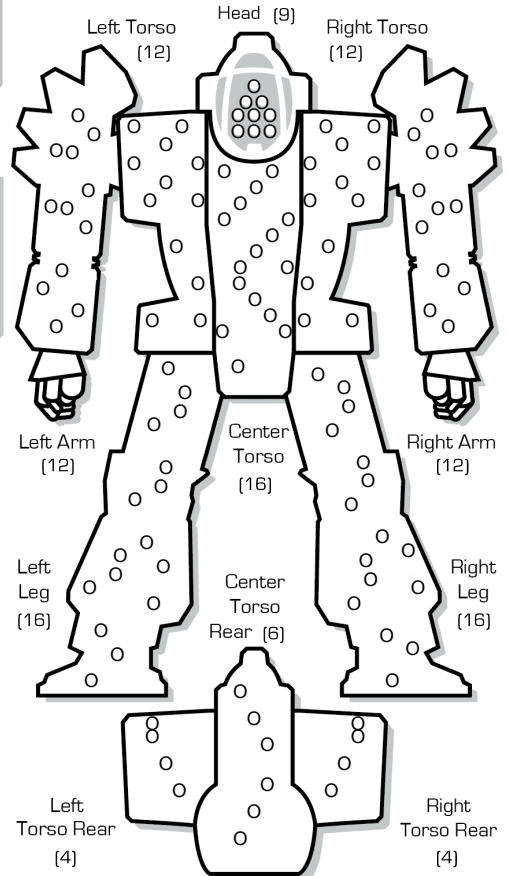
Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_ Piloting Skill: \_\_\_  
 Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness#



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- ER PPC
  - Medium Pulse Laser
  - Medium Pulse Laser
  - Ferro-Fibrous

#### Head

- Life Support
- Sensors
- Cockpit
- Small Pulse Laser
- Sensors
- Life Support

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- ER PPC
  - ER PPC
  - ER PPC
  - Ferro-Fibrous

#### Center Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- Gyro
  - Gyro
  - Gyro

1-3

4-6

4-6

#### Left Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink

4-6

1-3

4-6

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

#### Right Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink

1-3

4-6

4-6

4-6

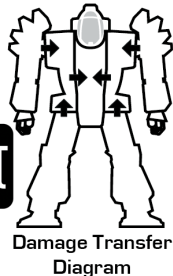
4-6

#### Left Leg

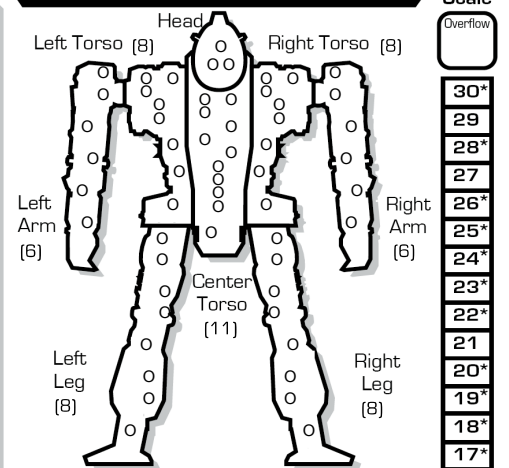
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (26) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	○ ○
13	+2 Modifier to Fire	○ ○
10	-2 Movement Points	○ ○
8	+1 Modifier to Fire	○ ○
5	-1 Movement Points	○ ○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Falcon Hawk FNHK-9K1A

**Movement Points:**  
 Walking: 5  
 Running: 8  
 Jumping: 0

**Tonnage:** 35  
**Tech Base:** Inner Sphere  
**Era:** Clan Invasion

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	HD	2	3 [P]	—	1	2	3
1	Medium Laser[R]	CT	3	5 [DE]	—	3	6	9
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

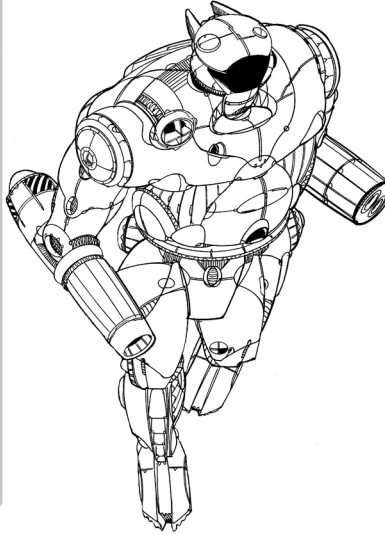
Cost: BV: 1,040

### WARRIOR DATA

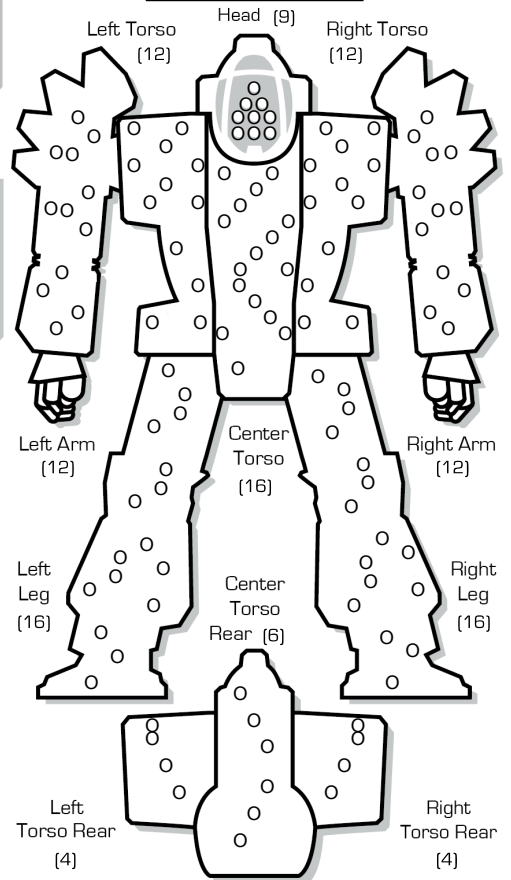
Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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. Large Laser
  5. Large Laser
  6. Medium Laser

1. Ferro-Fibrous
  2. Ferro-Fibrous
  3. Ferro-Fibrous
- 4-6
4. Ferro-Fibrous
  5. Ferro-Fibrous
  6. Roll Again

#### Left Torso

1. XL Fusion Engine
  2. XL Fusion Engine
  3. XL Fusion Engine
- 1-3
4. Double Heat Sink
  5. Double Heat Sink
  6. Double Heat Sink

1. Double Heat Sink
  2. Double Heat Sink
  3. Double Heat Sink
- 4-6
4. Double Heat Sink
  5. Double Heat Sink
  6. Double Heat Sink

#### Left Leg

1. Hip
  2. Upper Leg Actuator
  3. Lower Leg Actuator
4. Foot Actuator
  5. Ferro-Fibrous
  6. Ferro-Fibrous

#### Head

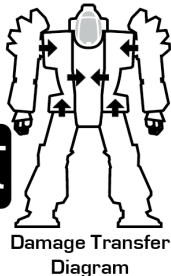
1. Life Support
  2. Sensors
  3. Cockpit
- 1-3
4. Small Pulse Laser
  5. Sensors
  6. Life Support

#### Center Torso

1. XL Fusion Engine
  2. XL Fusion Engine
  3. XL Fusion Engine
- 1-3
4. Gyro
  5. Gyro
  6. Gyro

1. Gyro
  2. XL Fusion Engine
  3. XL Fusion Engine
- 4-6
4. XL Fusion Engine
  5. Medium Laser[R]
  6. Roll Again

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



#### Right Arm

1. Shoulder
  2. Upper Arm Actuator
  3. Lower Arm Actuator
- 1-3
4. ER Large Laser
  5. ER Large Laser
  6. Ferro-Fibrous

1. Ferro-Fibrous
  2. Ferro-Fibrous
  3. Ferro-Fibrous
- 4-6
4. Ferro-Fibrous
  5. Roll Again
  6. Roll Again

#### Right Torso

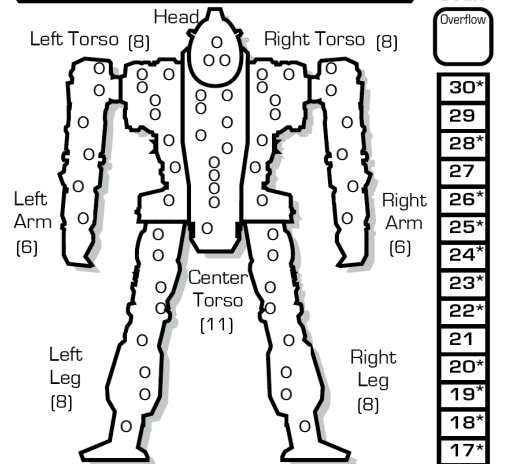
1. XL Fusion Engine
  2. XL Fusion Engine
  3. XL Fusion Engine
- 1-3
4. Double Heat Sink
  5. Double Heat Sink
  6. Double Heat Sink

1. Double Heat Sink
  2. Double Heat Sink
  3. Double Heat Sink
- 4-6
4. Double Heat Sink
  5. Double Heat Sink
  6. Double Heat Sink

#### Right Leg

1. Hip
  2. Upper Leg Actuator
  3. Lower Leg Actuator
4. Foot Actuator
  5. Ferro-Fibrous
  6. Ferro-Fibrous

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (26) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○ ○
26	Shutdown, avoid on 10+	○ ○ ○ ○
25	-5 Movement Points	○ ○ ○ ○
24	+4 Modifier to Fire	○ ○ ○ ○
23	Ammo Exp. avoid on 6+	○ ○ ○ ○
22	Shutdown, avoid on 8+	○ ○ ○ ○
20	-4 Movement Points	○ ○ ○ ○
19	Ammo Exp. avoid on 4+	○ ○ ○ ○
18	Shutdown, avoid on 6+	○ ○ ○ ○
17	+3 Modifier to Fire	○ ○ ○ ○
15	-3 Movement Points	○ ○ ○ ○
14	Shutdown, avoid on 4+	○ ○ ○ ○
13	+2 Modifier to Fire	○ ○ ○ ○
10	-2 Movement Points	○ ○ ○ ○
8	+1 Modifier to Fire	○ ○ ○ ○
5	-1 Movement Points	○ ○ ○ ○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Falcon Hawk FNHK-9K1B

Movement Points: **Tonnage:** 35  
 Walking: 5 **Tech Base:** Inner Sphere  
 Running: 8 **Era:** Civil War  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

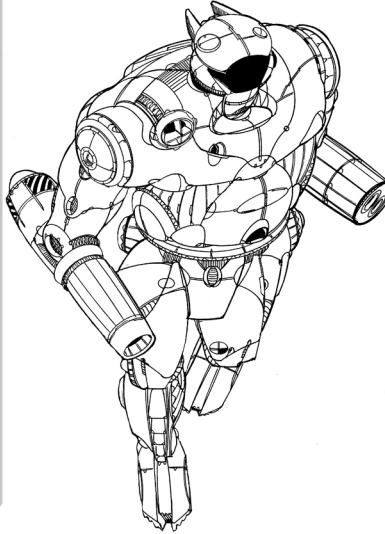
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	Medium Laser(R)	CT	3	5 [DE]	—	3	6	9
1	Beagle Active Probe	RT	—	[E]	—	—	—	4
1	Guardian ECM Suite	LT	—	[E]	—	—	—	6
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	TAG	RA	0	0 [S]	—	5	10	15
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

Cost: BV: 1,116

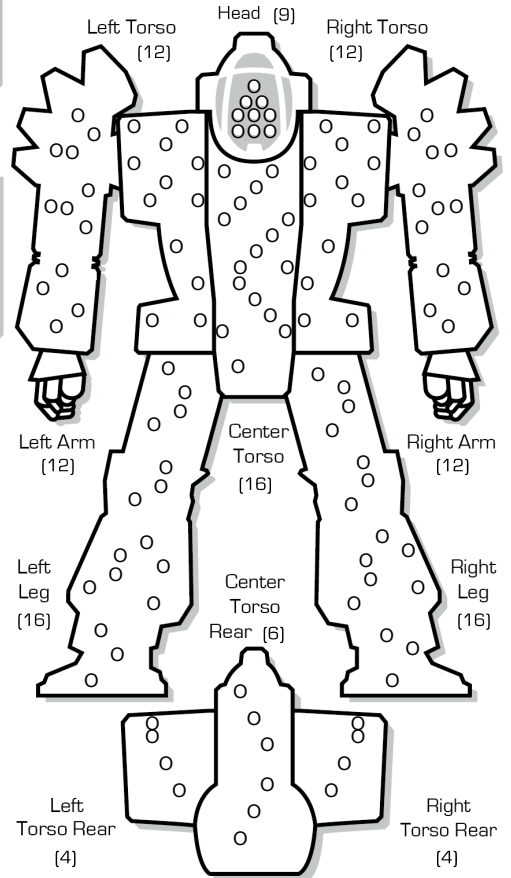
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



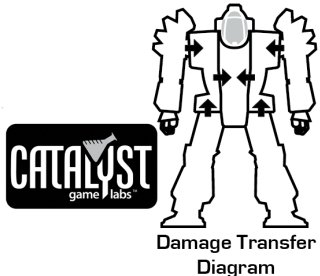
### ARMOR DIAGRAM



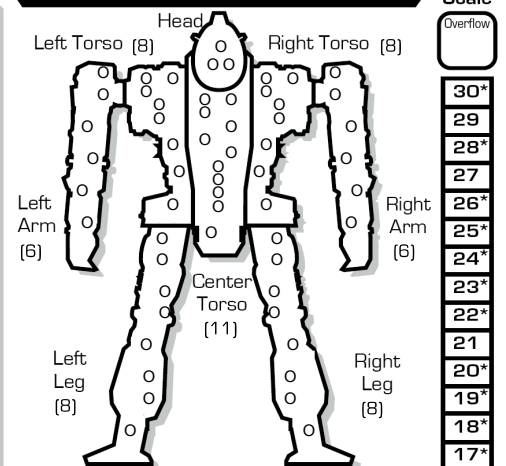
### CRITICAL HIT TABLE

Part	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Center Torso</b>	1. ER Medium Laser	2. ER Medium Laser	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. ER Medium Laser	5. Sensors	6. Life Support
<b>Left Torso Rear</b>	1. Gyro	2. XL Fusion Engine	3. XL Fusion Engine	4. XL Fusion Engine	5. Medium Laser(R)	6. Ferro-Fibrous
<b>Right Torso Rear</b>	1. Gyro	2. XL Fusion Engine	3. XL Fusion Engine	4. XL Fusion Engine	5. Medium Laser(R)	6. Ferro-Fibrous

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (26) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○ ○
26	Shutdown, avoid on 10+	○ ○ ○ ○
25	-5 Movement Points	○ ○ ○ ○
24	+4 Modifier to Fire	○ ○ ○ ○
23	Ammo Exp. avoid on 6+	○ ○ ○ ○
22	Shutdown, avoid on 8+	○ ○ ○ ○
20	-4 Movement Points	○ ○ ○ ○
19	Ammo Exp. avoid on 4+	○ ○ ○ ○
18	Shutdown, avoid on 6+	○ ○ ○ ○
17	+3 Modifier to Fire	○ ○ ○ ○
15	-3 Movement Points	○ ○ ○ ○
14	Shutdown, avoid on 4+	○ ○ ○ ○
13	+2 Modifier to Fire	○ ○ ○ ○
10	-2 Movement Points	○ ○ ○ ○
8	+1 Modifier to Fire	○ ○ ○ ○
5	-1 Movement Points	○ ○ ○ ○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Owens OW-1

Movement Points: **Tonnage:** 35  
 Walking: 8 **Tech Base:** Inner Sphere  
 Running: 12 **Era:** Clan Invasion  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	—	3	6	9
2	Small Laser	CT	1	3 [DE]	—	1	2	3
1	C³ Slave	RT	—	[E]	—	—	—	—
1	TAG	RT	0	0 [S]	—	5	10	15
1	Beagle Active Probe	LT	—	[E]	—	—	—	4
1	LRM 5	RA	2	1/Msl [M,C,S]	6	7	14	21
1	LRM 5	LA	2	1/Msl [M,C,S]	6	7	14	21

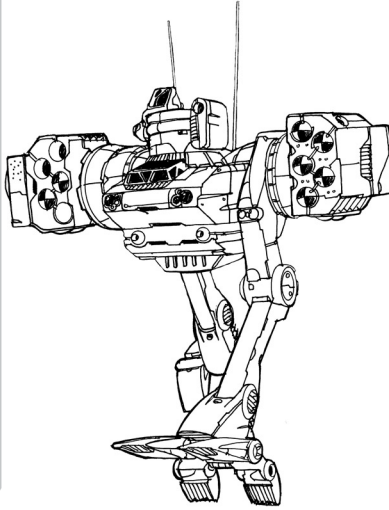
Cost: 7,832,250 C-bills

BV: 839

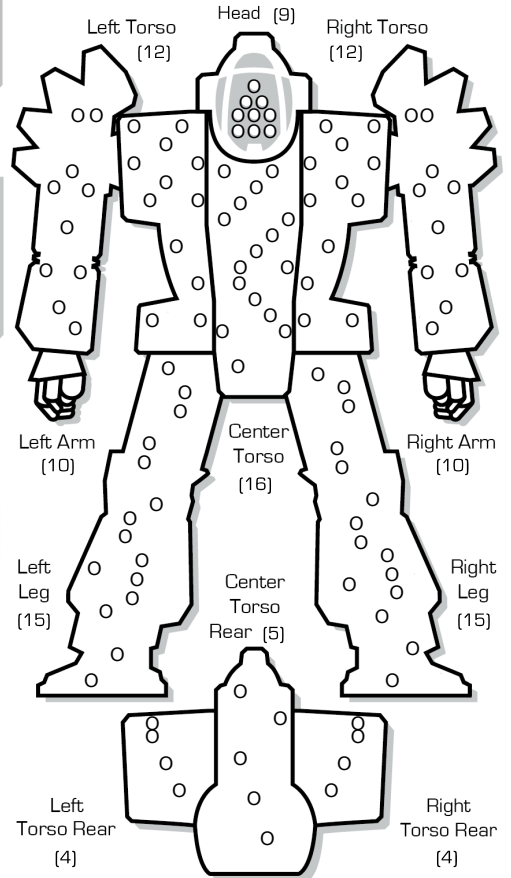
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. LRM 5	4. Ammo (LRM 5) 24	5. Roll Again	6. Roll Again
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. LRM 5	4. Roll Again	5. Roll Again	6. Roll Again
<b>Center Torso</b>	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Beagle Active Probe	5. Beagle Active Probe	6. Roll Again
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. TAG	5. C³ Slave	6. Roll Again
<b>Left Leg</b>	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

**Head**

- Life Support
- Sensors
- Cockpit
- Medium Laser
- Sensors
- Life Support

**Center Torso**

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

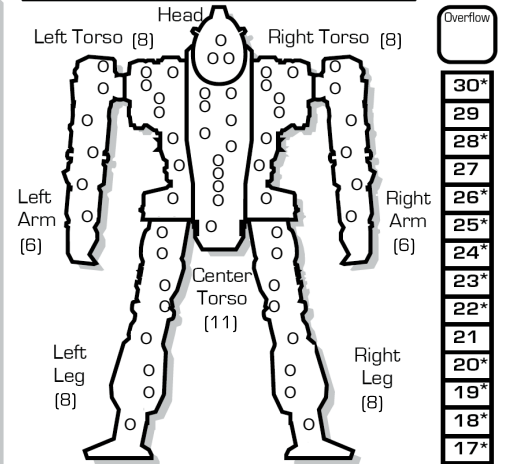
**Right Torso**

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- TAG
- C³ Slave
- Roll Again

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (10) Single
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Owens OW-1A

Movement Points:

Walking: 8  
Running: 12  
Jumping: 0

Tonnage: 35

Tech Base: Inner Sphere  
Era: Clan Invasion

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	HD	2	3 [P]	—	1	2	3
2	Machine Gun	CT	0	2 [DB, AI]	—	1	2	3
1	C³ Slave	RT	—	[E]	—	—	—	—
1	TAG	RT	0	0 [S]	—	5	10	15
1	Beagle Active Probe	LT	—	[E]	—	—	—	4
1	Streak SRM 2	RA	2	2/Msl [M,C]	—	3	6	9
1	Streak SRM 2	LA	2	2/Msl [M,C]	—	3	6	9

Cost: 7,720,031 C-bills

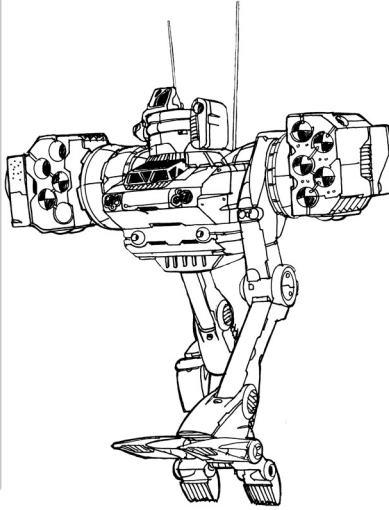
BV: 680

### WARRIOR DATA

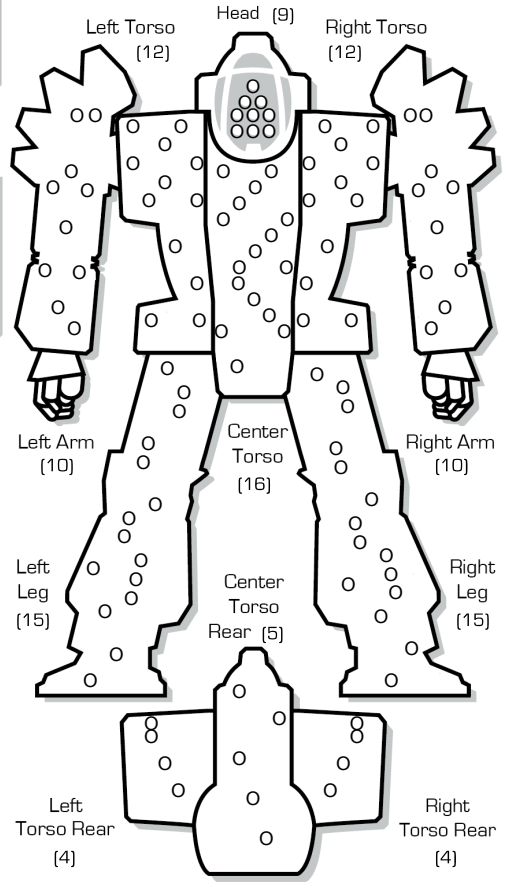
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ 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
  - Streak SRM 2
- 1-3  
4. Roll Again  
5. Roll Again  
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
  - Ammo (Streak SRM 2) 50
  - Beagle Active Probe
  - Beagle Active Probe
- 1-3  
4. Roll Again  
5. Roll Again  
6. Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Small Pulse Laser
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3  
4. Roll Again  
5. Roll Again  
6. Roll Again

- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Machine Gun
  - Machine Gun
- 4-6

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Streak SRM 2
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3  
4. Roll Again  
5. Roll Again  
6. Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Torso

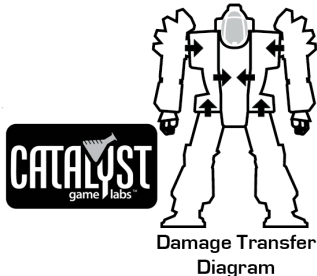
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Ammo (Machine Gun) 200
  - TAG
  - C³ Slave
- 1-3  
4. Roll Again  
5. Roll Again  
6. Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Leg

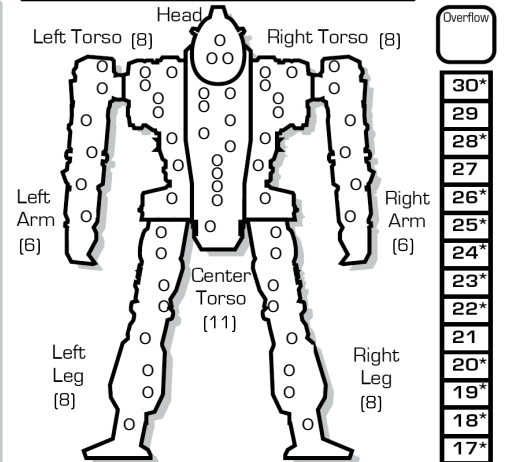
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



CATALYST  
game labs

### INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
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 (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	○

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Owens OW-1B

Movement Points:                      Tonnage: 35  
 Walking: 8                                  Tech Base: Inner Sphere  
 Running: 12                                Era: Clan Invasion  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

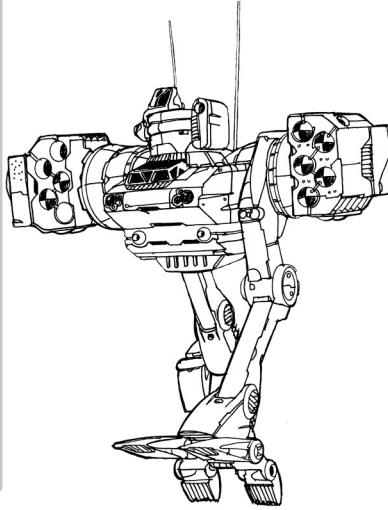
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	—	1	2	3
1	C <sup>3</sup> Slave	RT	—	[E]	—	—	—	—
1	TAG	RT	0	0 [S]	—	5	10	15
1	Beagle Active Probe	LT	—	[E]	—	—	—	4
1	SRM 6	RA	4	2/Msl [M,C]	—	3	6	9
3	Small Laser	LA	1	3 [DE]	—	1	2	3

Cost: 8,005,219 C-bills

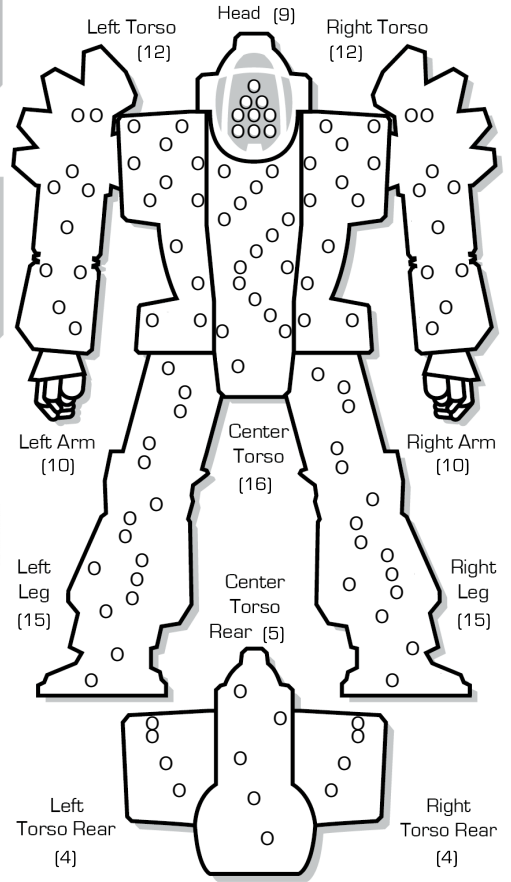
BV: 752

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken                      1   2   3   4   5   6  
 Consciousness#                3   5   7   10   11   Dead



### ARMOR DIAGRAM



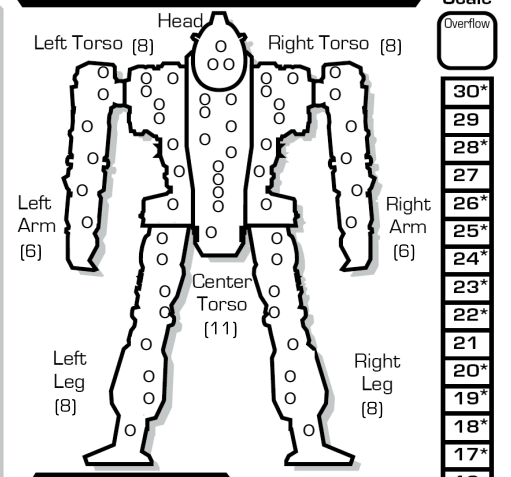
### CRITICAL HIT TABLE

<p><b>Left Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Small Laser</li> <li>Small Laser</li> <li>Small Laser</li> <li>Roll Again</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p>	<p><b>Head</b></p> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Small Laser</li> <li>Sensors</li> <li>Life Support</li> </ol> <p><b>1-3</b></p>	<p><b>Right Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>SRM 6</li> <li>SRM 6</li> <li>Artemis IV FCS</li> <li>Roll Again</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p>	<p><b>Center Torso</b></p> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Gyro</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p>	<p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Ammo (SRM 6 Artemis) 15</li> <li>TAG</li> <li>C<sup>3</sup>Slave</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p>	<p><b>Left Torso</b></p> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Beagle Active Probe</li> <li>Beagle Active Probe</li> <li>Roll Again</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p>	<p><b>Left Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Roll Again</li> <li>Roll Again</li> </ol>	<p><b>Right Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Roll Again</li> <li>Roll Again</li> </ol>
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Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (10) Single
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Owens OW-1C

Movement Points: Tonnage: 35  
 Walking: 8 Tech Base: Inner Sphere  
 Running: 12 Era: Clan Invasion  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Slave	RT	—	[E]	—	—	—	—
1	TAG	RT	0	0 [S]	—	5	10	15
1	Beagle Active Probe	LT	—	[E]	—	—	—	4
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Large Laser	LA	8	8 [DE]	—	5	10	15

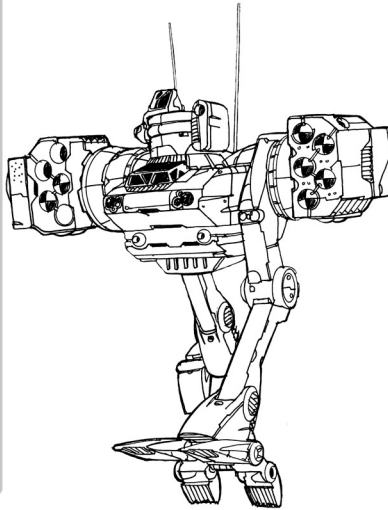
Cost: 7,929,281 C-bills

BV: 964

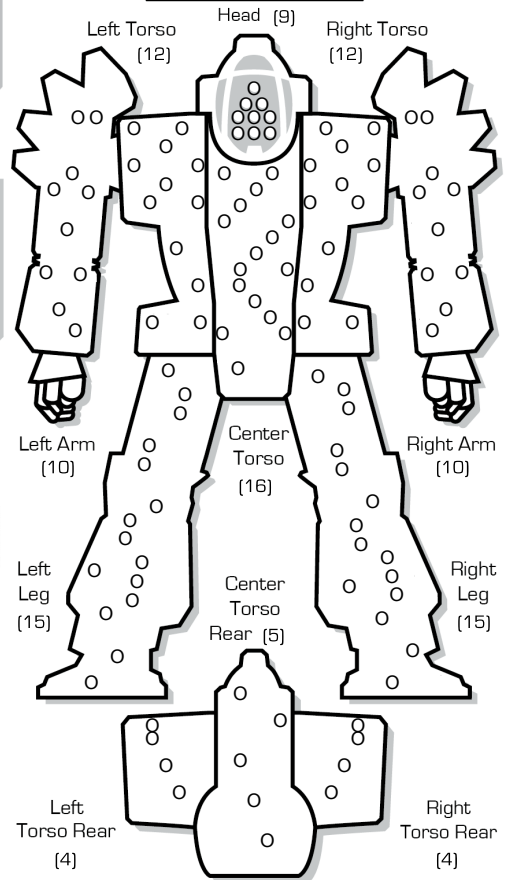
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Large Laser
- 4 Large Laser
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Medium Laser
- 4 Medium Laser
- Roll Again
- Roll Again

#### Center Torso

- Roll Again
- Roll Again
- Roll Again
- 1-3 Roll Again
- 4 Gyro
- 5 Gyro
- 6 Gyro

#### Left Torso

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- 4 Beagle Active Probe
- 5 Beagle Active Probe
- Roll Again

- Gyro
- 1-3 XL Fusion Engine
- XL Fusion Engine
- 4-6 XL Fusion Engine
- Roll Again
- Roll Again

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- 4 TAG
- 5 C<sup>3</sup> Slave
- Roll Again

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

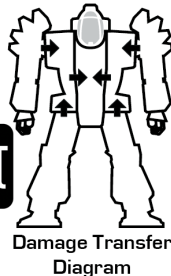
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

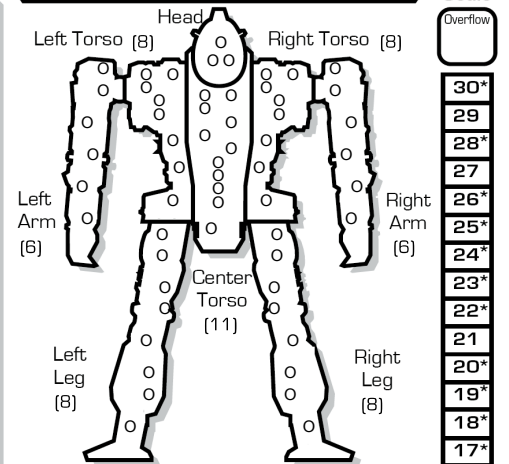
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- Roll Again
- Roll Again



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (10) Single
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Owens OW-1D

Movement Points:  
 Walking: 8  
 Running: 12  
 Jumping: 0

Tonnage: 35  
 Tech Base: Inner Sphere  
 Era: Clan Invasion

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Slave	RT	-	[E]	-	-	-	-
1	TAG	RT	0	0 [S]	-	5	10	15
1	Beagle Active Probe	LT	-	[E]	-	-	-	4
1	SRM 4	RA	3	2/Msl [M,C]	-	3	6	9
1	Narc	LA	0	[M]	-	3	6	9

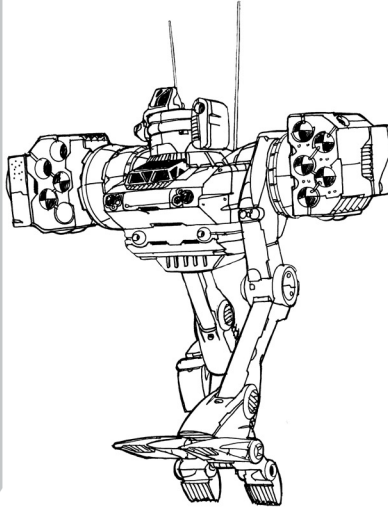
Cost: 7,895,531 C-bills

BV: 655

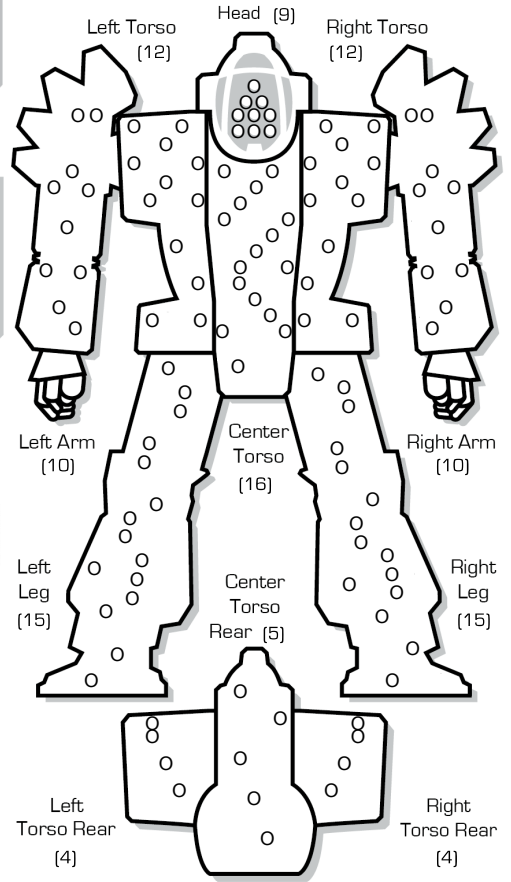
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_ 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
  - Narc
  - Narc
  - Roll Again
  - 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
  - Ammo (Narc) 6
  - Beagle Active Probe
  - Beagle Active Probe

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

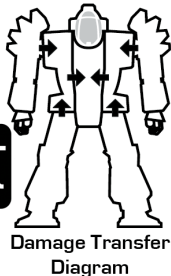
- #### Left Leg
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again

- #### Head
- Life Support
  - Sensors
  - Cockpit
  - Roll Again
  - Sensors
  - Life Support

- #### Center Torso
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Roll Again
- Roll Again

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



- #### Right Arm
- Shoulder
  - Upper Arm Actuator
  - SRM 4
  - Roll Again
  - Roll Again
  - Roll Again

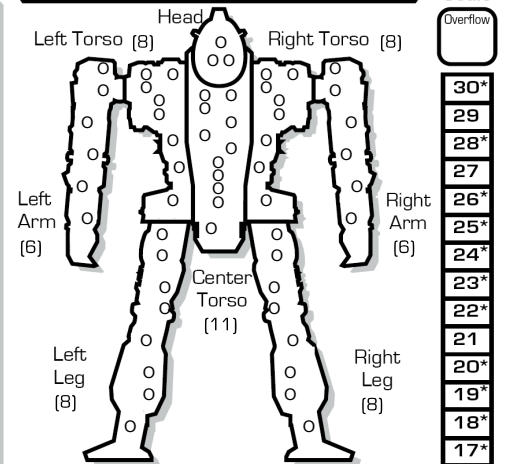
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- #### Right Torso
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Ammo (SRM 4 Narc) 25
  - TAG
  - C<sup>3</sup> Slave

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- #### Right Leg
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (10) Single
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Owens OW-1E

Movement Points:

Walking: 8  
Running: 12  
Jumping: 0

Tonnage: 35

Tech Base: Inner Sphere  
Era: Clan Invasion

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Slave	RT	—	[E]	—	—	—	—
1	TAG	RT	0	0 [S]	—	5	10	15
1	Beagle Active Probe	LT	—	[E]	—	—	—	4
1	MRM 10	RA	4	1/MSI [M,C]	—	3	8	15
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

Cost: 7,878,656 C-bills

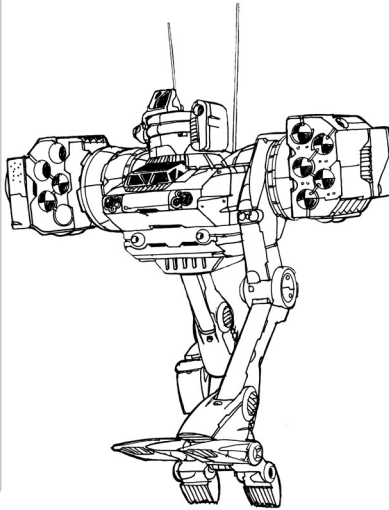
BV: 833

### WARRIOR DATA

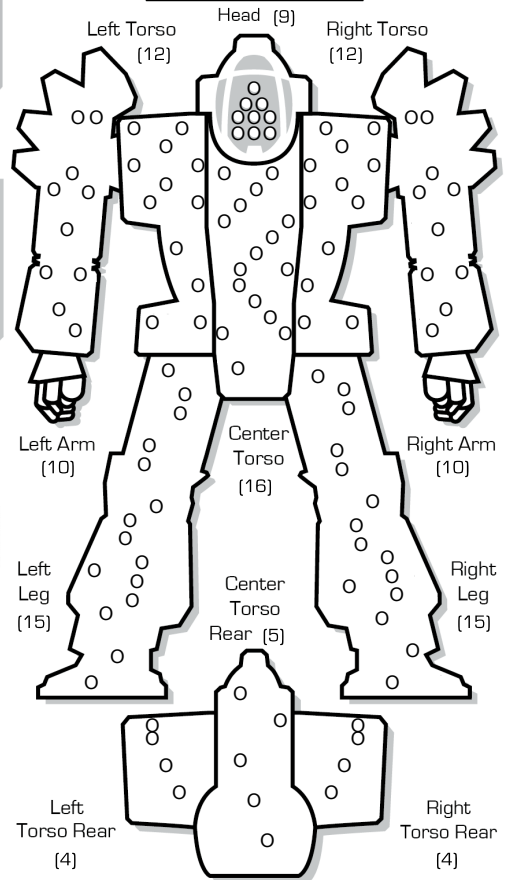
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ 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
- 1-3 Medium Laser
- Roll Again
- Roll Again

#### Center Torso

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Beagle Active Probe
- Beagle Active Probe
- 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
- 4 Foot Actuator
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 3 MRM 10
- 4 LMRM 10
- Roll Again
- Roll Again

#### Center Torso

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Ammo (MRM 10) 24
- TAG
- C<sup>3</sup> Slave

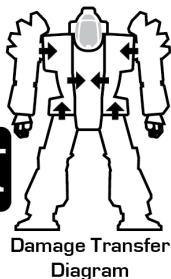
#### Right Torso

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

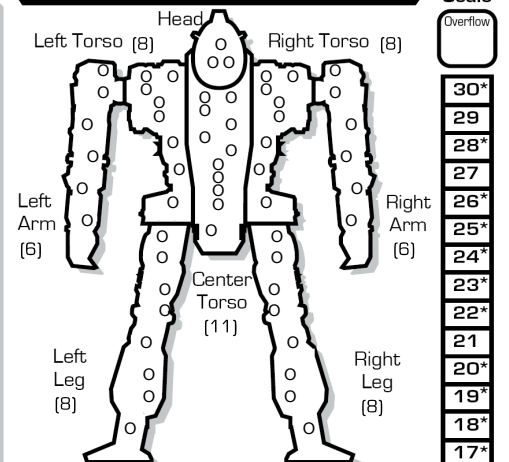
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- Roll Again
- Roll Again

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (10) Single
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Owens OW-1F

Movement Points:

Walking: 8  
Running: 12  
Jumping: 0

Tonnage: 35

Tech Base: Inner Sphere  
Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

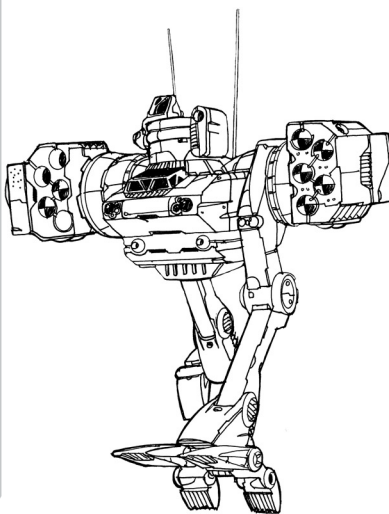
### Weapons & Equipment Inventory

(hexes)

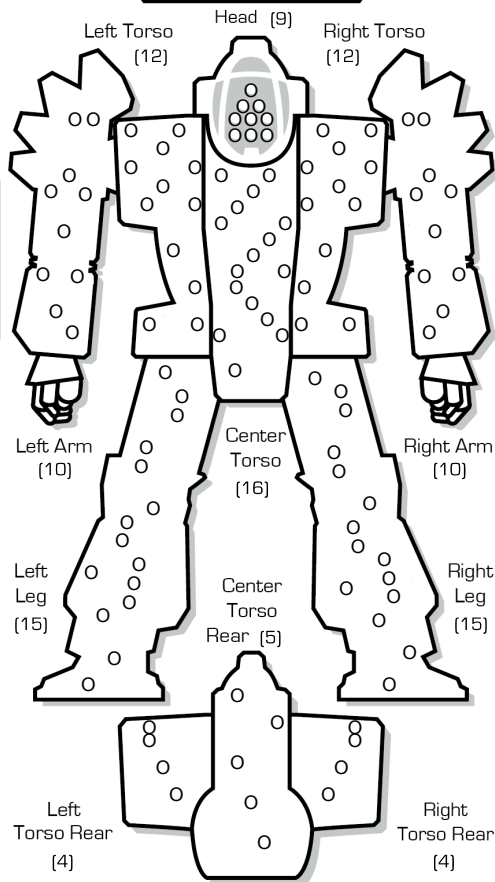
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	HD	—	[E]	—	—	—	—
1	Light PPC	CT	5	5 [DE]	3	6	12	18
1	C <sup>3</sup> Slave	RT	—	[E]	—	—	—	—
1	TAG	RT	0	0 [S]	—	5	10	15
1	Beagle Active Probe	LT	—	[E]	—	—	—	—
1	Guardian ECM Suite	LT	—	[E]	—	—	—	—
1	ER Small Laser	RA	2	3 [DE]	—	2	4	5
1	ER Small Laser	LA	2	3 [DE]	—	2	4	5
1	A-Pod	RL	—	[PD,OS,A]	—	—	—	—

Cost: 8,020,406 C-bills

BV: 933



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- ER Small Laser
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Beagle Active Probe
- Beagle Active Probe
- Guardian ECM Suite

1-3

- Guardian ECM Suite
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

4-6

#### Head

- Life Support
- Sensors
- Cockpit
- Targeting Computer
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Light PPC
- Light PPC

4-6

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

#### Right Arm

- Shoulder
- Upper Arm Actuator
- ER Small Laser
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- TAG
- C<sup>3</sup> Slave
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

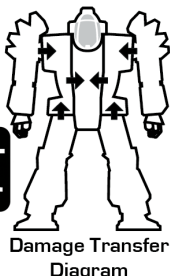
4-6

#### Right Leg

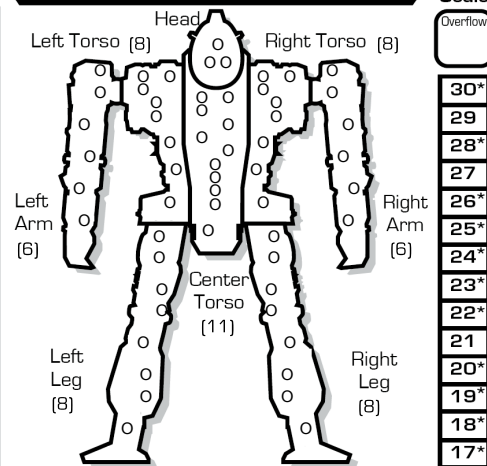
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- A-Pod
- Roll Again

4-6

**CATALYST**  
game labs



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (10) Single
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0



# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Owens OW-1R

Movement Points:  
 Walking: 8  
 Running: 12  
 Jumping: 0

Tonnage: 35  
 Tech Base: Mixed Tech (I.S.)  
 (Experimental)  
 Era: Clan Invasion

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

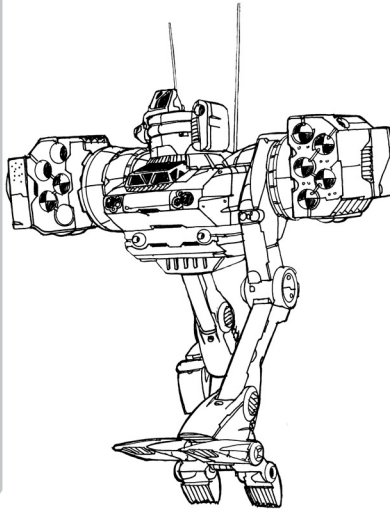
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

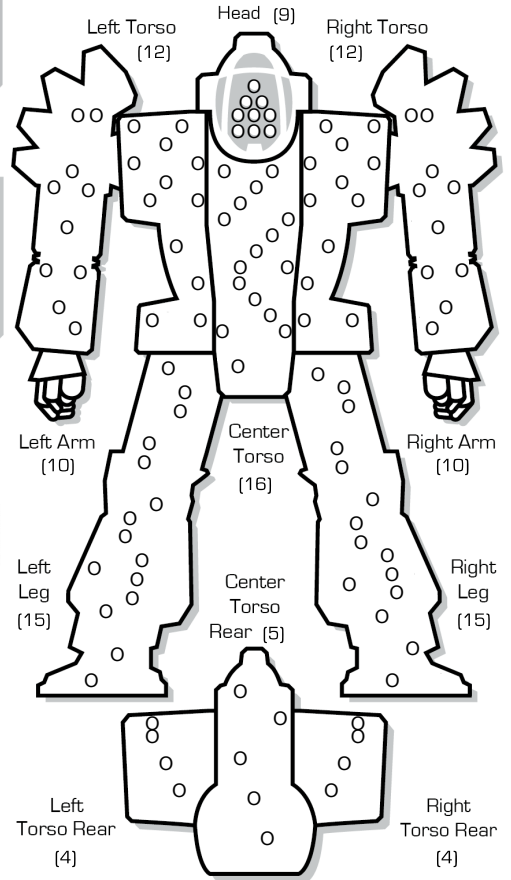
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser (Clan)	HD	5	7 [DE]	—	5	10	15
1	C³ Slave	RT	—	[E]	—	—	—	—
1	MRM 10	RT	4	1/2 Msl [M,C]	—	3	8	15
1	TAG	RT	0	0 [S]	—	5	10	15
1	Beagle Active Probe	LT	—	[E]	—	—	—	4
1	ER Medium Laser (Clan)	RA	5	7 [DE]	—	5	10	15
1	ER Medium Laser (Clan)	LA	5	7 [DE]	—	5	10	15

Cost: 8,114,906 C-bills

BV: 1,215



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser (Clan)
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Beagle Active Probe
- Beagle Active Probe
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser (Clan)
- Sensors
- Life Support

1-3

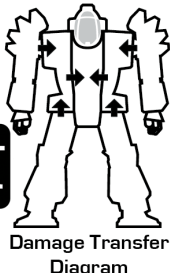
#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Roll Again
- Roll Again

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser (Clan)
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- MRM 10
- MRM 10
- Ammo (MRM 10) 24

1-3

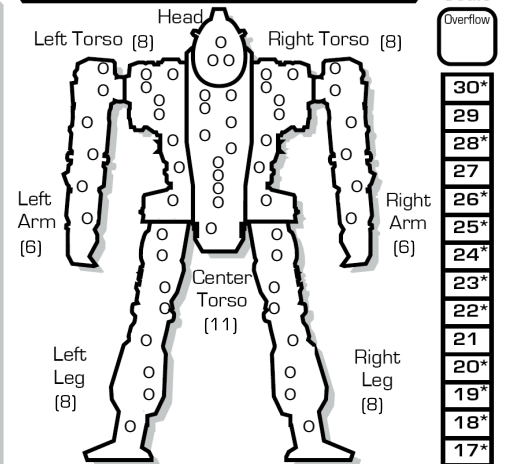
- TAG
- C³ Slave
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (10) Single
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Strider SR1-0

Movement Points:  
 Walking: 6  
 Running: 9  
 Jumping: 0

Tonnage: 40  
 Tech Base: Inner Sphere  
 Era: Clan Invasion

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

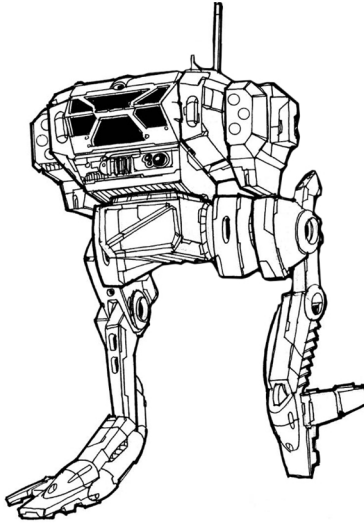
1	2	3	4	5	6
3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

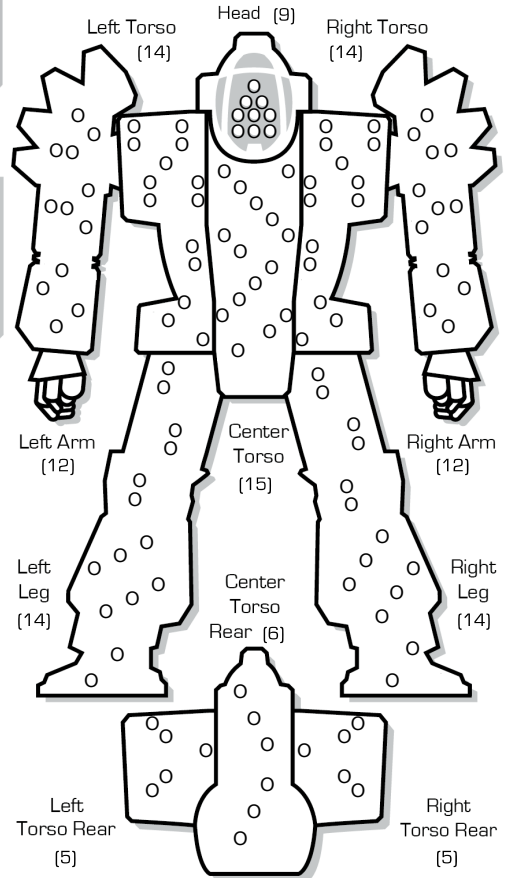
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	—	1	2	3
1	Beagle Active Probe	CT	—	[E]	—	—	—	4
1	SRM 6 w/Artemis IV FCS	RA	4	2/Msl [M,C]	—	3	6	9
1	SRM 6 w/Artemis IV FCS	LA	4	2/Msl [M,C]	—	3	6	9

Cost: 4,893,437 C-bills

BV: 867



### ARMOR DIAGRAM



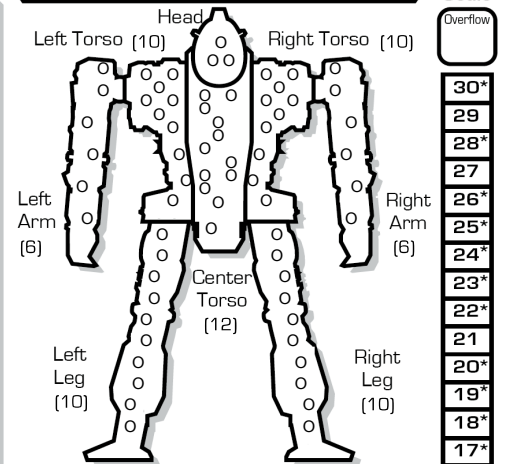
### CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>SRM 6</li> <li>SRM 6</li> <li>Artemis IV FCS</li> <li>Roll Again</li> </ol> <h4>Center Torso</h4> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <h4>Left Torso</h4> <ol style="list-style-type: none"> <li>Ammo [SRM 6 Artemis] 15</li> <li>CASE</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol> <h4>Right Torso</h4> <ol style="list-style-type: none"> <li>Ammo [SRM 6 Artemis] 15</li> <li>CASE</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol> <h4>Left Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Heat Sink</li> <li>Endo Steel</li> </ol>	<h4>Head</h4> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Small Laser</li> <li>Sensors</li> <li>Life Support</li> </ol> <h4>Right Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>SRM 6</li> <li>SRM 6</li> <li>Artemis IV FCS</li> <li>Roll Again</li> </ol> <h4>Center Torso</h4> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <h4>Right Torso</h4> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <h4>Right Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Endo Steel</li> <li>Roll Again</li> </ol>
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Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (10) Single
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Strider SR1-OA**

**Movement Points:**  
 Walking: 6  
 Running: 9  
 Jumping: 0

**Tonnage:** 40  
**Tech Base:** Inner Sphere  
**Era:** Clan Invasion

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	—	1	2	3
1	Beagle Active Probe	CT	—	[E]	—	—	—	4
1	C³ Slave	RT	—	[E]	—	—	—	—
1	TAG	LT	0	0 [S]	—	5	10	15
1	Narc	RA	0	[M]	—	3	6	9
1	Narc	LA	0	[M]	—	3	6	9

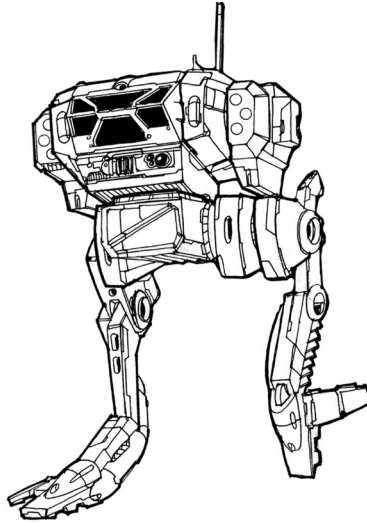
Cost: 5,138,437 C-bills

BV: 723

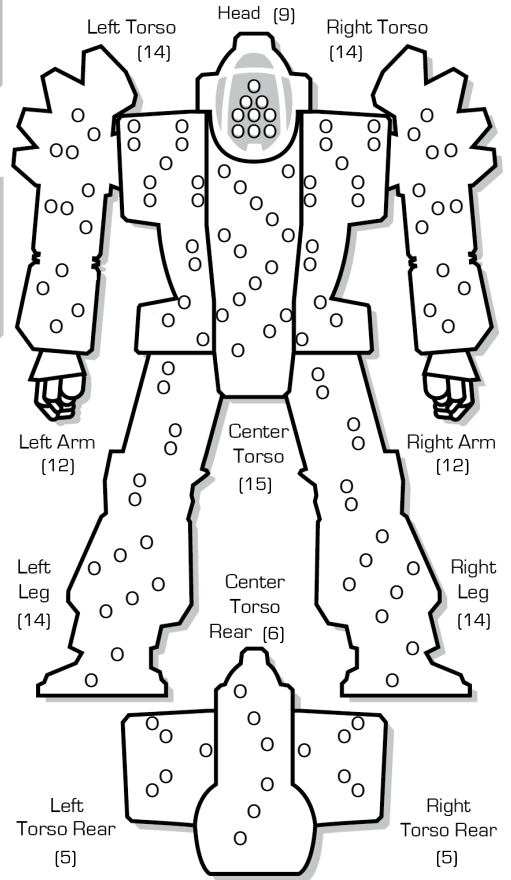
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting 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. Narc
- 1-3 4. Narc
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

