BATTLETECH™

# RECORD SHEETS: 3075 UNABRIDGED

# AGE OF WAR

CATALYST game labs™

'MECHS, VEHICLES AND AEROSPACE

## NOTES

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

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


**SLDF ROYAL UNITS**
- Ripper
- Nightshade
- Cyrano
- Lightning
- Zephyr
- Demon
- Fury
- Rhino
- Puma Assault Tank
- Mongoose
- Hussar
- Ostscout
- Phoenix Hawk
- Wyvern
- Crab
- Kintaro
- Wolverine II
- Ostroc
- Crusader
- Excalibur
- Warhammer
- Marauder
- Rifleman II
- Thug
- BattleMaster
- Highlander
- King Crab
- Trident
- Rogue
- Tomahawk
- Gotha
- Ironsides
- Hammerhead
- Rapier
- Ahab

**TERRAN HEGEMONY**
- Cobra Transport VTOL
- Turhan
- Merkava Heavy Tank
- Jackrabbit
- Kyudo
- Galahad
- Helepolis
- Atlas II
- Mackie
- Hellcat
- Manatee
- Pentagon
- Dictator
- Model 96 "Elephant"
- Colossus

**DRACONIS COMBINE**
- Sabaku Kaze
  - Heavy Scout Hover Tank
- Daimyo HQ 67-K
- Gladiator
- Von Rohrs
- Kiso ConstructionMech
- Sabre
- Vulture

**FEDERATED SUNS**
- Darter Scout Car
- Prometheus
  - Combat Support Bridgelayer
- Battleaxe
- Hammerhands
- Jabberwocky EngineerMech
- Centurion
- Vampire

**CAPELLAN CONFEDERATION**
- Korvin Tank
- Stork Light Refueling Craft
- Firebee
- Koschei
- Xanthos
- DemolitionMech
- Lightning

**FREE WORLDS LEAGUE**
- Mauna Kea Command Vessel
- Paramour Mobile Repair Vehicle
- Icarus II
- Patron LoaderMech
- Eagle
- Deathstalker
- Lyonesse
- Aquarius

**LYRAN COMMONWEALTH**
- Marsden II Main Battle Tank
- Büffel Engineering Support Vehicle
- Crossbow
- Ymir
- Lumberjack LoggerMech
- Typhoon
- Thunderbird

**PERIPHERY**
- Ignis
- Dromedary Water Transport
- Toro
- Phoenix
- Quasit MilitiaMech
- Vulcan

## CREDITS

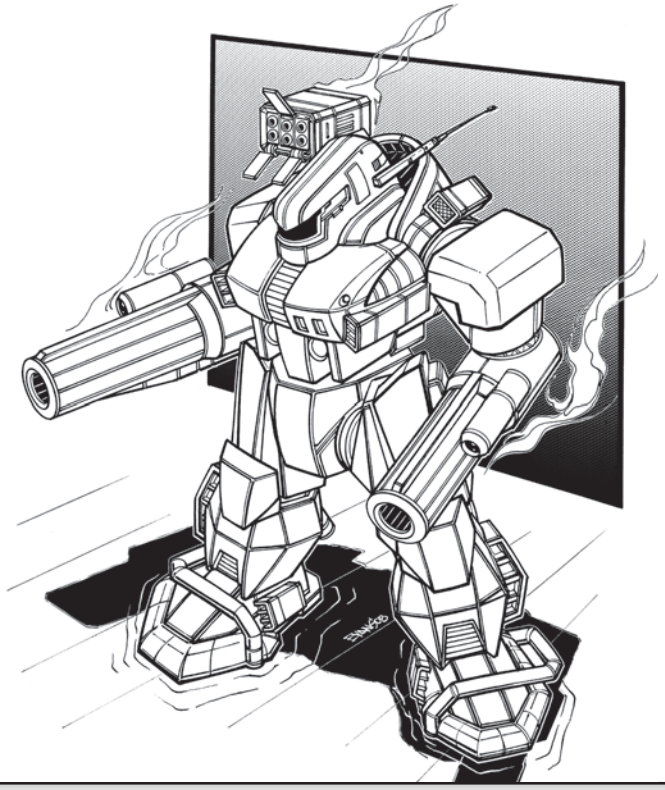
### STANDARD RULES

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

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

### ERAS

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



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# BATTLETECH™

## BATTLETECH ERAS

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

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

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

### STAR LEAGUE (2570)

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

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

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

### CLAN INVASION (3052, 3057)

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

### CIVIL WAR (3062, 3067)

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

### JIHAD

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

### DARK AGE (3132+)

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

## SOURCEBOOKS

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

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

# SLDF ROYAL UNITS

# BATTLETECH™

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

### VEHICLE DATA

**Type:** Ripper (Royal)

**Movement Points:**
**Cruising:** 12
**Flank:** 18
**Engine Type:** Fusion Engine

**Tonnage:** 10
**Tech Base:** Inner Sphere
**Era:** Star League

### Weapons & Equipment Inventory (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Medium Pulse Laser | FR | 6 [P] | — | 2 | 4 | 6 |

Infantry Compartment(1 ton)

**BV:** 225

### CREW DATA

**Crew:** _____

**Gunnery Skill:** ___ **Driving Skill:** ___

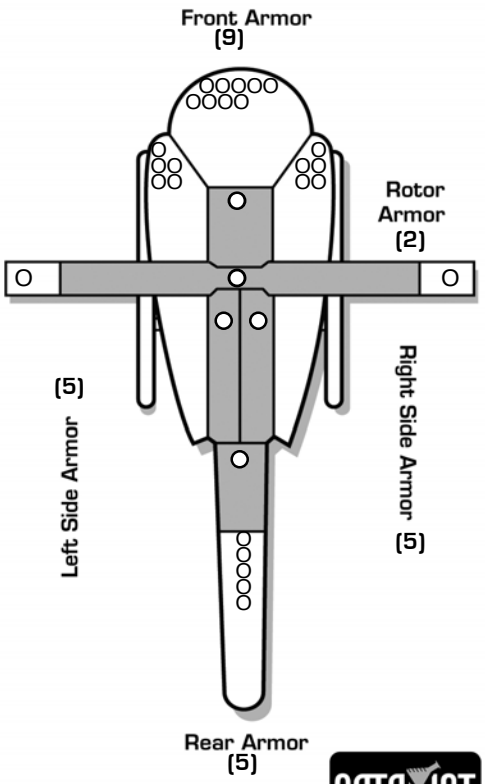
Co-Pilot Hit +1
Modifier to all To-Hit rolls

Pilot Hit +2
Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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

### ARMOR DIAGRAM

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### VTOL COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

### VTOL ELEVATION TRACK

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

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

### PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

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

### VTOL COMBAT VEHICLE CRITICAL HITS TABLE

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

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.
**If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

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

### VEHICLE DATA

**Type:** Nightshade (Royal)

**Movement Points:**
**Cruising:** 14
**Flank:** 21
**Engine Type:** XL Fusion Engine

**Tonnage:** 25
**Tech Base:** Inner Sphere
**Era:** Star League

### Weapons & Equipment Inventory (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Guardian ECM Suite | BD | [E] | — | — | — | 6 |
| 1 | Large Pulse Laser | FR | 9 [P] | — | 3 | 7 | 10 |

Cargo Space - 0.50 tons (1 door)

**BV:** 631

### CREW DATA

**Crew:** _____

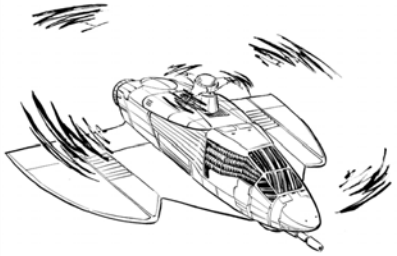
**Gunnery Skill:** ___ **Driving Skill:** ___

Co-Pilot Hit +1
Modifier to all To-Hit rolls

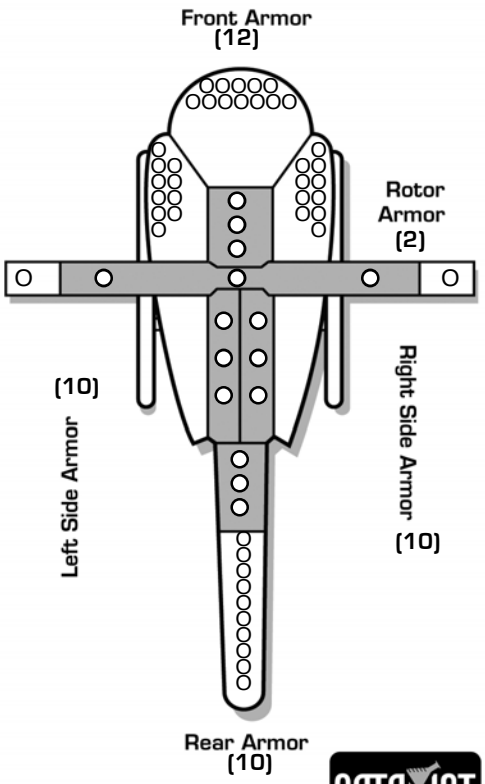
Pilot Hit +2
Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



