

CLASSIC BATTLETECH

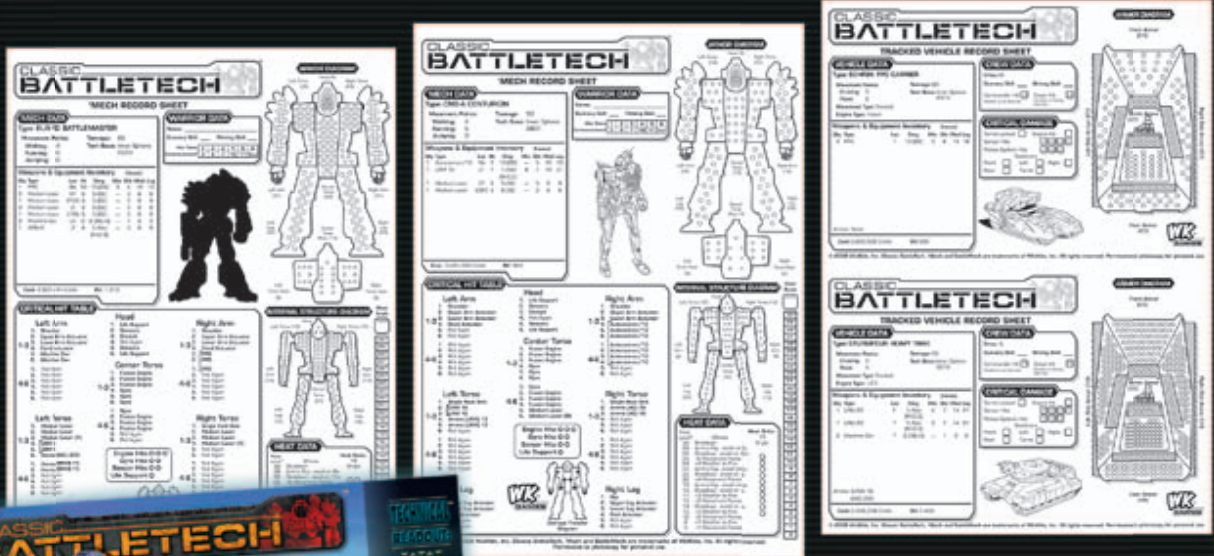
RECORD SHEETS: 3039



MORE 'MECHS FOR THE BATTLEFIELD...

You've blown your opponent up using the 'Mechs from the *Classic BattleTech Introductory Box Set* and would like more firepower. Now you own *Technical Readout: 3039* and would love to see some of those 'Mechs and vehicles on your gaming table. Grab your dice and start rolling, because these sheets are for you!

Record Sheets: 3039 contains over fifty pre-printed 'Mech record sheets that will have players firing autocannons, missiles and PPCs at each other in no time. More than thirty vehicle sheets bring the excitement of combined-arms game play to any table top. Two ready-to-play scenarios focus on the highlights of this volume, while the Quick-Start Creating Scenarios rules give players the tools they need to create their own fun scenarios. Finally, the complete Combat Vehicle rules take combined-arms warfare to a whole new level.



Record Sheets: 3039 is a stand-alone book, but *Technical Readout: 3039* is recommended for use.

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CLASSIC BATTLETECH™

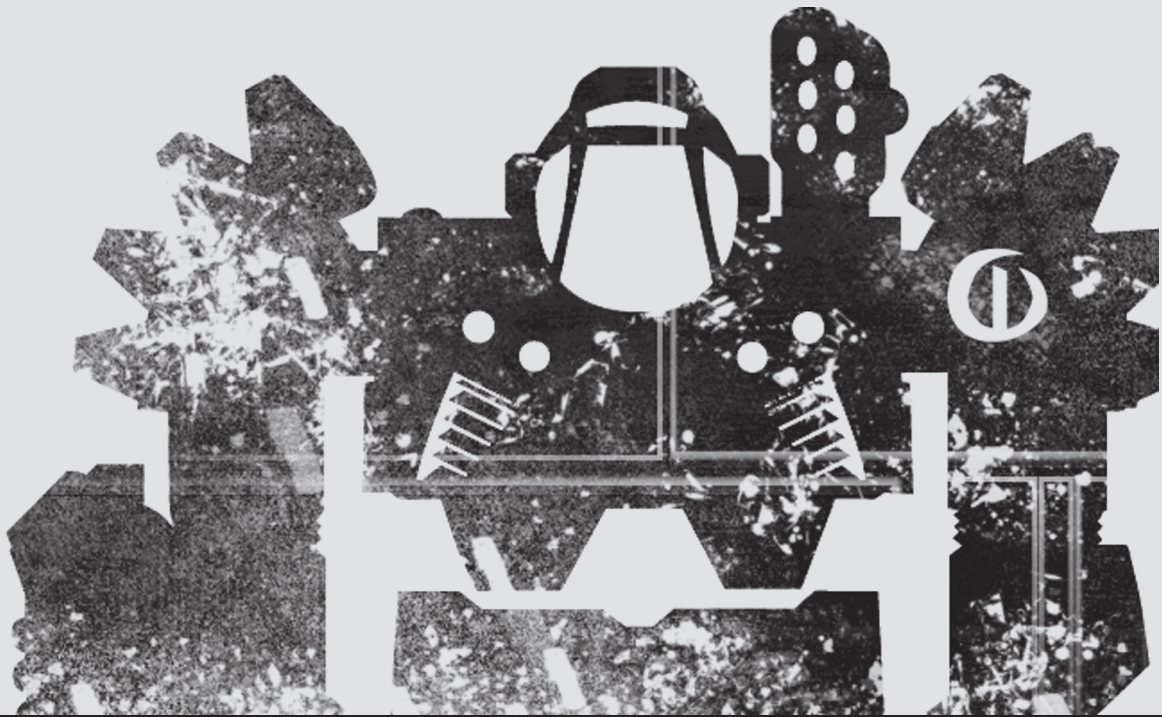


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CLASSIC BATTLETECH™
RECORD SHEETS: 3039

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INTRODUCTION

Welcome to *Record Sheets: 3039*! As with the *Introductory Box Set*, *Technical Readout: 3039* and *Starterbook: Sword and Dragon*, this introductory product is designed to be quick and easy to use and will have you tossing dice and having fun in no time.

All you need is the *Classic BattleTech Introductory Box Set* set to use this book!

HOW TO USE THIS BOOK

Having graduated from the *Introductory Box Set*, and perhaps having picked up *Technical Readout: 3039*, you might be wondering why you need this book. As noted above, the introductory products for *Classic BattleTech* are designed with ease of use in mind. While a blank 'Mech record sheet is included in the box set for players who wish to design their own 'Mechs, the pre-generated record sheet booklet for the twenty-four 'Mechs in that box set allows players to easily select designs and begin game play quickly.

Those twenty-four 'Mechs provide a wealth of play options, but a host of designs exists beyond the box set. As discussed in the introduction to the *Introductory Rulebook*, the *Technical Readout* and *Record Sheets* series of products opens a wide door to cool, fun designs that can bring additional tactics and enjoyment to any gaming table.

Record Sheets: 3039 widens the options available to players, and does so with an eye toward ease of use that is the hallmark of all introductory *Classic BattleTech* products. Players have only to photocopy any design they wish to play and can immediately start marching across the battlefield.

Rules Addendum

A complete *Rules Addendum* follows this introduction before the start of the record sheets. It includes ready-to-play scenarios as well as a quick-start rules set for creating scenarios. Players can use the rules found in the *Vehicle and Infantry QSR* section of the *Introductory Rulebook* when playing the vehicles in this book. The *Combat Vehicles* section of the *Rules Addendum* contains the complete standard rules for such units, allowing players to increase their enjoyment of combined-arms play.

Why Doesn't This Book Match Technical Readout: 3039?

Players will quickly note that not all the units found in *Technical Readout: 3039* appear in *Record Sheets: 3039*. This is done for two reasons. Coming from the *Introductory Box Set*, players do not have rules to play some of the units, such as aerospace fighters and naval and VTOL vehicles. In addition, some of the equipment mounted on various units is beyond the scope of the box set. Players can see an example of this in the *Raven*, which we've included in this record sheet book because its EW Equipment is highlighted in the first ready-to-play scenario and the rules for it are included there. This creates an easy-to-use product, where every sheet is 100 percent usable by any player.

Players who want pre-printed record sheets for units in *Technical Readout: 3039* that do not appear in this record sheet book (or for any variants mentioned in the *Technical Readout*) can purchase the complete *Record Sheet: 3039* PDF with more than 300 record sheets—as well as many other *BattleTech* products—at <http://www.battlecorps.com/catalog>.

Four-Legged 'Mechs: Players will note that this book includes two four-legged 'Mechs, the *Scorpion* and *Goliath*. For these rules, treat four-legged 'Mechs exactly like biped 'Mechs. When an arm is hit, apply the damage to either the Left Front Leg or Right Front Leg, as appropriate. Complete rules for four-legged 'Mechs are found in *Total Warfare*.

RULES ADDENDUM

The following rules build on those from the *Introductory Rulebook*.

WEAPONS AND EQUIPMENT

Unlike the twenty-four 'Mech record sheets found in the *Classic BattleTech Introductory Box Set*, the record sheets in this volume include the appropriate weapon type codes. Those codes were first presented for the advanced weapons of the CDA-3MA *Cicada*, HER-55A *Hermes*, Rommel Tank (Gauss Variant) and Saladin (Ultra Variant) Quick-Start Record Sheets from the *Classic BattleTech Introductory Box Set*. In an effort to better prepare players for all that *Total Warfare* has to offer, these record sheets include type codes on all weaponry.

The following weapon type rules are in addition to the weapon type rules found under *Advanced Weapons* on pp. 75-76 of the *Introductory Rulebook*.

- **C: Cluster Weapon.** Cluster weapons roll on the Cluster Hits Table to determine damage, with each type of weapon dividing its damage into different Damage Value groupings. The groupings are then assigned separate hit locations (see *Cluster Hits*, p. 40, *Introductory Rulebook*).
- **DE/DB: Direct-Fire Energy or Ballistic Weapon.** These weapon types (except flamers and machine guns) can use a targeting computer when making attacks (that equipment is not present on any of these designs).
- **M: Missile Weapon.** Missile weapons use the following rules:
 - Missile weapons deliver damage equal to the number of individual missile hits, times the damage per missile (abbreviated as "X/Msl" under the Damage column of the 'Mech Data section of a record sheet whose design mounts missile weapons, where "X" is the damage of each missile).
 - Once the attacker has determined the specific number of missiles that struck the target by rolling on the Cluster Hits Table, missile weapons divide the damage that actually struck the target into specific Damage Value groupings before assigning them to the target; the specifics of how each missile weapon determines its Damage Value groupings are different. As discussed under Determining Hit Locations (see p. 42, *Introductory Rulebook*), each SRM is assigned a 2-point Damage Value grouping, while LRMs group the total damage inflicted against a target into 5-point Damage Value groupings.
- **E: Electronics.** Electronics usually have their own rules (see *Electronic Warfare Equipment*, p. 5).

Project Phoenix

The *Project Phoenix* section of *Technical Readout: 3039* (see pp. 280-302) does not include illustrations for those designs. Those "original" images are no longer used, and so the corresponding 'Mech record sheets in this volume do not display a standard-looking illustration. Instead, as discussed in the "in-universe" Project Phoenix introduction (see p. 280, *Technical Readout: 3039*), the "modern" illustrations used for those 'Mechs are included on those record sheets, reflecting what appears in that section of the *Technical Readout*.

Battle Values and Costs

As noted on page 4 of *Technical Readout: 3039*, under *Game Notes*, Battle Value is a numerical rating that players can use to balance their own scenarios. While this book includes Quick-Start Creating Scenarios rules (see p. 6) that players will find useful for leaping into further game play, for their own scenarios players can experiment with using Battle Values.

Costs are included for players who wish to experiment with that aspect of the *Classic BattleTech* universe. Complete rules for costs are found in *TechManual*.

SCENARIOS

This section contains two ready-to-play scenarios, which include expanded play options such as hidden units and indirect LRM fire.

Unlike the generic scenarios found in the *Introductory Rulebook*, these are based on events that transpired during the War of 3039, further demonstrating how the game can work hand-in-hand with the fiction to take players into the game universe. In a similar vein, after the name of each scenario, a parenthetical phrase defines what type it is as described under *Mission Types* (see p. 35, *Inner Sphere at a Glance*). Players can use those mission types, along with the example of these scenarios, to create their own as they use the Quick-Start Creating Scenarios rules.

SCENARIO 1: BUSINESS AS USUAL (OFFENSIVE CAMPAIGN)

"Damn Cappies sure got this baby right..." Lieutenant Lynn Doyle muttered as she kept her eyes glued to the sensor display for the electronic warfare package mounted in her precious *Raven*. "Who would've thought they could come up with something useful?" She would've laughed if the situation weren't so dire.

She looked at her HUD and dialed up another schematic of the surrounding area. Her 35-ton 'Mech stalked through the dense jungle, looking for a clearing in the middle of a rain forest—and for the Snakes they'd been playing hide-and-seek with for a week.

Lynn took a shuddering breath of swollen heat all too filled with her own rank odor. She swore she could also smell the fecund stench of the jungle outside, despite her sealed environment. Notwithstanding the fatigue and razor's-edge tension, she felt thrilled to have gotten her hands on one of the prototype *Ravens* for this mission. Marshall Sandoval himself had given it to her after she lost her *Valkyrie* saving a full company of 'Mechs from an ambush. She'd been promoted and given command of the recon lance of Second Company, First Battalion, First Robinson Rangers. "Such a gifted scout needs an appropriate 'Mech," the Marshall had said. His words rang with comfort.

Careful to place her 'Mech's feet appropriately in the dense foliage, she crept the throttle forward, accelerating her new ride, hawk eyes scanning the advanced sensors that made the *Raven* so valuable, ready for the ambush she knew must be coming...

Business as usual.

SITUATION

*Tillerbee Jungle, Marduk
Draconis Combine
June 7 3039*

By the start of 3039, Hanse “The Fox” Davion knew the time had come to slay the Dragon once and for all, much as he had handled the Capellan Confederation a decade earlier. Units jumped into target systems on April 16, and by June the first wave against the Draconis Combine was in full swing.

Field Marshall James Sandoval brought the First Robinson Rangers, the Tenth Deneb Light Cavalry and the Ninety-Third Mechanized Brigade to conquer Marduk, home of Vicore Industries. Unknown to the attackers, House Kurita had spent the decade since the end of the Fourth Succession War preparing for just such an invasion. One of the many tactics the DCMS used was guerilla warfare, tying up invading forces and buying the Dragon what it needed most...time. Small groups of ‘Mechs were hidden in any terrain they could find, where they waited for their prey to come along, attacking in lightning-fast raids and retreating to hide again. After a week of doggedly following one such force on Marduk, the First Robinson Rangers deploy a rare *Raven* BattleMech and its advanced sensors to finally corner the House Kurita units.

GAME SET-UP

Lay out both BattleTech mapsheets as shown.

ATTACKER

The attacker consists of a scout lance of the First Robinson Rangers, led by Lieutenant Lynn Doyle. Roll on the table below to determine the other 3 ‘Mechs of the scout lance.

Leftenant Lynn Doyle (Piloting 4, Gunnery 3), RVN-1X *Raven*

The remaining three ‘Mechs must be rolled on the House Davion column of the Random Assignment Table: Inner Sphere 3039 (see p. 9). All pilots are considered Veteran: Piloting 4, Gunnery 3.

Deployment

Once the defender has set up his units, the attacker chooses which edge of the playing area to enter and does so during the Movement Phase of Turn 1.

DEFENDER

The defender consists of a trio of ‘Mechs from the Sixth Benjamin Regulars.

Chu-i Jinjiro Takahiro (Piloting 4, Gunnery 4), CRB-20 *Crab*
Shujin Ken Nakamoto (Piloting 6, Gunnery 4), PNT-9R *Panther*
Gunsho Sato Asada (Piloting 5, Gunnery 5), SDR-5V *Spider*

Die Roll (1D6)	Force Composition
1-2	2 Lights, 1 Medium
3-4	1 Light, 2 Medium
5-6	3 Medium

Deployment

The defender sets up the ‘Mechs using the Hidden Units rules (see *Special Rules*, below) anywhere on the playing area. The defender’s home edge is opposite the edge of the playing area where the attacker entered.

VICTORY CONDITIONS

The attacker wins if he or she cripples or destroys at least two of the defender’s ‘Mechs; the defender wins if he destroys the *Raven* and does not lose two of his own ‘Mechs (once the *Raven* is destroyed, the defender can exit via his home map edge).

SPECIAL RULES

For this scenario, a ‘Mech is considered crippled if one or both legs are destroyed, all of its weapons are destroyed (through one or more critical hits), its gyro is destroyed (through two or more critical hits) or it has taken two engine critical hits.

If a ‘Mech exits the playing area for any reason other than a defending unit exiting its home map edge after the *Raven* is destroyed, that ‘Mech is considered destroyed and may not re-enter the scenario.

The following additional rules are in effect.

Hidden Units

At the start of the scenario, the defender may hide his units on the map. The defending player must write down the number of each hex in which a unit is hidden and designate the unit’s facing, if it is prone and so on. Hidden units remain hidden until they attack or move, or until an enemy unit moves into their hex, attempts to move into their hex or ends its movement adjacent to their hex.

Unless the player plans to move a hidden unit during the Movement Phase, hidden units are not counted for purposes of determining movement order during that phase. If the player plans to activate a hidden unit during a turn, he must reveal that unit and place it on the map at the start of that turn’s Movement Phase. If a player plans to attack using a hidden unit, he must reveal that unit and place it on the map at the beginning of the Weapon Attack Phase. Hidden units revealed during the Movement Phase cannot move during that phase.

If a unit attempts to enter a hex containing a hidden unit, the hidden unit is revealed if that move would violate the stacking rules (see *Stacking*, p. 10). The unit attempting to enter the hex containing a hidden unit immediately ends its movement before moving into that hex.

Water Hexes: No unit may hide on the surface of a water hex (a submerged unit may be hidden using these rules).

‘Mechs: ‘Mechs cannot hide in clear hexes.



Pointblank Shots From Hidden Units: When an enemy unit moves into or ends its movement adjacent to a hex occupied by a hidden unit, the hidden unit may interrupt the move and immediately make a pointblank weapon attack. The unit may only fire weapons with a valid firing arc to the target, using a Range of 1. However, the hidden unit may immediately torso twist or rotate its turret in order to bring its weapons to bear against the target. Do not modify the base-to-hit number for movement or terrain. Any damage takes effect immediately during the Movement Phase, and the results may affect the actions of the target unit for the rest of the phase. A unit attacking with a pointblank shot may not move, fire again, make physical attacks or perform any other action during that turn.

Active Probe

Under the Hidden Units rules, an active probe can detect any hidden 'Mech, battle armor or vehicle (but not conventional infantry), if at the end of a Ground Movement Phase the concealed unit lies inside the probe's range (see *Electronic Warfare Equipment*, below) and line of sight would exist between the unit carrying the probe and the hidden unit (if that unit were not concealed).

Water: If an active probe is in a unit's location, but is above the surface of a water hex, it cannot detect a unit hidden underwater. In other words, for an active probe to work underwater, it must have a clear LOS to the hidden unit that passes only through underwater hexes.

ELECTRONIC WARFARE (EW) EQUIPMENT

Introduced: 3025 (Capellan Confederation)

An effort by the Capellan Confederation to replicate the lost capabilities of the Star League-era Beagle Active Probe and Guardian ECM suite, the basic electronic warfare equipment package debuted on their RVN-1X *Raven* BattleMech in 3025. The technology was a landmark in Succession Wars-era development but is largely overlooked today because of the recovery twenty years later of the lighter, more compact and more effective Star League systems it crudely aped.

Game Rules

The basic EW Equipment system is a one-piece combination that performs the functions of an Inner Sphere Beagle Active Probe (see rules for Active Probe, above) and Guardian ECM Suite (those rules are not covered here). However, the effective range of this combined system is only 3 hexes (for both effects).

SCENARIO 2: THE PENDULUM SWINGS (DEFENSIVE CAMPAIGN)

"That's it!" Lieutenant Colonel William Christopher Adams said, words as blunt as his dark-complexioned features. "While the big boys are off playing, some Dracs found their way here and it seems like they want our goods."

He tongued the mint-flavored toothpick from one side of his mouth to the other, his hunger for a cigar a pain worse than any toothache. Damn him for promising his wife he'd quit. Damn these boys for being so green. His thoughts jumbled together as he took

in the assembled men and women. He shifted his weight slightly, never letting his trepidation show through his iron façade.

"I just got off the comm with General Baden-Powell. We'll evacuate the base and take with us as much gear as we can—reinforcements won't reach us before we're overrun. So that's the plan. We hold the line as long as we can and we use the terrain in our favor."

He glanced down at the makeshift table in front of him. He missed the holographic map generator, but they'd already started to shut down essentials in preparation for hasty withdrawal. Instead, Adams thumped the table covered with good old-fashioned paper maps. Good enough for Patton, good enough for him.

"Eyes on the map, boys and girls. This is how we're gonna stop the Dracs..."

SITUATION

*Trice Continent, Breed
Federated Suns
July 16 3039*

While the Federated Suns was eager to pay its final debts with House Kurita and bring the Dragon to his knees, *Gunji-no-Kanrei* Theodore Kurita played a dangerous game. Instead of using all his forces to stall the Davion juggernaut, he decided to counter-attack against the Federated Suns' staging worlds. One of those worlds, Breed, had been home to three full Regimental Combat Teams, now on their way into the Combine. Theodore Kurita sent the Third and Fourth Ghost regiments to attack the planet. While the Second Robinson Rangers and the First NAIS Cadre were busy defending the capital and the mining complexes, the Ghosts attacked a military base in the middle of nowhere. With their 'Mechs hours away. It was up to a company of vehicles to hold the line...

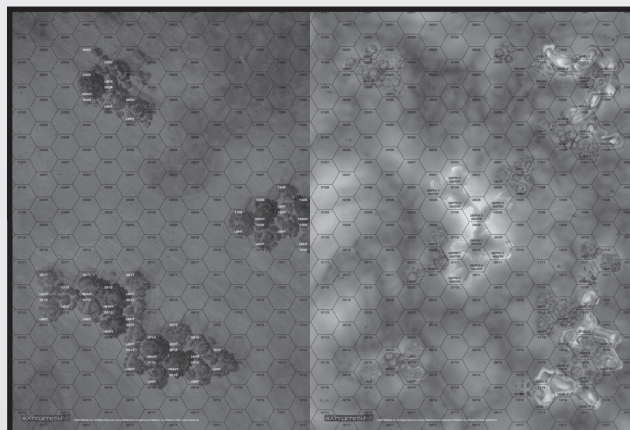
GAME SET-UP

Lay out BattleTech and Open Terrain #2 mapsheets as shown.

ATTACKER

The attacker consists of two lances of House Kurita's Third Ghost regiment.

Chu-i Hotaka Tanada (Piloting 3, Gunnery 3), DRG-1N *Dragon*
Gunsho Katashi Minahiro (Piloting 4, Gunnery 4), JR7-D *Jenner*
Gunjin Kazuki Lee (Piloting 4, Gunnery 4), KTO-18 *Kintaro*
Gunjin Kichiro Nanashi (Piloting 4, Gunnery 4), WTH-1 *Whitworth*



• THE PENDULUM SWINGS MAP CONFIGURATION •

Tai-i Osamu Miller (Piloting 3, Gunnery 4), *AS7-D Atlas*
Chu-i Sora Inihiro (Piloting 4, Gunnery 4), *THG-10E Thug*
Gunsho Usagi Bo (Piloting 4, Gunnery 4), *GHR-5H Grasshopper*
Go-cho Kin Tokugawa (Piloting 5, Gunnery 3), *CPLT-C1 Catapult*

Deployment

The attacker enters via the south edge of the playing area during the Movement Phase of Turn 1.

DEFENDER

The defender consists of a company of the First NAIS cadet cavalry regiment.

Saladin Assault Hover Tank (Driving 5, Gunnery 4)
Pegasus Scout Hover Tank (Driving 5, Gunnery 4)
Condor Heavy Hover Tank (Driving 5, Gunnery 4)
Drillson Heavy Hover Tank (Driving 5, Gunnery 4)

SRM carrier (Driving 5, Gunnery 4)
SRM carrier (Driving 5, Gunnery 4)
LRM carrier (Driving 4, Gunnery 3)
LRM carrier (Driving 4, Gunnery 3)

Von Luckner Heavy Tank (Driving 5, Gunnery 4)
Rommel Tank (Driving 5, Gunnery 4)
Demolisher Heavy Tank (Driving 5, Gunnery 4)
Schrek PPC carrier (Driving 5, Gunnery 4)

Deployment

The defender sets up his forces anywhere on the playing area, up to within three hexes of the south edge of the playing area before play begins.

VICTORY CONDITIONS

The attacker must destroy at least seven of the defender's vehicles and exit at least half of his or her own force over the north edge of the playing area before the end of Turn 15. The defender wins if he cripples or destroys more than 50 percent of the attacker's force and/or keeps 50 percent of the attacking units from exiting the north edge of the playing area until the end of Turn 15.

SPECIAL RULES

For this scenario, a 'Mech is considered crippled if one or both legs are destroyed, all of its weapons are destroyed (through one or more critical hits), its gyro is destroyed (through two or more critical hits) or it has taken two engine critical hits.

If a 'Mech exits the playing area for any reason other than an attacking unit leaving via the north edge, it is considered destroyed and may not re-enter the scenario. If a vehicle exits the play area for any reason, it is considered destroyed and may not re-enter the scenario.

The following additional rules are in effect.

LRM Indirect Fire

Units armed with LRM-type weapons may fire those missiles indirectly. Indirect fire allows a unit without a direct line of sight to a target to attack that target, though a friendly unit must have a valid line of sight to the target (this unit is referred to as the spotter). An attacker with a valid LOS to a target cannot make an LRM indirect fire attack, even if that attack would have a better to-hit modifier.

Resolve LRM indirect fire attacks in the turn they are launched. The base to-hit number is the firing unit's Gunnery Skill. Use the following modifiers.

Range modifier based on the range between the target and the firing unit, including minimum range modifiers:

- +1 for indirect fire;
- All standard modifiers for target movement;
- All standard modifiers for attacker movement and a modifier for the spotter's movement (infantry units have no attacker movement modifier for spotting);
- Terrain modifiers based on line of sight from the spotting unit. This includes the +1 modifier if partial cover exists between the spotting unit and the target. (Regardless of whether partial cover shields the target from either the spotting unit or the attacking unit, Damage Value groupings from LRM indirect fire always strike the target and not the partial cover, even if they hit a leg location; see *Partial Cover*, p. 33, *Introductory Rulebook*.)

Finally, if the spotting unit makes any attacks in the turn that it spots for another unit, apply a +1 modifier to all the spotting unit's attacks, as well as a +1 modifier to the LRM indirect fire attack. If the spotting unit makes no attacks, do not apply these additional modifiers. The spotter can spot for any number of attacking units to a single target, but it cannot spot for multiple targets.

Tips: Pairing an LRM and an SRM carrier and deploying them on the northern and southern end of the home edge behind a hill would put them out of harm's way, and the SRM carrier would make sure that someone closing in to destroy the LRM carrier would find himself in a world of pain. Remember, LRM carriers are not meant to fight in the open, but to be deployed in a safe place to rain down indirect fire on an approaching enemy.

QUICK-START CREATING SCENARIOS

This section provides additional rules and tables that players can use to quickly generate *BattleTech* scenarios (as opposed to the ready-to-play scenarios found earlier in this section). These are quick-start rules for creating scenarios; the full rules, including numerous different scenario types, alternate mapsheet selection and more fully fleshed-out unit generation rules, are found in *Total Warfare*.

NUMBER OF PLAYERS

BattleTech is usually played by two opposing sides. If more than two individuals are playing, simply divide all the players into two opposing teams. Players can use these rules to set up games involving three or more sides, but such games tend to get complicated and the players must determine how to apply the rules in various situations.

SET-UP

First, select the mapsheets (see below). Then determine the force composition (see below). Finally, both players roll 2D6 to begin. The player with the higher result chooses his home map edge—the edge of the playing area where his units will enter. The opposite edge becomes the opposing player's home map edge. A player's units can safely exit the map only through that player's home edge.

LANCE WEIGHT COMPOSITION TABLE

1D6 Roll	Light Lance	Medium Lance	Heavy Lance	Assault Lance
1	4 Light	1 Light, 2 Med., 1 Heavy	1 Medium, 3 Heavy	1 Medium, 1 Heavy, 2 Assault
2-3	3 Light, 1 Medium	4 Medium	4 Heavy	2 Heavy, 2 Assault
4-5	2 Light, 2 Medium	3 Medium, 1 Heavy	1 Med., 2 Heavy, 1 Assault	1 Heavy, 3 Assault
6	2 Light, 1 Med., 1 Heavy	2 Medium, 2 Heavy	3 Heavy, 1 Assault	4 Assault

Roll Initiative for the first turn per standard rules. All units start play off the map. A player's units may enter the map on any hex along the player's home edge, regardless of terrain, provided the unit can legally enter that hex. Each unit must enter the map on a full hex nearest the home edge, and that hex counts as its first hex of movement.

Mapsheets

There are only two mapsheets available to players in the *Classic BattleTech Introductory Box Set*. However, players can still choose whether to use both BattleTech mapsheets, both Open Terrain # 2 mapsheets, or one of each, as well as which orientation the maps will have, such as long sides or short sides meeting, and so on. The players can randomly determine the use and placement of maps, or can leave it up to the attacker and defender to each set up a map. Or they can leave it up to an attacker/defender Initiative roll to see who determines what maps will be used and who will place them. Players can change this arrangement in each scenario, either to find the format they like best or to provide variety from game to game.

Unit Generation

Players may simply assemble any units they wish, picking and choosing from the units available in the *Introductory Box Set* and in this volume.

Alternatively, players may use dice rolls to randomly generate forces. When using this system, players first determine their forces' composition and then assign units. On two maps, the best-sized scenario is usually a lance versus a lance, though players can easily field larger forces. However, it is not recommended that players field more than a company versus a company on only two mapsheets, as the playing area is too small and a loss of tactics can mean a loss of fun.

After determining the size of each force the players wish to field, determine its weight class. First roll 1D6: 1 = Light, 2-3 = Medium, 4-5 = Heavy and 6 = Assault. Next, roll 1D6 and consult the Lance Weight Composition Table in the column for the appropriate lance weight. If the players are fielding more than a lance, repeat these steps for each lance fielded. Once the weight classes of the units are determined, roll 1D6 for each unit and consult the appropriate weight class of the unit involved on the desired faction column of the Random Assignment Table: Inner Sphere 3039 (see p. 9). Vehicles can be used by any faction. For ease of reference, every unit on the Random Assignment Table has its page reference in braces following the name.

Equal Numbers: Ready-to-play scenarios often field unequal numbers of units on a side. However, the scenarios have been balanced to take such inequality into account. When putting together their own scenarios, players should start with equal numbers. After a few scenarios, they can experiment with different numbers on a side.

Combined Arms: Whether players wish to field 'Mechs, vehicles or a combination of both is up to them. Generally speaking, however, vehicles are weaker than 'Mechs, and so one side should not field vehicles exclusively unless that side has been given some type of advantage, such as advanced technology (as in Scenario 1), the vehicle force is larger (as in Scenario 2), and so on. Once again, players can experiment as they play scenarios to determine the best mix of 'Mechs and vehicles for the type of play they enjoy the most.

Chris and Dave want to create their own scenario and they love the idea of randomly determining what they're going to field. They've both read the Inner Sphere at a Glance sourcebook from the Introductory Box Set and Dave has chosen the House Steiner faction, while Chris chooses House Davion. Even though they know it's a little unusual for these two factions to fight, during a thousand years of history they know some fighting has occurred. Trying to keep it simple their first time out, they decide on a lance versus lance scenario.

Dave rolls 1D6 with a result of 4: a heavy lance. He then rolls 1D6 again and gets another 4, giving him a medium, two heavies and one assault 'Mech. Finally, he consults the Random Assignment Table: Inner Sphere 3039, knowing that he'll be using the House Steiner column. He rolls 1D6 for the medium 'Mech; a result of 3 gives him an HCT-3F Hatchetman. Rolls of 2 and 5 on the Heavy column give him a TDR-5S Thunderbolt and WHM-6R Warhammer; for the assault 'Mech, a 1D6 result of 2 nets him a ZEU-6S Zeus, an iconic Steiner 'Mech.

Next Chris dives in to generate his force. A 1D6 result of 6 lands him an assault lance! The next 1D6 result is a 3, giving him two heavy and two assault 'Mechs. He consults the House Davion column of the Random Assignment Table: Inner Sphere 3039 and starts rolling. Results of 2 and 3 give him a RFL-3N Rifleman and a JM6-S JagerMech. Finally, Chris wants to try a vehicle out. He rolls 1D6 for a result of 1 on the Assault section of the Davion column and gets a VTR-9B Victor, while a result of 5 on the Vehicle Assault column nets him an Ontos Heavy Tank.

Now they're ready to play!

MOVEMENT AND RETREAT

Scenario maps are fixed once play begins. No new maps will be added to the playing area during the game. Unless otherwise noted, units that exit the map at any edge other than their home edge are considered destroyed. Units that exit the map through their home edge have retreated—they remain out of play for the remainder of the scenario and cannot return. Retreated units do not count as destroyed when determining victory. Units may exit the map intentionally or unintentionally (such as a skid), or may be forced off by an opposing unit—for example, through a push, charge or death-from-above attack.

Half-hexes along the edge of the map—even those with hex numbers in them—are not considered part of the map. A unit that enters one of these half-hexes for any reason is considered to have exited the map.

ENDING THE GAME

Generally, a scenario ends when all of one player's units have been destroyed or have retreated off the map. At that point, the opposing player wins. Depending on the specific scenario type, however, a player may need to achieve additional or alternative goals to claim victory.

DETERMINING VICTORY

Victory in each scenario goes to the side that survives at the end. Beyond the absolute win/lose victory conditions, however, players may include additional victory conditions. While this requires a little more work on the players' part, additional victory conditions can make a scenario more varied and challenging when replayed. For example, the standard victory condition of a scenario is to eliminate all opposing forces. However, players might stipulate that if Player A eliminates all of Player B's forces but loses more than half his own forces in the process, Player A achieves a substantial rather than a decisive victory. Whatever additional victory conditions are used, all players must agree to their use in a given scenario before play begins.

Battle Value: Players using the Battle Value system can also use an alternate method of determining who wins and the level of victory. Both players start with 0 Victory Points. For every enemy unit destroyed, add twice its point value to your total (include the points for the pilot, if any). For each of your units destroyed, deduct the point value of the unit (plus the pilot) from your score. At the end of the scenario, the side with the most points wins. If the difference between the two players' scores is greater than the number of points used to purchase forces for the winning side, the victory is decisive. Otherwise, it is marginal. If the players' scores are tied at the end of the scenario, the game is considered a draw.

Players A and B are playing a scenario in which the fighting forces consist of four 'Mechs on each side. All of the 'Mechs are worth 1,000 BV points each, for a total of 4,000 points per side. The scenario ends with Player A destroying all four of Player B's 'Mechs. Player B has only destroyed two of Player A's 'Mechs. Player A scores twice the point value of each enemy 'Mech he destroyed ($2 \times 1,000 = 2,000$ points each). Because he destroyed all four of his opponent's 'Mechs, he scores 8,000 points ($2,000 \times 4 = 8,000$). However, his opponent destroyed two of his 'Mechs, so Player A must deduct their point value from his score. Two 'Mechs at 1,000 points each equals 2,000 points, reducing Player A's final score to 6,000.

The two 'Mechs that Player B managed to destroy give him 4,000 points ($2 \times 1,000 = 2,000$, $2,000 \times 2 = 4,000$). However, Player B lost all four of his own units. Subtracting 1,000 points each for the four destroyed 'Mechs leaves Player B with zero points. Player A wins this scenario. Because the difference between the players' scores is greater than the 4,000 points each player used to purchase his forces, the victory is decisive. If Player B had managed to destroy three of Player A's units, Player A would have won only a marginal victory.

COMBAT VEHICLES

BattleMechs reign supreme on the battlefield, but Combat Vehicles can hold their own in battle. Though not as tough as BattleMechs, they are generally much cheaper and easier to build.

Directly below is a description of the components of Combat Vehicles presented in this record sheet book, patterned after the BattleMechs component section on p. 12 of the *Introductory Rulebook*. Following that are rules for three types of ground vehicles: tracked, wheeled and hovercraft. Other vehicle types found in *Technical Readout: 3039*, such as naval and VTOL, are beyond the scope of these rules and are fully covered in *Total Warfare*.

Vehicle Tables: Page 12 contains the Ground Combat Vehicle Hit Location, Motive System Damage and Ground Combat Vehicle Critical Hits tables for use with these rules. The top and bottom of the sheet are identical, allowing players to photocopy the page and cut it in two so that both players have a page of appropriate tables for ease of use during vehicle game play.

COMPONENTS

Most armies use their BattleMech resources sparingly when they can, and so maintain forces of Combat Vehicles to serve in low-intensity conflicts and as auxiliaries to BattleMech units. Like BattleMechs, vehicles can be constructed as modular OmniVehicles. Vehicles are classified by weight in the same manner as BattleMechs, and also by type of locomotion.

Light Vehicles: Light vehicles have a maximum weight of 35 tons. Primarily used for reconnaissance, the light vehicle is almost exclusively designed for speed. Though tracked and wheeled light vehicles exist on the battlefield, hovercraft—with their greater speeds—dominate this weight class.

Medium Vehicles: Medium vehicles weigh from 36 to 55 tons. Used as skirmishers, medium vehicles are fielded by the various House militaries of the Inner Sphere to harass and pin down an enemy until heavier forces can be brought to bear.

Heavy Vehicles: Heavy vehicles range from 56 to 75 tons. Mirroring the medium 'Mech weight class, heavy vehicles are the workhorse vehicle of all Successor State armies. Packing a serious punch with armor to match, a heavy vehicle can stay in the fight longer than some medium 'Mechs.

Assault Vehicles: Assault vehicles weigh from 76 to 100 tons. Though they lack the mobility of their 'Mech counterparts, the sheer volume of firepower that an assault vehicle carries can be the downfall of even a heavy 'Mech if the MechWarrior piloting it fails to exercise caution.

Ground Vehicles

The armies of the thirty-first century deploy three types of ground vehicles: tracked, wheeled and hovercraft.

Not all types of ground vehicles can be built using the full weight gamut of 5 to 100 tons. Therefore, even though a vehicle's name might include the word "heavy" (for example, the Condor Heavy Hover Tank), unless it falls within the 56- to 75-ton weight range, it is not considered a heavy vehicle.

Tracked: A tracked vehicle's maximum weight is 100 tons. Because they move using caterpillar treads, these vehicles are normally referred to as tanks, though the original meaning of this term has been lost in antiquity. Commonly armed with turret-mounted heavy weapons, some of the heaviest vehicles of this class can inflict a great deal of damage, even on a BattleMech.