1. Ammo (Narc) 6
2. TAG
3. CASE
- 1-3 4. Endo Steel
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

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Endo Steel

#### Head

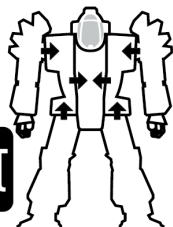
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

#### 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. Beagle Active Probe
6. Beagle Active Probe

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Narc
- 1-3 4. Narc
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

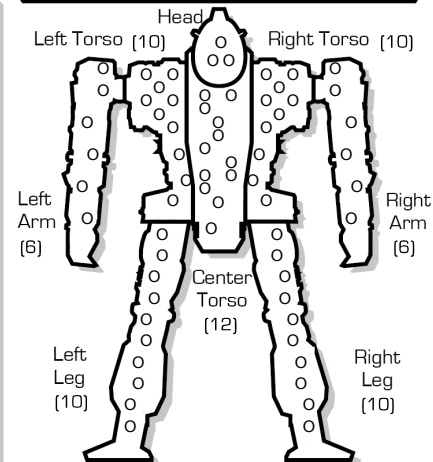
1. Ammo (Narc) 6
2. C³ Slave
3. CASE
- 1-3 4. Endo Steel
5. Endo Steel
6. Endo Steel

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. Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (10) Single
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

#### Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Strider SR1-OB

Movement Points:  
Walking: 6  
Running: 9  
Jumping: 0

Tonnage: 40  
Tech Base: Inner Sphere  
Era: Clan Invasion

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	RA	4	1/Msl [M,C,S]	6	7	14	21
1	LRM 10	LA	4	1/Msl [M,C,S]	6	7	14	21

Cost: 4,243,750 C-bills

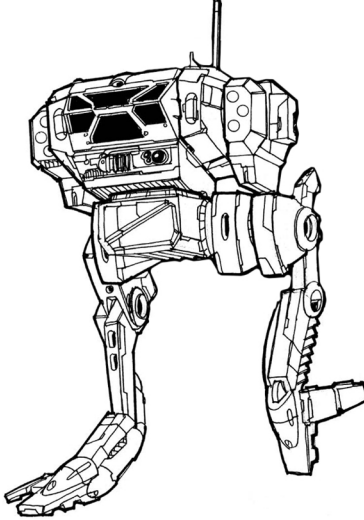
BV: 910

### WARRIOR DATA

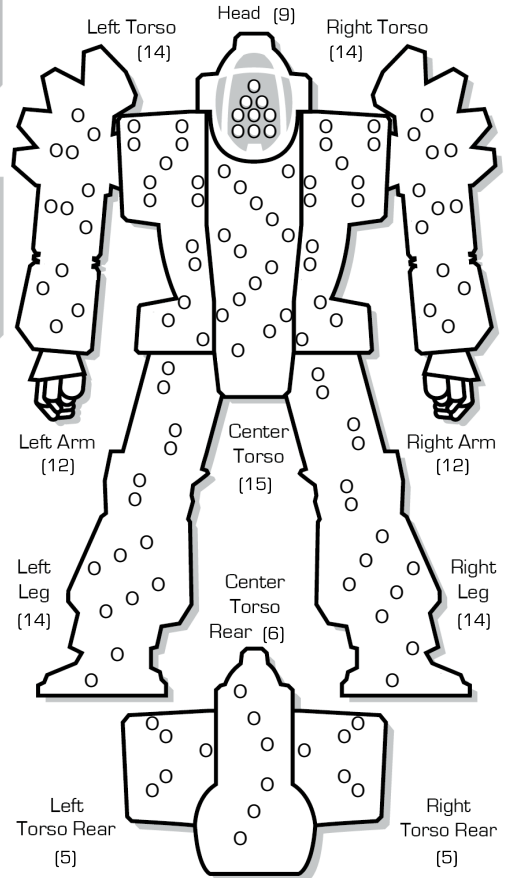
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ 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
- LRM 10
- LRM 10
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- Ammo (LRM 10) 12
- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Endo Steel

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Roll Again
- Roll Again

4-6

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

#### Right Arm

- Shoulder
- Upper Arm Actuator
- LRM 10
- LRM 10
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- Ammo (LRM 10) 12
- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

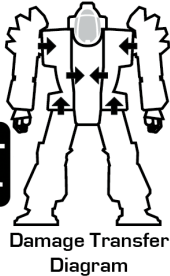
1-3

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

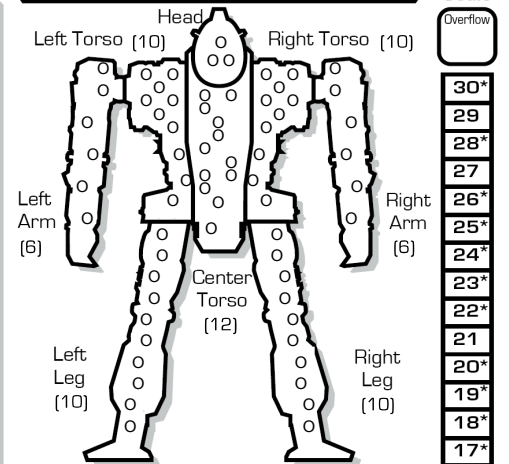
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- 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	Heat Sinks: 10 (10) Single
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Strider SR1-0C

Movement Points:  
 Walking: 6  
 Running: 9  
 Jumping: 0

Tonnage: 40  
 Tech Base: Inner Sphere  
 Era: Clan Invasion

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Slave	HD	—	[E]	—	—	—	—
1	Large Laser	CT	8	8 [DE]	6	5	10	15
1	LRM 5	RA	2	1/Msl [M.C.S.]	6	7	14	21
1	LRM 5	LA	2	1/Msl [M.C.S.]	6	7	14	21

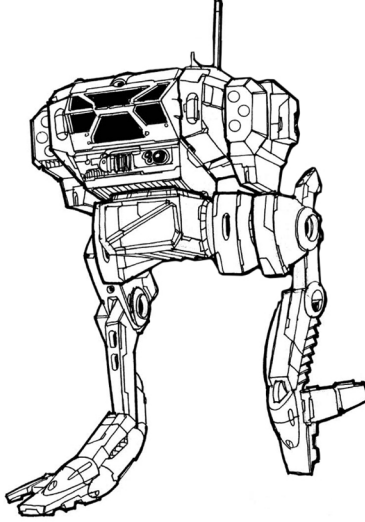
Cost: 4,611,250 C-bills

BV: 944

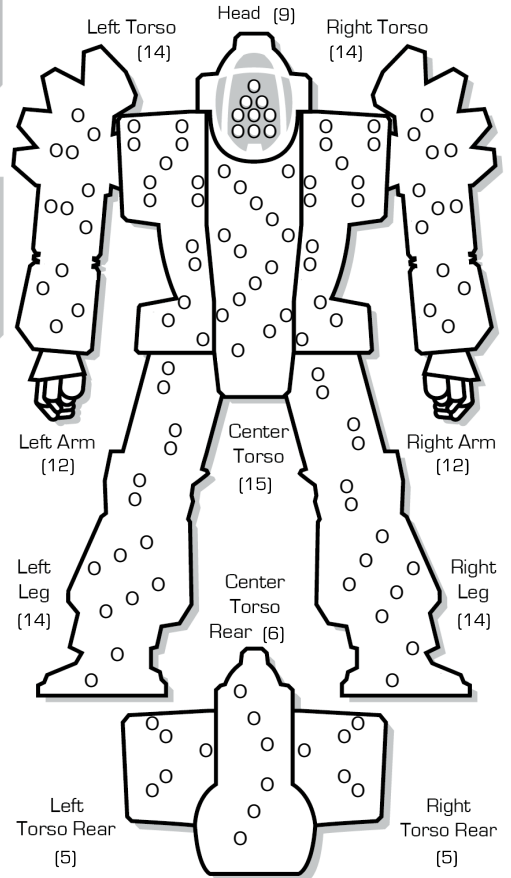
### WARRIOR DATA

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. LRM 5
- 1-3 4. Roll Again
- 5. Roll Again
- 6. Roll Again

#### Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. C<sup>3</sup> Slave
- 5. Sensors
- 6. Life Support

#### Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. LRM 5
- 1-3 4. Roll Again
- 5. Roll Again
- 6. Roll Again

#### Center Torso

- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

#### Left Torso

- 1. Ammo (LRM 5) 24
- 2. CASE
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. Gyro
- 6. Gyro

#### Right Torso

- 1. Ammo (LRM 5) 24
- 2. CASE
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

- 1. Endo Steel
- 2. Endo Steel
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

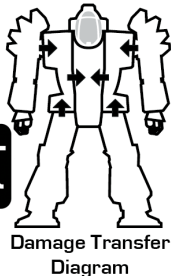
- 1. Endo Steel
- 2. Endo Steel
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

#### Left Leg

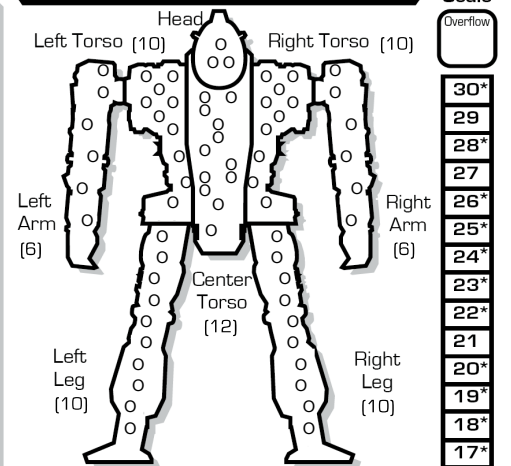
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Heat Sink
- 6. Endo Steel

#### Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Roll Again



### INTERNAL STRUCTURE DIAGRAM



Heat Scale  
 Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (10) Single
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Strider SR1-0D**

Movement Points:

Walking: 6  
Running: 9  
Jumping: 0

Tonnage: 40

Tech Base: Inner Sphere  
Era: Clan Invasion

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

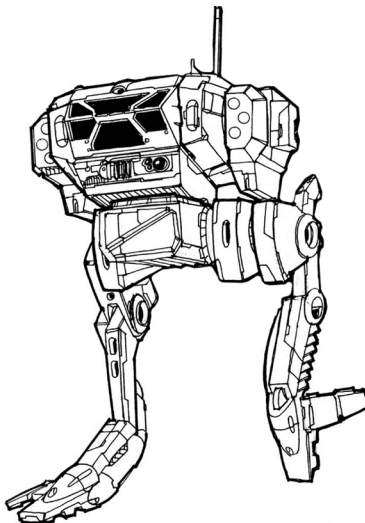
### Weapons & Equipment Inventory

(hexes)

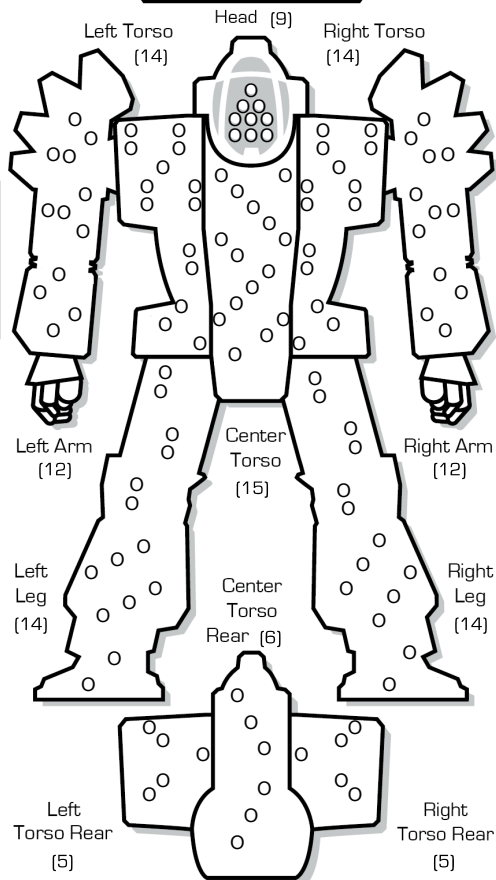
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	---	1	2	3
1	Beagle Active Probe	CT	---	[E]	---	---	---	4
1	C <sup>3</sup> Slave	LT	---	[E]	---	---	---	---
1	TAG	LT	0	0 [S]	---	5	10	15
1	Medium Pulse Laser	RA	4	6 [P]	---	2	4	6
1	Streak SRM 2	RA	2	2/Msl [M,C]	---	3	6	9
1	Medium Pulse Laser	LA	4	6 [P]	---	2	4	6
1	Streak SRM 2	LA	2	2/Msl [M,C]	---	3	6	9

Cost: 5,050,937 C-bills

BV: 873



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Medium Pulse Laser
- 1-3 Streak SRM 2
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Medium Pulse Laser
- 1-3 Streak SRM 2
- Roll Again
- Roll Again

#### Center Torso

- Roll Again
  - Roll Again
  - Roll Again
  - 4-6 Roll Again
  - Roll Again
  - Roll Again
- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - 1-3 Gyro
  - Gyro
  - Gyro

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Torso

- TAG
  - C<sup>3</sup> Slave
  - 1-3 CASE
  - Endo Steel
  - Endo Steel
  - Endo Steel
- Gyro
  - Fusion Engine
  - Fusion Engine
  - 4-6 Fusion Engine
  - Beagle Active Probe
  - Beagle Active Probe

#### Right Torso

- Ammo (Streak SRM 2) 50
  - CASE
  - 1-3 Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
- Endo Steel
  - Endo Steel
  - Roll Again
  - 4-6 Roll Again
  - Roll Again
  - Roll Again

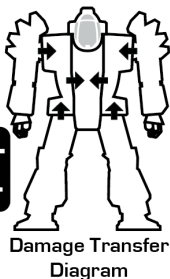
Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

#### Left Leg

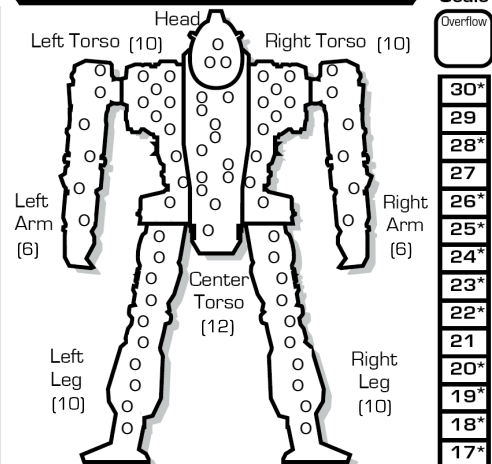
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Endo Steel

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
4. Foot Actuator
- Endo Steel
- Roll Again



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (10) Single
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Strider SR1-OE

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 40

Tech Base: Inner Sphere

Era: Clan Invasion

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

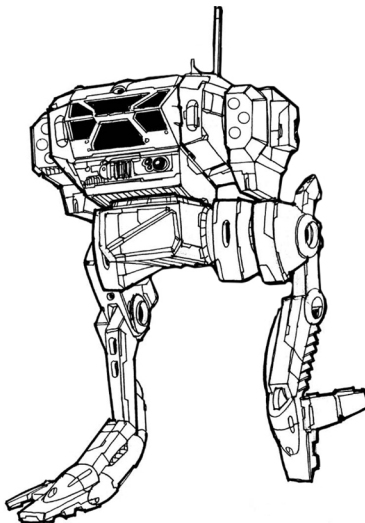
### Weapons & Equipment Inventory

(hexes)

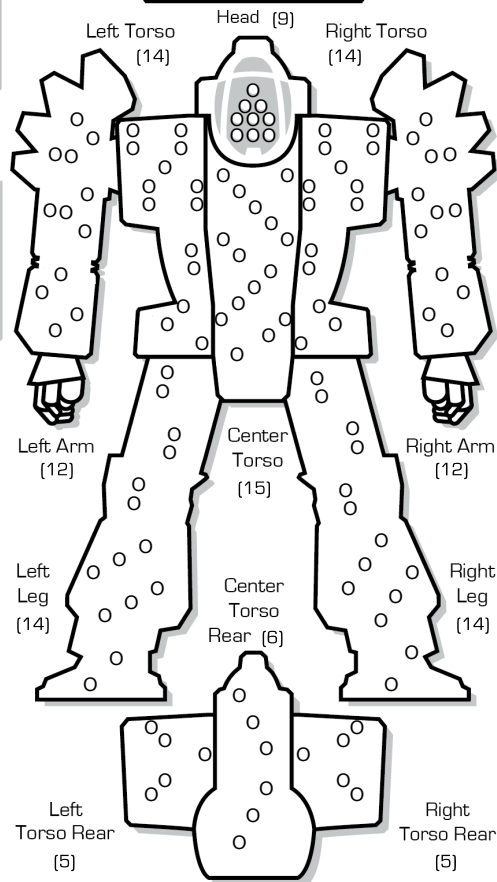
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	—	3	6	9
1	Streak SRM 6	RA	4	2/Msl [M,C]	—	3	6	9
1	Streak SRM 6	LA	4	2/Msl [M,C]	—	3	6	9

Cost: 4,383,750 C-bills

BV: 976



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Streak SRM 6
- Streak SRM 6
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- Ammo (Streak SRM 6) 15
- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Endo Steel

#### Head

- Life Support
- Sensors
- Cockpit
- Medium Laser
- Sensors
- Life Support

#### Center Torso

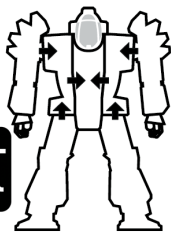
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Roll Again
- Roll Again

4-6

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Streak SRM 6
- Streak SRM 6
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- Ammo (Streak SRM 6) 15
- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

1-3

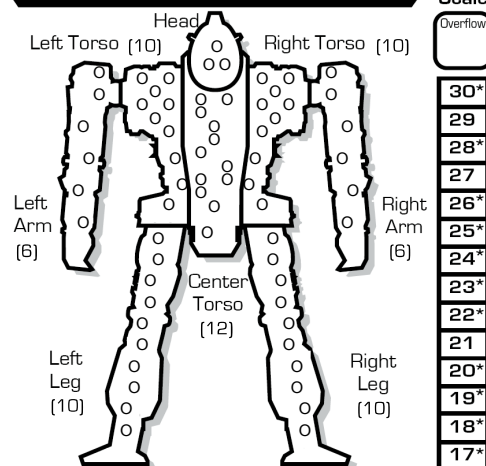
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (10) Single
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Strider SR1-OF

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 40

Tech Base: Inner Sphere

Era: Clan Invasion

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

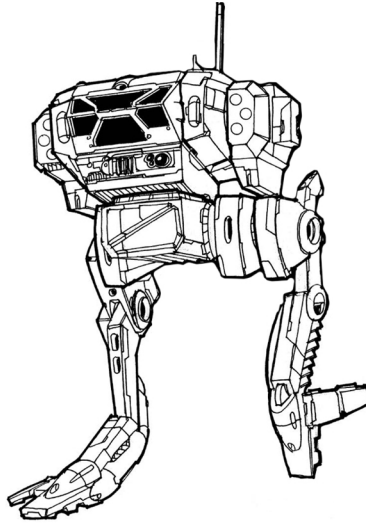
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

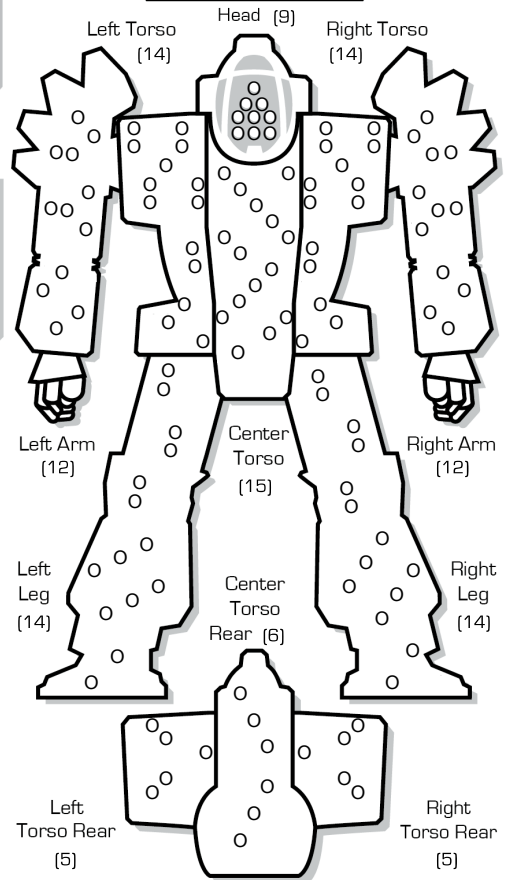
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 4	RT	3	2 [M,C]	—	3	6	9
1	Streak SRM 4	LT	3	2 [M,C]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

Cost: 4,852,750 C-bills

BV: 1,032



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Medium Laser
- 1-3 Roll Again
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Medium Laser
- 1-3 Roll Again
- Roll Again
- Roll Again

#### Center Torso

- Roll Again
  - Roll Again
  - Roll Again
  - 1-3 Roll Again
  - Roll Again
  - Roll Again
- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - 1-3 Gyro
  - Gyro
  - Gyro

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Torso

- Jump Jet
- Jump Jet
- Jump Jet
- 1-3 Streak SRM 4
- CASE
- Endo Steel

- Gyro
- 1-3 Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Roll Again
- Roll Again

#### Right Torso

- Jump Jet
- Jump Jet
- Jump Jet
- 1-3 Streak SRM 4
- Ammo (Streak SRM 4) 25
- CASE

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Roll Again

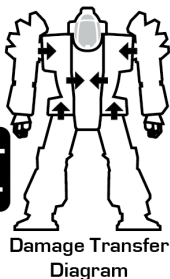
#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- Heat Sink
- 6 Endo Steel

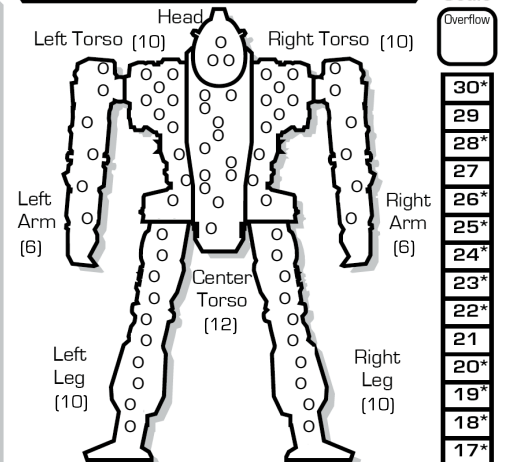
- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Endo Steel

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- Endo Steel
- 6 Roll Again



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (10) Single
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Strider SR1-OG

Movement Points:

Walking: 6  
Running: 9  
Jumping: 0

Tonnage: 40

Tech Base: Inner Sphere  
Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

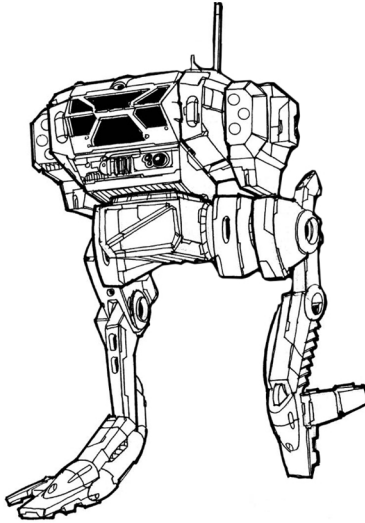
### Weapons & Equipment Inventory

(hexes)

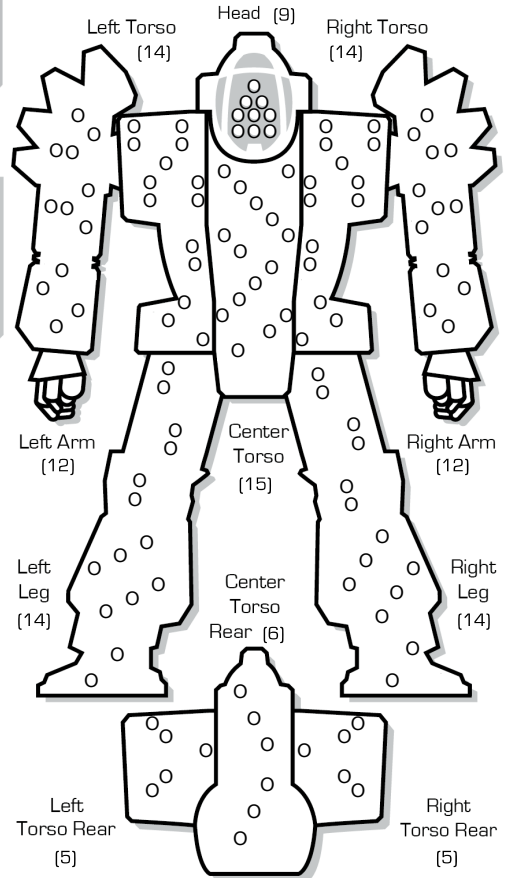
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Small Laser	CT	2	3 [DE]	—	2	4	5
1	MML 7	RA	4	1 [M,S,C]	—	—	—	—
	LRM			2 [Msl]	6	7	14	21
	SRM			2 [Msl]	—	3	6	9
1	MML 7	LA	4	1 [M,S,C]	—	—	—	—
	LRM			2 [Msl]	6	7	14	21
	SRM			2 [Msl]	—	3	6	9

Cost: 4,493,125 C-bills

BV: 883



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- MML 7
- MML 7
- MML 7
- MML 7

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- Ammo (MML 7/LRM) 17
- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Endo Steel

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- ER Small Laser
- ER Small Laser

4-6

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

#### Right Arm

- Shoulder
- Upper Arm Actuator
- MML 7
- MML 7
- MML 7
- MML 7

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- Ammo (MML 7/SRM) 14
- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

1-3

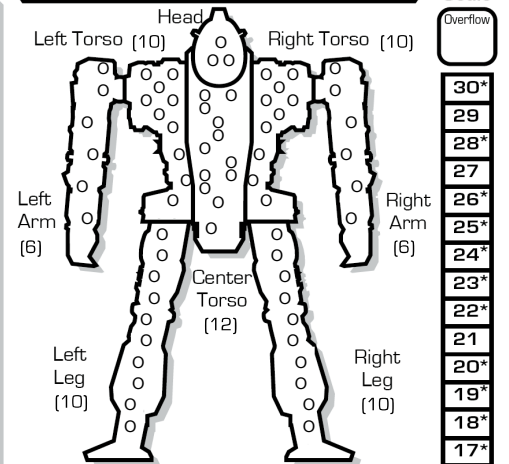
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

### INTERNAL STRUCTURE DIAGRAM



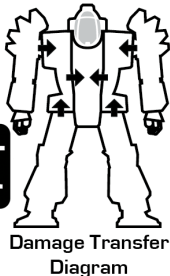
Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

Heat Level*	Effects	Heat Sinks: 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	○



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Strider SR1-OR

Movement Points:

Walking: 6  
Running: 9  
Jumping: 0

Tonnage: 40

Tech Base: Mixed Tech (I.S.)  
(Experimental)

Era: Clan Invasion

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

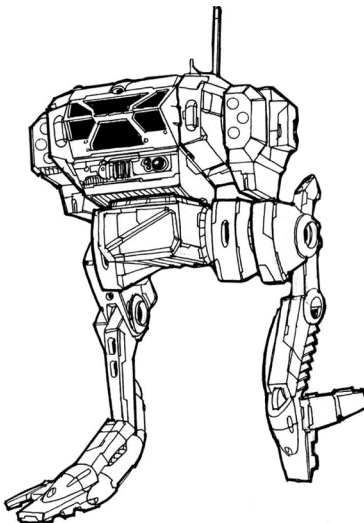
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

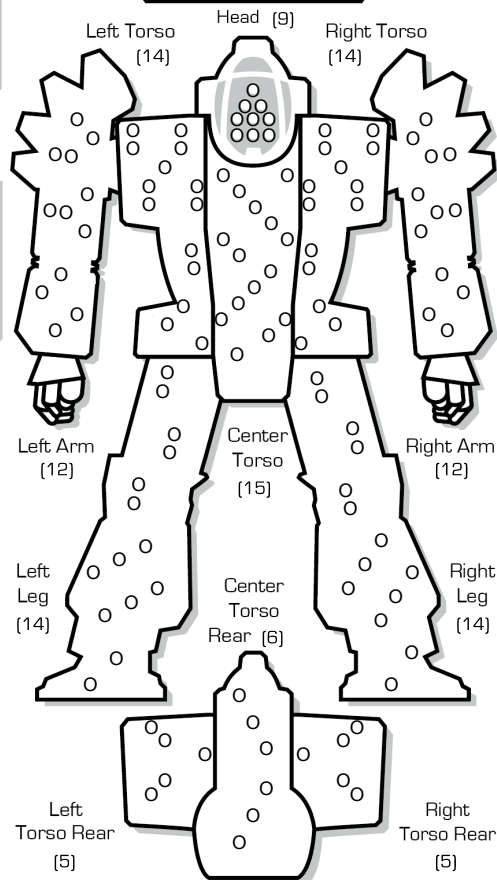
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser (Clan)	HD	4	7 [P]	—	4	8	12
1	Medium Pulse Laser (Clan)	CT	4	7 [P]	—	4	8	12
1	Streak SRM 6 (Clan)	RA	4	2/Msl [M,C]	—	4	8	12
1	Streak SRM 6 (Clan)	LA	4	2/Msl [M,C]	—	4	8	12

Cost: 4,523,750 C-bills

BV: 1,339



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Streak SRM 6 (Clan)
- 4 Streak SRM 6 (Clan)
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Torso

- 1-3 Ammo (Streak SRM 6) 15
- CASE
- 3 Endo Steel
- 4 Endo Steel
- 5 Endo Steel
- 6 Endo Steel

- 1 Endo Steel
- 2 Endo Steel
- 3 Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- 6 Endo Steel

#### Head

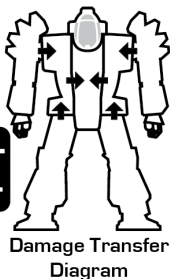
- Life Support
- Sensors
- Cockpit
- 4 Medium Pulse Laser (Clan)
- Sensors
- Life Support

#### 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 Medium Pulse Laser (Clan)
- 6 Roll Again

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Streak SRM 6 (Clan)
- 4 Streak SRM 6 (Clan)
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Right Torso

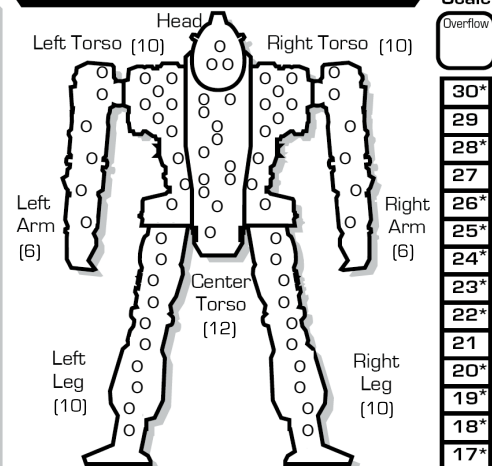
- 1-3 Ammo (Streak SRM 6) 15
- CASE
- 3 Endo Steel
- 4 Endo Steel
- 5 Endo Steel
- 6 Endo Steel

- 1 Endo Steel
- 2 Endo Steel
- 3 Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- 5 Endo Steel
- 6 Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (10) Single
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

### Heat Scale

Heat Scale	Overflow
30*	○
29	○
28*	○
27	○
26*	○
25*	○
24*	○
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: Strider SR1-OX

Movement Points:

Walking: 6  
Running: 9  
Jumping: 0

Tonnage: 40

Tech Base: Inner Sphere  
(Experimental)  
Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

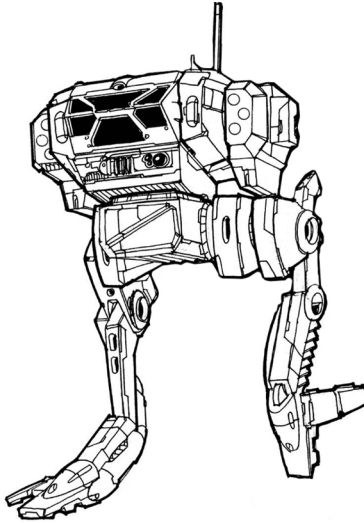
### Weapons & Equipment Inventory

(hexes)

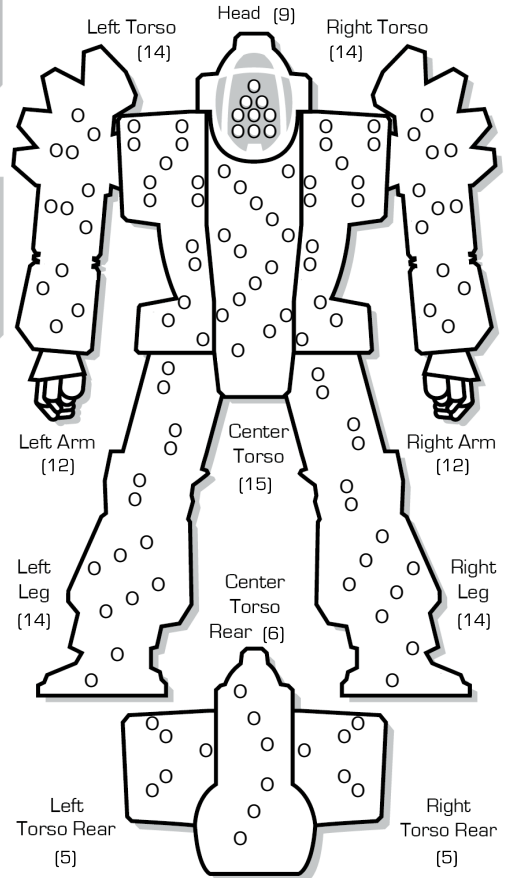
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Bombast Laser	RT	12	12 [DE]	—	5	10	15
1	MML 3	RA	2	[M,S,C]	6	7	14	21
	LRM			2/Msl	—	3	6	9
	SRM			2/Msl	—	3	6	9
1	MML 3	LA	2	[M,S,C]	6	7	14	21
	LRM			1/Msl	—	3	6	9
	SRM			2/Msl	—	3	6	9

Cost: 4,418,750 C-bills

BV: 889



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- MML 3
- MML 3
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- Ammo (MML 3/LRM) 40
- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Endo Steel

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Roll Again
- Roll Again

4-6

#### Right Arm

- Shoulder
- Upper Arm Actuator
- MML 3
- MML 3
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- Bombast Laser
- Bombast Laser
- Bombast Laser
- Ammo (MML 3/SRM) 33
- CASE
- Endo Steel

1-3

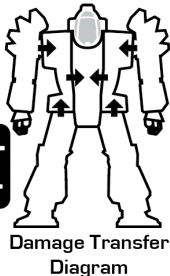
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

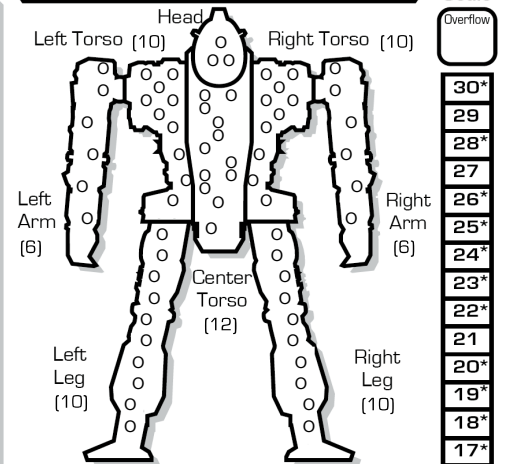
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (10) Single
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Firestarter FS9-0

Movement Points: **Tonnage:** 45  
 Walking: 6 **Tech Base:** Inner Sphere  
 Running: 9 **Era:** Clan Invasion  
 Jumping: 6

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	CT	3	2 [DE,H,A]	—	1	2	3
1	Flamer(R)	CT	3	2 [DE,H,A]	—	1	2	3
1	Beagle Active Probe	RT	—	[E]	—	—	—	4
2	Flamer	RA	3	2 [DE,H,A]	—	1	2	3
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Large Laser	LA	8	8 [DE]	—	5	10	15

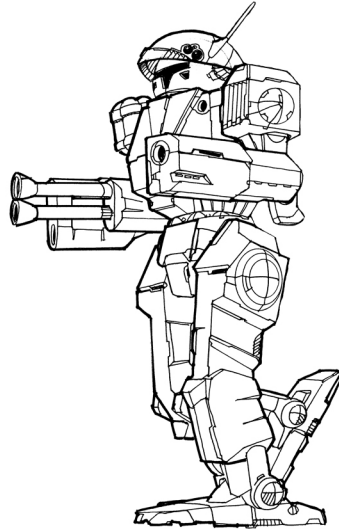
Cost: 10,146,375 C-bills **BV:** 1,144

### WARRIOR DATA

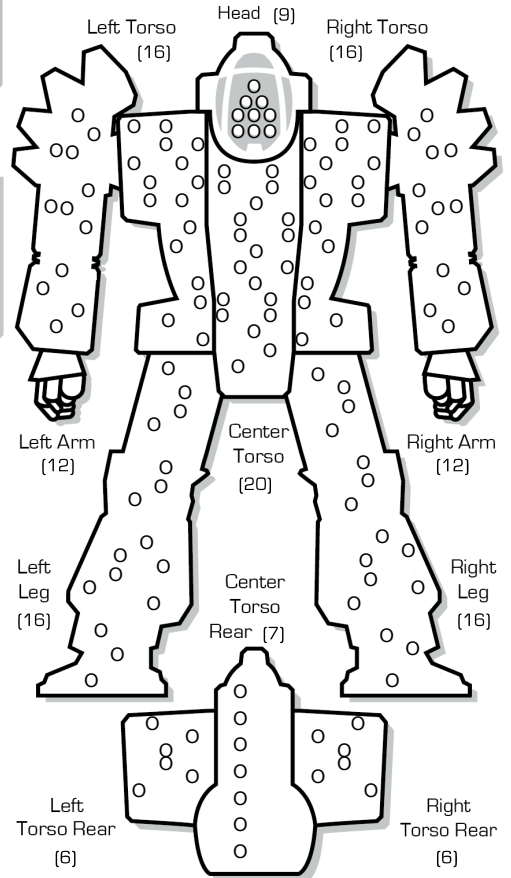
Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken 

1	2	3	4	5	6
3	5	7	10	11	Dead

  
 Consciousness#



### ARMOR DIAGRAM



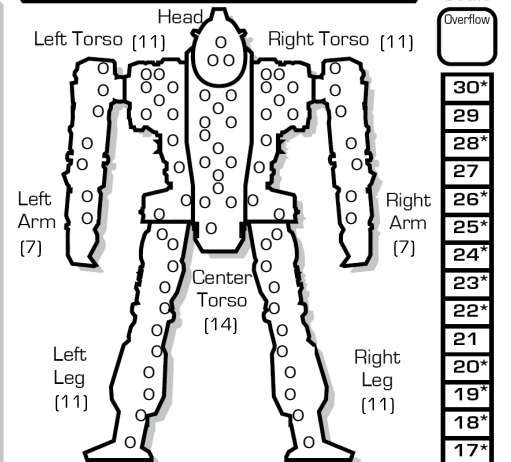
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Large Laser	5. Large Laser	6. Endo Steel
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Large Laser	5. Large Laser	6. Flamer
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
<b>Right Leg</b>	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	Heat Sinks: 12 (24) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	○ ○
13	+2 Modifier to Fire	○ ○
10	-2 Movement Points	○ ○
8	+1 Modifier to Fire	○ ○
5	-1 Movement Points	○ ○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Firestarter FS9-OA

Movement Points: **Tonnage:** 45  
 Walking: 6 **Tech Base:** Inner Sphere  
 Running: 9 **Era:** Clan Invasion  
 Jumping: 6

### Weapons & Equipment Inventory (hexes)

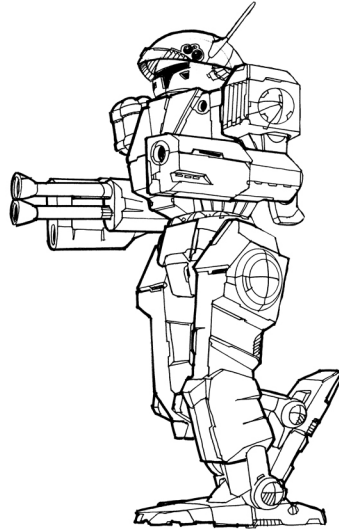
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	CT	3	2 [DE,H,A]	—	1	2	3
1	Flamer(R)	CT	3	2 [DE,H,A]	—	1	2	3
1	LB 10-X AC	RA	2	10 [DB,C/F/S]	—	6	12	18
1	Small Laser	LA	1	3 [DE]	—	1	2	3

Cost: 10,135,500 C-bills BV: 976

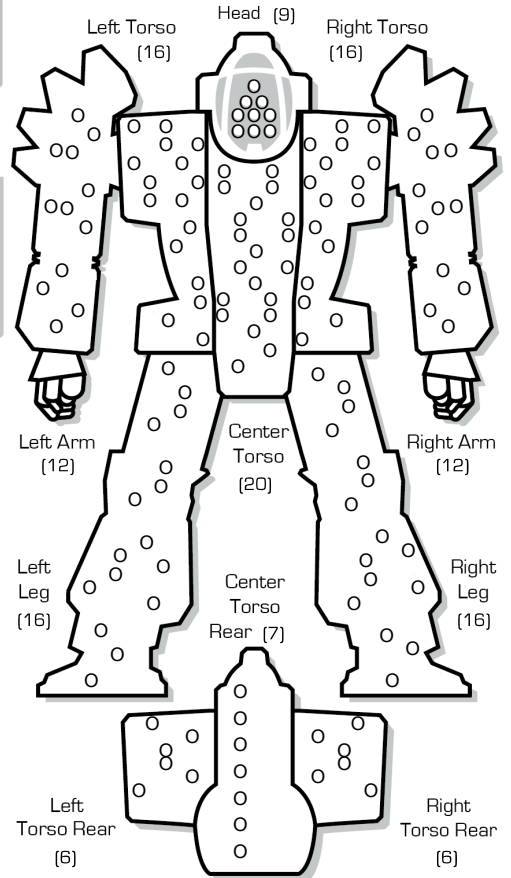
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



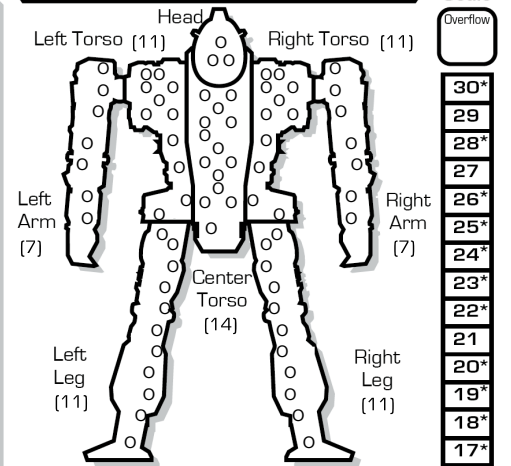
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Small Laser	5. Endo Steel	6. Endo Steel
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. LB 10-X AC	4. LB 10-X AC	5. LB 10-X AC	6. LB 10-X AC
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
<b>Right Leg</b>	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	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

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Firestarter FS9-OB

Movement Points: **Tonnage:** 45  
 Walking: 6 **Tech Base:** Inner Sphere  
 Running: 9 **Era:** Clan Invasion  
 Jumping: 6

### Weapons & Equipment Inventory (hexes)

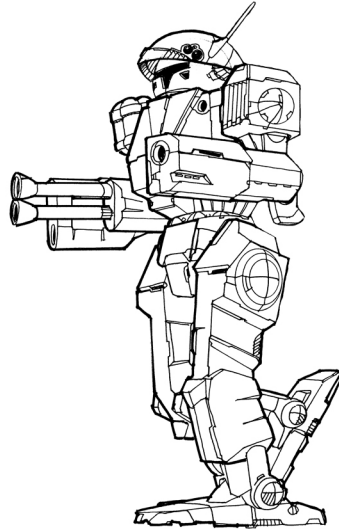
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	CT	3	2 [DE,H,A]	—	1	2	3
1	Flamer(R)	CT	3	2 [DE,H,A]	—	1	2	3
1	TAG	RT	0	0 [S]	—	5	10	15
1	C³ Slave	LT	—	[E]	—	—	—	—
1	Large Pulse Laser	RA	10	9 [P]	—	3	7	10
1	Small Laser	RA	1	3 [DE]	—	1	2	3
2	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

Cost: 10,493,016 C-bills **BV:** 1,070

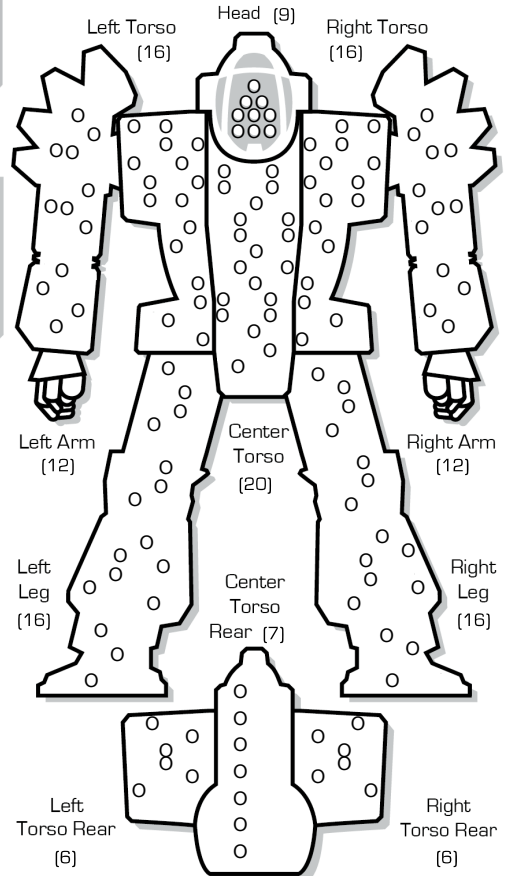
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



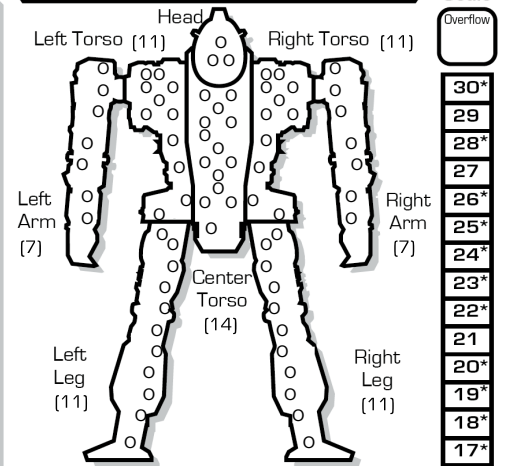
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Medium Pulse Laser	5. Medium Pulse Laser	6. Endo Steel
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Large Pulse Laser	5. Large Pulse Laser	6. Small Laser
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
<b>Right Leg</b>	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	Heat Sinks: 12 (24) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	○ ○
13	+2 Modifier to Fire	○ ○
10	-2 Movement Points	○ ○
8	+1 Modifier to Fire	○ ○
5	-1 Movement Points	○ ○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Firestarter FS9-OC

Movement Points: **Tonnage:** 45  
 Walking: 6 **Tech Base:** Inner Sphere  
 Running: 9 **Era:** Clan Invasion  
 Jumping: 6

### Weapons & Equipment Inventory (hexes)

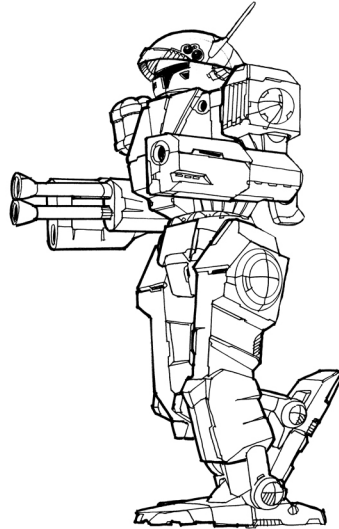
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	CT	3	2 [DE,H,A]	—	1	2	3
1	Flamer(R)	CT	3	2 [DE,H,A]	—	1	2	3
1	Small Laser	RT	1	3 [DE]	—	1	2	3
1	C <sup>3</sup> Slave	LT	—	[E]	—	—	—	—
1	LRM 10	RA	4	1/MeL [M,C,S]	6	7	14	21
1	LRM 10	LA	4	1/MeL [M,C,S]	6	7	14	21

Cost: 10,230,203 C-bills **BV:** 1,006

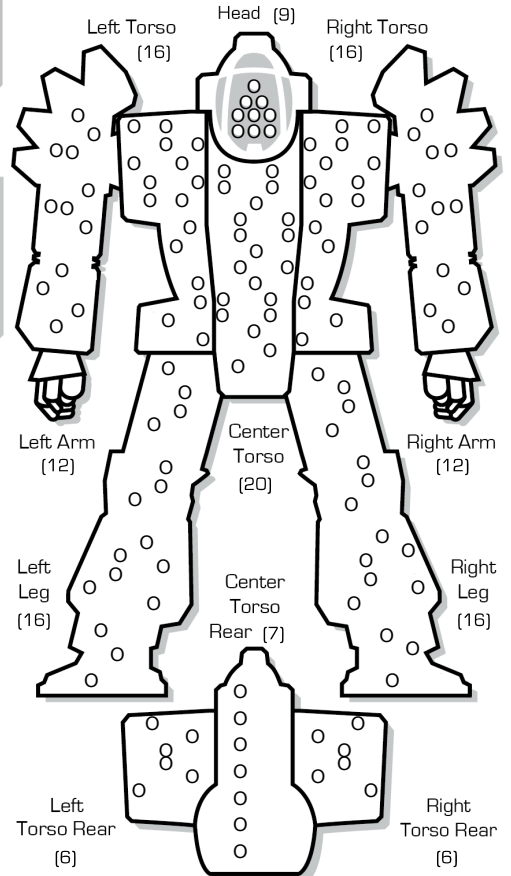
### WARRIOR DATA

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

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. LRM 10	5. LRM 10	6. Ammo (LRM 10) 12
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. LRM 10	5. LRM 10	6. Ammo (LRM 10) 12
<b>Center Torso</b>	1. Endo Steel	2. Endo Steel	3. Endo Steel	4. Roll Again	5. Roll Again	6. Roll Again
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Left Leg</b>	1. Jump Jet	2. Jump Jet	3. Jump Jet	4. C <sup>3</sup> Slave	5. Endo Steel	6. Endo Steel
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. 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

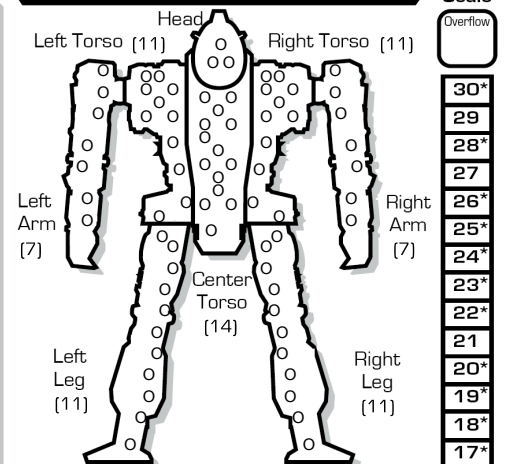
**Right Torso**

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

**Engine Hits** ○○○○  
**Gyro Hits** ○○  
**Sensor Hits** ○○  
**Life Support** ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	○ ○
13	+2 Modifier to Fire	○ ○
10	-2 Movement Points	○ ○
8	+1 Modifier to Fire	○ ○
5	-1 Movement Points	○ ○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Firestarter FS9-OD

Movement Points: **Tonnage:** 45  
 Walking: 6 **Tech Base:** Inner Sphere  
 Running: 9 **Era:** Clan Invasion  
 Jumping: 6

### Weapons & Equipment Inventory (hexes)

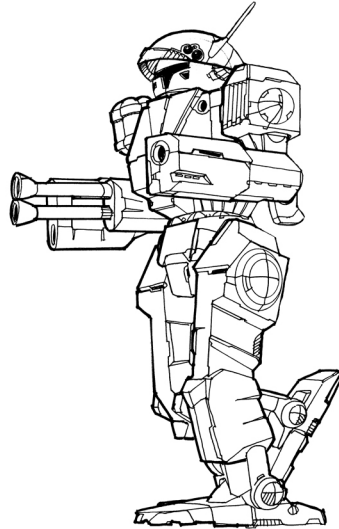
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	CT	3	2 [DE,H,A]	—	1	2	3
1	Flamer(R)	CT	3	2 [DE,H,A]	—	1	2	3
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
1	C³ Slave	LT	—	[E]	—	—	—	—
1	LRM 5	RA	2	1/Msl [M,C,S]	6	7	14	21
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	ER PPC	LA	15	10 [DE]	—	7	14	23

Cost: 10,876,360 C-bills **BV:** 1,322

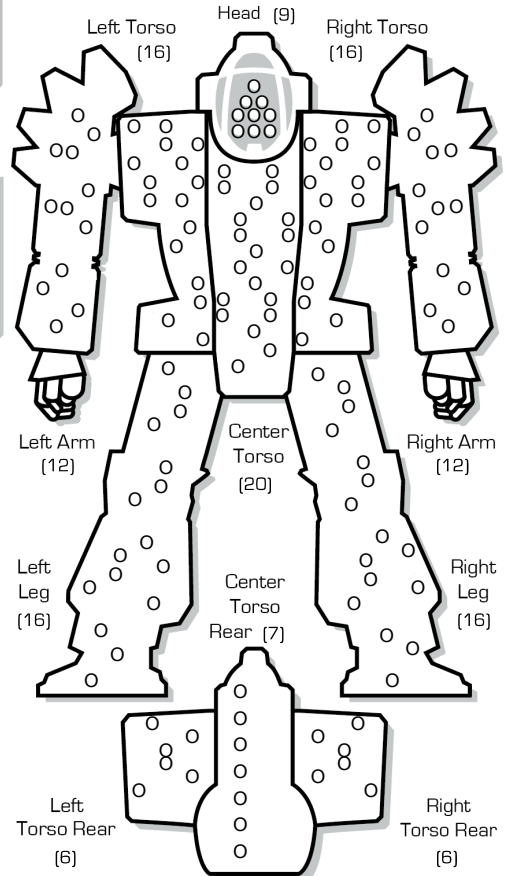
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



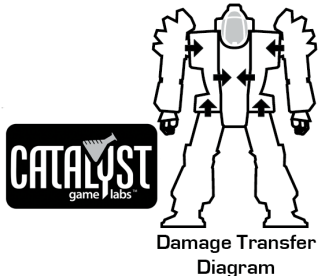
### ARMOR DIAGRAM



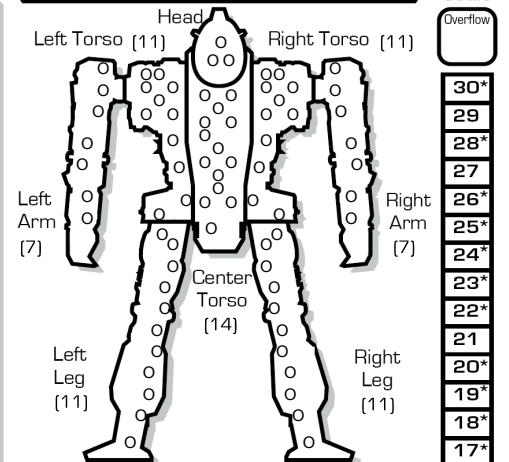
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. ER PPC	4. ER PPC	5. ER PPC	6. Endo Steel
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Medium Laser	5. LRM 5	6. Ammo (LRM 5) 24
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
<b>Right Leg</b>	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 ○



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	○ ○
13	+2 Modifier to Fire	○ ○
10	-2 Movement Points	○ ○
8	+1 Modifier to Fire	○ ○
5	-1 Movement Points	○ ○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Firestarter FS9-OE

Movement Points: **Tonnage:** 45  
 Walking: 6 **Tech Base:** Inner Sphere  
 Running: 9 **Era:** Clan Invasion  
 Jumping: 6

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	CT	3	2 [DE,H,A]	—	1	2	3
1	Flamer(R)	CT	3	2 [DE,H,A]	—	1	2	3
1	Small Pulse Laser	RT	2	3 [P]	—	1	2	3
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	MRM 20	RA	6	1/Meat [M,C]	—	3	8	15
1	Sword	LA	—	6	—	—	—	—