### ARMOR DIAGRAM

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### VTOL COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

### VTOL ELEVATION TRACK

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

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

### PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

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

### VTOL COMBAT VEHICLE CRITICAL HITS TABLE

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

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.
**If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

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

### VEHICLE DATA

**Type:** Cyrano (Royal)

**Movement Points:**
**Cruising:** 12
**Flank:** 18
**Engine Type:** XL Fusion Engine

**Tonnage:** 30
**Tech Base:** Inner Sphere
**Era:** Star League

### Weapons & Equipment Inventory (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Beagle Active Probe | BD | [E] | — | — | — | 4 |
| 1 | ER Large Laser | FR | 8 [DE] | — | 7 | 14 | 19 |
| 1 | TAG | FR | 0 [S] | — | 5 | 9 | 15 |
| 1 | AMS | RS | - [PD] | — | 0 | 0 | — |
| 1 | AMS | LS | - [PD] | — | 0 | 0 | — |

Ammo: (AMS) 24

**BV:** 740

### CREW DATA

**Crew:** _____

**Gunnery Skill:** ___ **Driving Skill:** ___

Co-Pilot Hit +1 — Modifier to all To-Hit rolls

Pilot Hit +2 — Modifier to Driving Skill rolls

### CRITICAL DAMAGE

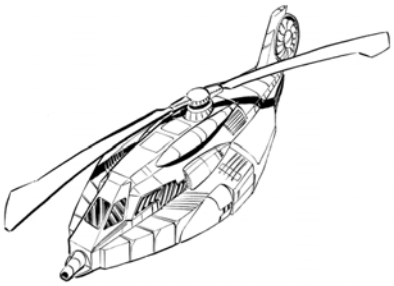
Flight Stabilizer* +3 Engine Hit ☐

Sensor Hits +1 +2 +3 D

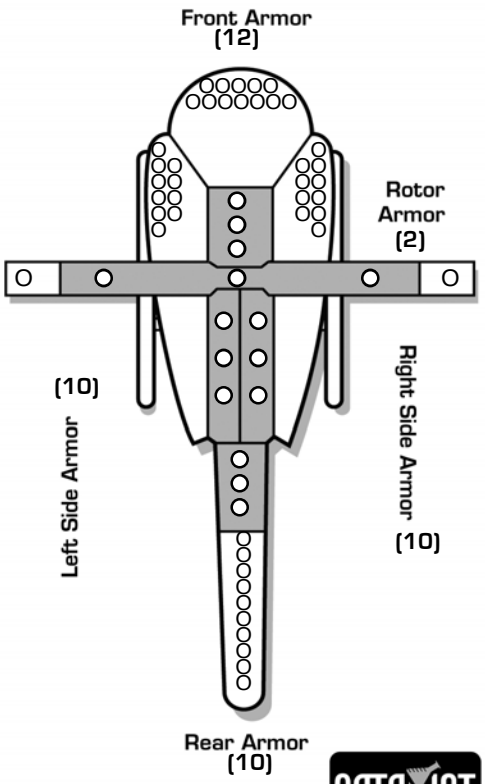
Stabilizers

Front ☐ Left ☐ Right ☐ Rear ☐

*Move at Cruising speed only



### ARMOR DIAGRAM

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### VTOL COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

### VTOL ELEVATION TRACK

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

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

### PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

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

### VTOL COMBAT VEHICLE CRITICAL HITS TABLE

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

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.
**If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Lightning (Royal)

**Movement Points:**
**Cruising:** 11
**Flank:** 17
**Movement Type:** Hover
**Engine Type:** Fusion Engine

**Tonnage:** 35
**Tech Base:** Inner Sphere
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 2 | Medium Pulse Laser | FR | 6 [P] | — | 2 | 4 | 6 |
| 2 | Streak SRM 2 | FR | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | TAG | FR | 0 [S] | — | 5 | 9 | 15 |

Ammo: (Streak SRM 2) 50

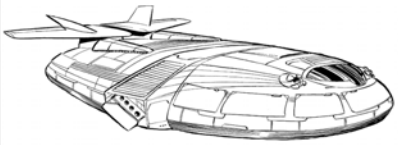
**BV:** 633

### CREW DATA

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

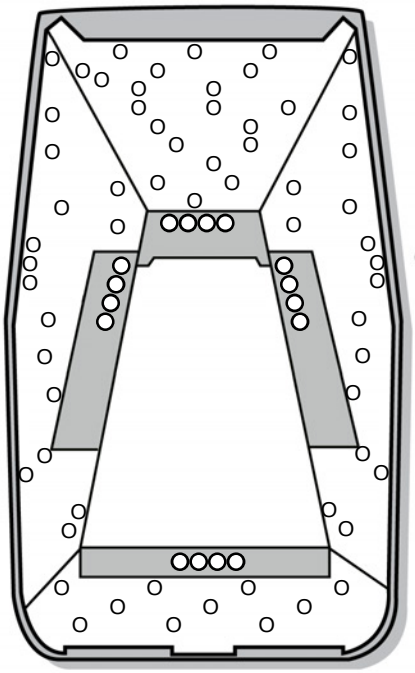
### CRITICAL DAMAGE

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



### ARMOR DIAGRAM

Front Armor (20)
Left Side Armor (16)
Right Side Armor (16)
Rear Armor (10)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

**Attack Direction Modifier:**

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

**Vehicle Type Modifiers:**

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Zephyr (Royal)

**Movement Points:**
**Cruising:** 9
**Flank:** 14
**Movement Type:** Hover
**Engine Type:** Fusion Engine

**Tonnage:** 40
**Tech Base:** Inner Sphere
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Guardian ECM Suite | BD | [E] | — | — | — | 6 |
| 1 | Narc | FR | [M] | — | 3 | 6 | 9 |
| 1 | Small Laser | RR | 3 [DE] | — | 1 | 2 | 3 |
| 3 | Medium Laser | T | 5 [DE] | — | 3 | 6 | 9 |
| 1 | TAG | T | 0 [S] | — | 5 | 9 | 15 |

Ammo: (Narc) 12

**BV:** 811

### CREW DATA

**Crew:** _____

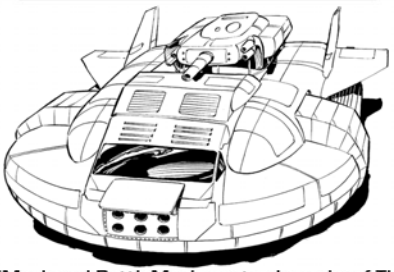
**Gunnery Skill:** ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

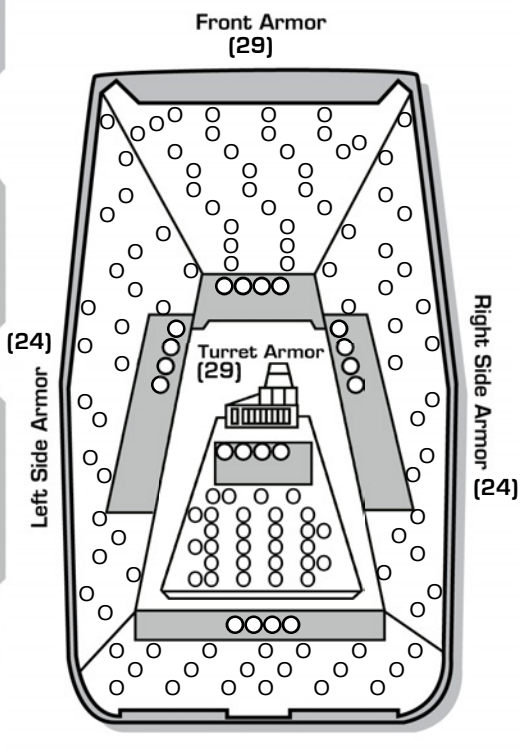
Driver Hit +2
Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