RANDOM ASSIGNMENT TABLE: INNER SPHERE 3039

	1D6	House Kurita	House Davion	House Liao	House Marik	House Steiner
Light 'Mechs	1	THE-S Thorn {31}	HNT-151 Hornet {30}	LCT-1V Locust {32}	FLE-4 Flea {29}	HNT-151 Hornet {30}
	2	FLC-4N Falcon {36}	MON-67 Mongoose {35}	STG-3R Stinger {33}	WSP-1A Wasp {34}	COM-2D Commando {7}‡
	3	HSR-300-D Hussar {38}	JVN-10N Javelin {39}	UM-R60 UrbanMech {41}	HER-1A Hermes {37}	JVN-10N Javelin {39}
	4	SDR-5V Spider {8}‡	VLK-QA Valkyrie {41}	F59-H Firestarter {43}	SDR-5V Spider {8}‡	UM-R60 UrbanMech {41}
	5	JR7-D Jenner {9}‡	JR7-D Jenner {9}‡	JR7-D Jenner {9}‡	JR7-D Jenner {9}‡	PNT-9R Panther {10}‡
	6	PNT-9R Panther {10}‡	RVN-1X Raven {45}	RVN-1X Raven {45}	OTT-7J Ostscout {44}	WLF-1 Wolfhound {46}

	1D6	House Kurita	House Davion	House Liao	House Marik	House Steiner
Medium 'Mechs	1	CDA-2A Cicada {12}‡	CLNT-2-3T Clint {13}‡	BJ-1 Blackjack {51}	ASN-21 Assassin {11}‡	CLNT-2-3T Clint {13}‡
	2	STN-3K Sentinel {48}	BJ-1 Blackjack {51}	VND-1R Vindicator {16}‡	CDA-2A Cicada {12}‡	VL-2T Vulcan {49}
	3	WTH-1 Whitworth {15}‡	CN9-A Centurion {54}	HBK-4G Hunchback {18}‡	HER-2S Hermes II {14}‡	HCT-3F Hatchetman {52}
	4	KTO-18 Kintaro {57}	ENF-4R Enforcer {17}‡	WVE-6N Wyvern {50}	VL-2T Vulcan {49}	PXH-1 Phoenix Hawk {53}
	5	CRB-20 Crab {55}	DV-6M Dervish {20}‡	GRF-1N Griffin {56}	TBT-5N Trebuchet {19}‡	WVE-6N Wyvern {50}
	6	SCP-1N Scorpion {58}	WVR-6R Wolverine {60}	SHD-2H Shadow Hawk {59}	WVR-6R Wolverine {60}	GRF-1N Griffin {56}

	1D6	House Kurita	House Davion	House Liao	House Marik	House Steiner
Heavy 'Mechs	1	DRG-1N Dragon {21}‡	OTL-4D Ostsol {64}	CHP-2N Champion {61}	QKD-4G Quickdraw {22}‡	OSR-2C Ostroc {63}
	2	LNC25-02 Lancelot {62}	RFL-3N Rifleman {65}	ARC-2R Archer {69}	BMB-10D Bombardier {66}	TDR-5S Thunderbolt {68}
	3	QKD-4G Quickdraw {22}‡	JM6-S JagerMech {24}‡	CPLT-C1 Catapult {23}‡	CRD-3R Crusader {67}	ARC-2R Archer {69}
	4	BMB-10D Bombardier {66}	CTF-1X Cataphract {70}	JM6-S JagerMech {24}‡	GLT-4L Guillotine {71}	GHR-5H Grasshopper {25}‡
	5	CPLT-C1 Catapult {23}‡	BL-7-KNT Black Knight {73}	CTF-1X Cataphract {70}	ON1-K Orion {76}	WHM-6R Warhammer {72}
	6	GHR-5H Grasshopper {25}‡	MAD-3R Marauder {75}	MAD-3R Marauder {75}	WHM-6R Warhammer {72}	FLS-7K Flashman {74}

	1D6	House Kurita	House Davion	House Liao	House Marik	House Steiner
Assault 'Mechs	1	CGR-1A1 Charger {77}	VTR-9B Victor {80}	THG-10E Thug {79}	AWS-8Q Awesome {26}‡	GOL-1H Goliath {78}
	2	VTR-9B Victor {80}	ZEU-6S Zeus {27}‡	VTR-9B Victor {80}	GOL-1H Goliath {78}	ZEU-6S Zeus {27}‡
	3	DCMS-MV90-D Daboku {84}	BLR-1G BattleMaster {81}	LGB-OW Longbow {82}	BLR-1G BattleMaster {81}	LGB-OW Longbow {82}
	4	THG-10E Thug {79}	CP-10-Z Cyclops {28}‡	HGN-733 Highlander {85}	LGB-OW Longbow {82}	CP-10-Z Cyclops {28}‡
	5	BLR-1G BattleMaster {81}	BNC-3E Banshee {29}‡	MAD-4A Marauder II {87}	STK-3F Stalker {83}	BNC-3E Banshee {29}‡
	6	AS7-D Atlas {30}‡	KGC-0000 King Crab {86}	AS7-D Atlas {30}‡	AS7-D Atlas {30}‡	AS7-D Atlas {30}‡

	1D6	Light 1*	Light 2*	Medium	Heavy	Assault
Vehicles	1	Savannah Master Hover {13}	Packrat Long Range Patrol {13}	Hetzer Wheeled Assault Gun {19}	Bulldog Medium {22}	Demolisher Heavy {26}
	2	Skulker Wheeled Scout {14}	Harasser Missile Platform {14}	Goblin Medium {19}	LRM Carrier/SRM Carrier† {23/23}	Partisan Heavy {26}
	3	J. Edgar Light Hover {15}	Scorpion Light {15}	Condor Heavy Hover {20}	Manticore Heavy {23}	Schrek PPC Carrier {27}
	4	Hunter Light Support {16}	Pegasus Scout Hover {16}	Drillson Heavy Hover {20}	Pike Support Vehicle {24}	Sturmfeur Heavy {27}
	5	Saladin Assault Hover {17}	Saracen Medium Hover {17}	Maxim Hover Transport {21}	Patton Tank/Rommel† {24/25}	Ontos Heavy {28}
	6	Scimitar Medium Hover {18}	Striker Light {18}	Vedette Medium {21}	Von Luckner Heavy {25}	Behemoth Heavy {28}

*Roll 1D6 to determine what column is to be used: 1-3 = Light 1, 4-6 = Light 2.

†Player may decide which tank to choose from.

‡Record Sheet Booklet from the *Classic BattleTech Introductory Box Set*.

Wheeled: A wheeled vehicle's maximum weight is 80 tons. Wheeled vehicles move faster than tracked vehicles while still mounting effective weapons. These vehicles suffer serious terrain restrictions, however, so commanders usually assign them to relatively open terrain and cities to serve as convoy escorts or fire-support vehicles for dismounted infantry.

Hovercraft: A hovercraft's maximum weight is 50 tons. Hovercraft are designed for speed and rely on that feature for protection rather than their weak armor and light armament. Hovercraft also cost more and require a more advanced technological base than tracked or wheeled vehicles. Their ability to rapidly close with the enemy and just as rapidly break contact, however, makes these units highly valued for reconnaissance and screening missions.

movement

Combat Vehicles move on the map like 'Mechs, with the restrictions and differences noted below. Keep in mind that any time a ground vehicle (except hover vehicles) fails a Driving Skill Roll, that vehicle must make an immediate roll on the Motive System Damage Table, p. 12.

Level Changes

Ground vehicles must spend 2 MP to change levels by 1.

Terrain Restrictions

The following movement restrictions apply to vehicles.

All: No vehicle may change more than a single level per hex.

Tracked: Tracked vehicles cannot enter a heavy woods or Depth 1 or deeper water hex.

Wheeled: Wheeled vehicles cannot enter a rough, woods or Depth 1 or deeper water hex.

Hover: Hover vehicles cannot enter a woods hex.

STACKING (EXPANDED)

The following stacking rules expand on the standard stacking rules for BattleMechs (see p. 27, *Introductory Rulebook*).

At the end of each Movement Phase, up to two units from each side may occupy a single hex (to a maximum of four). These units can consist of any combination of vehicles and infantry, but only one of the four can be a 'Mech. This maximum is called the stacking limit.

During the Movement Phase, a unit may move through hexes occupied by other friendly units. Though a unit can enter a hex occupied by an enemy unit, it may not leave that hex in the same turn; entering an enemy hex automatically ends a unit's movement.

Regardless of the conditions noted above, no unit may voluntarily end its movement in a hex if that movement would violate the stacking limit. If a unit inadvertently violates the stacking rules, the result is a domino effect (see *Domino Effect*, p. 55, *Introductory Rulebook*). Most often, this occurs when a 'Mech moves into a hex with a friendly unit and the terrain requires a Piloting Skill roll. If the roll fails, the entering 'Mech falls. The domino effect results if it cannot manage to stand up and move out of the hex.

COMBAT

Combat Vehicles use the standard rules for 'Mech combat with the restrictions and differences noted below.

Combat Vehicles use the standard rules for multiple targets and to-hit modifiers; a turret rotation is treated exactly like a 'Mech torso twist for purposes of multiple target modifiers. They follow the standard rules for firing arcs as well, with two exceptions: side-mounted weapons never fire into the front arc, and turrets have a three-hex wide arc that resembles the front arc (see *Firing Arcs*, below).

Vehicle Heights

Vehicles rise 1 level above the level of the underlying hex.

Partial Cover

Vehicles can never receive partial cover.

FIRING ARCS

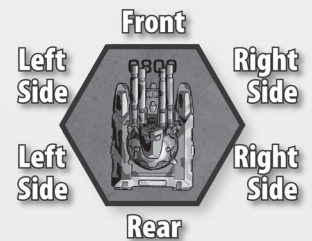
Vehicles use the firing arcs for 'Mechs. If a vehicle has a turret, weapons mounted in that location fire into the forward arc, though this firing arc can be rotated as described in *Rotating the Firing Arcs* (see p. 35, *Introductory Rulebook*); note that unlike a turret, a vehicle can turn its turret to face any hexside.

HIT LOCATIONS

Ground Combat Vehicles use standard rules for resolving hit locations, with the following exceptions.

Attack Directions

The diagram shows the front, side and rear attack directions for all Combat Vehicles.



Determining Hit Location

Combat Vehicles take hits to four or five locations: Front, Right Side, Left Side, Rear and Turret or Rotor (if applicable). When a Combat Vehicle takes a hit, roll 2D6 and consult the Ground Combat Vehicle Hit Location Table (see p. 12) for that vehicle type to determine the location that took damage, using the appropriate column based on the attack direction. Other results may also apply, as noted on the table.

Turret Hits: If the Combat Vehicle has no turret, a turret hit strikes the armor on the side attacked.

Critical Damage

A Combat Vehicle may take critical damage under two circumstances, both of which require an immediate roll on the Ground Combat Vehicle Critical Hits Table (see p. 12).

- As described on the Ground Combat Vehicle Hit Location Table, critical damage occurs when a specific roll on that table indicates a roll on the Ground Combat Vehicle Critical Hits Table.
- A critical hit occurs whenever a location's internal structure is damaged; the controlling player automatically rolls on the appropriate column of the Ground Combat Vehicle Critical Hits Table.

Ground Combat Vehicle Critical Hit Effects

Critical hits only affect items in the location struck. If the item listed on the Ground Combat Vehicle Critical Hits Table (see p. 12) does not apply in that location (the item doesn't exist, only one such critical hit can occur per location and so on), simply move down the column until an applicable critical result is achieved. For example, a dice roll result of 9 for the Rear location indicates Weapon Destroyed. If the vehicle mounts no weapons in that location, the player moves down to the Rear result for 10: Engine Hit. If a player reaches 12 without achieving a critical result, start over at 6 and continue down again. If a vehicle has already taken all the critical damage in a column, ignore the critical hit.

Ammunition: This result means the Combat Vehicle's ammunition explodes. Unlike a Mech, where only a single slot explodes, the Combat Vehicle loses all its ammunition (see *Ammunition*, p. 46, Introductory Rulebook). Count the total damage for all ammunition carried and apply the damage directly to the vehicle's internal structure in the location struck. If the vehicle has CASE, apply the damage instead to its rear armor, with any excess damage ignored; the vehicle suffers a Crew Stunned result.

Cargo/Infantry Hit: The Combat Vehicle's internal cargo and/or infantry troops are hit. Infantry suffers damage as though the weapon that caused the critical hit had struck the infantry unit; apply the weapon's full damage. For example, if an SRM causes the critical hit, the infantry unit suffers 2 points of damage, while a Gauss rifle inflicts 15 points of damage. Cargo is destroyed. If the Combat Vehicle carries more than one type of cargo or more than one infantry unit, randomly determine which one gets hit.

Commander Hit: The vehicle's commander is injured, causing confusion among the crew equivalent to a Crew Stunned critical hit. In addition, for the rest of the game the vehicle suffers a +1 modifier to all to-hit rolls and Driving Skill Rolls. Treat successive Commander Hit results as Crew Stunned.

Crew Killed: The critical hit penetrates the crew cabin, killing or severely injuring the entire crew. The Combat Vehicle remains intact, but is considered destroyed for purposes of determining victory. Without its crew it cannot move, fire or take any other action for the remainder of the game and is considered immobile. However, all its electronics function until the vehicle is destroyed (see *Destroying a Vehicle*, at right). This result has no effect on any infantry the vehicle is carrying.

Crew Stunned: Damage from the critical hit shakes the crew compartment, disorienting the crewmen. During the following turn, the Combat Vehicle may move no faster than Cruising speed, and may take no other actions (firing weapons and so on). After that, the vehicle may act normally. Multiple Crew Stunned results in the same turn extend the number of turns for which these effects last. If the vehicle has suffered Commander Hit and Driver Hit results, and then takes a Crew Stunned hit (even if all this occurs in the same phase), treat the latter result as Crew Killed. This outcome has no effect on any infantry units the vehicle carries.

Driver Hit: The vehicle's driver is injured. For the remainder of the game, apply a +2 modifier to all Driving Skill Rolls. Treat successive Driver Hit results as Crew Stunned.

Engine Hit: The vehicle's engine is severely damaged. The vehicle may not move or change facing for the remainder of the game and is considered an immobile target. However, its electronics still function; any direct-fire energy and pulse weapons no longer work; also treat as a turret lock.

Fuel Tank: The fuel tank is breached, causing the entire Combat Vehicle to explode in a spectacular fashion. Any cargo or infantry carried is destroyed. This critical hit only affects ICE engines; if the vehicle has a fusion engine, treat this result as Engine Hit.

Sensors: Each critical hit to the vehicle's sensors adds a +1 modifier to all to-hit rolls, with multiple hits being cumulative. The fourth sensor hit makes it impossible for the vehicle to fire weapons.

Stabilizer: A vehicle's weapon stabilizers help it fire straight while moving. When this system takes a critical hit, double the attacker movement modifier for all attacks from weapons mounted in the location struck. Weapons mounted elsewhere in the vehicle are not affected. Second and subsequent hits to the stabilizer in the same location have no further effect.

Turret Blown Off: The Combat Vehicle's turret gets blown off, effectively destroying the vehicle.

Turret Jam: The turret rotation mechanism temporarily freezes, leaving the turret stuck in its current facing until the crew spends a Weapon Attack Phase fixing the jam. The Combat Vehicle may not fire any weapons while the jam is being fixed. Treat a second or subsequent Turret Jam critical hit—regardless of whether the crew cleared first jam—like a Turret Locks critical hit.

Turret Locks: The turret rotation mechanism is severely damaged, locking the turret in its current facing for the remainder of the game. Additional critical hits of this type—or Turret Jam critical hits—have no further effect.

Weapon Destroyed: One weapon mounted in the damaged location suffers major damage and ceases to function. The attacking player then rolls 1D6. On a result of 1–3, the player controlling the target unit chooses which weapon in that location stops working. On a 4–6, the attacking player chooses which weapon stops working. The vehicle cannot fire that weapon for the remainder of the game. If a weapon is destroyed that can explode (such as a Gauss rifle; see p. 135), it is treated as an ammunition explosion for the location where the weapon is mounted (see *Ammunition*, at top left).

Weapon Malfunction: This critical hit causes a weapon mounted in the location struck to malfunction. If a Combat Vehicle has multiple weapons in that location, randomly determine which one takes the hit. The vehicle cannot fire that weapon until the malfunction is fixed. The vehicle crew must spend one Weapon Attack Phase clearing the malfunction, during which the vehicle may make no weapon attacks (though it may move normally during the Ground Movement Phase). The crew may only fix one weapon malfunction per Weapon Attack Phase.

DESTROYING A VEHICLE

A vehicle is considered destroyed and out of the game when all of its internal structure circles in one location (including the turret, if any) are marked off, or when its Critical Hit Effects indicate that it is destroyed. A vehicle's crew is killed when the vehicle is destroyed.

GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information).

A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

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

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

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



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information).

A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

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

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

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



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CLASSIC BATTLETECH

HOVER VEHICLE RECORD SHEET

VEHICLE DATA

Type: SAVANNAH MASTER HOVERCRAFT

Movement Points: **Tonnage:** 5
 Cruising: 13 **Tech Base:** Inner Sphere
 Flank: 20 3023

Movement Type: Hover
 Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

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

Cost: 91,667 C-bills **BV:** 215

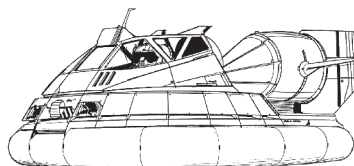
CREW DATA

Crew: 1
 Gunnery Skill: ___ Driving Skill: ___

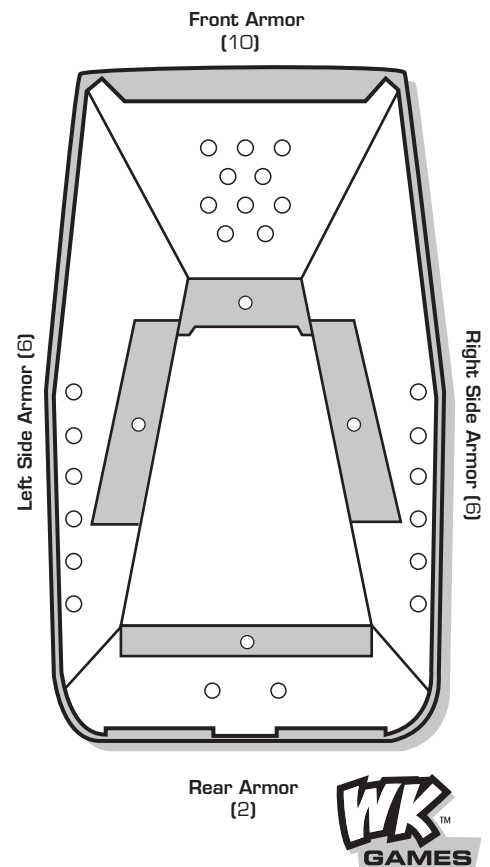
Commander Hit +1 Driver Hit +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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CLASSIC BATTLETECH

WHEELED VEHICLE RECORD SHEET

VEHICLE DATA

Type: LRPV PKR-T5 PACKRAT

Movement Points: **Tonnage:** 20
 Cruising: 7 **Tech Base:** Inner Sphere
 Flank: 11 2798

Movement Type: Wheeled
 Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	SRM 6	F	2/Msl [M,C,S]	—	3	6	9
1	Flamer	R	2 [DE,H,AI]	—	1	2	3

Ammo: (SRM) 30
 Infantry Bay (1 Ton)

Cost: 408,650 C-bills **BV:** 344

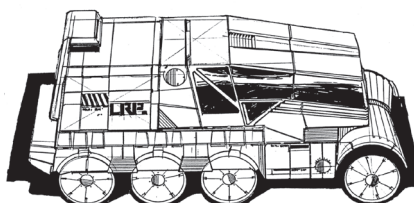
CREW DATA

Crew: 2
 Gunnery Skill: ___ Driving Skill: ___

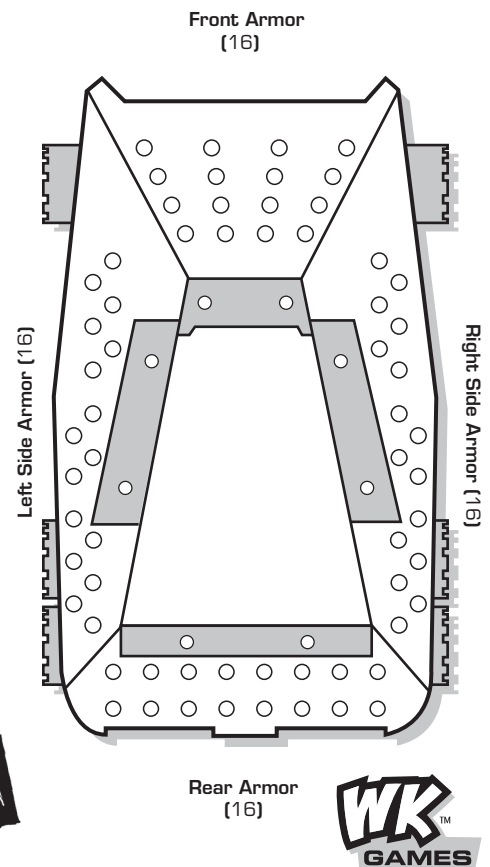
Commander Hit +1 Driver Hit +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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CLASSIC BATTLETECH

WHEELED VEHICLE RECORD SHEET

VEHICLE DATA

Type: SKULKER WHEELED SCOUT TANK

Movement Points: Tonnage: 20
 Cruising: 7 Tech Base: Inner Sphere
 Flank: 11 2815

Movement Type: Wheeled
 Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

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

Cargo (0.4 tons)

Cost: 179,300 C-bills BV: 314

CREW DATA

Crew: 2
 Gunnery Skill: ___ Driving Skill: ___

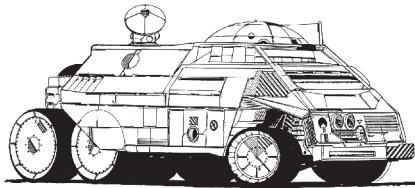
Commander Hit +1 Driver Hit +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

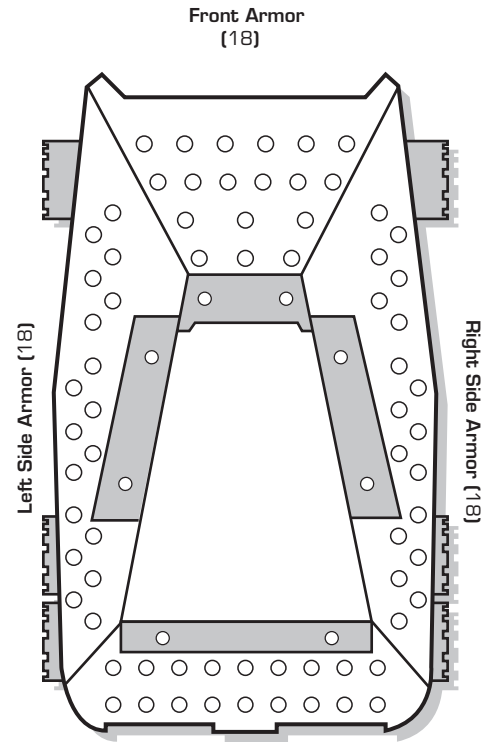
Sensor Hits Engine Hit
 +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers
 Front Left Right
 Rear



ARMOR DIAGRAM



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CLASSIC BATTLETECH

HOVER VEHICLE RECORD SHEET

VEHICLE DATA

Type: HARASSER MISSILE PLATFORM

Movement Points: Tonnage: 25
 Cruising: 10 Tech Base: Inner Sphere
 Flank: 15 2829

Movement Type: Hover
 Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	SRM 6	T	2/Msl	—	3	6	9

[M,C,S]

Ammo: (SRM) 30

Cost: 561,000 C-bills BV: 413

CREW DATA

Crew: 2
 Gunnery Skill: ___ Driving Skill: ___

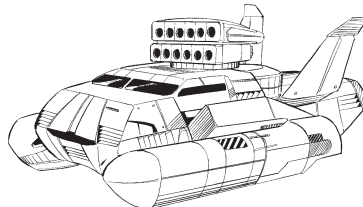
Commander Hit +1 Driver Hit +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

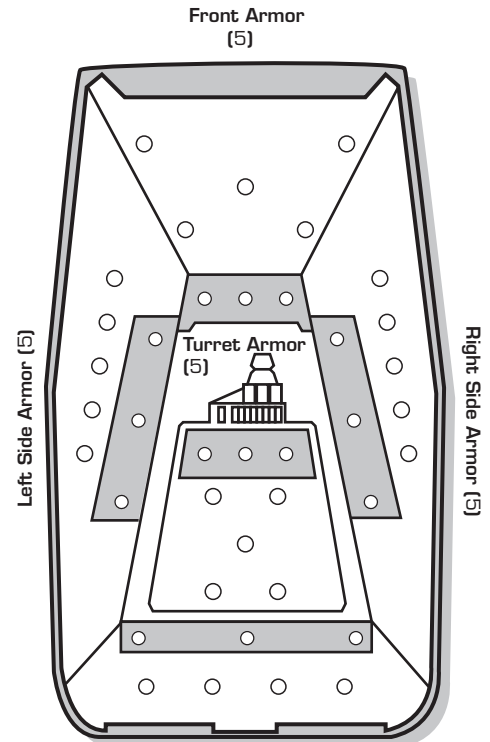
Turret Locked Engine Hit
 Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers
 Front Left Right
 Rear Turret



ARMOR DIAGRAM



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CLASSIC BATTLETECH

HOVER VEHICLE RECORD SHEET

VEHICLE DATA

Type: **J. EDGAR LIGHT HOVER TANK**

Movement Points: **Tonnage: 25**
 Cruising: 11 Tech Base: Inner Sphere
 Flank: 17 2722

Movement Type: Hover
 Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	SRM 2	T	2/Msl [M,C,S]	—	3	6	9
1	Medium Laser	T	5 [DE]	—	3	6	9

Ammo: (SRM) 50

Cost: 729,250 C-bills BV: 544

CREW DATA

Crew: 2
 Gunnery Skill: ___ Driving Skill: ___

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

CRITICAL DAMAGE

Turret Locked Engine Hit

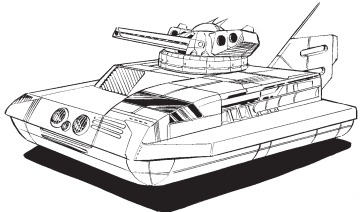
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

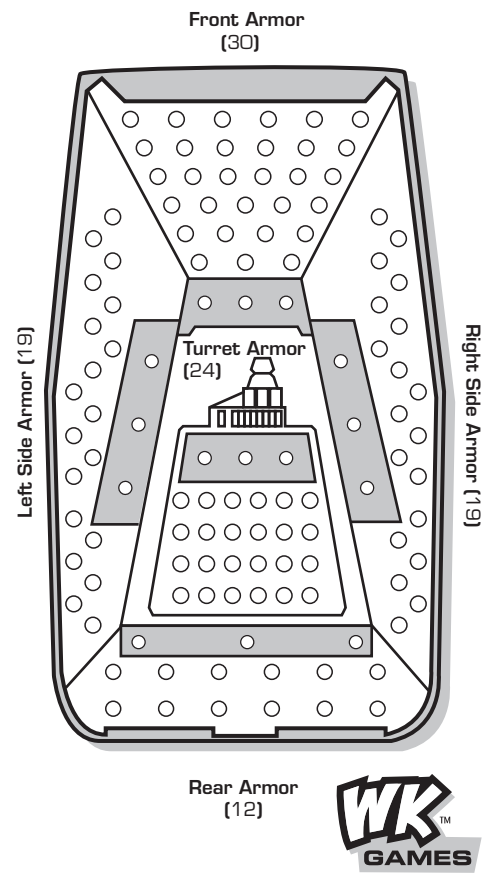
Stabilizers

Front Left Right

Rear Turret



ARMOR DIAGRAM



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CLASSIC BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: **SCORPION LIGHT TANK**

Movement Points: **Tonnage: 25**
 Cruising: 4 Tech Base: Inner Sphere
 Flank: 6 2807

Movement Type: Tracked
 Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Autocannon/5	T	5 [DB]	3	6	12	18
1	Machine Gun	F	2 [DB,AI]	—	1	2	3

Ammo: (AC) 20
 (MG) 100

Cost: 327,083 C-bills BV: 306

CREW DATA

Crew: 2
 Gunnery Skill: ___ Driving Skill: ___

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

CRITICAL DAMAGE

Turret Locked Engine Hit

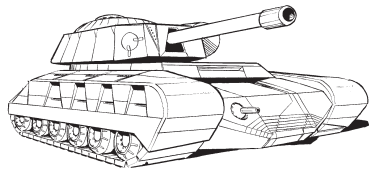
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

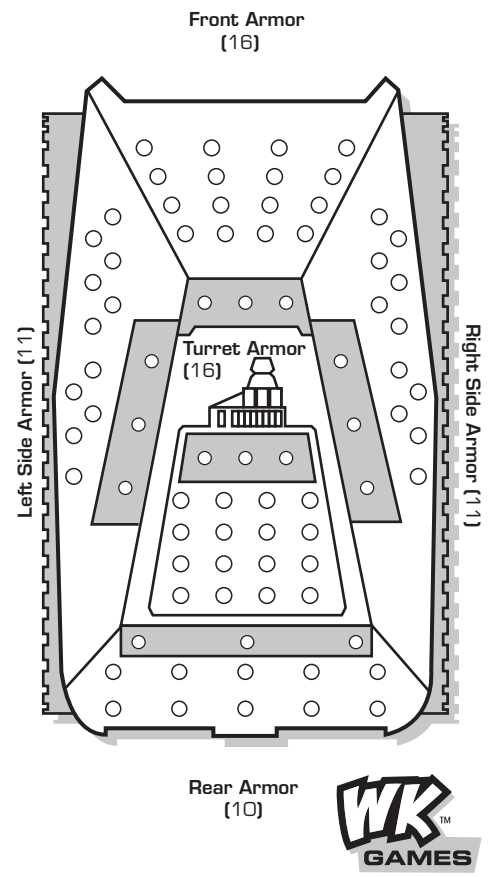
Stabilizers

Front Left Right

Rear Turret



ARMOR DIAGRAM



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CLASSIC BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: HUNTER LIGHT SUPPORT TANK

Movement Points: **Cruising: 5** **Flank: 8**

Tonnage: 35 **Tech Base: Inner Sphere 3005**

Movement Type: Tracked
Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LRM 20	F	1/Msl [M,C,S]	6	7	14	21
1	Flamer	R	2 [DE,H,A]	—	1	2	3

Ammo: (LRM) 12

Cost: 1,135,125 C-bills **BV: 648**

CREW DATA

Crew: 3

Gunnery Skill: ___ Driving Skill: ___

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

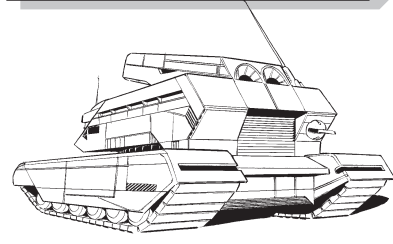
CRITICAL DAMAGE

Sensor Hits +1 +2 +3 D

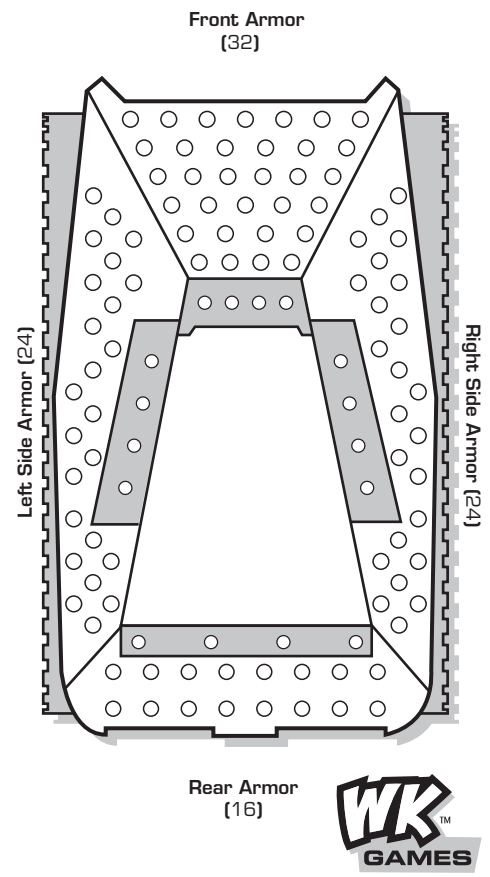
Motive System Hits +1 +2 +3

Stabilizers
 Front Left Right
 Rear

Engine Hit



ARMOR DIAGRAM



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CLASSIC BATTLETECH

HOVER VEHICLE RECORD SHEET

VEHICLE DATA

Type: PEGASUS SCOUT HOVERTANK

Movement Points: **Cruising: 8** **Flank: 12**

Tonnage: 35 **Tech Base: Inner Sphere 2790**

Movement Type: Hover
Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	SRM 6	T	2/Msl [M,C,S]	—	3	6	9
1	Medium Laser	F	5 [DE]	—	3	6	9

Ammo: (SRM) 15
Cargo Bay (0.4 tons)

Cost: 835,125 C-bills **BV: 640**

CREW DATA

Crew: 3

Gunnery Skill: ___ Driving Skill: ___

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

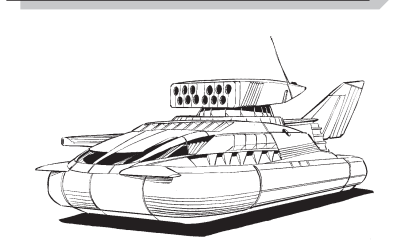
CRITICAL DAMAGE

Turret Locked Engine Hit

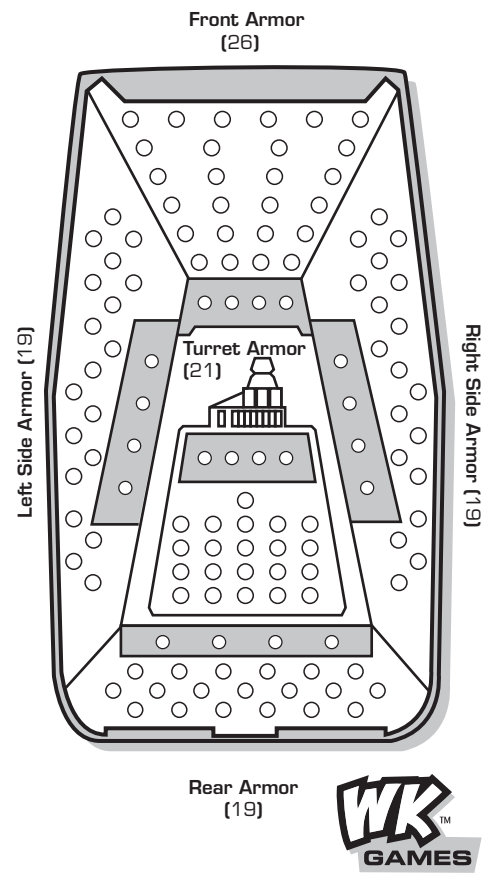
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers
 Front Left Right
 Rear Turret



ARMOR DIAGRAM



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CLASSIC BATTLETECH

HOVER VEHICLE RECORD SHEET

VEHICLE DATA

Type: SALADIN ASSAULT HOVER TANK

Movement Points: Tonnage: 35
 Cruising: 8 Tech Base: Inner Sphere 2999
 Flank: 12
 Movement Type: Hover
 Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Autocannon/20	F	20 [DB]	—	3	6	9

Ammo: (AC) 15

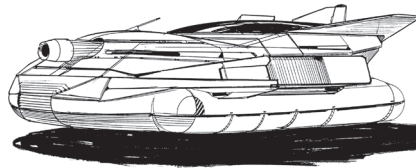
Cost: 911,625 C-bills BV: 596

CREW DATA

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

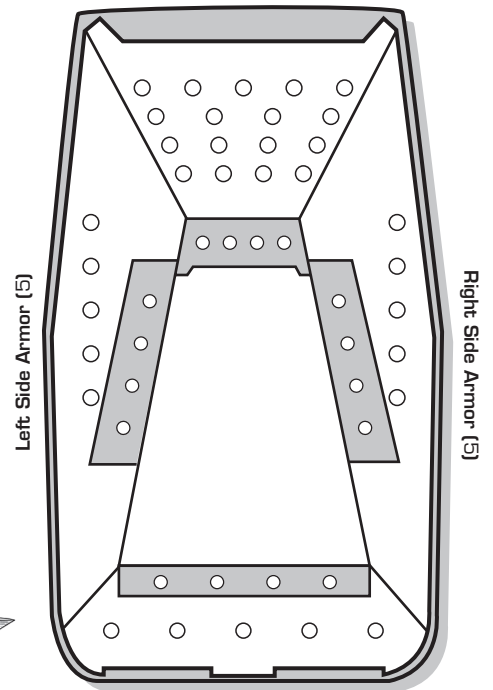
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor (17)



Rear Armor (5)



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CLASSIC BATTLETECH

HOVER VEHICLE RECORD SHEET

VEHICLE DATA

Type: SARACEN MEDIUM STRIKE HOVER TANK

Movement Points: Tonnage: 35
 Cruising: 8 Tech Base: Inner Sphere 2990
 Flank: 12
 Movement Type: Hover
 Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

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

Ammo: (LRM) 24
 (SRM) 50

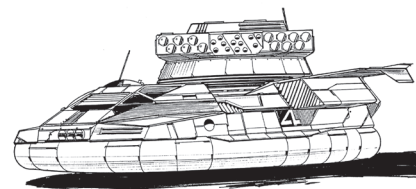
Cost: 813,025 C-bills BV: 673

CREW DATA

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

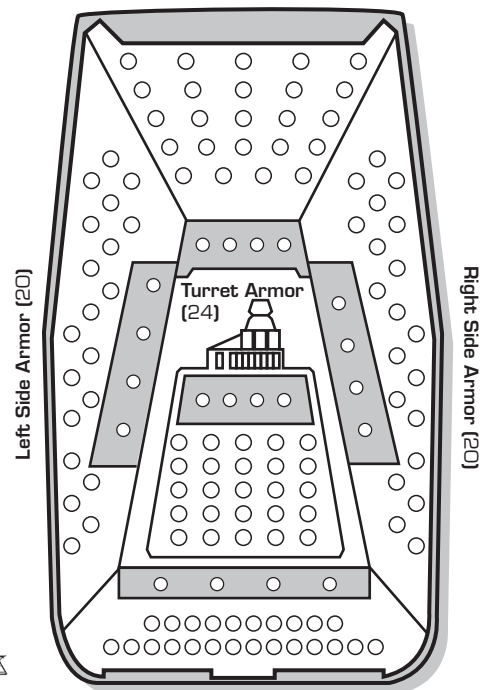
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor (24)



Rear Armor (24)



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CLASSIC BATTLETECH

HOVER VEHICLE RECORD SHEET

VEHICLE DATA

Type: SCIMITAR MEDIUM HOVER TANK

Movement Points: **Cruising: 8** **Flank: 12** **Movement Type: Hover** **Engine Type: I.C.E.**

Tonnage: 35 **Tech Base: Inner Sphere 2994**

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Autocannon/5	T	5 [DB]	3	6	12	18
2	SRM 2	T	2/Msl [M,C,S]	—	3	6	9

Ammo: (AC) 20 (SRM) 50

Cost: 727,175 C-bills **BV: 532**

CREW DATA

Crew: 3

Gunnery Skill: ___ Driving Skill: ___

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

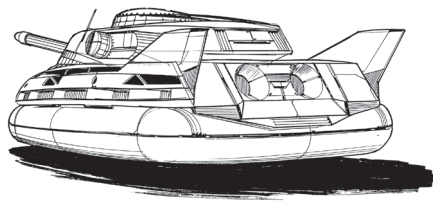
CRITICAL DAMAGE

Turret Locked Engine Hit

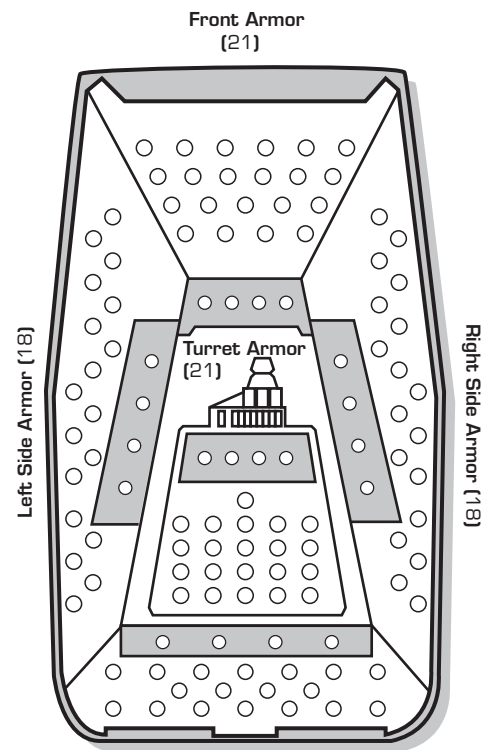
Sensor Hits **+1 +2 +3** **D**

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

Stabilizers
 Front Left Right
 Rear Turret



ARMOR DIAGRAM



Rear Armor (18)



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CLASSIC BATTLETECH

WHEELED VEHICLE RECORD SHEET

VEHICLE DATA

Type: STRIKER LIGHT TANK

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

Tonnage: 35 **Tech Base: Inner Sphere 3006**

Weapons & Equipment Inventory (hexes)