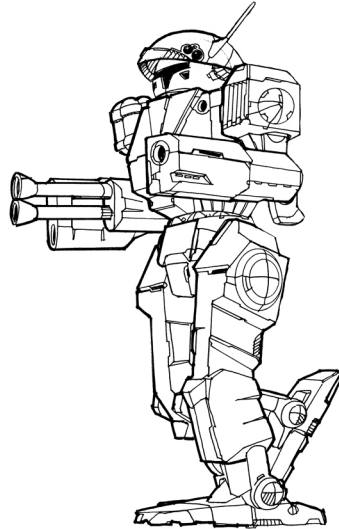
Cost: 9,819,400 C-bills

BV: 998

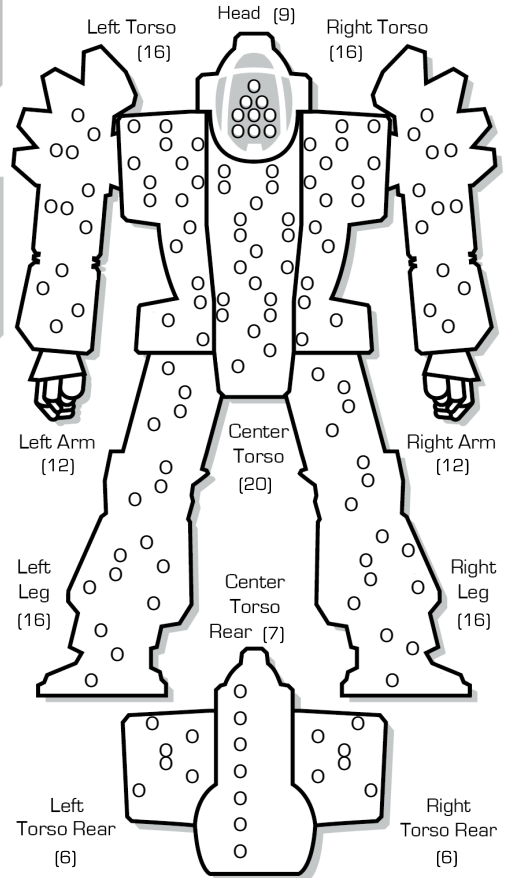
### WARRIOR DATA

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

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Sword	6. Sword
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. MRM 20	5. MRM 20	6. MRM 20
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel

**Head**

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

**Left Arm**

- Sword
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

**Right Arm**

- Ammo (MRM 20) 12
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

**Center Torso**

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Flamer
- Flamer(R)

**Left Torso**

- Jump Jet
- Jump Jet
- Jump Jet
- Medium Pulse Laser
- Endo Steel
- Endo Steel

**Right Torso**

- Jump Jet
- Jump Jet
- Jump Jet
- Small Pulse Laser
- Roll Again
- Roll Again

**Engine Hits** ○○○

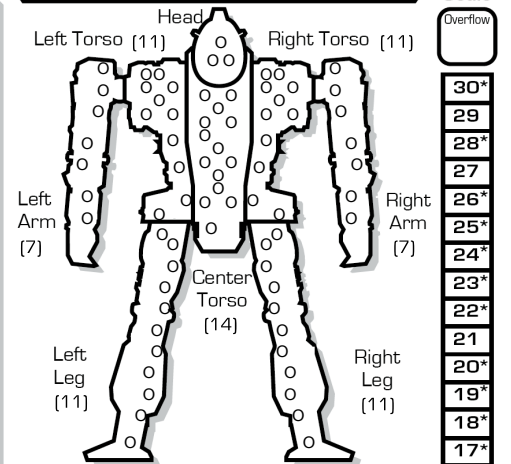
**Gyro Hits** ○○

**Sensor Hits** ○○

**Life Support** ○

**Damage Transfer Diagram**

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	○ ○
13	+2 Modifier to Fire	○ ○
10	-2 Movement Points	○ ○
8	+1 Modifier to Fire	○ ○
5	-1 Movement Points	○ ○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Firestarter FS9-OF

Movement Points:  
 Walking: 6  
 Running: 9  
 Jumping: 6

Tonnage: 45  
 Tech Base: Inner Sphere  
 Era: Clan Invasion

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	3 [DE]	—	2	4	5
1	Flamer	CT	3	2 [DE,H,A]	—	1	2	3
1	Flamer(R)	CT	3	2 [DE,H,A]	—	1	2	3
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

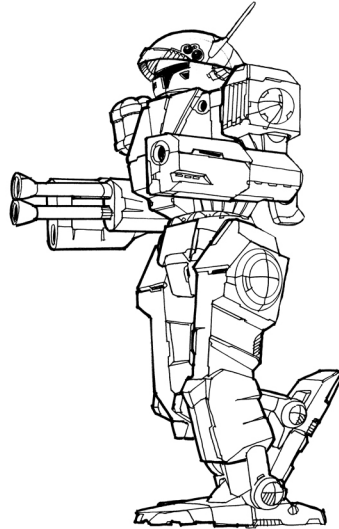
Cost: 10,440,453 C-bills

BV: 1,446

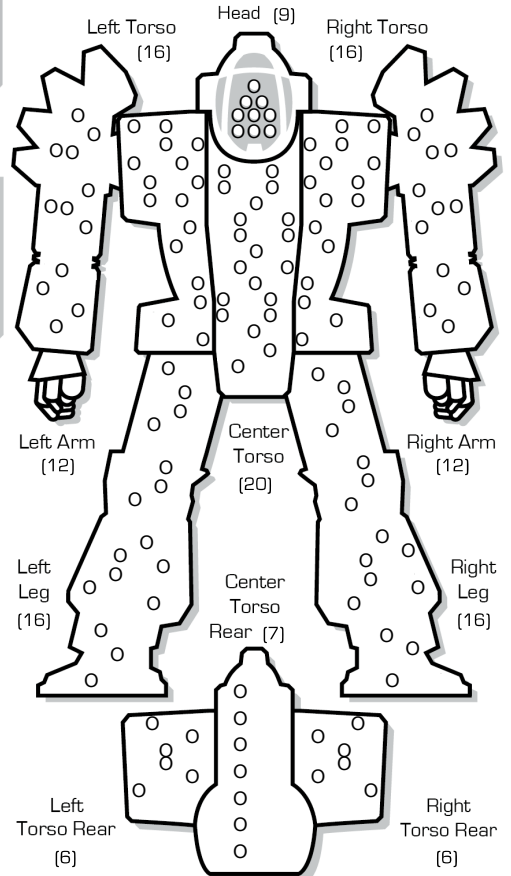
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



### ARMOR DIAGRAM



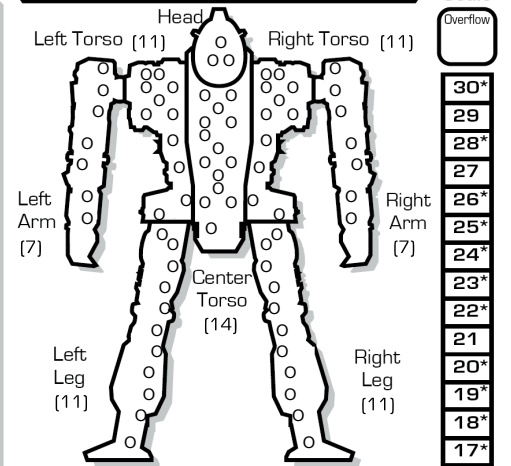
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. ER Large Laser	5. ER Large Laser	6. ER Medium Laser
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. ER Large Laser	5. ER Large Laser	6. ER Medium Laser
<b>Center Torso</b>	1. Endo Steel	2. Endo Steel	3. Endo Steel	4. Roll Again	5. Roll Again	6. Roll Again
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Left Leg</b>	1. Jump Jet	2. Jump Jet	3. Jump Jet	4. Endo Steel	5. Endo Steel	6. Roll Again
<b>Right Leg</b>	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	Heat Sinks: 13 (26) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○ ○
24	+4 Modifier to Fire	○ ○ ○
23	Ammo Exp. avoid on 6+	○ ○ ○
22	Shutdown, avoid on 8+	○ ○ ○
20	-4 Movement Points	○ ○ ○
19	Ammo Exp. avoid on 4+	○ ○ ○
18	Shutdown, avoid on 6+	○ ○ ○
17	+3 Modifier to Fire	○ ○ ○
15	-3 Movement Points	○ ○ ○
14	Shutdown, avoid on 4+	○ ○ ○
13	+2 Modifier to Fire	○ ○ ○
10	-2 Movement Points	○ ○ ○
8	+1 Modifier to Fire	○ ○ ○
5	-1 Movement Points	○ ○ ○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Firestarter FS9-OG

Movement Points: **Tonnage:** 45  
 Walking: 6 **Tech Base:** Inner Sphere  
 Running: 9 **Era:** Civil War  
 Jumping: 6

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	CT	3	2	—	1	2	3
				[DE,H,A]				
1	Flamer(R)	CT	3	2	—	1	2	3
				[DE,H,A]				
1	LB 5-X AC	RA	1	5	3	7	14	21
				[DB,C/F/S]				
3	Medium Laser	LA	3	5	—	3	6	9
				[DE]				

Cost: 10,151,360 C-bills **BV:** 1,063

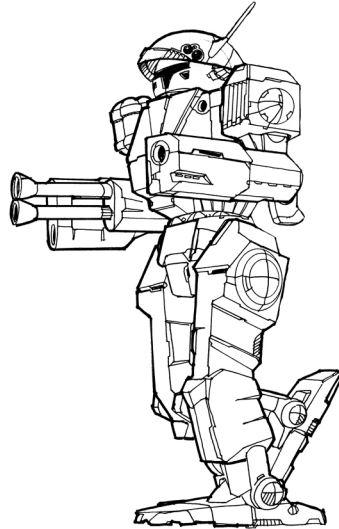
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken 

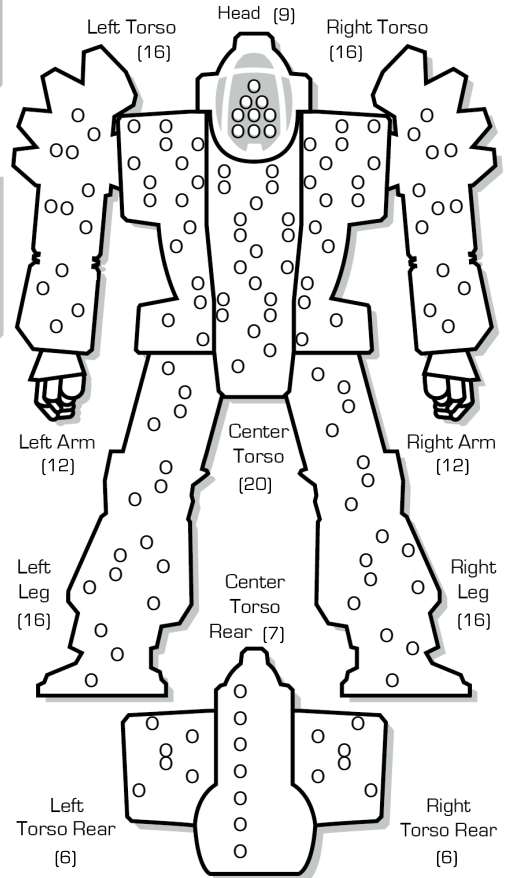
1	2	3	4	5	6
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 Consciousness# 

3	5	7	10	11	Dead
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### ARMOR DIAGRAM



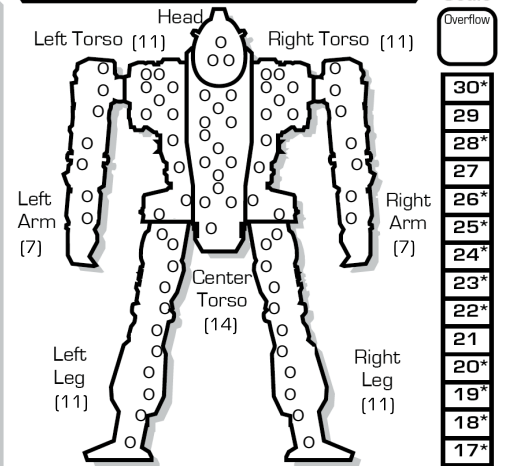
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Medium Laser	5. Medium Laser	6. Medium Laser
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. LB 5-X AC	4. LB 5-X AC	5. LB 5-X AC	6. LB 5-X AC
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
<b>Right Leg</b>	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	Heat Sinks: 12 (24) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	○ ○
13	+2 Modifier to Fire	○ ○
10	-2 Movement Points	○ ○
8	+1 Modifier to Fire	○ ○
5	-1 Movement Points	○ ○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Firestarter FS9-OH

Movement Points: **Tonnage:** 45  
 Walking: 6 **Tech Base:** Inner Sphere  
 Running: 9 **Era:** Jihad  
 Jumping: 6

### Weapons & Equipment Inventory (hexes)

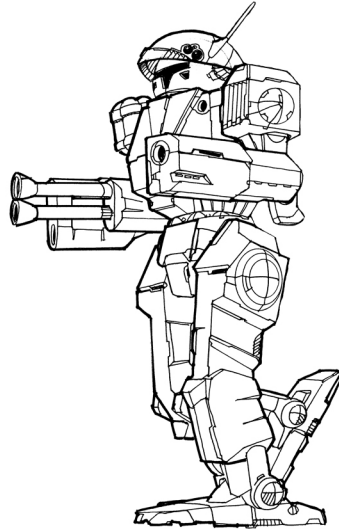
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AMS	HD	1	—	0	0	0	0
				[DB,PD]				
1	Flamer	CT	3	—	1	2	3	
				[DE,H,AI]				
1	Flamer(R)	CT	3	—	1	2	3	
				[DE,H,AI]				
1	ER Medium Laser	LT	5	—	4	8	12	
1	Beagle Active Probe	RA	—	—	—	—	4	
1	Guardian ECM Suite	RA	—	—	—	—	6	
1	Medium Pulse Laser	RA	4	—	2	4	6	
1	Small Pulse Laser	RA	2	—	1	2	3	
2	Machine Gun	LA	0	—	1	2	3	
				[DB,AI]				
1	Medium Pulse Laser	LA	4	—	2	4	6	
1	Small Pulse Laser	LA	2	—	1	2	3	

Cost: 10,829,688 C-bills **BV:** 1,119

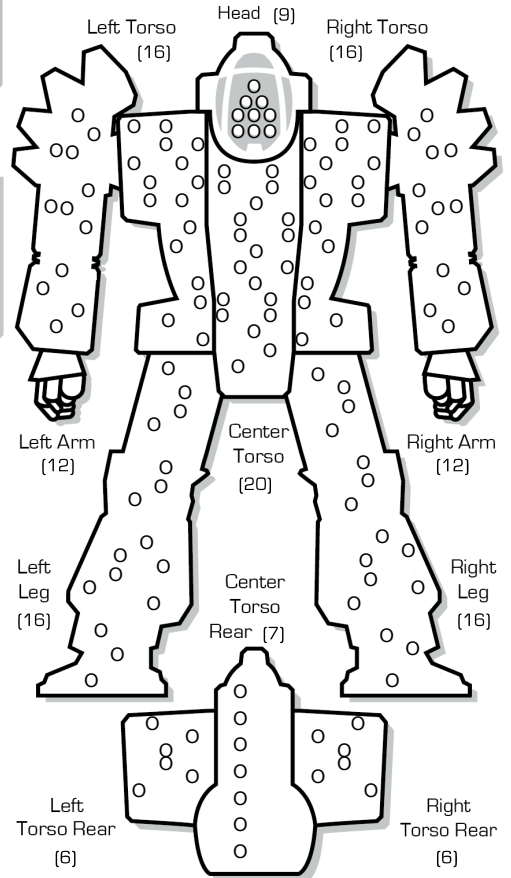
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



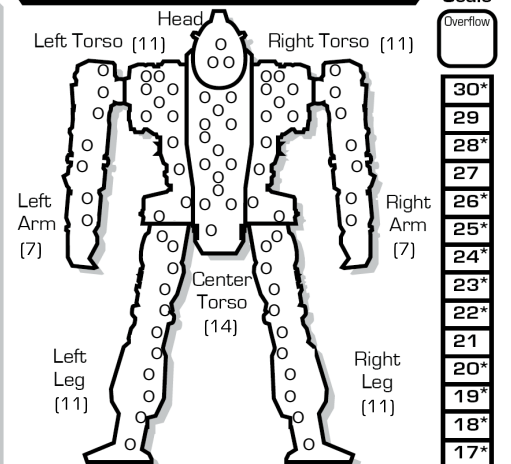
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Medium Pulse Laser	5. Small Pulse Laser	6. Machine Gun
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Medium Pulse Laser	5. Small Pulse Laser	6. Beagle Active Probe
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
<b>Right Leg</b>	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	Heat Sinks: 12 (24) Double
30	Shutdown	○○
28	Ammo Exp. avoid on 8+	○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp. avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○○
20	-4 Movement Points	○○○
19	Ammo Exp. avoid on 4+	○○○
18	Shutdown, avoid on 6+	○○○
17	+3 Modifier to Fire	○○○
15	-3 Movement Points	○○○
14	Shutdown, avoid on 4+	○○○
13	+2 Modifier to Fire	○○○
10	-2 Movement Points	○○○
8	+1 Modifier to Fire	○○○
5	-1 Movement Points	○○○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Firestarter FS9-OR

Movement Points: **Tonnage:** 45  
 Walking: 6 **Tech Base:** Mixed Tech (I.S.)  
 Running: 9 (Experimental)  
 Jumping: 6 **Era:** Clan Invasion

### Weapons & Equipment Inventory (hexes)

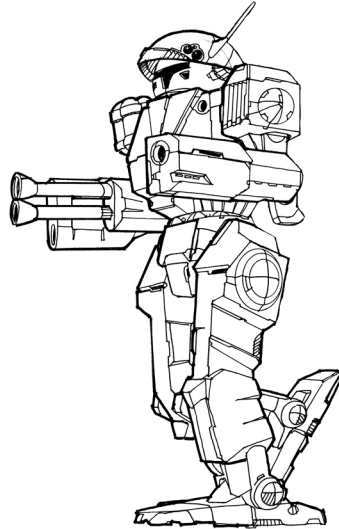
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	CT	3	2 [DE,H,A]	—	1	2	3
1	Flamer(R)	CT	3	2 [DE,H,A]	—	1	2	3
1	LRM 10 (Clan) w/Artemis IV FCS	RA	4	1/Msl [M,C,S]	—	7	14	21
2	ER Large Laser (Clan)	LA	12	10 [DE]	—	8	15	25

Cost: 10,481,688 C-bills BV: 1,713

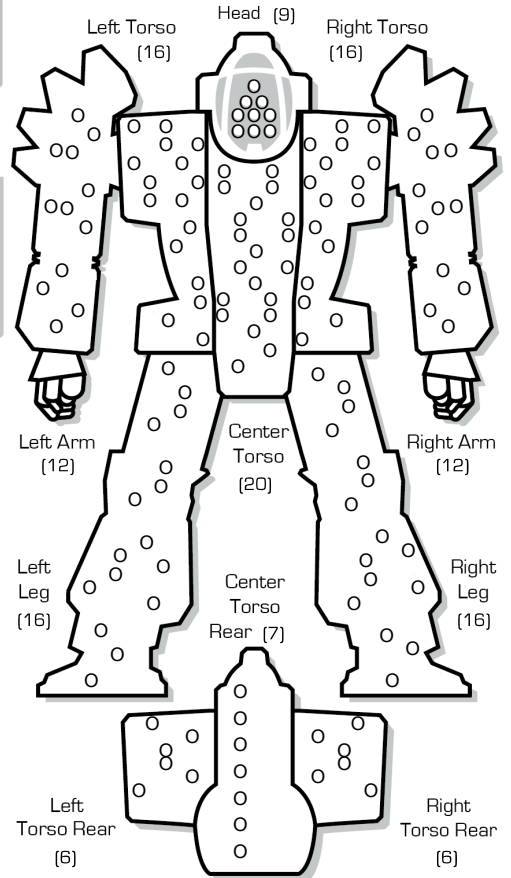
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



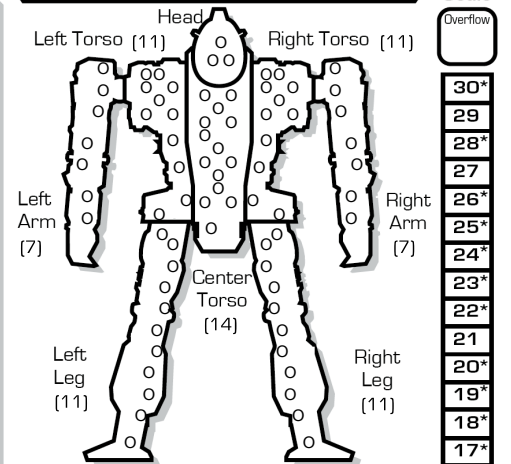
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. ER Large Laser (Clan)	5. ER Large Laser (Clan)	6. Endo Steel
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. LRM 10 (Clan)	5. Artemis IV FCS (Clan)	6. Endo Steel
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
<b>Right Leg</b>	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	Heat Sinks: 12 (24) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	○ ○
13	+2 Modifier to Fire	○ ○
10	-2 Movement Points	○ ○
8	+1 Modifier to Fire	○ ○
5	-1 Movement Points	○ ○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Firestarter FS9-OX

Movement Points: **Tonnage:** 45  
 Walking: 6 **Tech Base:** Inner Sphere  
 Running: 9 (Experimental)  
 Jumping: 6 **Era:** Clan Invasion

### Weapons & Equipment Inventory (hexes)

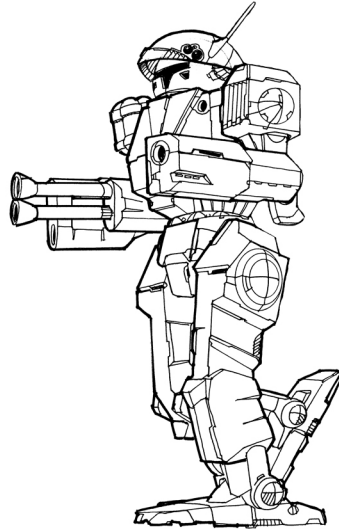
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	CT	3	2 [DE,H,A]	—	1	2	3
1	Flamer(R)	CT	3	2 [DE,H,A]	—	1	2	3
1	Bloodhound Active Probe	RT	—	[E]	—	—	—	6
1	Large X-Pulse Laser	RA	14	9 [P]	—	5	10	15
1	Angel ECM Suite	LA	—	[E]	—	—	—	6
1	Streak SRM 2	LA	2	2/Mel [M,C]	—	3	6	9

Cost: 12,185,438 C-bills **BV:** 1,190

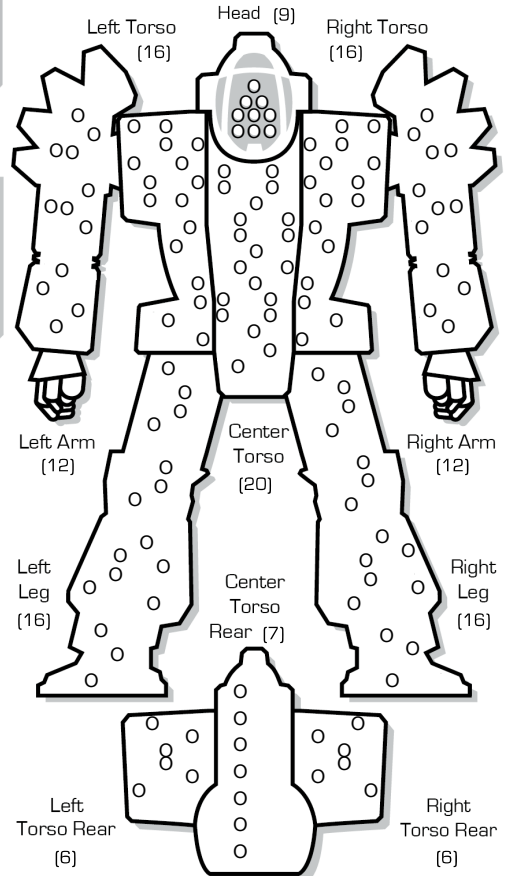
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



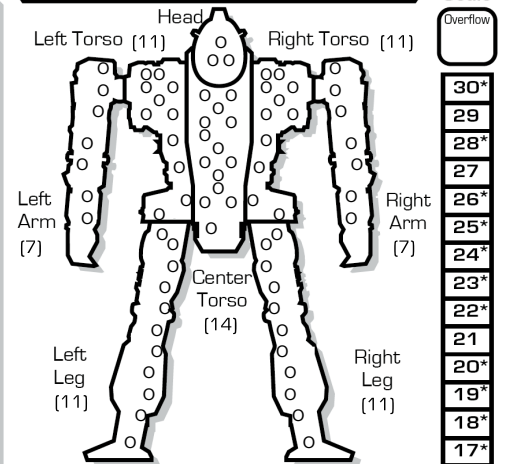
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Streak SRM 2	5. Ammo (Streak SRM 2) 50	6. Angel ECM Suite
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Large X-Pulse Laser	5. Large X-Pulse Laser	6. Endo Steel
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
<b>Right Leg</b>	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	Heat Sinks: 12 (24) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	○ ○
13	+2 Modifier to Fire	○ ○
10	-2 Movement Points	○ ○
8	+1 Modifier to Fire	○ ○
5	-1 Movement Points	○ ○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Blackjack BJ2-0**

Movement Points:  
 Walking: 4  
 Running: 6  
 Jumping: 4

Tonnage: 50  
 Tech Base: Inner Sphere  
 Era: Clan Invasion

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

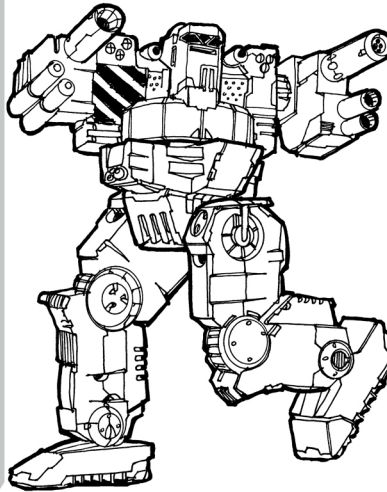
1	2	3	4	5	6
3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

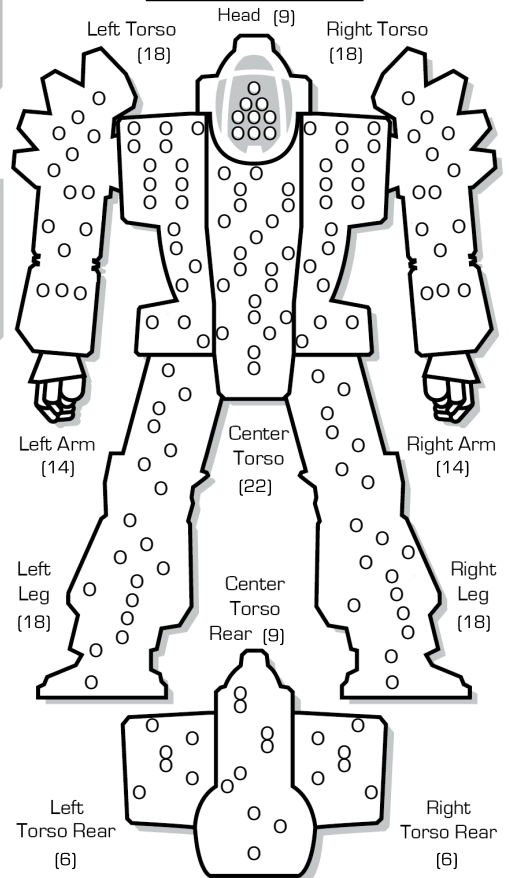
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Machine Gun	RT	0	2 [DB,AI]	—	1	2	3
2	Machine Gun	LT	0	2 [DB,AI]	—	1	2	3
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Ultra AC/5	RA	1	5/Sht [DB,R,C]	2	6	13	20
2	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Ultra AC/5	LA	1	5/Sht [DB,R,C]	2	6	13	20

Cost: 8,881,250 C-bills

BV: 1,201



### ARMOR DIAGRAM



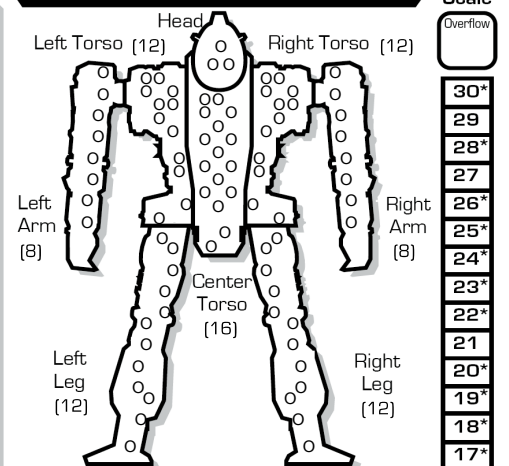
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Ultra AC/5
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Ultra AC/5
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Machine Gun	5. Machine Gun	6. Ammo [Ultra AC/5] 20
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Machine Gun	5. Machine Gun	6. Ammo [Ultra AC/5] 20
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet

Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

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	○

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Blackjack BJ2-OA**

Movement Points:  
 Walking: 4  
 Running: 6  
 Jumping: 4

Tonnage: 50  
 Tech Base: Inner Sphere  
 Era: Clan Invasion

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

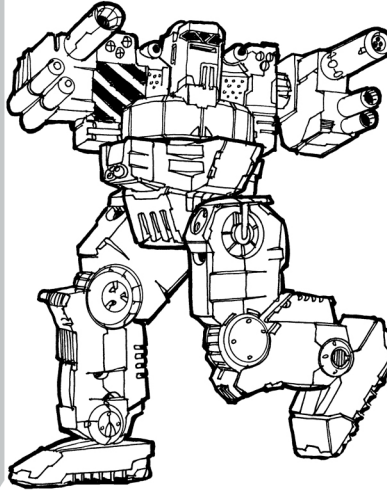
1	2	3	4	5	6
3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

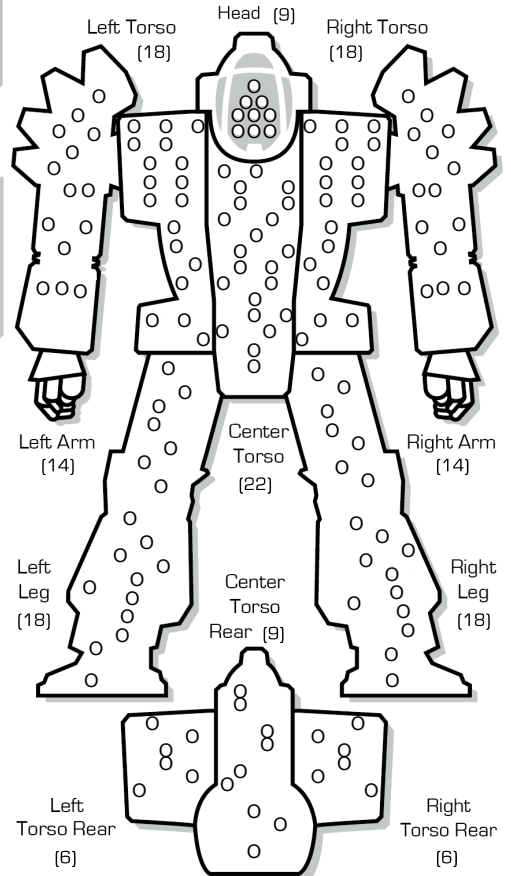
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	CT	1	3 [DE]	—	1	2	3
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	LRM 20	RA	6	1/Msl [M.C.S]	6	7	14	21
1	LRM 20	LA	6	1/Msl [M.C.S]	6	7	14	21

Cost: 8,902,344 C-bills

BV: 1,318



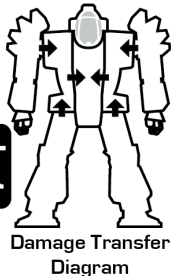
### ARMOR DIAGRAM



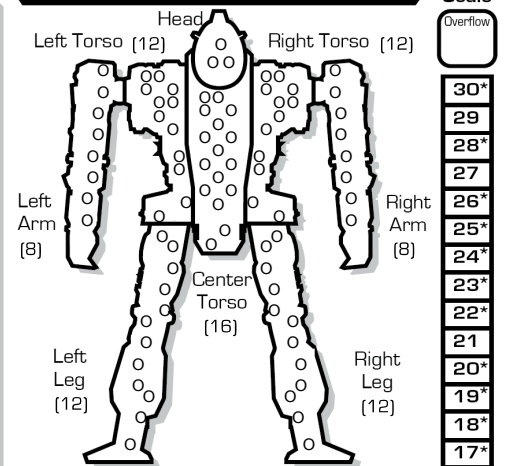
### CRITICAL HIT TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - 1-3 Double Heat Sink
  - 4 Double Heat Sink
  - 5 Double Heat Sink
  - 6 LRM 20
- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - 1-3 Double Heat Sink
  - 4 Double Heat Sink
  - 5 Double Heat Sink
  - 6 LRM 20
- Center Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - 3 XL Fusion Engine
  - 1-3 Gyro
  - 5 Gyro
  - 6 Gyro
- Left Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - 3 XL Fusion Engine
  - 1-3 Medium Laser
  - 5 Endo Steel
  - 6 Endo Steel
- Right Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - 3 XL Fusion Engine
  - 1-3 Medium Laser
  - 5 Endo Steel
  - 6 Endo Steel
- Left Leg**
- Hip
  - Upper Leg Actuator
  - 3 Lower Leg Actuator
  - 4 Foot Actuator
  - 5 Jump Jet
  - 6 Jump Jet
- Right Leg**
- Hip
  - Upper Leg Actuator
  - 3 Lower Leg Actuator
  - 4 Foot Actuator
  - 5 Jump Jet
  - 6 Jump Jet

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



### 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: **Blackjack BJ2-0B**

Movement Points:  
 Walking: 4  
 Running: 6  
 Jumping: 4

Tonnage: 50  
 Tech Base: Inner Sphere  
 Era: Clan Invasion

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Slave	CT	—	[E]	—	—	—	—
1	Small Laser	RT	1	3 [DE]	6	1	2	3
1	LRM 10 w/Artemis IV FCS	RA	4	1/Msl [M,C,S]	6	7	14	21
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22

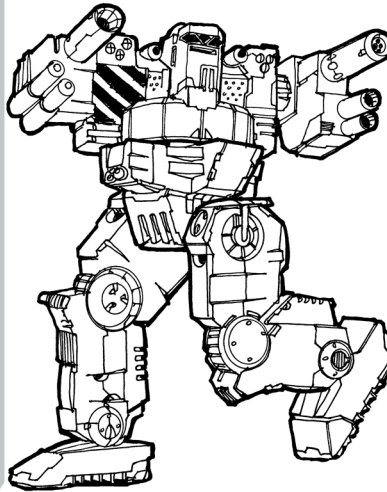
Cost: 9,221,094 C-bills

BV: 1,323

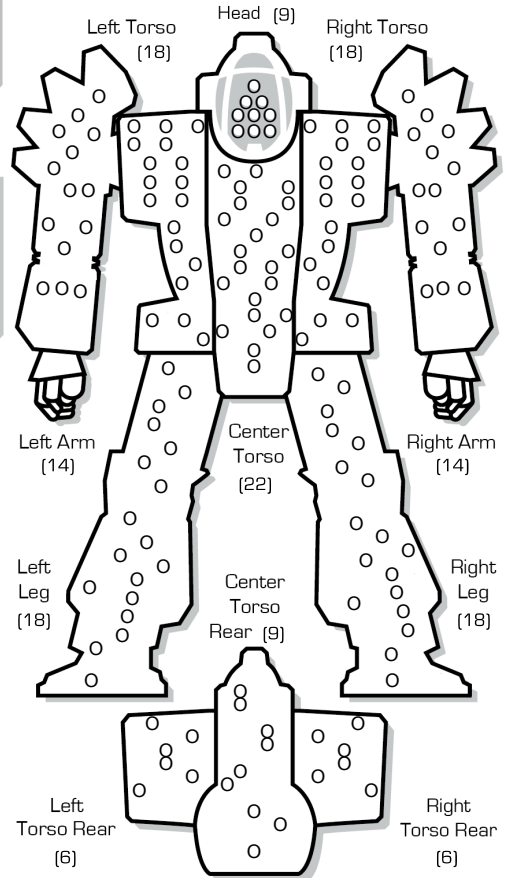
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ 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 Gauss Rifle

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- 4 Ammo (Gauss) 8
- 5 Ammo (Gauss) 8
- 6 Endo Steel

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### Head

- Life Support
- Sensors
- Cockpit
- 4 Endo Steel
- 5 Sensors
- 6 Life Support

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- 4 Gyro
- 5 Gyro
- 6 Gyro

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

#### Right Arm

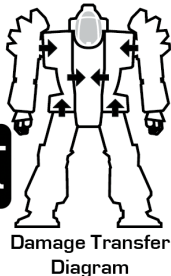
- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 LRM 10

#### Right Torso

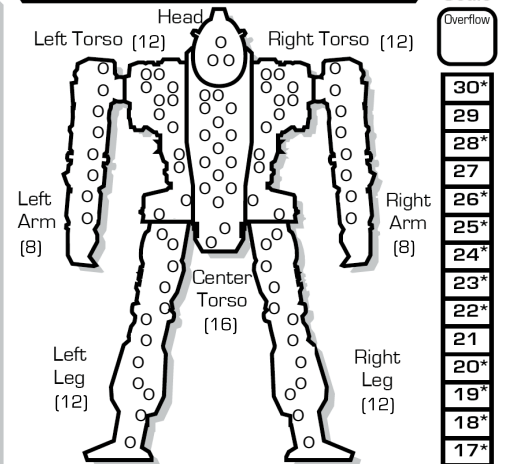
- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- 4 Small Laser
- 5 Endo Steel
- 6 Endo Steel

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Blackjack BJ2-0C**

Movement Points:  
 Walking: 4  
 Running: 6  
 Jumping: 4

Tonnage: 50  
 Tech Base: Inner Sphere  
 Era: Clan Invasion

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

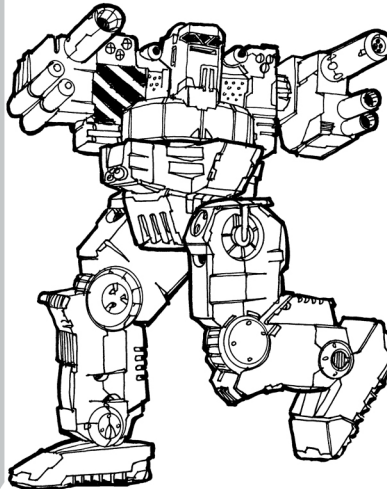
1	2	3	4	5	6
3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

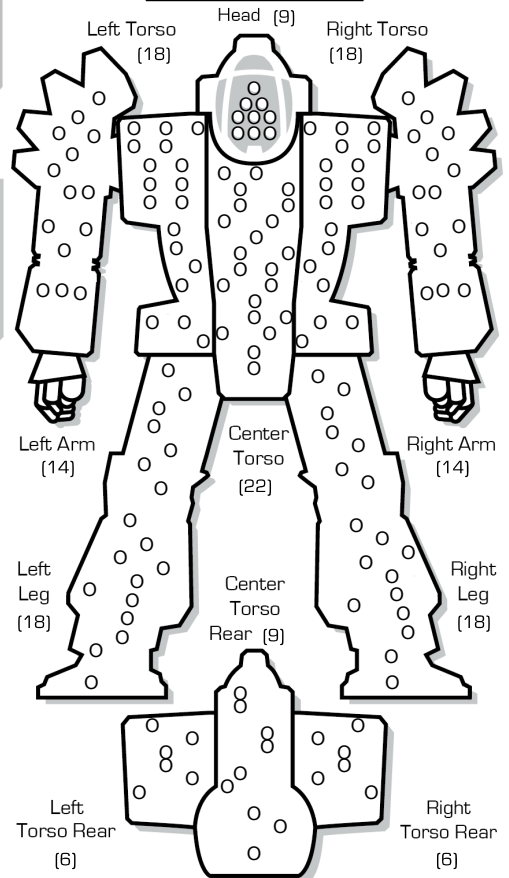
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	CT	1	3 [DE]	—	1	2	3
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	LB 10-X AC	RA	2	10	—	6	12	18
				[DB,C/F/S]				
1	LB 10-X AC	LA	2	10	—	6	12	18
				[DB,C/F/S]				

Cost: 9,464,844 C-bills

BV: 1,189



### ARMOR DIAGRAM



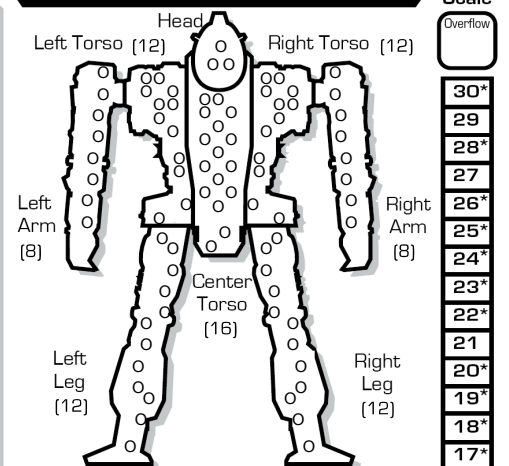
### CRITICAL HIT TABLE

Part	Hit Location	Effects
Left Arm	1. Shoulder	
	2. Upper Arm Actuator	
	3. Double Heat Sink	
	4. Double Heat Sink	
	5. Double Heat Sink	
	6. LB 10-X AC	
Right Arm	1. Shoulder	
	2. Upper Arm Actuator	
	3. Double Heat Sink	
	4. Double Heat Sink	
	5. Double Heat Sink	
	6. LB 10-X AC	
Center Torso	1. XL Fusion Engine	
	2. XL Fusion Engine	
	3. XL Fusion Engine	
	4. Gyro	
	5. Gyro	
	6. Gyro	
Left Torso	1. XL Fusion Engine	
	2. XL Fusion Engine	
	3. XL Fusion Engine	
	4. Medium Laser	
	5. Ammo (LB 10-X) 10	
	6. Endo Steel	
Right Torso	1. XL Fusion Engine	
	2. XL Fusion Engine	
	3. XL Fusion Engine	
	4. Medium Laser	
	5. Ammo (LB 10-X Cluster) 10	
	6. Endo Steel	
Left Leg	1. Hip	
	2. Upper Leg Actuator	
	3. Lower Leg Actuator	
	4. Foot Actuator	
	5. Jump Jet	
	6. Jump Jet	
Right Leg	1. Hip	
	2. Upper Leg Actuator	
	3. Lower Leg Actuator	
	4. Foot Actuator	
	5. Jump Jet	
	6. Jump Jet	

Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

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: **Blackjack BJ2-0D**

Movement Points:  
Walking: 4  
Running: 6  
Jumping: 4

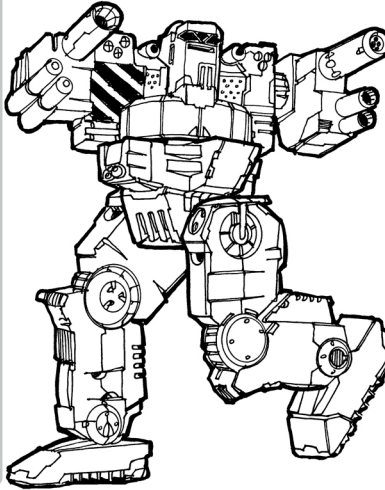
Tonnage: 50  
Tech Base: Inner Sphere  
Era: Clan Invasion

### WARRIOR DATA

Name: \_\_\_\_\_  
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken  
Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



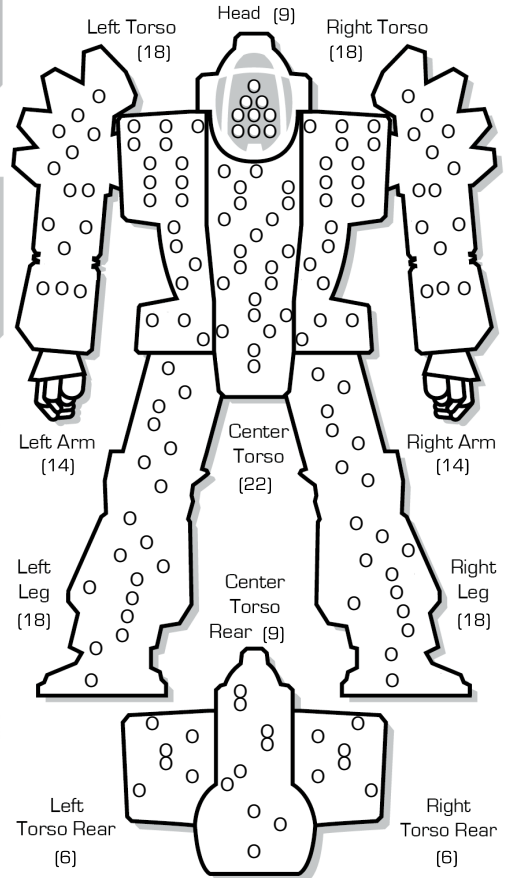
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	CT	1	3 [DE]	—	1	2	3
2	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
2	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6
1	PPC	LA	10	10 [DE]	—	3	6	12

Cost: 8,973,594 C-bills

BV: 1,375

### 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. PPC
  - 4. PPC
  - 5. PPC
  - 6. Medium Pulse Laser
- 4-6

#### Left Torso

- 1. XL Fusion Engine
  - 2. XL Fusion Engine
  - 3. XL Fusion Engine
  - 4. Medium Pulse Laser
  - 5. Medium Laser
  - 6. Medium Laser
- 1-3
- 1. Endo Steel
  - 2. Endo Steel
  - 3. Endo Steel
  - 4. Endo Steel
  - 5. Endo Steel
  - 6. Endo Steel
- 4-6

#### Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Jump Jet
- 6. Jump Jet

#### Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Endo Steel
- 5. Sensors
- 6. Life Support

#### Center Torso

- 1. XL Fusion Engine
  - 2. XL Fusion Engine
  - 3. XL Fusion Engine
  - 4. Gyro
  - 5. Gyro
  - 6. Gyro
- 1-3
- 1. Gyro
  - 2. XL Fusion Engine
  - 3. XL Fusion Engine
  - 4. XL Fusion Engine
  - 5. Small Laser
  - 6. Endo Steel
- 4-6

#### 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. Large Laser
  - 4. Large Laser
  - 5. Large Laser
  - 6. Large Laser
- 4-6

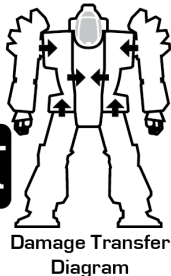
#### Right Torso

- 1. XL Fusion Engine
  - 2. XL Fusion Engine
  - 3. XL Fusion Engine
  - 4. Double Heat Sink
  - 5. Double Heat Sink
  - 6. Double Heat Sink
- 1-3
- 1. Endo Steel
  - 2. Endo Steel
  - 3. Endo Steel
  - 4. Endo Steel
  - 5. Endo Steel
  - 6. Endo Steel
- 4-6

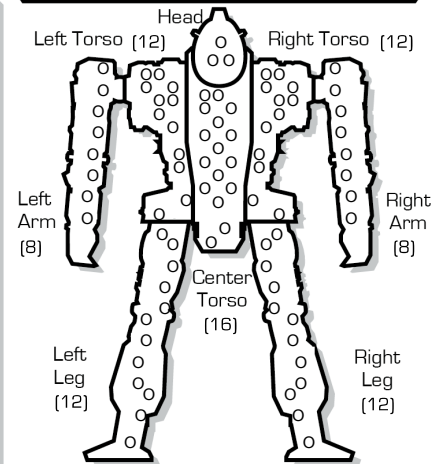
#### Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Jump Jet
- 6. Jump Jet

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (26) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	○ ○
13	+2 Modifier to Fire	○ ○
10	-2 Movement Points	○ ○
8	+1 Modifier to Fire	○ ○
5	-1 Movement Points	○ ○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Blackjack BJ2-OE**

<b>Movement Points:</b>	<b>Tonnage:</b> 50
<b>Walking:</b> 4	<b>Tech Base:</b> Inner Sphere
<b>Running:</b> 6	<b>Era:</b> Clan Invasion
<b>Jumping:</b> 4	

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

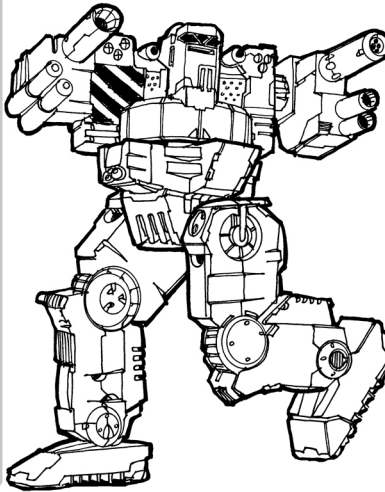
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

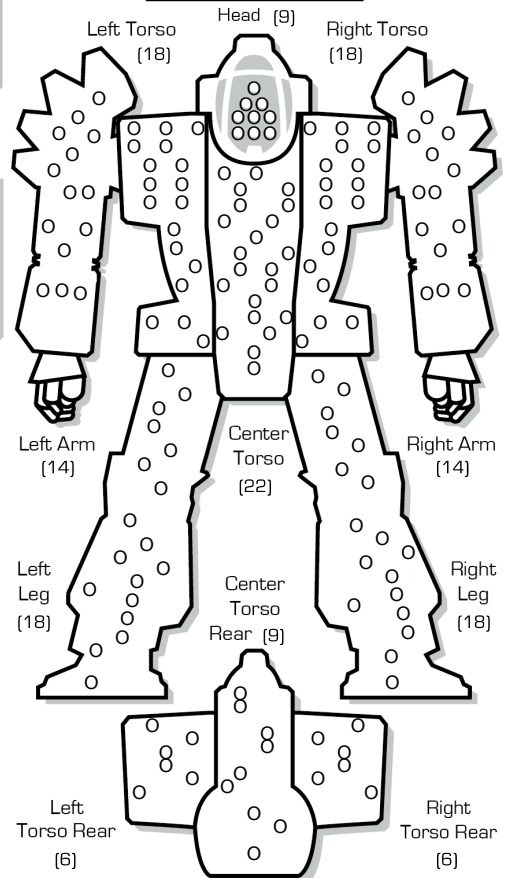
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	CT	2	3 [DE]	—	2	4	5
1	Light Gauss Rifle	RA	1	8 [DB,X]	3	8	17	25
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19
1	LRM 10	LA	4	1/Msl [M.C.S.]	6	7	14	21

Cost: 8,892,969 C-bills

BV: 1,260



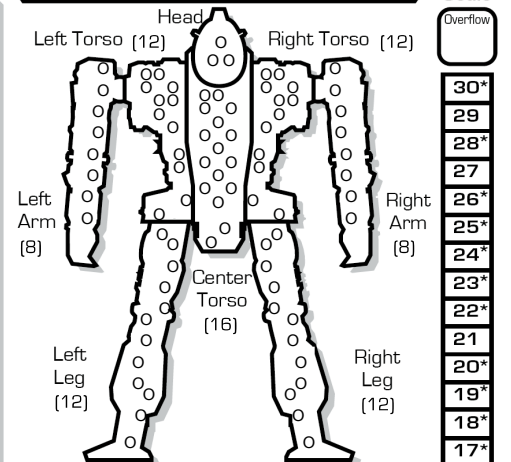
### ARMOR DIAGRAM



### CRITICAL HIT TABLE

<b>Left Arm</b> 1. Shoulder 2. Upper Arm Actuator 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. LRM 10 1-3 1. LRM 10 2. ER Large Laser 3. ER Large Laser 4-6 4. Roll Again 5. Roll Again 6. Roll Again	<b>Head</b> 1. Life Support 2. Sensors 3. Cockpit 4. Endo Steel 5. Sensors 6. Life Support	<b>Right Arm</b> 1. Shoulder 2. Upper Arm Actuator 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Light Gauss Rifle 1-3 1. Light Gauss Rifle 2. Light Gauss Rifle 3. Light Gauss Rifle 4-6 4. Light Gauss Rifle 5. Roll Again 6. Roll Again	<b>Center Torso</b> 1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 1-3 4. Gyro 5. Gyro 6. Gyro	<b>Right Torso</b> 1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 1-3 4. Ammo (Light Gauss) 16 5. Ammo (Light Gauss) 16 6. Endo Steel 4-6 1. Endo Steel 2. Endo Steel 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. Roll Again
<b>Left Torso</b> 1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 1-3 4. Ammo (LRM 10) 12 5. Ammo (LRM 10) 12 6. Endo Steel 4-6 1. Endo Steel 2. Endo Steel 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. Roll Again	<b>Left Leg</b> 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Jump Jet	<b>Right Leg</b> 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Jump Jet	<div style="border: 1px solid black; padding: 5px; display: inline-block;">                     Engine Hits ○○○                      Gyro Hits ○○                      Sensor Hits ○○                      Life Support ○                 </div>	<p>Damage Transfer Diagram</p>

### 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: **Blackjack BJ2-OF**

Movement Points:	Tonnage: 50
Walking: 4	Tech Base: Inner Sphere
Running: 6	Era: Civil War
Jumping: 4	

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min Sht	Med	Lng
1	ER Small Laser	CT	2	3 [DE]	—	2	4 5
1	ER Medium Laser	RT	5	5 [DE]	—	4	8 12
1	ER PPC	LT	15	10 [DE]	—	7	14 23
1	Ultra AC/10	RA	4	10/Sht [DB,R,C]	—	6	12 18
1	ER Medium Laser	LA	5	5 [DE]	—	4	8 12

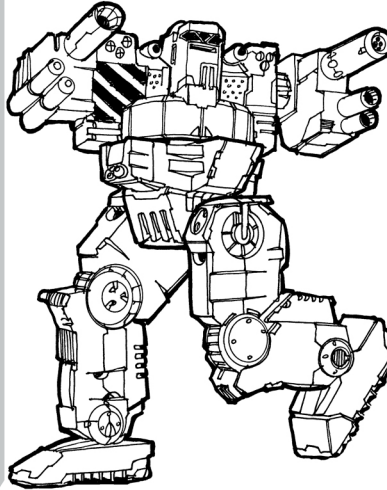
Cost: 9,299,844 C-bills

BV: 1,405

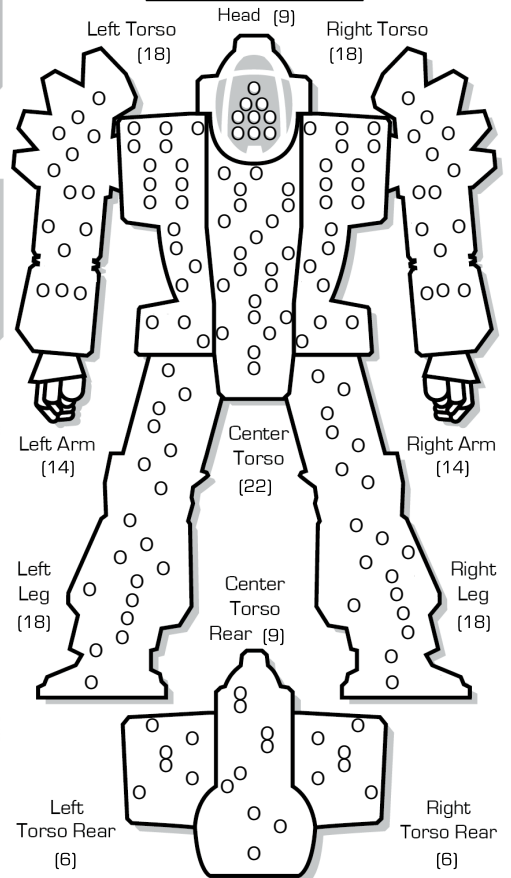
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_ Piloting Skill: \_\_\_\_  
 Hits Taken \_\_\_\_\_  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 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 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 ER Medium Laser

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 ER PPC
- 5 ER PPC
- 6 ER PPC
- 1 Endo Steel
- 2 Endo Steel
- 3 Endo Steel
- 4 Endo Steel
- 5 Endo Steel
- 6 Endo Steel

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### Head

- Life Support
- Sensors
- Cockpit
- 4 Endo Steel
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 Gyro
- 5 Gyro
- 6 Gyro
- 1 Gyro
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4 XL Fusion Engine
- 5 ER Small Laser
- 6 Endo Steel

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- 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 Ultra AC/10
- 5 Ultra AC/10
- 6 Ultra AC/10

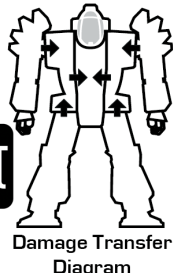
#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 ER Medium Laser
- 5 Ammo (Ultra AC/10) 10
- 6 Ammo (Ultra AC/10) 10
- 1 Endo Steel
- 2 Endo Steel
- 3 Endo Steel
- 4 Endo Steel
- 5 Endo Steel
- 6 Endo Steel