### ARMOR DIAGRAM

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

**Attack Direction Modifier:**

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

**Vehicle Type Modifiers:**

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Demon (Royal)

**Movement Points:**
**Cruising:** 5
**Flank:** 8
**Movement Type:** Wheeled
**Engine Type:** XL Fusion Engine

**Tonnage:** 60
**Tech Base:** Inner Sphere
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 3 | Streak SRM 2 | FR | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Medium Pulse Laser | RS | 6 [P] | — | 2 | 4 | 6 |
| 1 | Medium Pulse Laser | LS | 6 [P] | — | 2 | 4 | 6 |
| 1 | Gauss Rifle | T | 15 [DB,X] | 2 | 7 | 15 | 22 |

Ammo (CASE): (Streak SRM 2) 50, (Gauss) 16

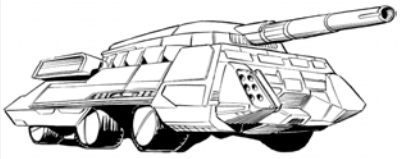
**BV:** 1,333

### CREW DATA

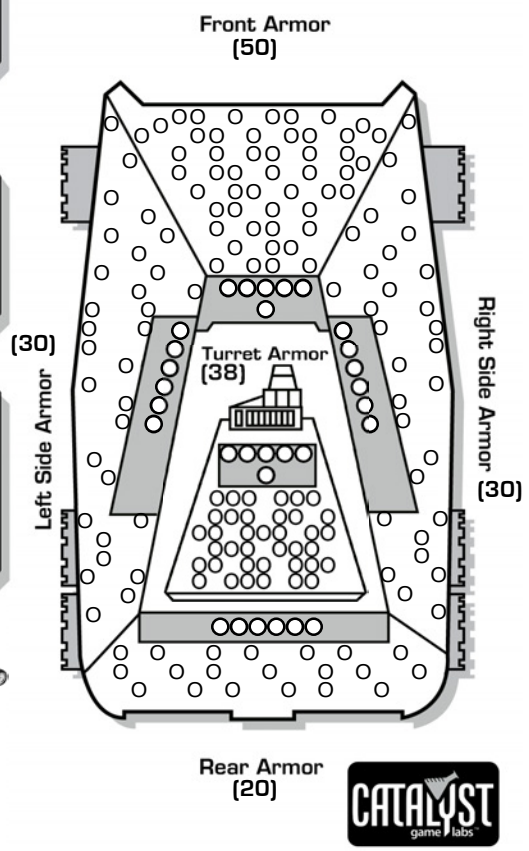
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



### ARMOR DIAGRAM

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

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

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Fury (Royal)

**Movement Points:**
**Cruising:** 4
**Flank:** 6
**Movement Type:** Tracked
**Engine Type:** Fusion Engine

**Tonnage:** 80
**Tech Base:** Inner Sphere
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

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

Ammo: (AMS) 12, (Gauss) 16

**BV:** 1,255

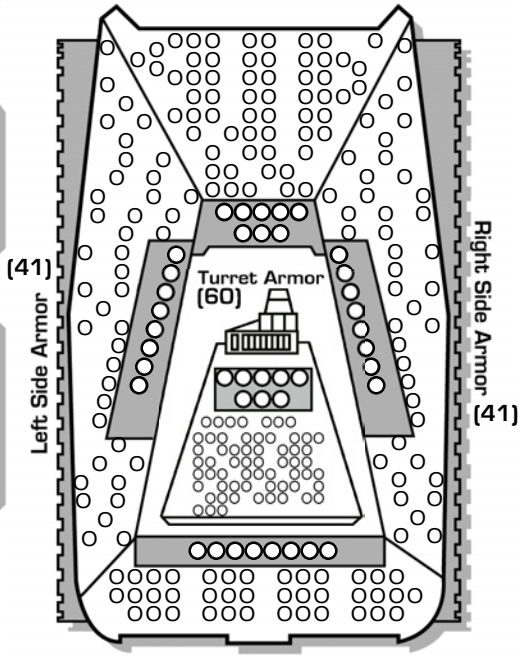
### CREW DATA

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

### CRITICAL DAMAGE

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

### ARMOR DIAGRAM

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

| | ATTACK DIRECTION | | |
|---|---|---|---|
| 2D6 Roll | FRONT | REAR | SIDE§ |
| 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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# BATTLETECH

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type: Rhino (Royal)**

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

**Tonnage:** 80
**Tech Base:** Inner Sphere
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Guardian ECM Suite | BD | [E] | — | — | — | 6 |
| 1 | LRM 10 w/Artemis IV FCS | FR | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | AMS | T | — | — | — | — | — |
| 2 | LRM 20 w/Artemis IV FCS | T | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 2 | Medium Pulse Laser | T | 6 [P] | — | 2 | 4 | 6 |

Ammo: (AMS) 12, (LRM 20 Artemis) 18
(LRM 10 Artemis) 12

**BV:** 1,670

### CREW DATA

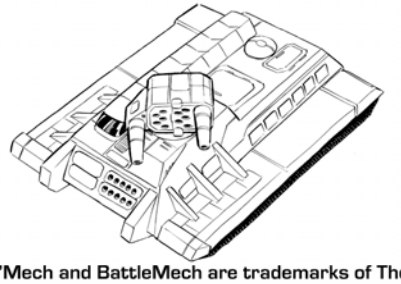
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

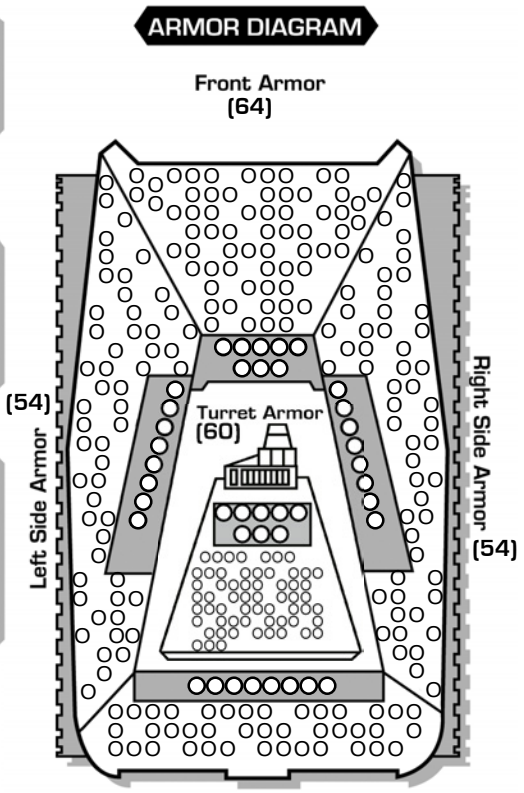
Driver Hit +2
Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



### ARMOR DIAGRAM

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

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

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type: Puma Assault Tank PAT-005b**

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

**Tonnage:** 95
**Tech Base:** Inner Sphere
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 2 | Medium Laser | FR | 5 [DE] | — | 3 | 6 | 9 |
| 2 | Streak SRM 2 | FR | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | LRM 20 w/Artemis IV FCS | RS | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | LRM 20 w/Artemis IV FCS | LS | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Small Pulse Laser | RR | 3 [P,AI] | — | 1 | 2 | 3 |
| 1 | Vehicle Flamer | RR | 2 [DE,S] | — | 1 | 2 | 3 |
| 1 | ER PPC | T | 10 [DE] | — | 7 | 14 | 23 |

Ammo (CASE): (Streak SRM 2) 50, (Flamer) 20
(LRM 20 Artemis) 24

**BV:** 1,546

### CREW DATA

**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

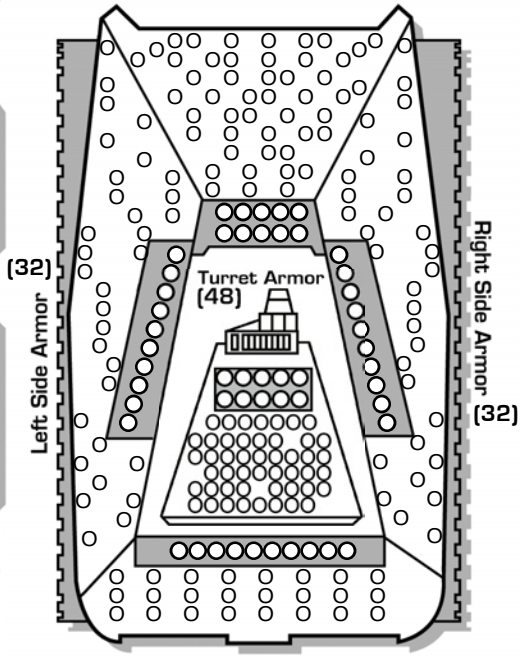
Driver Hit +2
Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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