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

Ammo: (SRM) 30 (LRM) 12

Cost: 563,315 C-bills **BV: 564**

CREW DATA

Crew: 3

Gunnery Skill: ___ Driving Skill: ___

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

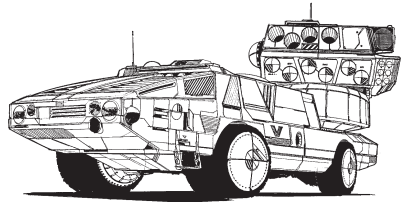
CRITICAL DAMAGE

Turret Locked Engine Hit

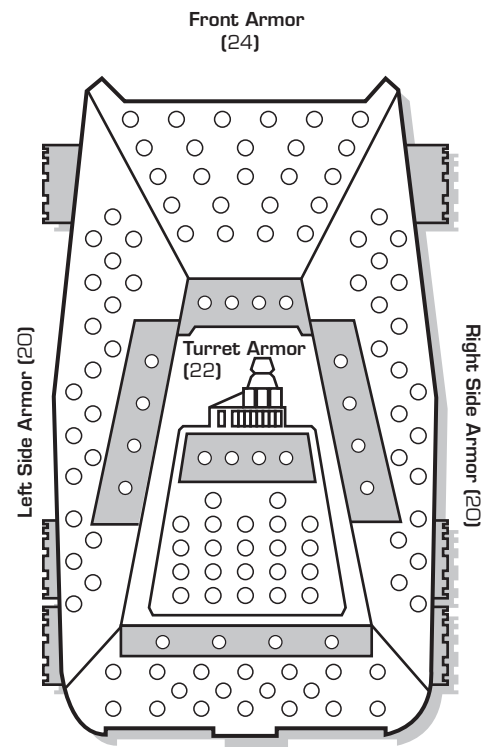
Sensor Hits **+1 +2 +3** **D**

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

Stabilizers
 Front Left Right
 Rear Turret



ARMOR DIAGRAM



Rear Armor (18)



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CLASSIC BATTLETECH

WHEELED VEHICLE RECORD SHEET

VEHICLE DATA

Type: HETZER WHEELED ASSAULT GUN

Movement Points: **Tonnage:** 40
 Cruising: 4 **Tech Base:** Inner Sphere 2850
 Flank: 6

Movement Type: Wheeled
 Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Autocannon/20	F	20 [DB]	—	3	6	9

Ammo: (AC) 20

Cost: 664,000 C-bills **BV:** 574

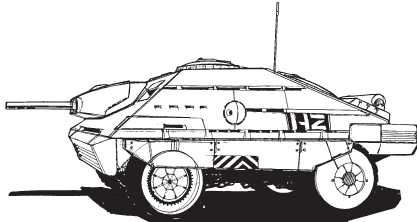
CREW DATA

Crew: 3
 Gunnery Skill: ___ Driving Skill: ___

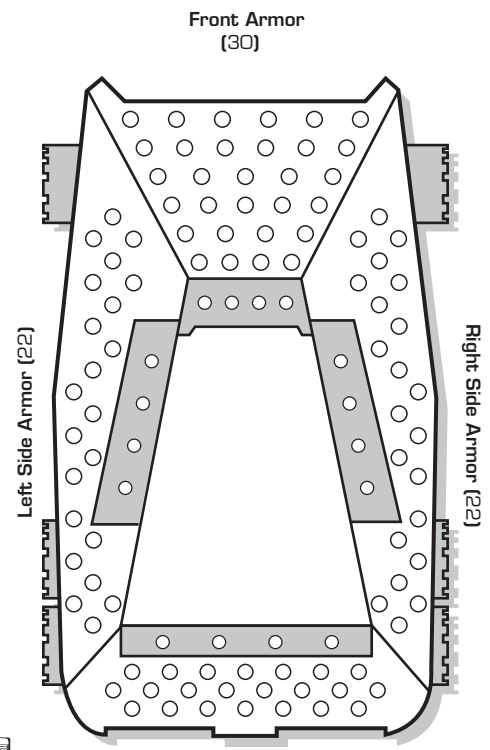
Commander Hit +1 Driver Hit +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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CLASSIC BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: GOBLIN MEDIUM TANK

Movement Points: **Tonnage:** 45
 Cruising: 4 **Tech Base:** Inner Sphere 2575
 Flank: 6

Movement Type: Tracked
 Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Large Laser	T	8 [DE]	—	5	10	15
1	Machine Gun	F	2 [DB,AI]	—	1	2	3

Ammo: (MG) 100
 Infantry Bay (1 ton)

Cost: 607,550 C-bills **BV:** 555

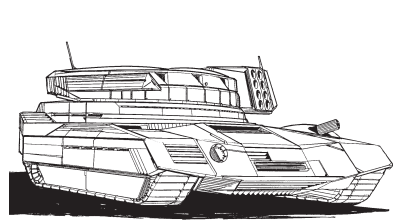
CREW DATA

Crew: 3
 Gunnery Skill: ___ Driving Skill: ___

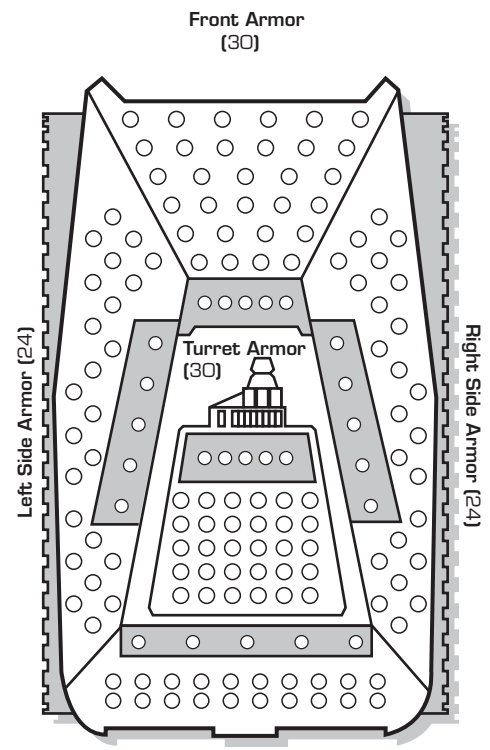
Commander Hit +1 Driver Hit +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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CLASSIC BATTLETECH

HOVER VEHICLE RECORD SHEET

VEHICLE DATA

Type: **CONDOR HEAVY HOVER TANK**

Movement Points: **Tonnage: 50**
 Cruising: 8 Tech Base: Inner Sphere
 Flank: 12 2560

Movement Type: Hover
 Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Medium Laser	T	5 [DE]	—	3	6	9
1	Autocannon/5	T	5 [DB]	3	6	12	18
1	Machine Gun	F	2 [DB,AI]	—	1	2	3

Ammo: [AC] 20
 [MG] 100
 Cargo (0.3 tons)

Cost: 1,217,000 C-bills BV: 653

CREW DATA

Crew: 4
 Gunnery Skill: ___ Driving Skill: ___

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

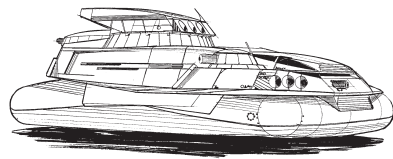
CRITICAL DAMAGE

Turret Locked Engine Hit

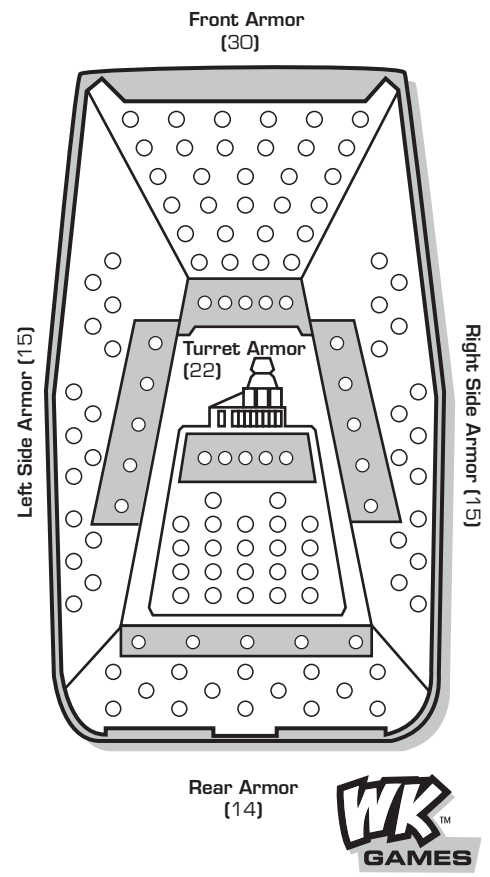
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers
 Front Left Right
 Rear Turret



ARMOR DIAGRAM



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CLASSIC BATTLETECH

HOVER VEHICLE RECORD SHEET

VEHICLE DATA

Type: **DRILLSON HEAVY HOVER TANK**

Movement Points: **Tonnage: 50**
 Cruising: 9 Tech Base: Inner Sphere
 Flank: 14 3025

Movement Type: Hover
 Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Large Laser	T	8 [DE]	—	5	10	15
2	SRM 2	T	2/Msl [M,C,S]	—	3	6	9
1	LRM 10	F	1/Msl [M,C,S]	6	7	14	21
2	Machine Gun	F	2 [DB,AI]	—	1	2	3

Ammo: (LRM) 12
 (SRM) 50
 (MG) 100

Cost: 2,498,333 C-bills BV: 949

CREW DATA

Crew: 4
 Gunnery Skill: ___ Driving Skill: ___

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

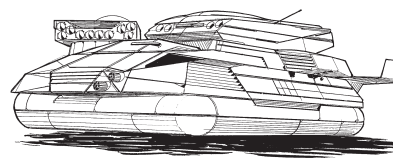
CRITICAL DAMAGE

Turret Locked Engine Hit

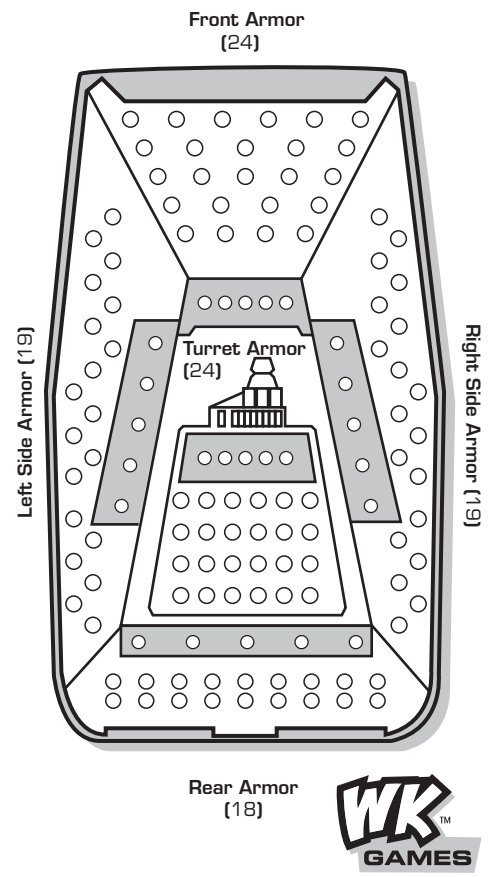
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers
 Front Left Right
 Rear Turret



ARMOR DIAGRAM



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CLASSIC BATTLETECH

HOVER VEHICLE RECORD SHEET

VEHICLE DATA

Type: **MAXIM HEAVY HOVER TRANSPORT**

Movement Points: Tonnage: 50
 Cruising: 8 Tech Base: Inner Sphere
 Flank: 12 3015

Movement Type: Hover
 Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	SRM 6	T	2/Msl [M,C,S]	—	3	6	9
3	Machine Gun	T	2 [DB,AI]	—	1	2	3
2	LRM 5	F	1/Msl [M,C,S]	6	7	14	21
1	LRM 5	R	1/Msl [M,C,S]	6	7	14	21
1	SRM 2	LS	2/Msl [M,C,S]	—	3	6	9
1	SRM 2	RS	2/Msl [M,C,S]	—	3	6	9

Ammo: (SRM 6) 15
 (MG) 200
 (LRM) 24
 (SRM 2) 50
 Infantry Bay (3 tons)

Cost: 1,320,000 C-bills BV: 764

CREW DATA

Crew: 4

Gunnery Skill: ___ Driving Skill: ___

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

CRITICAL DAMAGE

Turret Locked Engine Hit

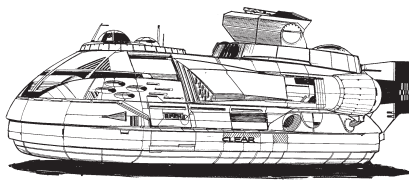
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

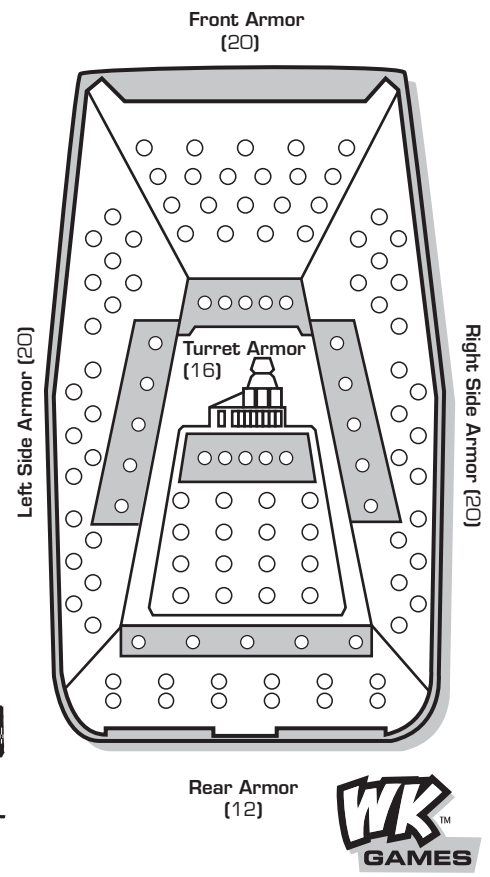
Stabilizers

Front Left Right

Rear Turret



ARMOR DIAGRAM



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CLASSIC BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: **VEDETTE MEDIUM TANK**

Movement Points: Tonnage: 50
 Cruising: 5 Tech Base: Inner Sphere
 Flank: 8 2802

Movement Type: Tracked
 Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Autocannon/5	T	5 [DB]	3	6	12	18
1	Machine Gun	F	2 [DB,AI]	—	1	2	3

Ammo: (AC) 20
 (MG) 200

Cost: 725,700 C-bills BV: 475

CREW DATA

Crew: 4

Gunnery Skill: ___ Driving Skill: ___

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

CRITICAL DAMAGE

Turret Locked Engine Hit

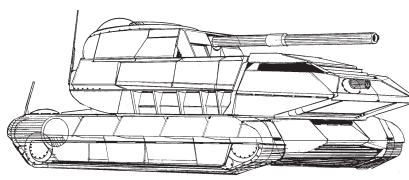
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

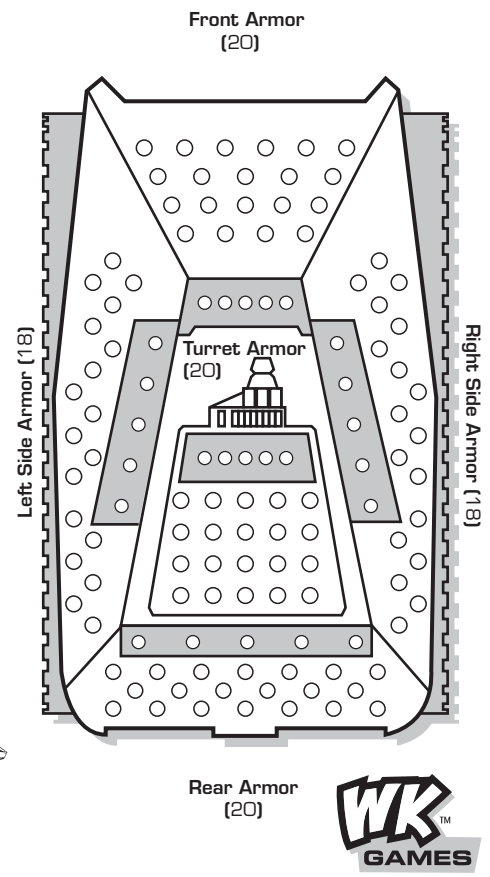
Stabilizers

Front Left Right

Rear Turret



ARMOR DIAGRAM



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CLASSIC BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: **BULLDOG MEDIUM TANK**

Movement Points: **Tonnage: 60**
 Cruising: 4 Tech Base: Inner Sphere
 Flank: 6 2576

Movement Type: Tracked
 Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Large Laser	T	8 [DE]	—	5	10	15
2	SRM 4	T	2/Msl [M,C,S]	—	3	6	9
1	Machine Gun	F	2 [DB,AI]	—	1	2	3

Ammo: (SRM) 50
 (MG) 100

Cost: 1,128,800 C-bills BV: 605

CREW DATA

Crew: 4
 Gunnery Skill: ___ Driving Skill: ___

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

CRITICAL DAMAGE

Turret Locked Engine Hit

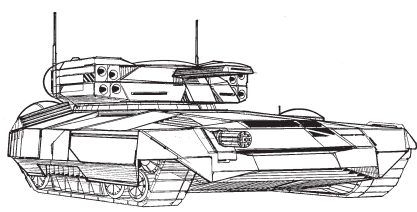
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

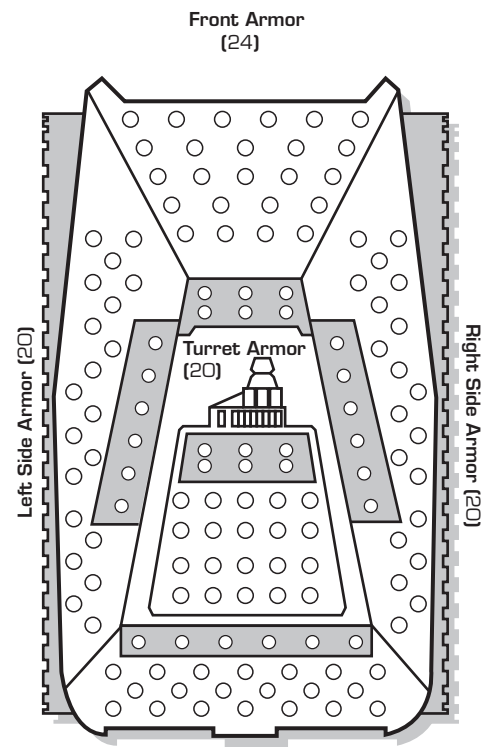
Stabilizers

Front Left Right

Rear Turret



ARMOR DIAGRAM



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CLASSIC BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: **LRM CARRIER**

Movement Points: **Tonnage: 60**
 Cruising: 3 Tech Base: Inner Sphere
 Flank: 5 2500

Movement Type: Tracked
 Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

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

Ammo: (LRM) 24

Cost: 1,872,000 C-bills BV: 833

CREW DATA

Crew: 4
 Gunnery Skill: ___ Driving Skill: ___

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

CRITICAL DAMAGE

Engine Hit

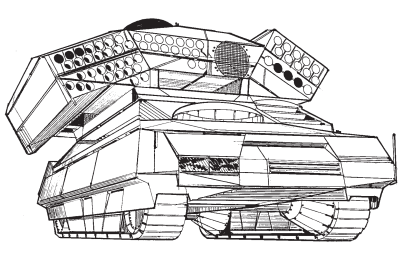
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

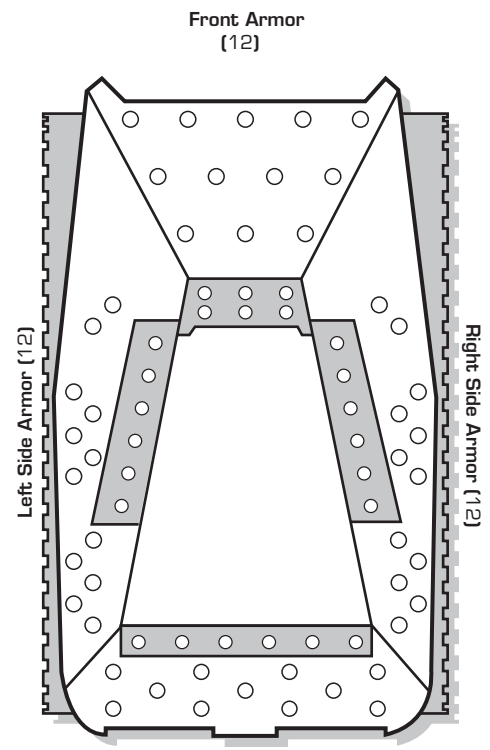
Stabilizers

Front Left Right

Rear



ARMOR DIAGRAM



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CLASSIC BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: SRM CARRIER

Movement Points: Tonnage: 60
 Cruising: 3 Tech Base: Inner Sphere
 Flank: 5 2500

Movement Type: Tracked
 Engine Type: I.C.E.

Weapons & Equipment Inventory

 (hexes)

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

Ammo: (SRM) 60

Cost: 1,932,800 C-bills BV: 816

CREW DATA

Crew: 4
 Gunnery Skill: ___ Driving Skill: ___

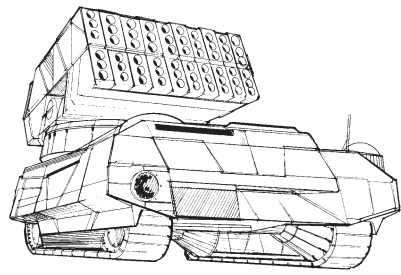
Commander Hit +1 Driver Hit +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

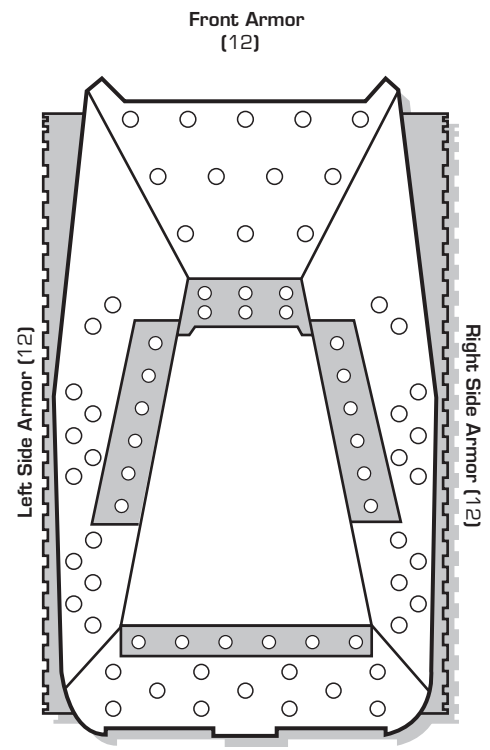
Sensor Hits Engine Hit
+1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers
 Front Left Right
 Rear



ARMOR DIAGRAM



Rear Armor (12)



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CLASSIC BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: MANTICORE HEAVY TANK

Movement Points: Tonnage: 60
 Cruising: 4 Tech Base: Inner Sphere
 Flank: 6 2579

Movement Type: Tracked
 Engine Type: Fusion

Weapons & Equipment Inventory

 (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	PPC	T	10 [DE]	3	6	12	18
1	SRM 6	T	2/Msl [M,C,S]	—	3	6	9
1	LRM 10	T	1/Msl [M,C,S]	6	7	14	21
1	Medium Laser	F	5 [DE]	—	3	6	9

Ammo: (LRM) 12
 (SRM) 15

Cost: 2,640,800 C-bills BV: 993

CREW DATA

Crew: 4
 Gunnery Skill: ___ Driving Skill: ___

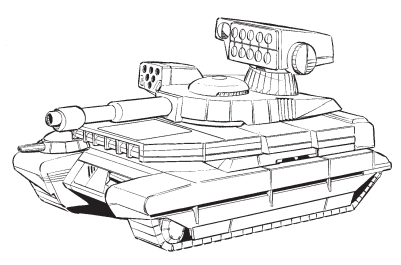
Commander Hit +1 Driver Hit +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

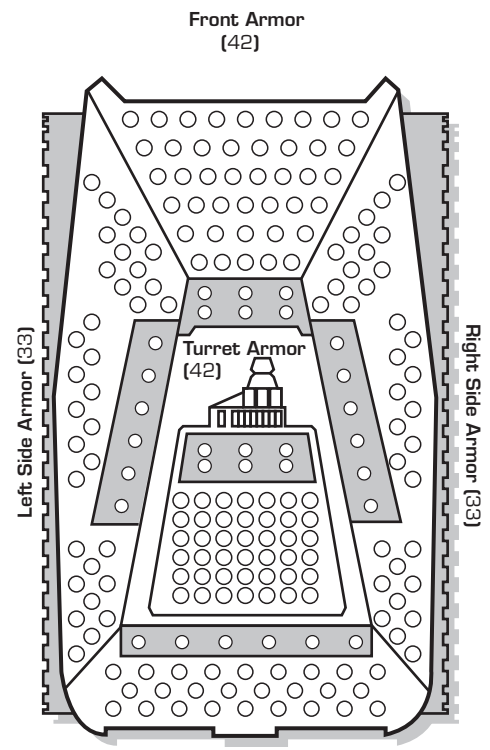
Turret Locked Engine Hit
 Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers
 Front Left Right
 Rear Turret



ARMOR DIAGRAM



Rear Armor (26)



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CLASSIC BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: PIKE SUPPORT VEHICLE

Movement Points: **Cruising: 3**
Flank: 5

Tonnage: 60
 Tech Base: Inner Sphere 2987

Movement Type: Tracked
 Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
3	Autocannon/2	T	2 [DB]	4	8	16	24
2	SRM 2	F	2/Msl [M,C,S]	—	3	6	9

Ammo: (AC) 225
 (SRM) 50

Cost: 1,035,200 C-bills BV: 648

CREW DATA

Crew: 4

Gunnery Skill: _____ Driving Skill: _____

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

CRITICAL DAMAGE

Turret Locked Engine Hit

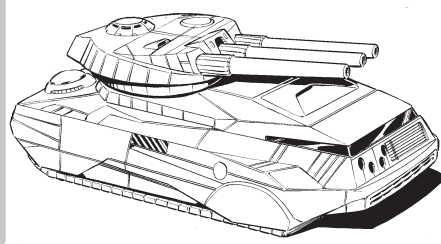
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

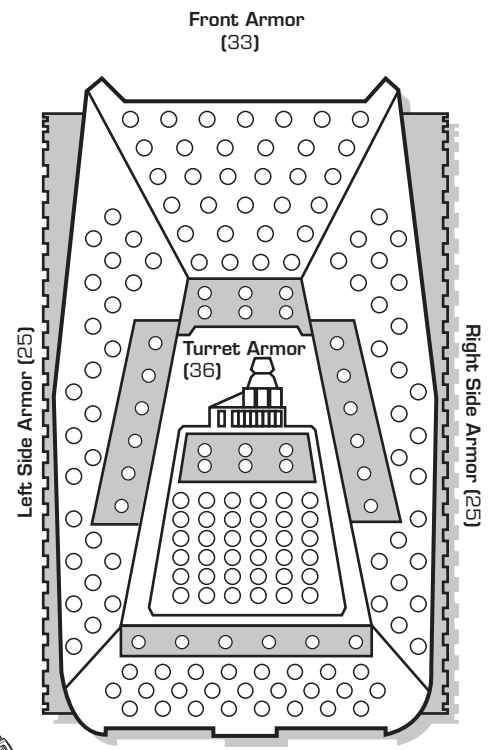
Stabilizers

Front Left Right

Rear Turret



ARMOR DIAGRAM



Rear Armor (25)



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CLASSIC BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: PATTON TANK

Movement Points: **Cruising: 4**
Flank: 6

Tonnage: 65
 Tech Base: Inner Sphere 3027

Movement Type: Tracked
 Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	T	10 [DB]	—	5	10	15
1	LRM 5	T	1/Msl [M,C,S]	6	7	14	21
1	Small Laser	F	3 [DE]	—	1	2	3
1	Flamer	R	2 [DE,H,AI]	—	1	2	3

Ammo: (AC) 20
 (LRM) 24

Cost: 2,755,363 C-bills BV: 961

CREW DATA

Crew: 5

Gunnery Skill: _____ Driving Skill: _____

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

CRITICAL DAMAGE

Turret Locked Engine Hit

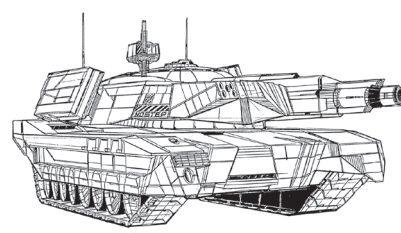
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

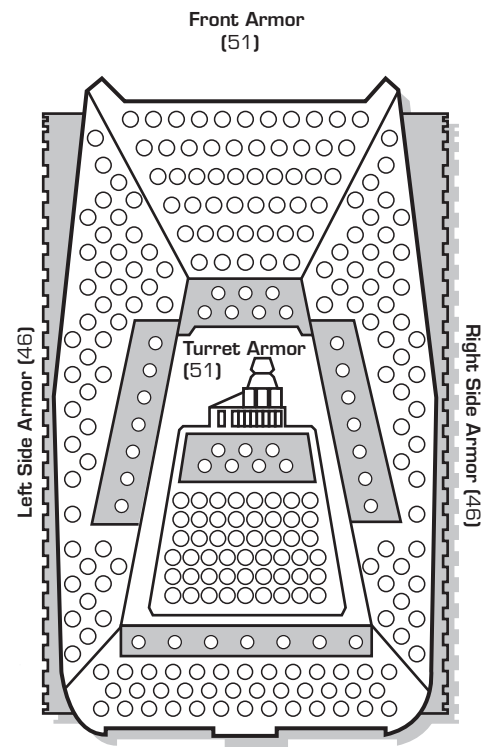
Stabilizers

Front Left Right

Rear Turret



ARMOR DIAGRAM



Rear Armor (38)



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CLASSIC BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: ROMMEL TANK

Movement Points: **Tonnage:** 65
 Cruising: 4 **Tech Base:** Inner Sphere 3027
 Flank: 6

Movement Type: Tracked
 Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Autocannon/20	T	20 [DB]	—	3	6	9
1	LRM 5	T	1/Msl [M,C,S]	6	7	14	21
1	Small Laser	F	3 [DE]	—	1	2	3

Ammo: (AC) 20 (LRM) 24

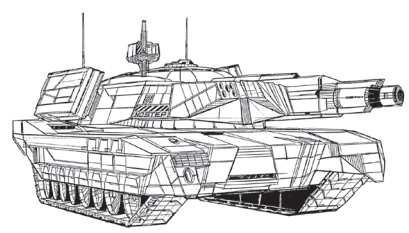
Cost: 2,900,563 C-bills **BV:** 933

CREW DATA

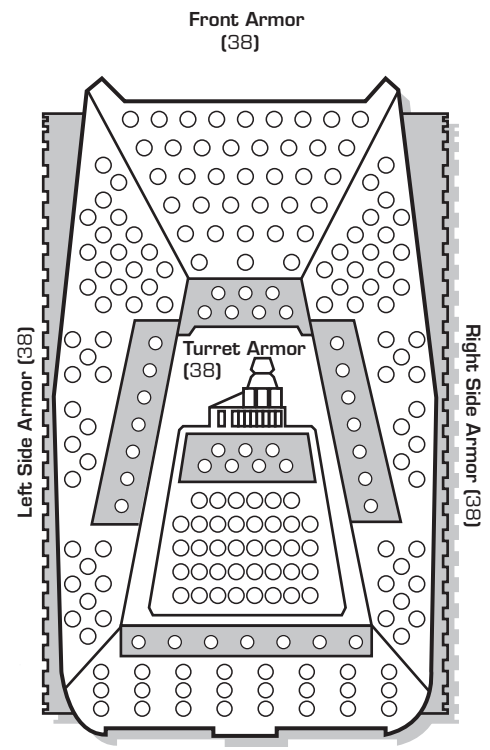
Crew: 5
 Gunnery Skill: ___ Driving Skill: ___
 Commander Hit +1 Driver Hit +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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CLASSIC BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: VNL-K65N VON LUCKNER HEAVY TANK

Movement Points: **Tonnage:** 75
 Cruising: 3 **Tech Base:** Inner Sphere 2580
 Flank: 5

Movement Type: Tracked
 Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Autocannon/20	T	20 [DB]	—	3	6	9
2	SRM 6	T	2/Msl [M,C,S]	—	3	6	9
1	SRM 4	T	T	—	3	6	9
1	LRM 10	R	1/Msl [M,C,S]	6	7	14	21
1	Machine Gun	T	2 [DB,AI]	—	1	2	3
1	Flamer	F	2 [DE,H,AI]	—	1	2	3

Ammo: (AC) 15 (SRM 6) 15 (SRM 4) 25 (LRM) 12 (MG) 100

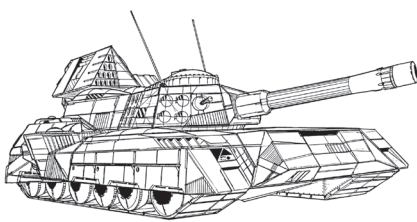
Cost: 3,691,625 C-bills **BV:** 1,058

CREW DATA

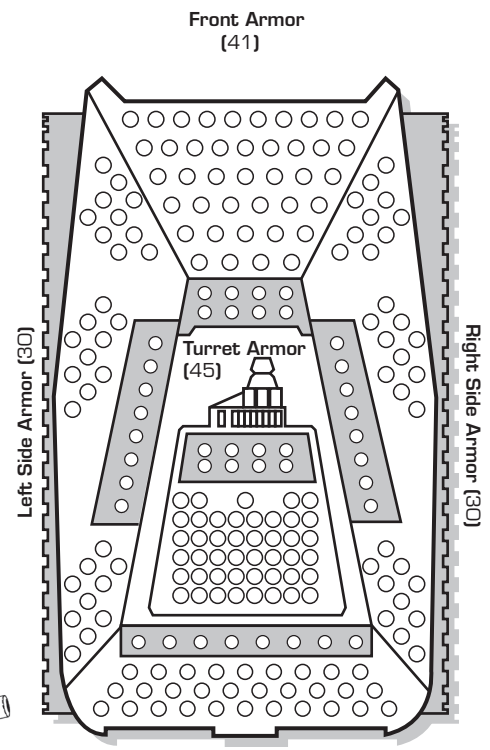
Crew: 5
 Gunnery Skill: ___ Driving Skill: ___
 Commander Hit +1 Driver Hit +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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CLASSIC BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: **DEMOLISHER HEAVY TANK**

Movement Points: Tonnage: 80
 Cruising: 3 Tech Base: Inner Sphere
 Flank: 5 2803

Movement Type: Tracked
 Engine Type: I.C.E.

Weapons & Equipment Inventory

 (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Autocannon/20	T	20 [DB]	—	3	6	9

Ammo: (AC) 20

Cost: 2,151,000 C-bills BV: 981

CREW DATA

Crew: 6
 Gunnery Skill: ___ Driving Skill: ___

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

CRITICAL DAMAGE

Turret Locked Engine Hit

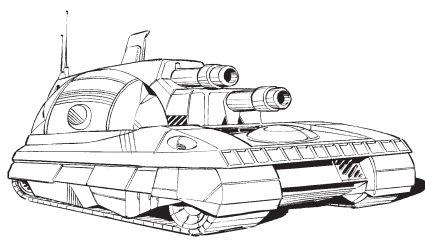
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

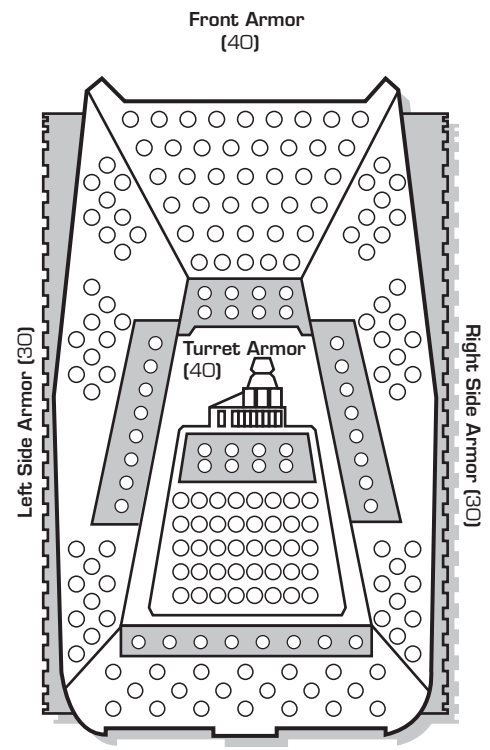
Stabilizers

Front Left Right

Rear Turret



ARMOR DIAGRAM



Rear Armor (20)



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CLASSIC BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: **PARTISAN HEAVY TANK**

Movement Points: Tonnage: 80
 Cruising: 3 Tech Base: Inner Sphere
 Flank: 5 2823

Movement Type: Tracked
 Engine Type: I.C.E.

Weapons & Equipment Inventory

 (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
4	Autocannon/5	T	5[DB]	3	6	12	18
2	Machine Gun	F	2 [DB,AI]	—	1	2	3

Ammo: (AC) 40
 (MG) 100

Cost: 1,866,600 C-bills BV: 673

CREW DATA

Crew: 6
 Gunnery Skill: ___ Driving Skill: ___

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

CRITICAL DAMAGE

Turret Locked Engine Hit

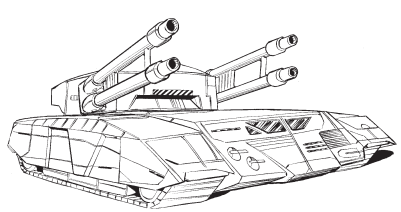
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

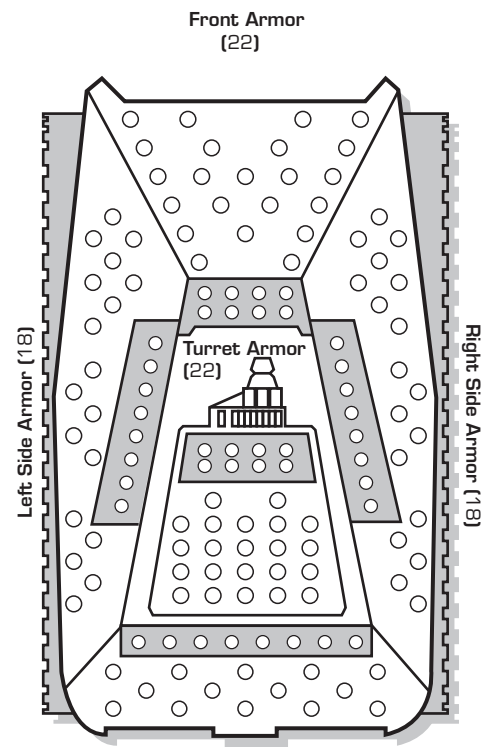
Stabilizers

Front Left Right

Rear Turret



ARMOR DIAGRAM



Rear Armor (16)



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CLASSIC BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: SCHREK PPC CARRIER

Movement Points: Tonnage: 80
 Cruising: 3 Tech Base: Inner Sphere
 Flank: 5 2813
 Movement Type: Tracked
 Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
3	PPC	T	10 [DE]	3	6	12	18

Ammo: None

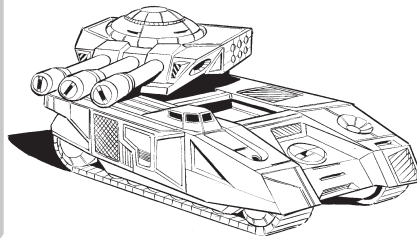
Cost: 3,820,500 C-bills BV: 935

CREW DATA

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

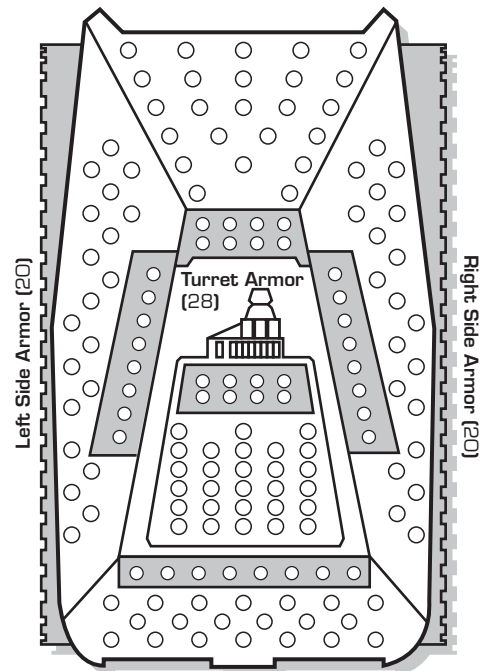
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor (24)



Rear Armor (20)



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CLASSIC BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: STURMFEBUR HEAVY TANK

Movement Points: Tonnage: 85
 Cruising: 3 Tech Base: Inner Sphere
 Flank: 5 3018
 Movement Type: Tracked
 Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LRM 20	F	1/Msl [M,C,S]	6	7	14	21
1	LRM 20	T	1/Msl [M,C,S]	6	7	14	21
2	Machine Gun	T	2 [DB,AI]	—	1	2	3

Ammo: (LRM) 18
 (MG) 200

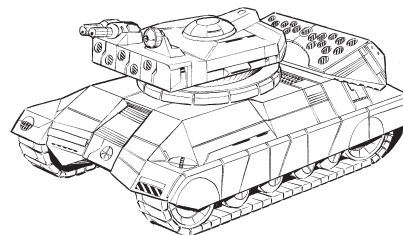
Cost: 2,395,288 C-bills BV: 1,400

CREW DATA

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

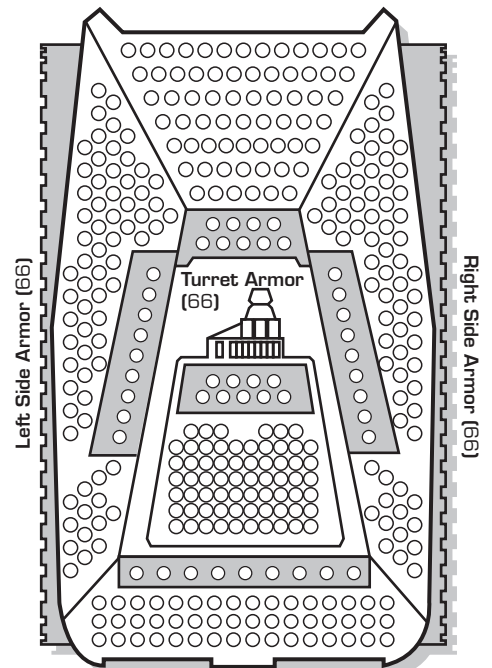
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor (66)



Rear Armor (48)



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CLASSIC BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: **ONTOS HEAVY TANK**

Movement Points: **Tonnage: 95**
 Cruising: 3 Tech Base: Inner Sphere
 Flank: 5 2830

Movement Type: Tracked
 Engine Type: I.C.E.