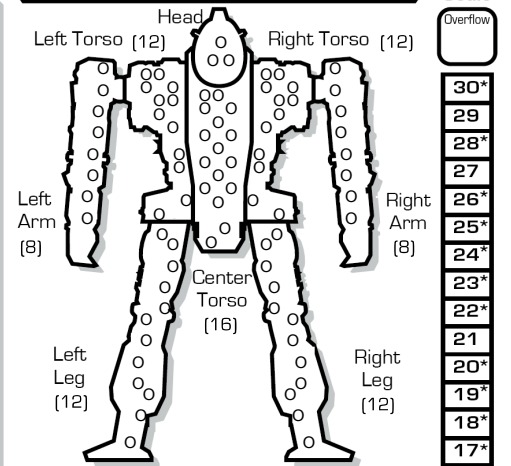
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
30	Shutdown	○○
28	Ammo Exp. avoid on 8+	○○
26	Shutdown, avoid on 10+	○○
25	-5 Movement Points	○○
24	+4 Modifier to Fire	○○
23	Ammo Exp. avoid on 6+	○○
22	Shutdown, avoid on 8+	○○
20	-4 Movement Points	○○
19	Ammo Exp. avoid on 4+	○○
18	Shutdown, avoid on 6+	○○
17	+3 Modifier to Fire	○○
15	-3 Movement Points	○○
14	Shutdown, avoid on 4+	○○
13	+2 Modifier to Fire	○○
10	-2 Movement Points	○○
8	+1 Modifier to Fire	○○
5	-1 Movement Points	○○

Heat Scale  
 Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Blackjack BJ2-OR**

Movement Points:

Walking: 4  
Running: 6  
Jumping: 4

Tonnage: 50

Tech Base: Mixed Tech (I.S.)  
(Experimental)

Era: Clan Invasion

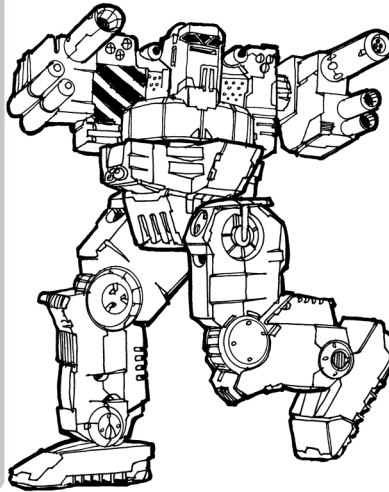
### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken  
Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



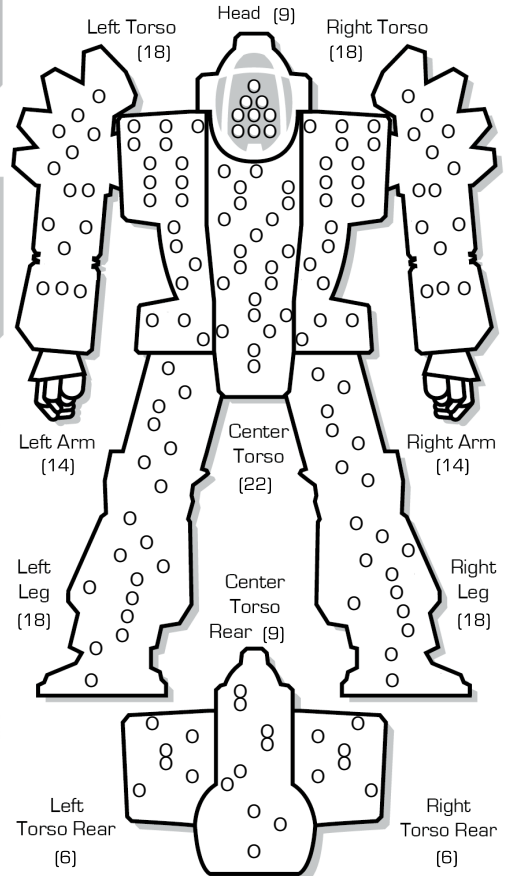
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser (Clan)	CT	2	5 [DE]	—	2	4	6
1	Large Pulse Laser (Clan)	RA	10	10 [P]	—	6	14	20
3	Medium Pulse Laser (Clan)	RA	4	7 [P]	—	4	8	12
1	Gauss Rifle (Clan)	LA	1	15 [DB,X]	2	7	15	22

Cost: 9,042,969 C-bills

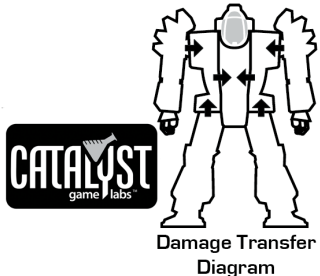
BV: 2,010

### ARMOR DIAGRAM

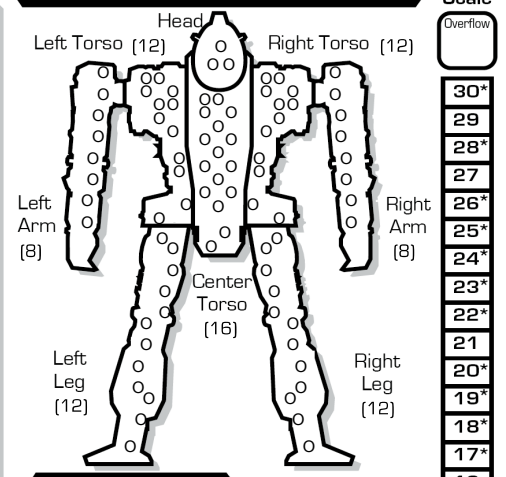


### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	1-3 Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Gauss Rifle (Clan)
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	1-3 Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Large Pulse Laser (Clan)
<b>Center Torso</b>	1. Gauss Rifle (Clan)	2. Gauss Rifle (Clan)	3. Gauss Rifle (Clan)	4. Gauss Rifle (Clan)	5. Gauss Rifle (Clan)	6. Roll Again
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Ammo (Gauss) 8	5. Ammo (Gauss) 8	6. Endo Steel
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Endo Steel	5. Endo Steel	6. Endo Steel
<b>Left Leg</b>	1. Endo Steel	2. Endo Steel	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Roll Again
<b>Right Leg</b>	1. Endo Steel	2. Endo Steel	3. Endo Steel	4. Roll Again	5. Roll Again	6. Roll Again
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Endo Steel	5. Sensors	6. Life Support
<b>Engine Hits</b>	○○○					
<b>Gyro Hits</b>	○○					
<b>Sensor Hits</b>	○○					
<b>Life Support</b>	○					



### 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	

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Blackjack BJ2-OX**

Movement Points:

Walking: 4  
 Running: 6  
 Jumping: 4

Tonnage: 50

Tech Base: Inner Sphere  
 (Experimental)  
 Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

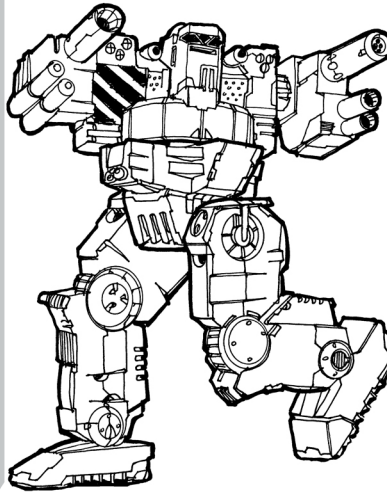
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

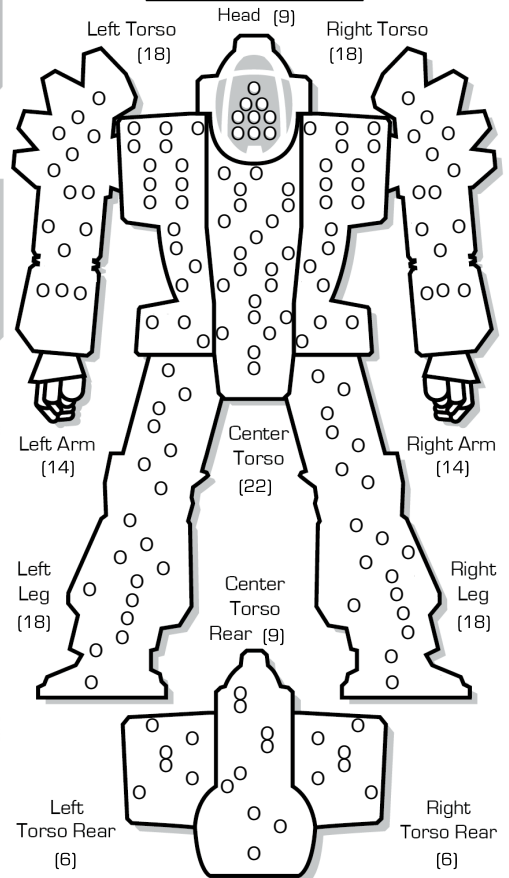
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	RT	5	5 [DE]	3	6	12	18
1	PPC Capacitor	RT	—	[E]	—	—	—	—
1	Light PPC	LT	5	5 [DE]	3	6	12	18
1	PPC Capacitor	LT	—	[E]	—	—	—	—
1	Light PPC	RA	5	5 [DE]	3	6	12	18
1	PPC Capacitor	RA	—	[E]	—	—	—	—
1	Streak SRM 4	RA	3	2/Msl [M,C]	—	3	6	9
1	Light PPC	LA	5	5 [DE]	3	6	12	18
1	PPC Capacitor	LA	—	[E]	—	—	—	—
1	Streak SRM 4	LA	3	2/Msl [M,C]	—	3	6	9

Cost: 9,278,750 C-bills

BV: 1,335



### 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
- Light PPC
- Light PPC
- PPC Capacitor
- Streak SRM 4

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Light PPC
- Light PPC
- PPC Capacitor

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

#### Center Torso

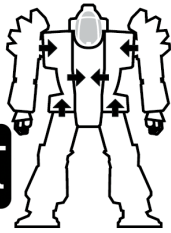
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo (Streak SRM 4) 25
- Endo Steel

4-6

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Light PPC
- Light PPC
- PPC Capacitor
- Streak SRM 4

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Light PPC
- Light PPC
- PPC Capacitor

1-3

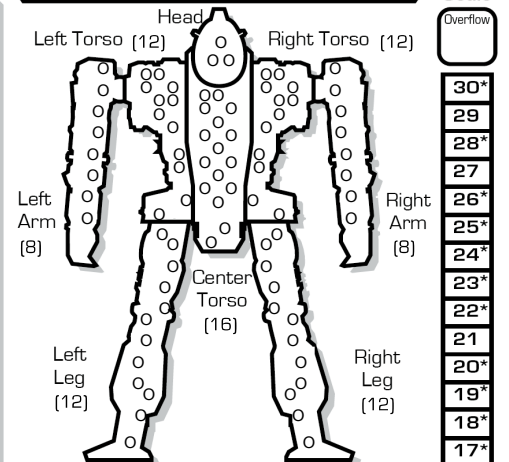
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
30	Shutdown	○○
28	Ammo Exp. avoid on 8+	○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp. avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○○
20	-4 Movement Points	○○○
19	Ammo Exp. avoid on 4+	○○○
18	Shutdown, avoid on 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: Chameleon CLN-7V

Movement Points: **Tonnage:** 50  
 Walking: 6 **Tech Base:** Inner Sphere (Intro)  
 Running: 9 **Era:** Clan Invasion  
 Jumping: 6

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Machine Gun	CT	0	2	—	1	2	3
				[DB, AI]				
2	Small Laser	RT	1	3 [DE]	—	1	2	3
1	Small Laser	LT	1	3 [DE]	—	1	2	3
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

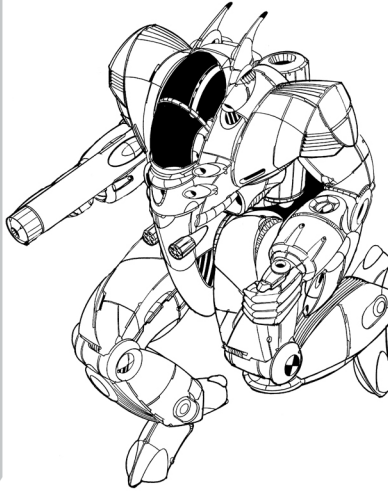
Cost: 4,622,625 C-bills

BV: 1,042

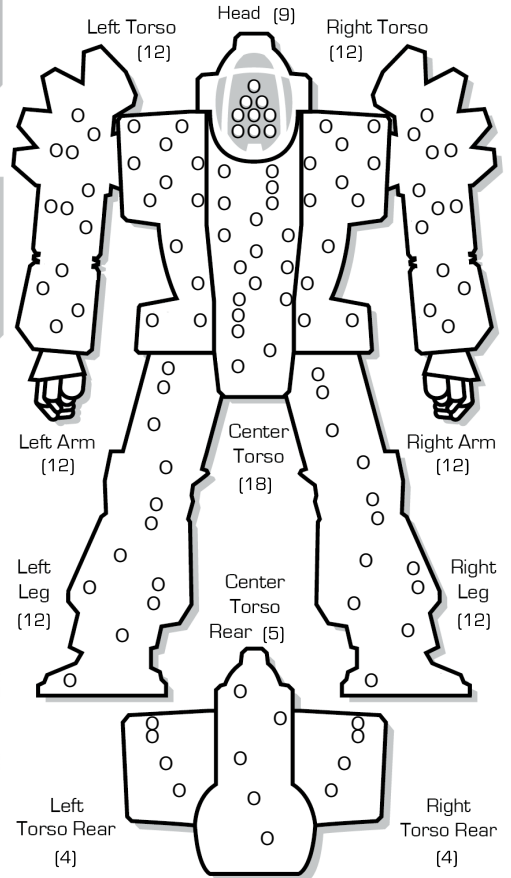
### WARRIOR DATA

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

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Medium Laser	6. Roll Again
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Large Laser	6. Large Laser
<b>Center Torso</b>	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Left Torso</b>	1. Jump Jet	2. Small Laser	3. Ammo (Machine Gun) 100	4. Roll Again	5. Roll Again	6. Roll Again
<b>Right Torso</b>	1. Jump Jet	2. Small Laser	3. Small Laser	4. Roll Again	5. Roll Again	6. Roll Again
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet

**Engine Hits** ○○○○

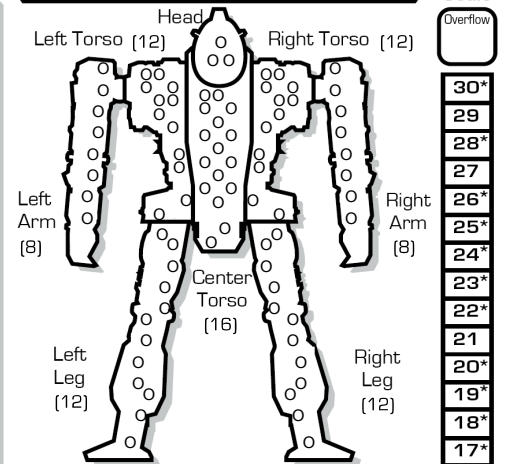
**Gyro Hits** ○○

**Sensor Hits** ○○

**Life Support** ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (10) Single
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Chameleon CLN-4V

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 50

Tech Base: Inner Sphere  
(Intro)

Era: Star League

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

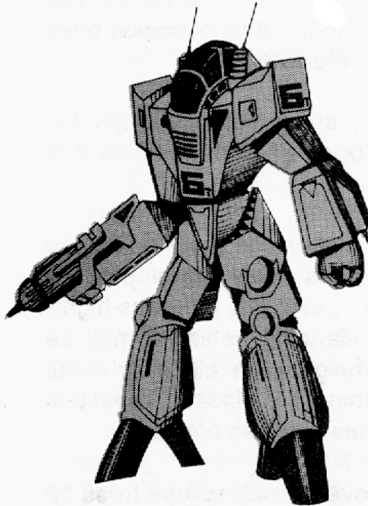
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

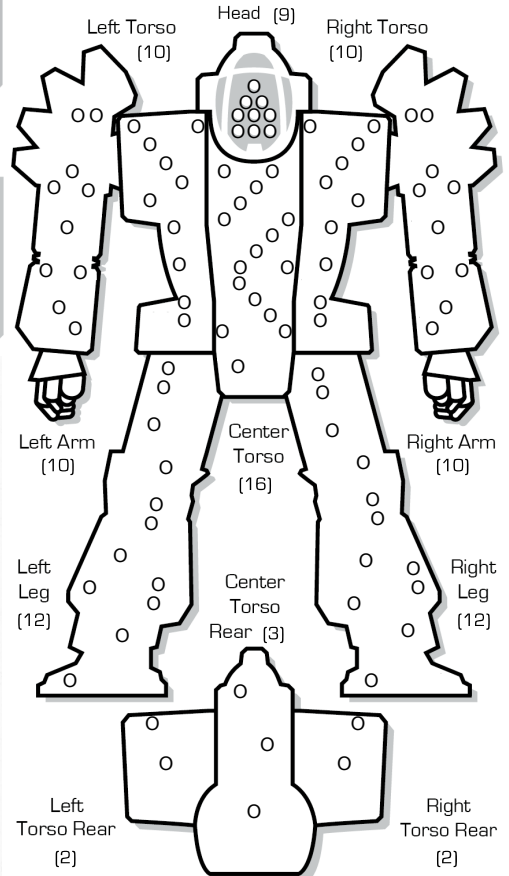
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Machine Gun	CT	0	2	—	1	2	3
				[DB, AI]				
2	Small Laser	RT	1	3	[DE]	—	1	2
2	Small Laser	LT	1	3	[DE]	—	1	2
1	Large Laser	RA	8	8	[DE]	—	5	10
1	Medium Laser	LA	3	5	[DE]	—	3	6
1	Medium Laser	LA	3	5	[DE]	—	3	6

Cost: 4,624,500 C-bills

BV: 999



### 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. Roll Again

1. Roll Again
  2. Roll Again
  3. Roll Again
- 4-6
4. Roll Again
  5. Roll Again
  6. Roll Again

#### Left Torso

1. Jump Jet
  2. Small Laser
  3. Small Laser
- 1-3
4. Ammo (Machine Gun) 200
  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 Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

#### Head

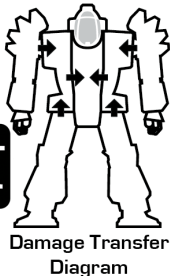
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

1. 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. Machine Gun
  6. Machine Gun

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



#### Right Arm

1. Shoulder
  2. Upper Arm Actuator
  3. Lower Arm Actuator
- 1-3
4. Hand Actuator
  5. Large Laser
  6. Large Laser

1. Medium Laser
  2. Roll Again
  3. Roll Again
- 4-6
4. Roll Again
  5. Roll Again
  6. Roll Again

#### Right Torso

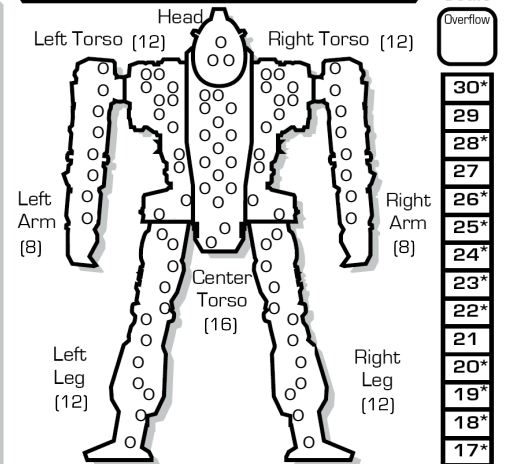
1. Jump Jet
  2. Small Laser
  3. Small Laser
- 1-3
4. Roll Again
  5. Roll Again
  6. Roll Again

1. Roll Again
  2. Roll Again
  3. Roll Again
- 4-6
4. Roll Again
  5. Roll Again
  6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (10) Single
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

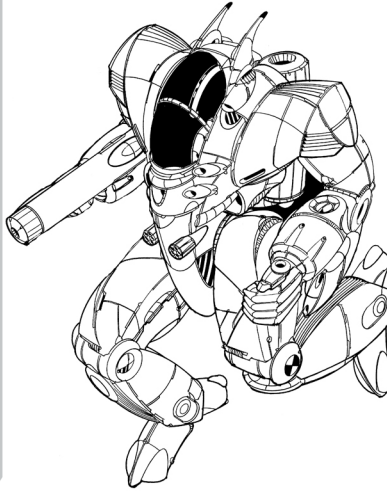
Type: **Chameleon CLN-7W**

<b>Movement Points:</b>	<b>Tonnage:</b> 50
Walking: 6	Tech Base: Inner Sphere
Running: 9	Era: Clan Invasion
Jumping: 6	

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

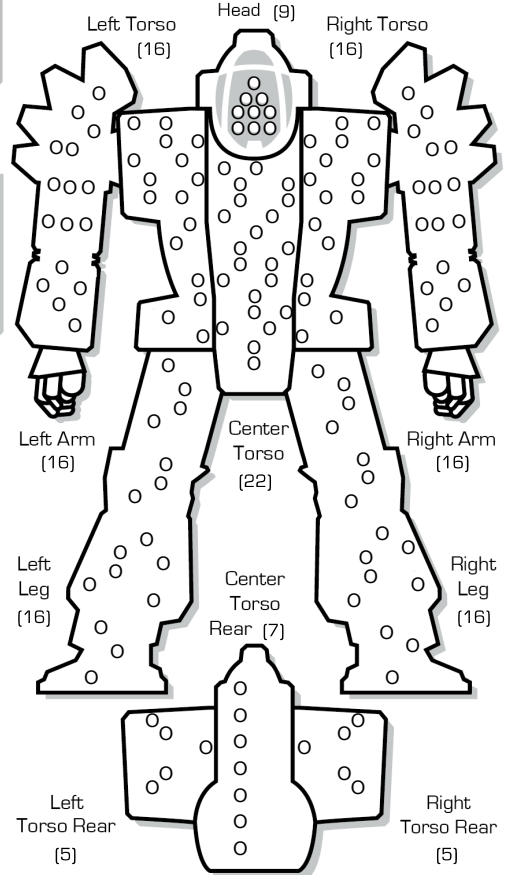


### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

Cost: 4,857,000 C-bills      BV: 1,243

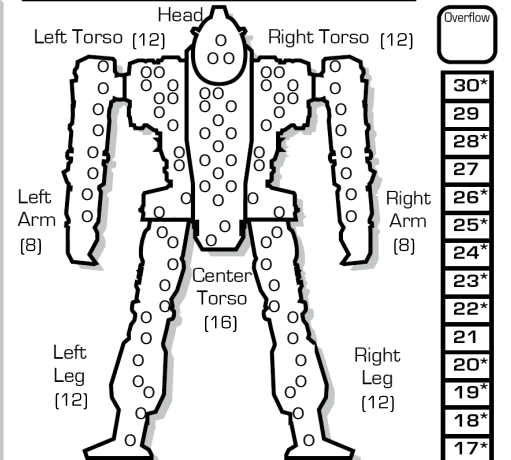
### ARMOR DIAGRAM



### CRITICAL HIT TABLE

<b>Left Arm</b>	<b>Head</b>	<b>Right Arm</b>
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. Lower Arm Actuator	3. Cockpit	3. Lower Arm Actuator
<b>1-3</b> 4. Hand Actuator	4. Roll Again	<b>1-3</b> 4. Hand Actuator
5. Medium Pulse Laser	5. Sensors	5. ER Large Laser
6. Roll Again	6. Life Support	6. ER Large Laser
<b>4-6</b> 1. Roll Again	<b>Center Torso</b>	<b>4-6</b> 1. Medium Laser
2. Roll Again	1. Fusion Engine	2. Roll Again
3. Roll Again	2. Fusion Engine	3. Roll Again
4. Roll Again	3. Fusion Engine	4. Roll Again
<b>5.</b> Roll Again	<b>1-3</b> 4. Gyro	5. Roll Again
<b>6.</b> Roll Again	5. Gyro	6. Roll Again
<b>Left Torso</b>	6. Gyro	<b>Right Torso</b>
1. Jump Jet	1. Gyro	1. Jump Jet
2. Roll Again	2. Fusion Engine	2. Roll Again
3. Roll Again	3. Fusion Engine	3. Roll Again
<b>1-3</b> 4. Roll Again	<b>4-6</b> 4. Fusion Engine	<b>1-3</b> 4. Roll Again
5. Roll Again	5. Roll Again	5. Roll Again
6. Roll Again	6. Roll Again	6. Roll Again
<b>4-6</b> 1. Roll Again	<b>Engine Hits</b> ○○○	<b>4-6</b> 1. Roll Again
2. Roll Again	<b>Gyro Hits</b> ○○	2. Roll Again
3. Roll Again	<b>Sensor Hits</b> ○○	3. Roll Again
4. Roll Again	<b>Life Support</b> ○	4. Roll Again
5. Roll Again	<b>Damage Transfer Diagram</b>	5. Roll Again
6. Roll Again		6. Roll Again
<b>Left Leg</b>		<b>Right Leg</b>
1. Hip		1. Hip
2. Upper Leg Actuator		2. Upper Leg Actuator
3. Lower Leg Actuator		3. Lower Leg Actuator
4. Foot Actuator		4. Foot Actuator
5. Jump Jet		5. Jump Jet
6. Jump Jet		6. Jump Jet

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10 (20)
28	Ammo Exp. avoid on 8+	Double
26	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: **Chameleon CLN-7Z**

Movement Points: **Tonnage:** 50  
 Walking: 6 **Tech Base:** Inner Sphere  
 Running: 9 **Era:** Clan Invasion  
 Jumping: 6

### Weapons & Equipment Inventory (hexes)

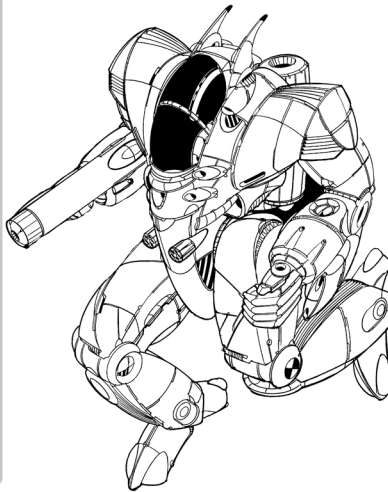
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Large Laser	RA	8	8 [DE]	—	5	10	15
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19

Cost: 9,538,500 C-bills

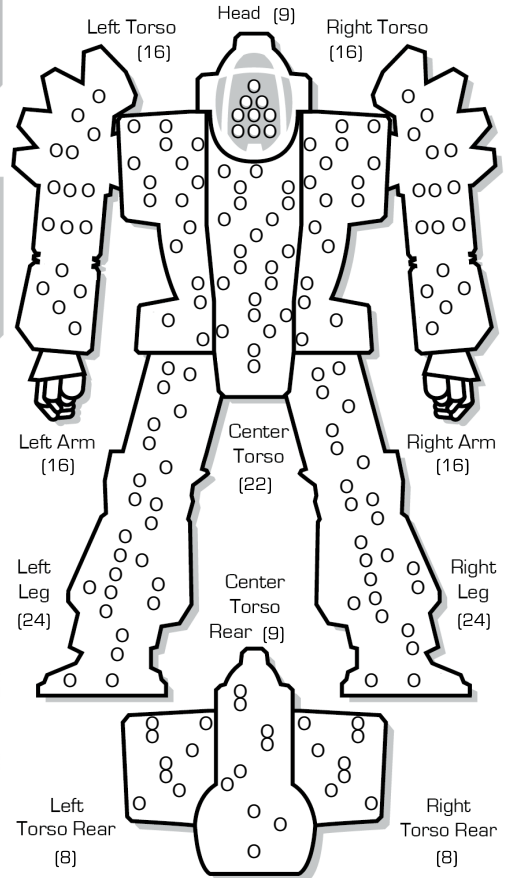
BV: 1,527

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_ 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 Large Laser
- ER Large Laser

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Large Laser
- Large Laser

#### Center Torso

- Roll Again
- Roll Again
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again

- 1-3 Large Laser
- Large Laser
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Torso

- 1-3 XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Roll Again
- Roll Again

- Gyro
- 1-3 XL Fusion Engine
- XL Fusion Engine
- 4-6 XL Fusion Engine
- Roll Again
- Roll Again

#### Right Torso

- 1-3 XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Roll Again
- Roll Again

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

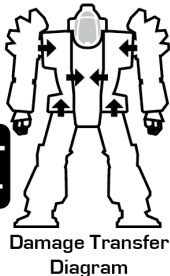
#### Left Leg

- 1-3 Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

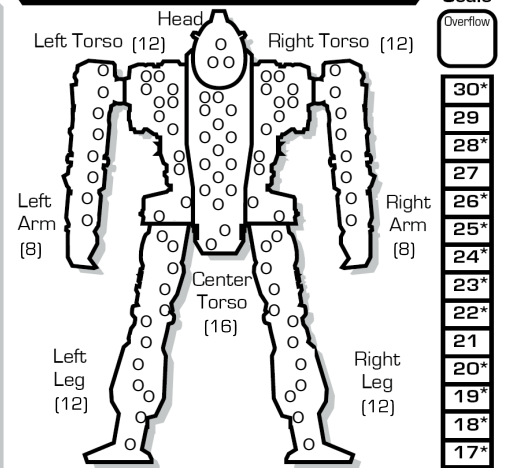
- 1-3 Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet



### INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

Heat Level*	Effects	Heat Sinks: 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: Enfield END-6Q

Movement Points:  
Walking: 5  
Running: 8  
Jumping: 0

Tonnage: 50  
Tech Base: Inner Sphere  
Era: Clan Invasion

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_ Piloting Skill: \_\_\_

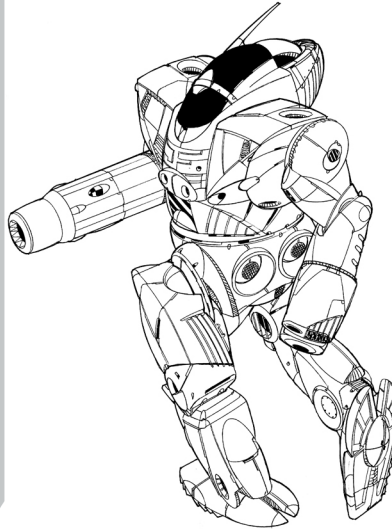
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

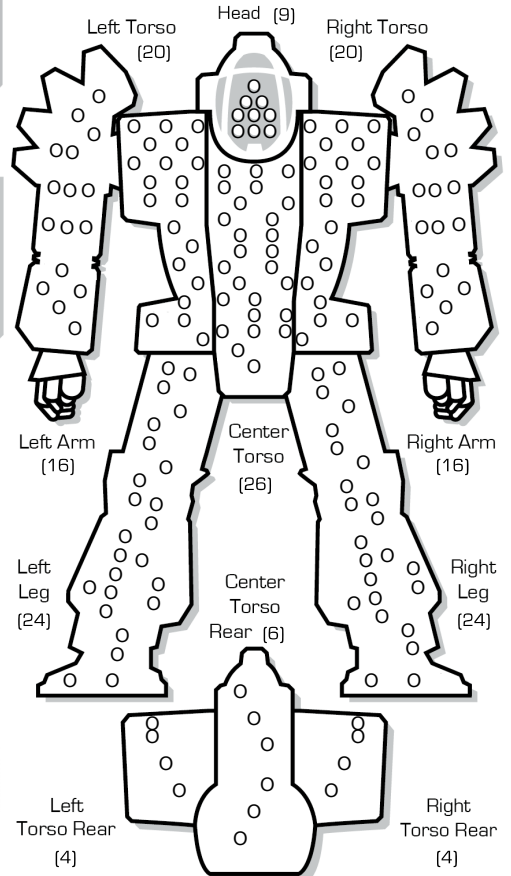
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Small Laser	CT	1	3 [DE]	—	1	2	3
1	LB 10-X AC	RA	2	10	—	6	12	18
				[DB,C/F/S]				
1	Large Pulse Laser	LA	10	9 [P]	—	3	7	10
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

Cost: 8,558,375 C-bills

BV: 1,248



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Pulse Laser
- Large Pulse Laser
- Medium Laser

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LB 10-X AC
- LB 10-X AC
- LB 10-X AC

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro

- LB 10-X AC
- LB 10-X AC
- 1-3 LB 10-X AC
- 4-6 Endo Steel
- Endo Steel
- Endo Steel

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- 4-6 XL Fusion Engine
- Medium Laser
- Small Laser

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Ammo (LB 10-X) 10
- Ammo (LB 10-X Cluster) 10
- CASE

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Roll Again
- Roll Again
- Roll Again

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Roll Again
- Roll Again
- Roll Again

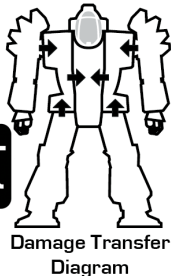
#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

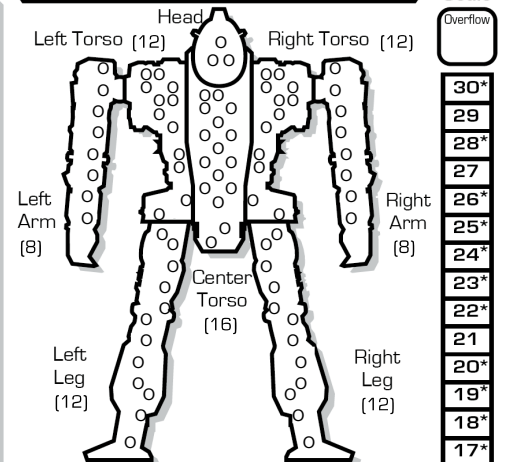
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- Endo Steel
- Roll Again

**CATALYST**  
game labs



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	○ ○
13	+2 Modifier to Fire	○ ○
10	-2 Movement Points	○ ○
8	+1 Modifier to Fire	○ ○
5	-1 Movement Points	○ ○

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Enfield END-6J

Movement Points:

- Walking: 5
- Running: 8
- Jumping: 5

Tonnage: 50

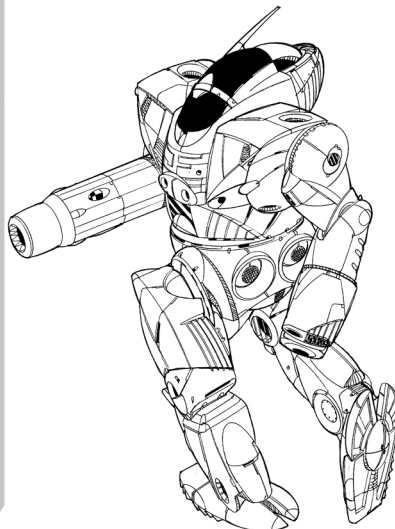
Tech Base: Inner Sphere  
Era: Clan Invasion

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken Consciousness#	1	2	3	4	5	6
	3	5	7	10	11	Dead



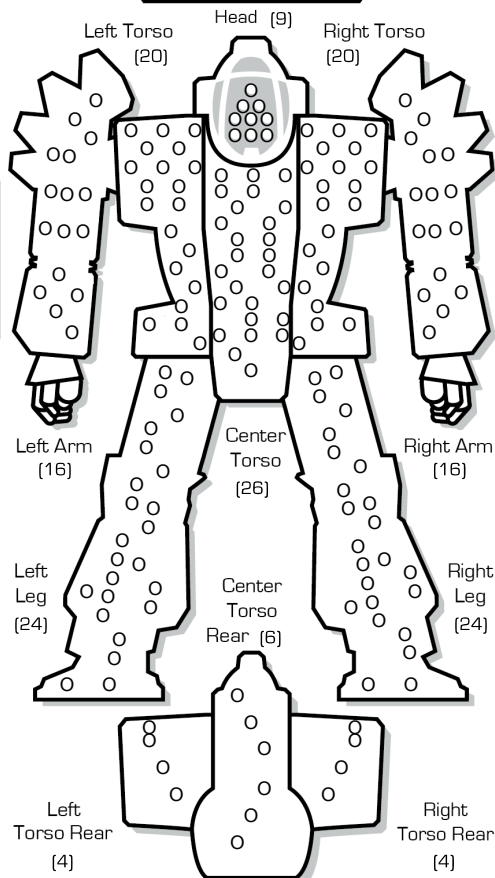
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	LB 10-X AC	RA	2	10	—	6	12	18
[DB,C/F/S]								
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

Cost: 8,804,000 C-bills

BV: 1,417

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. Large Laser
5. Large Laser
6. Medium Laser

1. Endo Steel
2. Endo Steel
3. Endo Steel
- 4-6 4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
- 1-3 4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Jump Jet
2. Jump Jet
3. Endo Steel
- 4-6 4. Endo Steel
5. Endo Steel
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

#### Head

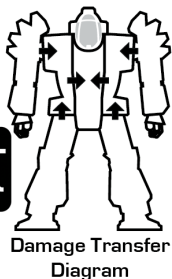
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
- 1-3 4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
- 4-6 4. XL Fusion Engine
5. Jump Jet
6. Medium Laser

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

1. LB 10-X AC
2. LB 10-X AC
3. LB 10-X AC
- 4-6 4. Endo Steel
5. Endo Steel
6. Endo Steel

#### Right Torso

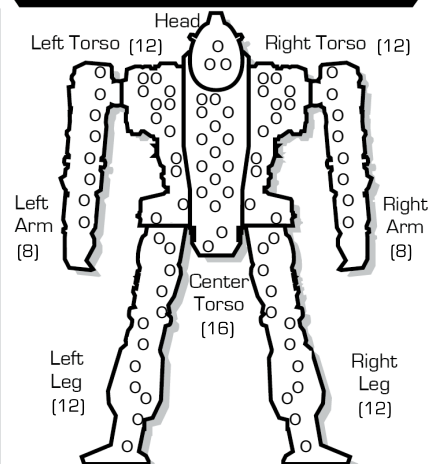
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
- 1-3 4. Jump Jet
5. Jump Jet
6. Ammo (LB 10-X) 10

1. Ammo (LB 10-X Cluster) 10
2. CASE
3. Endo Steel
4. Endo Steel
5. Endo Steel
- 4-6 6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Double
30	Shutdown	○ ○ ○
28	Ammo Exp. avoid on 8+	○ ○ ○
26	Shutdown, avoid on 10+	○ ○ ○
25	-5 Movement Points	○ ○ ○
24	+4 Modifier to Fire	○ ○ ○
23	Ammo Exp. avoid on 6+	○ ○ ○
22	Shutdown, avoid on 8+	○ ○ ○
20	-4 Movement Points	○ ○ ○
19	Ammo Exp. avoid on 4+	○ ○ ○
18	Shutdown, avoid on 6+	○ ○ ○
17	+3 Modifier to Fire	○ ○ ○
15	-3 Movement Points	○ ○ ○
14	Shutdown, avoid on 4+	○ ○ ○
13	+2 Modifier to Fire	○ ○ ○
10	-2 Movement Points	○ ○ ○
8	+1 Modifier to Fire	○ ○ ○
5	-1 Movement Points	○ ○ ○

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Enfield END-6S

Movement Points:  
 Walking: 5  
 Running: 8  
 Jumping: 0

Tonnage: 50  
 Tech Base: Inner Sphere  
 Era: Jihad

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Small Laser	CT	1	3 [DE]	—	1	2	3
1	Guardian ECM Suite	LT	—	[E]	—	—	—	6
1	LB 10-X AC	RA	2	10	—	6	12	18
				[DB,C/F/S]				
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

Cost: 7,606,875 C-bills

BV: 1,413

### WARRIOR DATA

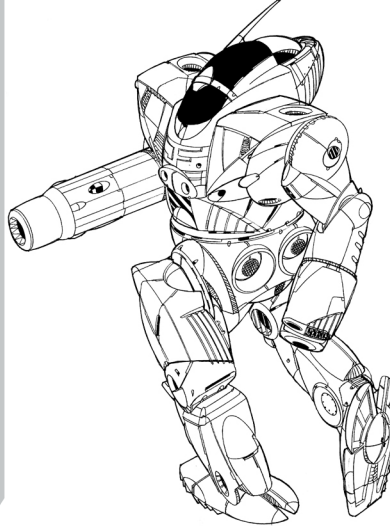
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_ Piloting Skill: \_\_\_\_

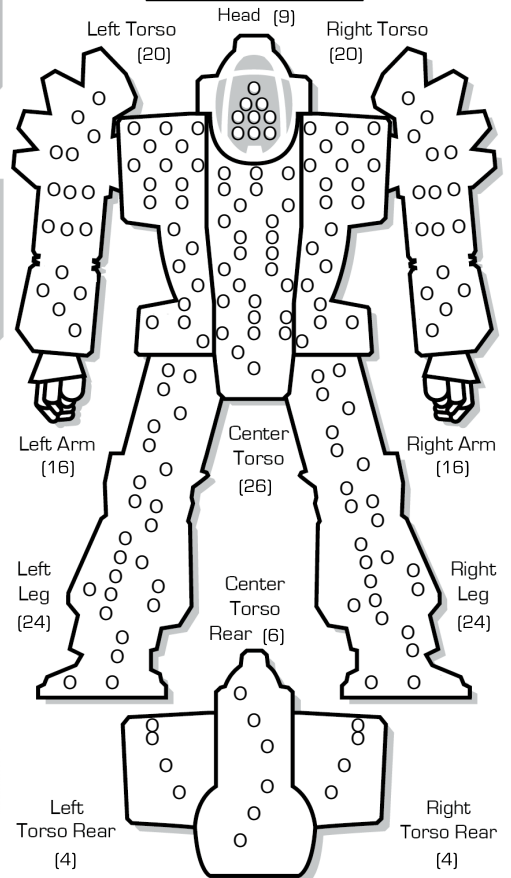
Hits Taken \_\_\_\_\_

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness#



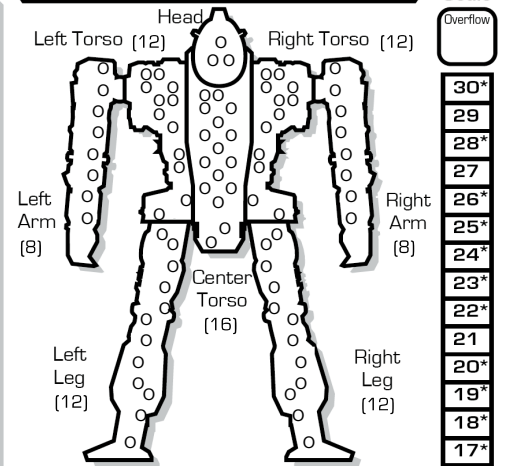
### ARMOR DIAGRAM



### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	Shoulder	Upper Arm Actuator	Lower Arm Actuator	Large Laser	Large Laser	Medium Laser
<b>Head</b>	Life Support	Sensors	Cockpit	Endo Steel	Sensors	Life Support
<b>Right Arm</b>	Shoulder	Upper Arm Actuator	Lower Arm Actuator	LB 10-X AC	LB 10-X AC	LB 10-X AC
<b>Center Torso</b>	Endo Steel	Endo Steel	Endo Steel	Ferro-Fibrous	Ferro-Fibrous	Ferro-Fibrous
<b>Left Torso</b>	Light Fusion Engine	Light Fusion Engine	Guardian ECM Suite	Guardian ECM Suite	Endo Steel	Endo Steel
<b>Right Torso</b>	Light Fusion Engine	Light Fusion Engine	Ammo (LB 10-X) 10	Ammo (LB 10-X Cluster) 10	CASE	Endo Steel
<b>Left Leg</b>	Ferro-Fibrous	Ferro-Fibrous	Ferro-Fibrous	Ferro-Fibrous	Ferro-Fibrous	Roll Again
<b>Right Leg</b>	Endo Steel	Ferro-Fibrous	Ferro-Fibrous	Ferro-Fibrous	Ferro-Fibrous	Ferro-Fibrous
<b>Engine Hits</b>	○○○					
<b>Gyro Hits</b>	○○					
<b>Sensor Hits</b>	○○					
<b>Life Support</b>	○					
<p>Damage Transfer Diagram</p>						

### 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	○

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Bushwacker BSW-X1**

Movement Points: **Tonnage: 55**  
Walking: 5 **Tech Base: Inner Sphere**  
Running: 8 **Era: Clan Invasion**  
Jumping: 0

### 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	Machine Gun	RT	0	2 [DB, AI]	—	1	2	3
1	LRM 5	LT	2	1/Msl [M.C.S.]	6	7	14	21
1	Machine Gun	LT	0	2 [DB, AI]	—	1	2	3
1	Autocannon/10	RA	3	10 [DB, S]	—	5	10	15
1	LRM 5	LA	2	1/Msl [M.C.S.]	6	7	14	21

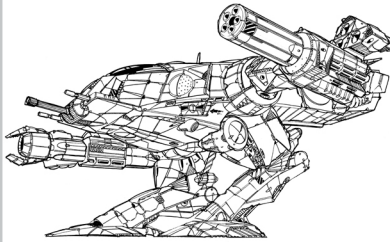
Cost: 9,766,136 C-bills

BV: 1,223

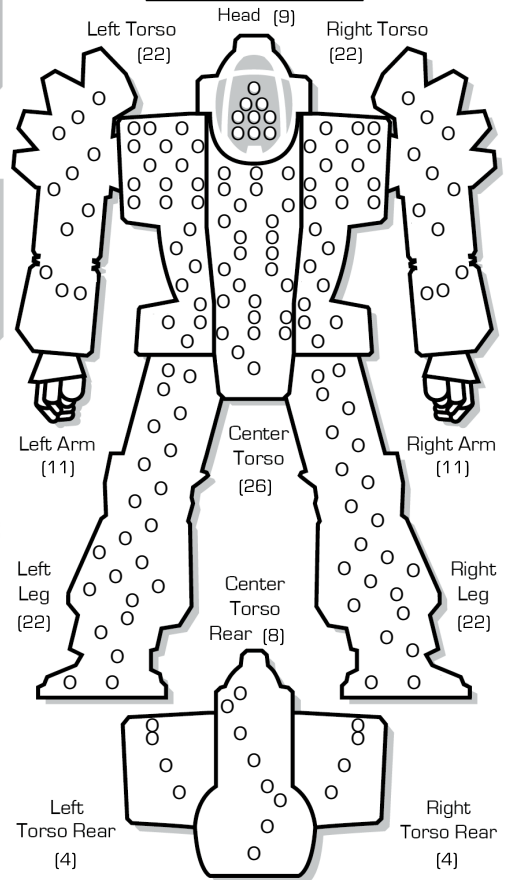
### WARRIOR DATA

Name: \_\_\_\_\_  
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
Hits Taken  
Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - LRM 5
  - Ferro-Fibrous
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Left Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - LRM 5
  - Machine Gun
  - Ammo [LRM 5] 24
- 1-3
- CASE
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
- 4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Roll Again

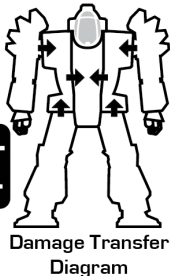
#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### 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 Large Laser
  - ER Large Laser
- 4-6

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Autocannon/10
  - Autocannon/10
- 1-3
- Autocannon/10
  - Autocannon/10
  - Autocannon/10
  - Autocannon/10
  - Autocannon/10
  - Ferro-Fibrous
- 4-6

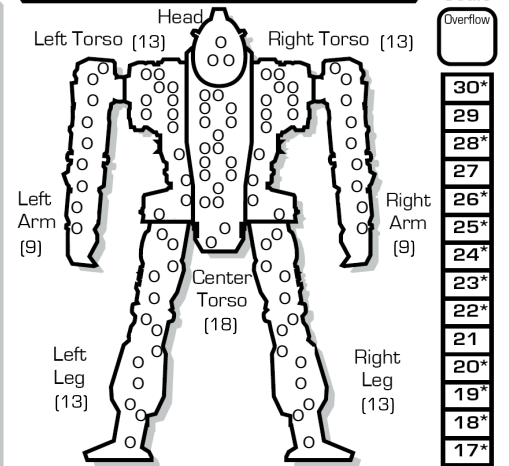
#### Right Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Machine Gun
  - Ammo [Machine Gun] 100
  - Ammo [AC/10] 10
- 1-3
- CASE
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
- 4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	○ ○
13	+2 Modifier to Fire	○ ○
10	-2 Movement Points	○ ○
8	+1 Modifier to Fire	○ ○
5	-1 Movement Points	○ ○

Heat Scale	Overflow
30*	○
29	○
28*	○
27	○
26*	○
25*	○
24*	○
23*	○
22*	○
21	○
20*	○
19*	○
18*	○
17*	○
16	○
15*	○
14*	○
13*	○
12	○
11	○
10*	○
9	○
8*	○
7	○
6	○
5*	○
4	○
3	○
2	○
1	○
0	○

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Bushwacker BSW-X2**

Movement Points:

Walking: 5  
Running: 8  
Jumping: 0

Tonnage: 55

Tech Base: Inner Sphere  
Era: Clan Invasion

### WARRIOR DATA

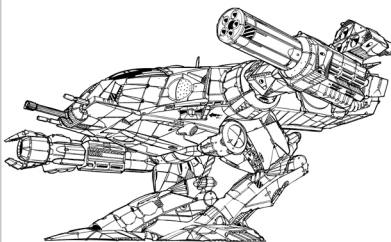
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

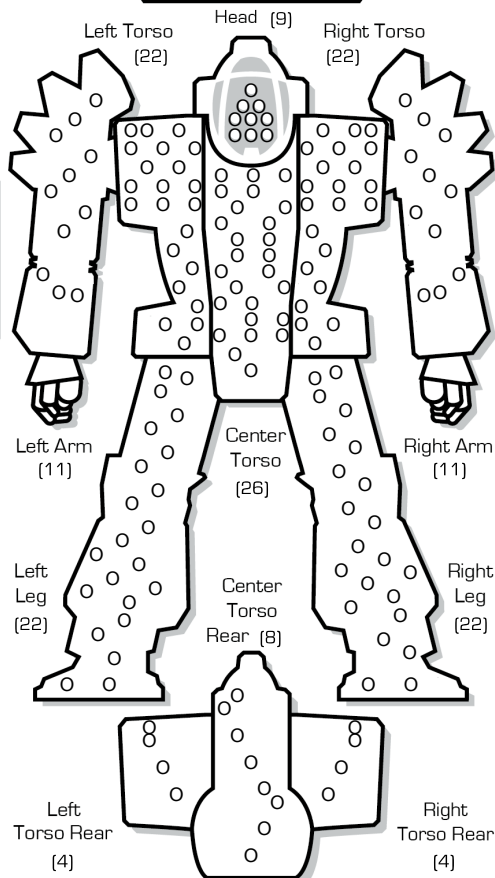
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	CT	4	6 [P]	—	2	4	6
1	Machine Gun	RT	0	2 [DB,AI]	—	1	2	3
2	LRM 5	LT	2	1/Msl [M,C,S]	6	7	14	21
1	Machine Gun	LT	0	2 [DB,AI]	—	1	2	3
1	Autocannon/10	RA	3	10 [DB,S]	—	5	10	15
1	LRM 5	LA	2	1/Msl [M,C,S]	6	7	14	21



Cost: \_\_\_\_\_ BV: 1,193

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRM 5
- Ferro-Fibrous
- Ferro-Fibrous

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
- LRM 5
- LRM 5
- Machine Gun

1-3

- Ammo [LRM 5] 24
- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### 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
- Medium Pulse Laser

4-6

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Autocannon/10
- Autocannon/10

1-3

- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Ferro-Fibrous

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Machine Gun
- Ammo [Machine Gun] 100
- Ammo [AC/10] 10

1-3

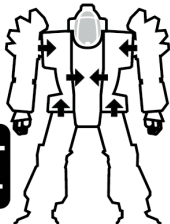
- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Roll Again

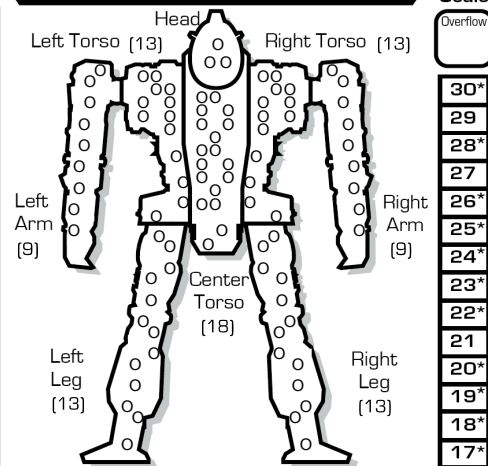
Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



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

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Bushwacker BSW-L1**

Movement Points: **Tonnage:** 55  
 Walking: 5 **Tech Base:** Inner Sphere  
 Running: 8 **Era:** Civil War  
 Jumping: 0

### 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	LB 20-X AC	RT/RA 6	6	20	—	4	8	12
[DB,C/F/S]								

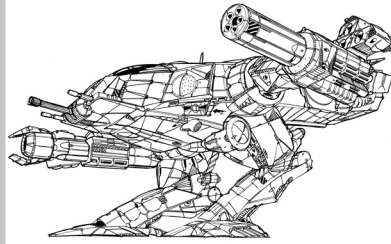
Cost: 8,614,125 C-bills

BV: 1,513

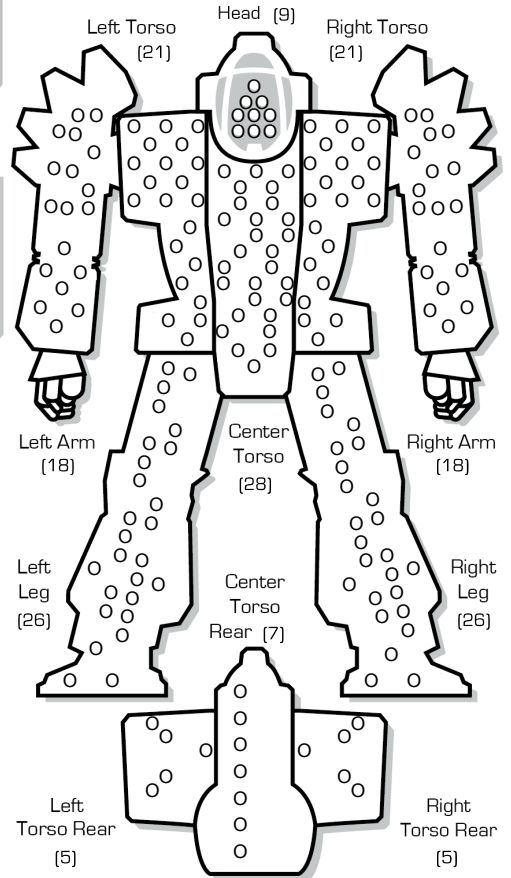
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



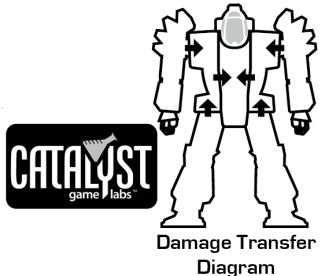
### ARMOR DIAGRAM



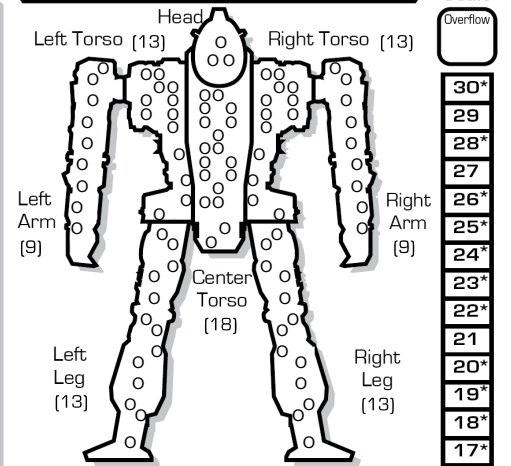
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Endo Steel	4. Endo Steel	5. Roll Again	6. Roll Again
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. LB 20-X AC	4. LB 20-X AC	5. LB 20-X AC	6. LB 20-X AC
<b>Center Torso</b>	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Left Torso</b>	1. Light Fusion Engine	2. Light Fusion Engine	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Endo Steel
<b>Right Torso</b>	1. Light Fusion Engine	2. Light Fusion Engine	3. LB 20-X AC	4. LB 20-X AC	5. Ammo (LB 20-X) 5	6. Ammo (LB 20-X Cluster) 5
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Roll Again
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
<b>Engine Hits</b>	○○○					
<b>Gyro Hits</b>	○○					
<b>Sensor Hits</b>	○○					
<b>Life Support</b>	○					

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



### 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: **Bushwacker BSW-S2**

**Movement Points:**  
 Walking: 5  
 Running: 8  
 Jumping: 0

**Tonnage:** 55  
**Tech Base:** Inner Sphere  
**Era:** Clan Invasion

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	CT	12	8 [DE]	—	7	14	19
1	AMS	LT	1	1	—	0	0	0
				[DB,PD]				
1	SRM 4	LT	3	2/Msl	—	3	6	9
				[M,C]				
1	LB 10-X AC	RA	2	10	—	6	12	18
				[DB,C/F/S]				
1	SRM 4	LA	3	2/Msl	—	3	6	9
				[M,C]				