### ARMOR DIAGRAM

Front Armor (48)




Rear Armor (24)

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

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

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Mongoose MON-66b

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 25 |
| **Walking:** | 8 | **Tech Base:** | Inner Sphere |
| **Running:** | 12 | **Era:** | Star League |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Small Laser | HD | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | ER Large Laser | CT | 12 | 8 [DE] | — | 7 | 14 | 19 |
| 1 | Beagle Active Probe | LT | — | [E] | — | — | — | 4 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

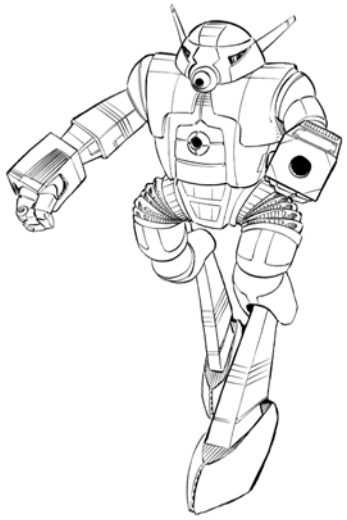
**BV:** 934

### WARRIOR DATA

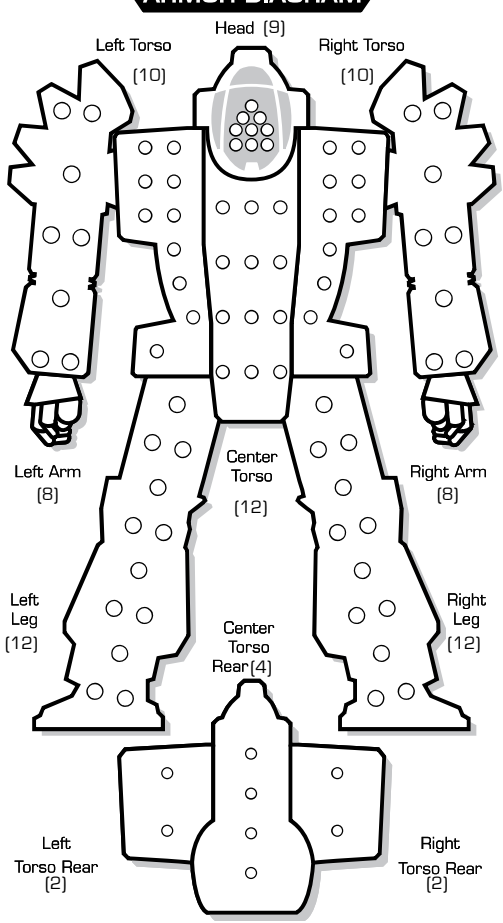
**Name:** _____

**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

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

4-6
1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

#### Left Torso

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

4-6
1. Beagle Active Probe
2. Beagle Active Probe
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

#### Head

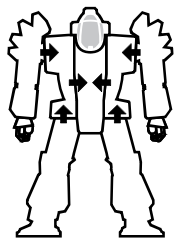
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

#### Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ER Large Laser
6. ER Large Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

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

4-6
1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

#### Right Torso

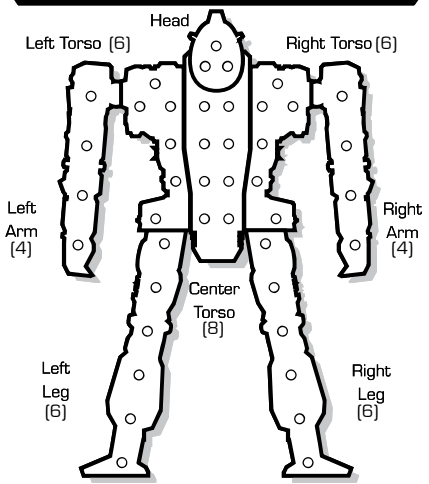
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

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

### HEAT DATA

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

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Hussar HSR-200-Db

**Movement Points:**
**Walking:** 9
**Running:** 14

**Tonnage:** 30
**Tech Base:** Inner Sphere
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | ER Large Laser | CT | 12 | 8 [DE] | — | 7 | 14 | 19 |
| 1 | Guardian ECM Suite | RT | — | [E] | — | — | — | 6 |
| 1 | Beagle Active Probe | LT | — | [E] | — | — | — | 4 |

**BV:** 934

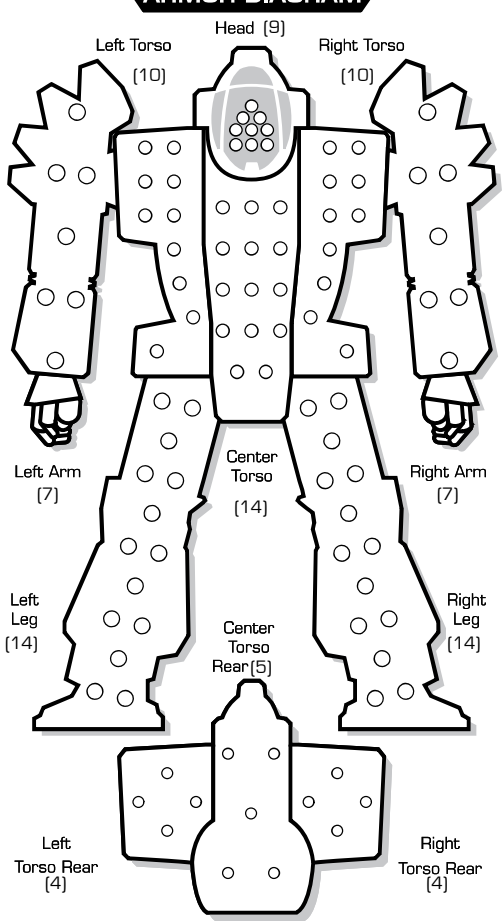
### WARRIOR DATA

**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. Ferro-Fibrous
6. Ferro-Fibrous

1-3

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

4-6

#### Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Beagle Active Probe
5. Beagle Active Probe
6. Ferro-Fibrous

1-3

1. Ferro-Fibrous
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. Ferro-Fibrous
6. Ferro-Fibrous

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

#### Center Torso

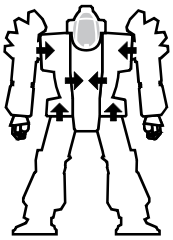
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ER Large Laser
6. ER Large Laser

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

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. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Guardian ECM Suite
5. Guardian ECM Suite
6. Ferro-Fibrous

1-3

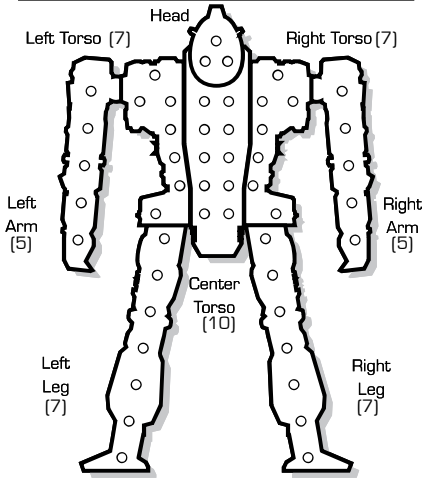
1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

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

### HEAT DATA

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

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Ostscout OTT-7Jb

| Movement Points: | | Tonnage: | 35 |
|---|---|---|---|
| Walking: | 8 | Tech Base: | Inner Sphere |
| Running: | 12 | Era: | Star League |
| 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 |
| 1 | Beagle Active Probe | RT | — | [E] | — | — | — | 4 |