Weapons & Equipment Inventory

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

Ammo: (LRM) 24

Cost: 2,257,613 C-bills BV: 938

CREW DATA

Crew: 7

Gunnery Skill: _____ Driving Skill: _____

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

CRITICAL DAMAGE

Turret Locked Engine Hit

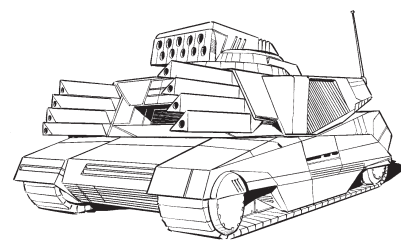
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

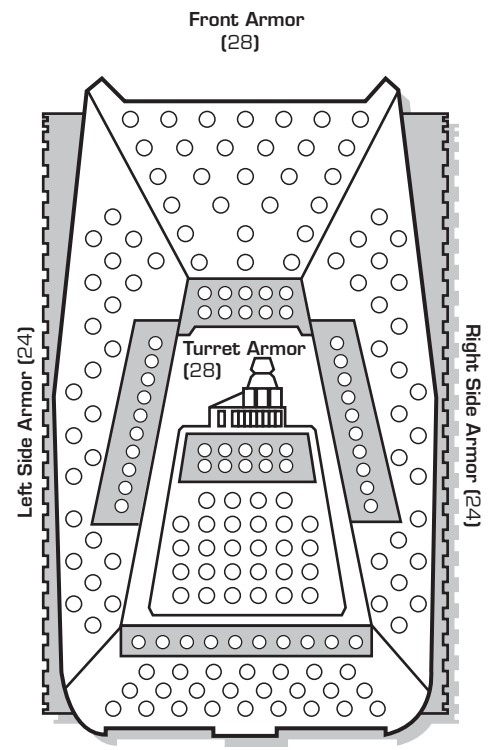
Stabilizers

Front Left Right

Rear Turret



ARMOR DIAGRAM



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CLASSIC BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: **BEHEMOTH HEAVY TANK**

Movement Points: **Tonnage: 100**
 Cruising: 2 Tech Base: Inner Sphere
 Flank: 3 2952

Movement Type: Tracked
 Engine Type: I.C.E.

Weapons & Equipment Inventory

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Autocannon/10	T	10 [DB]	—	5	10	15
4	LRM 5	F	1/Msl [M,C,S]	6	7	14	21
2	SRM 6	T	2/Msl [M,C,S]	—	3	6	9
2	SRM 2	F	2/Msl [M,C,S]	—	3	6	9
1	SRM 2	RS	2/Msl [M,C,S]	—	3	6	9
1	SRM 2	LS	2/Msl [M,C,S]	—	3	6	9
2	Machine Gun	F	2 [DB,AI]	—	1	2	3
1	Machine Gun	RS	2 [DB,AI]	—	1	2	3
1	Machine Gun	LS	2 [DB,AI]	—	1	2	3

Ammo: (AC) 20 (SRM 6) 30 (MG) 200
 (LRM) 48 (SRM 2) 50

Cost: 3,044,667 C-bills BV: 1,173

CREW DATA

Crew: 7

Gunnery Skill: _____ Driving Skill: _____

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

CRITICAL DAMAGE

Turret Locked Engine Hit

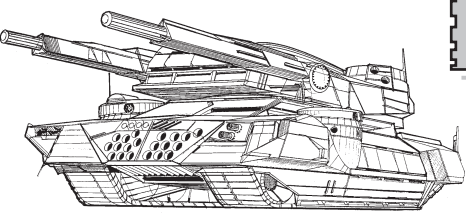
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

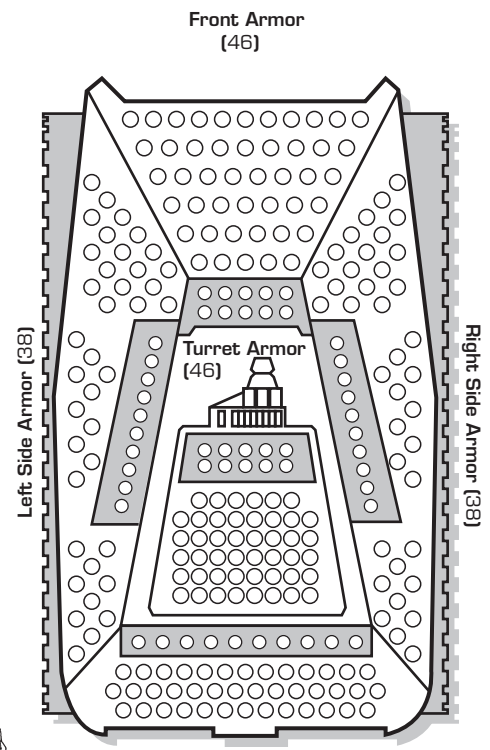
Stabilizers

Front Left Right

Rear Turret



ARMOR DIAGRAM



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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: FLE-4 FLEA

Movement Points: **Tonnage:** 20
 Walking: 6 **Tech Base:** Inner Sphere
 Running: 9 2500
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8 [DE]	—	5	10	15
2	Small Laser	LA	1	3 [DE]	—	1	2	3
1	Flamer	CT(R)	3	2	—	1	2	3

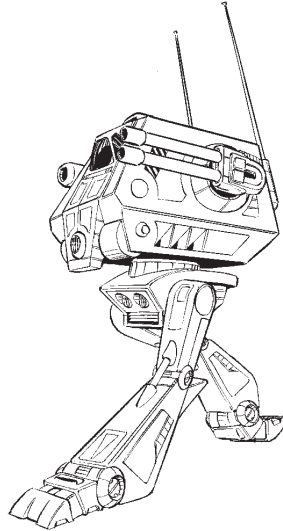
[DE,H,AI]

Cost: 1,519,200 C-bills BV: 427

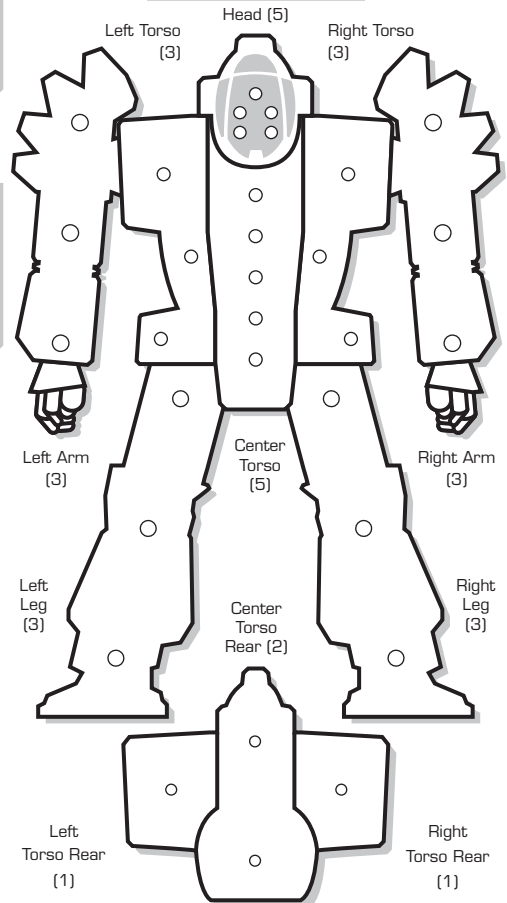
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ 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 Small Laser
- 4 Small Laser
- Roll Again
- Roll Again

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Large Laser
- 4 Large Laser
- Roll Again
- Roll Again

Center Torso

- Roll Again
- Roll Again
- 3 Fusion Engine
- 1-3 Gyro
- 4 Gyro
- 6 Gyro

Right Arm

- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Single Heat Sink
- Single Heat Sink
- 1-3 Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- Gyro
- 2 Fusion Engine
- 3 Fusion Engine
- 4-6 Fusion Engine
- 5 Flamer (R)
- 6 Roll Again

Right Torso

- Single Heat Sink
- Single Heat Sink
- 1-3 Roll Again
- Roll Again
- Roll Again
- Roll Again

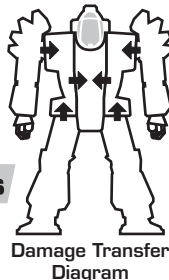
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

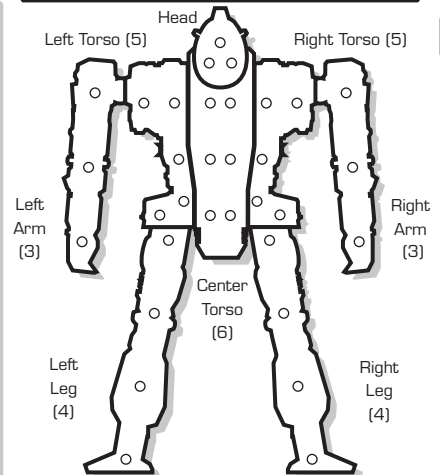
- Roll Again
- Roll Again
- 3 Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

- Roll Again
- Roll Again
- 3 Roll Again
- Roll Again
- Roll Again
- 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 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	○

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: HNT-151 HORNET

Movement Points: **Tonnage:** 20
 Walking: 5 **Tech Base:** Inner Sphere
 Running: 8 2760
 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	Small Laser	LA	1	3 [DE]	—	1	2	3
1	LRM 5	RT	2	1/Msl	6	7	14	21

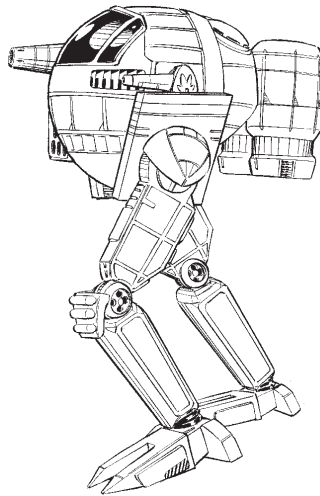
[M,C,S]

Cost: 1,248,700 C-bills BV: 488

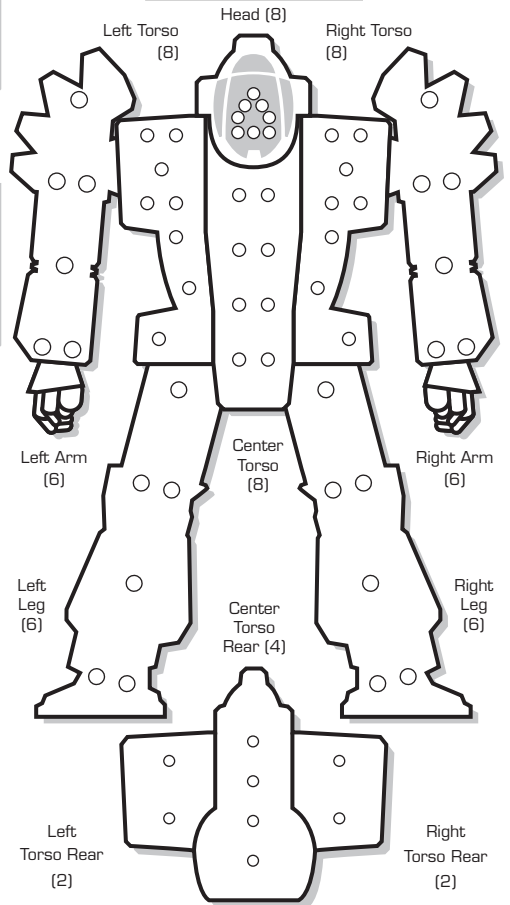
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ 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 Small Laser
- Roll Again
- Roll Again
- Roll Again

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Medium Laser
- Roll Again
- Roll Again
- Roll Again

Center Torso

- Roll Again
- Roll Again
- 1-3 Fusion Engine
- Gyro
- Gyro
- Gyro

- Roll Again
- Roll Again
- 1-3 Fusion Engine
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Single Heat Sink
- Single Heat Sink
- 1-3 Single Heat Sink
- Ammo (LRM) 24
- Roll Again
- Roll Again

- Gyro
- 1-3 Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Roll Again

Right Torso

- Single Heat Sink
- Single Heat Sink
- 1-3 Single Heat Sink
- LRM 5
- Roll Again
- Roll Again

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

- Roll Again
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again
- Roll Again

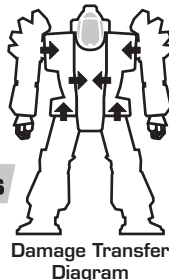
- Roll Again
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

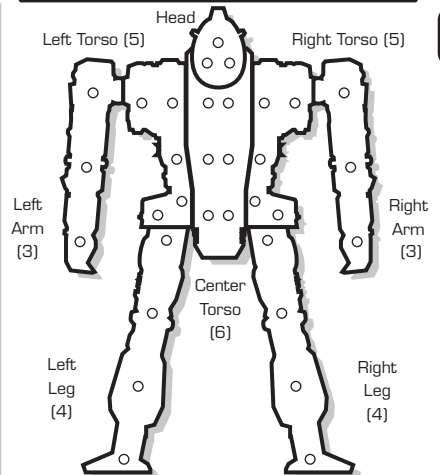
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Heat Level	Effects
30*	Shutdown
29	
28*	Ammo Exp. avoid on 8+
27	
26*	Shutdown, avoid on 10+
25*	-5 Movement Points
24*	+4 Modifier to Fire
23*	Ammo Exp. avoid on 6+
22*	Shutdown, avoid on 8+
21	
20*	Ammo Exp. avoid on 4+
19*	Shutdown, avoid on 6+
18*	+3 Modifier to Fire
17*	-3 Movement Points
16	
15*	Shutdown, avoid on 4+
14*	+2 Modifier to Fire
13*	-2 Movement Points
12	
11	
10*	+1 Modifier to Fire
9	
8*	-1 Movement Points
7	
6	
5*	
4	
3	
2	
1	
0	

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: THE-S THORN

Movement Points: **Tonnage:** 20
 Walking: 6 **Tech Base:** Inner Sphere
 Running: 9 3039
 Jumping: 0

Weapons & Equipment Inventory (hexes)

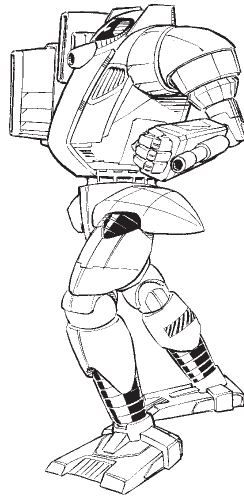
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	RA	2	1/Msl	6	7	14	21
				[M,C,S]				
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Laser	HD	3	5 [DE]	—	3	6	9

Cost: 1,558,320 C-bills BV: 510

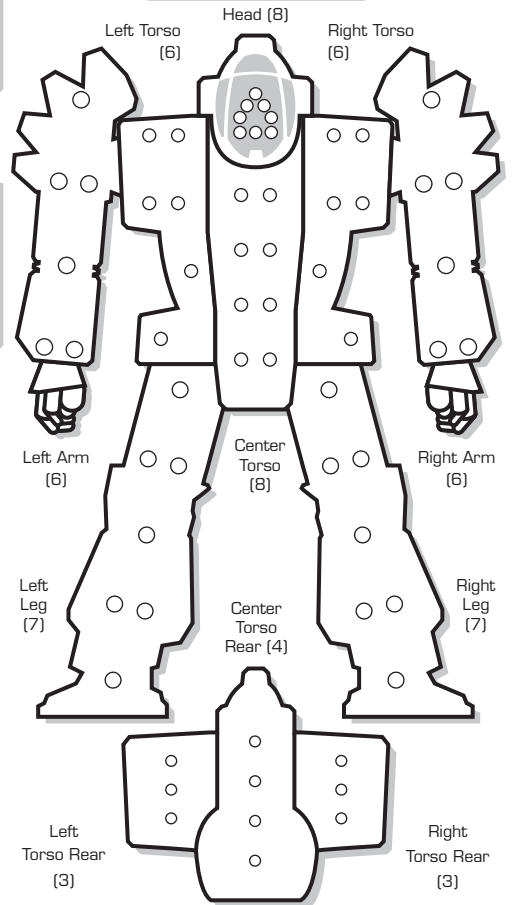
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso

- Single Heat Sink
- Single Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

Left Leg

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

Head

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

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- LRM 5
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

Right Torso

- Single Heat Sink
- Single Heat Sink
- Ammo (LRM) 24
- Roll Again
- Roll Again
- Roll Again

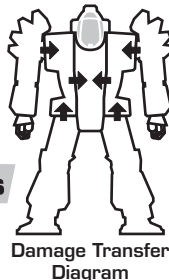
1-3

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

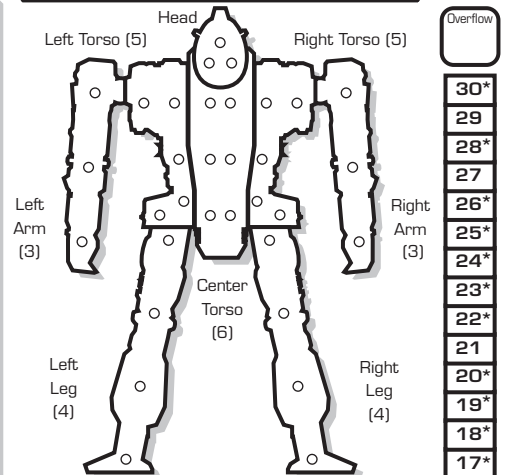
4-6

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

CLASSIC BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: **LCT-1V LOCUST**

Movement Points: **Walking: 8** **Tonnage: 20**
Running: 12 **Tech Base: Inner Sphere**
Jumping: 0 **2499**

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Machine Gun	RA	0	2 [DB,AI]	—	1	2	3
1	Machine Gun	LA	0	2 [DB,AI]	—	1	2	3

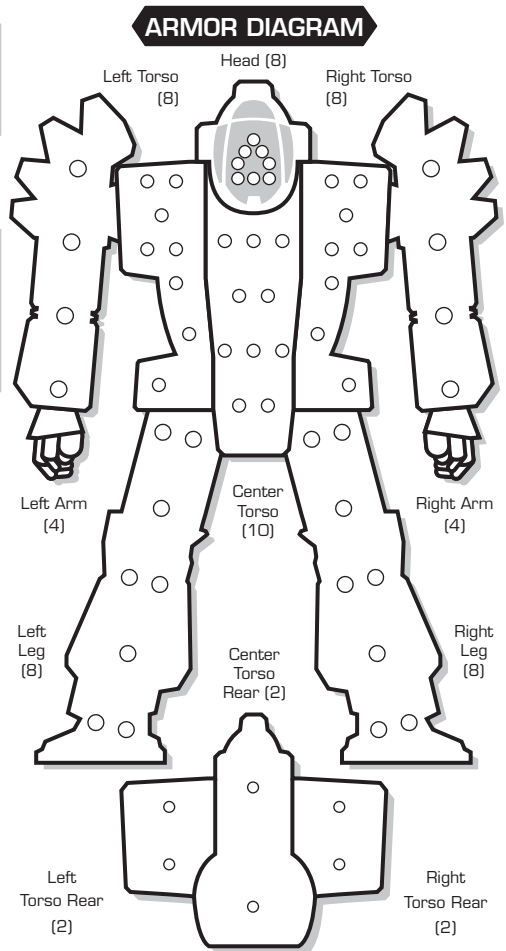
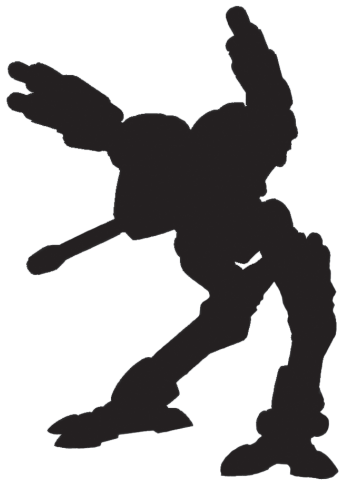
Cost: 1,512,400 C-bills BV: 432

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Machine Gun <p>1-3 Roll Again</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again 	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support 	<h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Machine Gun <p>1-3 Roll Again</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again
<h4>Left Torso</h4> <ol style="list-style-type: none"> Single Heat Sink Roll Again Roll Again Roll Again Roll Again Roll Again <p>1-3 Roll Again</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again 	<h4>Center Torso</h4> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3 Roll Again</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Medium Laser Ammo (MG) 200 	<h4>Right Torso</h4> <ol style="list-style-type: none"> Single Heat Sink Roll Again Roll Again Roll Again Roll Again Roll Again <p>1-3 Roll Again</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again
<h4>Left Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Single Heat Sink Roll Again 	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div> <p>Damage Transfer Diagram</p>	

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
28	Ammo Exp. avoid on 8+	Single
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **STG-3R STINGER**

Movement Points: **Tonnage: 20**
 Walking: 6 Tech Base: Inner Sphere
 Running: 9 2479
 Jumping: 6

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Machine Gun	RA	0	2 [DB,AI]	—	1	2	3
1	Machine Gun	LA	0	2 [DB,AI]	—	1	2	3

Cost: 1,615,440 C-bills BV: 359

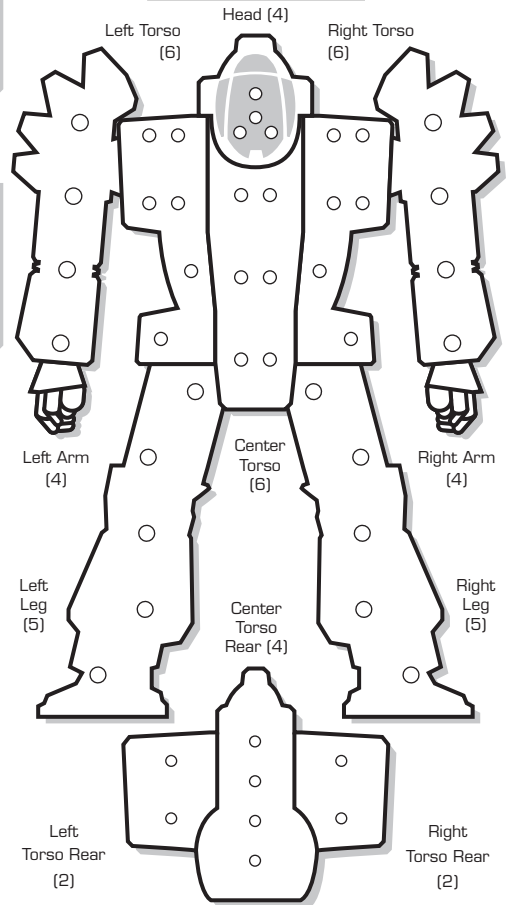
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Machine Gun

Center Torso

- Roll Again
- Roll Again
- Roll Again
- Gyro
- Gyro
- Gyro

Right Arm

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

Left Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Ammo (MG) 200
- Roll Again

Right Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink

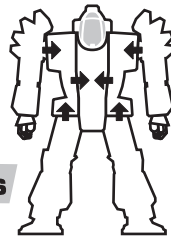
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Right Torso

- 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

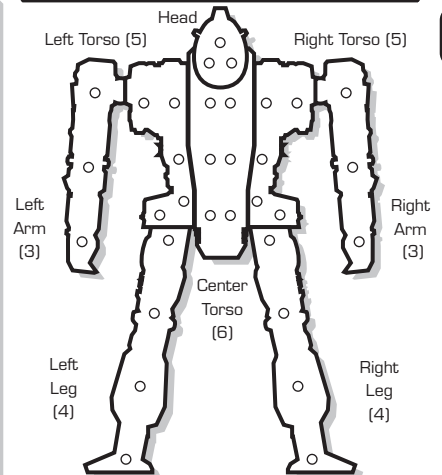


Damage Transfer Diagram

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 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

CLASSIC BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: WSP-1A WASP

Movement Points: **Tonnage:** 20
 Walking: 6 **Tech Base:** Inner Sphere
 Running: 9 2471
 Jumping: 6

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	SRM 2	LL	2	2/Msl	—	3	6	9

[M,C,S]

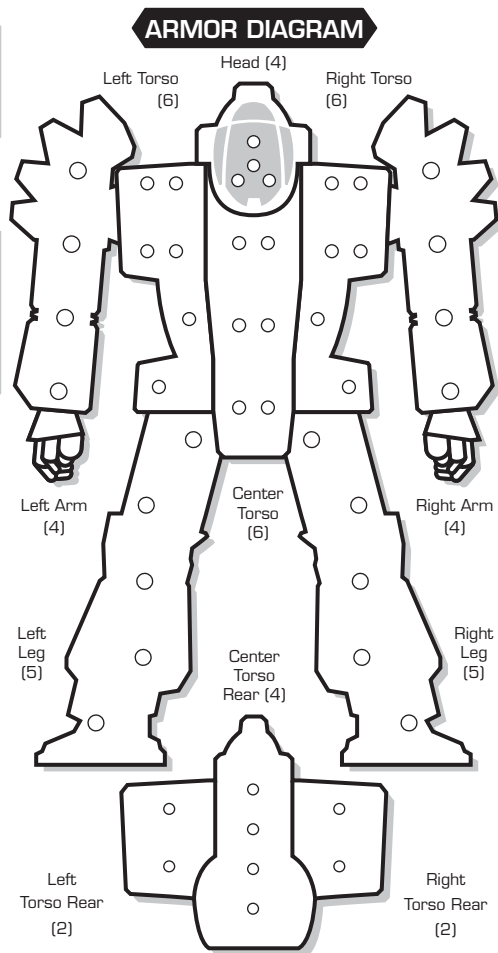
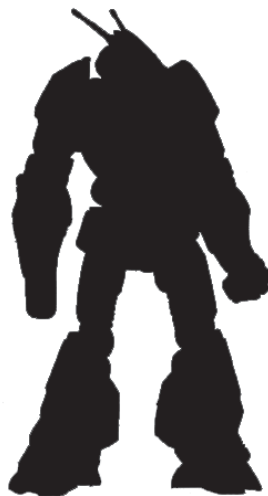
Cost: 1,646,720 C-bills **BV:** 384

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Roll Again	6. Roll Again
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Medium Laser	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
Left Torso	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
Right Torso	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. SRM 2	6. Jump Jet
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Roll Again

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

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **MON-67 MONGOOSE**

Movement Points: **Tonnage: 25**
 Walking: 8 Tech Base: Inner Sphere
 Running: 12 2660
 Jumping: 0

Weapons & Equipment Inventory (hexes)

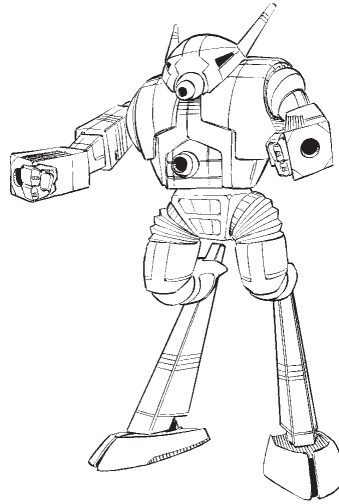
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Small Laser	HD	1	3 [DE]	—	1	2	3

Cost: 1,885,729 C-bills BV: 741

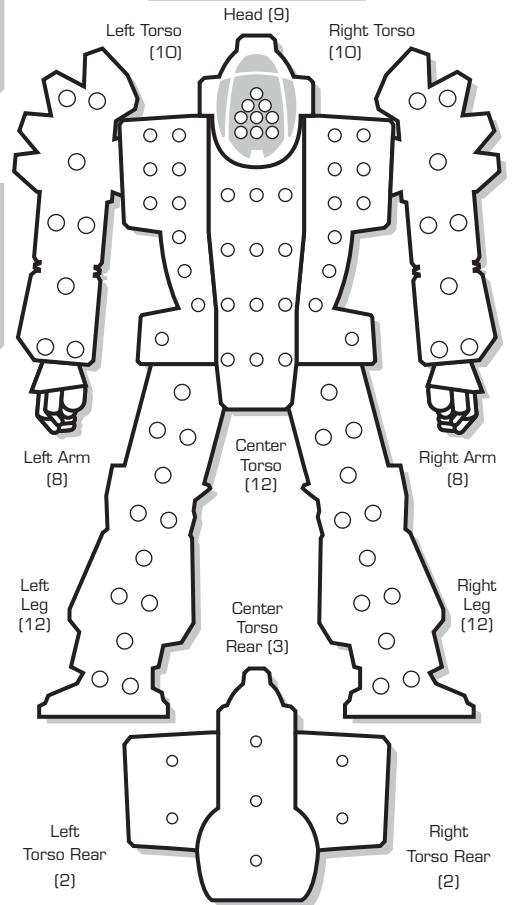
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Torso

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

- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Leg

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

Right Arm

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

- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Torso

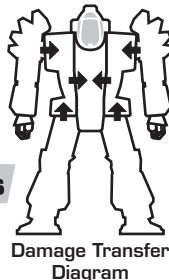
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

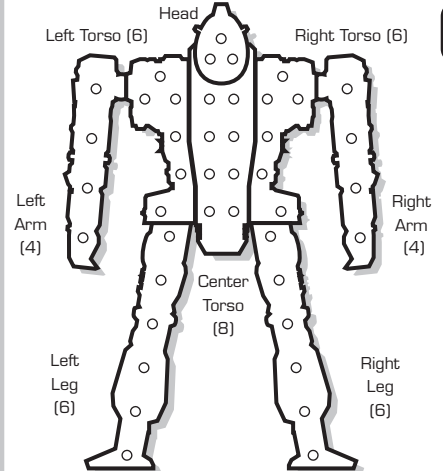
Right Leg

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

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10
28	Ammo Exp. avoid on 8+	Single
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **FLC-4N Falcon**

Movement Points: **Tonnage: 30**
 Walking: 6 Tech Base: Inner Sphere
 Running: 9 2580
 Jumping: 6

Weapons & Equipment Inventory (hexes)

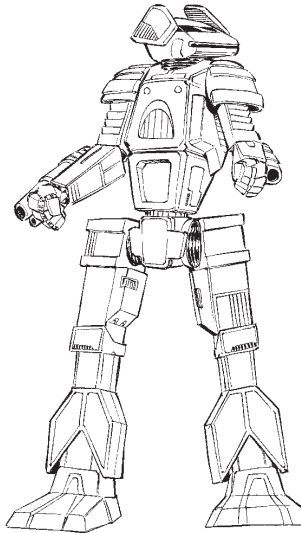
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Small Laser	RA	1	3 [DE]	—	1	2	3
1	Small Laser	LA	1	3 [DE]	—	1	2	3
1	Machine Gun	RT(R)	0	2 [DB, AI]	—	1	2	3
1	Machine Gun	LT(R)	0	2 [DB, AI]	—	1	2	3

Cost: 2,249,390 C-bills BV: 610

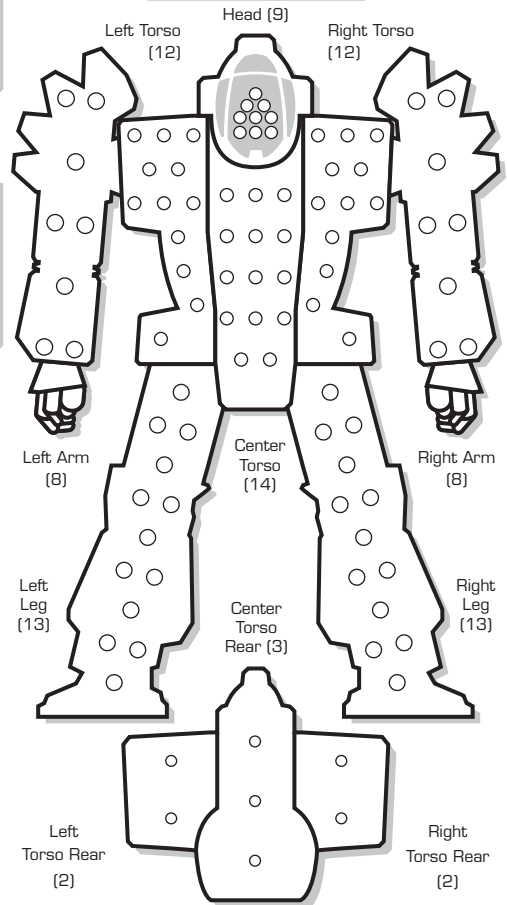
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Small 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. Jump Jet
- 1-3 3. Jump Jet
- 4. Machine Gun (R)
- 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. Single Heat Sink
- 6. Single Heat Sink

Head

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

Center Torso

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

- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4-6 4. Fusion Engine
- 5. Ammo (MG) 200
- 6. Single Heat Sink

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

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Medium Laser
- 6. Small Laser

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

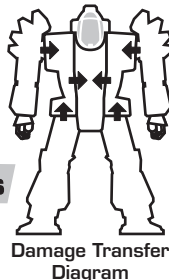
Right Torso

- 1. Jump Jet
- 2. Jump Jet
- 3. Jump Jet
- 1-3 4. Machine Gun (R)
- 5. Roll Again
- 6. Roll Again

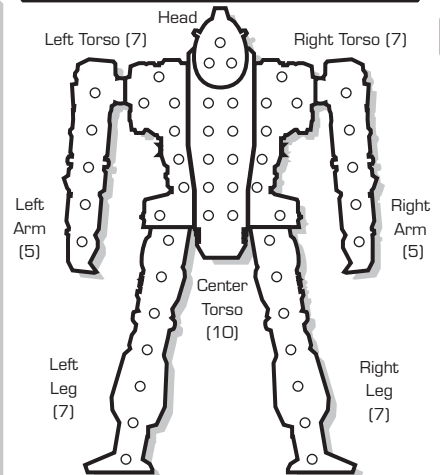
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4-6 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12 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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: HER-1A Hermes

Movement Points: **Tonnage:** 30
 Walking: 9 **Tech Base:** Inner Sphere
 Running: 14 2632
 Jumping: 0

Weapons & Equipment Inventory (hexes)

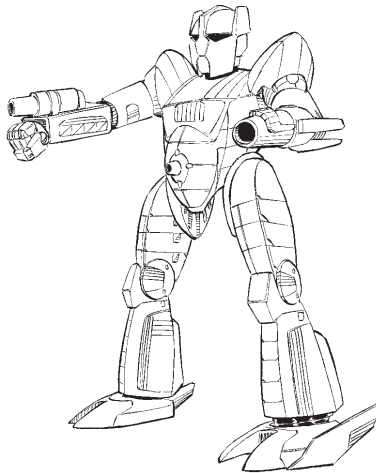
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Flamer	LA	3	2	—	1	2	3
				[DE,H,AI]				
1	Medium Laser	CT	3	5 [DE]	—	3	6	9

Cost: 2,569,970 C-bills BV: 601

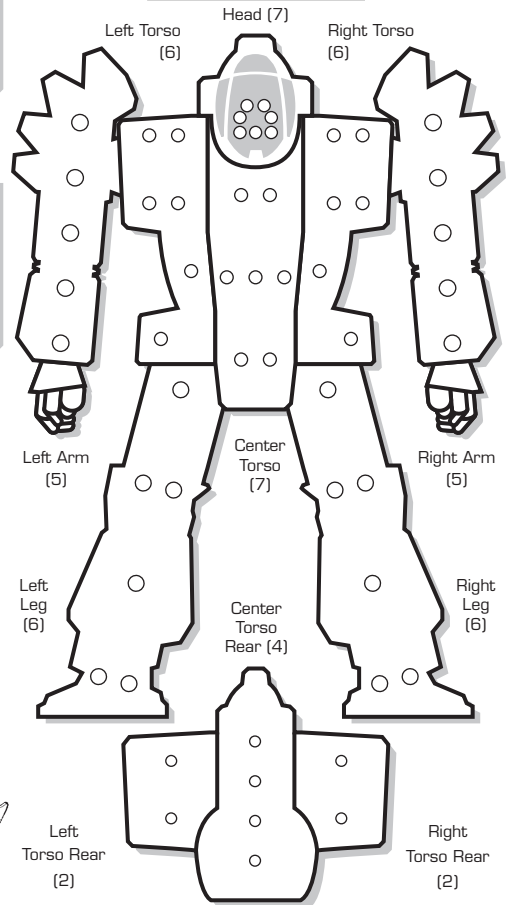
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ 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 Flamer
 5. Roll Again
 6. Roll Again

Head

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

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Laser
- 1-3 Roll Again
 6. Roll Again

Center Torso

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

Right Torso

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

Left Torso

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

- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Medium Laser
- 1-3 Roll Again
 4-6 Roll Again

Right Torso

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

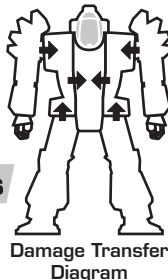
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

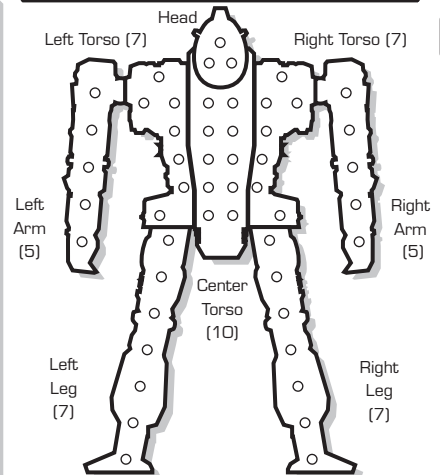
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
- 1-3 Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

Right Leg

- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
- 1-3 Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10 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

CLASSIC BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: **HSR-300-D HUSSAR**