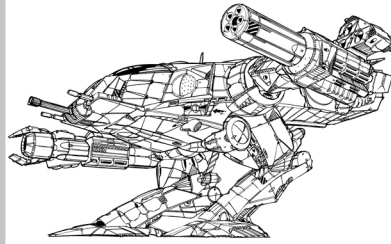
Cost: 10,308,636 C-bills BV: 1,293

### WARRIOR DATA

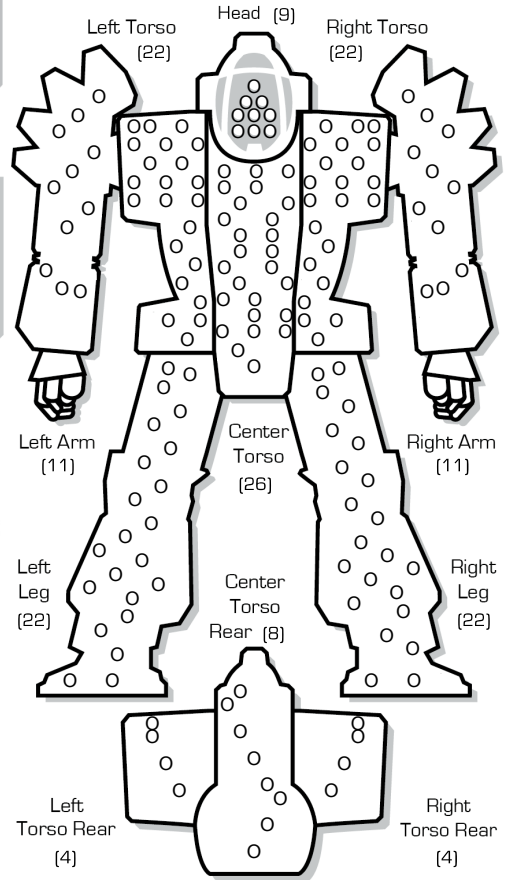
Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken \_\_\_\_\_  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM

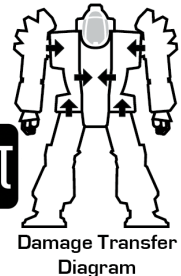


### CRITICAL HIT TABLE

- #### Left Arm
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - SRM 4
  - Ferro-Fibrous
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6
- #### Left Torso
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - SRM 4
  - AMS
  - Ammo [SRM 4] 25
- 1-3
- CASE
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
- 4-6

- #### 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 Large Laser
  - ER Large Laser
- 4-6

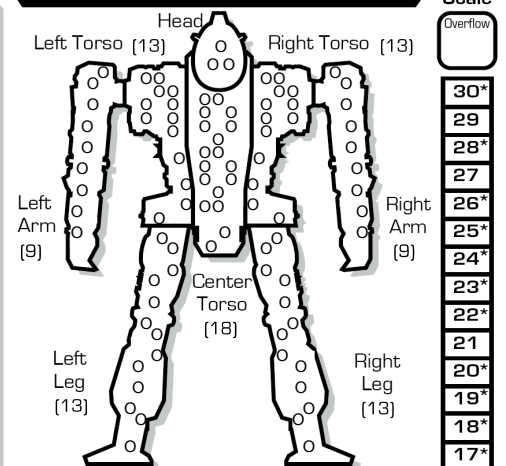
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



- #### Right Arm
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - LB 10-X AC
  - LB 10-X AC
- 1-3
- LB 10-X AC
  - LB 10-X AC
  - LB 10-X AC
  - LB 10-X AC
  - Ferro-Fibrous
  - Roll Again
- 4-6
- #### Right Torso
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Ammo [AMS] 12
  - Ammo [LB 10-X] 10
  - Ammo [LB 10-X Cluster] 10
- 1-3
- CASE
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
- 4-6

- #### Right Leg
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Ferro-Fibrous
  - Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	11 (22)
28	Ammo Exp. avoid on 8+	Double ○ ○
26	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: Lineholder KW1-LH2

Movement Points: **Walking:** 5 **Running:** 8 **Jumping:** 0  
**Tonnage:** 55 **Tech Base:** Inner Sphere (Intro) **Era:** Clan Invasion

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RT	3	5 [DE]	—	3	6	9
2	Medium Laser	LT	3	5 [DE]	—	3	6	9
2	LRM 5	RA	2	1/Msl [M,C,S]	6	7	14	21
1	Large Laser	LA	8	8 [DE]	—	5	10	15

Cost: 4,469,167 C-bills

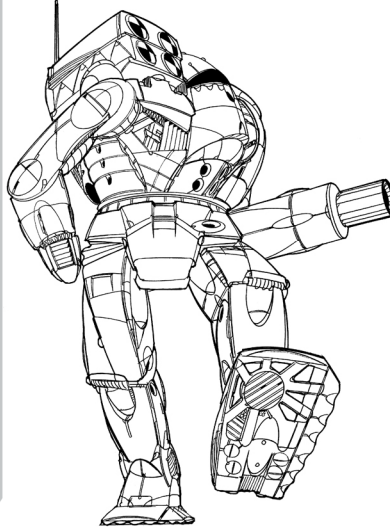
BV: 1,280

### WARRIOR DATA

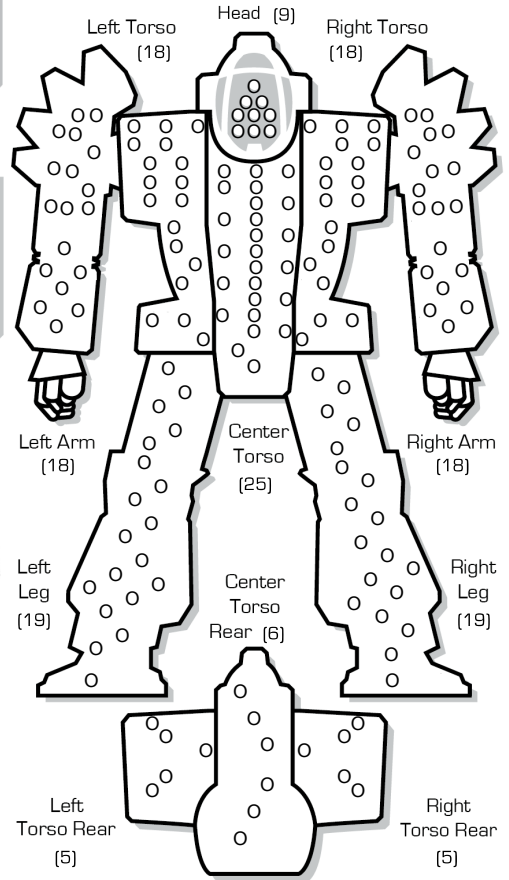
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



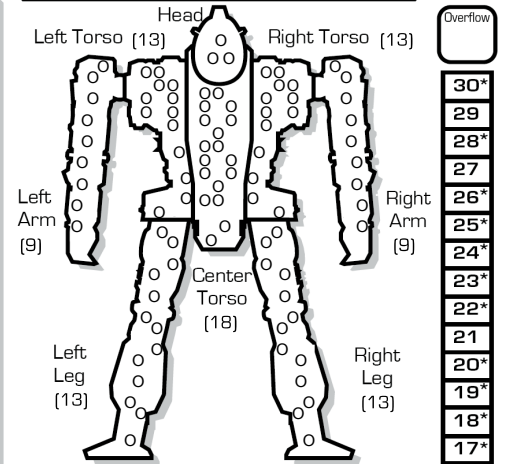
### ARMOR DIAGRAM



### CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Large Laser</li> <li>Large Laser</li> </ol> <ol style="list-style-type: none"> <li>Roll Again</li> </ol> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <h4>Left Torso</h4> <ol style="list-style-type: none"> <li>Heat Sink</li> <li>Medium Laser</li> <li>Medium Laser</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <h4>Left Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Roll Again</li> <li>Roll Again</li> </ol>	<h4>Head</h4> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Roll Again</li> <li>Sensors</li> <li>Life Support</li> </ol> <h4>Center Torso</h4> <ol style="list-style-type: none"> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Heat Sink</li> <li>Roll Again</li> </ol> <div style="border: 1px solid black; padding: 5px; text-align: center;"> <p>Engine Hits ○○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div> <p>Damage Transfer Diagram</p>	<h4>Right Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>LRM 5</li> <li>LRM 5</li> </ol> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <h4>Right Torso</h4> <ol style="list-style-type: none"> <li>Heat Sink</li> <li>Medium Laser</li> <li>Medium Laser</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Ammo (LRM 5) 24</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <h4>Right Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Roll Again</li> <li>Roll Again</li> </ol>
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### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 (14) Single
30	Shutdown	○○
28	Ammo Exp. avoid on 8+	○○
26	Shutdown, avoid on 10+	○○
25	-5 Movement Points	○○
24	+4 Modifier to Fire	○○
23	Ammo Exp. avoid on 6+	○○
22	Shutdown, avoid on 8+	○○
20	-4 Movement Points	○○
19	Ammo Exp. avoid on 4+	○○
18	Shutdown, avoid on 6+	○○
17	+3 Modifier to Fire	○○
15	-3 Movement Points	○○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Lineholder KW1-LH3

Movement Points: **Tonnage:** 55  
 Walking: 5 **Tech Base:** Inner Sphere  
 Running: 8 **Era:** Clan Invasion  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
2	LRM 5	RA	2	1/2 [M]	6	7	14	21
				[M,C,S]				
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19

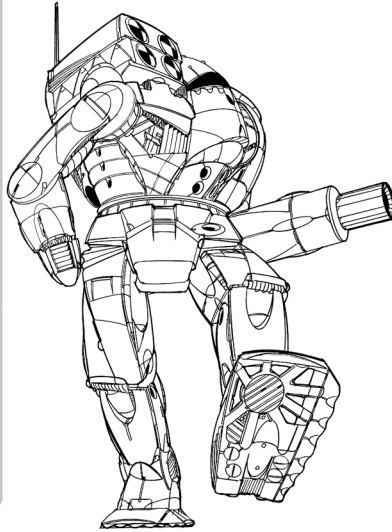
Cost: 4,562,167 C-bills

BV: 1,214

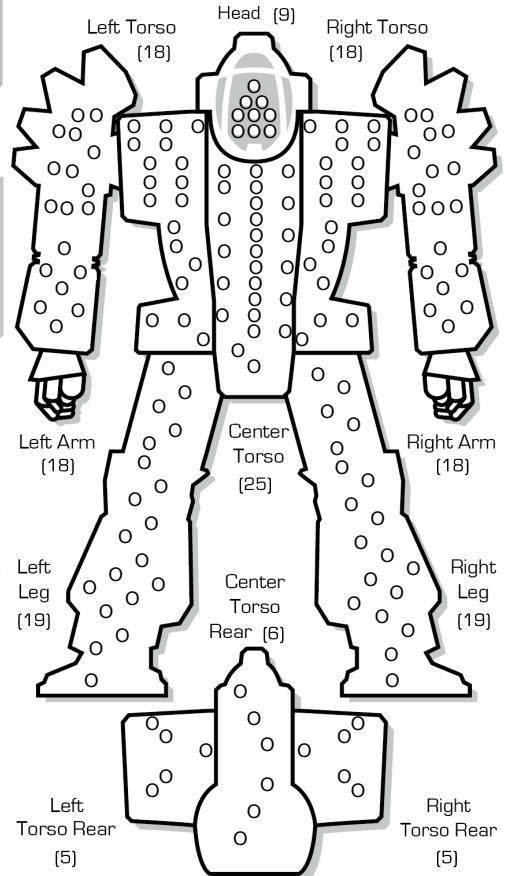
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_ Piloting Skill: \_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Large Laser
- ER Large Laser
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- Heat Sink
- Medium Pulse Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRM 5
- LRM 5
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- Heat Sink
- Medium Pulse Laser
- Ammo (LRM 5) 24
- Roll Again
- Roll Again
- Roll Again

1-3

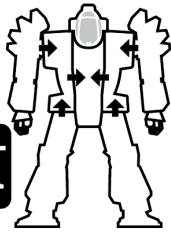
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

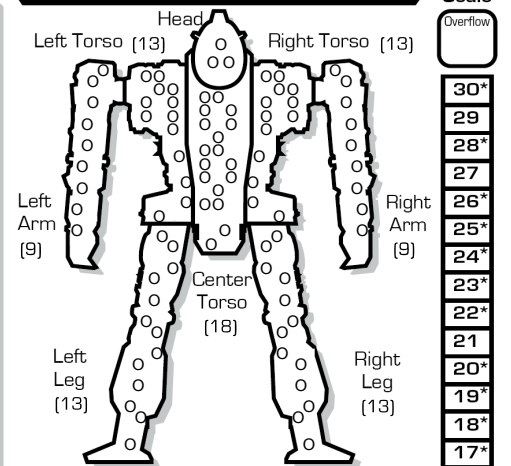
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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	Heat Sinks: 14 (14) Single
30	Shutdown	○○
28	Ammo Exp. avoid on 8+	○○
26	Shutdown, avoid on 10+	○○
25	-5 Movement Points	○○
24	+4 Modifier to Fire	○○
23	Ammo Exp. avoid on 6+	○○
22	Shutdown, avoid on 8+	○○
20	-4 Movement Points	○○
19	Ammo Exp. avoid on 4+	○○
18	Shutdown, avoid on 6+	○○
17	+3 Modifier to Fire	○○
15	-3 Movement Points	○○
14	Shutdown, avoid on 4+	○○
13	+2 Modifier to Fire	○○
10	-2 Movement Points	○○
8	+1 Modifier to Fire	○○
5	-1 Movement Points	○○

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Lineholder KW1-LH8 "Linebreaker"

Movement Points: **Tonnage:** 55  
 Walking: 5 **Tech Base:** Inner Sphere  
 Running: 8 **Era:** Civil War  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

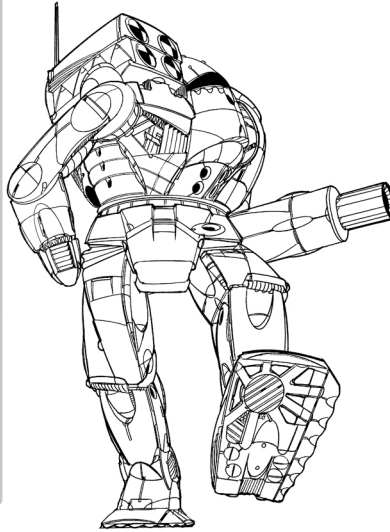
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Rotary AC/2	RA	1	2/Sht [DB,R,C]	—	6	12	18
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19

Cost: BV: 1,330

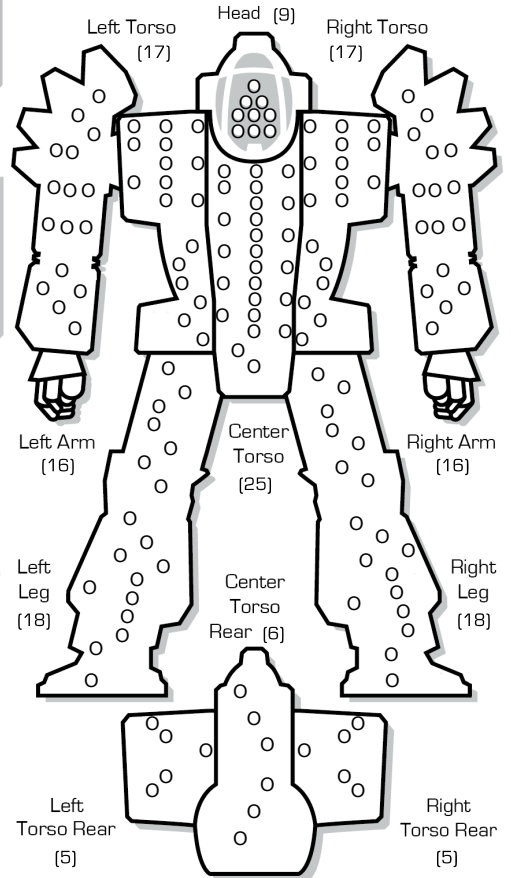
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



### ARMOR DIAGRAM

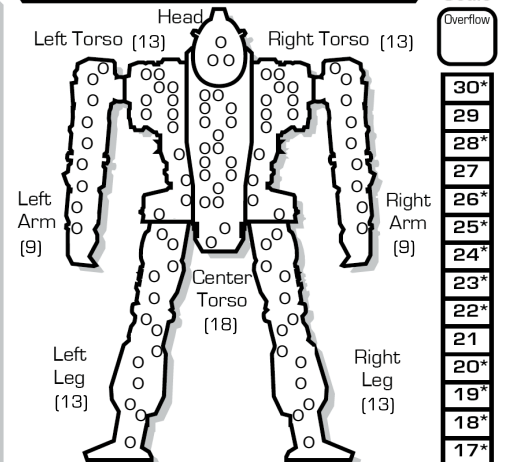


### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. ER Large Laser	5. ER Large Laser	6. Endo Steel
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Rotary AC/2	5. Rotary AC/2	6. Rotary AC/2
<b>Center Torso</b>	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. Endo Steel	2. Endo Steel	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Endo Steel
<b>Right Torso</b>	1. Ammo (RAC/2) 45	2. Endo Steel	3. Endo Steel	4. Endo Steel	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
<b>Engine Hits</b>	○○○					
<b>Gyro Hits</b>	○○					
<b>Sensor Hits</b>	○○					
<b>Life Support</b>	○					



### 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: Lineholder KW2-LHW

Movement Points: **Tonnage:** 55  
 Walking: 5 **Tech Base:** Inner Sphere  
 Running: 8 **Era:** Civil War  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C <sup>3</sup> CPU	CT	—	[E]	—	—	—	—
2	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
2	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
2	LRM 5	RA	2	1/Msl [M.C.S]	6	7	14	21
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19

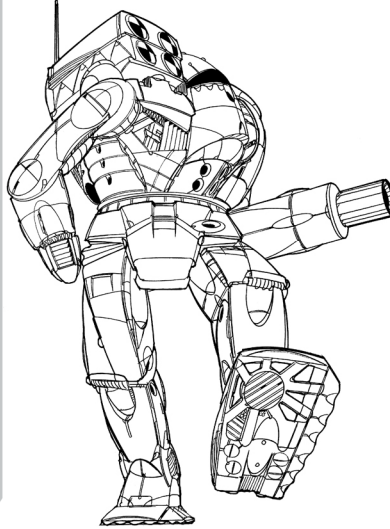
Cost: 6,409,766 C-bills

BV: 1,484

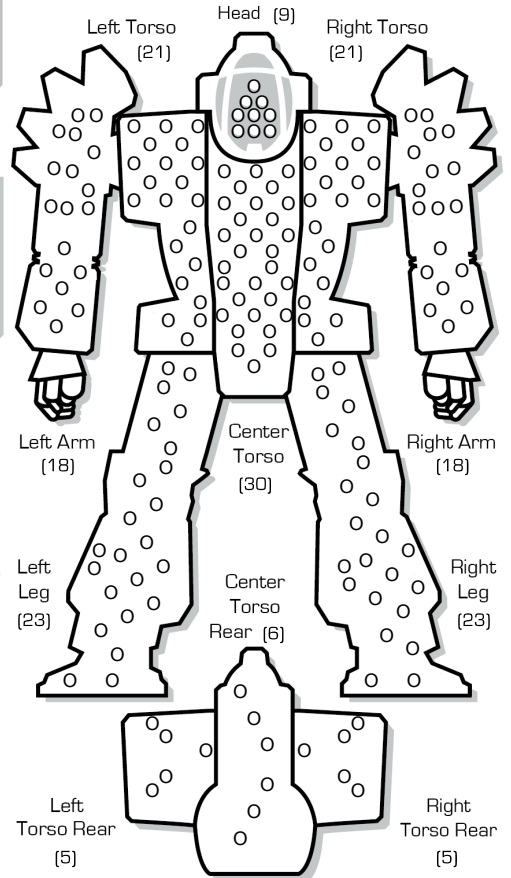
### WARRIOR DATA

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

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. ER Large Laser	5. ER Large Laser	6. Endo Steel
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. LRM 5	5. LRM 5	6. Endo Steel
<b>Center Torso</b>	1. Endo Steel	2. Endo Steel	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>Left Torso</b>	1. ER Medium Laser	2. ER Medium Laser	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Ferro-Fibrous
<b>Right Torso</b>	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel

**Head**

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

**Center Torso**

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

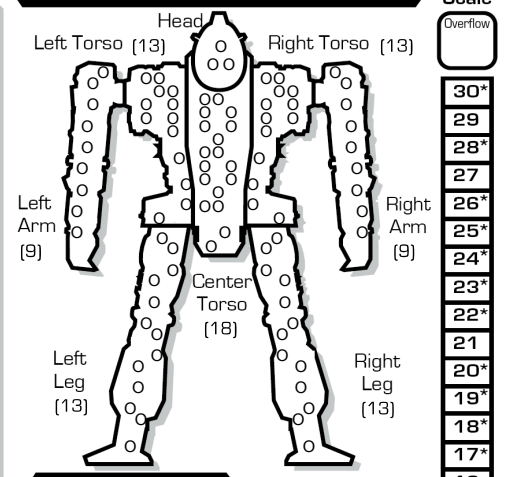
**Right Torso**

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser
- Ammo (LRM 5) 24

**Engine Hits** ○○○○  
**Gyro Hits** ○○  
**Sensor Hits** ○○  
**Life Support** ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 (28) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	○ ○
13	+2 Modifier to Fire	○ ○
10	-2 Movement Points	○ ○
8	+1 Modifier to Fire	○ ○
5	-1 Movement Points	○ ○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Black Hawk-KU BHKU-O**

Movement Points: **Tonnage: 60**  
 Walking: 5 **Tech Base: Inner Sphere**  
 Running: 8 **Era: Clan Invasion**  
 Jumping: 5

### Weapons & Equipment Inventory (hexes)

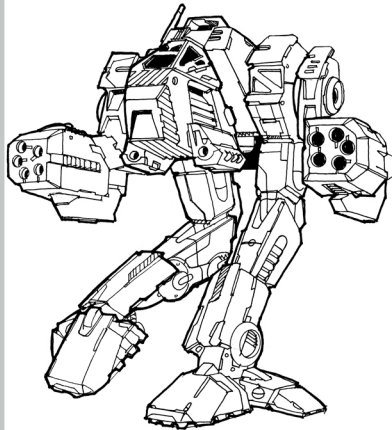
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	RT	1	3 [DE]	—	1	2	3
1	Small Laser	LT	1	3 [DE]	—	1	2	3
3	Medium Laser	RA	3	5 [DE]	—	3	6	9
2	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
3	Medium Laser	LA	3	5 [DE]	—	3	6	9
2	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

Cost: 14,595,000 C-bills **BV: 1,731**

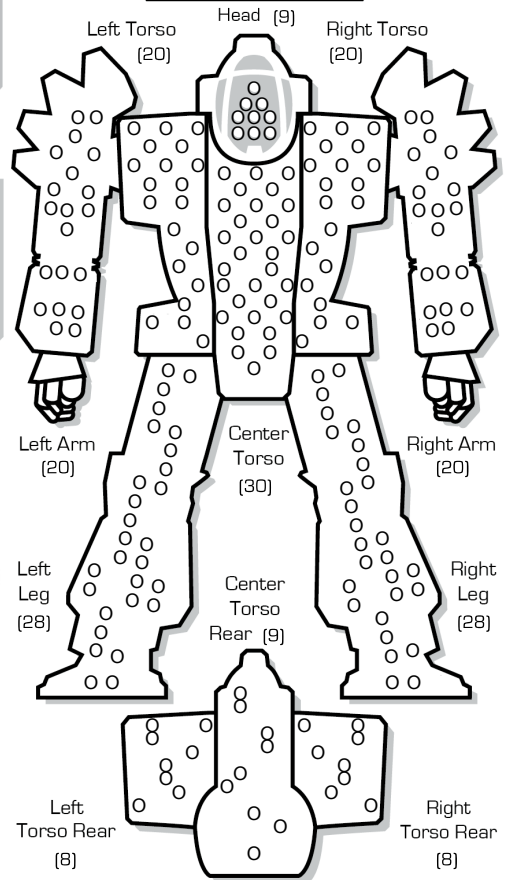
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



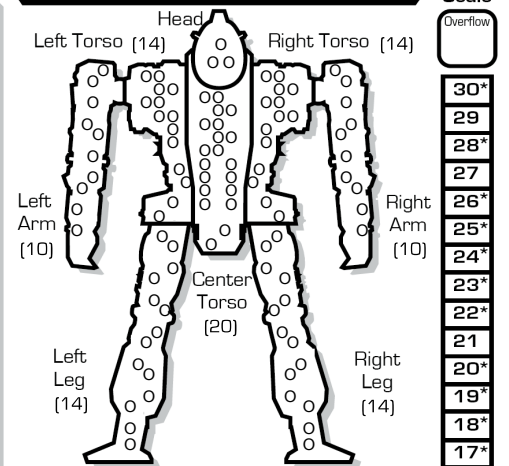
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Medium Pulse Laser	5. Medium Pulse Laser	6. Medium Laser
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Medium Pulse Laser	5. Medium Pulse Laser	6. Medium Laser
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet

Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 (32) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	○ ○
13	+2 Modifier to Fire	○ ○
10	-2 Movement Points	○ ○
8	+1 Modifier to Fire	○ ○
5	-1 Movement Points	○ ○

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Black Hawk-KU BHKU-OA**

Movement Points: **Tonnage: 60**  
 Walking: 5 **Tech Base: Inner Sphere**  
 Running: 8 **Era: Clan Invasion**  
 Jumping: 5

### Weapons & Equipment Inventory (hexes)

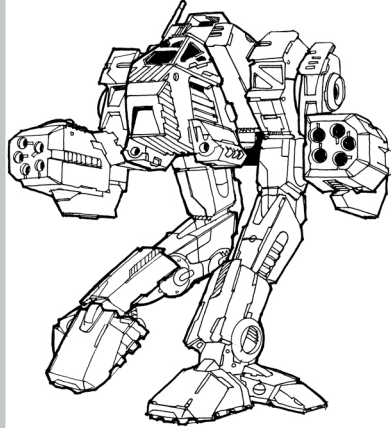
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AMS	RT	1	4	—	0	0	0
				[DB,PD]				
1	AMS	LT	1	4	—	0	0	0
				[DB,PD]				
1	ER PPC	RA	15	10	—	7	14	23
1	ER PPC	LA	15	10	—	7	14	23

Cost: 15,154,000 C-bills **BV: 1,770**

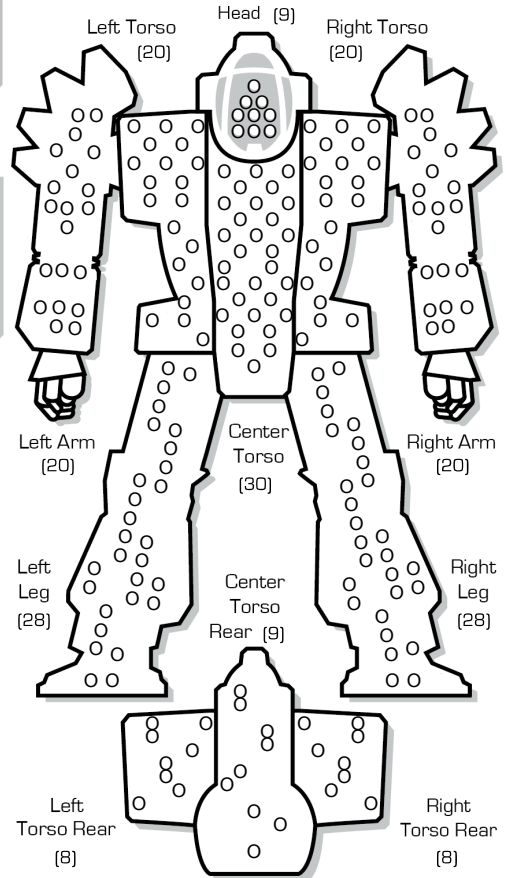
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



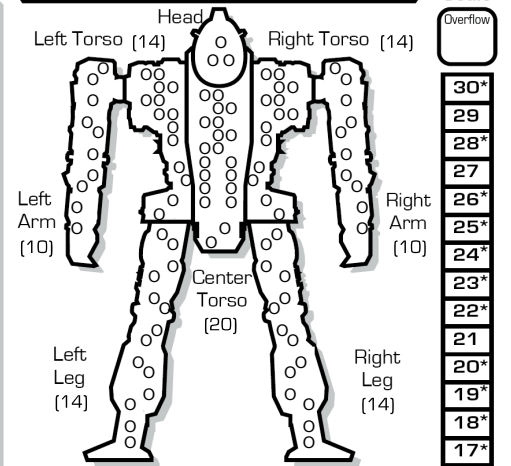
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. ER PPC	4. ER PPC	5. ER PPC	6. Roll Again
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. ER PPC	4. ER PPC	5. ER PPC	6. Roll Again
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet

**Engine Hits** ○○○  
**Gyro Hits** ○○  
**Sensor Hits** ○○  
**Life Support** ○

**Damage Transfer Diagram**

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 (28) Double
30	Shutdown	○○
28	Ammo Exp. avoid on 8+	○○
26	Shutdown, avoid on 10+	○○
25	-5 Movement Points	○○
24	+4 Modifier to Fire	○○
23	Ammo Exp. avoid on 6+	○○
22	Shutdown, avoid on 8+	○○
20	-4 Movement Points	○○
19	Ammo Exp. avoid on 4+	○○
18	Shutdown, avoid on 6+	○○
17	+3 Modifier to Fire	○○
15	-3 Movement Points	○○
14	Shutdown, avoid on 4+	○○
13	+2 Modifier to Fire	○○
10	-2 Movement Points	○○
8	+1 Modifier to Fire	○○
5	-1 Movement Points	○○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Black Hawk-KU BHKU-OB**

Movement Points: **Tonnage:** 60  
 Walking: 5 **Tech Base:** Inner Sphere  
 Running: 8 **Era:** Clan Invasion  
 Jumping: 5

### Weapons & Equipment Inventory (hexes)

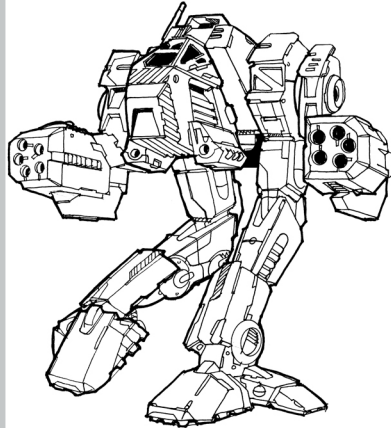
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/5	RA	1	5/Sht [DB,R,C]	2	6	13	20
1	Large Pulse Laser	LA	10	9[P]	—	3	7	10

Cost: 14,310,000 C-bills **BV:** 1,303

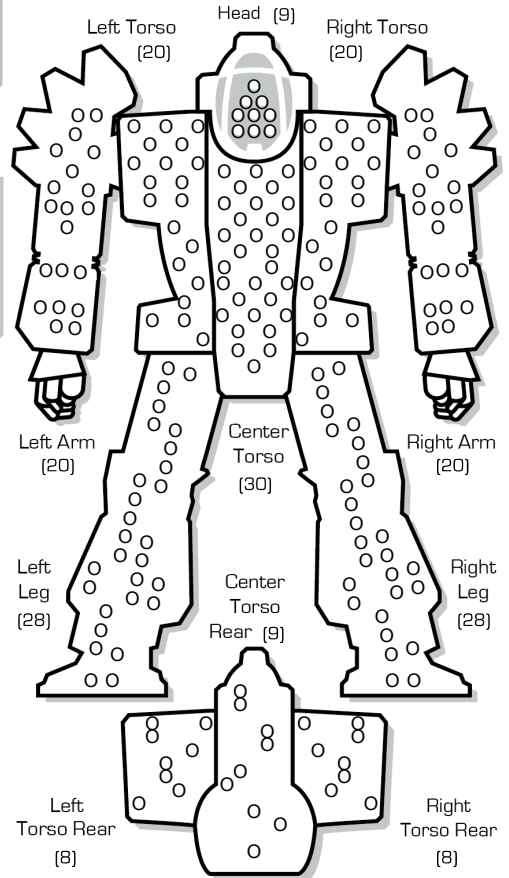
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Pulse Laser
- Large Pulse Laser
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- 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
- Jump Jet
- Jump Jet

#### Head

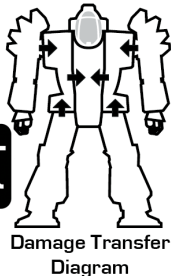
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- 4-6 XL Fusion Engine
- Jump Jet
- Roll Again

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
- 3 Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5

- Ultra AC/5
- 2 Ammo (Ultra AC/5) 20
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Right Torso

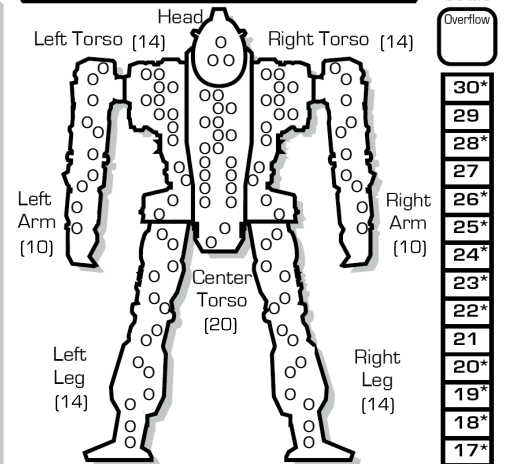
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- 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
- Jump Jet
- Jump Jet

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 (28) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	○ ○
13	+2 Modifier to Fire	○ ○
10	-2 Movement Points	○ ○
8	+1 Modifier to Fire	○ ○
5	-1 Movement Points	○ ○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Black Hawk-KU BHKU-OC**

Movement Points: **Tonnage: 60**  
 Walking: 5 **Tech Base: Inner Sphere**  
 Running: 8 **Era: Clan Invasion**  
 Jumping: 5

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22

Cost: 14,240,000 C-bills **BV: 1,597**

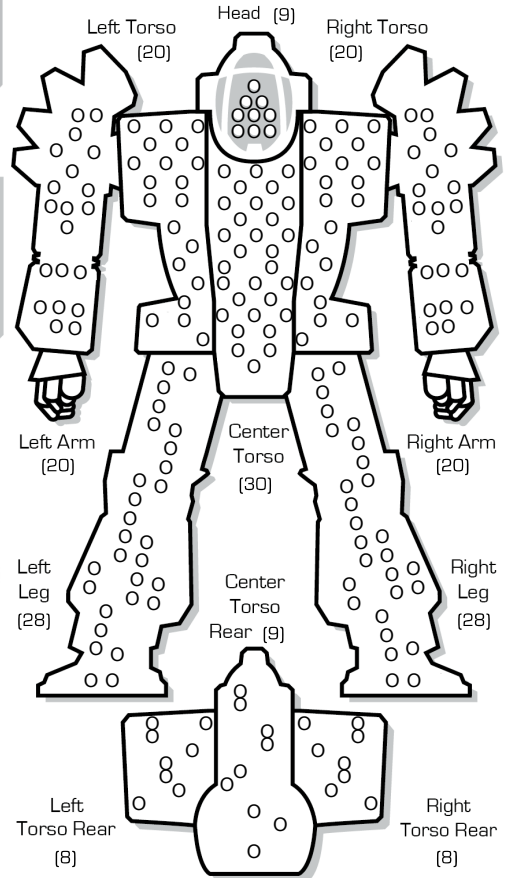
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Gauss Rifle
- 4 Gauss Rifle
- 5 Gauss Rifle
- 6 Gauss Rifle

#### Head

- Life Support
- Sensors
- Cockpit
- 4 Roll Again
- 5 Sensors
- 6 Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 3 Lower Arm Actuator
- 4 Medium Laser
- 5 Roll Again
- 6 Roll Again

#### 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. Roll Again
2. Roll Again
3. Roll Again
- 4-6 4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
- 1-3 4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

#### Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
- 1-3 4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

1. Ammo (Gauss) 8
2. Roll Again
3. Roll Again
- 4-6 4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

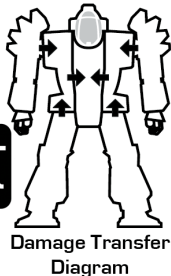
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- 5 Jump Jet
- 6 Jump Jet

#### Right Torso

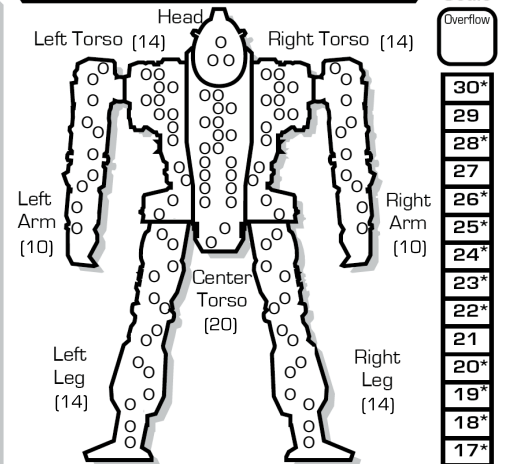
1. Roll Again
2. Roll Again
3. Roll Again
- 4-6 4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- 5 Jump Jet
- 6 Jump Jet



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 (28) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 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: **Black Hawk-KU BHKU-OD**

Movement Points: **Tonnage:** 60  
 Walking: 5 **Tech Base:** Inner Sphere  
 Running: 8 **Era:** Clan Invasion  
 Jumping: 5

### Weapons & Equipment Inventory (hexes)

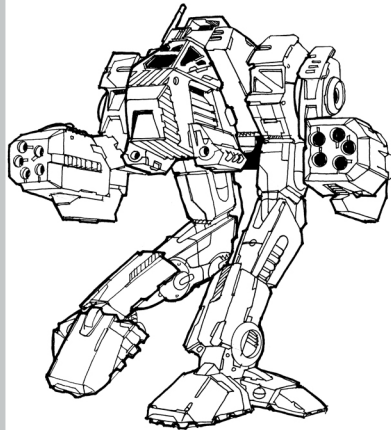
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	LRM 20	LA	6	1/Msl	6	7	14	21
				[M,C,S]				

Cost: 14,466,000 C-bills **BV:** 1,539

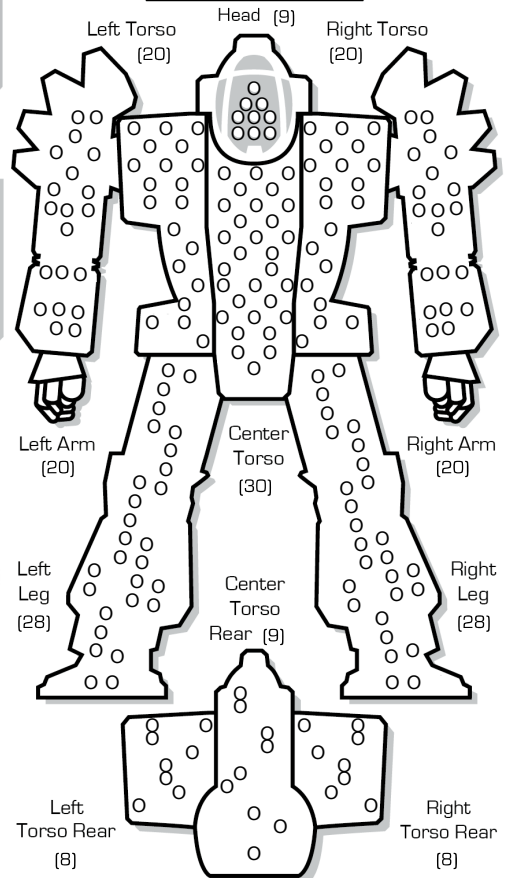
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



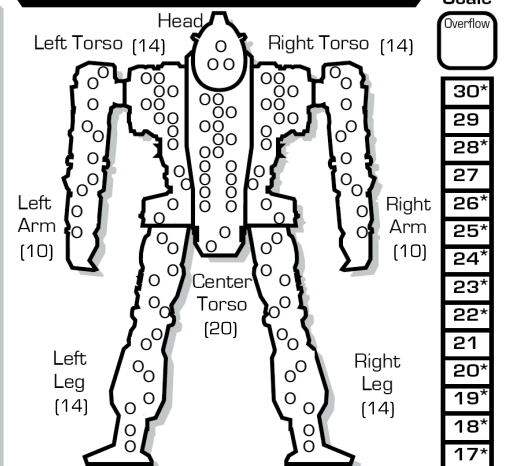
### ARMOR DIAGRAM



### CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>LRM 20</li> <li>LRM 20</li> <li>LRM 20</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>LRM 20</li> <li>LRM 20</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <h4>Left Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Ammo (LRM 20) 6</li> <li>Ammo (LRM 20) 6</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <h4>Left Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol>	<h4>Head</h4> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Roll Again</li> <li>Sensors</li> <li>Life Support</li> </ol> <h4>Center Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Jump Jet</li> <li>Roll Again</li> </ol> <p>4-6</p> <div style="border: 1px solid black; padding: 5px; margin: 10px 0;"> <p>Engine Hits ○○○              Gyro Hits ○○              Sensor Hits ○○              Life Support ○</p> </div> <p>Damage Transfer Diagram</p>	<h4>Right Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>ER Large Laser</li> <li>ER Large Laser</li> <li>Roll Again</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <h4>Right Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <h4>Right Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol>
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### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 (28) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	○ ○
13	+2 Modifier to Fire	○ ○
10	-2 Movement Points	○ ○
8	+1 Modifier to Fire	○ ○
5	-1 Movement Points	○ ○

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Black Hawk-KU BHKU-OE

Movement Points: Tonnage: 60  
 Walking: 5 Tech Base: Inner Sphere  
 Running: 8 Era: Civil War  
 Jumping: 5

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
6	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
6	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

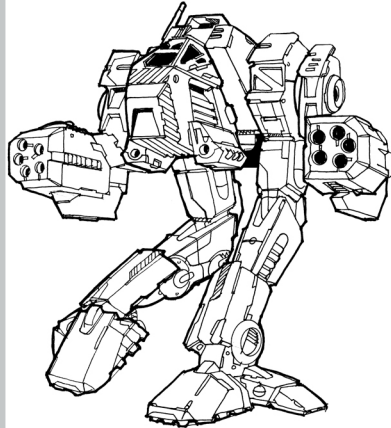
Cost: 15,546,000 C-bills BV: 1,982

### WARRIOR DATA

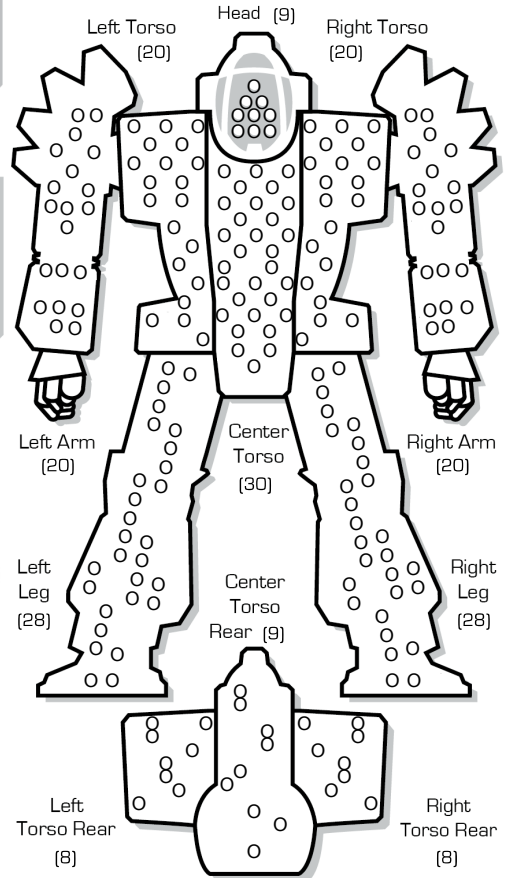
Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken 

1	2	3	4	5	6
3	5	7	10	11	Dead

  
 Consciousness#



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ER Medium Laser
2. ER Medium Laser
3. ER Medium Laser
- 4-6 4. ER Medium Laser
5. ER Medium Laser
6. ER Medium Laser

#### Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
- 1-3 4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
- 4-6 4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

#### Head

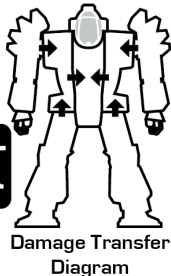
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
- 1-3 4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
- 4-6 4. XL Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. ER Medium Laser
5. ER Medium Laser
6. ER Medium Laser

1. ER Medium Laser
2. ER Medium Laser
3. ER Medium Laser
- 4-6 4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

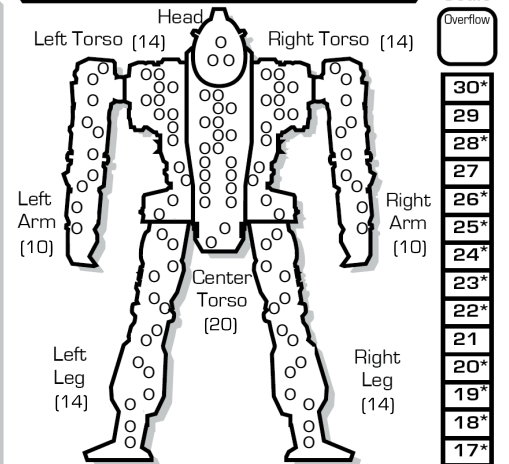
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
- 1-3 4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
- 4-6 4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 19 (38) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	○ ○
13	+2 Modifier to Fire	○ ○
10	-2 Movement Points	○ ○
8	+1 Modifier to Fire	○ ○
5	-1 Movement Points	○ ○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Black Hawk-KU BHKU-OF

Movement Points: Tonnage: 60  
 Walking: 5 Tech Base: Inner Sphere  
 Running: 8 Era: Jihad  
 Jumping: 5

### Weapons & Equipment Inventory (hexes)

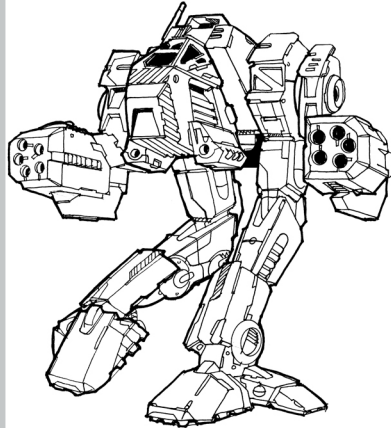
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C³ Slave	HD		[E]				
2	Light PPC	RA	5	5 [DE]	3	6	12	18
1	Heavy PPC	LA	15	15 [DE]	3	6	12	18

Cost: 14,054,000 C-bills BV: 1,759

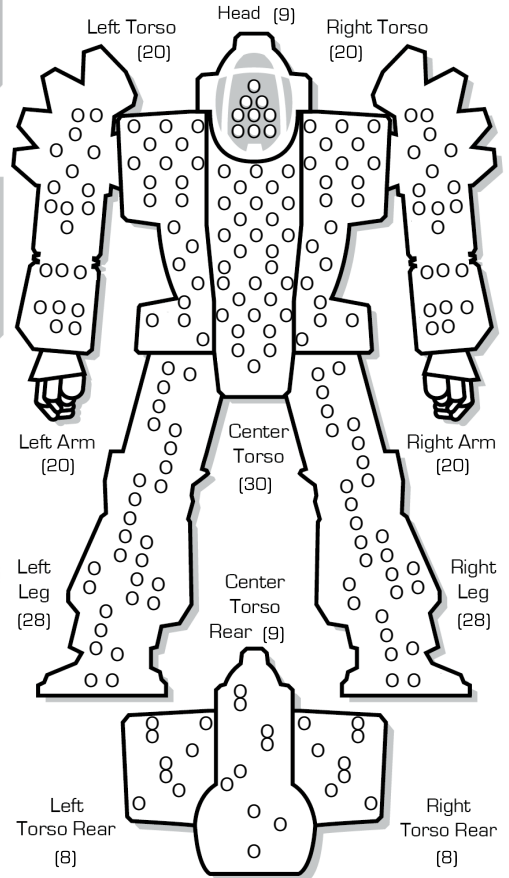
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting 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. Roll Again
2. Roll Again
3. Roll Again
- 4-6. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
- 1-3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Roll Again
2. Roll Again
3. Roll Again
- 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. Jump Jet
6. Jump Jet

#### Head

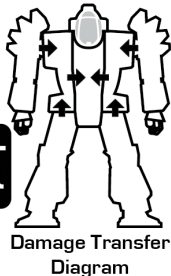
1. Life Support
2. Sensors
3. Cockpit
4. C³ Slave
5. Sensors
6. Life Support

#### Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
- 1-3. Gyro
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
- 4-6. XL Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Light PPC
- 1-3. Light PPC
4. Light PPC
5. Light PPC
6. Light PPC

1. Roll Again
2. Roll Again
3. Roll Again
- 4-6. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

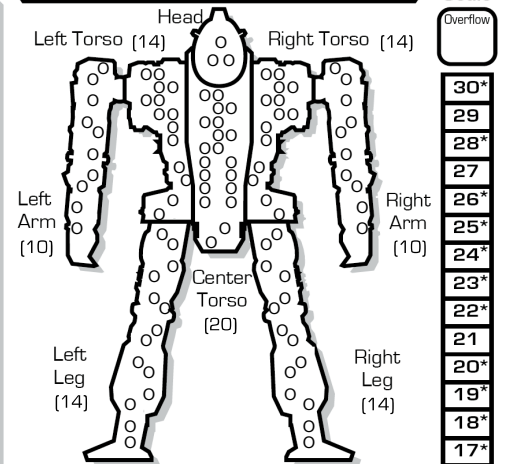
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
- 1-3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Roll Again
2. Roll Again
3. Roll Again
- 4-6. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 (28) Double
30	Shutdown	○○
28	Ammo Exp. avoid on 8+	○○
26	Shutdown, avoid on 10+	○○
25	-5 Movement Points	○○
24	+4 Modifier to Fire	○○
23	Ammo Exp. avoid on 6+	○○
22	Shutdown, avoid on 8+	○○
20	-4 Movement Points	○○
19	Ammo Exp. avoid on 4+	○○
18	Shutdown, avoid on 6+	○○
17	+3 Modifier to Fire	○○
15	-3 Movement Points	○○
14	Shutdown, avoid on 4+	○○
13	+2 Modifier to Fire	○○
10	-2 Movement Points	○○
8	+1 Modifier to Fire	○○
5	-1 Movement Points	○○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Black Hawk-KU BHKU-OR**

Movement Points: **Tonnage: 60**  
 Walking: 5 **Tech Base: Mixed Tech (I.S.)**  
 Running: 8 **(Experimental)**  
 Jumping: 5 **Era: Clan Invasion**

### Weapons & Equipment Inventory (hexes)

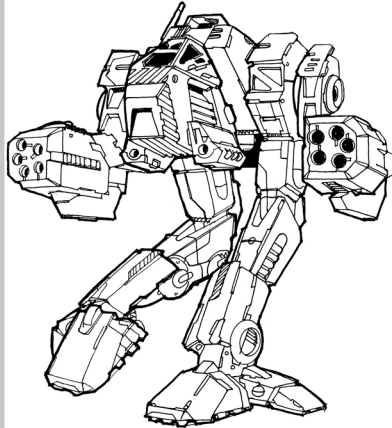
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Slave	CT	—	[E]	—	—	—	—
2	ER Large Laser (Clan)	RA	12	10 [DE]	—	8	15	25
2	Streak SRM 6 (Clan)	LA	4	2 [M]	—	4	8	12

Cost: 15,346,000 C-bills **BV: 2,193**

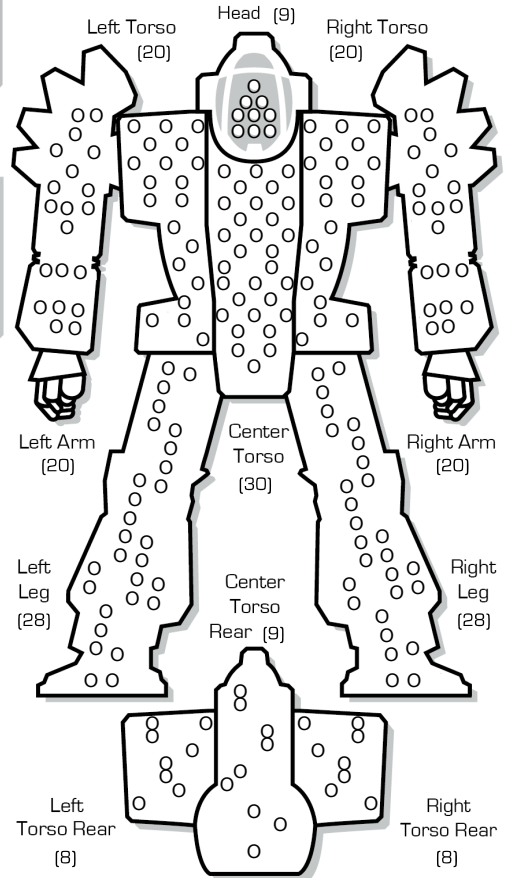
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



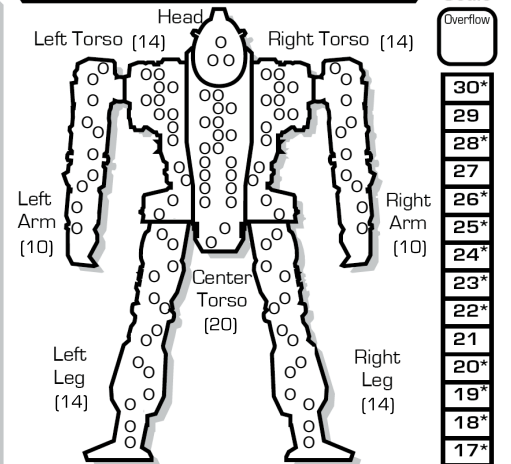
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Streak SRM 6 (Clan)	5. Streak SRM 6 (Clan)	6. Streak SRM 6 (Clan)
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. ER Large Laser (Clan)	5. ER Large Laser (Clan)	6. Roll Again
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet

**Engine Hits** ○○○○  
**Gyro Hits** ○○  
**Sensor Hits** ○○  
**Life Support** ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 (28) Double
30	Shutdown	○○
28	Ammo Exp. avoid on 8+	○○
26	Shutdown, avoid on 10+	○○
25	-5 Movement Points	○○
24	+4 Modifier to Fire	○○
23	Ammo Exp. avoid on 6+	○○
22	Shutdown, avoid on 8+	○○
20	-4 Movement Points	○○
19	Ammo Exp. avoid on 4+	○○
18	Shutdown, avoid on 6+	○○
17	+3 Modifier to Fire	○○
15	-3 Movement Points	○○
14	Shutdown, avoid on 4+	○○
13	+2 Modifier to Fire	○○
10	-2 Movement Points	○○
8	+1 Modifier to Fire	○○
5	-1 Movement Points	○○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Black Hawk-KU BHKU-OX**

Movement Points: **Tonnage: 60**  
 Walking: 5 **Tech Base: Inner Sphere**  
 Running: 8 **(Experimental)**  
 Jumping: 5 **Era: Clan Invasion**

### Weapons & Equipment Inventory (hexes)

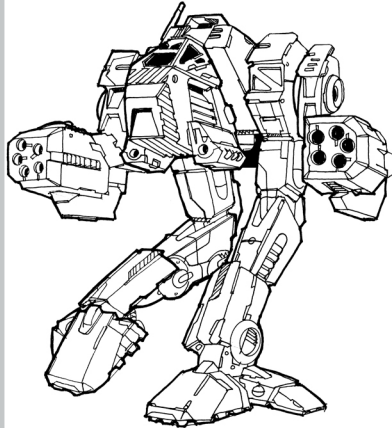
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C³ Slave	HD	—	[E]	—	—	—	—
7	Medium Laser	RA	3	5 [DE]	—	3	6	9
7	Medium Laser	LA	3	5 [DE]	—	3	6	9

Cost: 15,374,000 C-bills **BV: 2,022**

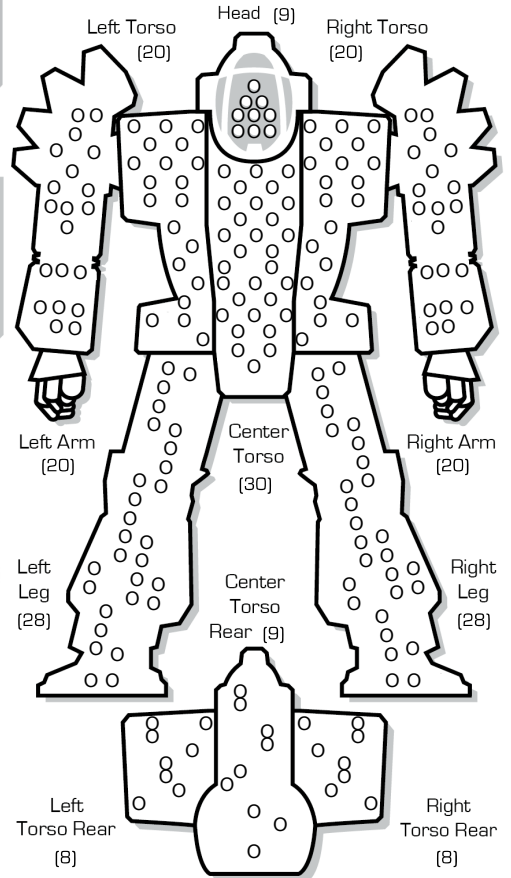
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