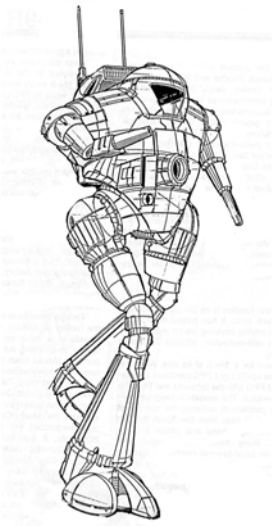
**BV:** 610

### WARRIOR DATA

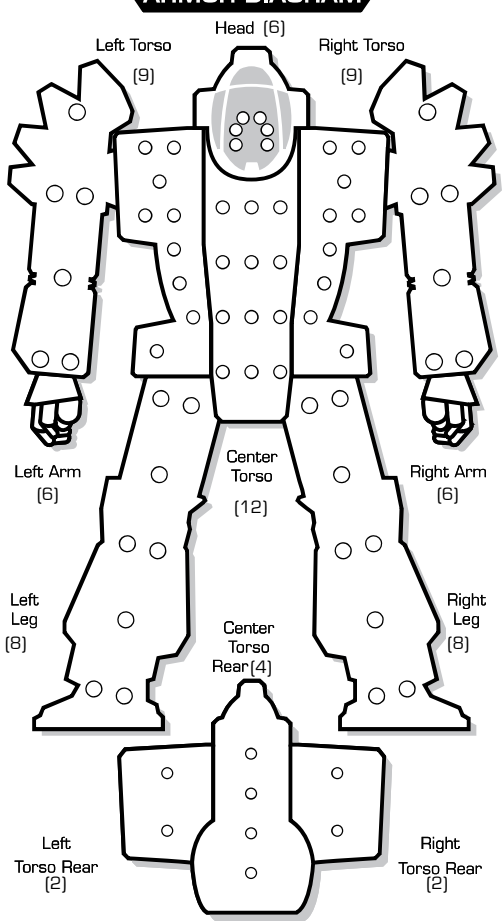
Name: _____

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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Endo Steel
5. Endo Steel
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. Jump Jet
2. Jump Jet
3. Jump Jet
4. Jump Jet
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
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. Endo Steel
6. Endo Steel

#### Head

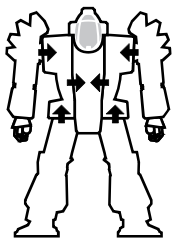
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Endo Steel
5. Endo Steel
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

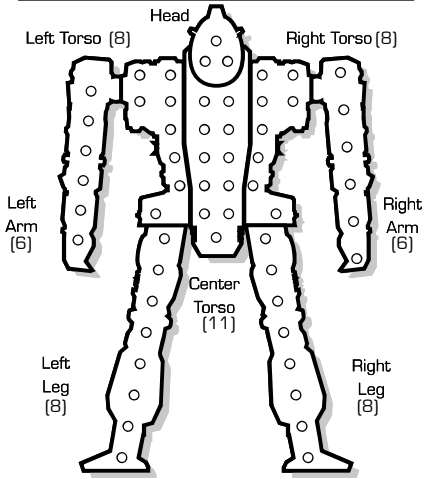
1-3
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Jump Jet
5. Beagle Active Probe
6. Beagle Active Probe

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

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

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

**Heat Scale**

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

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Phoenix Hawk PXH-1b "Special"

| Movement Points: | | Tonnage: | 45 |
|---|---|---|---|
| Walking: | 6 | Tech Base: | Inner Sphere |
| Running: | 9 | Era: | Star League |
| Jumping: | 6 | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Guardian ECM Suite | CT | — | [E] | — | — | — | 6 |
| 1 | ER Large Laser | RT | 12 | 8 [DE] | — | 7 | 14 | 19 |
| 1 | ER PPC | RA | 15 | 10 [DE] | — | 7 | 14 | 23 |
| 1 | Machine Gun | RA | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Machine Gun | LA | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

**BV:** 1,512

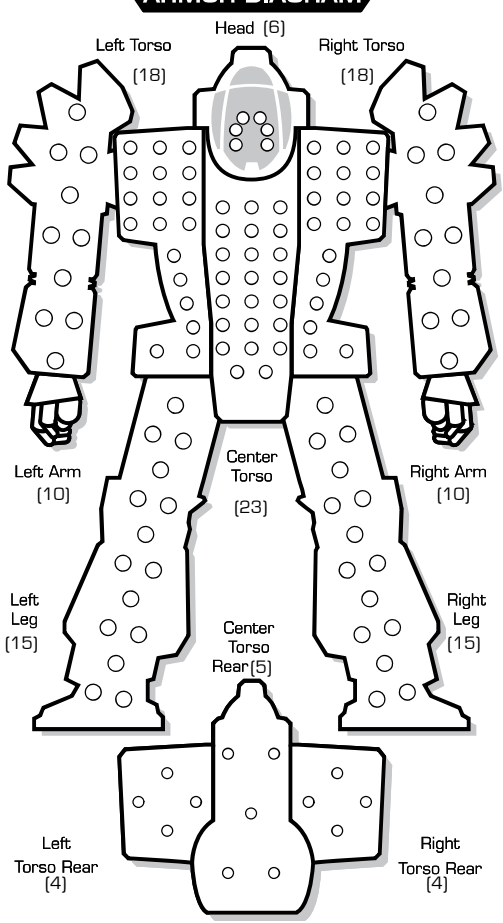
### WARRIOR DATA

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

| | |
|---|---|
| 1-3 | 1. Shoulder |
| | 2. Upper Arm Actuator |
| | 3. Lower Arm Actuator |
| | 4. Hand Actuator |
| | 5. Medium Laser |
| | 6. Machine Gun |
| 4-6 | 1. Endo Steel |
| | 2. Endo Steel |
| | 3. Endo Steel |
| | 4. Roll Again |
| | 5. Roll Again |
| | 6. Roll Again |

#### Left Torso

| | |
|---|---|
| 1-3 | 1. XL Fusion Engine |
| | 2. XL Fusion Engine |
| | 3. XL Fusion Engine |
| | 4. Jump Jet |
| | 5. Jump Jet |
| | 6. Jump Jet |
| 4-6 | 1. Ammo (Machine Gun) 200 |
| | 2. CASE |
| | 3. Endo Steel |
| | 4. Endo Steel |
| | 5. Roll Again |
| | 6. Roll Again |

#### Left Leg

| | |
|---|---|
| 1. | Hip |
| 2. | Upper Leg Actuator |
| 3. | Lower Leg Actuator |
| 4. | Foot Actuator |
| 5. | Endo Steel |
| 6. | Endo Steel |

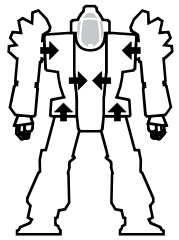
#### Head

| | |
|---|---|
| 1. | Life Support |
| 2. | Sensors |
| 3. | Cockpit |
| 4. | Endo Steel |
| 5. | Sensors |
| 6. | Life Support |

#### Center Torso

| | |
|---|---|
| 1-3 | 1. XL Fusion Engine |
| | 2. XL Fusion Engine |
| | 3. XL Fusion Engine |
| | 4. Gyro |
| | 5. Gyro |
| | 6. Gyro |
| 4-6 | 1. Gyro |
| | 2. XL Fusion Engine |
| | 3. XL Fusion Engine |
| | 4. XL Fusion Engine |
| | 5. Guardian ECM Suite |
| | 6. Guardian ECM Suite |

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

| | |
|---|---|
| 1-3 | 1. Shoulder |
| | 2. Upper Arm Actuator |
| | 3. Lower Arm Actuator |
| | 4. Hand Actuator |
| | 5. ER PPC |
| | 6. ER PPC |
| 4-6 | 1. ER PPC |
| | 2. Medium Laser |
| | 3. Machine Gun |
| | 4. Endo Steel |
| | 5. Endo Steel |
| | 6. Roll Again |

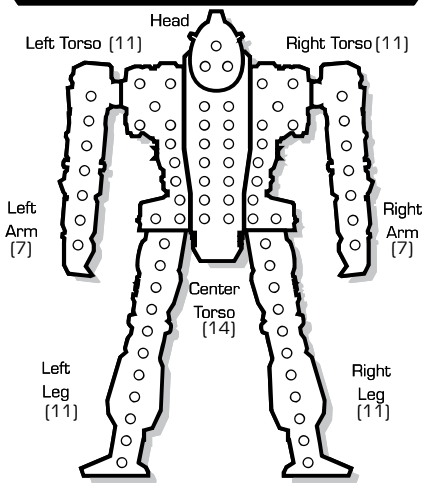
#### Right Torso

| | |
|---|---|
| 1-3 | 1. XL Fusion Engine |
| | 2. XL Fusion Engine |
| | 3. XL Fusion Engine |
| | 4. Jump Jet |
| | 5. Jump Jet |
| | 6. Jump Jet |
| 4-6 | 1. ER Large Laser |
| | 2. ER Large Laser |
| | 3. Endo Steel |
| | 4. Endo Steel |
| | 5. Roll Again |
| | 6. Roll Again |