Movement Points: **Tonnage: 30**

Walking: 9 Tech Base: Inner Sphere

Running: 14 3039

Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	CT	8	8 [DE]	—	5	10	15

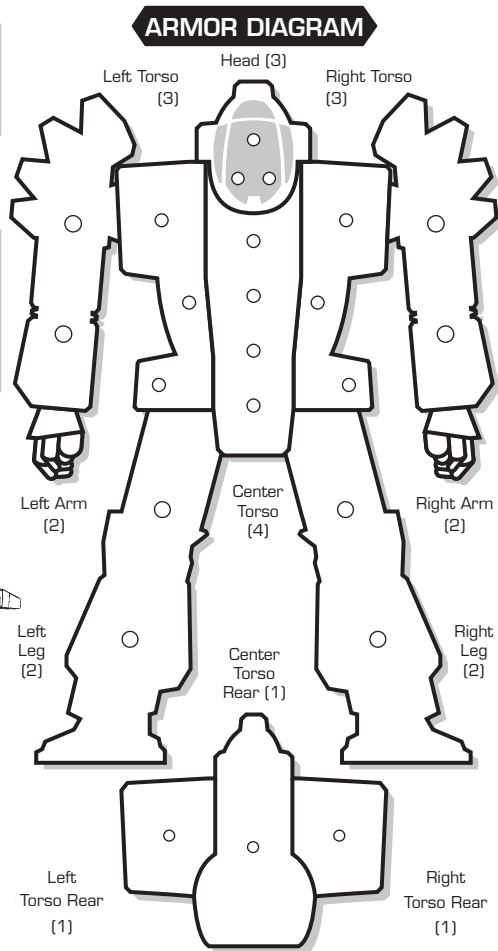
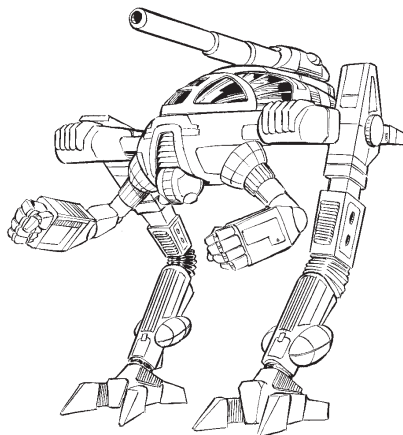
Cost: 2,563,340 C-bills BV: 543

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Hand Actuator Roll Again Roll Again <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <h4>Left Torso</h4> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <h4>Left Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again 	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <h4>Center Torso</h4> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Large Laser Large Laser <p>4-6</p>	<h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <h4>Right Torso</h4> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <h4>Right Leg</h4> <ol style="list-style-type: none"> 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 DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10
28	Ammo Exp. avoid on 8+	Single
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: JVN-10N JAVELIN

Movement Points: **Tonnage:** 30
 Walking: 6 **Tech Base:** Inner Sphere
 Running: 9 2751
 Jumping: 6

Weapons & Equipment Inventory (hexes)

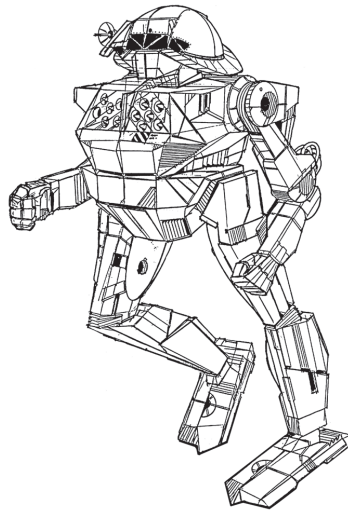
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	RT	4	2/Msl	—	3	6	9
				[M,C,S]				
1	SRM 6	LT	4	2/Msl	—	3	6	9
				[M,C,S]				

Cost: 2,400,840 C-bills BV:594

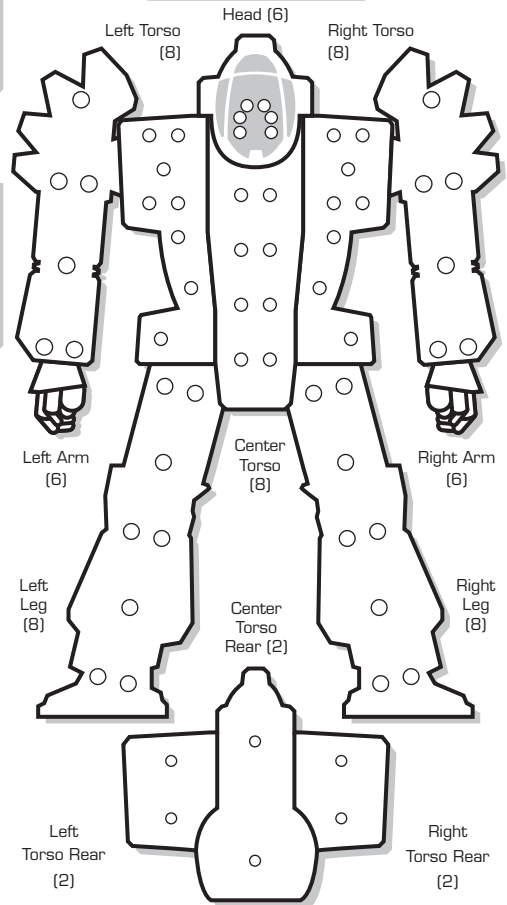
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3 Hand Actuator
- Roll Again
 - Roll Again

Head

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

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
- 1-3 Roll Again
- Roll Again
 - Roll Again

Center Torso

- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3 Fusion Engine
- Gyro
 - Gyro
 - Gyro

- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6 Roll Again

Left Torso

- Single Heat Sink
 - SRM 6
 - SRM 6
 - Ammo (SRM) 15
 - Roll Again
 - Roll Again
- 1-3

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

Right Torso

- Single Heat Sink
 - Single Heat Sink
 - SRM 6
 - SRM 6
 - Ammo (SRM) 15
 - Roll Again
- 1-3

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

- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

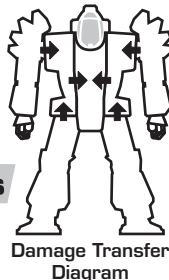
Left Leg

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

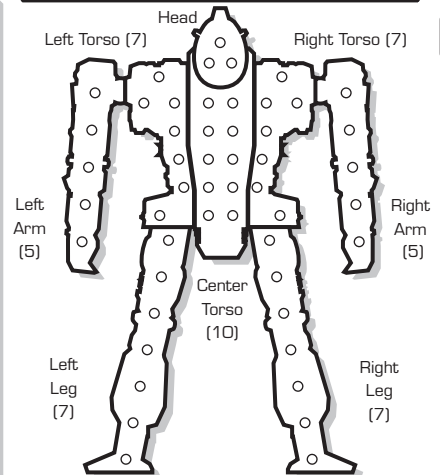
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Leg

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



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
28	Ammo Exp. avoid on 8+	Single
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: UM-R60 UrbanMech

Movement Points: **Tonnage:** 30
 Walking: 2 **Tech Base:** Inner Sphere
 Running: 3 2675
 Jumping: 2

Weapons & Equipment Inventory (hexes)

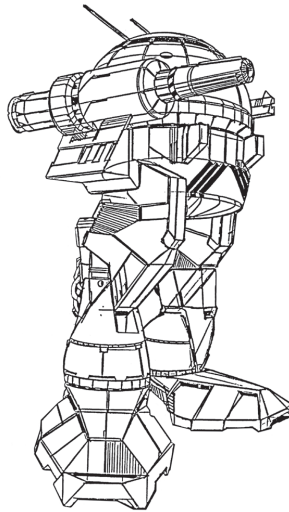
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RA	3	10 [DB]	—	5	10	15
1	Small Laser	LA	1	3 [DE]	—	1	2	3

Cost: 1,471,925 C-bills **BV:** 504

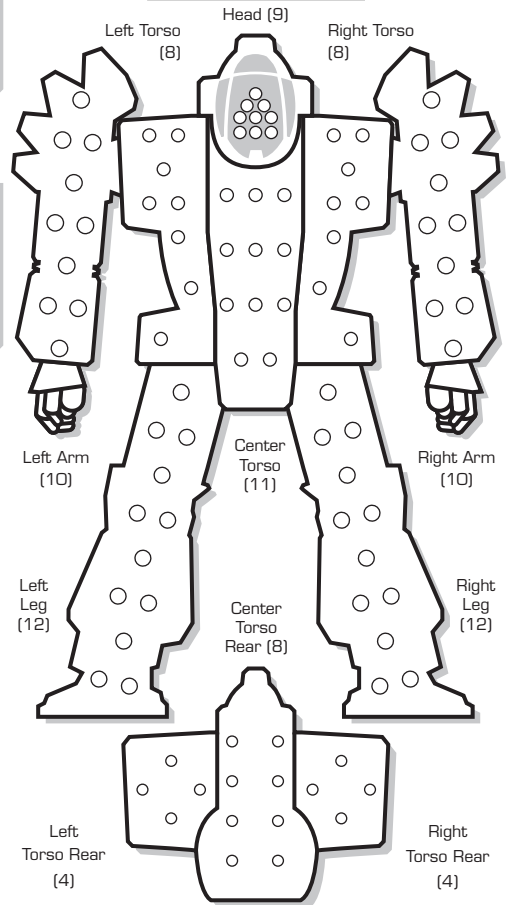
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ 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
 - Small Laser
- 1-3 Roll Again
 4 Roll Again
 5 Roll Again
 6 Roll Again

Head

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

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Autocannon/10
 - Autocannon/10
 - Autocannon/10
 - Autocannon/10
- 1-3 Roll Again
 4 Roll Again
 5 Roll Again
 6 Roll Again

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3 Roll Again
 4 Roll Again
 5 Roll Again
 6 Roll Again

Left Torso

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

Right Torso

- Autocannon/10
- Autocannon/10
- Autocannon/10
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Single Heat Sink
- Single Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Jump Jet
 - Jump Jet
- 1-3 Roll Again
 4 Roll Again
 5 Roll Again
 6 Roll Again

Right Torso

- Single Heat Sink
- Single Heat Sink
- Ammo [AC] 10
- Roll Again
- Roll Again
- Roll Again

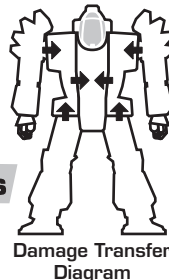
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

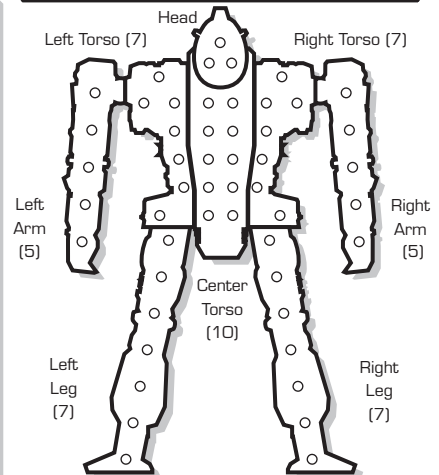
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level*	Effects	Heat Sinks: 11 Single
Overflow		
30*	Shutdown	
29		
28*	Ammo Exp. avoid on 8+	
27		
26*	Shutdown, avoid on 10+	
25*	-5 Movement Points	
24*	+4 Modifier to Fire	
23*	Ammo Exp. avoid on 6+	
22*	Shutdown, avoid on 8+	
21	-4 Movement Points	
20*	Ammo Exp. avoid on 4+	
19*	Shutdown, avoid on 6+	
18*	+3 Modifier to Fire	
17*	-3 Movement Points	
16	Shutdown, avoid on 4+	
15*	+2 Modifier to Fire	
14*	-2 Movement Points	
13*	+1 Modifier to Fire	
12		
11		
10*		
9		
8*		
7		
6		
5*		
4		
3		
2		
1		
0		

HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 Single
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	-5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	-4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	-3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: VLK-QA VALKYRIE

Movement Points: **Tonnage:** 30
 Walking: 5 **Tech Base:** Inner Sphere
 Running: 8 2885
 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	LRM 10	LT	4	1/Msl	6	7	14	21

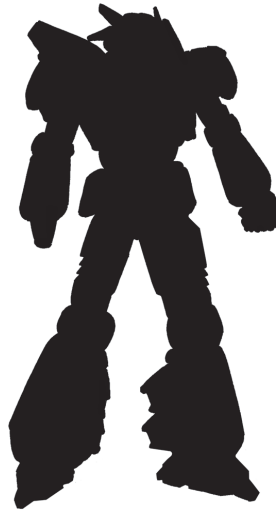
[M,C,S]

Cost: 2,205,320 C-bills **BV:** 723

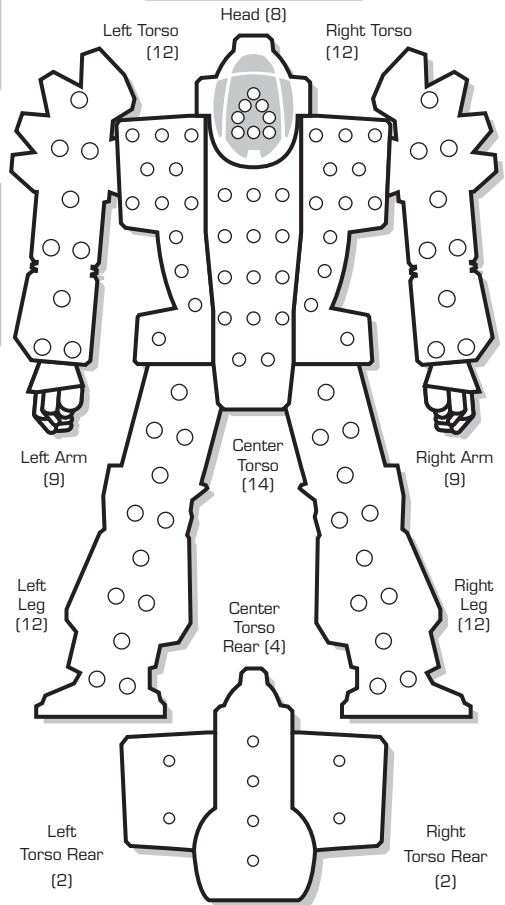
WARRIOR DATA

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. Lower Arm Actuator
 - 4. Hand Actuator
 - 5. Roll Again
 - 6. Roll Again
- 1-3

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

Left Torso

- 1. Single Heat Sink
 - 2. Single Heat Sink
 - 3. LRM 10
 - 4. LRM 10
 - 5. Roll Again
 - 6. Roll Again
- 1-3

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

Left Leg

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

Head

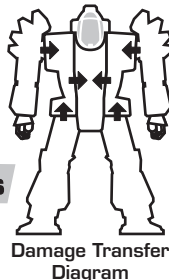
- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

Center Torso

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

- 1. Gyro
 - 2. Fusion Engine
 - 3. Fusion Engine
 - 4. Fusion Engine
 - 5. Jump Jet
 - 6. Single Heat Sink
- 4-6

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



Right Arm

- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Lower Arm Actuator
 - 4. Medium Laser
 - 5. Roll Again
 - 6. Roll Again
- 1-3

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

Right Torso

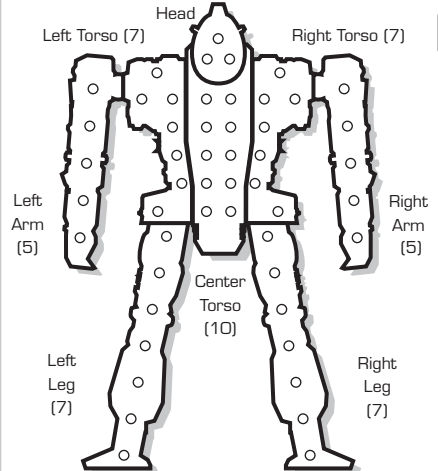
- 1. Single Heat Sink
 - 2. Single Heat Sink
 - 3. Ammo (LRM) 12
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again
- 1-3

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 Single
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Level	Effects
30*	Shutdown
29	
28*	Ammo Exp. avoid on 8+
27	
26*	Shutdown, avoid on 10+
25*	-5 Movement Points
24*	+4 Modifier to Fire
23*	Ammo Exp. avoid on 6+
22*	Shutdown, avoid on 8+
21	
20*	-4 Movement Points
19*	Ammo Exp. avoid on 4+
18*	Shutdown, avoid on 6+
17*	+3 Modifier to Fire
16	
15*	-3 Movement Points
14*	Shutdown, avoid on 4+
13*	+2 Modifier to Fire
12	
11	
10*	-2 Movement Points
9	
8*	+1 Modifier to Fire
7	
6	
5*	-1 Movement Points
4	
3	
2	
1	
0	

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: FS9-H FIRESTARTER

Movement Points: **Tonnage:** 35
 Walking: 6 **Tech Base:** Inner Sphere
 Running: 9 2703
 Jumping: 6

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	RA	3	2	—	1	2	3
				[DE,H,AI]				
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Flamer	LA	3	2	—	1	2	3
				[DE,H,AI]				
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Machine Gun	RT	0	2 [DB,AI]	—	1	2	3
1	Machine Gun	LT	0	2 [DB,AI]	—	1	2	3
1	Flamer	CT	3	2	—	1	2	3
				[DE,H,AI]				
1	Flamer	CT(R)	3	2	—	1	2	3
				[DE,H,AI]				

Cost: 3,046,950 C-bills **BV:** 694

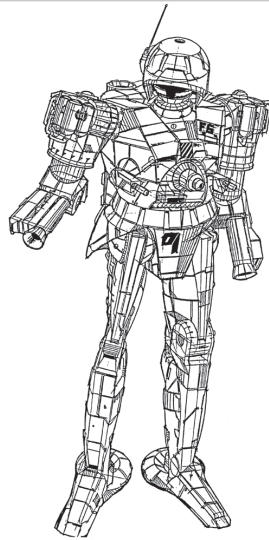
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

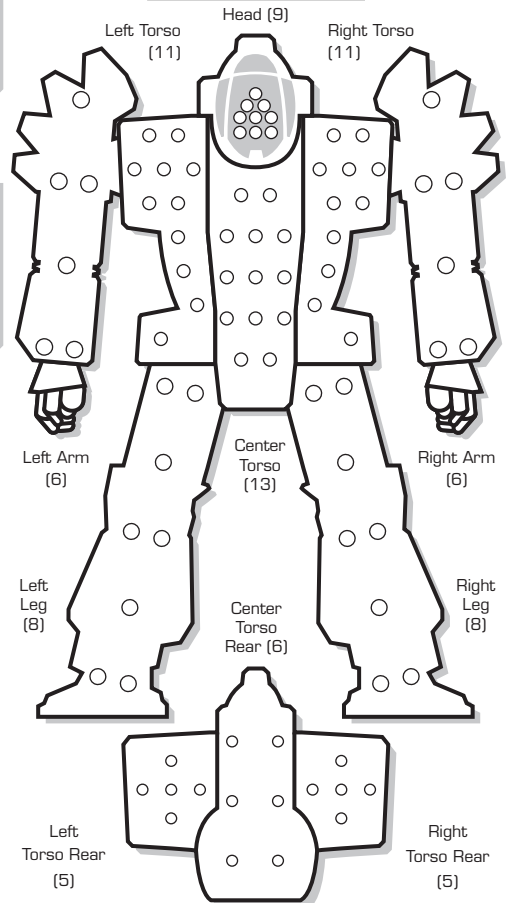
1	2	3	4	5	6
---	---	---	---	---	---

 Consciousness#

3	5	7	10	11	Dead
---	---	---	----	----	------



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Lower Arm Actuator
 - 4. Flamer
 - 5. Medium Laser
 - 6. Roll Again
- 1-3
- 1. Roll Again
 - 2. Roll Again
 - 3. Roll Again
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again
- 4-6

Left Torso

- 1. Jump Jet
 - 2. Jump Jet
 - 3. Jump Jet
 - 4. Machine Gun
 - 5. Roll Again
 - 6. Roll Again
- 1-3
- 1. Roll Again
 - 2. Roll Again
 - 3. Roll Again
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again
- 4-6

Left Leg

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

Head

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

Center Torso

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

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

Right Arm

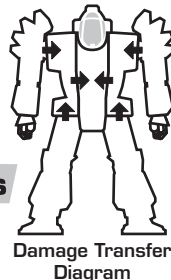
- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Lower Arm Actuator
 - 4. Flamer
 - 5. Medium Laser
 - 6. Roll Again
- 1-3
- 1. Roll Again
 - 2. Roll Again
 - 3. Roll Again
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again
- 4-6

Right Torso

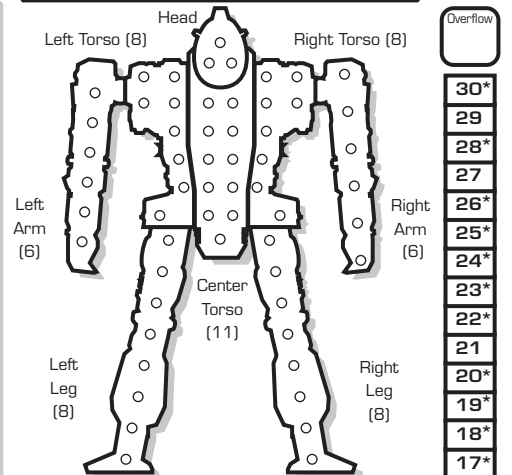
- 1. Jump Jet
 - 2. Jump Jet
 - 3. Jump Jet
 - 4. Machine Gun
 - 5. Ammo (MG) 200
 - 6. Roll Again
- 1-3
- 1. Roll Again
 - 2. Roll Again
 - 3. Roll Again
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again
- 4-6

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

CLASSIC BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: OTT-7J OSTSCOUT

Movement Points: Tonnage: 35
 Walking: 8 Tech Base: Inner Sphere
 Running: 12 2700
 Jumping: 8

Weapons & Equipment Inventory (hexes)

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

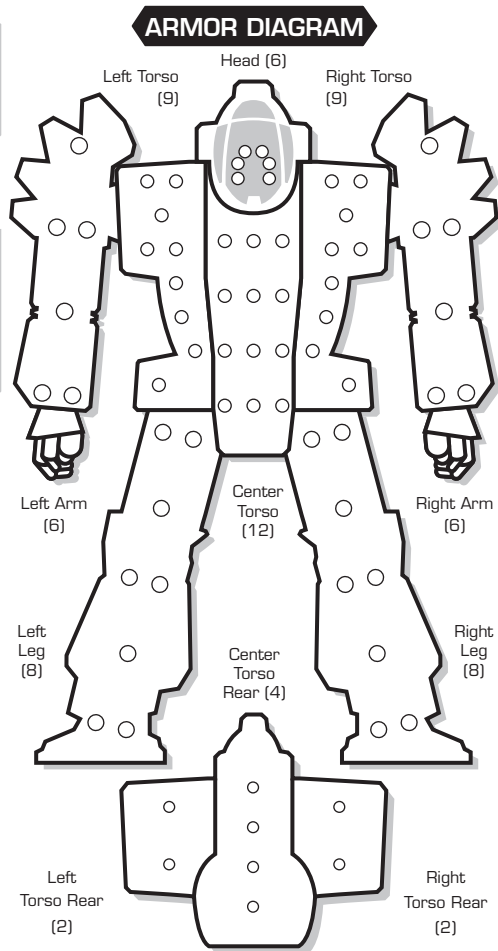
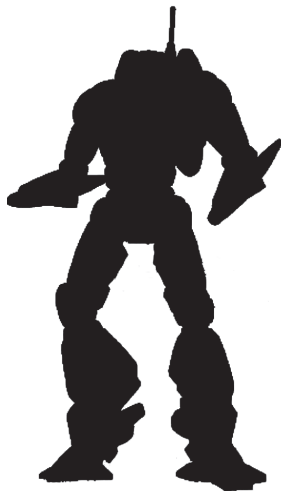
Cost: 3,409,200 C-bills BV: 596

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3 Roll Again</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again 	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support 	<h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3 Roll Again</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again
<h4>Left Torso</h4> <ol style="list-style-type: none"> Jump Jet Jump Jet Jump Jet Jump Jet <p>1-3 Roll Again</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again 	<h4>Center Torso</h4> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine <p>1-3 Gyro</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Medium Laser Roll Again 	<h4>Right Torso</h4> <ol style="list-style-type: none"> Jump Jet Jump Jet Jump Jet Jump Jet <p>1-3 Roll Again</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again
<h4>Left Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator <p>4-6 Roll Again</p>	<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>	<h4>Right Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator <p>4-6 Roll Again</p>

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10 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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: RVN-1X RAVEN

Movement Points: **Tonnage:** 35
 Walking: 5 **Tech Base:** Inner Sphere
 Running: 8 3028
 Jumping: 0

Weapons & Equipment Inventory (hexes)

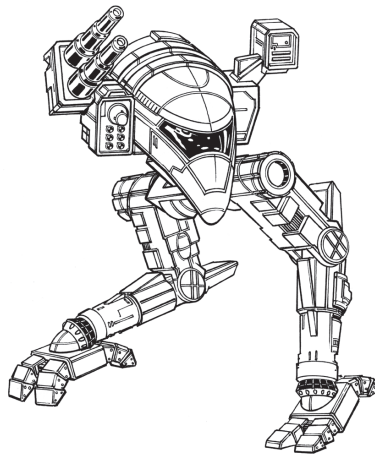
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	SRM 6	RT	4	2/[Msl]	—	3	6	9
1	EW Equipment	LT	—	[E]	—	—	—	3

Cost: 2,396,025 C-bills BV: 640

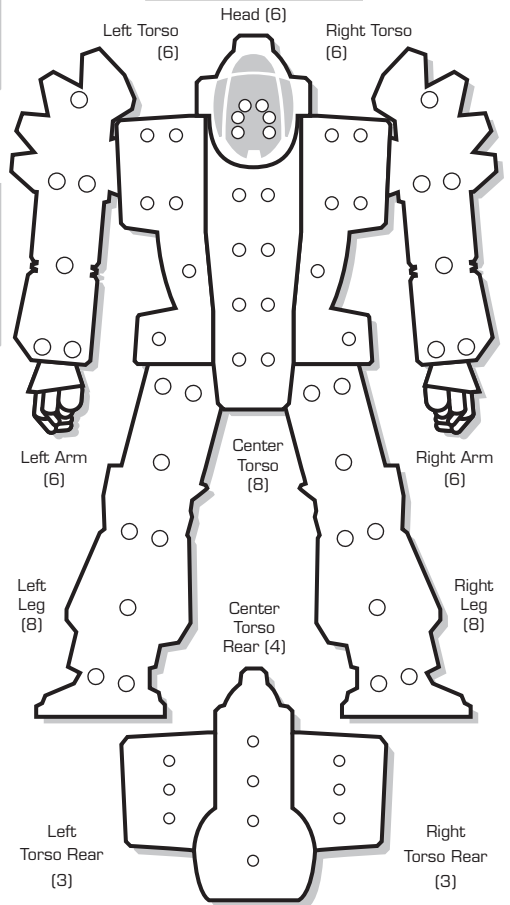
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ 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
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Medium Laser
- Medium Laser
- Roll Again
- Roll Again

Center Torso

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

Right Arm

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

Left Torso

- EW Equipment
- EW Equipment
- EW Equipment
- EW Equipment
- Ammo [SRM] 15
- Roll Again

Right Torso

- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- SRM 6
 - SRM 6
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

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

Left Leg

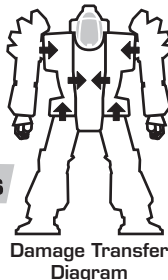
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

Right Torso

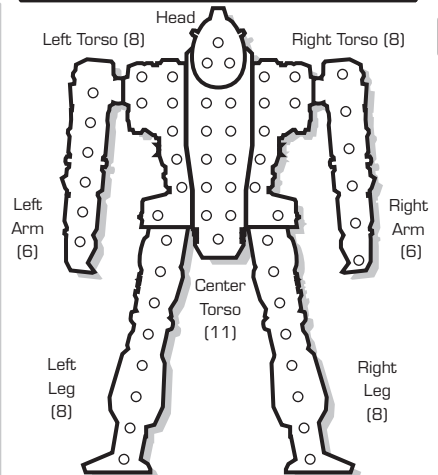
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12
28	Ammo Exp. avoid on 8+	Single
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○ ○
24	+4 Modifier to Fire	○ ○ ○ ○
23	Ammo Exp. avoid on 6+	○ ○ ○ ○ ○
22	Shutdown, avoid on 8+	○ ○ ○ ○ ○ ○
20	-4 Movement Points	○ ○ ○ ○ ○ ○ ○
19	Ammo Exp. avoid on 4+	○ ○ ○ ○ ○ ○ ○ ○
18	Shutdown, avoid on 6+	○ ○ ○ ○ ○ ○ ○ ○ ○
17	+3 Modifier to Fire	○ ○ ○ ○ ○ ○ ○ ○ ○
15	-3 Movement Points	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
14	Shutdown, avoid on 4+	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
13	+2 Modifier to Fire	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
10	-2 Movement Points	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
8	+1 Modifier to Fire	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
5	-1 Movement Points	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: WLF-1 WOLFHOUND

Movement Points: **Tonnage:** 35
 Walking: 6 **Tech Base:** Inner Sphere
 Running: 9 3027
 Jumping: 0

Weapons & Equipment Inventory (hexes)

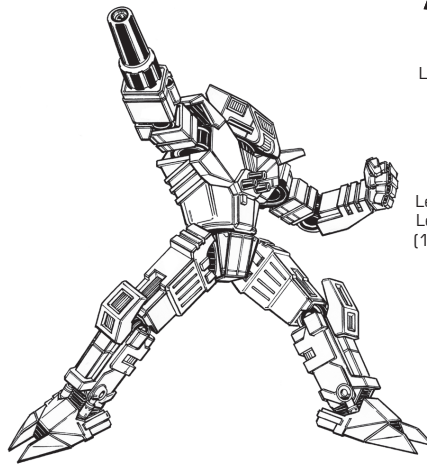
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	CT(R)	3	5 [DE]	—	3	6	9
1	Medium Laser	CT	3	5 [DE]	—	3	6	9

Cost: 2,925,180 C-bills BV: 949

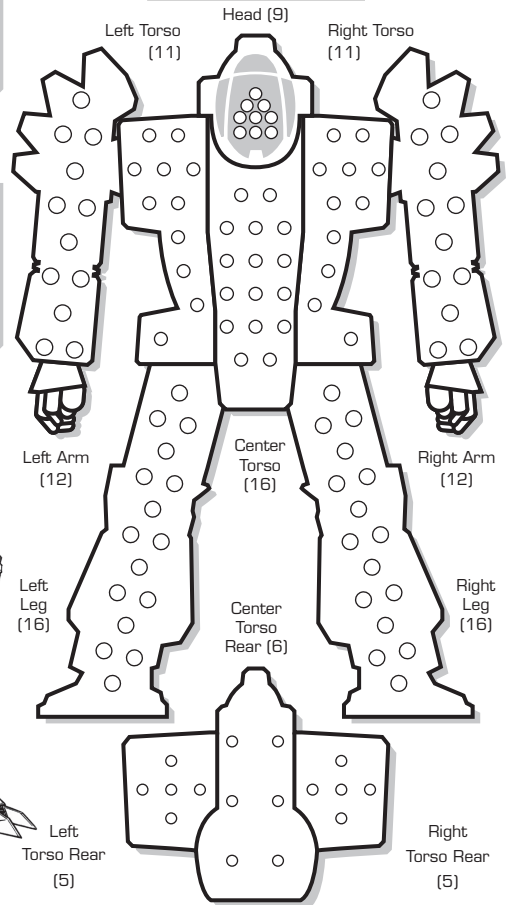
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Head

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

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Large Laser
 - Large Laser
- 1-3
 6. Roll Again

Center Torso

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

- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Torso

- Medium Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3

- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Medium Laser (R)
 - Medium Laser
- 4-6

Right Torso

- Medium Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3

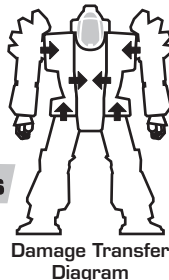
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

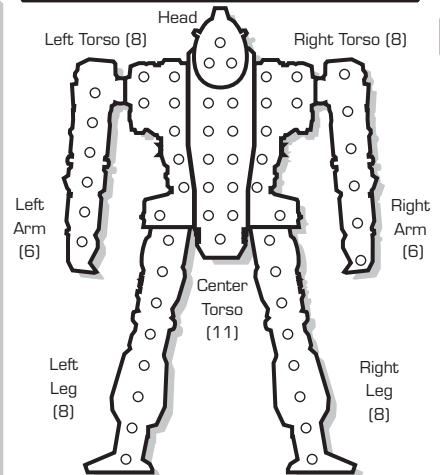
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Single Heat Sink
 - Roll Again
- 4-6

Right Leg

- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Single Heat Sink
 - Roll Again
- 4-6



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10
28	Ammo Exp. avoid on 8+	Single
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: STN-3K SENTINEL

Movement Points: **Tonnage:** 40
 Walking: 6 **Tech Base:** Inner Sphere
 Running: 9 2845
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon 5	LA	1	5 [DB]	3	6	12	18
1	Small Laser	RT	1	3	—	1	2	3
1	SRM 2	RT	2	2/Msl	—	3	6	9

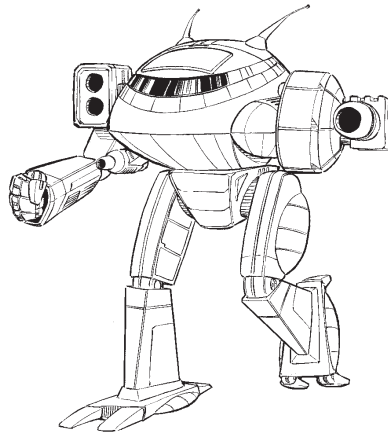
[M,C,S]

Cost: 3,149,230 C-bills BV: 652

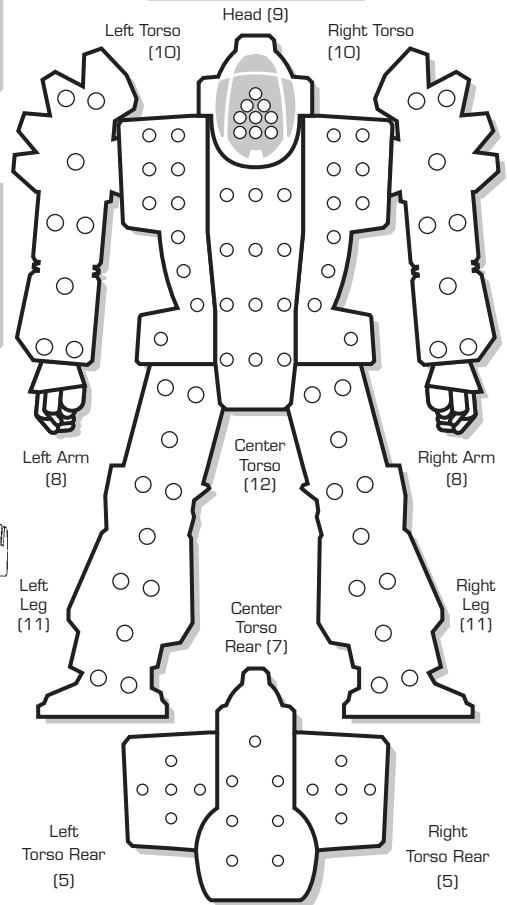
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ 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 Autocannon/5
- 1-3 Autocannon/5
- 1-3 Autocannon/5
- 1-3 Autocannon/5

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Lower Arm Actuator
- 1-3 Hand Actuator
- Roll Again
- Roll Again

Center Torso

- Roll Again
- Roll Again
- Roll Again
- 1-3 Roll Again
- 1-3 Gyro
- 1-3 Gyro

- Roll Again
- Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Left Torso

- Heat Sink
- 2 Ammo (AC) 20
- 1-3 Ammo (AC) 20
- Roll Again
- Roll Again
- Roll Again

- Gyro
- 2 Fusion Engine
- 2 Fusion Engine
- 4-6 Fusion Engine
- Roll Again
- Roll Again

Right Torso

- Small Laser
- SRM 2
- 1-3 Ammo (SRM) 50
- Roll Again
- Roll Again
- Roll Again

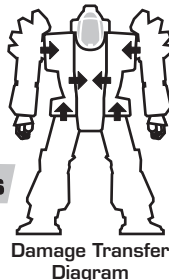
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

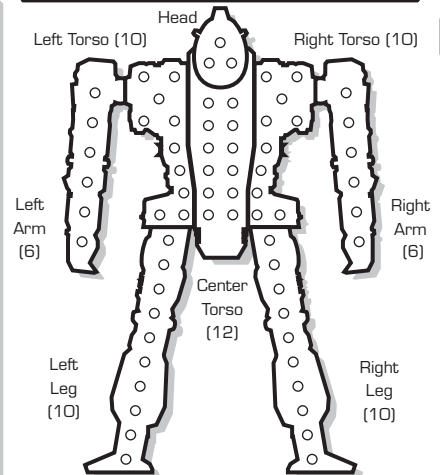
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Leg

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



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 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	○

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: VL-2T VULCAN

Movement Points: **Tonnage:** 40
 Walking: 6 **Tech Base:** Inner Sphere
 Running: 9 2777
 Jumping: 6

Weapons & Equipment Inventory (hexes)

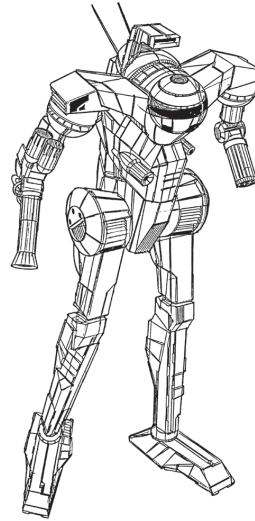
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	RA	3	2	—	1	2	3
				[DE,H,AI]				
1	Machine Gun	LA	0	2	—	1	2	3
				[DB,AI]				
1	Autocannon/2	RT	1	2	4	8	16	24
				[DB]				
1	Medium Laser	LT	3	5 [DE]	—	3	6	9

Cost: 3,462,900 C-bills BV: 642

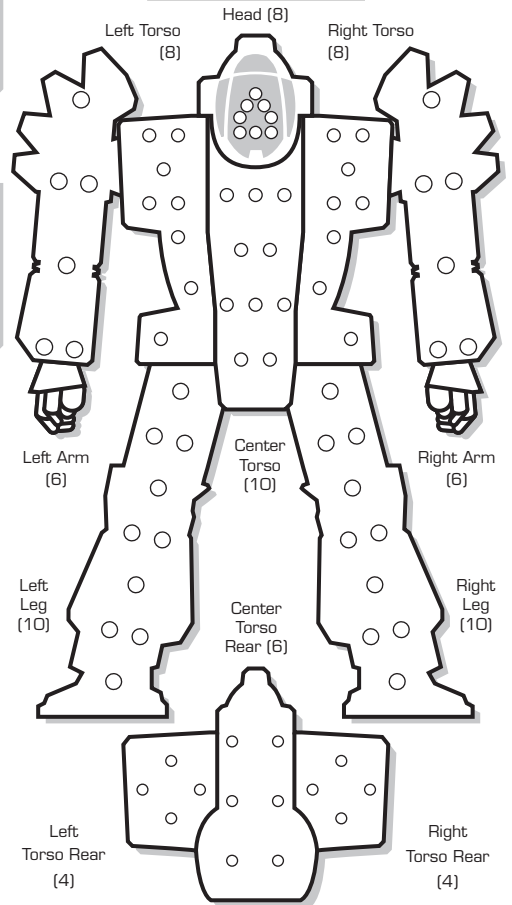
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ 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
- Machine Gun
- Roll Again
- Roll Again

- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Torso

- Jump Jet
- Jump Jet
- Medium Laser
- Ammo (MG) 200
- Roll Again
- Roll Again

- 1-3
- 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

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

- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Jump Jet
 - Jump Jet

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

Right Arm

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

- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

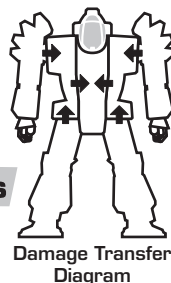
Right Torso

- Jump Jet
- Jump Jet
- Single Heat Sink
- Autocannon/2
- Ammo (AC) 45
- Roll Again