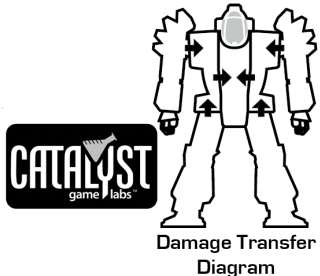
### ARMOR DIAGRAM



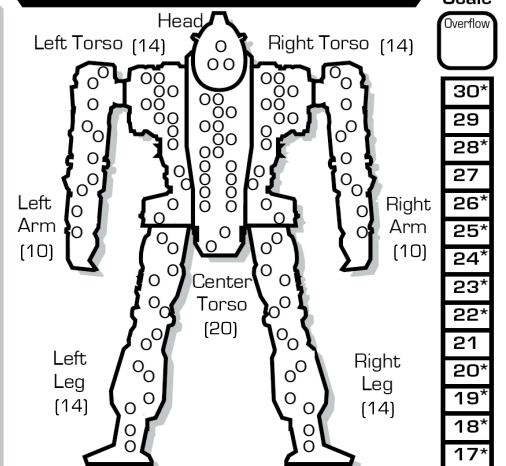
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Medium Laser	4. Medium Laser	5. Medium Laser	6. Medium Laser
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Medium Laser	4. Medium Laser	5. Medium Laser	6. Medium Laser
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. C³ Slave	5. Sensors	6. Life Support

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 (28) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	○ ○
13	+2 Modifier to Fire	○ ○
10	-2 Movement Points	○ ○
8	+1 Modifier to Fire	○ ○
5	-1 Movement Points	○ ○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Merlin MLN-1A

Movement Points:   
 Walking: 4   
 Running: 6   
 Jumping: 4   
 Tonnage: 60   
 Tech Base: Inner Sphere (Intro)   
 Era: Succession Wars

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	RT	2	1/Mei [M,C,S]	6	7	14	21
1	PPC	RT	10	10 [DE]	3	6	12	18
1	Flamer	LT	3	2 [DE,H,A]	—	1	2	3
1	Machine Gun	LT	0	2 [DB,A]	—	1	2	3
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

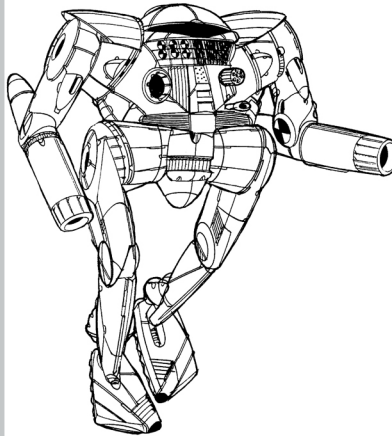
Cost: 4,911,200 C-bills

BV: 1,217

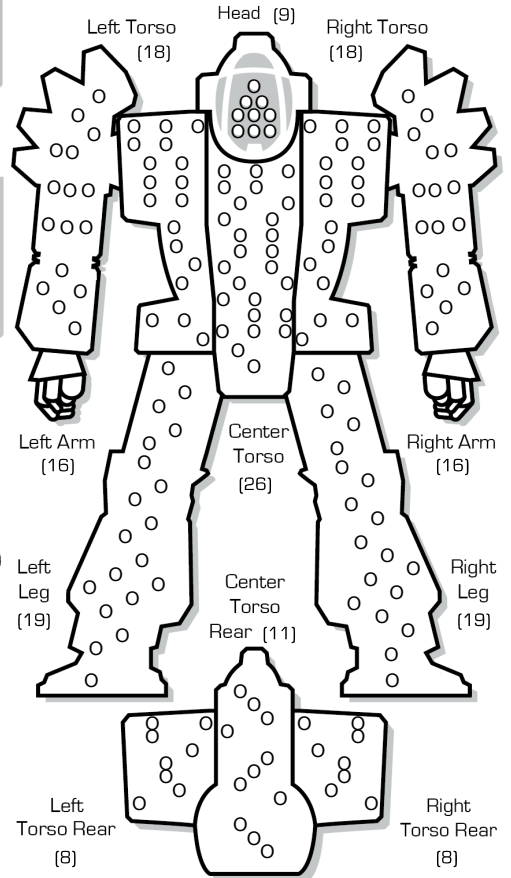
### WARRIOR DATA

Name: \_\_\_\_\_   
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_   
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



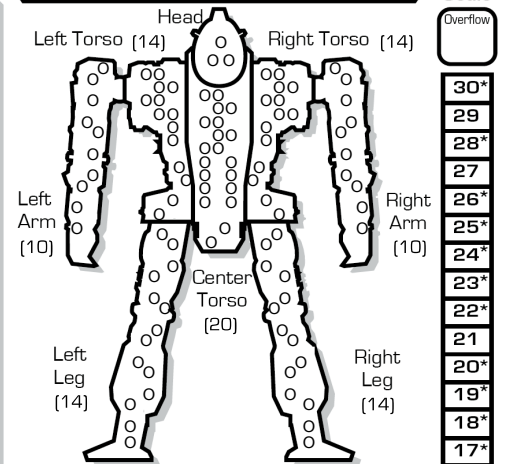
### CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>1-3 Medium Laser</li> <li>Roll Again</li> <li>Roll Again</li> </ol>	<h4>Head</h4> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Roll Again</li> <li>Sensors</li> <li>Life Support</li> </ol>	<h4>Right Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>1-3 Medium Laser</li> <li>Roll Again</li> <li>Roll Again</li> </ol>
<h4>Left Torso</h4> <ol style="list-style-type: none"> <li>Heat Sink</li> <li>Heat Sink</li> <li>Heat Sink</li> <li>1-3 Heat Sink</li> <li>Heat Sink</li> <li>Flamer</li> </ol>	<h4>Center Torso</h4> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>4-6 Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>	<h4>Right Torso</h4> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>4-6 Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>
<h4>Left Leg</h4> <ol style="list-style-type: none"> <li>Machine Gun</li> <li>Roll Again</li> <li>Roll Again</li> <li>4-6 Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>	<h4>Right Leg</h4> <ol style="list-style-type: none"> <li>Heat Sink</li> <li>Heat Sink</li> <li>Heat Sink</li> <li>1-3 Heat Sink</li> <li>PPC</li> <li>PPC</li> </ol>	<h4>Right Leg</h4> <ol style="list-style-type: none"> <li>PPC</li> <li>LRM 5</li> <li>Roll Again</li> <li>4-6 Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>

Engine Hits ○○○   
 Gyro Hits ○○   
 Sensor Hits ○○   
 Life Support ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 18 (18)
30	Shutdown	Single ○○
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: Merlin MLN-1B

Movement Points: **Tonnage:** 60  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 (Intro)  
 Jumping: 4 **Era:** Clan Invasion

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	RT	2	1/Mei [M,C,S]	6	7	14	21
1	PPC	RT	10	10 [DE]	3	6	12	18
1	Flamer	LT	3	2 [DE,H,A]	—	1	2	3
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

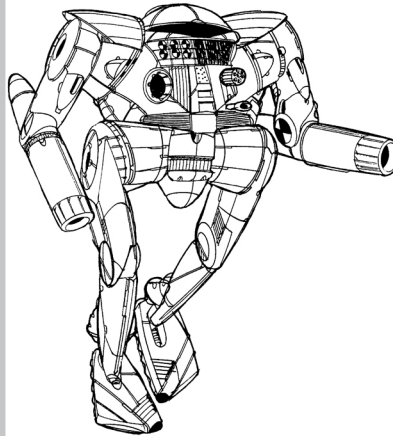
Cost: 4,906,400 C-bills

BV: 1,228

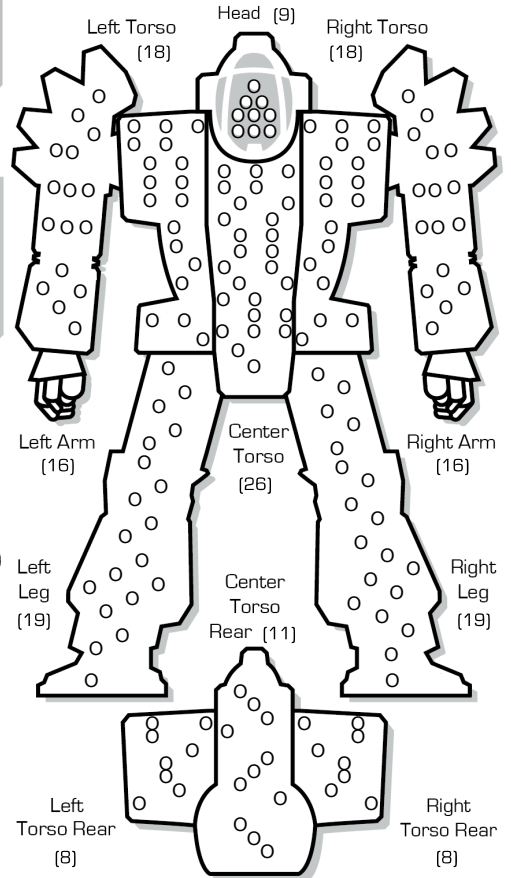
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



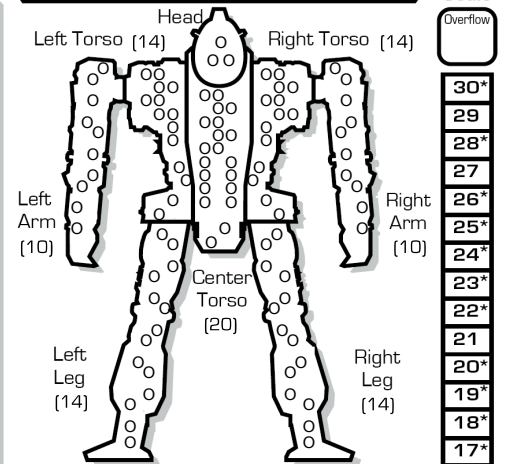
### CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Medium Laser</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <h4>Left Torso</h4> <ol style="list-style-type: none"> <li>Heat Sink</li> <li>Heat Sink</li> <li>Heat Sink</li> <li>Heat Sink</li> <li>Flamer</li> <li>Ammo [LRM 5] 24</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <h4>Left Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol>	<h4>Head</h4> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Roll Again</li> <li>Sensors</li> <li>Life Support</li> </ol> <h4>Center Torso</h4> <ol style="list-style-type: none"> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <ol style="list-style-type: none"> <li>Gyro</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Heat Sink</li> <li>Heat Sink</li> </ol> <p>4-6</p>	<h4>Right Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Medium Laser</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <h4>Right Torso</h4> <ol style="list-style-type: none"> <li>Heat Sink</li> <li>Heat Sink</li> <li>Heat Sink</li> <li>Heat Sink</li> <li>PPC</li> <li>PPC</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>PPC</li> <li>LRM 5</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <h4>Right Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol>
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Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 19 (19) Single
30	Shutdown	○○○
28	Ammo Exp. avoid on 8+	○○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp. avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○○
20	-4 Movement Points	○○○
19	Ammo Exp. avoid on 4+	○○○
18	Shutdown, avoid on 6+	○○○
17	+3 Modifier to Fire	○○○
15	-3 Movement Points	○○○
14	Shutdown, avoid on 4+	○○○
13	+2 Modifier to Fire	○○○
10	-2 Movement Points	○○○
8	+1 Modifier to Fire	○○○
5	-1 Movement Points	○○○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Merlin MLN-1C

Movement Points:

Walking: 4  
Running: 6  
Jumping: 4

Tonnage: 60

Tech Base: Inner Sphere  
Era: Jihad

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	RT	2	1/Mei [M,C,S]	6	7	14	21
1	PPC	RT	10	10 [DE]	3	6	12	18
1	Flamer	LT	3	2 [DE,H,A]	—	1	2	3
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

Cost: 5,034,400 C-bills

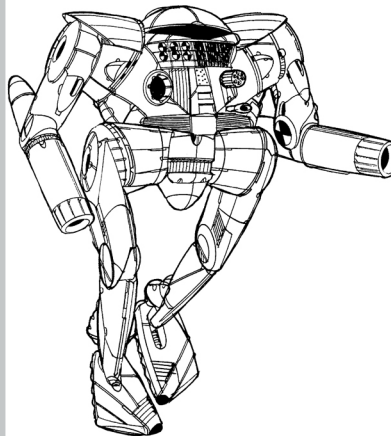
BV: 1,267

### WARRIOR DATA

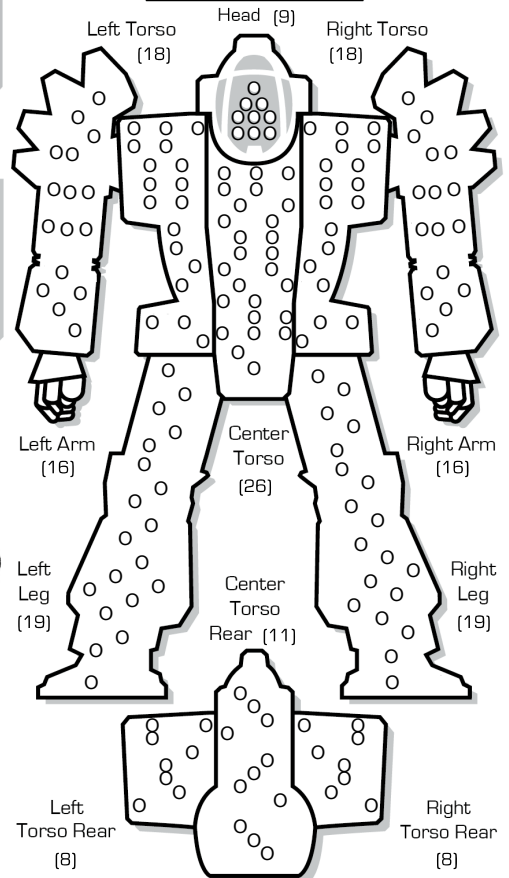
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ 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 Medium Laser
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Flamer
- Ammo [LRM 5] 24

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

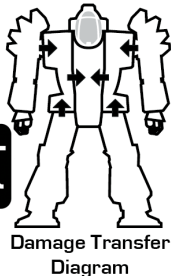
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Heat Sink
- Heat Sink

4-6

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Medium Laser
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- PPC
- PPC

1-3

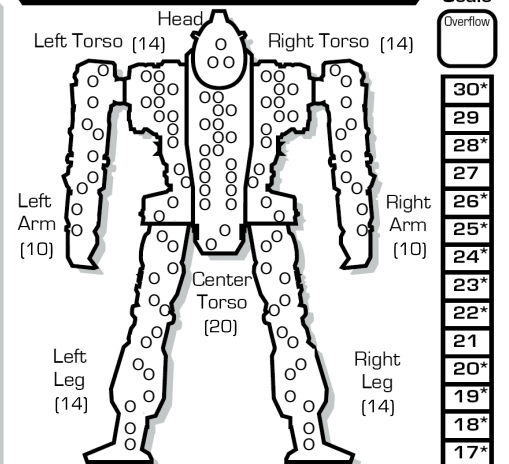
- PPC
- LRM 5
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 19 (19) Single
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	○ ○
13	+2 Modifier to Fire	○ ○
10	-2 Movement Points	○ ○
8	+1 Modifier to Fire	○ ○
5	-1 Movement Points	○ ○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Avatar AV1-O

Movement Points:  
 Walking: 4  
 Running: 6  
 Jumping: 0

Tonnage: 70  
 Tech Base: Inner Sphere  
 Era: Clan Invasion

### WARRIOR DATA

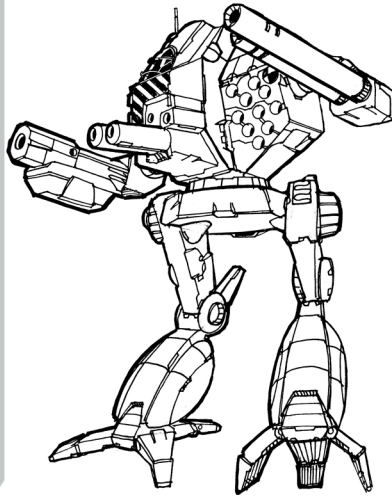
Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead

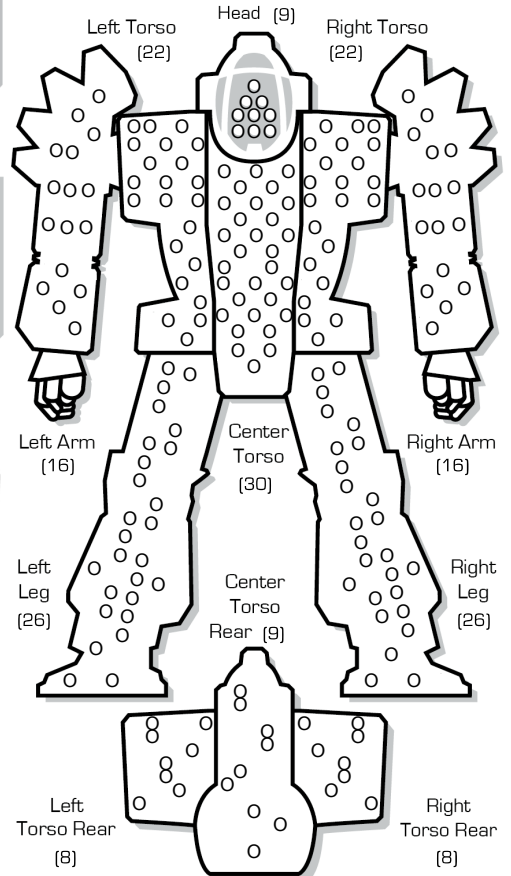
### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	LRM 10 w/Artemis IV FCS	RT	4	1/Msl [M,C,S]	6	7	14	21
1	Machine Gun	RT	0	2 [DB,AI]	—	1	2	3
1	LRM 10 w/Artemis IV FCS	LT	4	1/Msl [M,C,S]	6	7	14	21
1	Machine Gun	LT	0	2 [DB,AI]	—	1	2	3
1	LB 10-X AC	RA	2	10 [DB,C/F/S]	—	6	12	18
2	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

Cost: 17,087,480 C-bills      BV: 1,395



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Pulse Laser
- Medium Pulse Laser
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 3 LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

#### Center Torso

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

- 1-3 LB 10-X AC
- 2-6 LB 10-X AC
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 LRM 10
- LRM 10
- Artemis IV FCS
- Machine Gun
- 2 Ammo (LRM 10 Artemis) 12
- 4-6 Ammo (LRM 10 Artemis) 12
- 4-6 Ammo (LRM 10 Artemis) 12
- CASE
- Roll Again

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- 4-6 XL Fusion Engine
- Medium Laser
- Medium Laser

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 LRM 10
- LRM 10
- Artemis IV FCS
- Machine Gun
- 2 Ammo (Machine Gun) 200
- 3-4 Ammo (LB 10-X) 10
- 4-6 Ammo (LB 10-X Cluster) 10
- CASE
- Roll Again

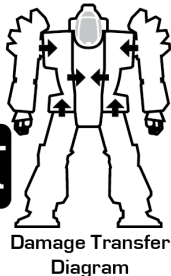
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

#### Left Leg

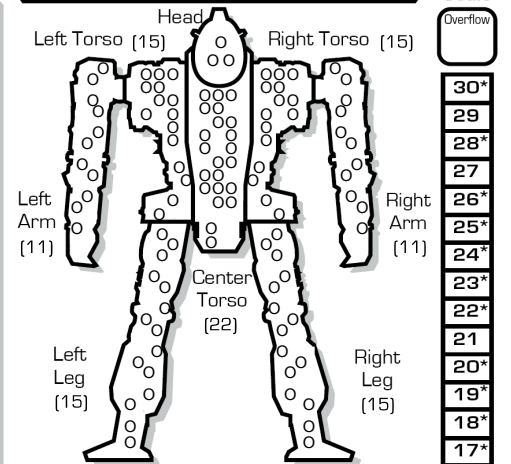
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- Roll Again
- Roll Again



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Avatar AV1-OA

Movement Points:

Walking: 4  
Running: 6  
Jumping: 4

Tonnage: 70

Tech Base: Inner Sphere  
Era: Clan Invasion

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	SRM 6	RT	4	2/Msl [M,C]	—	3	6	9
1	SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
1	Autocannon/20	RA	7	20 [DB,S]	—	3	6	9
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19

Cost: 16,989,730 C-bills

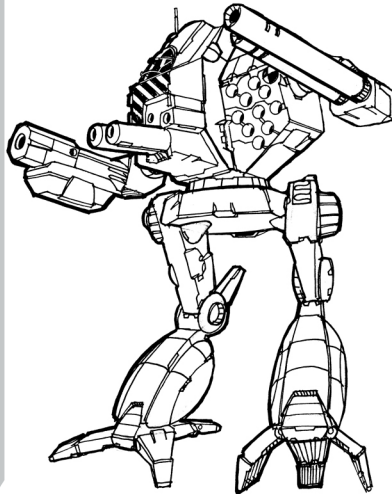
BV: 1,481

### WARRIOR DATA

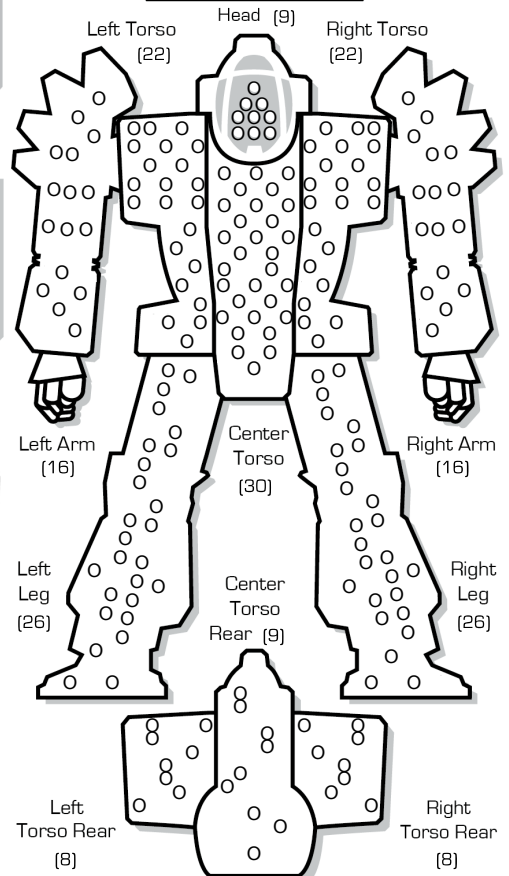
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ 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 Large Laser
- ER Large Laser
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- SRM 6
- SRM 6
- Ammo [SRM 6] 15

1-3

- Ammo [SRM 6] 15
- CASE
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

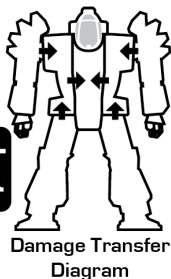
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Laser
- Medium Laser

4-6

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20

1-3

- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- SRM 6
- SRM 6
- Ammo [AC/20] 5

1-3

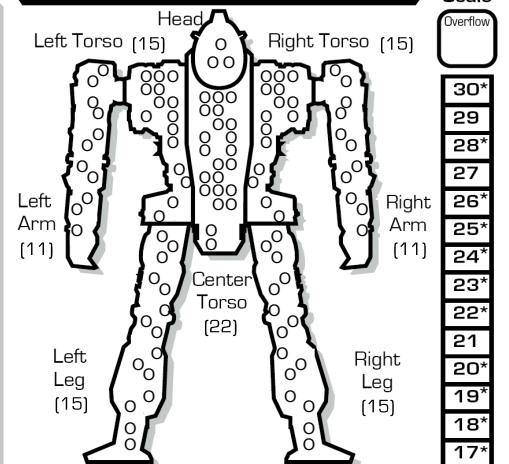
- Ammo [AC/20] 5
- Ammo [AC/20] 5
- CASE
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 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: Avatar AV1-OB

Movement Points:

Walking: 4  
Running: 6  
Jumping: 0

Tonnage: 70

Tech Base: Inner Sphere  
Era: Clan Invasion

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

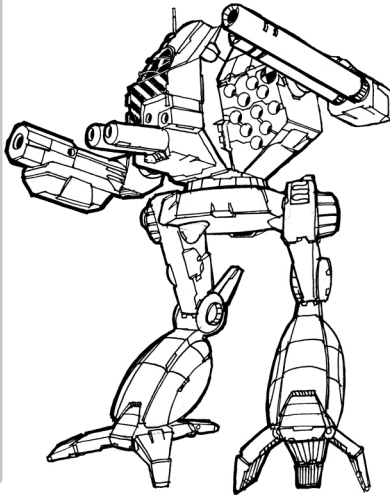
### Weapons & Equipment Inventory

(hexes)

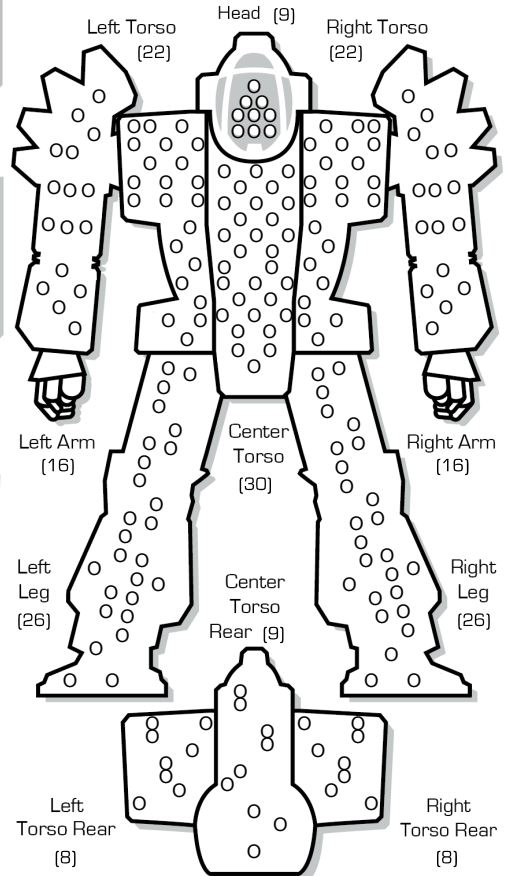
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	LRM 10	RT	4	1/Msl [M,C,S]	6	7	14	21
1	LRM 10	LT	4	1/Msl [M,C,S]	6	7	14	21
1	LRM 15	RA	5	1/Msl [M,C,S]	6	7	14	21
1	LRM 15	LA	5	1/Msl [M,C,S]	6	7	14	21

Cost: 17,137,417 C-bills

BV: 1,496



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LRM 15
- LRM 15
- LRM 15

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LRM 15
- LRM 15
- LRM 15

#### Center Torso

- Artemis IV FCS
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

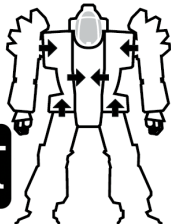
#### Left Torso

- Artemis IV FCS
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Laser
- Medium Laser
- Medium Laser

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



Damage Transfer Diagram

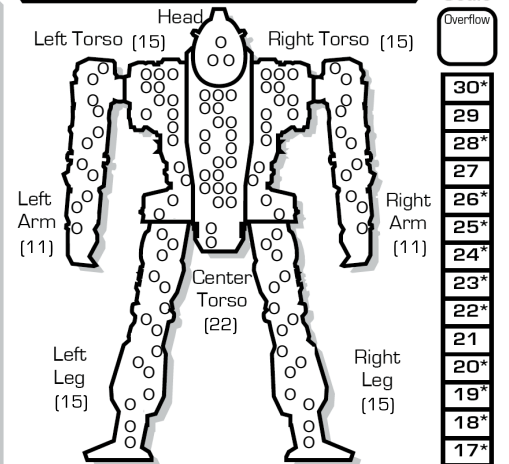
#### Left Leg

- Ammo (LRM 10 Artemis) 12
- Ammo (LRM 15 Artemis) 8
- Ammo (LRM 15 Artemis) 8
- CASE
- Roll Again
- Roll Again

#### Right Leg

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM 10
- LRM 10
- Artemis IV FCS

### 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 8+	○
17	+3 Modifier to Fire	○
15	-3 Movement 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: Avatar AV1-OC

Movement Points:  
 Walking: 4  
 Running: 6  
 Jumping: 0

Tonnage: 70  
 Tech Base: Inner Sphere  
 Era: Clan Invasion

### Weapons & Equipment Inventory

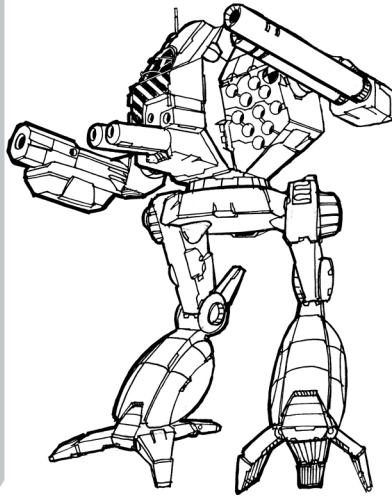
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	LRM 10	RT	4	1/Msl [M.C.S.]	6	7	14	21
1	C <sup>3</sup> Master	LT	0	[E]	—	5	10	15
1	LRM 10	LT	4	1/Msl [M.C.S.]	6	7	14	21
1	Ultra AC/5	RA	1	5/Sht [D.B.R.C.]	2	6	13	20
1	PPC	LA	10	10 [DE]	3	6	12	18

Cost: 19,566,292 C-bills      BV: 1,406

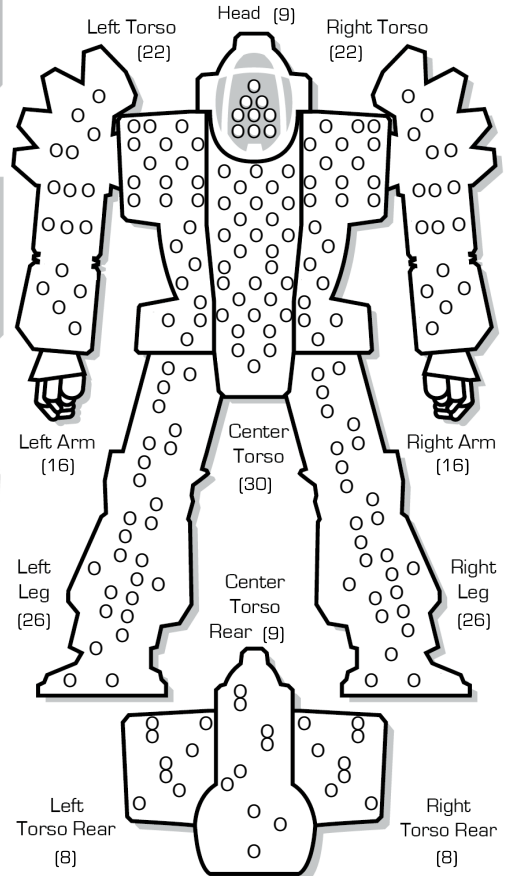
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



### ARMOR DIAGRAM



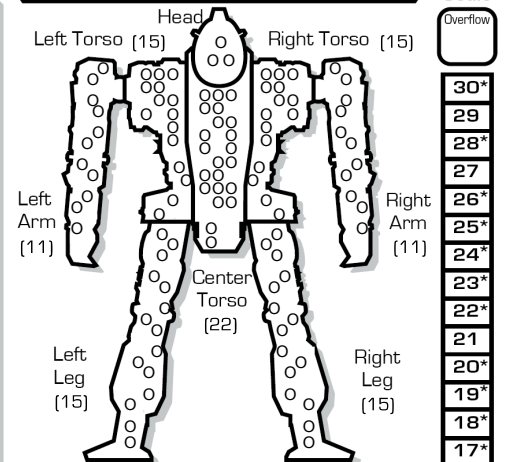
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. PPC	4. PPC	5. PPC	6. Roll Again
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Ultra AC/5	4. Ultra AC/5	5. Ultra AC/5	6. Ultra AC/5
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. LRM 10	5. LRM 10	6. C <sup>3</sup> Master
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. LRM 10	5. LRM 10	6. Ammo (LRM 10) 12
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10 (20) Double
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Avatar AV1-OD

Movement Points:  
 Walking: 4  
 Running: 6  
 Jumping: 0

Tonnage: 70  
 Tech Base: Inner Sphere  
 Era: Clan Invasion

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C³ Slave	HD	—	[E]	—	—	—	—
2	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	MRM 20	RT	6	1/2 Msl [M,C]	—	3	8	15
1	MRM 20	LT	6	1/2 Msl [M,C]	—	3	8	15
1	Light Gauss Rifle	RA	1	8 [DB,X]	—	3	8	17
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

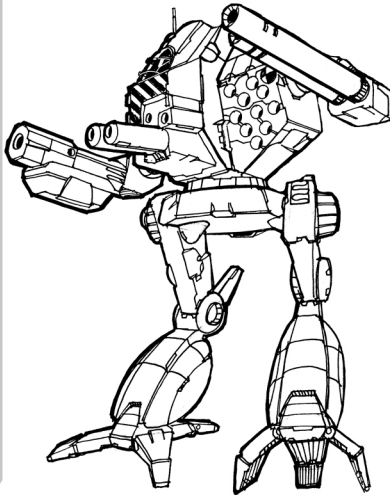
Cost: 17,123,605 C-bills

BV: 1,475

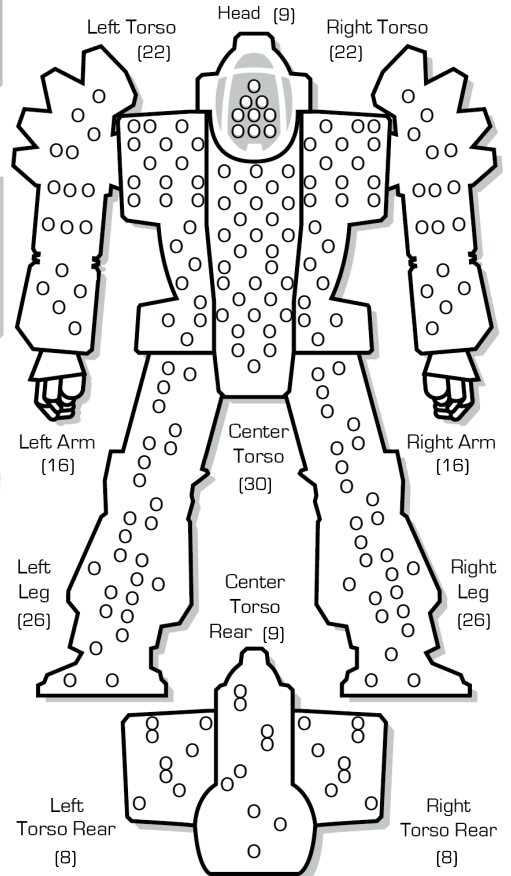
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ 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 Medium Laser
- ER Medium Laser
- 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
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- MRM 20
- MRM 20
- MRM 20
- Ammo (MRM 20) 12
- CASE
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

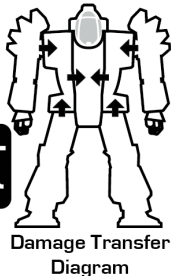
- Life Support
- Sensors
- Cockpit
- C³ Slave
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Laser
- Medium Laser

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Light Gauss Rifle
- Light Gauss Rifle
- Light Gauss Rifle
- Light Gauss Rifle

- Light Gauss Rifle
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Torso

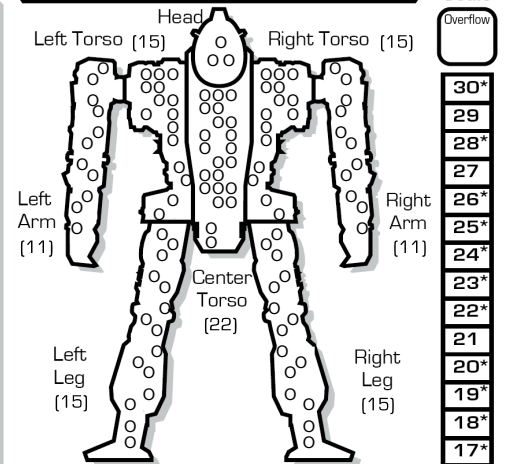
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- MRM 20
- MRM 20
- MRM 20
- Ammo (MRM 20) 12
- Ammo (Light Gauss) 16
- CASE

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	○ ○
13	+2 Modifier to Fire	○ ○
10	-2 Movement Points	○ ○
8	+1 Modifier to Fire	○ ○
5	-1 Movement Points	○ ○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Avatar AV1-OE

Movement Points:

Walking: 4  
Running: 6  
Jumping: 0

Tonnage: 70

Tech Base: Inner Sphere  
Era: Civil War

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Improved C <sup>3</sup> CPU	RT	—	[E]	—	—	—	—
1	Guardian ECM Suite	LT	—	[E]	—	—	—	6
1	Ultra AC/10	RA	4	10/Sht [DB,R,C]	—	6	12	18
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	ER PPC	LA	15	10 [DE]	—	7	14	23

Cost: 18,686,542 C-bills

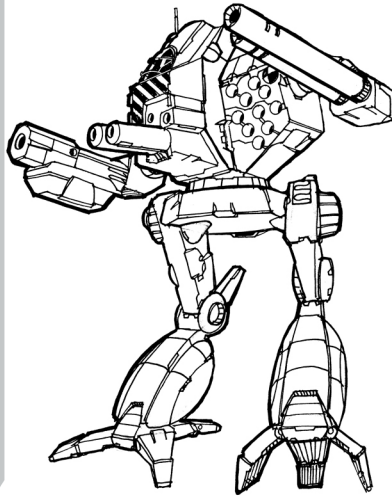
BV: 1,563

### WARRIOR DATA

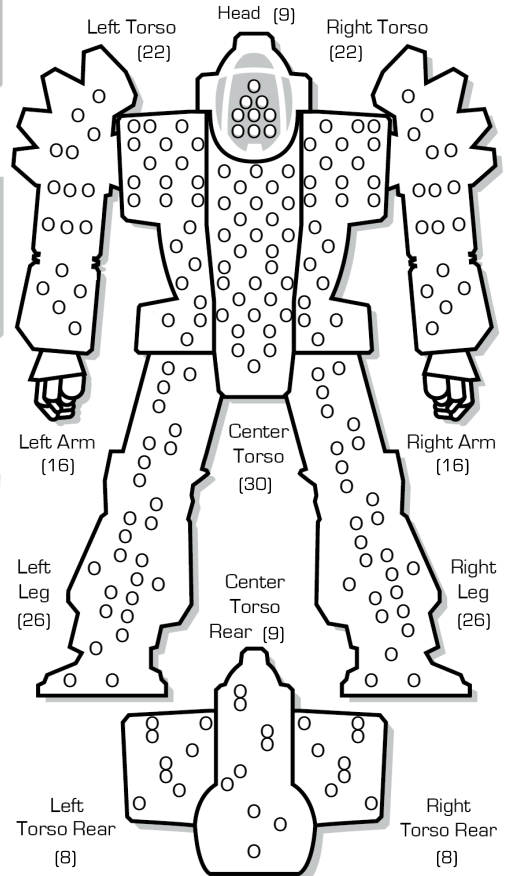
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ 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
- 4-6 ER PPC
- 4 ER PPC
- 5 ER PPC
- 6 ER Medium Laser

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 6 Double Heat Sink
- 1 Double Heat Sink
- 2 Double Heat Sink
- 3 Double Heat Sink
- 4-6 Guardian ECM Suite
- 5 Guardian ECM Suite
- 6 CASE

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

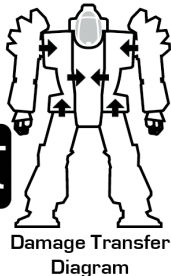
#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 Gyro
- 5 Gyro
- 6 Gyro
- 1 Gyro
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4-6 XL Fusion Engine
- 5 Medium Laser
- 6 Medium Laser

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- 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 Ultra AC/10
- 4 Ultra AC/10
- 5 Ultra AC/10
- 6 Ultra AC/10

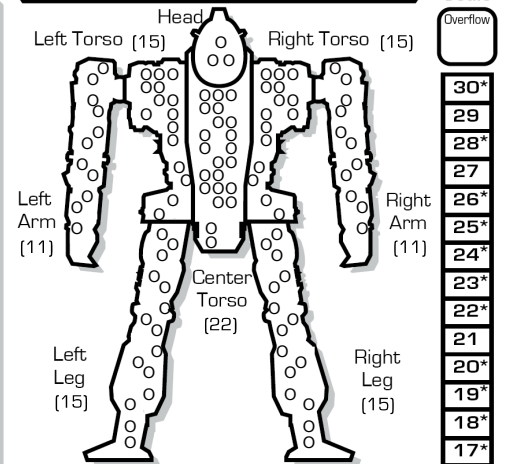
#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink
- 1 Ammo (Ultra AC/10) 10
- 2 Ammo (Ultra AC/10) 10
- 3 Ammo (Ultra AC/10) 10
- 4-6 Improved C<sup>3</sup> CPU
- 5 Improved C<sup>3</sup> CPU
- 6 CASE

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 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: Avatar AV1-OF

Movement Points:   
 Walking: 4   
 Running: 6   
 Jumping: 4   
 Tonnage: 70   
 Tech Base: Inner Sphere   
 Era: Civil War

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	LB 20-X AC	RT/RA	6	20	—	4	8	12
				[DB,C/F/S]				
1	ER PPC	LA	15	10 [DE]	—	7	14	23

Cost: 17,556,042 C-bills BV: 1,667

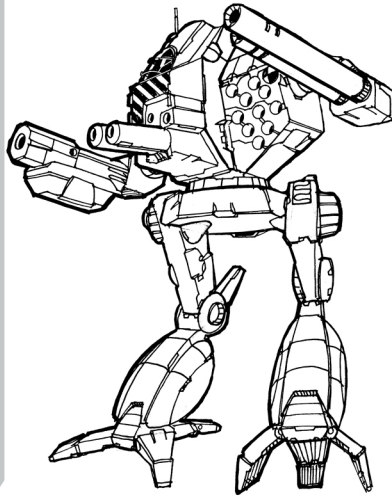
### WARRIOR DATA

Name: \_\_\_\_\_   
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_   
 Hits Taken 

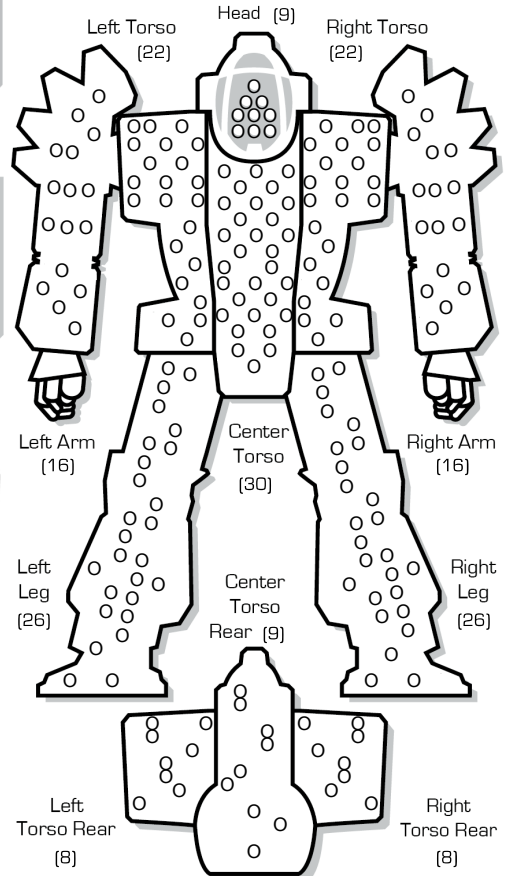
1	2	3	4	5	6
---	---	---	---	---	---

  
 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
- 1-3**
- Double Heat Sink
  - Double Heat Sink
- 4-6**
- ER PPC
  - ER PPC
  - Roll Again
- Left Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - 1-3 Double Heat Sink
  - 4 Double Heat Sink
  - 6 Double Heat Sink
- 1-3**
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- 4-6**
- Ammo (LB 20-X) 5
  - Ammo (LB 20-X Cluster) 5
  - CASE
- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Jump Jet
  - Jump Jet

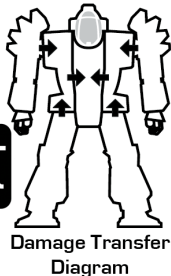
### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

### Center Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - 1-3 Gyro
  - 5 Gyro
  - 6 Gyro
- 1-3**
- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
- 4-6**
- XL Fusion Engine
  - Medium Laser
  - Medium Laser

Engine Hits ○○○   
 Gyro Hits ○○   
 Sensor Hits ○○   
 Life Support ○



### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 LB 20-X AC
- 4 LB 20-X AC
- 5 LB 20-X AC
- 6 LB 20-X AC

- LB 20-X AC
  - LB 20-X AC
  - 3 LB 20-X AC
  - 4 LB 20-X AC
  - 5 LB 20-X AC
  - 6 Roll Again
- 4-6**

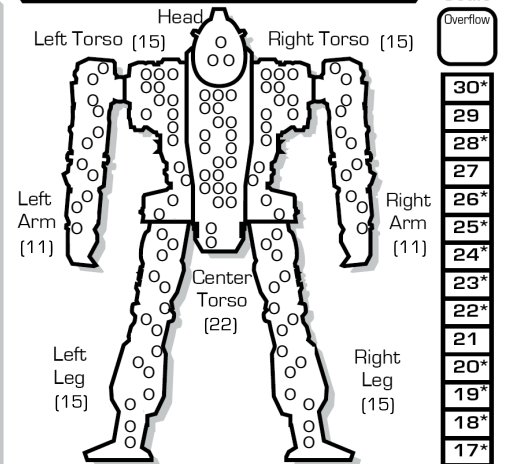
### Right Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - 1-3 Double Heat Sink
  - 4 Double Heat Sink
  - 6 Double Heat Sink
- 1-3**
- LB 20-X AC
  - LB 20-X AC
  - Ammo (LB 20-X) 5
  - Ammo (LB 20-X Cluster) 5
  - CASE
  - Roll Again
- 4-6**

### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 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: Avatar AV1-OG

Movement Points:  
 Walking: 4  
 Running: 6  
 Jumping: 0

Tonnage: 70  
 Tech Base: Inner Sphere  
 Era: Clan Invasion

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22

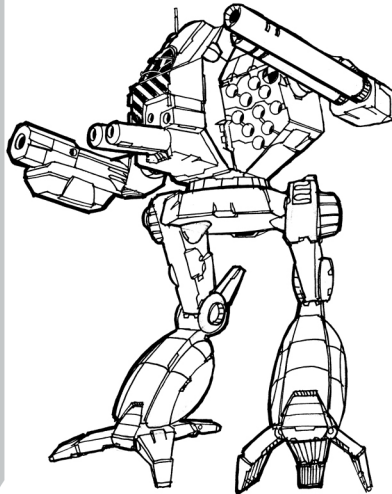
Cost: 16,378,792 C-bills

BV: 1,775

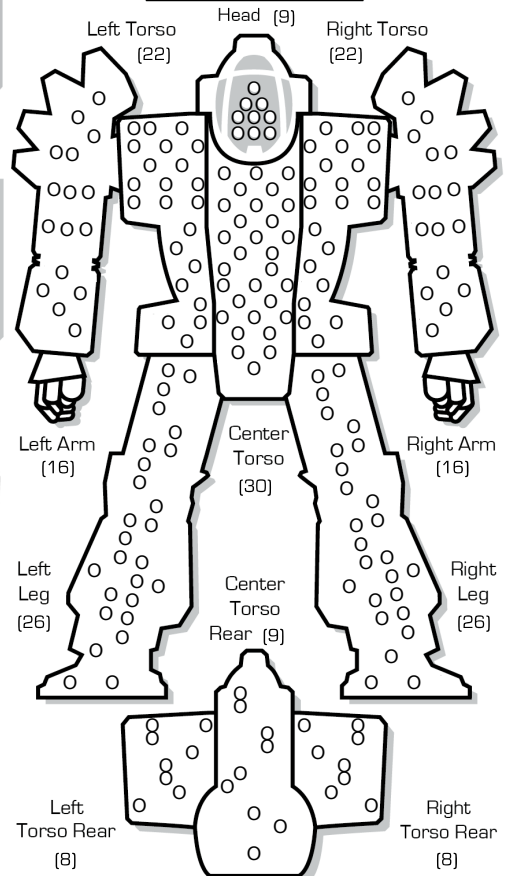
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - 1-3 Gauss Rifle
  - 4 Gauss Rifle
  - 5 Gauss Rifle
  - 6 Gauss Rifle
- Left Torso**
- 1 Gauss Rifle
  - 2 Gauss Rifle
  - 3 Gauss Rifle
  - 4-6 Ammo [Gauss] 8
  - 5 Ammo [Gauss] 8
  - 6 Roll Again
- Left Leg**
- 1 XL Fusion Engine
  - 2 XL Fusion Engine
  - 3 XL Fusion Engine
  - 1-3 CASE
  - 5 Roll Again
  - 6 Roll Again
- Right Arm**
- 1 Shoulder
  - 2 Upper Arm Actuator
  - 3-6 Gauss Rifle
- Right Torso**
- 1 Gauss Rifle
  - 2 Gauss Rifle
  - 3 Gauss Rifle
  - 4-6 Ammo [Gauss] 8
  - 5 Ammo [Gauss] 8
  - 6 Roll Again
- Right Leg**
- 1 Hip
  - 2 Upper Leg Actuator
  - 3 Lower Leg Actuator
  - 4 Foot Actuator
  - 5 Roll Again
  - 6 Roll Again

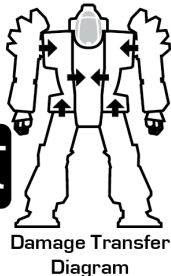
### Head

- 1 Life Support
- 2 Sensors
- 3 Cockpit
- 4 Roll Again
- 5 Sensors
- 6 Life Support

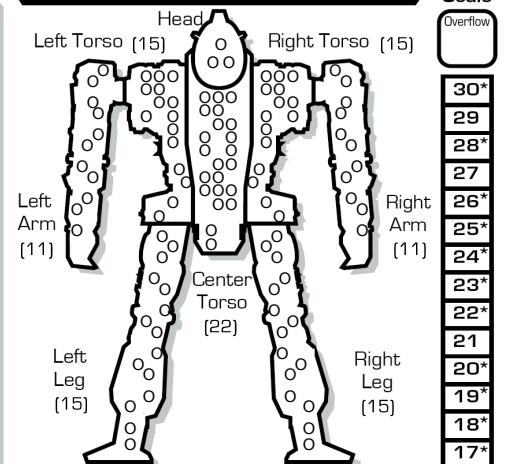
### Center Torso

- 1 XL Fusion Engine
  - 2 XL Fusion Engine
  - 3 XL Fusion Engine
  - 1-3 Gyro
  - 5 Gyro
  - 6 Gyro
- 1 Gyro
  - 2 XL Fusion Engine
  - 3 XL Fusion Engine
  - 4-6 XL Fusion Engine
  - 5 Medium Laser
  - 6 Medium Laser

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



### 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: Avatar AV1-OH

Movement Points:  
 Walking: 4  
 Running: 6  
 Jumping: 0

Tonnage: 70  
 Tech Base: Inner Sphere  
 Era: Jihad

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	MML 3 LRM SRM w/Artemis IV FCS	RT	2	[M,S,C] 1/Msl 2/Msl	6	7	14	21
1	MML 3 LRM SRM w/Artemis IV FCS	LT	2	[M,S,C] 1/Msl 2/Msl	6	7	14	21
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
1	Heavy PPC	LA	15	15 [DE]	3	6	12	18

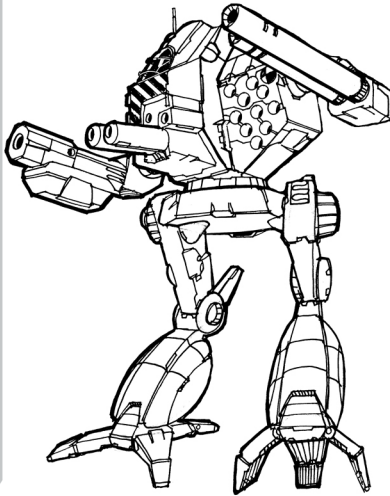
Cost: 15,817,792 C-bills

BV: 1,604

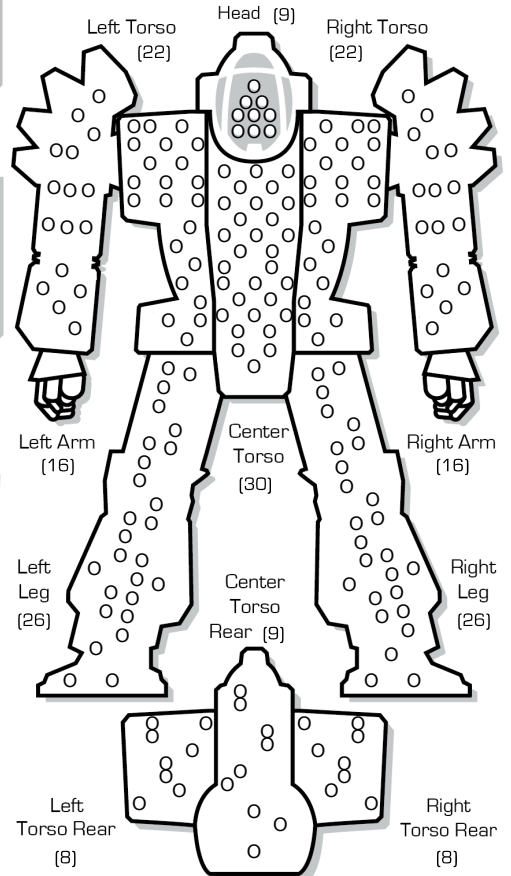
### WARRIOR DATA

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

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

**Engine Hits** ○○○○

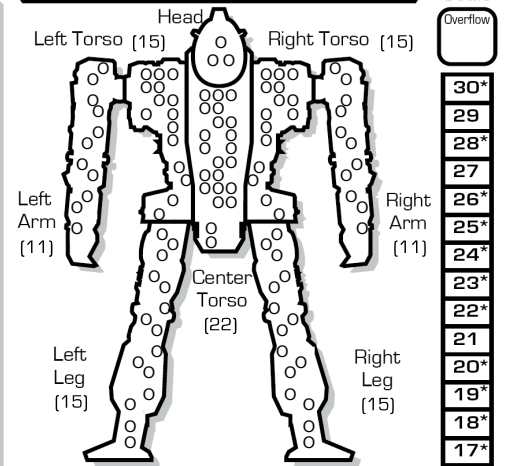
**Gyro Hits** ○○

**Sensor Hits** ○○

**Life Support** ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 (32) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	○ ○
13	+2 Modifier to Fire	○ ○
10	-2 Movement Points	○ ○
8	+1 Modifier to Fire	○ ○
5	-1 Movement Points	○ ○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Avatar AV1-OI

Movement Points:

Walking: 4  
Running: 6  
Jumping: 0

Tonnage: 70

Tech Base: Inner Sphere

(Advanced)

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

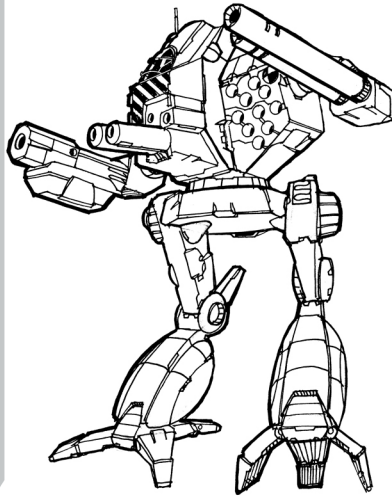
### Weapons & Equipment Inventory

(hexes)