#### Right Leg

| | |
|---|---|
| 1. | Hip |
| 2. | Upper Leg Actuator |
| 3. | Lower Leg Actuator |
| 4. | Foot Actuator |
| 5. | Endo Steel |
| 6. | Endo Steel |

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

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

### HEAT DATA

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

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Phoenix Hawk PXH-1c "Special"

| Movement Points: | | Tonnage: | 45 |
|---|---|---|---|
| Walking: | 6 | Tech Base: | Inner Sphere |
| Running: | 9 | Era: | Succession Wars |
| Jumping: | 6 | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Guardian ECM Suite | CT | — | [E] | — | — | — | 6 |
| 1 | ER Large Laser | RT | 12 | 8 [DE] | — | 7 | 14 | 19 |
| 1 | Machine Gun | RA | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Snub-Nose PPC | RA | 10 | 10/8/5 [DE,V] | — | 9 | 13 | 15 |
| 1 | Machine Gun | LA | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

**BV:** 1,443

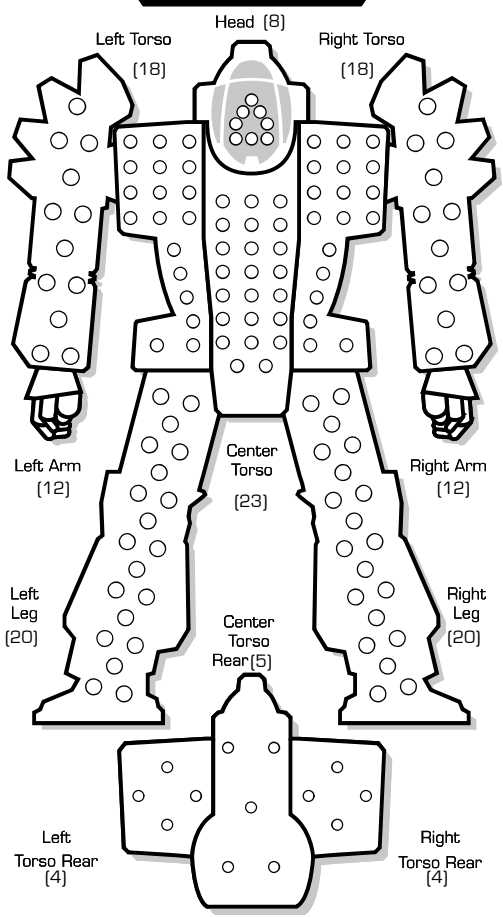
### WARRIOR DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

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

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

#### Left Torso

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

4-6
1. Ammo (Machine Gun) 200
2. CASE
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

#### Head

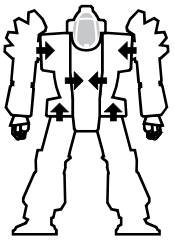
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

#### Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Snub-Nose PPC
6. Snub-Nose PPC

4-6
1. Medium Laser
2. Machine Gun
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

#### Right Torso

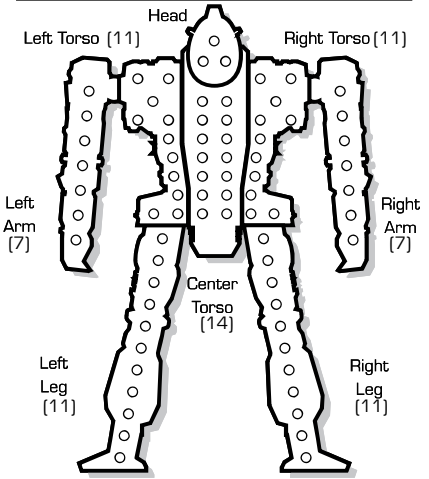
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Jump Jet
6. Jump Jet

4-6
1. ER Large Laser
2. ER Large Laser
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

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

### HEAT DATA

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

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Wyvern WVE-5Nb

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 45 |
| **Walking:** | 4 | **Tech Base:** | Inner Sphere |
| **Running:** | 6 | **Era:** | Star League |
| **Jumping:** | 4 | | |

**Weapons & Equipment Inventory** (hexes)

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

**BV:** 1,006

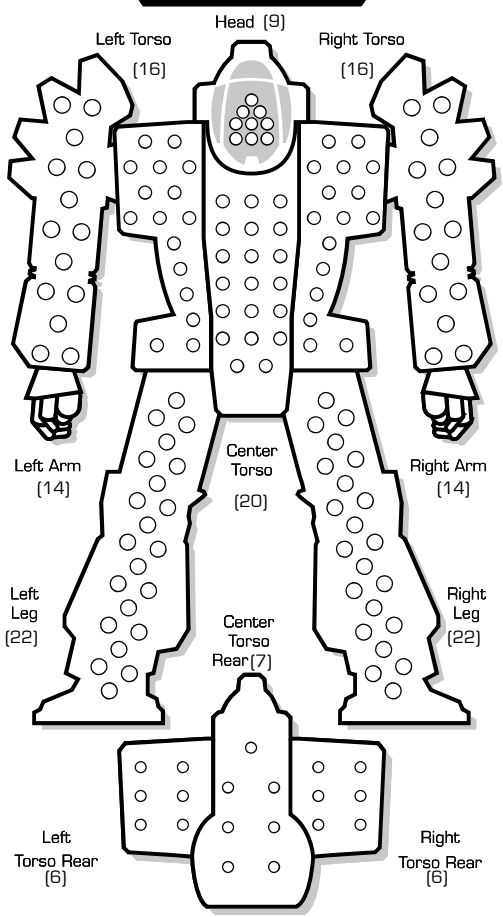
### WARRIOR DATA

**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. Endo Steel
6. Endo Steel

1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Heat Sink
5. Heat Sink
6. Jump Jet

1. Ammo (LRM 10) 12
2. CASE
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

#### Left Leg

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

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

#### Center Torso

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

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. LRM 10
6. LRM 10

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

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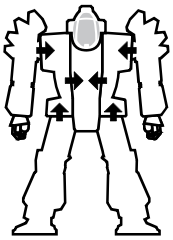


Damage Transfer Diagram

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heat Sink
6. Large Pulse Laser

1. Large Pulse Laser
2. Medium Laser
3. Small Laser
4. Endo Steel
5. Endo Steel
6. Endo Steel

#### Right Torso

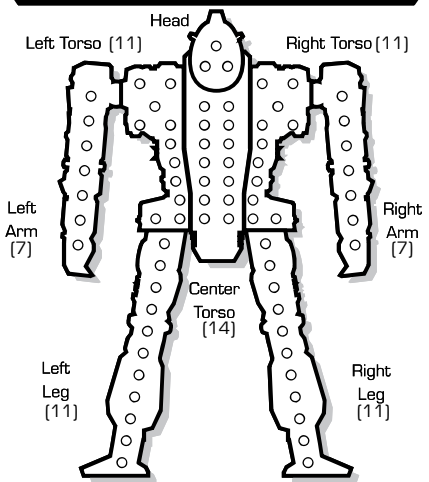
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Heat Sink
5. Heat Sink
6. Jump Jet

1. SRM 6
2. SRM 6
3. Ammo (SRM 6) 15
4. CASE
5. Endo Steel
6. Endo Steel

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

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

**13 (13) Single**

O O
O O O
O O O
O
O
O
O
O
O
O
O

**Heat Scale**

Overflow

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

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Crab CRB-27b

**Movement Points:**
Walking: 5
Running: 8

Tonnage: 50
Tech Base: Inner Sphere
Era: Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Small Laser | HD | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | Medium Laser | CT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | ER Large Laser | RA | 12 | 8 [DE] | — | 7 | 14 | 19 |
| 1 | ER Large Laser | LA | 12 | 8 [DE] | — | 7 | 14 | 19 |