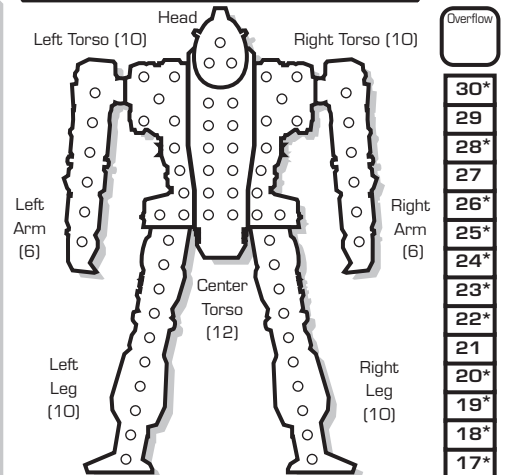
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

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

Heat Scale

Heat Level	Effects
30*	Shutdown
29	
28*	Ammo Exp. avoid on 8+
27	
26*	Shutdown, avoid on 10+
25*	-5 Movement Points
24*	+4 Modifier to Fire
23*	Ammo Exp. avoid on 6+
22*	Shutdown, avoid on 8+
21	
20*	-4 Movement Points
19*	Ammo Exp. avoid on 4+
18*	Shutdown, avoid on 6+
17*	+3 Modifier to Fire
16	
15*	-3 Movement Points
14*	Shutdown, avoid on 4+
13*	+2 Modifier to Fire
12	
11	
10*	-2 Movement Points
9	
8*	+1 Modifier to Fire
7	
6	
5*	-1 Movement Points
4	
3	
2	
1	
0	

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: WVE-6N WYVERN

Movement Points: **Tonnage:** 45
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 2812
 Jumping: 4

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8 [DE]	—	5	10	15
2	Small Laser	RA	1	3 [DE]	—	1	2	3
1	SRM 6	RT	4	2/Msl	—	3	6	9
				[M,C,S]				
1	LRM 10	CT	4	1/Msl	6	7	14	21
				[M,C,S]				

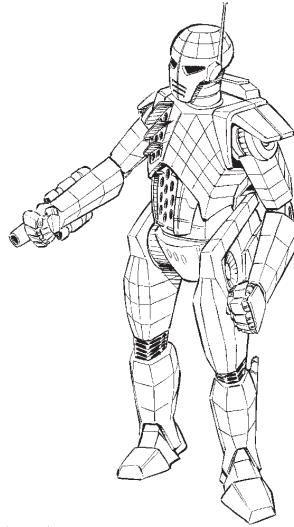
Cost: 3,237,415C-bills

BV: 1,005

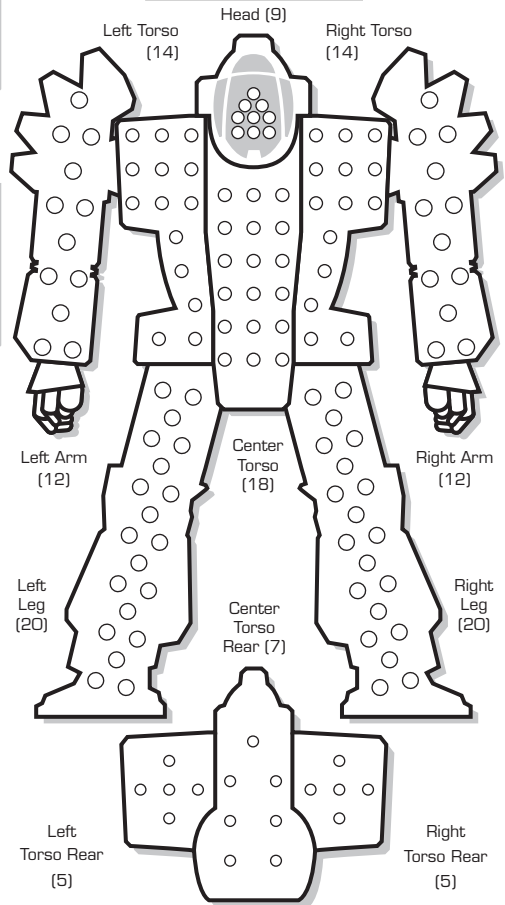
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Torso

- Single Heat Sink
- Single Heat Sink
- Jump Jet
- Ammo (LRM) 12
- Roll Again
- Roll Again

- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Leg

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

Head

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

Center Torso

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

- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - LRM 10
 - LRM 10

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

Right Arm

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

- 1-3
- Small Laser
 - Small Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

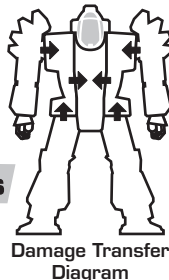
Right Torso

- Single Heat Sink
- Single Heat Sink
- Jump Jet
- SRM 6
- SRM 6
- Ammo (SRM) 15

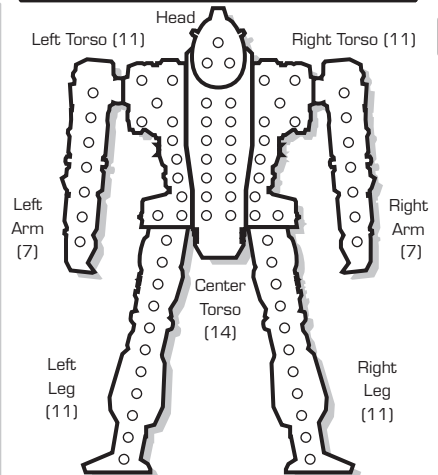
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12
28	Ammo Exp. avoid on 8+	Single
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○ ○
24	+4 Modifier to Fire	○ ○ ○ ○
23	Ammo Exp. avoid on 6+	○ ○ ○ ○ ○
22	Shutdown, avoid on 8+	○ ○ ○ ○ ○ ○
20	-4 Movement Points	○ ○ ○ ○ ○ ○ ○
19	Ammo Exp. avoid on 4+	○ ○ ○ ○ ○ ○ ○ ○
18	Shutdown, avoid on 6+	○ ○ ○ ○ ○ ○ ○ ○ ○
17	+3 Modifier to Fire	○ ○ ○ ○ ○ ○ ○ ○ ○
15	-3 Movement Points	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
14	Shutdown, avoid on 4+	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
13	+2 Modifier to Fire	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
10	-2 Movement Points	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
8	+1 Modifier to Fire	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
5	-1 Movement Points	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Heat Scale

Heat Level	Effects
30*	Shutdown
29	
28*	Ammo Exp. avoid on 8+
27	
26*	Shutdown, avoid on 10+
25*	-5 Movement Points
24*	+4 Modifier to Fire
23*	Ammo Exp. avoid on 6+
22*	Shutdown, avoid on 8+
21	
20*	-4 Movement Points
19*	Ammo Exp. avoid on 4+
18*	Shutdown, avoid on 6+
17*	+3 Modifier to Fire
16	
15*	-3 Movement Points
14*	Shutdown, avoid on 4+
13*	+2 Modifier to Fire
12	
11	
10*	-2 Movement Points
9	
8*	+1 Modifier to Fire
7	
6	
5*	-1 Movement Points
4	
3	
2	
1	
0	

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **BJ-1 BLACKJACK**

Movement Points: **Tonnage: 45**
 Walking: 4 **Tech Base: Inner Sphere**
 Running: 6 **2757**
 Jumping: 4

Weapons & Equipment Inventory (hexes)

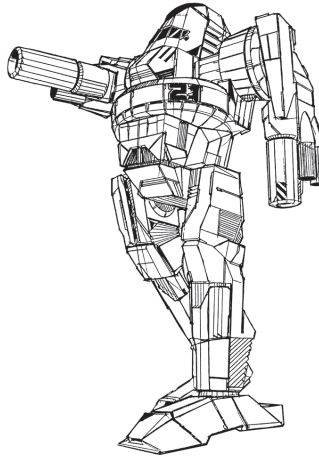
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/2	RA	1	2 [DB]	4	8	16	24
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Autocannon/2	LA	1	2 [DB]	4	8	16	24
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9

Cost: 3,147,225 C-bills BV: 949

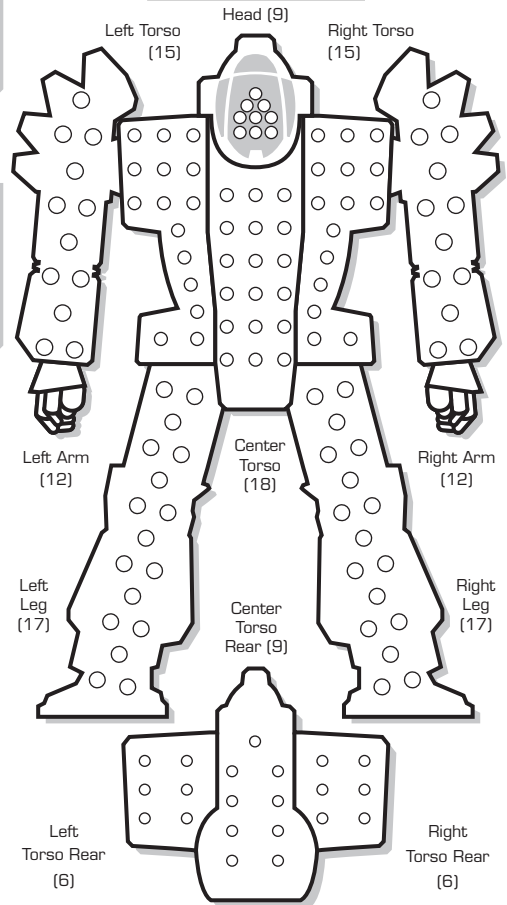
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Autocannon/2
- Medium Laser
- Roll Again
- Roll Again

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Autocannon/2
- Medium Laser
- Roll Again
- Roll Again

Center Torso

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

Right Arm

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

Left Torso

- Single Heat Sink
- Single Heat Sink
- Medium Laser
- Roll Again
- Roll Again
- Roll Again

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Ammo (AC) 45
- Roll Again

Right Torso

- Single Heat Sink
- Single Heat Sink
- Medium Laser
- Roll Again
- Roll Again
- Roll Again

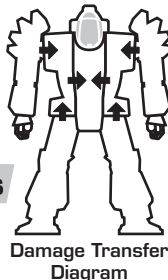
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

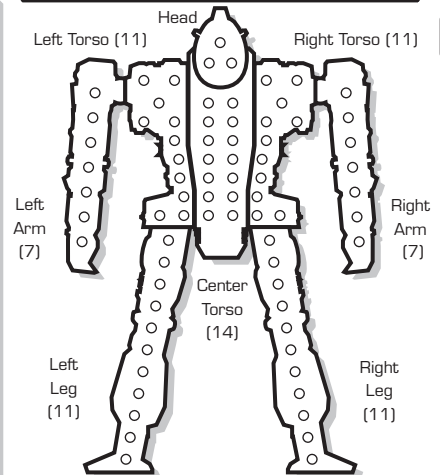
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 Single
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Level	Effects
30*	Shutdown
29	
28*	Ammo Exp. avoid on 8+
27	
26*	Shutdown, avoid on 10+
25*	-5 Movement Points
24*	+4 Modifier to Fire
23*	Ammo Exp. avoid on 6+
22*	Shutdown, avoid on 8+
21	
20*	-4 Movement Points
19*	Ammo Exp. avoid on 4+
18*	Shutdown, avoid on 6+
17*	+3 Modifier to Fire
16	
15*	-3 Movement Points
14*	Shutdown, avoid on 4+
13*	+2 Modifier to Fire
12	
11	
10*	-2 Movement Points
9	
8*	+1 Modifier to Fire
7	
6	
5*	-1 Movement Points
4	
3	
2	
1	
0	

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **PXH-1 PHOENIX HAWK**

Movement Points: **Tonnage: 45**
 Walking: 6 **Tech Base: Inner Sphere**
 Running: 9 **2602**
 Jumping: 6

Weapons & Equipment Inventory (hexes)

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

Cost: 4,067,540 C-bills **BV: 1,041**

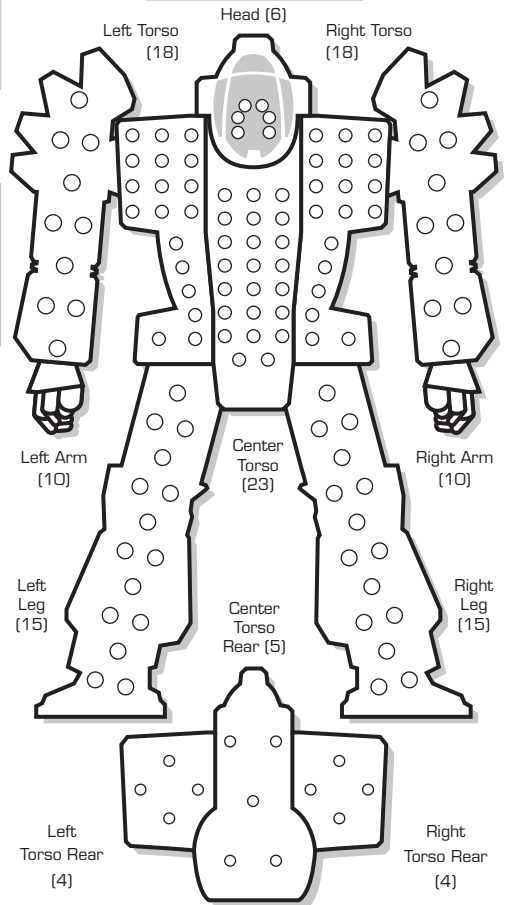
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Machine Gun

Head

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

Right Arm

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

Center Torso

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

Left Torso

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

Right Torso

- Medium Laser
- Machine Gun
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Roll Again
- Roll Again
- Roll Again

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Ammo (MG) 200
- Roll Again

Right Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Roll Again
- Roll Again
- Roll Again

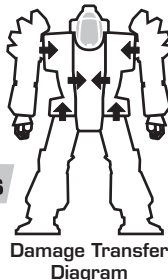
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

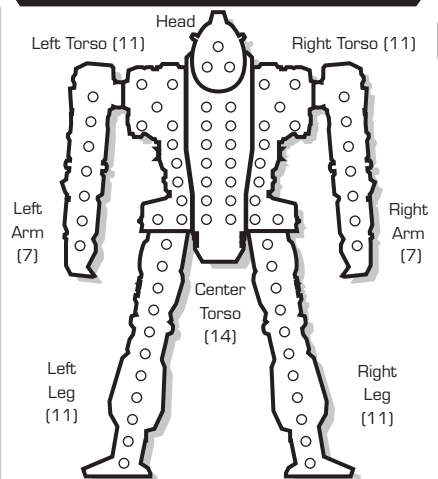
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10 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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: CN9-A CENTURION

Movement Points: **Tonnage:** 50
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 2801
 Jumping: 0

Weapons & Equipment Inventory (hexes)

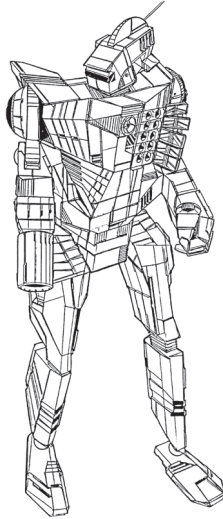
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RA	3	10 [DB]	—	5	10	15
1	LRM 10	LT	4	1/Msl	6	7	14	21
[M,C,S]								
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Medium Laser	CT(R)	3	5 [DE]	—	3	6	9

Cost: 3,491,500 C-bills BV: 945

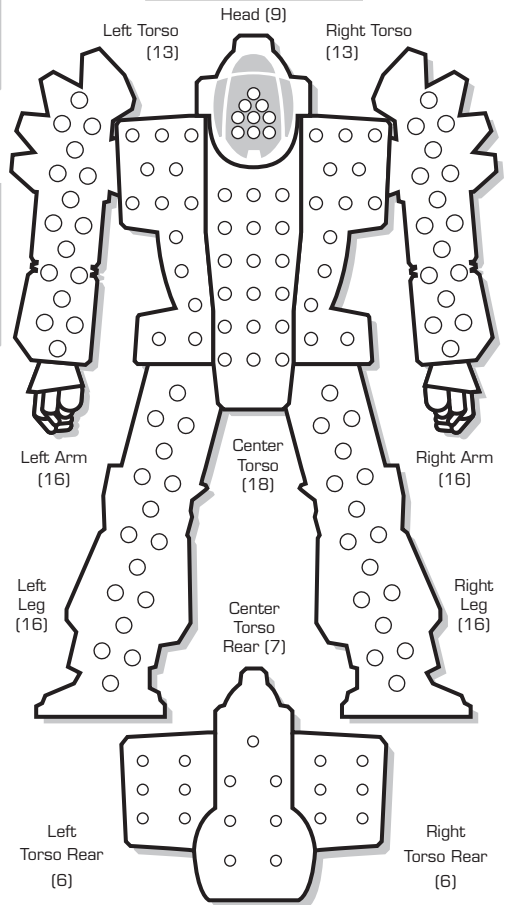
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- Single Heat Sink
- LRM 10
- LRM 10
- Ammo (LRM) 12
- Ammo (LRM) 12
- 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
- Roll Again
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Medium Laser (R)

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Autocannon/10
- Autocannon/10
- Autocannon/10

- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Roll Again
- Roll Again

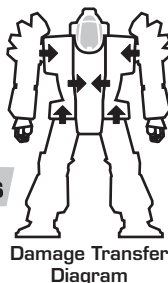
Right Torso

- Single Heat Sink
- Ammo (AC) 10
- Ammo (AC) 10
- Roll Again
- Roll Again
- Roll Again

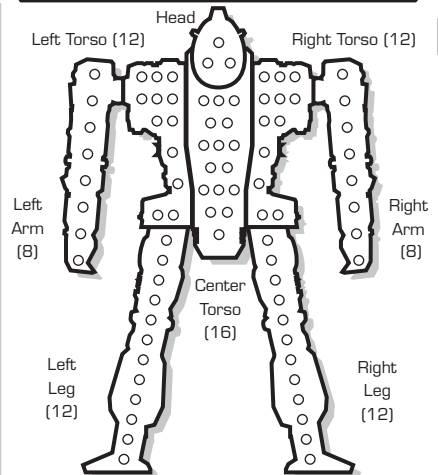
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10
28	Ammo Exp. avoid on 8+	Single
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **CRB-20 CRAB**

Movement Points: **Tonnage: 50**
 Walking: 5 **Tech Base: Inner Sphere**
 Running: 8 **2831**
 Jumping: 0

Weapons & Equipment Inventory (hexes)

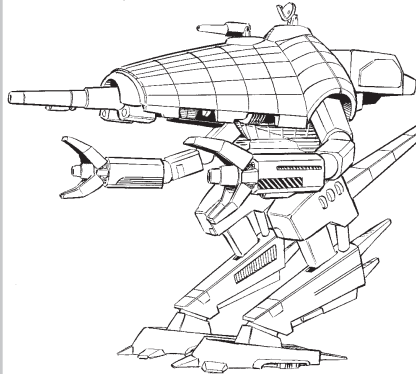
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Small Laser	H	1	3 [DE]	—	1	2	3

Cost: 3,909,874 C-bills BV: 1,143

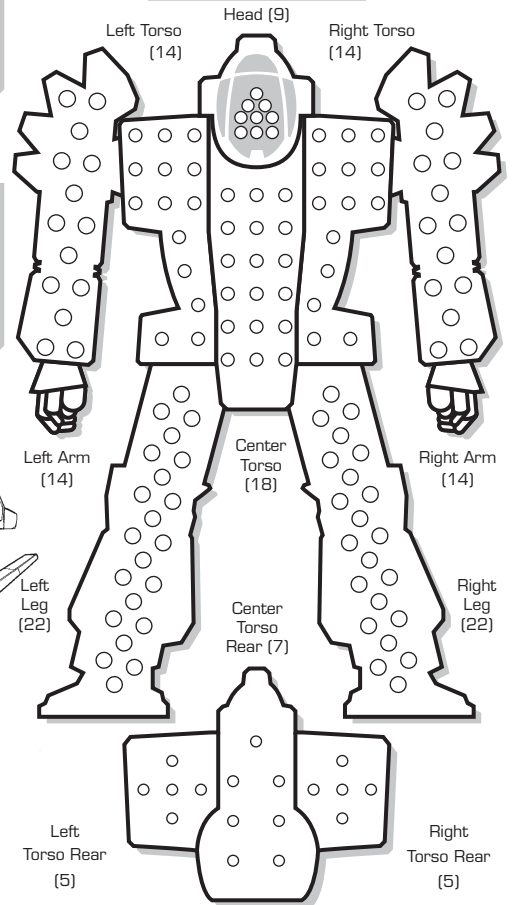
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ 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 Large Laser
- 1-3 Large Laser
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Left Torso

- Single Heat Sink
- Roll Again
- Roll Again
- 1-3 Roll Again
- 1-3 Roll Again
- 1-3 Roll Again

- Roll Again
- Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Left Leg

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

Head

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

Center Torso

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

- Gyro
- Fusion Engine
- 4-6 Fusion Engine
- 4-6 Fusion Engine
- 4-6 Medium Laser
- 4-6 Roll Again

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Laser
- 1-3 Large Laser
- Roll Again

- Roll Again
- Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

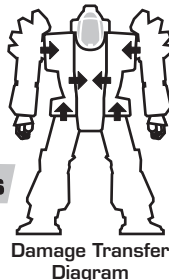
Right Torso

- Single Heat Sink
- Roll Again
- Roll Again
- 1-3 Roll Again
- 1-3 Roll Again
- 1-3 Roll Again

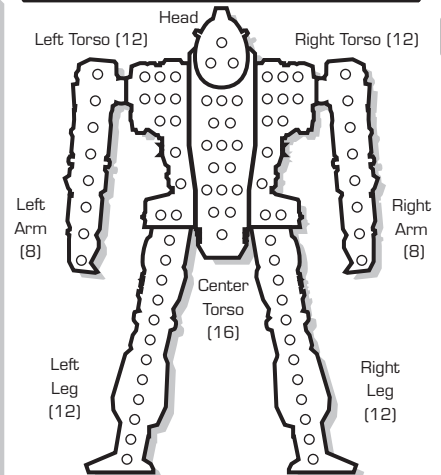
- Roll Again
- Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 Single
30	Shutdown	○○○○○○○○○○○○○○○○○○○○
28	Ammo Exp. avoid on 8+	○○○○○○○○○○○○○○○○○○○○
26	Shutdown, avoid on 10+	○○○○○○○○○○○○○○○○○○○○
25	-5 Movement Points	○○○○○○○○○○○○○○○○○○○○
24	+4 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
23	Ammo Exp. avoid on 6+	○○○○○○○○○○○○○○○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○○○○○○○○○○○○○○
20	-4 Movement Points	○○○○○○○○○○○○○○○○○○○○
19	Ammo Exp. avoid on 4+	○○○○○○○○○○○○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
15	-3 Movement Points	○○○○○○○○○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
10	-2 Movement Points	○○○○○○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
5	-1 Movement Points	○○○○○○○○○○○○○○○○○○○○

Heat Scale

Heat Level	Effects
30*	Shutdown
29	Shutdown
28*	Shutdown, avoid on 10+
27	Shutdown
26*	Shutdown, avoid on 8+
25*	Shutdown, avoid on 6+
24*	Shutdown, avoid on 4+
23*	Shutdown
22*	Shutdown
21	Shutdown
20*	Shutdown
19*	Shutdown
18*	Shutdown
17*	Shutdown
16	Shutdown
15*	Shutdown
14*	Shutdown
13*	Shutdown
12	Shutdown
11	Shutdown
10*	Shutdown
9	Shutdown
8*	Shutdown
7	Shutdown
6	Shutdown
5*	Shutdown
4	Shutdown
3	Shutdown
2	Shutdown
1	Shutdown
0	Shutdown

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: GRF-1N GRIFFIN

Movement Points: **Tonnage:** 55
 Walking: 5 **Tech Base:** Inner Sphere
 Running: 8 2492
 Jumping: 5

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10 [DE]	3	6	12	18
1	LRM 10	RT	4	1/Msl	6	7	14	21

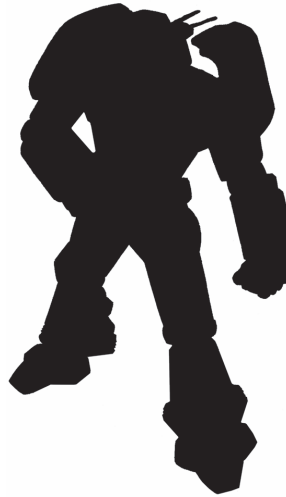
[M,C,S]

Cost: 4,957,106 C-bills BV: 1,272

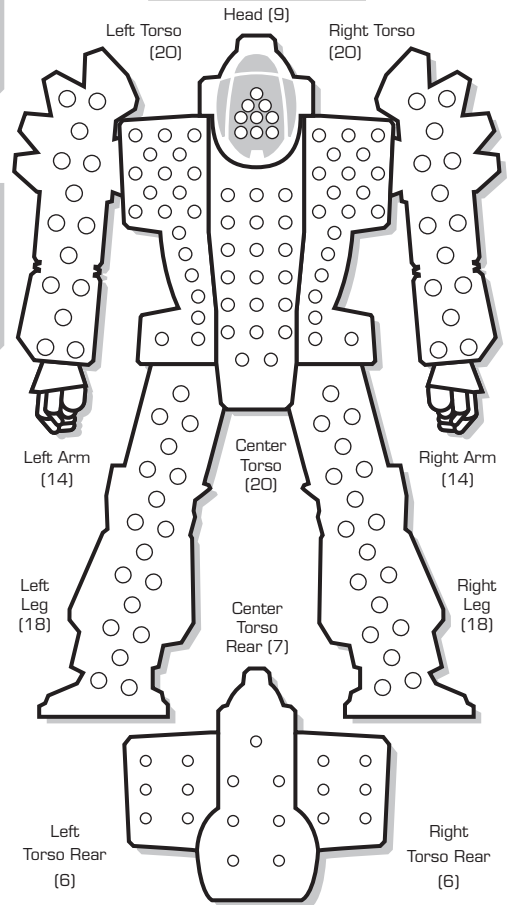
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3 Hand Actuator
- Roll Again
 - Roll Again

Head

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

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
- 1-3 PPC
- Roll Again
 - Roll Again

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
- 1-3 Gyro
- Gyro
 - Roll Again

Left Torso

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

Right Torso

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

Left Torso

- Jump Jet
- Jump Jet
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Single Heat Sink

Right Torso

- Jump Jet
- Jump Jet
- LRM 10
- LRM 10
- Ammo (LRM) 12
- Ammo (LRM) 12

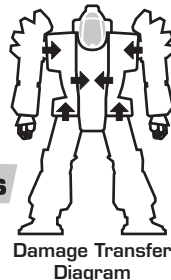
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

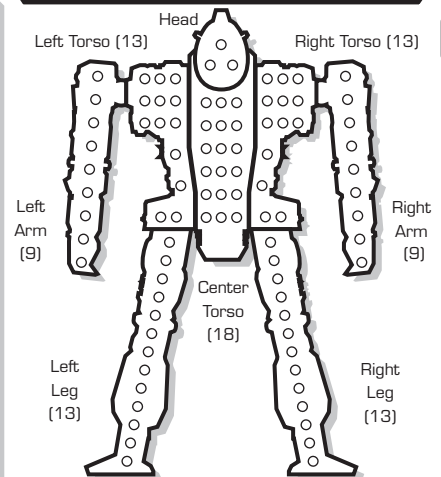
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 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: 12 Single
30	Shutdown	○○○
28	Ammo Exp. avoid on 8+	○○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp. avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○○
20	-4 Movement Points	○○○
19	Ammo Exp. avoid on 4+	○○○
18	Shutdown, avoid on 6+	○○○
17	+3 Modifier to Fire	○○○
15	-3 Movement Points	○○○
14	Shutdown, avoid on 4+	○○○
13	+2 Modifier to Fire	○○○
10	-2 Movement Points	○○○
8	+1 Modifier to Fire	○○○
5	-1 Movement Points	○○○

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: KTO-18 KINTARO

Movement Points: **Tonnage:** 55
 Walking: 5 **Tech Base:** Inner Sphere
 Running: 8 2891
 Jumping: 0

Weapons & Equipment Inventory (hexes)

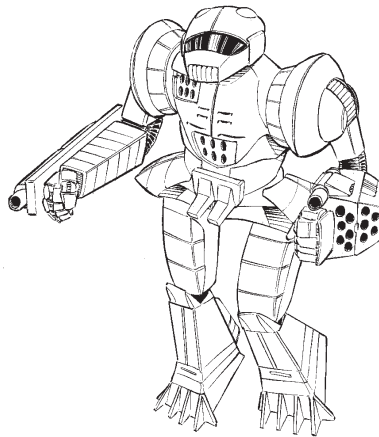
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	LRM 5	LA	2	1/Msl	6	7	14	21
				[M,C,S]				
1	SRM 6	LA	4	2/Msl	—	3	6	9
				[M,C,S]				
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	SRM 6	RT	4	2/Msl	—	3	6	9
				[M,C,S]				
1	SRM 6	CT	4	2/Msl	—	3	6	9
				[M,C,S]				

Cost: 4,704,456 C-bills **BV:** 1,187

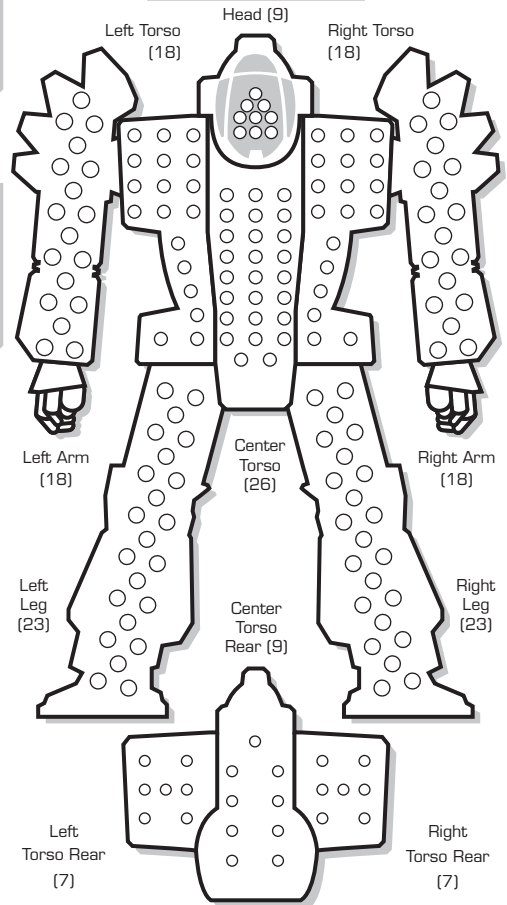
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 5
- SRM 6

- SRM 6
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Ammo (LRM) 24
- Ammo (SRM) 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Left Leg

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

Head

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

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- SRM 6
- SRM 6

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

Right Arm

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

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

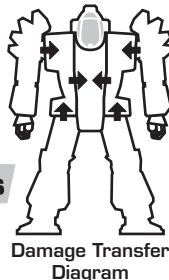
Right Torso

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

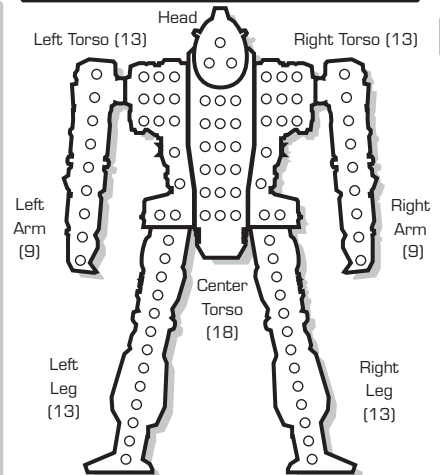
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
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 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	○

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: SHD-2H SHADOW HAWK

Movement Points: **Tonnage:** 55
 Walking: 5 **Tech Base:** Inner Sphere
 Running: 8 2550
 Jumping: 3

Weapons & Equipment Inventory (hexes)

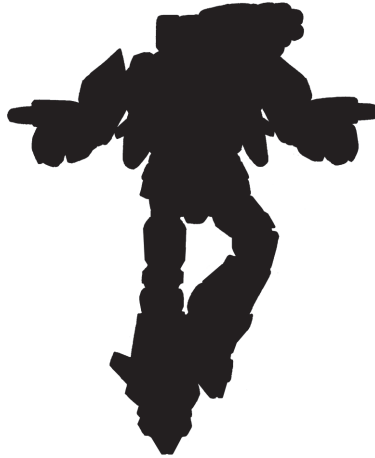
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/5	LT	1	5 [DB]	3	6	12	18
1	LRM 5	RT	2	1/Msl	6	7	14	21
				[M,C,S]				
1	SRM 2	H	2	2/Msl	—	3	6	9
				[M,C,S]				
1	Medium Laser	RA	3	5 [DE]	—	3	6	9

Cost: 4,539,381 C-bills BV: 1,064

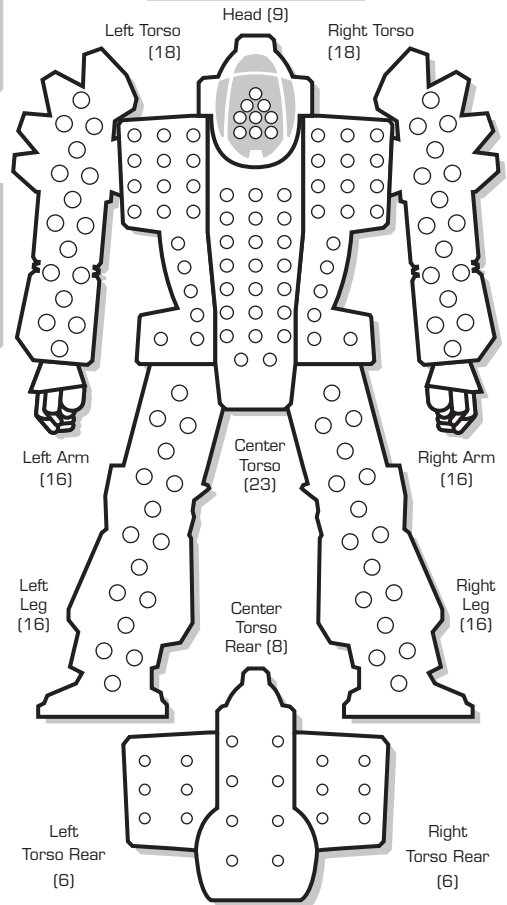
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Head

- Life Support
- Sensors
- Cockpit
- SRM 2
- Sensors
- Life Support

Right Arm

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

Center Torso

- Roll Again
- Roll Again
- Roll Again
- Gyro
- Gyro
- Gyro

Right Arm

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

Left Torso

- Jump Jet
- Autocannon/5
- Autocannon/5
- Autocannon/5
- Autocannon/5
- Ammo (AC) 20

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Ammo (SRM) 50

Right Torso

- Jump Jet
- Single Heat Sink
- LRM 5
- Ammo (LRM) 24
- Roll Again
- Roll Again

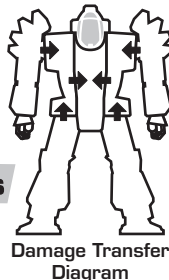
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

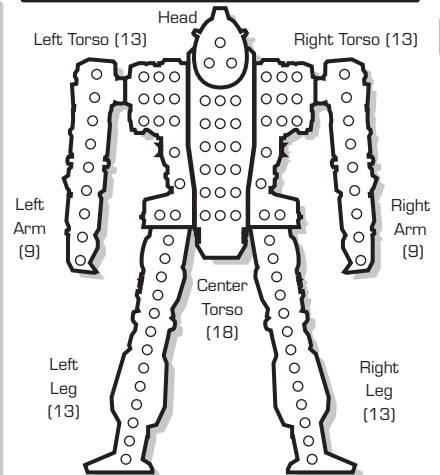
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Leg

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



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	12 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	○○○

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **WVR-6R WOLVERINE**

Movement Points: **Tonnage: 55**
 Walking: 5 **Tech Base: Inner Sphere**
 Running: 8 **2575**
 Jumping: 5

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/5	RA	1	5 [DB]	3	6	12	18
1	SRM 6	LT	4	2/[Msl]	—	3	6	9
1	Medium Laser	H	3	5 [DE]	—	3	6	9

Cost: 4,827,681 C-bills **BV: 1,101**

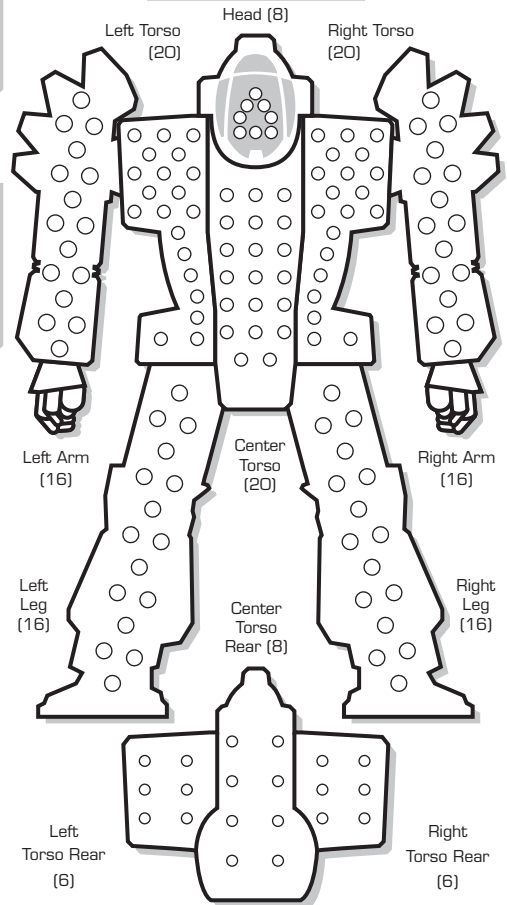
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Autocannon/5
- Autocannon/5

Center Torso

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

- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- Autocannon/5
 - Autocannon/5
 - Ammo (AC) 20
 - Roll Again
 - Roll Again
 - Roll Again

Left Torso

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

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

Right Torso

- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- Single Heat Sink
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

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

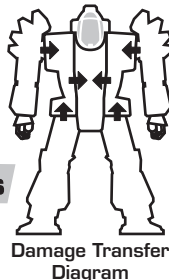
Left Leg

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

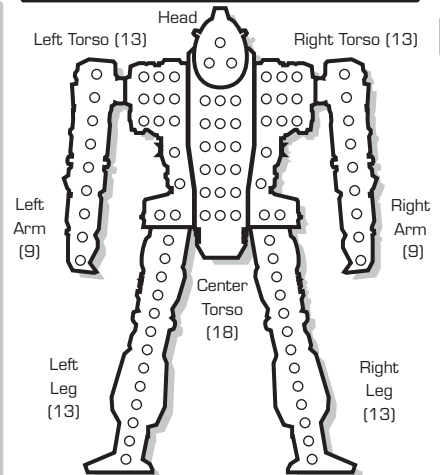
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Leg

- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 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:
12		12
Single		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	○○○

CLASSIC BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: **CHP-2N CHAMPION**

Movement Points: Tonnage: 60
 Walking: 5 Tech Base: Inner Sphere
 Running: 8 2816
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RT	3	10 [DB]	—	5	10	15
1	SRM 6	LT	4	2/Msl	—	3	6	9
[M,C,S]								
2	Medium Laser	LT	3	5 [DE]	—	3	6	9
2	Small Laser	CT	1	3 [DE]	—	1	2	3

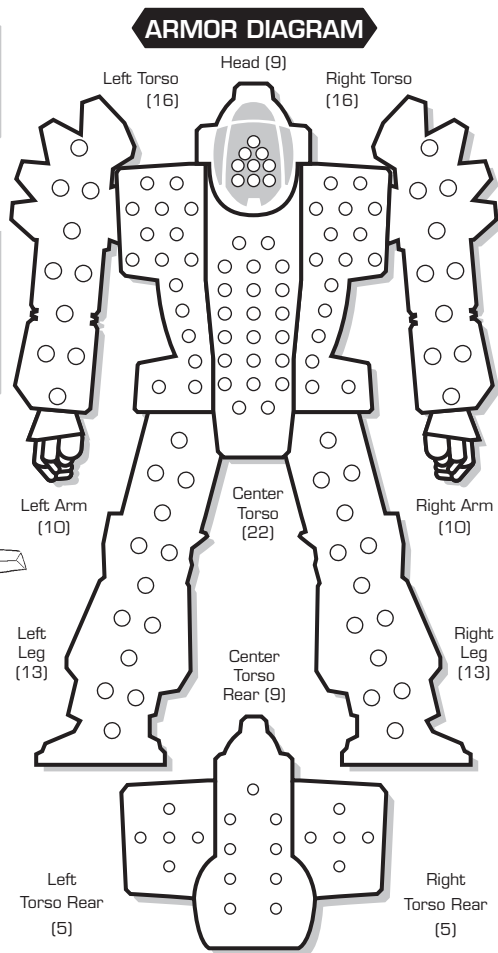
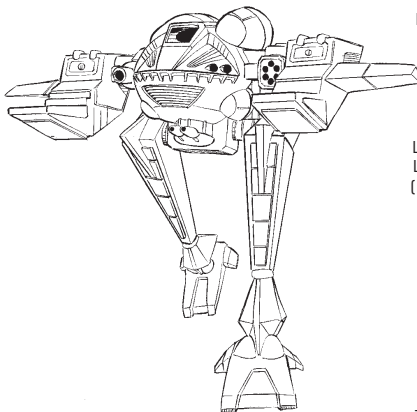
Cost: 5,071,200 C-bills BV: 1,116