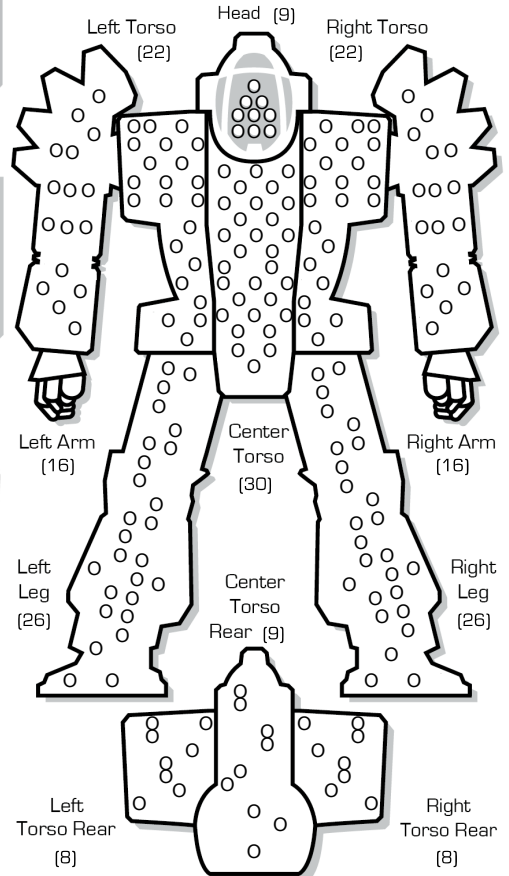
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Thunderbolt 15	RT	7	15 [M]	5	6	12	18
1	Thunderbolt 15	LT	7	15 [M]	5	6	12	18
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

Cost: 16,916,417 C-bills

BV: 1,606



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 ER Medium Laser
- Roll Again
- Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Thunderbolt 15
- Thunderbolt 15
- Thunderbolt 15
- 4-6 Ammo (Thunderbolt 15) 4
- Ammo (Thunderbolt 15) 4
- CASE

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

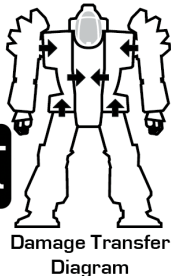
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- 4-6 XL Fusion Engine
- Medium Laser
- Medium Laser

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 ER Medium Laser
- Roll Again
- Roll Again

#### Right Torso

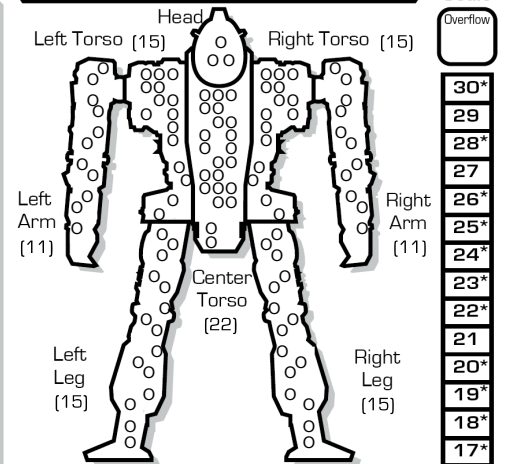
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Thunderbolt 15
- Thunderbolt 15
- Thunderbolt 15
- 4-6 Ammo (Thunderbolt 15) 4
- Ammo (Thunderbolt 15) 4
- CASE

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 (32) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	○ ○
13	+2 Modifier to Fire	○ ○
10	-2 Movement Points	○ ○
8	+1 Modifier to Fire	○ ○
5	-1 Movement Points	○ ○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Avatar AV1-OR

Movement Points:  
 Walking: 4  
 Running: 6  
 Jumping: 0

Tonnage: 70  
 Tech Base: Mixed Tech (I.S.)  
 (Experimental)  
 Era: Clan Invasion

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser (Clan)	HD	12	10 [DE]	—	8	15	25
2	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Streak SRM 4 (Clan)	RT	3	2/Msl [M,C]	—	4	8	12
1	MRM 40	RA	12	1/Msl [M,C]	—	3	8	15
1	Gauss Rifle (Clan)	LA	1	15 [DB,X]	2	7	15	22

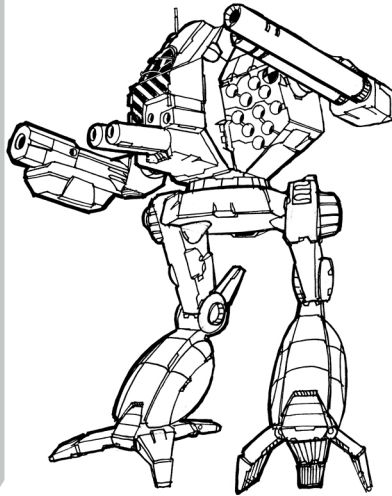
Cost: 17,108,730 C-bills

BV: 1,833

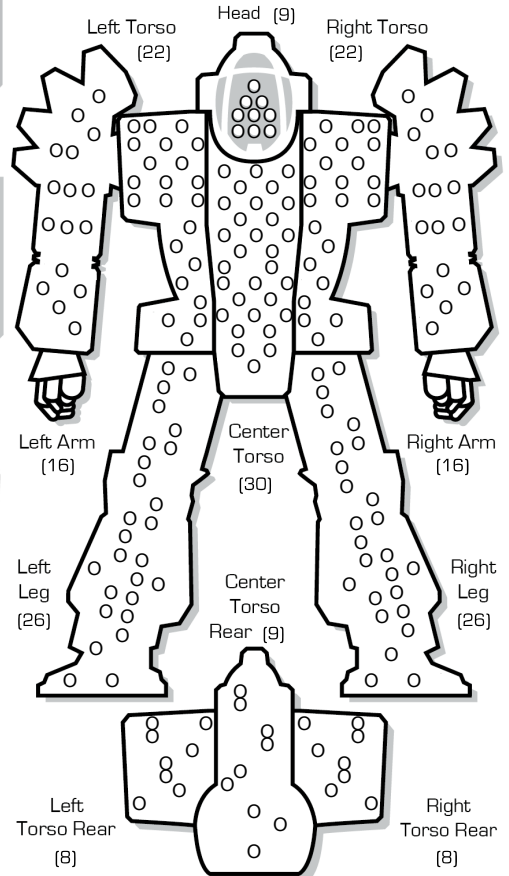
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Gauss Rifle (Clan)
- 4 Gauss Rifle (Clan)
- 5 Gauss Rifle (Clan)
- 6 Gauss Rifle (Clan)

- Gauss Rifle (Clan)
- Gauss Rifle (Clan)

- Roll Again
- 4-6 Roll Again
- 5 Roll Again
- 6 Roll Again

#### Left Torso

- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4 Ammo (Gauss) 8
- 5 CASE
- 6 Roll Again

- 1 Roll Again
- 2 Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- 5 Roll Again
- 6 Roll Again

#### Head

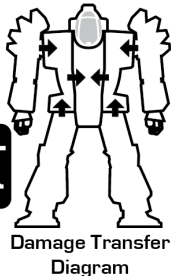
- 1 Life Support
- 2 Sensors
- 3 Cockpit
- 4 ER Large Laser (Clan)
- 5 Sensors
- 6 Life Support

#### Center Torso

- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4 Gyro
- 5 Gyro
- 6 Gyro

- 1 Gyro
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4 XL Fusion Engine
- 5 Medium Laser
- 6 Medium Laser

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 MRM 40
- 5 MRM 40
- 6 MRM 40

- 1 MRM 40
- 2 MRM 40
- 3 MRM 40
- 4 MRM 40
- 5 Roll Again
- 6 Roll Again

#### Right Torso

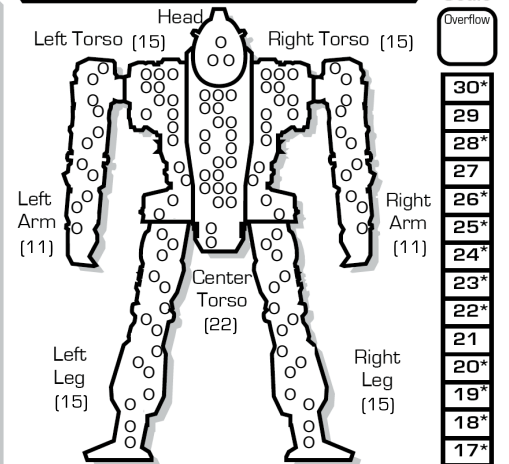
- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4 Streak SRM 4 (Clan)
- 5 Ammo (Streak SRM 4) 25
- 6 Ammo (MRM 40) 6

- 1 Ammo (MRM 40) 6
- 2 CASE
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- 5 Roll Again
- 6 Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Dragon Fire DGR-3F

Movement Points: **Tonnage:** 75  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 **Era:** Clan Invasion  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

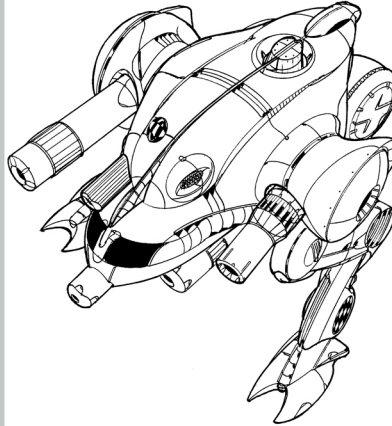
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	HD	4	6 [P]	—	2	4	6
1	Large Laser	CT	8	8 [DE]	—	5	10	15
1	Guardian ECM Suite	LT	—	[E]	—	—	—	6
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	LB 10-X AC	RA	2	10 [DB,C/F/S]	—	6	12	18
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22

Cost: 15,771,875 C-bills **BV:** 1,855

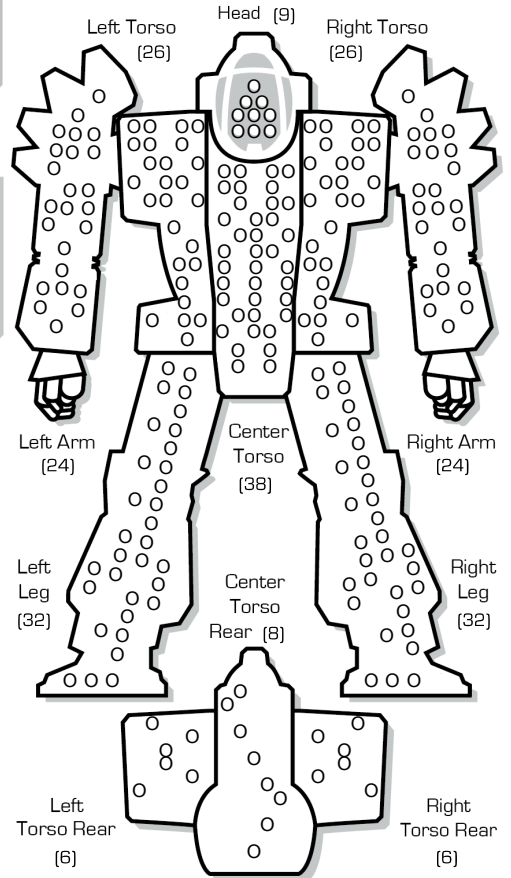
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



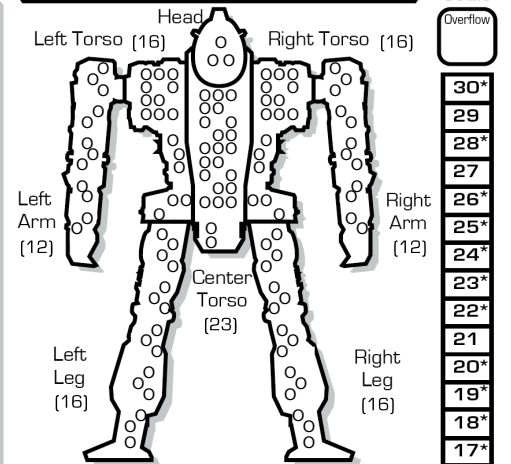
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Gauss Rifle	4. Gauss Rifle	5. Gauss Rifle	6. Gauss Rifle
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Medium Pulse Laser	5. Sensors	6. Life Support
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. LB 10-X AC	4. LB 10-X AC	5. LB 10-X AC	6. LB 10-X AC
<b>Center Torso</b>	1. Gauss Rifle	2. Gauss Rifle	3. Gauss Rifle	4. Endo Steel	5. Roll Again	6. Roll Again
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. XL Fusion Engine	5. Large Laser	6. Large Laser
<b>Right Torso</b>	1. LB 10-X AC	2. LB 10-X AC	3. Endo Steel	4. Endo Steel	5. Roll Again	6. Roll Again
<b>Left Leg</b>	1. Guardian ECM Suite	2. Guardian ECM Suite	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Endo Steel
<b>Right Leg</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Ammo (LB 10-X) 10	5. Ammo (LB 10-X Cluster) 10	6. CASE

**Engine Hits** ○○○○  
**Gyro Hits** ○○  
**Sensor Hits** ○○  
**Life Support** ○

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: Dragon Fire DGR-4F

Movement Points: **Tonnage:** 75  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 **Era:** Clan Invasion  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

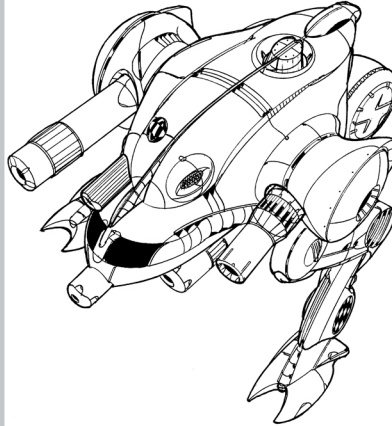
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	HD	4	6 [P]	—	2	4	6
1	ER Large Laser	CT	12	8 [DE]	—	7	14	19
1	Guardian ECM Suite	LT	—	8 [E]	—	—	—	6
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	LB 10-X AC	RA	2	10 [DB,C/F/S]	—	6	12	18
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22

Cost: 15,946,875 C-bills BV: 1,900

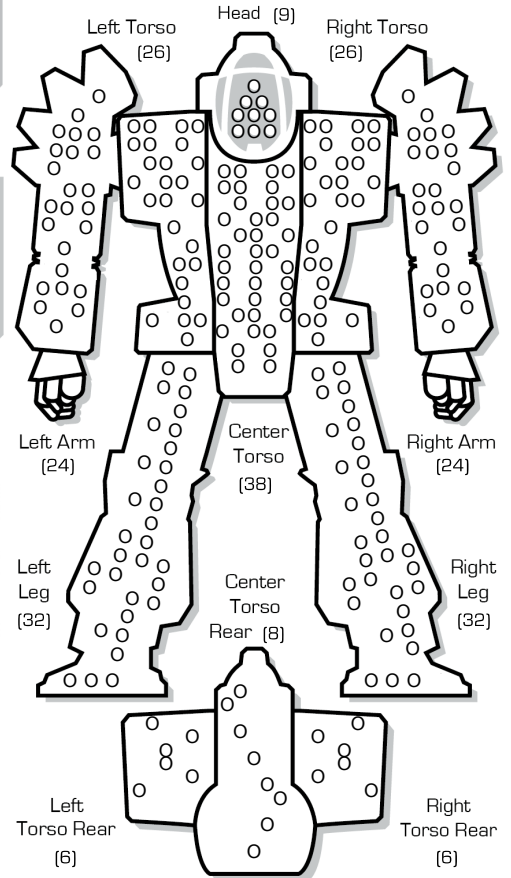
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



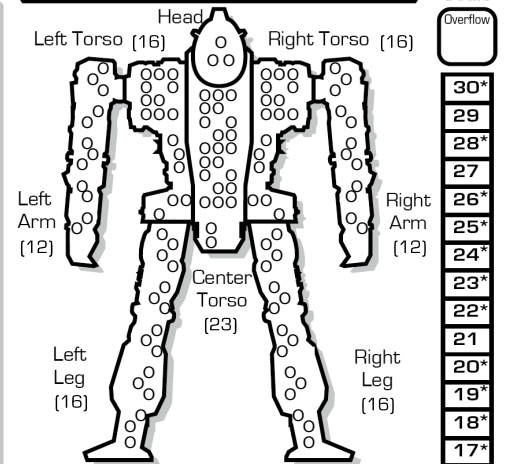
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Gauss Rifle	4. Gauss Rifle	5. Gauss Rifle	6. Gauss Rifle
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Medium Pulse Laser	5. Sensors	6. Life Support
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. LB 10-X AC	4. LB 10-X AC	5. LB 10-X AC	6. LB 10-X AC
<b>Center Torso</b>	1. Gauss Rifle	2. Gauss Rifle	3. Gauss Rifle	4. Endo Steel	5. Roll Again	6. Roll Again
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. XL Fusion Engine	5. ER Large Laser	6. ER Large Laser
<b>Right Torso</b>	1. LB 10-X AC	2. LB 10-X AC	3. Endo Steel	4. Endo Steel	5. Roll Again	6. Roll Again
<b>Left Leg</b>	1. Guardian ECM Suite	2. Guardian ECM Suite	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Endo Steel
<b>Right Leg</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Ammo (LB 10-X) 10	5. Ammo (LB 10-X Cluster) 10	6. CASE

**Engine Hits** ○○○○  
**Gyro Hits** ○○  
**Sensor Hits** ○○  
**Life Support** ○

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: Dragon Fire DGR-6FC

Movement Points: **Walking:** 4 **Running:** 6 **Jumping:** 0  
**Tonnage:** 75 **Tech Base:** Inner Sphere **Era:** Civil War

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	ER Large Laser	CT	12	8 [DE]	—	7	14	19
1	Improved C <sup>3</sup> CPU	LT	—	[E]	—	—	—	—
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	LB 10-X AC	RA	2	10 [DB,C/F/S]	—	6	12	18
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22

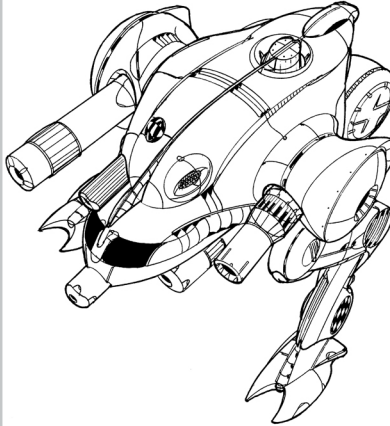
Cost: 16,989,875 C-bills **BV:** 1,858

### WARRIOR DATA

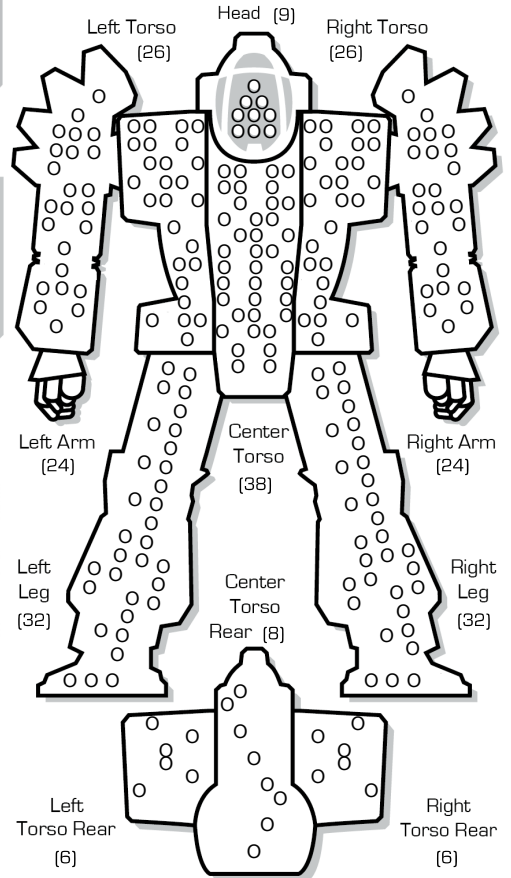
Name: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Piloting Skill:** \_\_\_\_\_  
**Hits Taken**  

1	2	3	4	5	6
3	5	7	10	11	Dead

**Consciousness#**



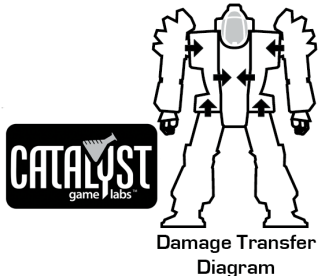
### ARMOR DIAGRAM



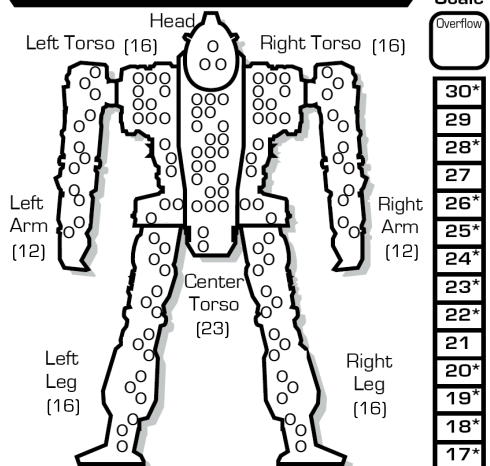
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Gauss Rifle	4. Gauss Rifle	5. Gauss Rifle	6. Gauss Rifle
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. ER Medium Laser	5. Sensors	6. Life Support
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. LB 10-X AC	4. LB 10-X AC	5. LB 10-X AC	6. LB 10-X AC
<b>Center Torso</b>	1. Gauss Rifle	2. Gauss Rifle	3. Gauss Rifle	4. Endo Steel	5. Roll Again	6. Roll Again
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. ER Large Laser	5. Ammo (Gauss) 8	6. Ammo (Gauss) 8
<b>Right Torso</b>	1. LB 10-X AC	2. LB 10-X AC	3. Endo Steel	4. Endo Steel	5. Roll Again	6. Roll Again
<b>Left Leg</b>	1. Improved C <sup>3</sup> CPU	2. Improved C <sup>3</sup> CPU	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Endo Steel
<b>Right Leg</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Ammo (LB 10-X) 10	5. Ammo (LB 10-X Cluster) 10	6. CASE

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	11 (22) Double
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: **Maelstrom MTR-5K**

Movement Points: **Tonnage:** 75  
 Walking: 5 **Tech Base:** Inner Sphere  
 Running: 8 **Era:** Clan Invasion  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

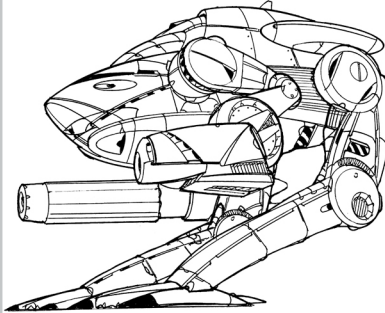
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	HD	4	6 [P]	—	2	4	6
1	Medium Pulse Laser	CT	4	6 [P]	—	2	4	6
1	Small Laser	CT	1	3 [DE]	—	1	2	3
1	TAG	RT	0	0 [S]	—	5	10	15
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19

Cost: 18,016,687 C-bills BV: 1,694

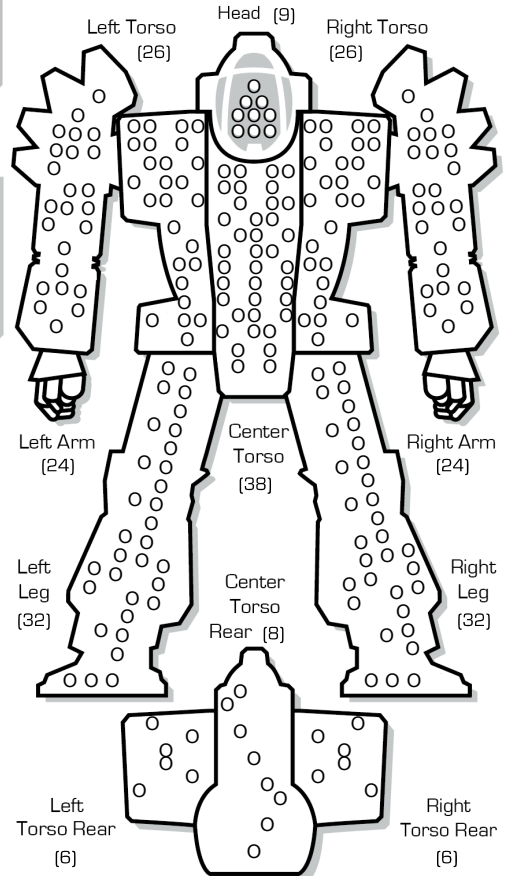
### WARRIOR DATA

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

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. ER Large Laser	5. ER Large Laser	6. Roll Again
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. ER PPC	5. ER PPC	6. ER PPC
<b>Center Torso</b>	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

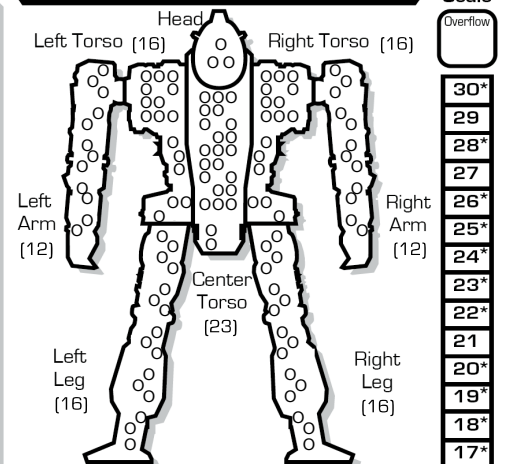
**Head**

- Life Support
- Sensors
- Cockpit
- Medium Pulse Laser
- Sensors
- Life Support

**Engine Hits** ○○○○  
**Gyro Hits** ○○  
**Sensor Hits** ○○  
**Life Support** ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 19 (38) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	○ ○
13	+2 Modifier to Fire	○ ○
10	-2 Movement Points	○ ○
8	+1 Modifier to Fire	○ ○
5	-1 Movement Points	○ ○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Maelstrom MTR-6E

Movement Points:  
Walking: 5  
Running: 8  
Jumping: 0

Tonnage: 75  
Tech Base: Inner Sphere  
Era: Civil War

### WARRIOR DATA

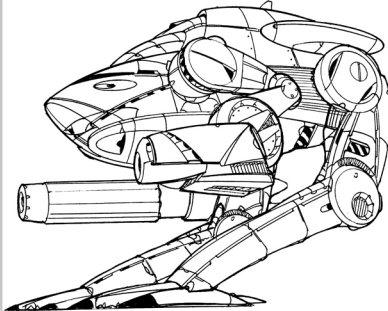
Name: \_\_\_\_\_  
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
Hits Taken  
Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead

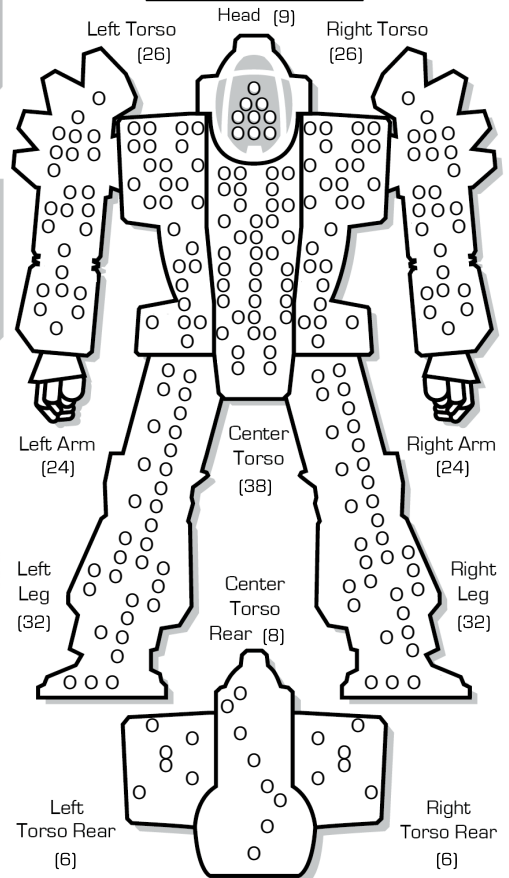
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	—	3	6	9
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Small Laser	CT	1	3 [DE]	—	1	2	3
1	Beagle Active Probe	RT	—	[E]	—	—	—	4
1	Small Laser	RT	1	3 [DE]	—	1	2	3
1	TAG	RT	0	0[S]	—	5	10	15
1	Guardian ECM Suite	LT	—	[E]	—	—	—	6
1	Small Laser	LT	1	3 [DE]	—	1	2	3
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19

Cost: 18,665,062 C-bills BV: 1,806



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Large Laser
- ER Large Laser
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Small Laser
- Guardian ECM Suite
- Guardian ECM Suite
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Medium Laser
- Sensors
- Life Support

1-3

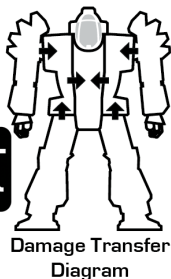
#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Laser
- Small Laser

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER PPC
- ER PPC
- ER PPC

1-3

- 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
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

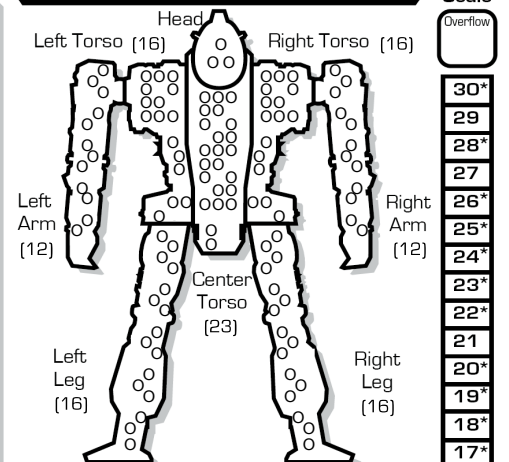
- Small Laser
- Beagle Active Probe
- Beagle Active Probe
- TAG
- Roll Again
- Roll Again

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 17 (34) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	○ ○
13	+2 Modifier to Fire	○ ○
10	-2 Movement Points	○ ○
8	+1 Modifier to Fire	○ ○
5	-1 Movement Points	○ ○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Maelstrom MTR-6K**

Movement Points: **Tonnage:** 75  
 Walking: 5 **Tech Base:** Inner Sphere  
 Running: 8 **Era:** Civil War  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

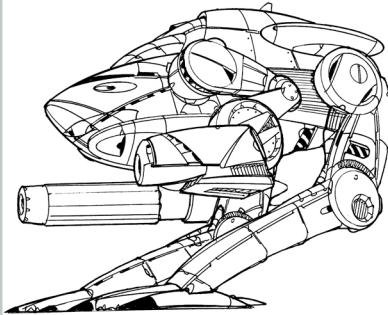
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	—	3	6	9
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Small Laser	CT	1	3 [DE]	—	1	2	3
1	Beagle Active Probe	RT	—	[E]	—	—	—	4
1	Small Laser	RT	1	3 [DE]	—	1	2	3
1	TAG	RT	0	0 [S]	—	5	10	15
1	Guardian ECM Suite	LT	—	[E]	—	—	—	6
1	Small Laser	LT	1	3 [DE]	—	1	2	3
1	PPC	RA	10	10 [DE]	3	6	12	18
1	Large Laser	LA	8	8 [DE]	—	5	10	15

Cost: 18,315,062 C-bills BV: 1,678

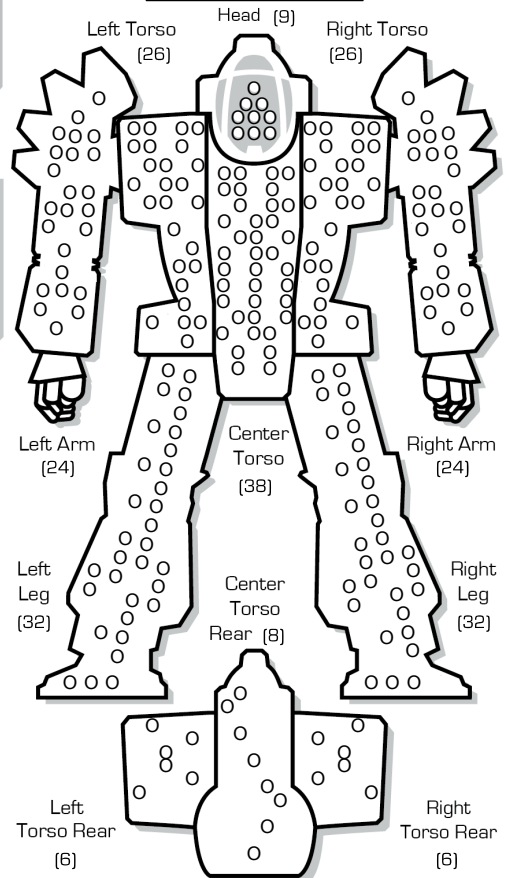
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Laser
- Large Laser
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Small Laser
- Guardian ECM Suite
- Guardian ECM Suite
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

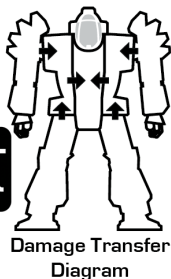
- Life Support
- Sensors
- Cockpit
- Medium Laser
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- 4-6 XL Fusion Engine
- Medium Laser
- Small Laser

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 PPC
- PPC
- PPC

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Right Torso

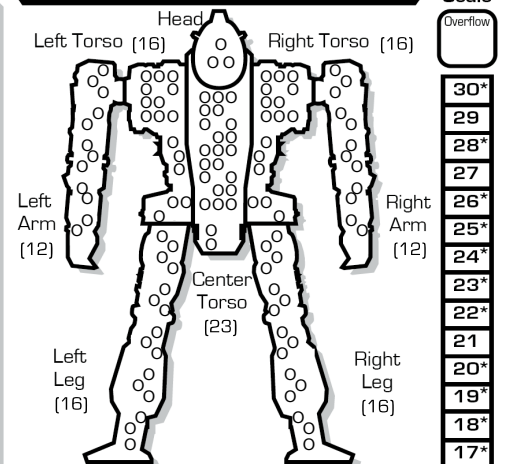
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Small Laser
- Beagle Active Probe
- Beagle Active Probe
- 4-6 TAG
- Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 17 (34) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	○ ○
13	+2 Modifier to Fire	○ ○
10	-2 Movement Points	○ ○
8	+1 Modifier to Fire	○ ○
5	-1 Movement Points	○ ○

Heat Scale	Overflow
30*	○
29	○
28*	○
27	○
26*	○
25*	○
24*	○
23*	○
22*	○
21	○
20*	○
19*	○
18*	○
17*	○
16	○
15*	○
14*	○
13*	○
12	○
11	○
10*	○
9	○
8*	○
7	○
6	○
5*	○
4	○
3	○
2	○
1	○
0	○

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **O-Bakemono OBK-M10**

Movement Points: **Tonnage: 80**  
 Walking: 4 **Tech Base: Inner Sphere**  
 Running: 6 **(Advanced)**  
 Jumping: 0 **Era: Clan Invasion**

### Weapons & Equipment Inventory (hexes)

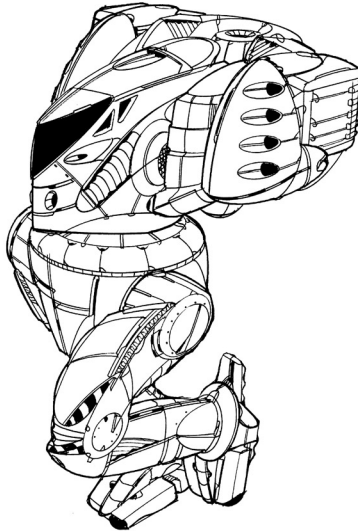
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	—	1	2	3
2	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Arrow IV	RT/RA	10	20 [AE,S,F]	—	1	2	8
1	Arrow IV	LT/LA	10	20 [AE,S,F]	—	1	2	8

Cost: 17,985,450 C-bills **BV: 1,659**

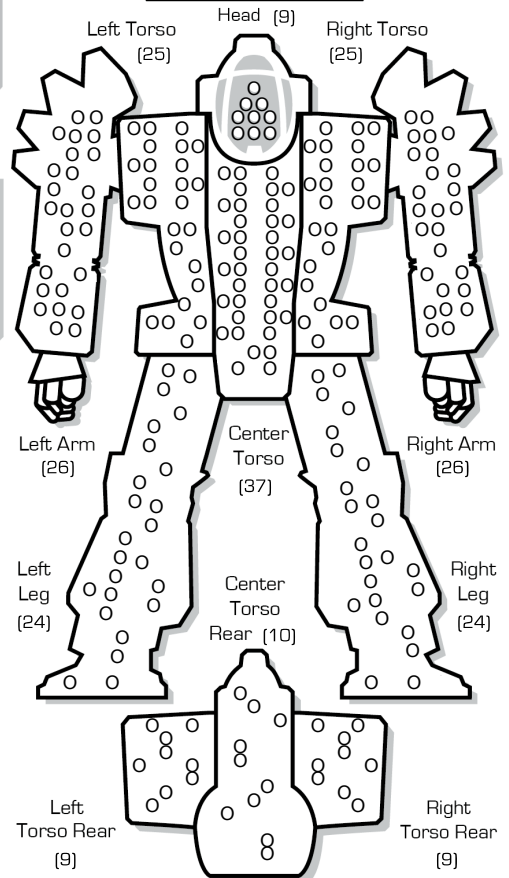
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Arrow IV
- 4 Arrow IV
- 5 Arrow IV
- 6 Arrow IV

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Arrow IV
- 4 Arrow IV
- 5 Arrow IV
- 6 Arrow IV

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- 4 Gyro
- 5 Gyro
- 6 Gyro

#### Left Torso

- Arrow IV
- 2 Arrow IV
- 3 Arrow IV
- 4 Arrow IV
- 5 Arrow IV
- 6 Arrow IV

#### Right Torso

- Arrow IV
- 2 Arrow IV
- 3 Arrow IV
- 4 Arrow IV
- 5 Arrow IV
- 6 Arrow IV

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- 4 Arrow IV
- 5 Arrow IV
- 6 Arrow IV

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- 4-6 XL Fusion Engine
- 5 Medium Laser
- 6 Medium Laser

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- 4 Arrow IV
- 5 Arrow IV
- 6 Arrow IV

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

- Arrow IV
- Arrow IV
- 4-6 Ammo [Arrow IV] 5
- 5 Ammo [Arrow IV] 5
- 6 CASE

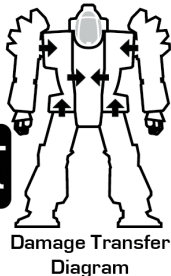
- Arrow IV
- Arrow IV
- 4-6 Ammo [Arrow IV] 5
- 5 Ammo [Arrow IV] 5
- 6 CASE

#### Left Leg

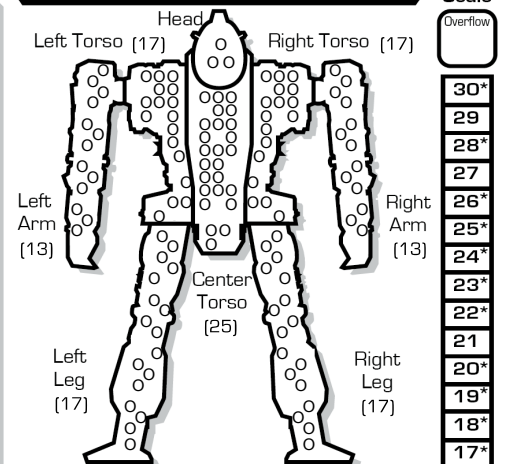
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



### 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: **O-Bakemono OBK-M11**

Movement Points: **Tonnage: 80**  
 Walking: 3 **Tech Base: Inner Sphere**  
 Running: 5 **Era: Jihad**  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	—	1	2	3
2	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	C <sup>3</sup> Slave	LT	—	[E]	—	—	—	—
1	MRM 40	RA	12	1/2 Msl [M,C]	—	3	8	15
1	MRM 40	LA	12	1/2 Msl [M,C]	—	3	8	15

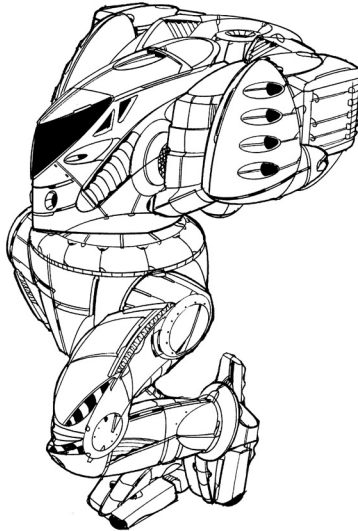
Cost: 7,594,650 C-bills

BV: 1,793

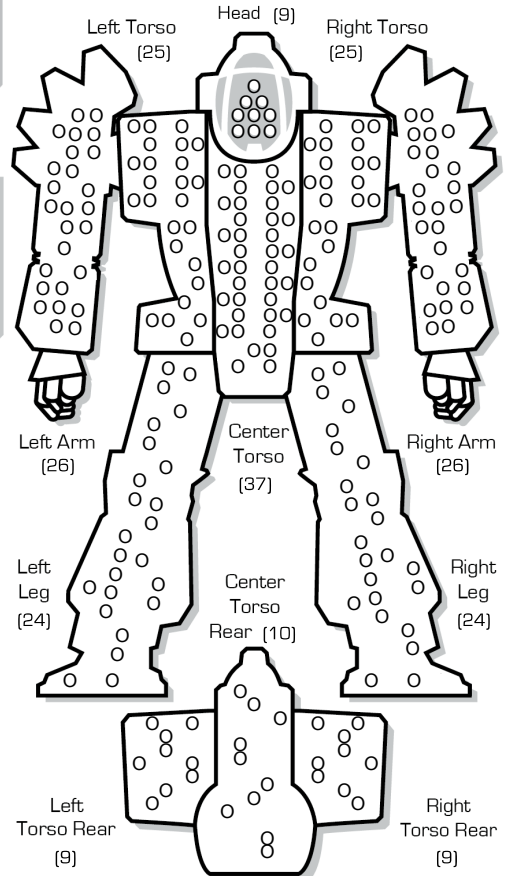
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



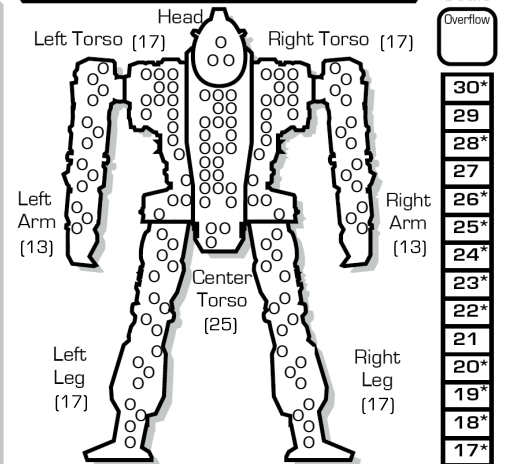
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. MRM 40
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. MRM 40
<b>Center Torso</b>	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. Ammo (MRM 40) 6	5. Ammo (MRM 40) 6	6. Ammo (MRM 40) 6
<b>Right Torso</b>	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 (28) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	○ ○
13	+2 Modifier to Fire	○ ○
10	-2 Movement Points	○ ○
8	+1 Modifier to Fire	○ ○
5	-1 Movement Points	○ ○

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **O-Bakemono OBK-M12**

Movement Points: **Tonnage:** 80  
 Walking: 3 **Tech Base:** Inner Sphere  
 Running: 5 **Era:** Jihad  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	—	1	2	3
2	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	C³ Master	RT	0	[E]	—	5	10	15
1	MRM 40	RA	12	1/2 Msl [M,C]	—	3	8	15
1	MRM 40	LA	12	1/2 Msl [M,C]	—	3	8	15

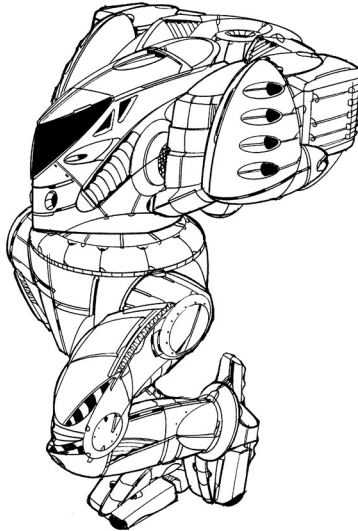
Cost: 9,823,050 C-bills

BV: 1,732

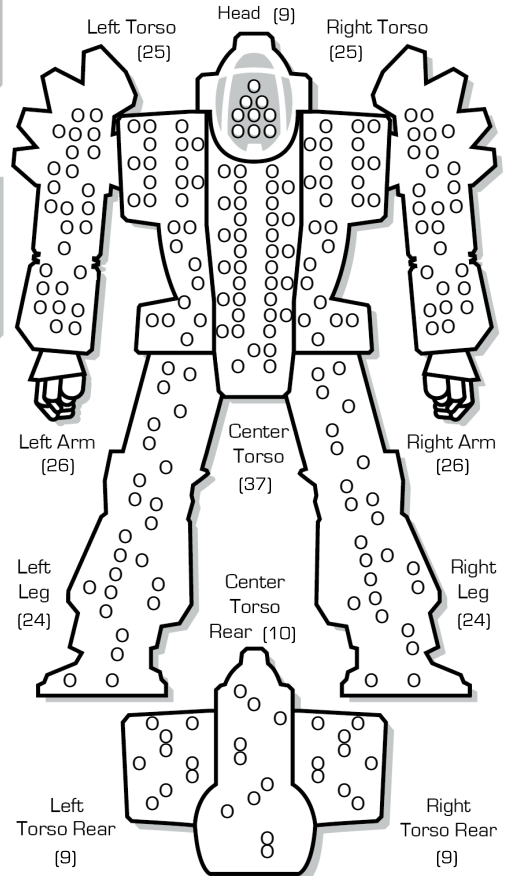
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

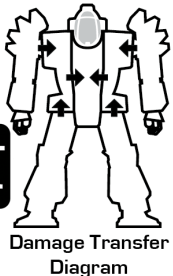
- #### Left Arm
- Shoulder
  - Upper Arm Actuator
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - MRM 40
- 1-3
- MRM 40
  - MRM 40
  - MRM 40
  - MRM 40
  - MRM 40
  - MRM 40
- 4-6

- #### Left Torso
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Ammo (MRM 40) 6
  - Ammo (MRM 40) 6
  - Ammo (MRM 40) 6
- 1-3
- CASE
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

- #### Left Leg
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again

- #### Head
- Life Support
  - Sensors
  - Cockpit
  - Small Laser
  - Sensors
  - Life Support
- #### Center Torso
- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Medium Laser
  - Medium Laser
- 4-6

Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

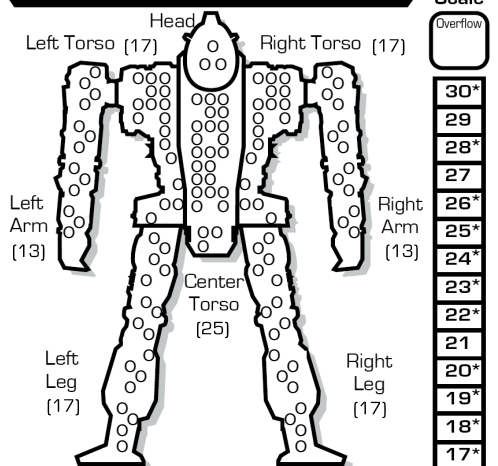


- #### Right Arm
- Shoulder
  - Upper Arm Actuator
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - MRM 40
- 1-3
- MRM 40
  - MRM 40
  - MRM 40
  - MRM 40
  - MRM 40
  - MRM 40
- 4-6

- #### Right Torso
- Ammo (MRM 40) 6
  - Ammo (MRM 40) 6
  - Ammo (MRM 40) 6
  - C³ Master
  - C³ Master
  - C³ Master
- 1-3
- C³ Master
  - C³ Master
  - CASE
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

- #### Right Leg
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 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: Longbow LGB-7Q

Movement Points: **Walking:** 3 **Running:** 5 **Jumping:** 0  
**Tonnage:** 85 **Tech Base:** Inner Sphere (Intro) **Era:** Star League

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	RT	2	1/MeL [M.C.S]	6	7	14	21
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	LRM 5	LT	2	1/MeL [M.C.S]	6	7	14	21
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	LRM 20	RA	6	1/MeL [M.C.S]	6	7	14	21
1	LRM 20	LA	6	1/MeL [M.C.S]	6	7	14	21

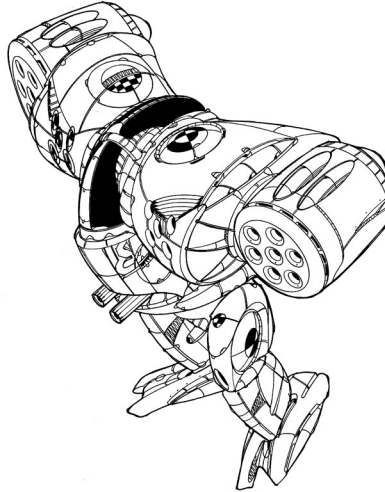
Cost: 7,130,825 C-bills

BV: 1,618

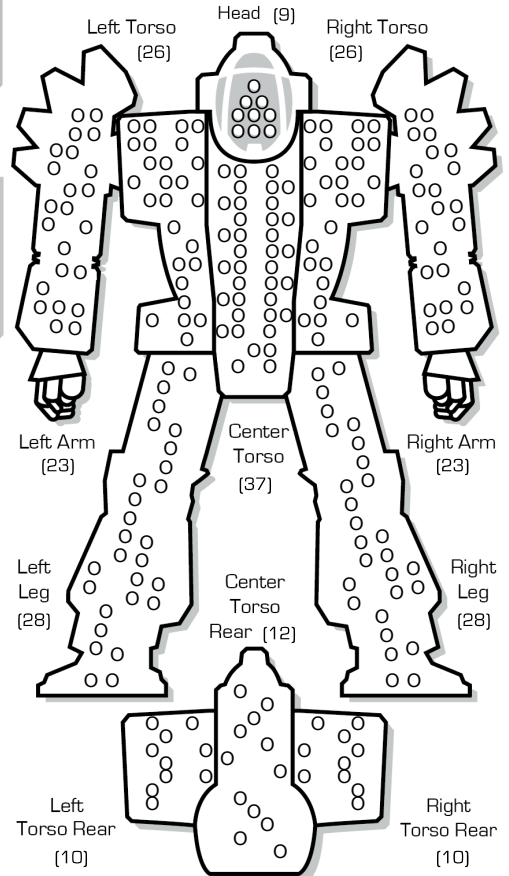
### WARRIOR DATA

Name: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Piloting Skill:** \_\_\_\_\_  
**Hits Taken**  
**Consciousness#**

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



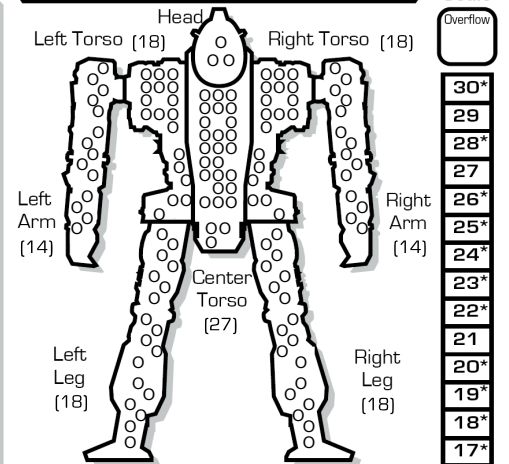
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. LRM 20	4. LRM 20	5. LRM 20	6. LRM 20
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. LRM 20	4. LRM 20	5. LRM 20	6. LRM 20
<b>Center Torso</b>	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. Heat Sink	2. Heat Sink	3. Heat Sink	4. Heat Sink	5. LRM 5	6. Medium Laser
<b>Right Torso</b>	1. Heat Sink	2. Heat Sink	3. Heat Sink	4. Heat Sink	5. LRM 5	6. Medium Laser
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Heat Sink	6. Heat Sink
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Heat Sink	6. Heat Sink

**Engine Hits** ○○○○  
**Gyro Hits** ○○  
**Sensor Hits** ○○  
**Life Support** ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 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	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Longbow LGB-7V

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Tonnage: 85

Tech Base: Inner Sphere

Era: Clan Invasion

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

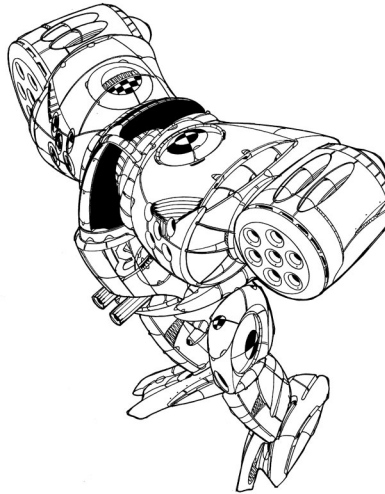
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

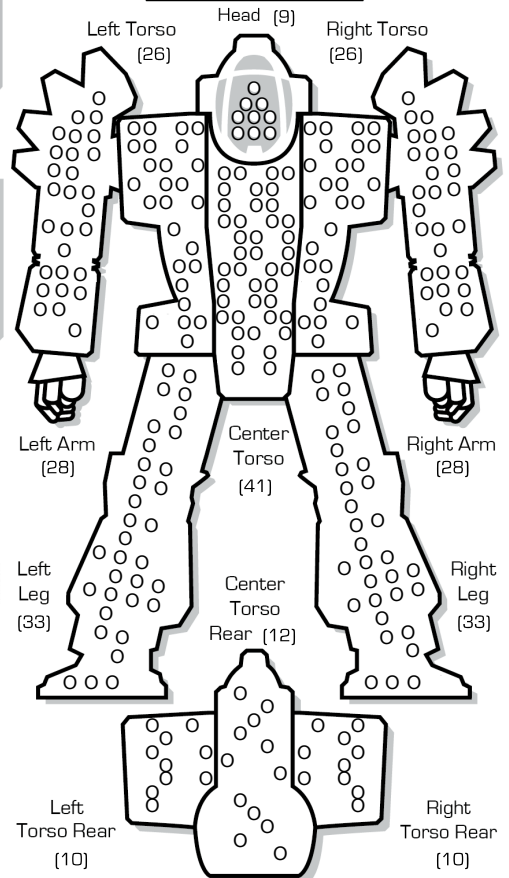
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	HD	4	6 [P]	—	2	4	6
1	ER Large Laser	CT	12	8 [DE]	—	7	14	19
2	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
2	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	LRM 20 w/Artemis IV FCS	RA	6	1/Msl [M.C.S]	6	7	14	21
1	LRM 20 w/Artemis IV FCS	LA	6	1/Msl [M.C.S]	6	7	14	21

Cost: 16,510,325 C-bills

BV: 1,816



### 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 LRM 20
- 1 LRM 20
- 2 LRM 20
- 3 LRM 20
- 4 LRM 20
- 5 Artemis IV FCS
- 6 Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 6 Double Heat Sink
- 1 Medium Pulse Laser
- 2 Medium Pulse Laser
- 3 Ammo [LRM 20 Artemis] 6
- 4 Ammo [LRM 20 Artemis] 6
- 5 Ammo [LRM 20 Artemis] 6
- 6 CASE

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

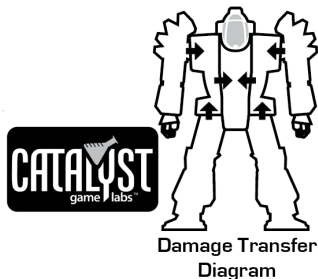
#### Head

- Life Support
- Sensors
- Cockpit
- 4 Medium Pulse Laser
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Gyro
- 5 Gyro
- 6 Gyro
- 1 Gyro
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4 XL Fusion Engine
- 5 ER Large Laser
- 6 ER Large Laser

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 LRM 20
- 1 LRM 20
- 2 LRM 20
- 3 LRM 20
- 4 LRM 20
- 5 Artemis IV FCS
- 6 Roll Again

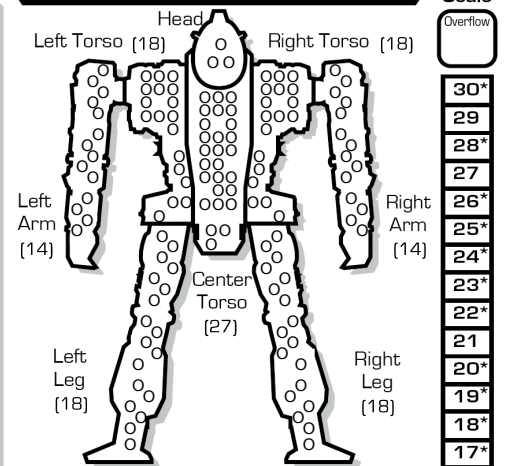
#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink
- 1 Medium Pulse Laser
- 2 Medium Pulse Laser
- 3 Ammo [LRM 20 Artemis] 6
- 4 Ammo [LRM 20 Artemis] 6
- 5 Ammo [LRM 20 Artemis] 6
- 6 CASE

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 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: Sunder SD1-O

Movement Points:  
 Walking: 4  
 Running: 6  
 Jumping: 0

Tonnage: 90  
 Tech Base: Inner Sphere  
 Era: Clan Invasion

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	HD	3	2 [M,C]	—	3	6	9
2	SRM 4	CT	3	2 [M,C]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
2	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Autocannon/20	LA	7	20 [DB,S]	—	3	6	9