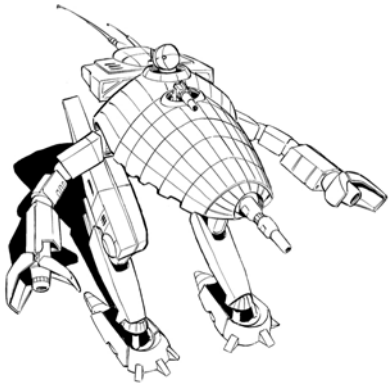
**BV:** 1,308

### WARRIOR DATA

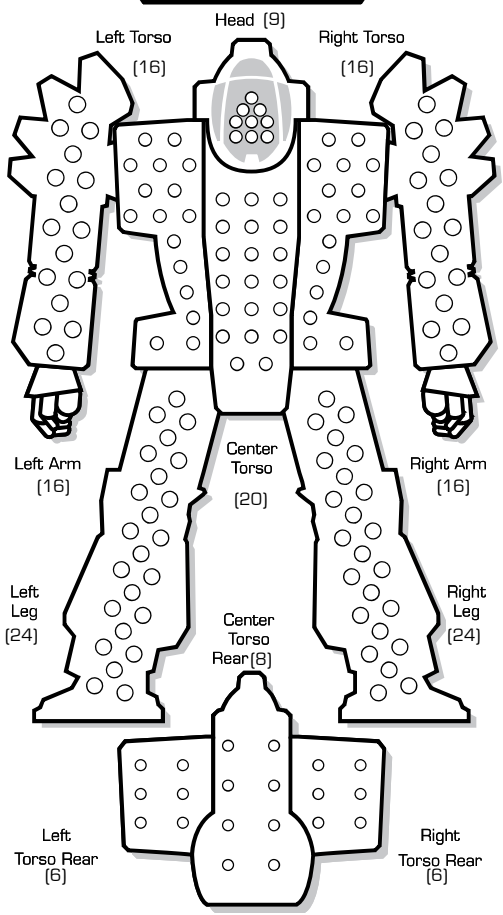
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ER Large Laser
2. ER Large Laser

4-6
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

#### Left Torso

1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
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. Ferro-Fibrous
6. Ferro-Fibrous

#### Head

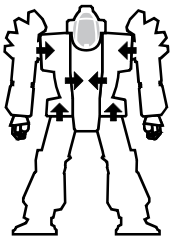
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

#### Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. ER Large Laser
2. ER Large Laser
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

#### Right Torso

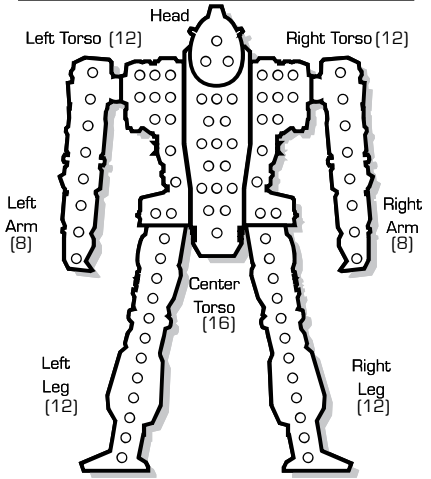
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
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. Ferro-Fibrous
6. Ferro-Fibrous

### 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 | 16 (32) Double |
|---|---|---|
| 30 | Shutdown | |
| 28 | Ammo Exp. avoid on 8+ | |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | –5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | –4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O |
| 17 | +3 Modifier to Fire | O |
| 15 | –3 Movement Points | O |
| 14 | Shutdown, avoid on 4+ | O |
| 13 | +2 Modifier to Fire | O |
| 10 | –2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | –1 Movement Points | |

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Kintaro KTO-19b

**Movement Points:**
Walking: 5
Running: 8

Tonnage: 55
Tech Base: Inner Sphere
Era: Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Narc | CT | 0 | [M] | — | 3 | 6 | 9 |
| 1 | SRM 6 | RT | 4 | 2/Msl [M,C,S] | — | 3 | 6 | 9 |
| 2 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | LRM 15 | LA | 5 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | SRM 6 | LA | 4 | 2/Msl [M,C,S] | — | 3 | 6 | 9 |

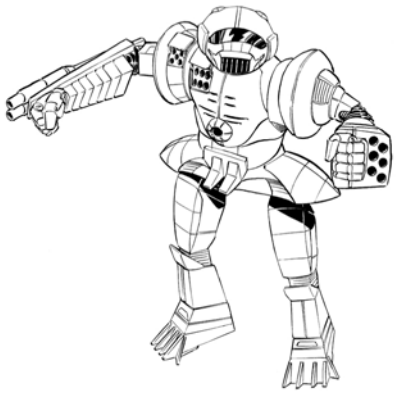
**BV:** 1,265

### WARRIOR DATA

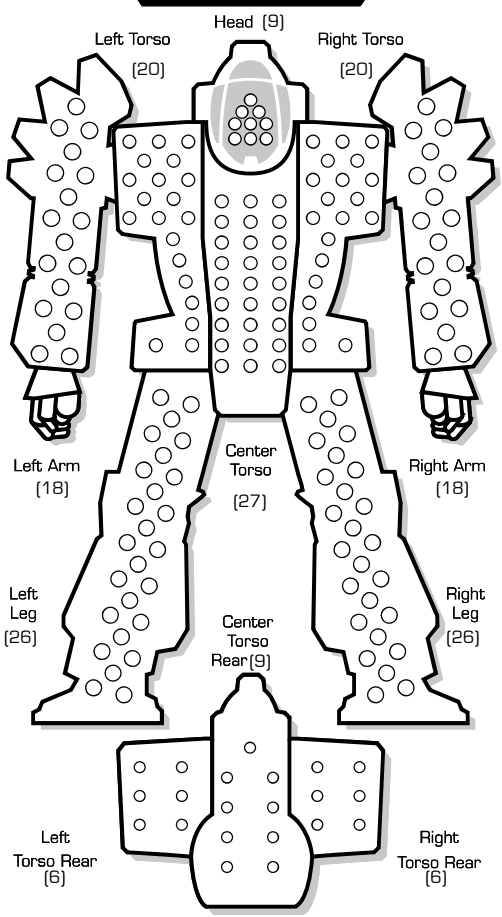
Name: _____

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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 15
6. LRM 15

4-6
1. LRM 15
2. SRM 6
3. SRM 6
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

#### Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Ammo (LRM 15 Narc) 8
5. Ammo (LRM 15 Narc) 8
6. Ammo (SRM 6 Narc) 15

4-6
1. CASE
2. Ferro-Fibrous
3. Ferro-Fibrous
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. Ferro-Fibrous
6. Ferro-Fibrous

#### Head

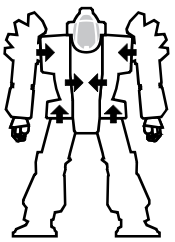
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

#### Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

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

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

#### Right Torso

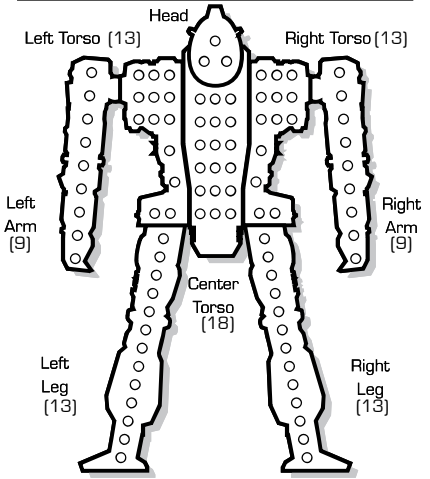
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. SRM 6
5. SRM 6
6. Ammo (SRM 6 Narc) 15

4-6
1. Ammo (Narc) 6
2. Ammo (Narc) 6
3. CASE
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

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

### HEAT DATA

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

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Wolverine II WVR-7H

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 55 |
| **Walking:** | 5 | **Tech Base:** | Inner Sphere |
| **Running:** | 8 | **Era:** | Star League |
| **Jumping:** | 5 | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Pulse Laser | HD | 4 | 6 [P] | — | 2 | 4 | 6 |
| 1 | SRM 6 w/Artemis IV FCS | LT | 4 | 2/Msl [M,C,S] | — | 3 | 6 | 9 |
| 1 | Ultra AC/5 | RA | 1 | 5/Sht [DB,R/C] | 2 | 6 | 13 | 20 |