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again 	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again 	<h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again 	<h4>Center Torso</h4> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again 	<h4>Right Torso</h4> <ol style="list-style-type: none"> Autocannon/10 Autocannon/10 Autocannon/10 Autocannon/10 Autocannon/10 Autocannon/10 <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again
--	--	---	--	---

Left Torso

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

1-3

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

4-6

- 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

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 DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10
28	Ammo Exp. avoid on 8+	Single
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	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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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: LNC25-02 LANCELOT

Movement Points: Tonnage: 60
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 2864
 Jumping: 0

Weapons & Equipment Inventory (hexes)

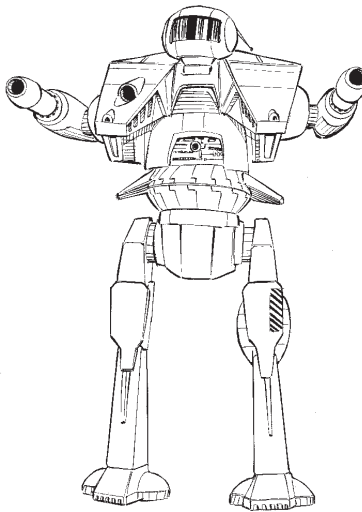
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	PPC	RT	10	10 [DE]	3	6	12	18
1	Medium Laser	CT	3	5 [DE]	—	3	6	9

Cost: 4,769,600 C-bills BV: 1,236

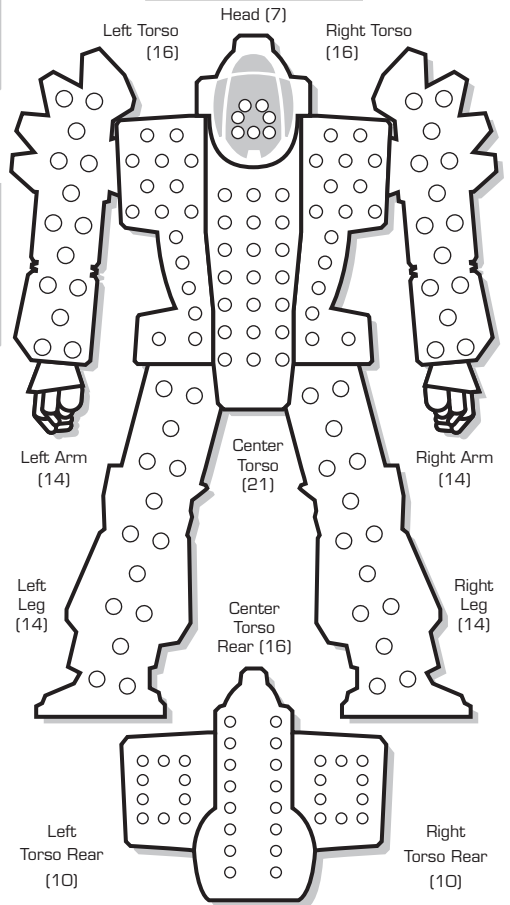
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ 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 Large Laser
- 4 Large Laser
- Roll Again
- Roll Again

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Large Laser
- 4 Large Laser
- Roll Again
- Roll Again

Center Torso

- Roll Again
- Roll Again
- 3 Fusion Engine
- 1-3 Gyro
- 4 Gyro
- 6 Gyro

Left Torso

- Roll Again
- Roll Again
- 3 Fusion Engine
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Right Torso

- Roll Again
- Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Left Torso

- Single Heat Sink
- Single Heat Sink
- 1-3 Single Heat Sink
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Right Torso

- Single Heat Sink
- 1-3 PPC
- 3 PPC
- 4 PPC
- 5 Roll Again
- 6 Roll Again

- 1 Gyro
- 2 Fusion Engine
- 3 Fusion Engine
- 4-6 Fusion Engine
- 5 Single Heat Sink
- 6 Medium Laser

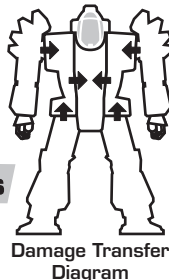
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

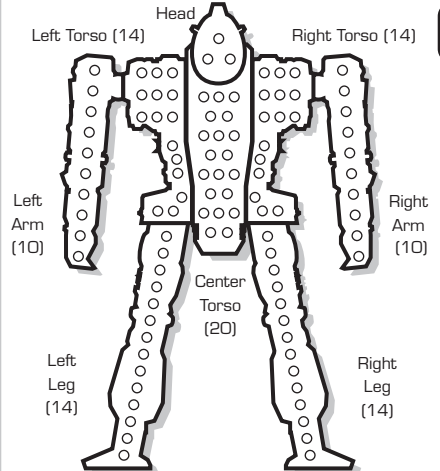
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

Heat Level	Effects
Overflow	
30*	Shutdown
29	
28*	Ammo Exp. avoid on 8+
27	
26*	Shutdown, avoid on 10+
25*	-5 Movement Points
24*	+4 Modifier to Fire
23*	Ammo Exp. avoid on 6+
22*	Shutdown, avoid on 8+
21	
20*	-4 Movement Points
19*	Ammo Exp. avoid on 4+
18*	Shutdown, avoid on 6+
17*	+3 Modifier to Fire
16	
15*	-3 Movement Points
14*	Shutdown, avoid on 4+
13*	+2 Modifier to Fire
12	
11	
10*	-2 Movement Points
9	
8*	+1 Modifier to Fire
7	
6	
5*	-1 Movement Points
4	
3	
2	
1	
0	

CLASSIC BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: **OSR-2C OSTROC**

Movement Points: **Tonnage: 60**

Walking: 5 Tech Base: Inner Sphere
 Running: 8 2511
 Jumping: 0

Weapons & Equipment Inventory (hexes)

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

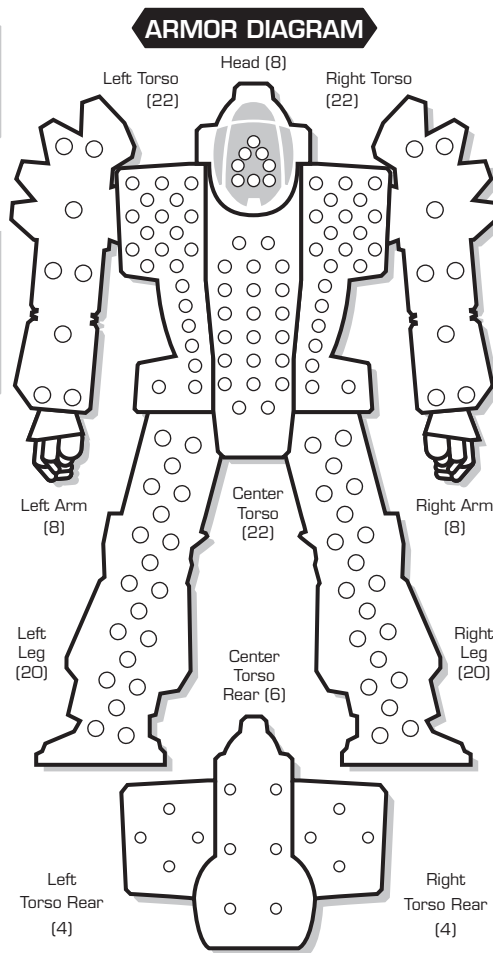
Cost: 5,025,600 C-bills BV: 1,228

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



CRITICAL HIT TABLE

Location	Roll	Effect		
Left Arm	1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Roll Again 6. Roll Again		
	4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again		
	Left Torso	1-3	1. Large Laser 2. Large Laser 3. Medium Laser 4. Roll Again 5. Roll Again 6. Roll Again	
		4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	
		Left Leg	1-3	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Single Heat Sink 6. Roll Again
			4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Right Arm			1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Roll Again 6. Roll Again
			4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
	Right Torso		1-3	1. SRM 4 2. Large Laser 3. Large Laser 4. Medium Laser 5. Roll Again 6. Roll Again
			4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
		Right Leg	1-3	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Single Heat Sink 6. Roll Again
			4-6	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 ○

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

CLASSIC BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: OTL-4D OSTSO

Movement Points: **Tonnage:** 60

Walking: 5 Tech Base: Inner Sphere
 Running: 8 2693
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RT	8	8 [DE]	—	5	10	15
1	Large Laser	LT	8	8 [DE]	—	5	10	15
2	Medium Laser	CT(R)	3	5 [DE]	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9

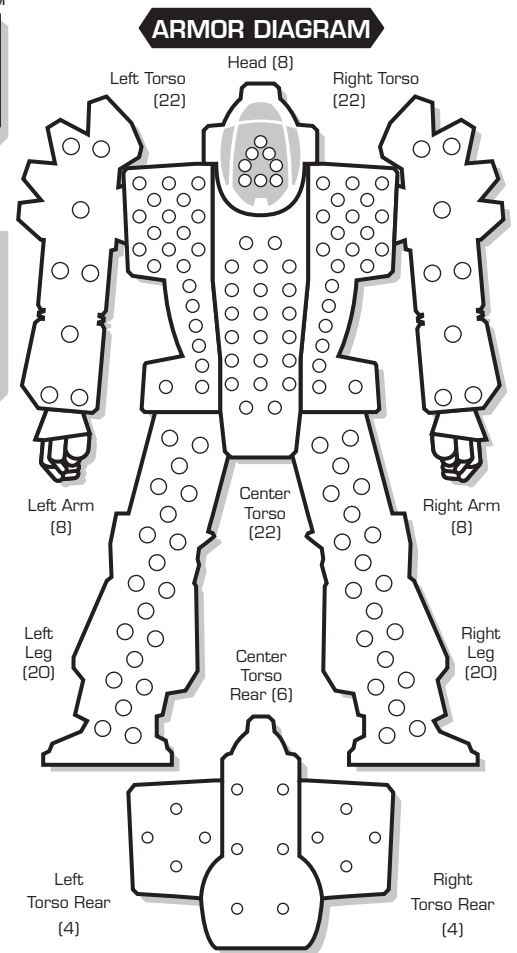
Cost: 5,032,960 C-bills BV: 1,277

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Hand Actuator Roll Again Roll Again <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <h4>Left Torso</h4> <ol style="list-style-type: none"> Large Laser Large Laser Medium Laser <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <h4>Left Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Single Heat Sink Single Heat Sink 	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <h4>Center Torso</h4> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine <p>1-3</p> <ol style="list-style-type: none"> Gyro Gyro Gyro <p>4-6</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Medium Laser (R) Medium Laser (R) <p>4-6</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 10px auto;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div> <p style="text-align: center;">Damage Transfer Diagram</p>	<h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Hand Actuator Roll Again Roll Again <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <h4>Right Torso</h4> <ol style="list-style-type: none"> Large Laser Large Laser Medium Laser <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <h4>Right Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Single Heat Sink Single Heat Sink
---	---	--

INTERNAL STRUCTURE DIAGRAM

Heat Scale

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

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	16
28	Ammo Exp. avoid on 8+	Single
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp. avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○○
20	-4 Movement Points	○○○
19	Ammo Exp. avoid on 4+	○○○
18	Shutdown, avoid on 6+	○○○
17	+3 Modifier to Fire	○○○
15	-3 Movement Points	○○○
14	Shutdown, avoid on 4+	○○○
13	+2 Modifier to Fire	○○○
10	-2 Movement Points	○○○
8	+1 Modifier to Fire	○○○
5	-1 Movement Points	○○○

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: RFL-3N RIFLEMAN

Movement Points: **Tonnage:** 60
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 2770
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Autocannon/5	RA	1	5 [DB]	3	6	12	18
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	Autocannon/5	LA	1	5 [DB]	3	6	12	18
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9

Cost: 4,860,000 C-bills BV: 1,039

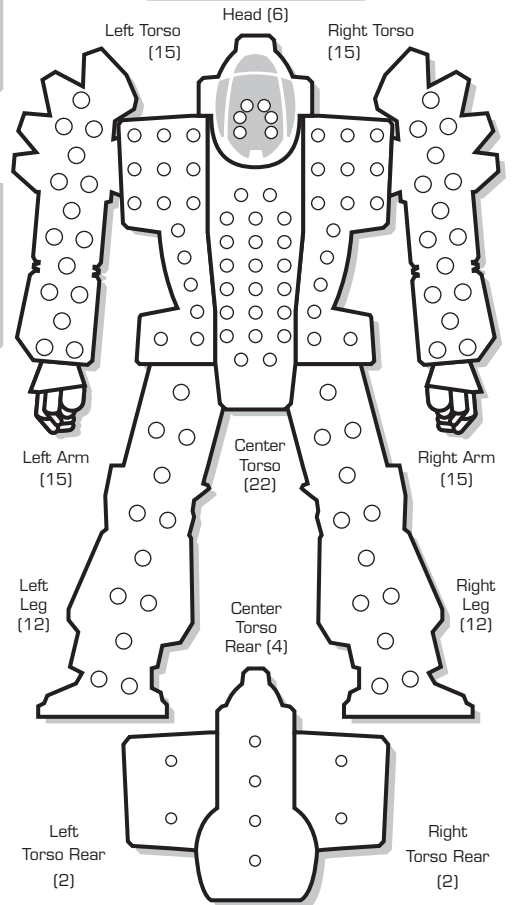
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ 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 Large Laser
- 1-3 Large Laser
- Autocannon/5
- Autocannon/5
- Autocannon/5
- Autocannon/5
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Left Torso

- Medium Laser
- Roll Again
- Roll Again
- 1-3 Roll Again
- 1-3 Roll Again
- 1-3 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Left Leg

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

Head

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

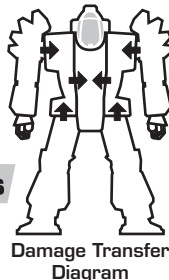
Center Torso

- Fusion Engine
- Fusion Engine
- 1-3 Fusion Engine
- 1-3 Gyro
- 1-3 Gyro
- 1-3 Gyro
- 4-6 Gyro
- 4-6 Fusion Engine
- 4-6 Fusion Engine
- 4-6 Fusion Engine
- 4-6 Ammo (AC) 20
- 4-6 Roll Again

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Ammo (AC) 20
- Roll Again

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



Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Large Laser
- 1-3 Large Laser
- Autocannon/5
- Autocannon/5
- Autocannon/5
- Autocannon/5
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

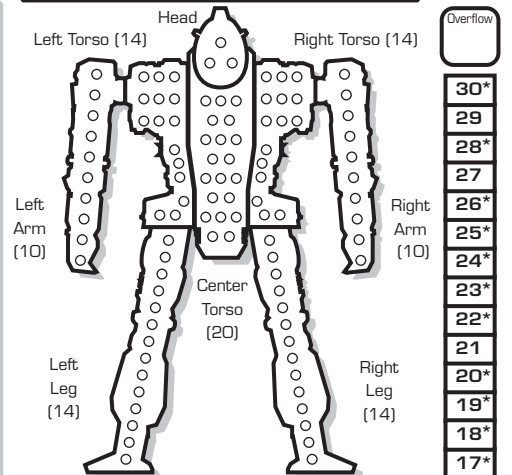
Right Torso

- Medium Laser
- Roll Again
- Roll Again
- 1-3 Roll Again
- 1-3 Roll Again
- 1-3 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **BMB-10D BOMBARDIER**

Movement Points: **Tonnage: 65**
 Walking: 4 **Tech Base: Inner Sphere**
 Running: 6 **2820**
 Jumping: 0

Weapons & Equipment Inventory (hexes)

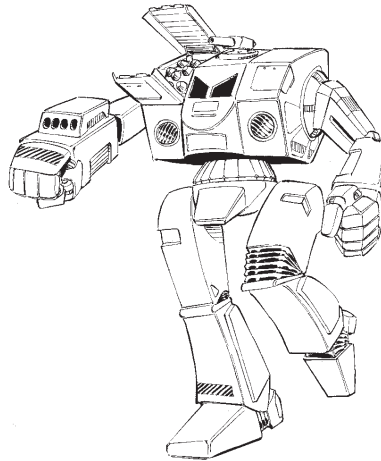
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	RA	3	2/Msl	—	3	6	9
				[M,C,S]				
1	LRM 20	RT	6	1/Msl	6	7	14	21
				[M,C,S]				
1	LRM 20	LT	6	1/Msl	6	7	14	21
				[M,C,S]				
1	Machine Gun	CT	0	2 [DB,AI]	—	1	2	3

Cost: 5,636,511 C-bills BV: 1,340

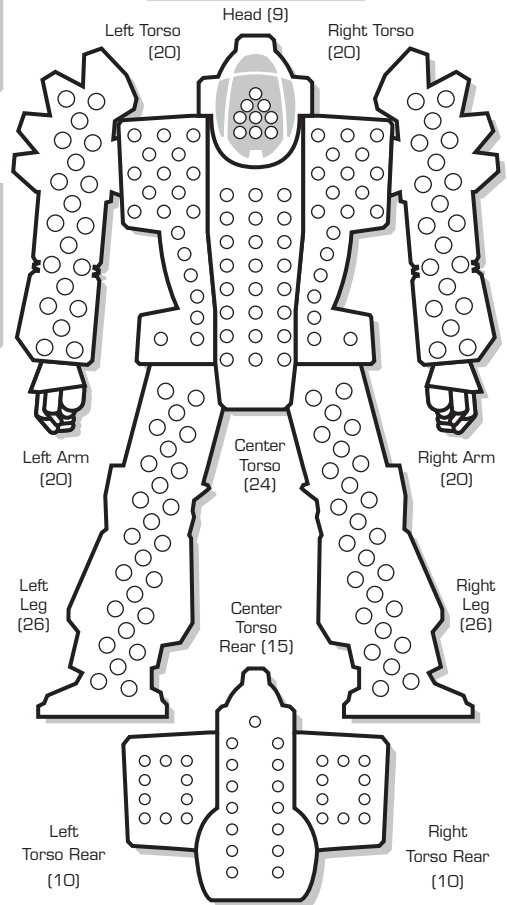
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3 Hand Actuator
- Roll Again
 - Roll Again

Head

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

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - SRM 4
 - Ammo (SRM) 25
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
- 1-3 Gyro
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Machine Gun
 - Ammo (MG) 200

Right Torso

- LRM 20
 - LRM 20
 - LRM 20
 - LRM 20
 - LRM 20
 - Ammo (LRM) 6
- Ammo (LRM) 6
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Torso

- LRM 20
 - LRM 20
 - LRM 20
 - LRM 20
 - LRM 20
 - Roll Again
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Machine Gun
- Ammo (MG) 200

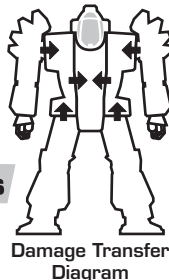
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

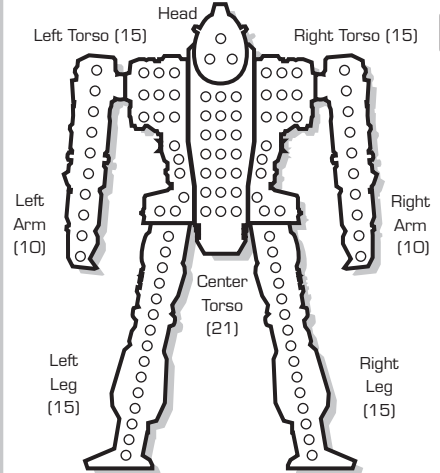
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Leg

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



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 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	○

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: CRD-3R CRUSADER

Movement Points: **Tonnage:** 65
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 2573
 Jumping: 0

Weapons & Equipment Inventory (hexes)

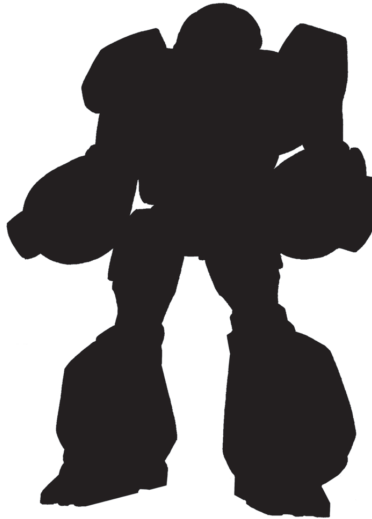
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RA	5	1/Msl	6	7	14	21
				[M,C,S]				
1	LRM 15	LA	5	1/Msl	6	7	14	21
				[M,C,S]				
1	SRM 6	RL	4	2/Msl	—	3	6	9
				[M,C,S]				
1	SRM 6	LL	4	2/Msl	—	3	6	9
				[M,C,S]				
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Machine Gun	RA	0	2 [DB,AI]	—	1	2	3
1	Machine Gun	LA	0	2 [DB,AI]	—	1	2	3

Cost: 5,686,011 C-bills BV: 1,317

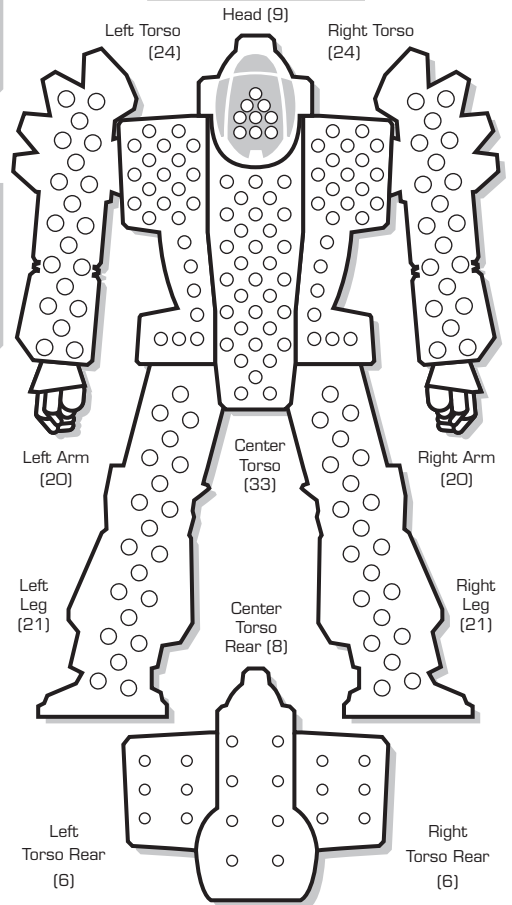
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 15
- LRM 15

- LRM 15
- Medium Laser
- Machine Gun
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Ammo (LRM) 8
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- SRM 6
- SRM 6

Head

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

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Ammo (SRM) 15
- Ammo (MG) 200

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 15
- LRM 15

- LRM 15
- Medium Laser
- Machine Gun
- Roll Again
- Roll Again
- Roll Again

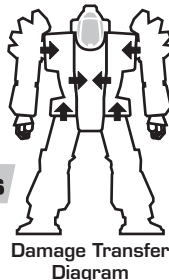
Right Torso

- Ammo (LRM) 8
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

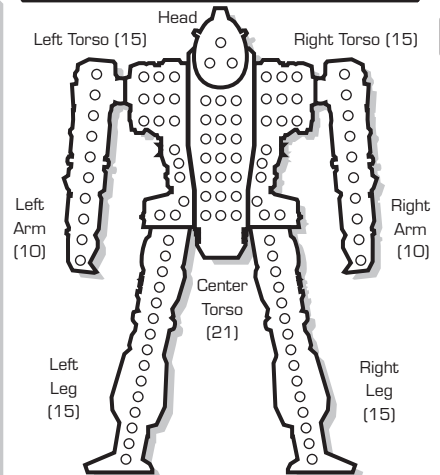
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- SRM 6
- SRM 6



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10 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

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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: TDR-5S THUNDERBOLT

Movement Points: **Tonnage:** 65
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 2491
 Jumping: 0

Weapons & Equipment Inventory (hexes)

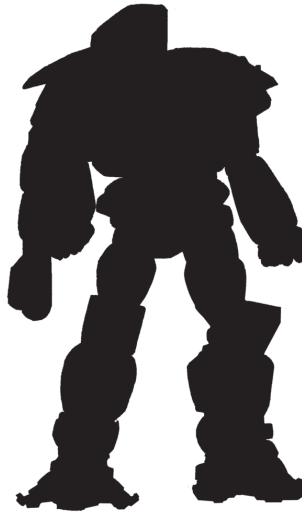
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	LRM 15	RT	5	1/Msl	6	7	14	21
[M,C,S]								
3	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	SRM 2	RT	2	2/Msl	—	3	6	9
[M,C,S]								
2	Machine Gun	LA	0	2 [DB,AI]	—	1	2	3

Cost: 5,413,761 C-bills BV: 1,335

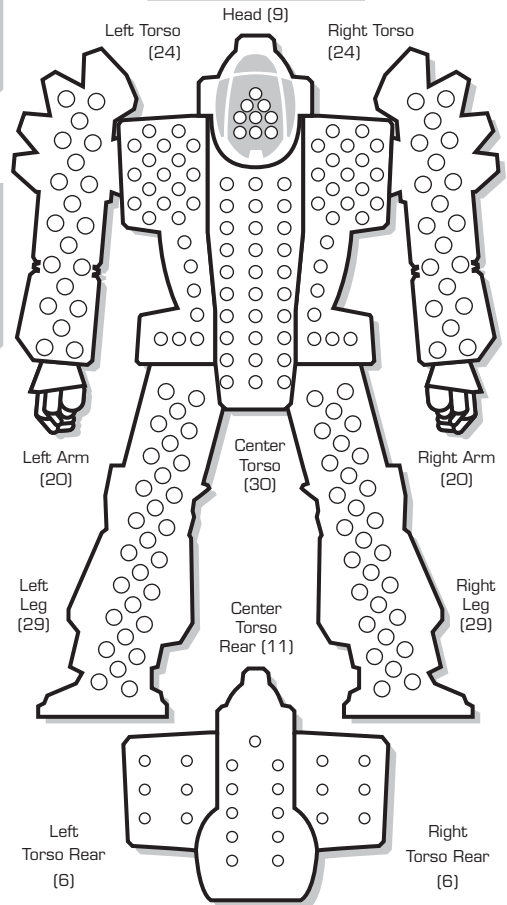
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

- Ammo (MG) 200
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Medium Laser
- Medium Laser
- Medium Laser
- Roll Again
- Roll Again
- Roll Again

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

Left Leg

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

Head

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

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Ammo (LRM) 8
- Ammo (LRM) 8

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

Right Arm

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

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

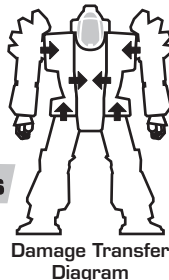
Right Torso

- LRM 15
- LRM 15
- LRM 15
- SRM 2
- Ammo (SRM) 50
- Roll Again

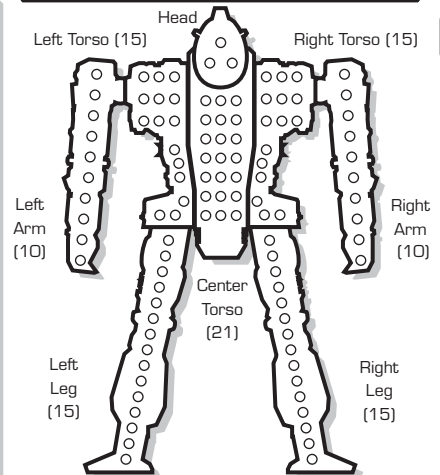
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: ARC-2R ARCHER

Movement Points: **Tonnage:** 70
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 2474
 Jumping: 0

Weapons & Equipment Inventory (hexes)

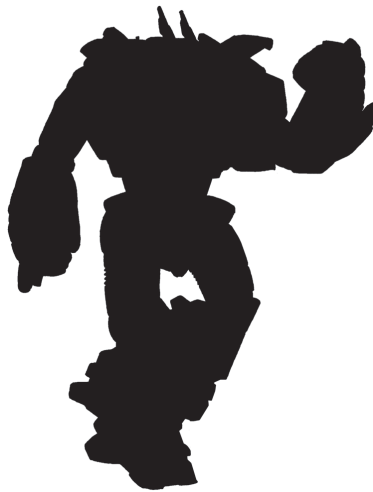
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	RT	6	1/Msl	6	7	14	21
				[M,C,S]				
1	LRM 20	LT	6	1/Msl	6	7	14	21
				[M,C,S]				
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
2	Medium Laser	CT(R)	3	5 [DE]	—	3	6	9

Cost: 6,384,974 C-bills BV: 1,477

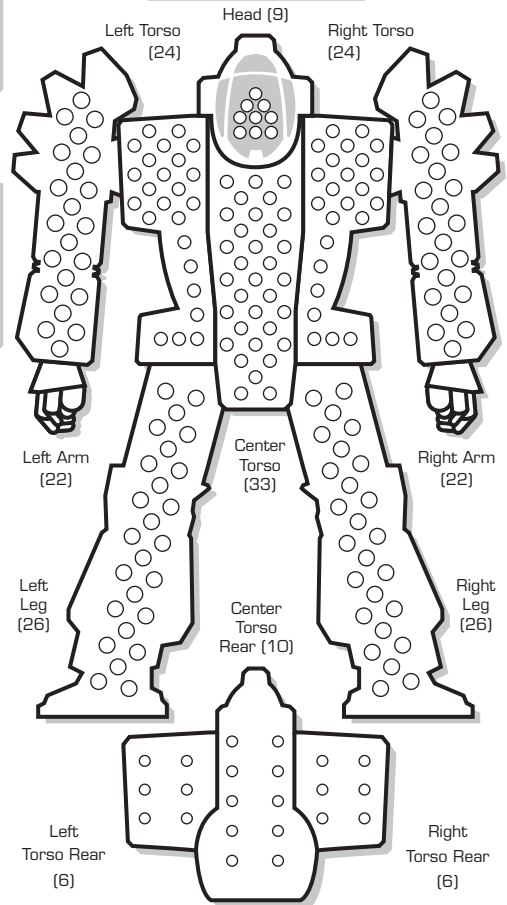
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
 4. Hand Actuator
 5. Medium Laser
 6. Roll Again

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

Left Torso

- LRM 20
 - LRM 20
 - LRM 20
 - LRM 20
 - LRM 20
- 1-3
 6. Ammo (LRM) 6

- Ammo (LRM) 6
 - 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
- 1-3
 4. Gyro
 5. Gyro
 6. Gyro

- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Medium Laser (R)
 - Medium Laser (R)
- 4-6

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

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Laser
 - Roll Again
- 1-3
 4. Roll Again
 5. Roll Again
 6. Roll Again

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

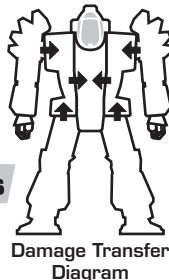
Right Torso

- LRM 20
 - LRM 20
 - LRM 20
 - LRM 20
 - LRM 20
- 1-3
 6. Ammo (LRM) 6

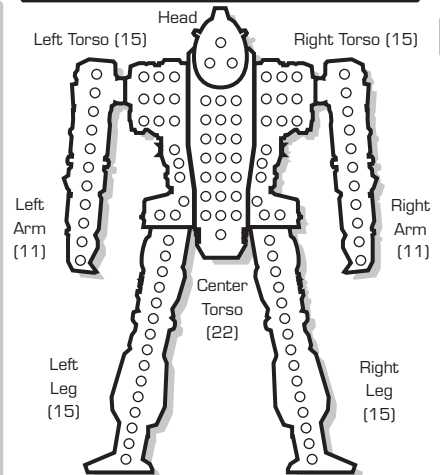
- Ammo (LRM) 6
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **CTF-1X CATAPRACT**

Movement Points: **Tonnage: 70**
 Walking: 4 **Tech Base: Inner Sphere**
 Running: 6 **3025**
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10 [DE]	3	6	12	18
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Autocannon/10	RT	3	10 [DB]	—	5	10	15
1	Medium Laser	RT(R)	3	5 [DE]	—	3	6	9
1	Medium Laser	LT(R)	3	5 [DE]	—	3	6	9

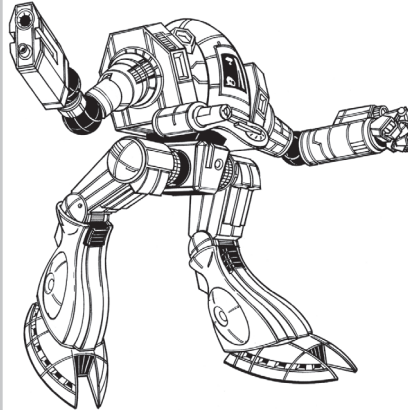
Cost: 5,998,054 C-bills **BV: 1,316**

WARRIOR DATA

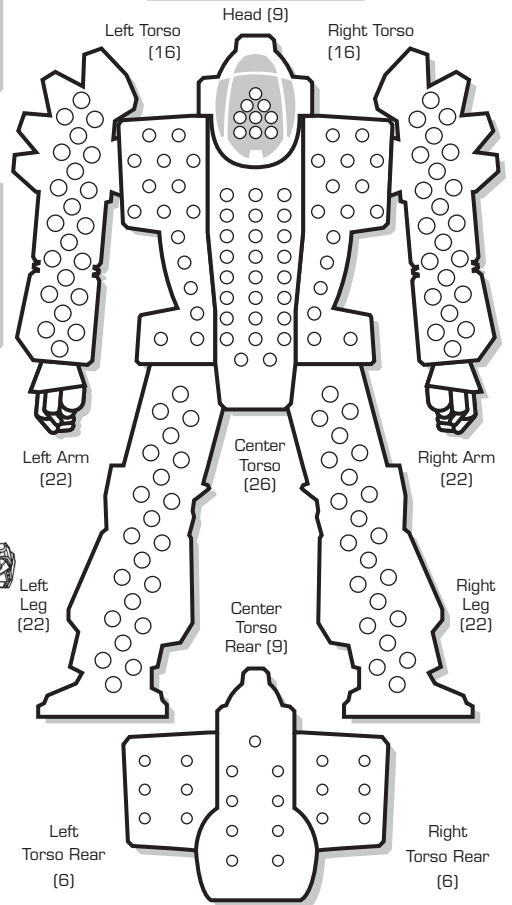
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

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
- Hand Actuator
- Medium Laser
- Roll Again

- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Torso

- Medium Laser (R)
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Leg

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

Head

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

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

Right Arm

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

- 1-3
- Medium Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

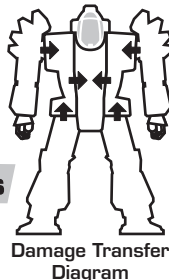
Right Torso

- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10

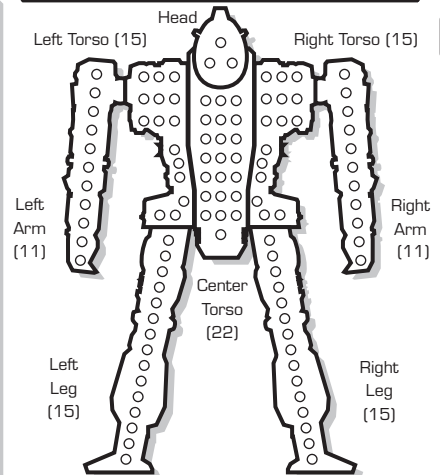
- 1-3
- Autocannon/10
 - Medium Laser (R)
 - Ammo (AC) 10
 - Roll Again
 - Roll Again
 - Roll Again

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 Single
30	Shutdown	○○○○○○○○○○○○○○○○○○○○
28	Ammo Exp. avoid on 8+	○○○○○○○○○○○○○○○○○○○○
26	Shutdown, avoid on 10+	○○○○○○○○○○○○○○○○○○○○
25	-5 Movement Points	○○○○○○○○○○○○○○○○○○○○
24	+4 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
23	Ammo Exp. avoid on 6+	○○○○○○○○○○○○○○○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○○○○○○○○○○○○○○
20	-4 Movement Points	○○○○○○○○○○○○○○○○○○○○
19	Ammo Exp. avoid on 4+	○○○○○○○○○○○○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
15	-3 Movement Points	○○○○○○○○○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
10	-2 Movement Points	○○○○○○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
5	-1 Movement Points	○○○○○○○○○○○○○○○○○○○○

Heat Scale

Heat Level	Effects
30*	Shutdown
29	Shutdown, avoid on 10+
28*	-5 Movement Points
27	+4 Modifier to Fire
26*	Ammo Exp. avoid on 6+
25*	Shutdown, avoid on 8+
24*	-4 Movement Points
22*	Ammo Exp. avoid on 4+
21	Shutdown, avoid on 6+
20*	+3 Modifier to Fire
19*	-3 Movement Points
18*	Shutdown, avoid on 4+
17*	+2 Modifier to Fire
16	-2 Movement Points
15*	+1 Modifier to Fire
14*	-1 Movement Points
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: WHM-6R WARHAMMER

Movement Points: Tonnage: 70
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 2515
 Jumping: 0

WARRIOR DATA

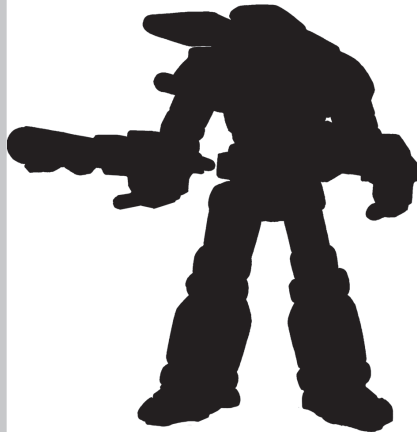
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

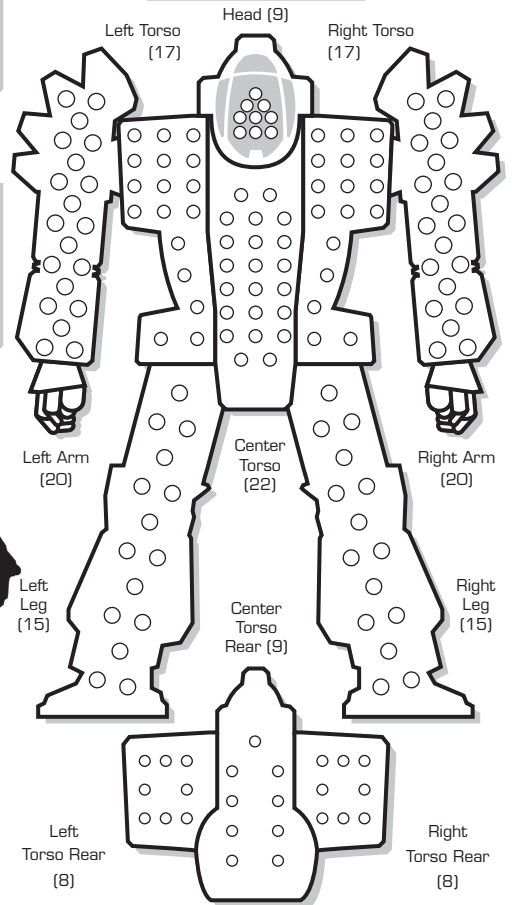
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10 [DE]	3	6	12	18
1	PPC	LA	10	10 [DE]	3	6	12	18
1	SRM 6	RT	4	2/Msl	—	3	6	9
				[M,C,S]				
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Small Laser	RT	1	3 [DE]	—	1	2	3
1	Small Laser	LT	1	3 [DE]	—	1	3	3
1	Machine Gun	RT	0	2 [DB,AI]	—	1	2	3
1	Machine Gun	LT	0	2 [DB,AI]	—	1	2	3