Cost: 27,517,937 C-bills

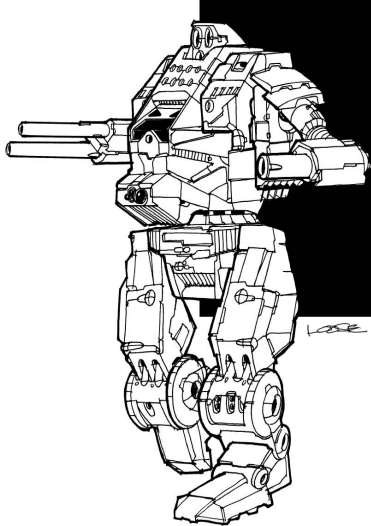
BV: 1,747

### WARRIOR DATA

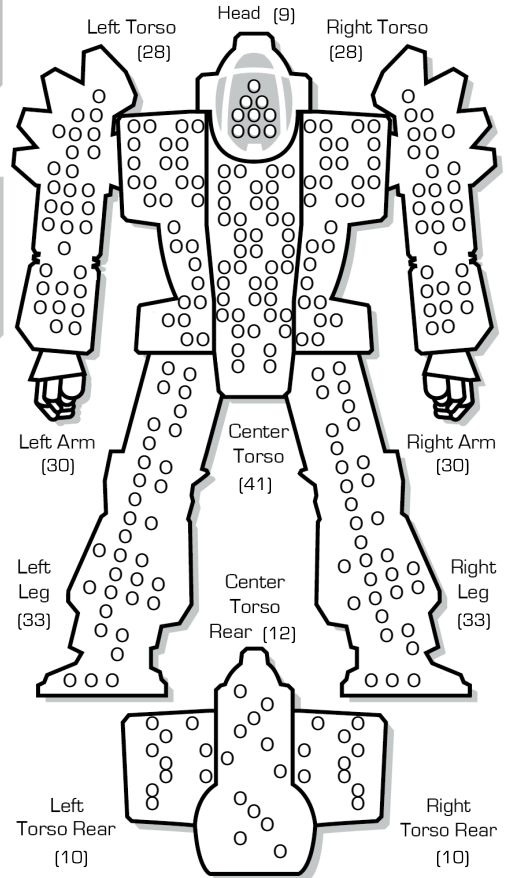
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ 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
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Laser
- Ammo (AC/20) 5
- Ammo (SRM 4) 25

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

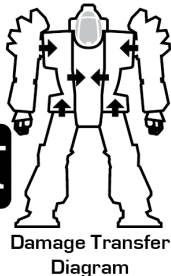
#### Head

- Life Support
- Sensors
- Cockpit
- SRM 4
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

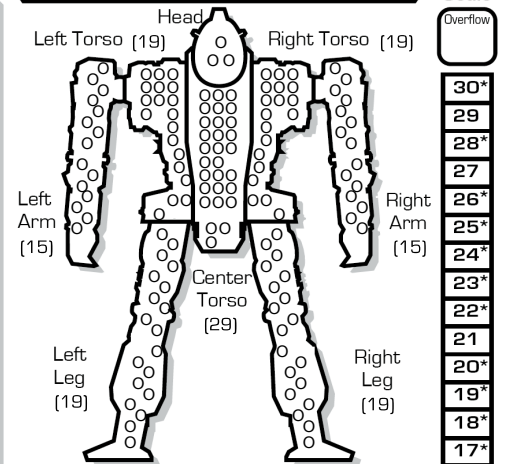
#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Laser
- Ammo (AC/20) 5
- Ammo (SRM 4) 25

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 15 (30) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	○ ○
13	+2 Modifier to Fire	○ ○
10	-2 Movement Points	○ ○
8	+1 Modifier to Fire	○ ○
5	-1 Movement Points	○ ○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Sunder SD1-OA

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 90

Tech Base: Inner Sphere

Era: Clan Invasion

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

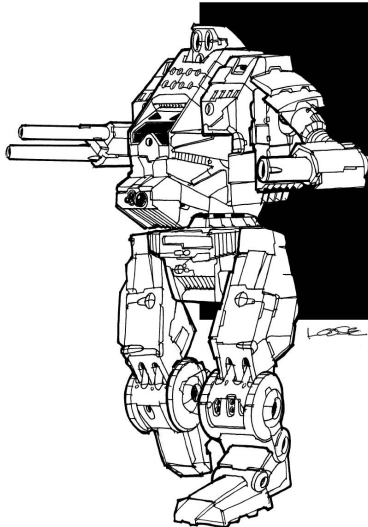
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

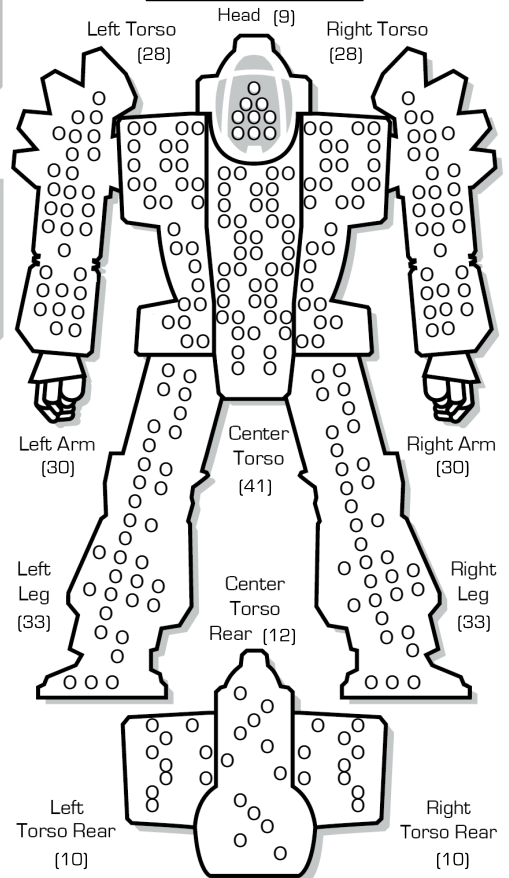
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	HD	2	1/MSI [M,C,S]	6	7	14	21
2	LRM 5	CT	2	1/MSI [M,C,S]	6	7	14	21
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22

Cost: 27,626,000 C-bills

BV: 2,003



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Gauss Rifle
- 4 Gauss Rifle
- 5 Gauss Rifle
- 6 Gauss Rifle

#### Head

- Life Support
- Sensors
- Cockpit
- LRM 5
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 ER PPC

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- 4 Gyro
- 5 Gyro
- 6 Gyro

#### Right Torso

- ER PPC
- ER PPC
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

#### Left Torso

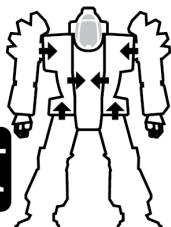
- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- 4 Medium Pulse Laser
- 5 Ammo (Gauss) 8
- 6 Ammo (Gauss) 8

- Gyro
- XL Fusion Engine
- 4-6 XL Fusion Engine
- 4 XL Fusion Engine
- 5 LRM 5
- 6 LRM 5

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- 4 Medium Pulse Laser
- 5 Ammo (LRM 5) 24
- 6 Ammo (LRM 5) 24

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



Damage Transfer Diagram

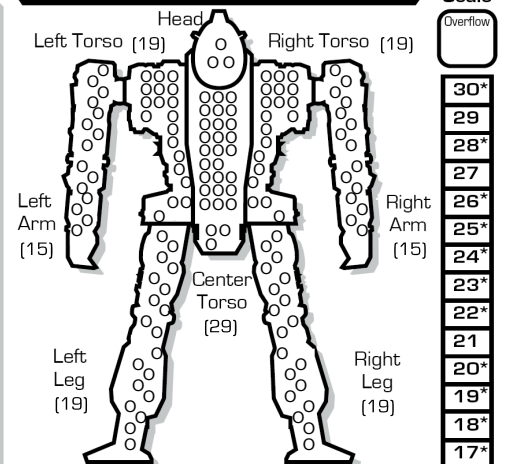
#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- 5 Roll Again
- 6 Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- 5 Roll Again
- 6 Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 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: Sunder SD1-0B

Movement Points:

Walking: 4  
Running: 6  
Jumping: 0

Tonnage: 90

Tech Base: Inner Sphere  
Era: Clan Invasion

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	CT	4	1/MeL [M,C,S]	6	7	14	21
1	C³ Master	RT	0	[E]	—	5	10	15
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	C³ Master	LT	0	[E]	—	5	10	15
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
2	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	LRM 20	LA	6	1/MeL [M,C,S]	6	7	14	21

Cost: 34,154,875 C-bills

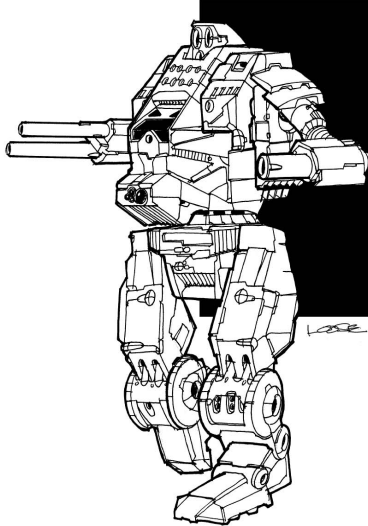
BV: 1,597

### WARRIOR DATA

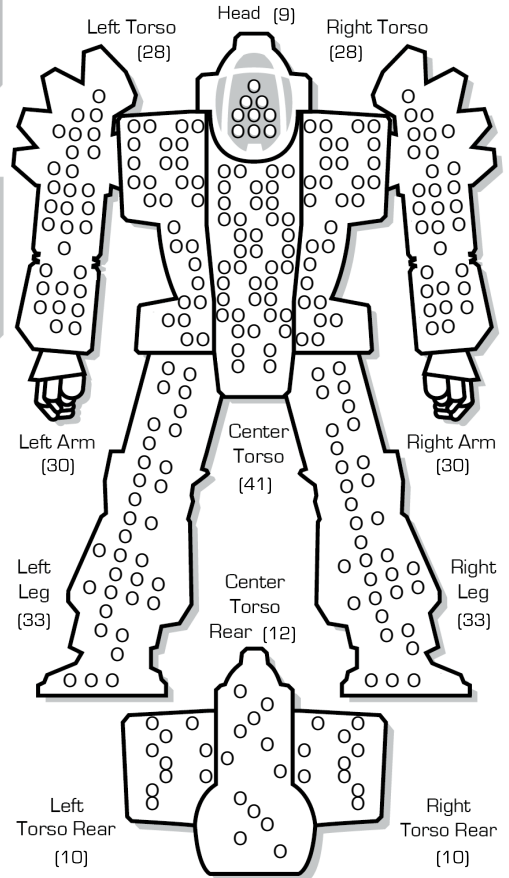
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ 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
- LRM 20
- LRM 20
- LRM 20

- LRM 20
- LRM 20
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Laser
- Ammo (LRM 10) 12
- C³ Master

- C³ Master
- C³ Master
- C³ Master
- C³ Master
- Roll Again
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

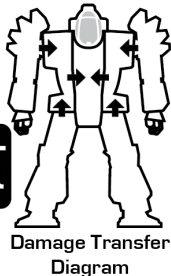
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM 10
- LRM 10

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Medium Pulse Laser
- Medium Pulse Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Torso

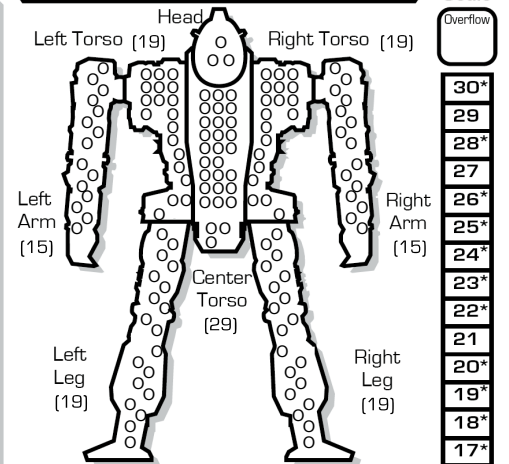
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Laser
- Ammo (LRM 10) 12
- C³ Master

- C³ Master
- C³ Master
- C³ Master
- C³ Master
- Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 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: Sunder SD1-OC

Movement Points:

Walking: 4  
Running: 6  
Jumping: 0

Tonnage: 90

Tech Base: Inner Sphere  
Era: Clan Invasion

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 4	HD	3	2/Msl [M,C]	—	3	6	9
1	Streak SRM 4	CT	3	2/Msl [M,C]	—	3	6	9
1	C³ Slave	LT	—	[E]	—	—	—	—
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	MRM 30	RA	10	1/Msl [M,C]	—	3	8	15
1	MRM 40	LA	12	1/Msl [M,C]	—	3	8	15

Cost: 28,194,812 C-bills

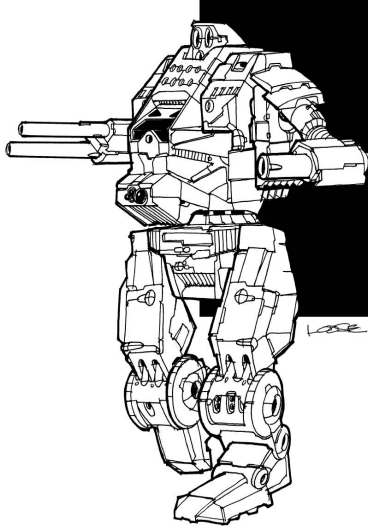
BV: 1,735

### WARRIOR DATA

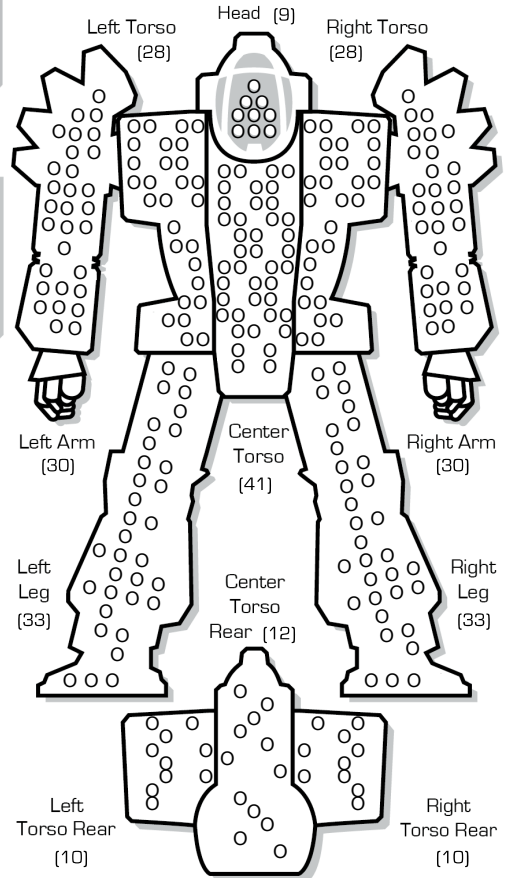
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ 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 MRM 40
- MRM 40
- MRM 40
- MRM 40
- 1 MRM 40
- 2 MRM 40
- 3 MRM 40
- 4-6 Ammo (MRM 40) 6
- 5 Ammo (MRM 40) 6
- 6 Ammo (MRM 40) 6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 Medium Laser
- 5 C³ Slave
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

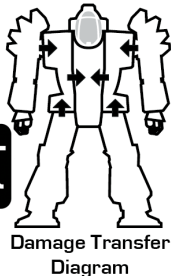
- Life Support
- Sensors
- Cockpit
- 4 Streak SRM 4
- Sensors
- Life Support

#### Center Torso

- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 Gyro
- 5 Gyro
- 6 Gyro

- Gyro
- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4-6 XL Fusion Engine
- 5 Streak SRM 4
- 6 Ammo (Streak SRM 4) 25

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
- 3 Lower Arm Actuator
- 1-3 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink
- 1 MRM 30
- 2 MRM 30
- 3 MRM 30
- 4-6 MRM 30
- 5 MRM 30
- 6 Roll Again

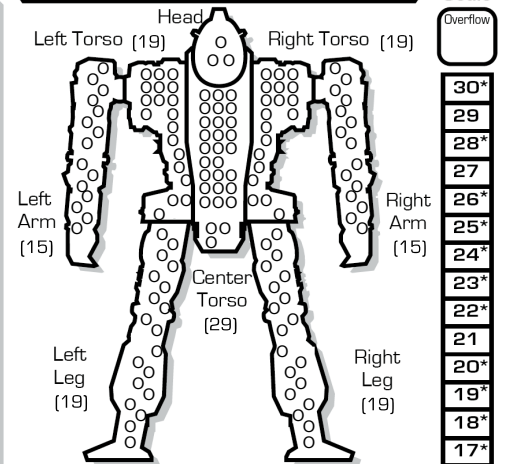
#### Right Torso

- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 4 Ammo (MRM 30) 8
- 5 Ammo (MRM 30) 8
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- Roll Again
- Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 15 (30) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	○ ○
13	+2 Modifier to Fire	○ ○
10	-2 Movement Points	○ ○
8	+1 Modifier to Fire	○ ○
5	-1 Movement Points	○ ○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Sunder SD1-0D

Movement Points: **Tonnage:** 90  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 **Era:** Civil War  
 Jumping: 3

### Weapons & Equipment Inventory (hexes)

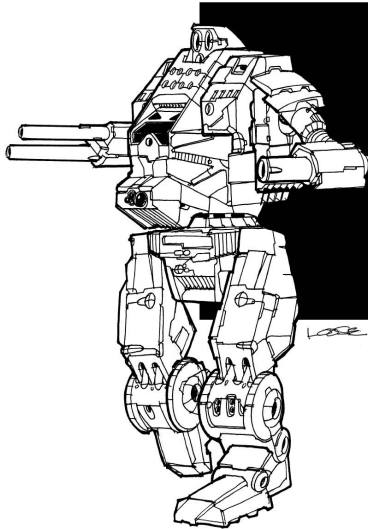
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 20-X AC	LT/LA	6	20	—	4	8	12
				[DB,C/F/S]				
2	PPC	RA	10	10	[DE]	3	6	12

Cost: 28,462,000 C-bills BV: 1,947

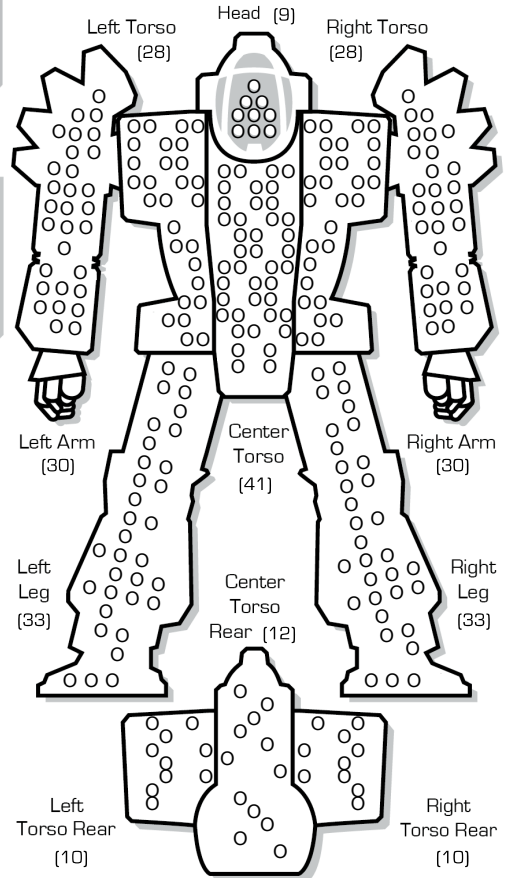
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



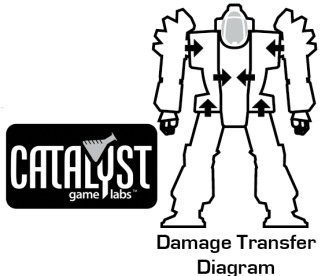
### ARMOR DIAGRAM



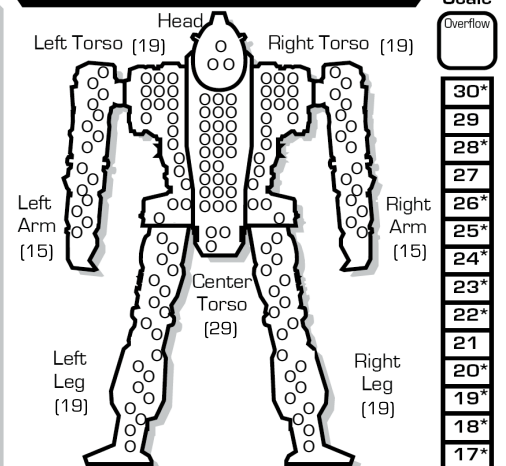
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. LB 20-X AC	4. LB 20-X AC	5. LB 20-X AC	6. LB 20-X AC
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. PPC
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Jump Jet	5. LB 20-X AC	6. Ammo [LB 20-X] 5
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Jump Jet	5. Roll Again	6. Roll Again
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

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	Heat Sinks: 15 (30) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	○ ○
13	+2 Modifier to Fire	○ ○
10	-2 Movement Points	○ ○
8	+1 Modifier to Fire	○ ○
5	-1 Movement Points	○ ○

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Sunder SD1-OE

Movement Points:

Walking: 4  
Running: 6  
Jumping: 0

Tonnage: 90

Tech Base: Inner Sphere  
Era: Jihad

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	Streak SRM 6	CT	4	2/Msl [M,C]	—	3	6	9
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
2	Snub-Nose PPC	RA	10	10/8/5 [DE,V]	—	9	13	15
1	LB 10-X AC	LA	2	10 [DB,C/F/S]	—	6	12	18

Cost: 29,312,250 C-bills

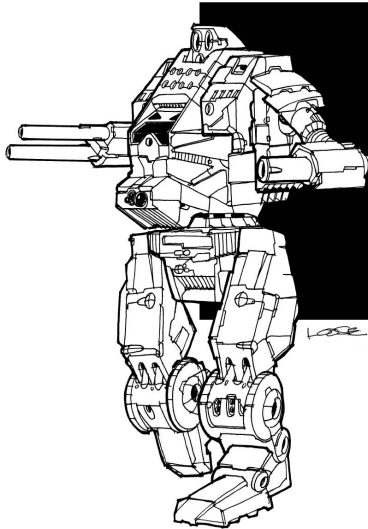
BV: 1,876

### WARRIOR DATA

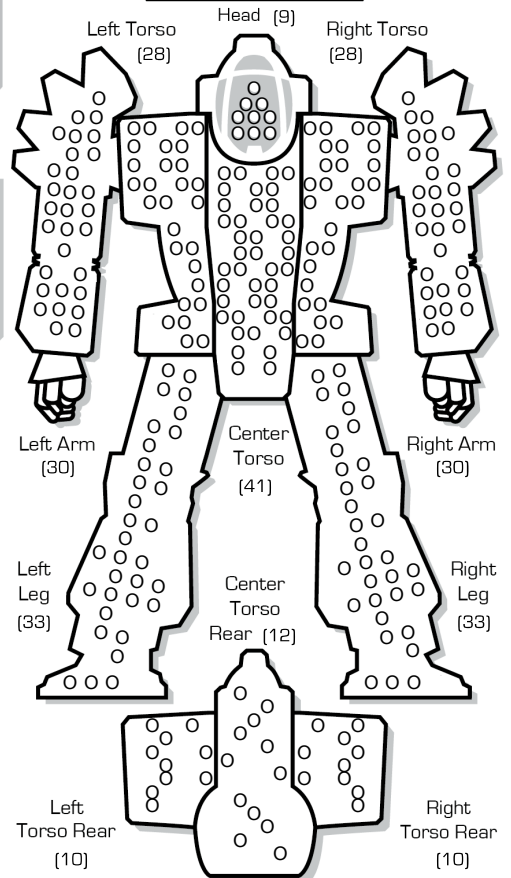
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ 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 LB 10-X AC
- 4 LB 10-X AC
- 5 LB 10-X AC
- 6 LB 10-X AC

#### Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Snub-Nose PPC

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 Gyro
- 4 Gyro
- 5 Gyro
- 6 Gyro

- 1 Snub-Nose PPC
- 2 Snub-Nose PPC
- 3 Snub-Nose PPC
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

#### Left Torso

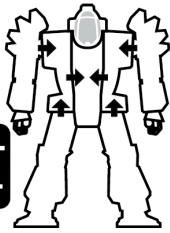
- XL Fusion Engine
- XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 Streak SRM 6
- 4 Streak SRM 6
- 5 Streak SRM 6
- 6 Ammo [Streak SRM 6] 15

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- 4 XL Fusion Engine
- 5 Streak SRM 6
- 6 Streak SRM 6

#### Right Torso

- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



Damage Transfer Diagram

#### Left Leg

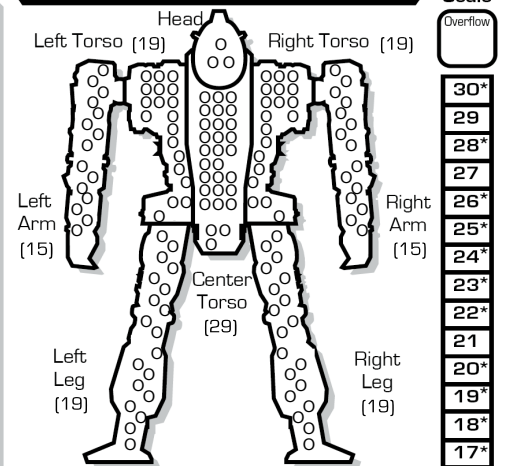
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- 5 Roll Again
- 6 Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- 5 Roll Again
- 6 Roll Again



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 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: Sunder SD1-OR

Movement Points:

Walking: 4  
Running: 6  
Jumping: 0

Tonnage: 90

Tech Base: Mixed Tech (I.S.)  
(Experimental)

Era: Clan Invasion

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

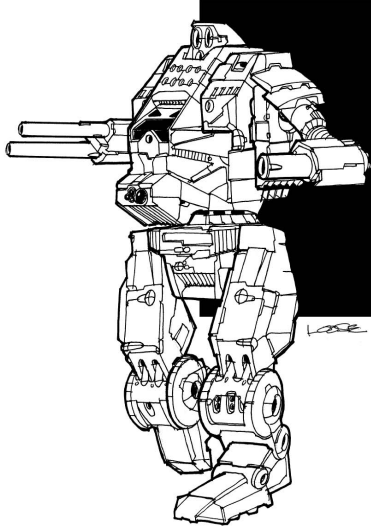
### Weapons & Equipment Inventory

(hexes)

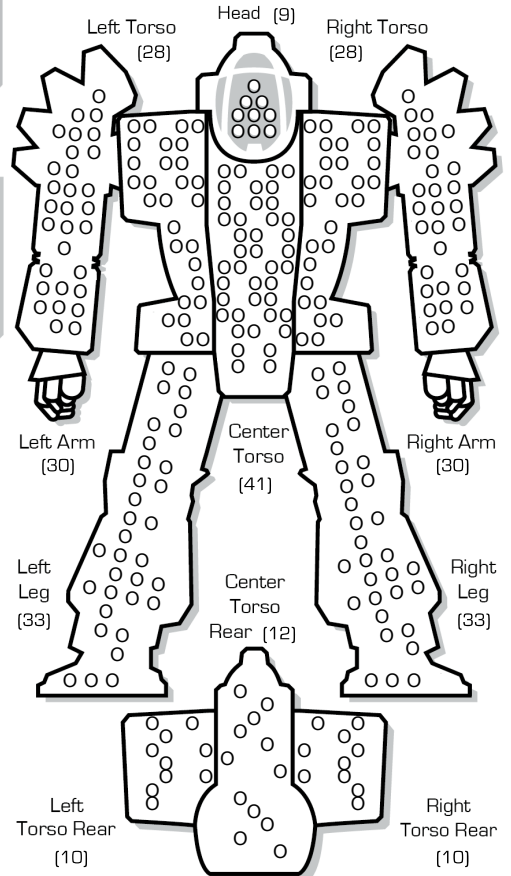
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser (Clan)	HD	5	7 [DE]	—	5	10	15
1	ER Medium Laser (Clan)	CT	5	7 [DE]	—	5	10	15
1	Streak SRM 6 (Clan)	RT	4	2 [M,C]	—	4	8	12
1	Streak SRM 6 (Clan)	LT	4	2 [M,C]	—	4	8	12
2	Large Pulse Laser (Clan)	RA	10	10 [P]	—	6	14	20
2	ER Medium Laser (Clan)	LA	5	7 [DE]	—	5	10	15
1	LB 10-X AC (Clan)	LA	2	10 [DB,C/F/S]	—	6	12	18

Cost: 28,824,187 C-bills

BV: 2,462



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 LB 10-X AC (Clan)
- 4 LB 10-X AC (Clan)
- 5 LB 10-X AC (Clan)
- 6 LB 10-X AC (Clan)

#### Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser (Clan)
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 3 Lower Arm Actuator
- 1-3 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink

#### Center Torso

- 1 LB 10-X AC (Clan)
- 2 ER Medium Laser (Clan)
- 3 ER Medium Laser (Clan)
- 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

- 1 Large Pulse Laser (Clan)
- 2 Large Pulse Laser (Clan)
- 3 Large Pulse Laser (Clan)
- 4 Large Pulse Laser (Clan)
- 5 Roll Again
- 6 Roll Again

#### Left Torso

- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 Streak SRM 6 (Clan)
- 5 Streak SRM 6 (Clan)
- 6 Ammo (Streak SRM 6) 15
- 1 Ammo (LB-10X) 10
- 2 Ammo (LB-10X Cluster) 10
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

4-6

- 1 Gyro
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4 XL Fusion Engine
- 5 ER Medium Laser (Clan)
- 6 Roll Again

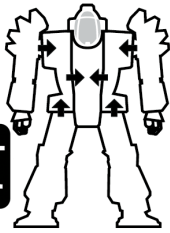
#### Right Torso

- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 Streak SRM 6 (Clan)
- 5 Streak SRM 6 (Clan)
- 6 Ammo (Streak SRM 6) 15
- 1 Roll Again
- 2 Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- 5 Roll Again
- 6 Roll Again

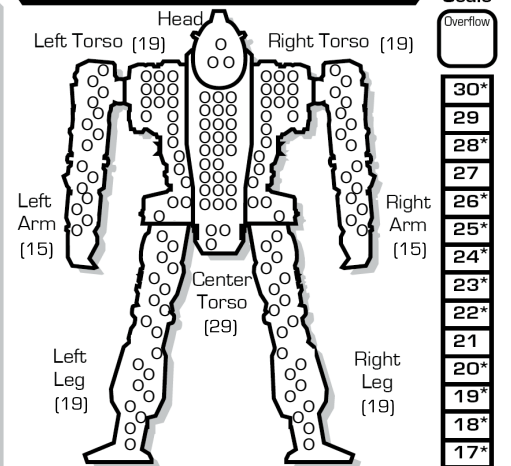


Damage Transfer Diagram

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- 5 Roll Again
- 6 Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 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: **Sunder SD1-OX**

Movement Points:

Walking: 4  
Running: 6  
Jumping: 0

Tonnage: 90

Tech Base: Inner Sphere  
(Experimental)  
Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

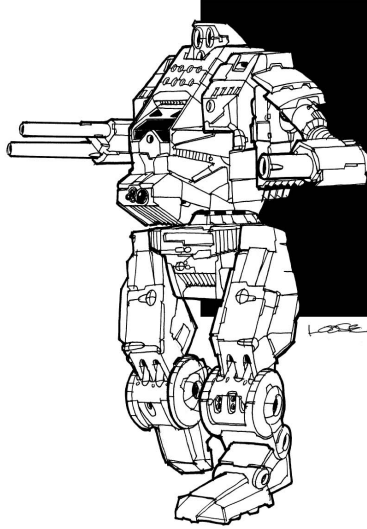
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

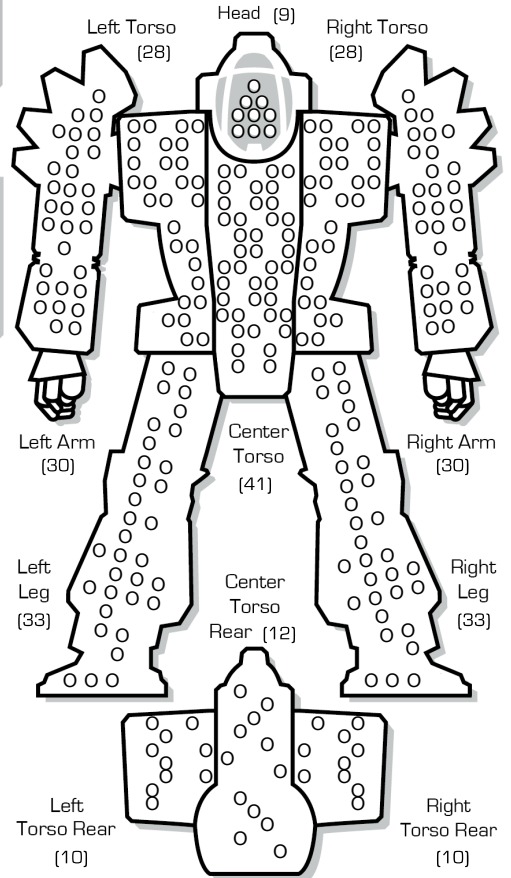
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C³ Slave	HD	—	[E]	—	—	—	—
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	Medium Pulse Laser	CT	4	6 [P]	—	2	4	6
1	Enhanced LRM 5	RT	2	1/Msl [M,C,S]	3	7	14	21
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Enhanced LRM 5	LT	2	1/Msl [M,C,S]	3	7	14	21
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
3	Enhanced LRM 5	RA	2	1/Msl [M,C,S]	3	7	14	21
3	Enhanced LRM 5	LA	2	1/Msl [M,C,S]	3	7	14	21
1	B-Pod	RL	0	—	—	0	0	0
1	B-Pod	LL	0	—	—	0	0	0

Cost: 27,770,875 C-bills

BV: 1,898



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Enhanced LRM 5	5. Enhanced LRM 5	6. Enhanced LRM 5
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. ER Medium Laser	5. Enhanced LRM 5	6. Enhanced LRM 5
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. ER Medium Laser	5. Enhanced LRM 5	6. Enhanced LRM 5
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. B-Pod	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. B-Pod	6. Roll Again

**Engine Hits** ○○○○

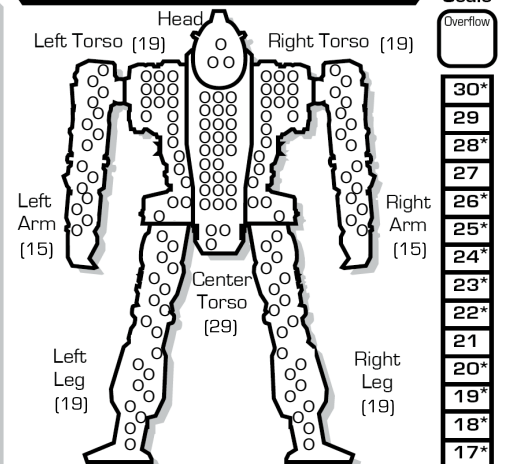
**Gyro Hits** ○○

**Sensor Hits** ○○

**Life Support** ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 15 (30) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	○ ○
13	+2 Modifier to Fire	○ ○
10	-2 Movement Points	○ ○
8	+1 Modifier to Fire	○ ○
5	-1 Movement Points	○ ○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Sunder SD1-O Samual

Movement Points: **Tonnage:** 90  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 **Era:** Civil War  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

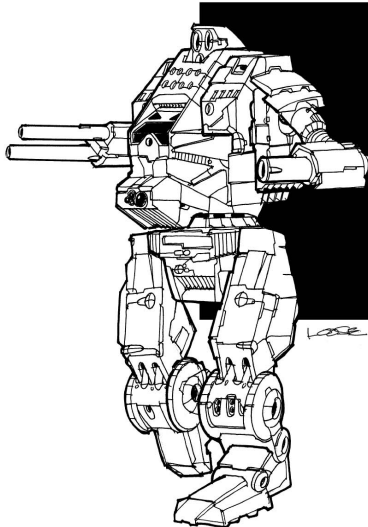
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	HD	3	2/Msl [M,C]	—	3	6	9
2	SRM 4	CT	3	2/Msl [M,C]	—	3	6	9
1	Flamer	RT	3	2 [DE,H,AI]	—	1	2	3
4	Machine Gun	RT	0	2 [DB,AI]	—	1	2	3
1	Flamer	LT	3	2 [DE,H,AI]	—	1	2	3
4	Machine Gun	LT	0	2 [DB,AI]	—	1	2	3
1	ER PPC	RA	15	10 [DE]	—	7	14	23
2	Flamer	RA	3	2 [DE,H,AI]	—	1	2	3
4	Machine Gun	LA	0	2 [DB,AI]	—	1	2	3
3	SRM 4	LA	3	2/Msl [M,C]	—	3	6	9
1	A-Pod	RL	—	[PD,OS,AI]	—	—	—	—
1	A-Pod	LL	—	[PD,OS,AI]	—	—	—	—

Cost: 27,501,312 C-bills **BV:** 1,593

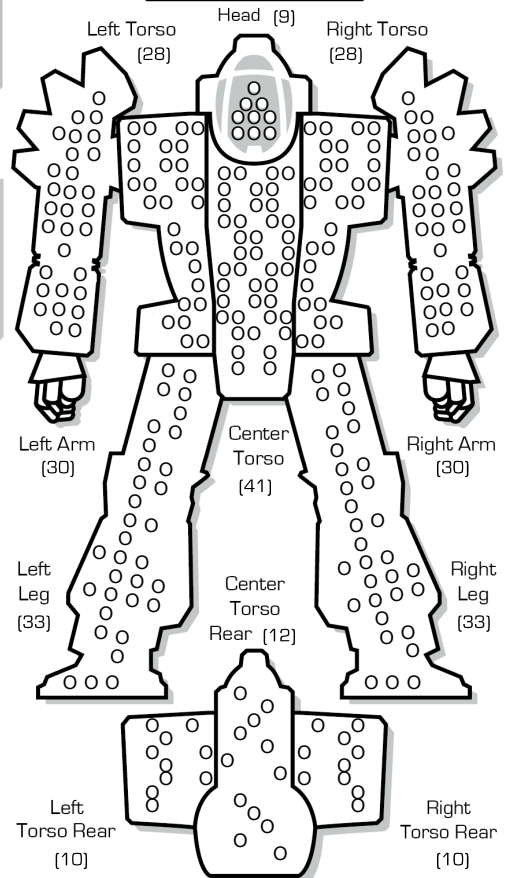
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



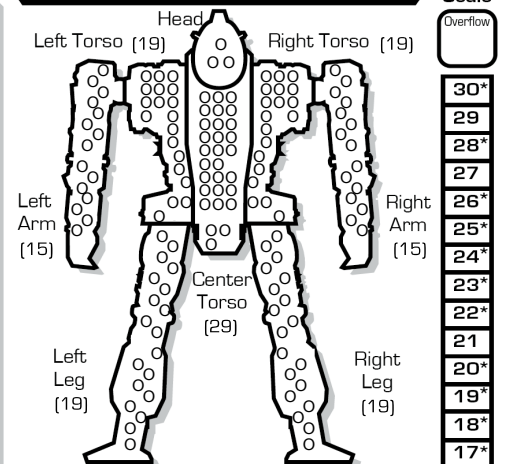
### CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>SRM 4</li> <li>SRM 4</li> <li>SRM 4</li> </ol> <h4>Center Torso</h4> <ol style="list-style-type: none"> <li>Machine Gun</li> <li>Machine Gun</li> <li>Machine Gun</li> <li>Machine Gun</li> <li>Ammo (Machine Gun) 200</li> <li>Ammo (Machine Gun) 200</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Gyro</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Gyro</li> <li>Gyro</li> </ol> <p><b>4-6</b></p> <ol style="list-style-type: none"> <li>Gyro</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>SRM 4</li> <li>SRM 4</li> </ol> <h4>Left Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Flamer</li> <li>Machine Gun</li> <li>Machine Gun</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Machine Gun</li> <li>Machine Gun</li> <li>Ammo (SRM 4) 25</li> <li>Ammo (SRM 4) 25</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <h4>Left Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>A-Pod</li> <li>Roll Again</li> </ol>	<h4>Head</h4> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>SRM 4</li> <li>Sensors</li> <li>Life Support</li> </ol> <h4>Right Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>ER PPC</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>ER PPC</li> <li>ER PPC</li> <li>Flamer</li> <li>Flamer</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <h4>Right Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Flamer</li> <li>Machine Gun</li> <li>Machine Gun</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Machine Gun</li> <li>Machine Gun</li> <li>Ammo (SRM 4) 25</li> <li>Ammo (SRM 4) 25</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <h4>Right Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>A-Pod</li> <li>Roll Again</li> </ol>
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Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 15 (30) Double
30	Shutdown	○○
28	Ammo Exp. avoid on 8+	○○
26	Shutdown, avoid on 10+	○○
25	-5 Movement Points	○○
24	+4 Modifier to Fire	○○
23	Ammo Exp. avoid on 6+	○○
22	Shutdown, avoid on 8+	○○
20	-4 Movement Points	○○
19	Ammo Exp. avoid on 4+	○○
18	Shutdown, avoid on 6+	○○
17	+3 Modifier to Fire	○○
15	-3 Movement Points	○○
14	Shutdown, avoid on 4+	○○
13	+2 Modifier to Fire	○○
10	-2 Movement Points	○○
8	+1 Modifier to Fire	○○
5	-1 Movement Points	○○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Devastator DVS-2

Movement Points: **Walking:** 3 **Running:** 5 **Jumping:** 0  
**Tonnage:** 100 **Tech Base:** Inner Sphere **Era:** Star League

### Weapons & Equipment Inventory (hexes)

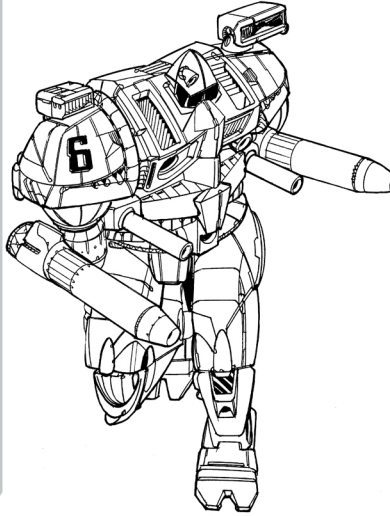
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	—	3	6	9
1	Medium Laser(R)	CT	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	PPC	RT	10	10 [DE]	3	6	12	18
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	PPC	LT	10	10 [DE]	3	6	12	18
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22

Cost: 22,238,000 C-bills **BV:** 2,481

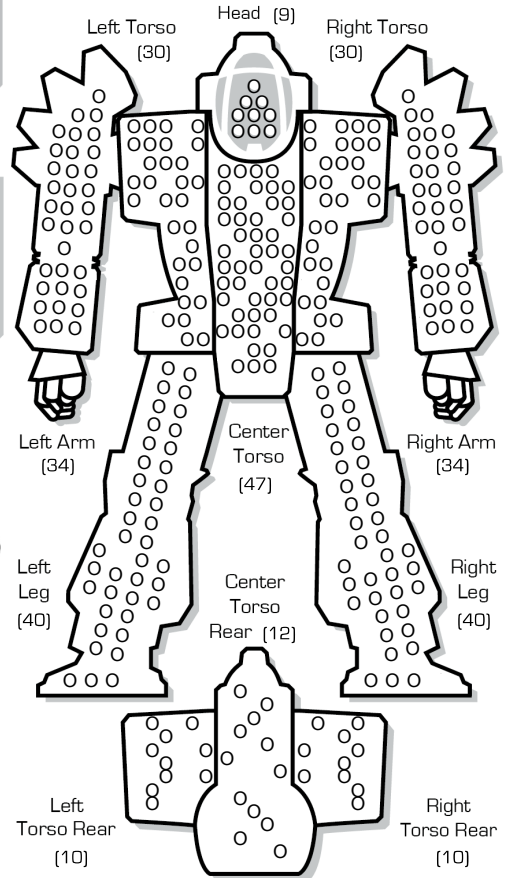
### WARRIOR DATA

Name: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Piloting Skill:** \_\_\_\_\_  
**Hits Taken**  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Gauss Rifle
- 5 Gauss Rifle
- 6 Gauss Rifle

#### Left Torso

- XL Fusion Engine
  - XL Fusion Engine
  - 3 XL Fusion Engine
  - 1-3 Double Heat Sink
  - 5 Double Heat Sink
  - 6 Double Heat Sink
- PPC
  - PPC
  - 3 PPC
  - 4-6 Medium Laser
  - 5 Ammo (Gauss) 8
  - 6 Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- 4 Medium Laser
- Sensors
- 6 Life Support

#### Center Torso

- XL Fusion Engine
  - 2 XL Fusion Engine
  - 3 XL Fusion Engine
  - 1-3 Gyro
  - 5 Gyro
  - 6 Gyro
- Gyro
  - XL Fusion Engine
  - 3 XL Fusion Engine
  - 4-6 XL Fusion Engine
  - 5 Medium Laser(R)
  - 6 Roll Again

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - 3 Lower Arm Actuator
  - 1-3 Gauss Rifle
  - 5 Gauss Rifle
  - 6 Gauss Rifle
- Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
  - 4-6 Gauss Rifle
  - 5 Ammo (Gauss) 8
  - 6 Roll Again

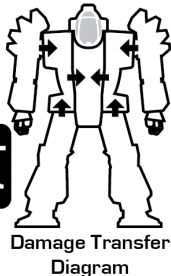
#### Right Torso

- XL Fusion Engine
  - 2 XL Fusion Engine
  - 3 XL Fusion Engine
  - 1-3 Double Heat Sink
  - 5 Double Heat Sink
  - 6 Double Heat Sink
- PPC
  - PPC
  - 3 PPC
  - 4-6 Medium Laser
  - 5 Ammo (Gauss) 8
  - 6 Roll Again

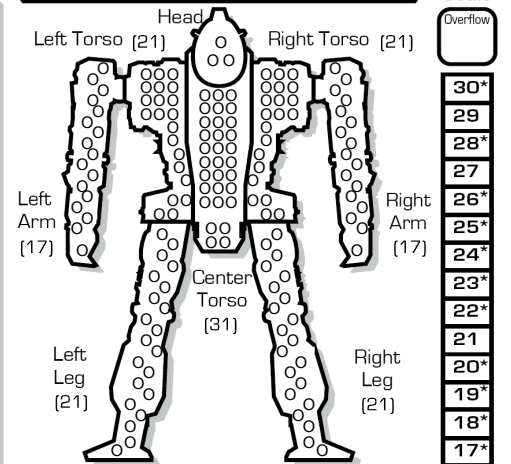
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- Roll Again
- 6 Roll Again

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 (28) Double
30	Shutdown	○○
28	Ammo Exp. avoid on 8+	○○
26	Shutdown, avoid on 10+	○○
25	-5 Movement Points	○○
24	+4 Modifier to Fire	○○
23	Ammo Exp. avoid on 6+	○○
22	Shutdown, avoid on 8+	○○
20	-4 Movement Points	○○
19	Ammo Exp. avoid on 4+	○○
18	Shutdown, avoid on 6+	○○
17	+3 Modifier to Fire	○○
15	-3 Movement Points	○○
14	Shutdown, avoid on 4+	○○
13	+2 Modifier to Fire	○○
10	-2 Movement Points	○○
8	+1 Modifier to Fire	○○
5	-1 Movement Points	○○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Devastator DVS-1D

Movement Points: **Walking:** 3 **Running:** 5 **Jumping:** 0  
**Tonnage:** 100 **Tech Base:** Inner Sphere (Intro) **Era:** Succession Wars

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	—	3	6	9
1	Medium Laser(R)	CT	3	5 [DE]	—	3	6	9
1	Large Laser	RT	8	8 [DE]	—	5	10	15
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Large Laser	LT	8	8 [DE]	—	5	10	15
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Autocannon/10	RA	3	10 [DB,S]	—	5	10	15
1	Autocannon/10	LA	3	10 [DB,S]	—	5	10	15

Cost: 9,280,000 C-bills

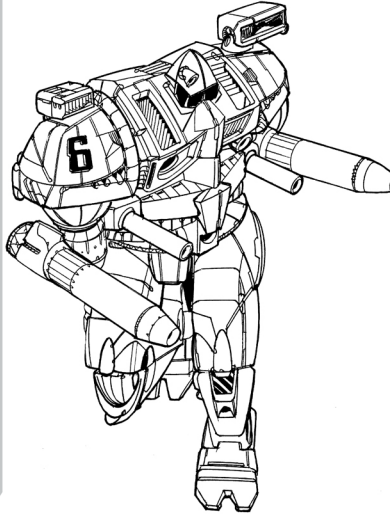
BV: 1,858

### WARRIOR DATA

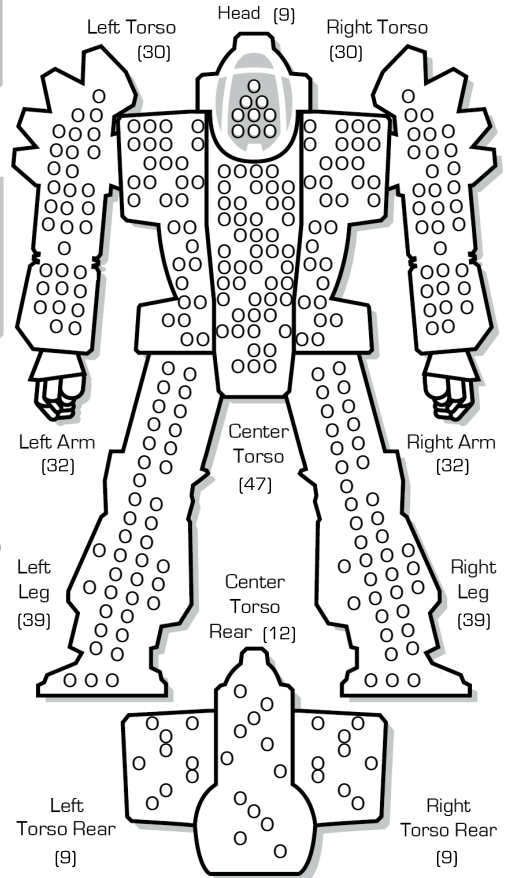
Name: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Piloting Skill:** \_\_\_\_\_  
**Hits Taken**

1	2	3	4	5	6
3	5	7	10	11	Dead

**Consciousness#**



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>1-3 Autocannon/10</li> <li>5 Autocannon/10</li> <li>6 Autocannon/10</li> </ol>	<h4>Head</h4> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Medium Laser</li> <li>Sensors</li> <li>Life Support</li> </ol>	<h4>Right Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>1-3 Autocannon/10</li> <li>5 Autocannon/10</li> <li>6 Autocannon/10</li> </ol>
<h4>Left Torso</h4> <ol style="list-style-type: none"> <li>1 Autocannon/10</li> <li>2 Autocannon/10</li> <li>3 Autocannon/10</li> <li>4-6 Autocannon/10</li> <li>5 Ammo (AC/10) 10</li> <li>6 Ammo (AC/10) 10</li> </ol>	<h4>Center Torso</h4> <ol style="list-style-type: none"> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>1-3 Gyro</li> <li>5 Gyro</li> <li>6 Gyro</li> </ol>	<h4>Right Torso</h4> <ol style="list-style-type: none"> <li>Autocannon/10</li> <li>Autocannon/10</li> <li>Autocannon/10</li> <li>4-6 Autocannon/10</li> <li>5 Ammo (AC/10) 10</li> <li>6 Ammo (AC/10) 10</li> </ol>
<h4>Left Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Heat Sink</li> <li>Roll Again</li> </ol>	<h4>Right Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Heat Sink</li> <li>Heat Sink</li> </ol>	

**Engine Hits** ○○○○

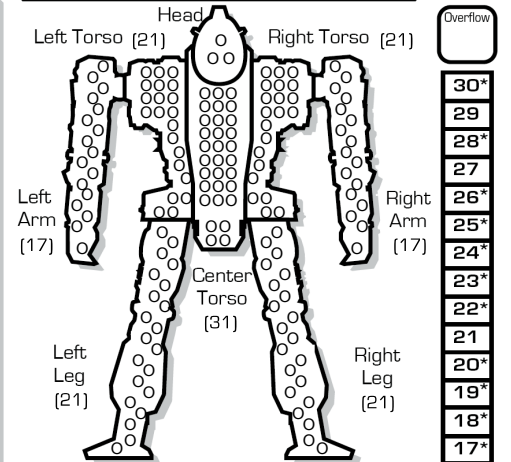
**Gyro Hits** ○○

**Sensor Hits** ○○

**Life Support** ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 15 (15) Single
30	Shutdown	○○
28	Ammo Exp. avoid on 8+	○○
26	Shutdown, avoid on 10+	○○
25	-5 Movement Points	○○
24	+4 Modifier to Fire	○○
23	Ammo Exp. avoid on 6+	○○
22	Shutdown, avoid on 8+	○○
20	-4 Movement Points	○○
19	Ammo Exp. avoid on 4+	○○
18	Shutdown, avoid on 6+	○○
17	+3 Modifier to Fire	○○
15	-3 Movement Points	○○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Devastator DVS-3

Movement Points: **Tonnage:** 100  
 Walking: 3 **Tech Base:** Inner Sphere  
 Running: 5 **Era:** Clan Invasion  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

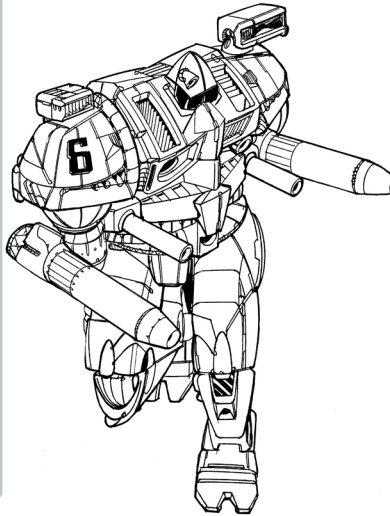
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser(R)	CT	3	5 [DE]	—	3	6	9
1	Small Laser(R)	CT	1	3 [DE]	—	1	2	3
1	PPC	RT	10	10 [DE]	3	6	12	18
1	PPC	LT	10	10 [DE]	3	6	12	18
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22

Cost: 22,030,500 C-bills **BV:** 2,452

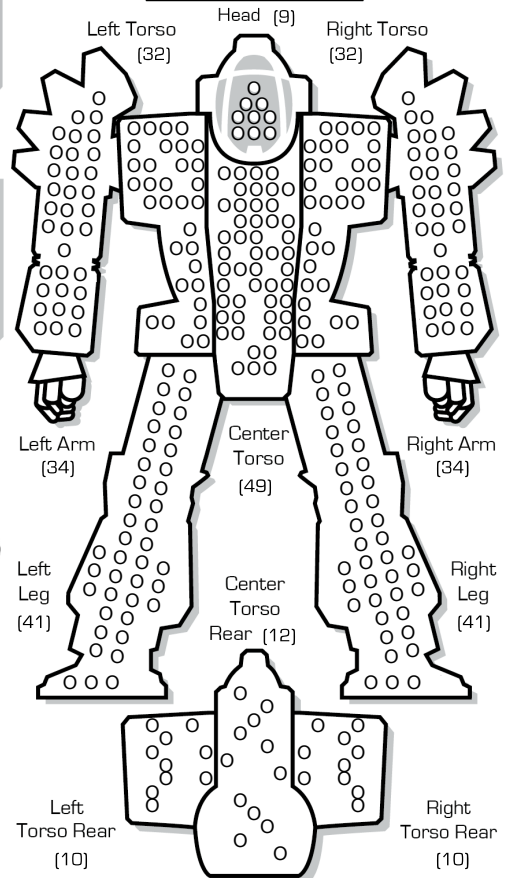
### WARRIOR DATA

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

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Gauss Rifle	5. Gauss Rifle	6. Gauss Rifle
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Gauss Rifle	5. Gauss Rifle	6. Gauss Rifle
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

**Engine Hits** ○○○○

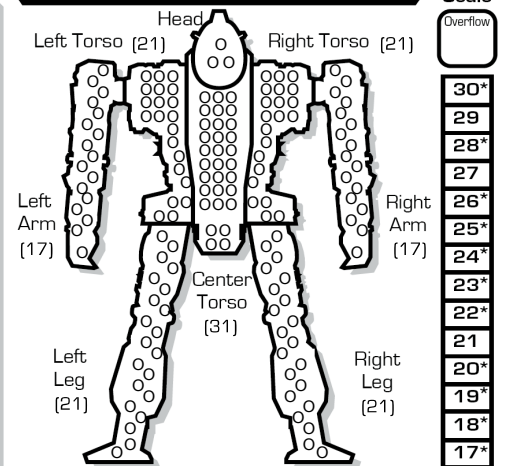
**Gyro Hits** ○○

**Sensor Hits** ○○

**Life Support** ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	14 (28) Double
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*	
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11	
10*	
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8*	
7	
6	
5*	
4	
3	
2	
1	
0	