Cost: 6,070,984 C-bills BV: 1,299



ARMOR DIAGRAM



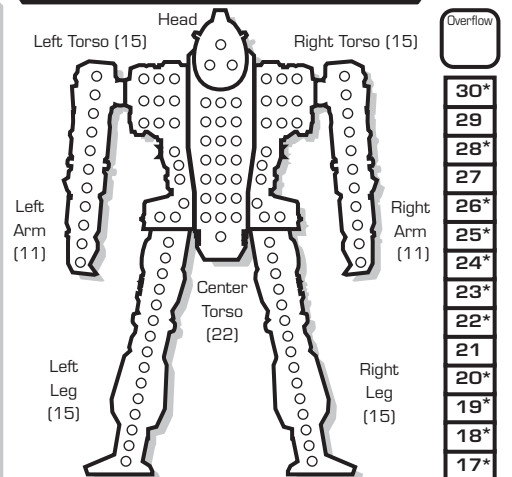
CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Head	1. Life Support	2. Sensors	3. Cockpit	4. Single Heat Sink	5. Sensors	6. Life Support
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Single Heat Sink	5. PPC	6. PPC
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Single Heat Sink	5. PPC	6. PPC
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Medium Laser	2. Small Laser	3. Machine Gun	4. Roll Again	5. Roll Again	6. Roll Again
Right Torso	1. SRM 6	2. SRM 6	3. Medium Laser	4. Small Laser	5. Machine Gun	6. Ammo (SRM) 15
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Single Heat Sink	6. Single Heat Sink
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Single Heat Sink	6. Single Heat Sink

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

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 18 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	

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: MAD-3R MARAUDER

Movement Points: **Tonnage:** 75
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 2615
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10 [DE]	3	6	12	18
1	PPC	LA	10	10 [DE]	3	6	12	18
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Autocannon/5	RT	1	5 [DB]	3	6	12	18

Cost: 6,635,125 C-bills

BV: 1,363

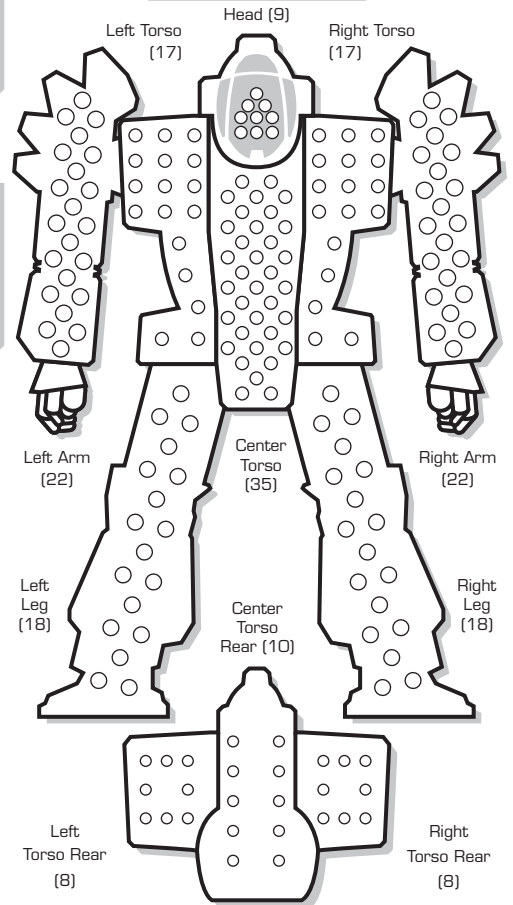
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ 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 PPC
5. PPC
6. PPC

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 PPC
5. PPC
6. PPC

Center Torso

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

Left Torso

- Medium Laser
- Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

- Medium Laser
- Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

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

Left Torso

- Ammo (AC) 20
- Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

- Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

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

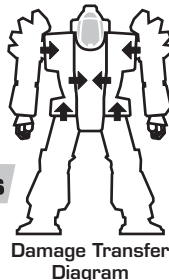
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

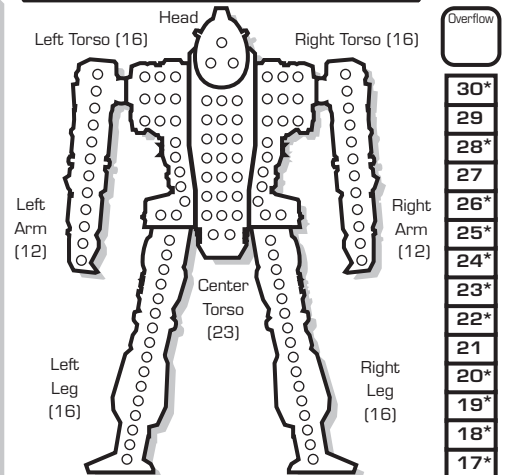
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
6. Single Heat Sink

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
6. Single Heat Sink



INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 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	○○○○○○○○○○○○○○○○○○○○

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: ON1-K ORION

Movement Points: **Tonnage:** 75
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 2570
 Jumping: 0

Weapons & Equipment Inventory (hexes)

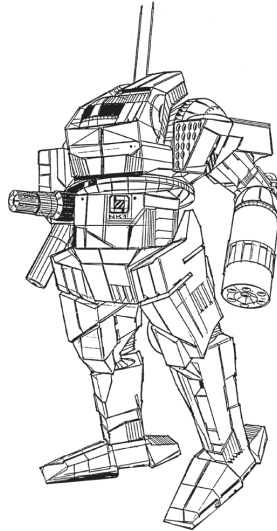
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Autocannon/10	RT	3	10 [DB]	—	5	10	15
1	LRM 15	LT	5	1/Msl	6	7	14	21
				[M,C,S]				
1	SRM 4	LT	3	2/Msl	—	3	6	9
				[M,C,S]				

Cost: 6,674,500 C-bills BV: 1,429

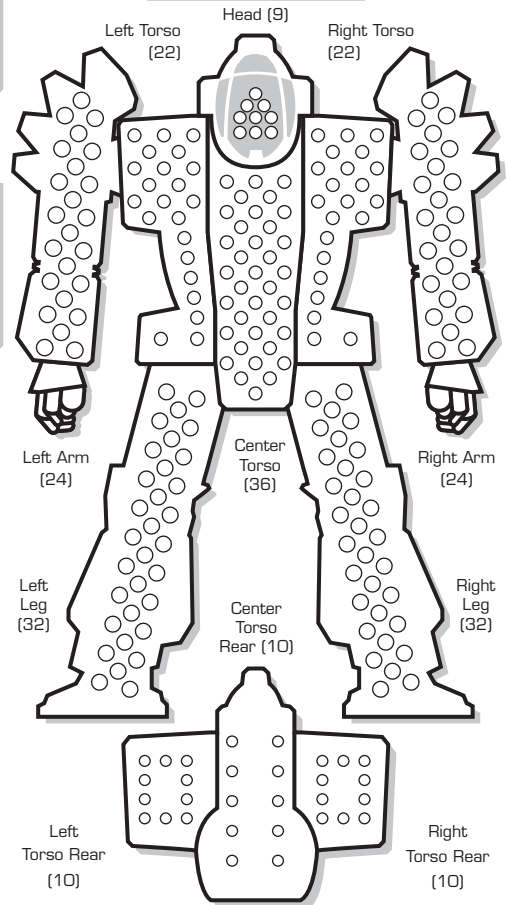
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ 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
- Medium Laser
- Roll Again
- Roll Again

Head

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

Right Arm

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

Center Torso

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

Right Torso

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

Left Torso

- LRM 15
- LRM 15
- LRM 15
- SRM 4
- Ammo (LRM) 8
- Ammo (LRM) 8
- Ammo (SRM) 25
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

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

Right Torso

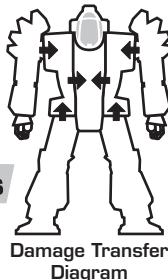
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Ammo (AC) 10
- Ammo (AC) 10
- Roll Again
- Roll Again

Left Leg

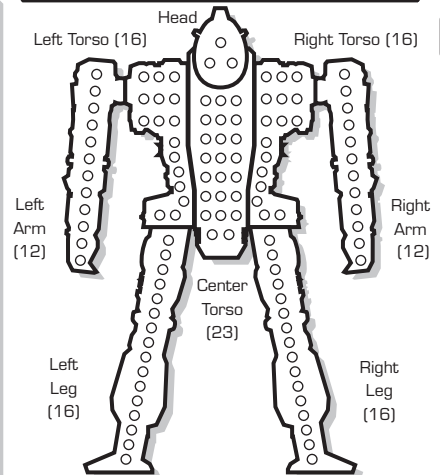
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow	30*
	29
	28*
	27
	26*
	25*
	24*
	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 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	○

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **CGR-1A1 CHARGER**

Movement Points: **Tonnage: 80**
 Walking: 5 **Tech Base: Inner Sphere**
 Running: 8 **2665**
 Jumping: 0

Weapons & Equipment Inventory (hexes)

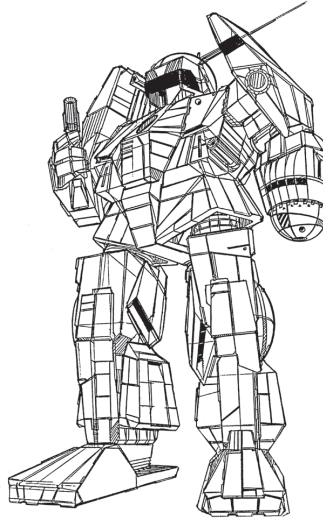
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	RA	1	3 [DE]	—	1	2	3
1	Small Laser	LA	1	3 [DE]	—	1	2	3
1	Small Laser	RT	1	3 [DE]	—	1	2	3
1	Small Laser	LT	1	3 [DE]	—	1	2	3
1	Small Laser	H	1	3 [DE]	—	1	2	3

Cost: 7,520,369 C-bills **BV: 981**

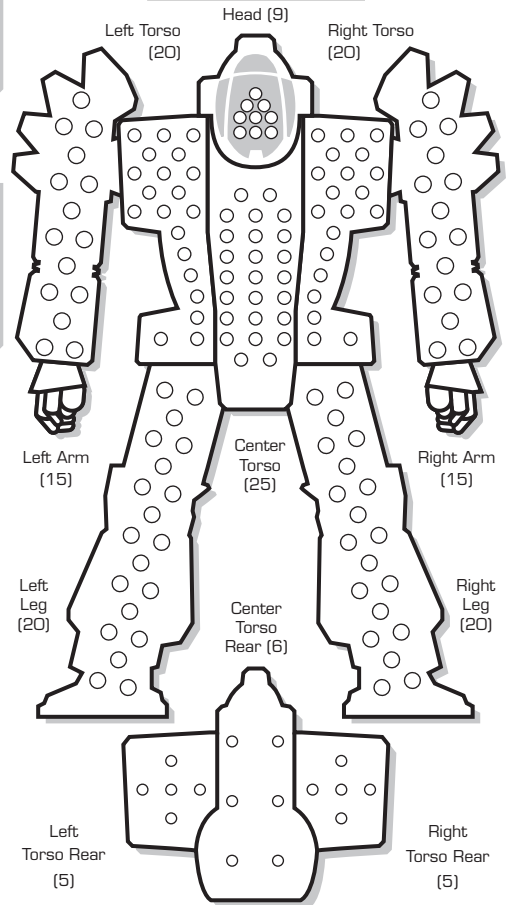
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Small Laser
- Roll Again
- Roll Again

- 1-3
 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Torso

- Small Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- 1-3
 4-6
- 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 Laser
- Sensors
- Life Support

Center Torso

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

- 1-3
 4-6
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Roll Again
 - Roll Again

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

Right Arm

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

- 1-3
 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

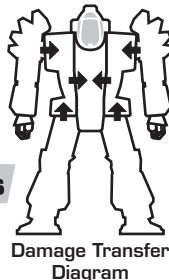
Right Torso

- Small Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

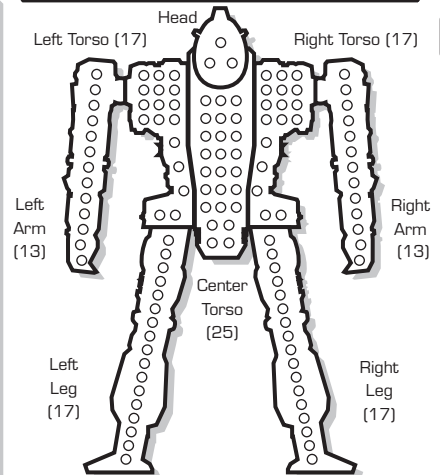
- 1-3
 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
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 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	○

CLASSIC BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: **GOL-1H GOLIATH**

Movement Points: **Tonnage: 80**
 Walking: 4 **Tech Base: Inner Sphere**
 Running: 6 **2650**
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RT	10	10 [DE]	3	6	12	18
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	Machine Gun	RT	0	2	—	1	2	3
1	Machine Gun	RT	0	2	—	1	2	3

Cost: 7,651,201 C-bills **BV: 1,449**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken:

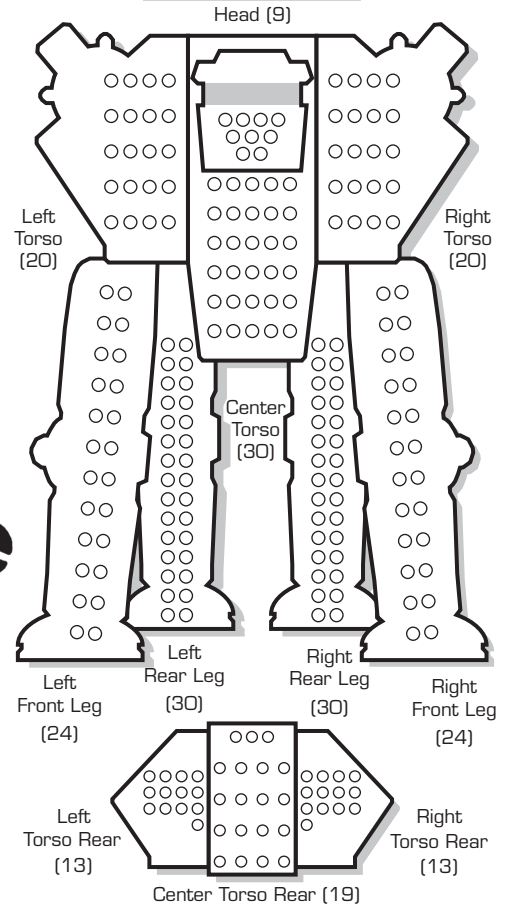
1	2	3	4	5	6
---	---	---	---	---	---

 Consciousness#:

3	5	7	10	11	Dead
---	---	---	----	----	------



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head

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

Right Front Leg

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

Center Torso

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

Right Torso

- PPC
- PPC
- PPC
- LRM 10
- LRM 10
- Machine Gun

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Ammo (LRM) 12
- Ammo (LRM) 12

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

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



Left Front Leg

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

Left Torso

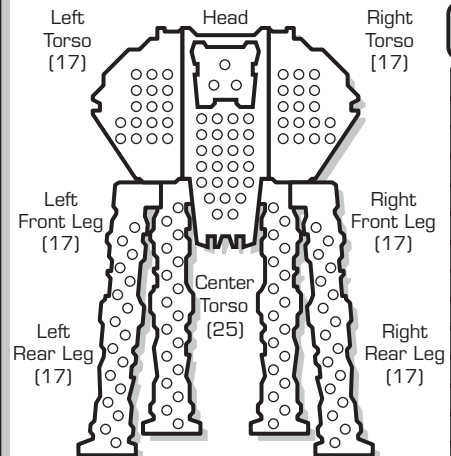
- LRM 10
- LRM 10
- Machine Gun
- Ammo (MG) 200
- Roll Again
- Roll Again

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

Left Rear Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

CLASSIC BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: **LGB-OW LONGBOW**

Movement Points: **Tonnage: 85**
 Walking: 4 **Tech Base: Inner Sphere**
 Running: 6 **2540**
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	RA	6	1/Msl	6	7	14	21
				[M,C,S]				
1	LRM 20	LA	6	1/Msl	6	7	14	21
				[M,C,S]				
1	LRM 5	RT	2	1/Msl	6	7	14	21
				[M,C,S]				
1	LRM 5	LT	2	1/Msl	6	7	14	21
				[M,C,S]				
1	Small Laser	H	1	3 [DE]	—	1	2	3

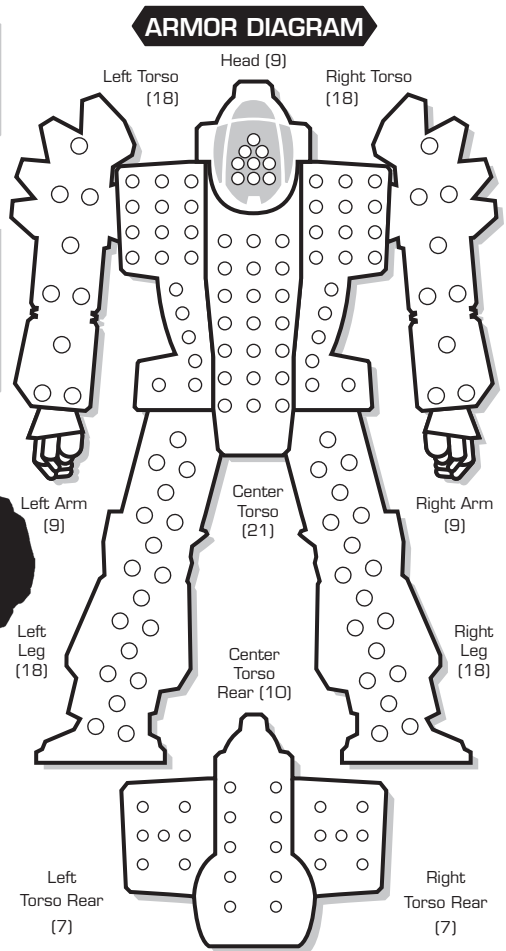
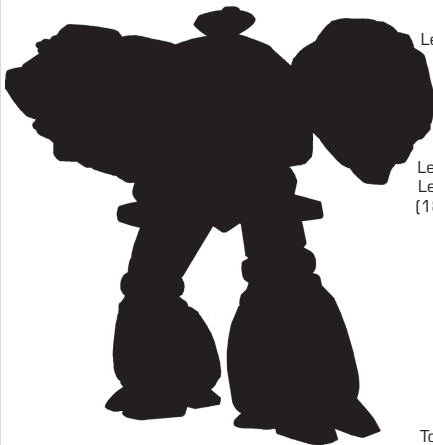
Cost: 8,647,671 C-bills **BV: 1,377**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Head	1. Life Support	2. Sensors	3. Cockpit	4. Small Laser	5. Sensors	6. Life Support
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. LRM 20	4. LRM 20	5. LRM 20	6. LRM 20
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. LRM 20	4. LRM 20	5. LRM 20	6. LRM 20
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. LRM 5	2. Ammo (LRM 20) 6	3. Ammo (LRM 20) 6	4. Roll Again	5. Roll Again	6. Roll Again
Right Torso	1. LRM 5	2. Ammo (LRM 20) 6	3. Ammo (LRM 20) 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. Roll Again	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

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: 13 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	○○○○○○○○○○○○○○○○○○

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **STK-3F STALKER**

Movement Points: **Tonnage: 85**
 Walking: 3 **Tech Base: Inner Sphere**
 Running: 5 **2594**
 Jumping: 0

Weapons & Equipment Inventory (hexes)

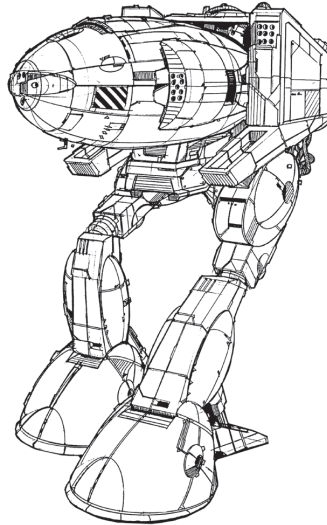
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	RA	4	1/Msl	6	7	14	21
				[M,C,S]				
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	LRM 10	LA	4	1/Msl	6	7	14	21
				[M,C,S]				
2	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Large Laser	RT	8	8 [DE]	—	5	10	15
1	SRM 6	RT	4	2/Msl	—	3	6	9
				[M,C,S]				
1	Large Laser	LT	8	8 [DE]	—	5	10	15
1	SRM 6	LT	4	2/Msl	—	3	6	9
				[M,C,S]				

Cost: 7,463,825 C-bills **BV: 1,559**

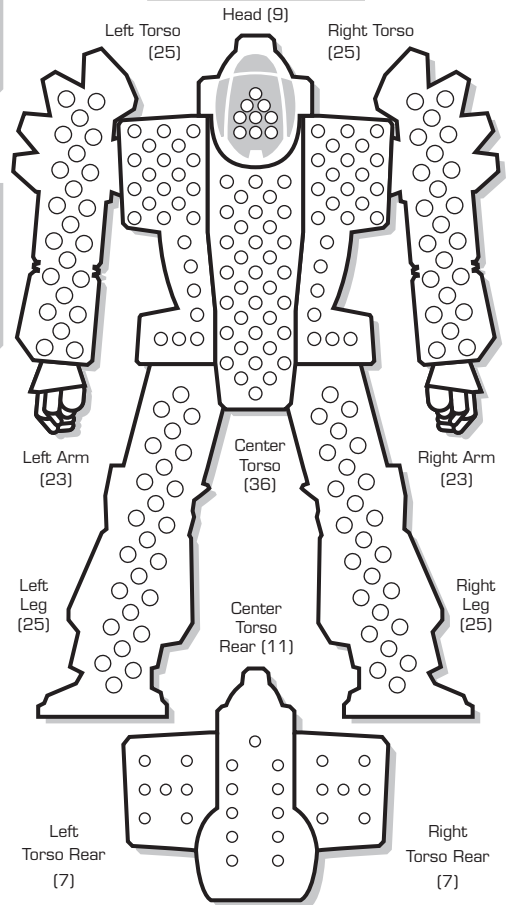
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ 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
- Single Heat Sink
- 1-3 LRM 10
- 1-3 LRM 10
- Medium Laser

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Single Heat Sink
- 1-3 LRM 10
- 1-3 LRM 10
- Medium Laser

Center Torso

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

Right Torso

- Single Heat Sink
- 1-3 Large Laser
- 1-3 Large Laser
- 1-3 SRM 6
- 1-3 SRM 6
- 1-3 Ammo (SRM) 15

Left Torso

- Single Heat Sink
- 1-3 Large Laser
- 1-3 Large Laser
- 1-3 SRM 6
- 1-3 SRM 6
- 1-3 Ammo (SRM) 15

- Gyro
- 2-6 Fusion Engine
- 2-6 Fusion Engine
- 2-6 Fusion Engine
- 2-6 Single Heat Sink
- 2-6 Single Heat Sink

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

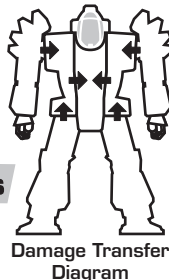
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

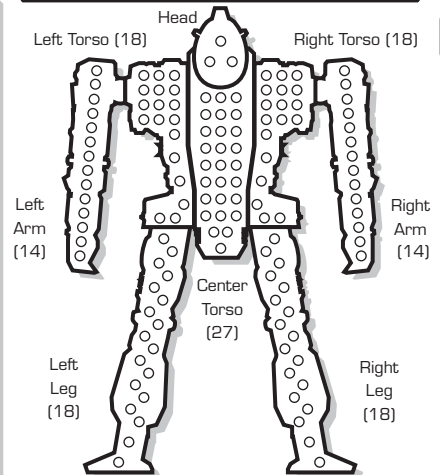
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 20 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	○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: DCMS-MX90-D DABOKU

Movement Points: **Tonnage:** 90
 Walking: 3 **Tech Base:** Inner Sphere
 Running: 5 3038
 Jumping: 0

Weapons & Equipment Inventory (hexes)

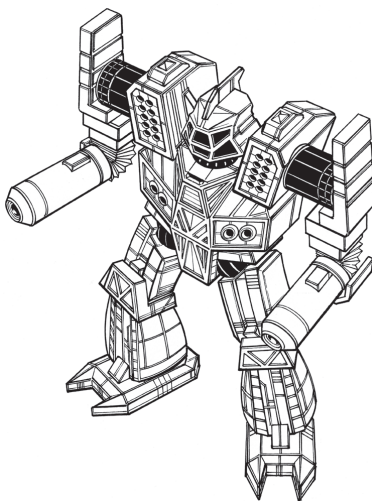
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	LRM 10	RT	4	1/Msl	6	7	14	21
				[M,C,S]				
1	LRM 10	LT	4	1/Msl	6	7	14	21
				[M,C,S]				
2	Autocannon/2	RT	1	2 [DB]	4	8	16	24
2	Autocannon/2	LT	1	2 [DB]	4	8	16	24

Cost: 8,012,300 C-bills BV: 1,290

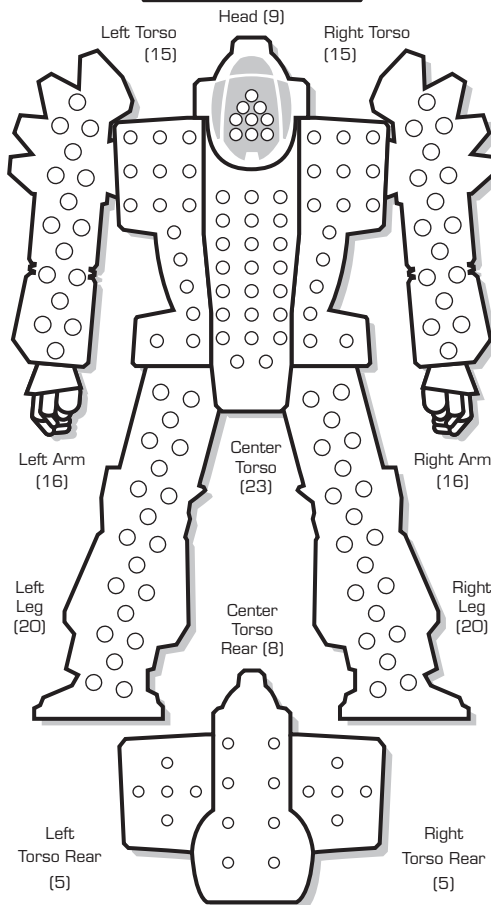
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ 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 Large Laser
- 1-3 Large Laser
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso

- Single Heat Sink
- LRM 10
- 1-3 LRM 10
- Autocannon/2
- Autocannon/2
- Ammo (AC) 45

- Ammo (LRM) 12
- CASE
- 4-6 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

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

- Gyro
- Fusion Engine
- 4-6 Fusion Engine
- Fusion Engine
- Roll Again
- Roll Again

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Laser
- 1-3 Large Laser
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

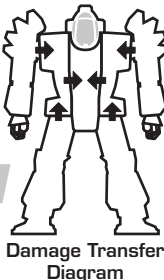
Right Torso

- Single Heat Sink
- LRM 10
- 1-3 LRM 10
- Autocannon/2
- Autocannon/2
- Ammo (AC) 45

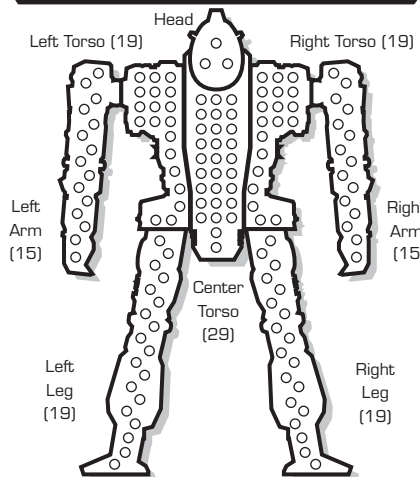
- Ammo (LRM) 12
- CASE
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 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	○○○○○○○○○○○○○○○○○○○○

CLASSIC BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: HGN-733 HIGHLANDER

Movement Points: Tonnage: 90

Walking: 3 Tech Base: Inner Sphere

Running: 5 2825

Jumping: 3

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RA	3	10 [DB]	—	5	10	15
1	SRM 6	LA	4	2/Msl	—	3	6	9
				[M,C,S]				
2	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	LRM 20	LT	6	1/Msl	6	7	14	21
				[M,C,S]				

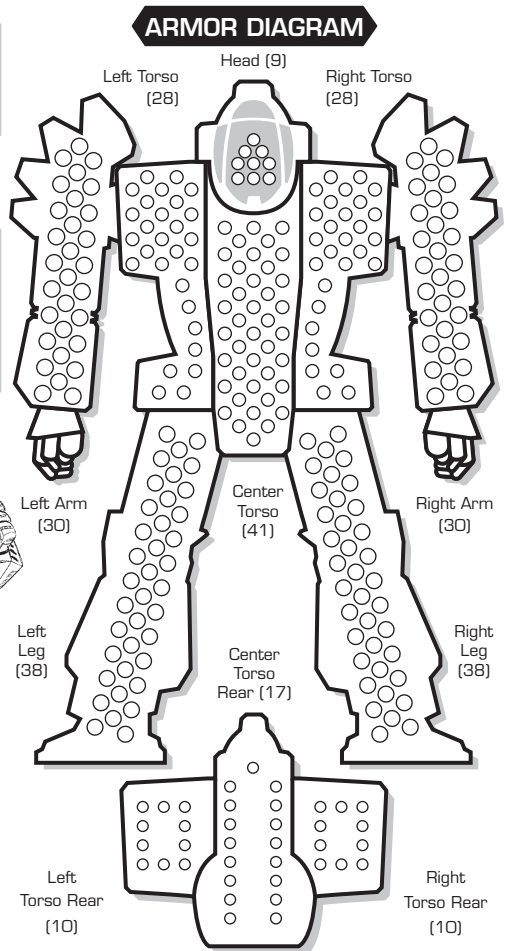
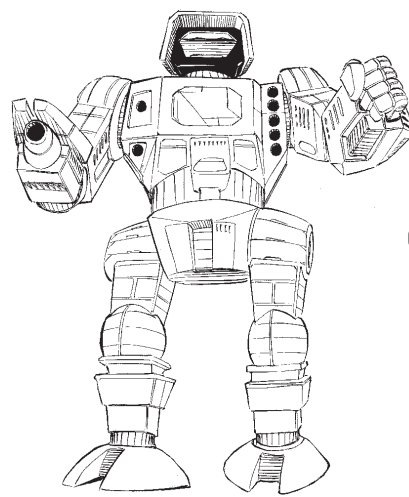
Cost: 8,307,180 C-bills BV: 1,801

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Single Heat Sink SRM 6 <p>1-3</p> <ol style="list-style-type: none"> SRM 6 Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p>	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>1-3</p> <h4>Center Torso</h4> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Jump Jet Roll Again <p>4-6</p>	<h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Autocannon/10 Autocannon/10 Autocannon/10 <p>1-3</p> <ol style="list-style-type: none"> Autocannon/10 Autocannon/10 Autocannon/10 Autocannon/10 Roll Again Roll Again <p>4-6</p>	<h4>Right Torso</h4> <ol style="list-style-type: none"> Jump Jet Medium Laser Medium Laser Ammo (AC) 10 Ammo (AC) 10 Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p>
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Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

Damage Transfer Diagram

Left Leg

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

1-3

Right Leg

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

1-3

INTERNAL STRUCTURE DIAGRAM

Heat Level*	Effects	Heat Sinks:
30*	Shutdown	13 Single
29		
28*	Ammo Exp. avoid on 8+	
27	Shutdown, avoid on 10+	
26*	-5 Movement Points	
25*	+4 Modifier to Fire	
24*	Ammo Exp. avoid on 6+	
23*	Shutdown, avoid on 8+	
22*	-4 Movement Points	
21	Ammo Exp. avoid on 4+	
20*	Shutdown, avoid on 6+	
19*	+3 Modifier to Fire	
18*	-3 Movement Points	
17*	Shutdown, avoid on 4+	
16	+2 Modifier to Fire	
15*	-2 Movement Points	
14*	+1 Modifier to Fire	
13*		
12		
11		
10*		
9		
8*		
7		
6		
5*		
4		
3		
2		
1		
0		

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: MAD-4A MARAUDER II

Movement Points: Tonnage: 100
 Walking: 3 Tech Base: Inner Sphere
 Running: 5 BV: 3012
 Jumping: 3

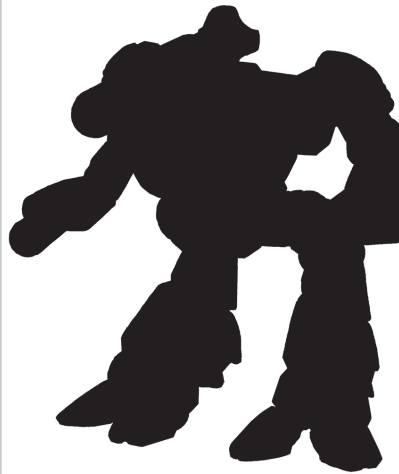
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10 [DE]	3	6	12	18
1	PPC	LA	10	10 [DE]	3	6	12	18
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Large Laser	RT	8	8 [DE]	—	5	10	15

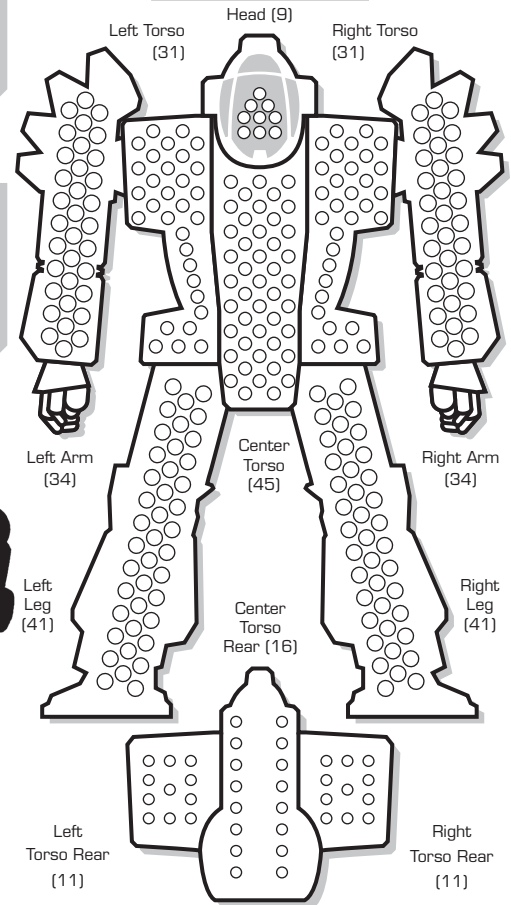
Cost: 9,356,000 C-bills BV: 2,073

WARRIOR DATA

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink

- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Jump Jet

Head

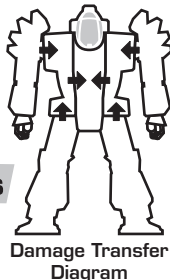
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

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

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



Right Arm

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

- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

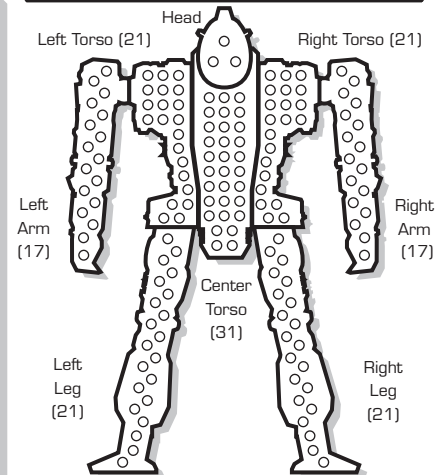
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink

- Large Laser
- Large Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Jump Jet

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
29		29 Single
30	Shutdown	○○○○○
28	Ammo Exp. avoid on 8+	○○○○○
26	Shutdown, avoid on 10+	○○○○○
25	-5 Movement Points	○○○○○
24	+4 Modifier to Fire	○○○○○
23	Ammo Exp. avoid on 6+	○○○○○
22	Shutdown, avoid on 8+	○○○○○
20	-4 Movement Points	○○○○○
19	Ammo Exp. avoid on 4+	○○○○○
18	Shutdown, avoid on 6+	○○○○○
17	+3 Modifier to Fire	○○○○○
15	-3 Movement Points	○○○○○
14	Shutdown, avoid on 4+	○○○○○
13	+2 Modifier to Fire	○○○○○
10	-2 Movement Points	○○○○○
8	+1 Modifier to Fire	○○○○○
5	-1 Movement Points	○○○○○

Heat Scale

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

TECHNICAL READOUT: 3039

Classic BattleTech Technical Readout: 3039 is the perfect first Technical Readout companion to the *Classic BattleTech Introductory Box Set*, as well as a companion volume to *Record Sheet: 3039*. Featuring the 'Mechs, vehicles, and aerospace fighters most common in the Succession Wars, each machine is illustrated in detail, accompanied by a description of its history, capabilities, game stats and some of the unit's most famous pilots.

Stock Number: 35121

STARTERBOOK: SWORD AND DRAGON

The Starterbooks are a perfect way to jump into the further excitement of the *Classic BattleTech* universe once players have tried their hands at *BattleTech*. *Starterbook: Sword and Dragon* provides a short synopsis of the conflicts between the ancient enemies of House Davion and House Kurita, as well as a brief history and personal dossiers on the members of two legendary combat commands: The Fox's Teeth and Sorenson's Sabres. Includes record sheets for everyone in both commands, as well as a unique track system that allows players to develop their own scenarios.

Stock Number: 35100

TECHNICAL READOUT: 3050 UPGRADE

Over two hundred and fifty years ago, the Star League Defense Force departed human-occupied space. They returned in 3050 as the Clans: a society dedicated to the highest warriors ideals and bent on conquering the Inner Sphere. Wielding vastly superior technologies, the Clan OmniMechs became a feared sight on the battlefield as they defeated army after army thrown in their path: the *Mad Cat* stood as the emblem for Clan might.

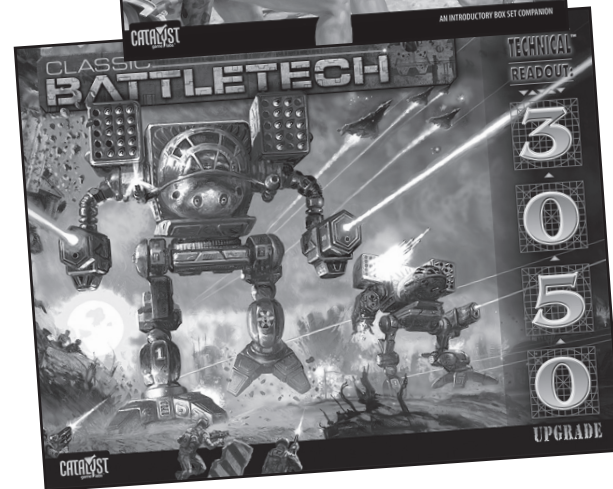
Technical Readout: 3050 Upgrade contains illustrations, history and game stats for the Clans original 16 OmniMechs (including the *Mad Cat*), as well as a host of Inner Sphere 'Mechs upgraded with newly re-discovered technologies to meet the Clan threat. A perfect companion volume to *Total Warfare*.

Stock Number: 35122

THE FUTURE OF YOUR BATTLES

Players can use the *Mad Cat Prime* record sheet on the opposite page directly in their games to get a glimpse of this advanced technology and its awesome impact on the battlefield. Use the following additional rules:

- A pulse laser fires exactly like a standard laser, except you apply a -2 to-hit modifier
- Treat an *endo steel* or *ferro-fibrous* critical slot as a *Roll Again*
- Each heat sink subtracts two points of heat; when even a single slot of a double heat sink is destroyed, the 'Mech loses two points of heat capacity
- The XL engine slots in the side torso are treated exactly like an engine slot. Any three engine slot critical hits, regardless of location (right, center or left torso) destroys the 'Mech meet the Clan threat.



Learn more about and Catalyst Game Labs' other awesome *Classic BattleTech* books at:

WWW.CLASSICBATTLETECH.COM
WWW.CATALYSTGAMELABS.COM

CLASSIC BATTLETECH™

CLASSIC BATTLETECH ERAS

The *Classic 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 *Classic BattleTech* universe—and to allow a player to easily “plug in” a given sourcebook—we’ve divided *Classic BattleTech* into five major eras. (For those that own the *Classic 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.



SOURCEBOOKS

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

Note that if a CGL *Classic 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.