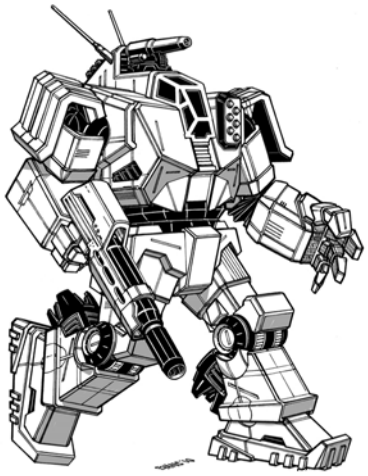
**BV:** 1,301

### WARRIOR DATA

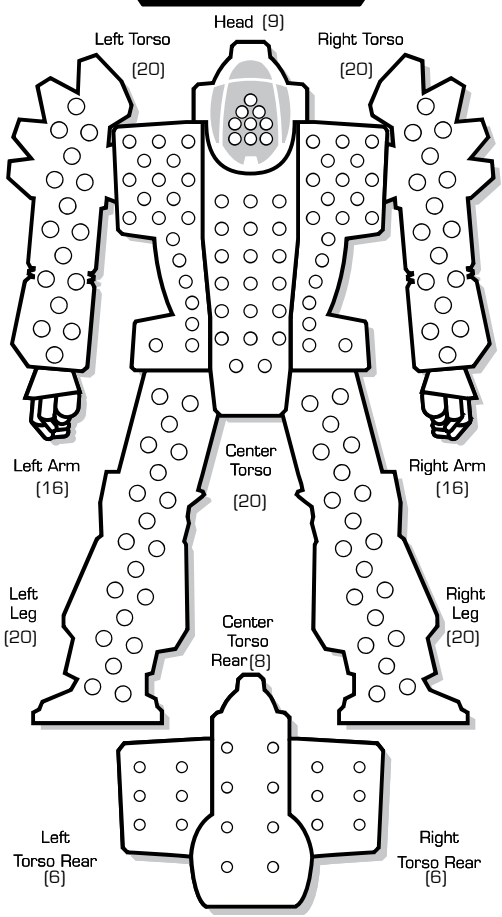
**Name:** _____

**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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

#### Left Torso

1-3
1. SRM 6
2. SRM 6
3. Artemis IV FCS
4. Ammo (SRM 6 Artemis) 15
5. CASE
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

#### Left Leg

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

#### Head

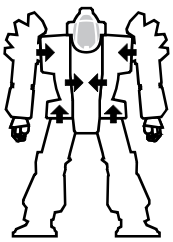
1. Life Support
2. Sensors
3. Cockpit
4. Medium Pulse Laser
5. Sensors
6. Life Support

#### Center Torso

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

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Ultra AC/5
6. Ultra AC/5

4-6
1. Ultra AC/5
2. Ultra AC/5
3. Ultra AC/5
4. Ammo (Ultra AC/5) 20
5. Ammo (Ultra AC/5) 20
6. Endo Steel

#### Right Torso

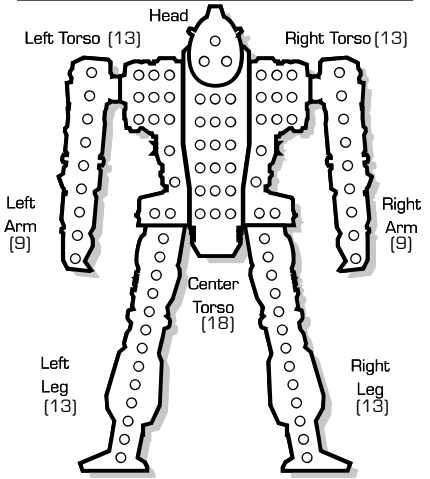
1-3
1. CASE
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

#### 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 Scale**

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

### HEAT DATA

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

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Ostroc OSR-2Cb

**Movement Points:**
Walking: 5
Running: 8

Tonnage: 60
Tech Base: Inner Sphere
Era: Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | ER Large Laser | RT | 12 | 8 [DE] | — | 7 | 14 | 19 |
| 1 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Streak SRM 2 | RT | 2 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | ER Large Laser | LT | 12 | 8 [DE] | — | 7 | 14 | 19 |
| 1 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Streak SRM 2 | LT | 2 | 2/Msl [M,C] | — | 3 | 6 | 9 |

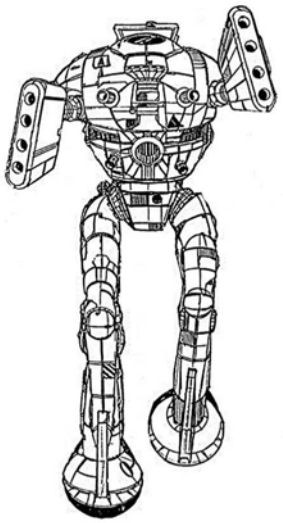
**BV:** 1,478

### WARRIOR DATA

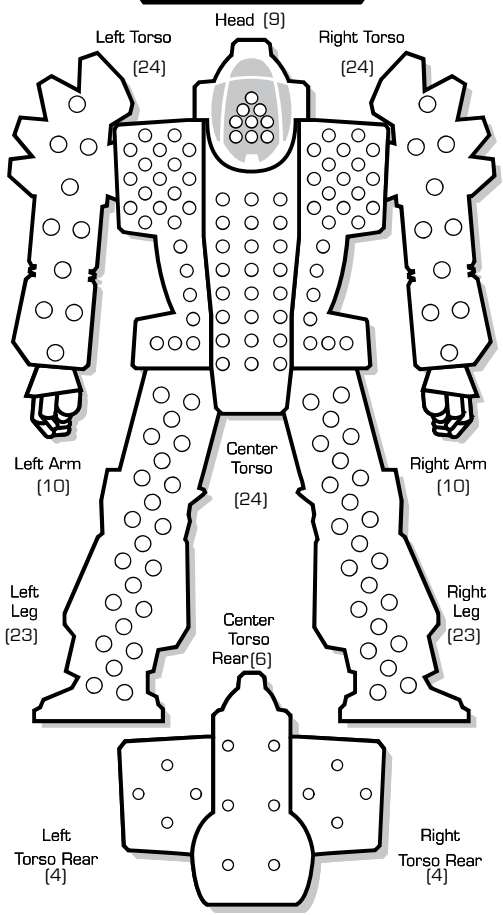
Name: _____

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

| | |
|---|---|
| 1-3 | 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. Double Heat Sink |
| | 2. Double Heat Sink |
| | 3. Double Heat Sink |
| | 4. ER Large Laser |
| | 5. ER Large Laser |
| | 6. Medium Laser |
| 4-6 | 1. Streak SRM 2 |
| | 2. Ferro-Fibrous |
| | 3. Ferro-Fibrous |
| | 4. Ferro-Fibrous |
| | 5. Ferro-Fibrous |
| | 6. Ferro-Fibrous |

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

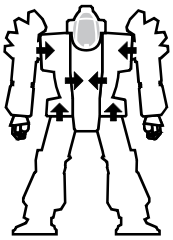
#### Head

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

#### Center Torso

| | |
|---|---|
| 1-3 | 1. Fusion Engine |
| | 2. Fusion Engine |
| | 3. Fusion Engine |
| | 4. Gyro |
| | 5. Gyro |
| | 6. Gyro |
| 4-6 | 1. Gyro |
| | 2. Fusion Engine |
| | 3. Fusion Engine |
| | 4. Fusion Engine |
| | 5. Ammo (Streak SRM 2) 50 |
| | 6. Roll Again |

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### 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 |

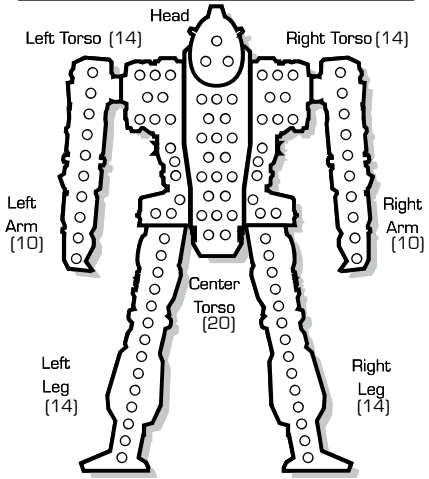
#### Right Torso

| | |
|---|---|
| 1-3 | 1. Double Heat Sink |
| | 2. Double Heat Sink |
| | 3. Double Heat Sink |
| | 4. ER Large Laser |
| | 5. ER Large Laser |
| | 6. Medium Laser |
| 4-6 | 1. Streak SRM 2 |
| | 2. Ferro-Fibrous |
| | 3. Ferro-Fibrous |
| | 4. Ferro-Fibrous |
| | 5. Ferro-Fibrous |
| | 6. Ferro-Fibrous |

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

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

**Heat Scale**

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

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Crusader CRD-2R

**Movement Points:**
Walking: 4
Running: 6

**Tonnage:** 65
**Tech Base:** Inner Sphere
**Era:** Star League

#### Weapons & Equipment Inventory (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | LRM 15 w/Artemis IV FCS | RA | 5 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Machine Gun | RA | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | LRM 15 w/Artemis IV FCS | LA | 5 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Machine Gun | LA | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 2 | Streak SRM 2 | RL | 2 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 2 | Streak SRM 2 | LL | 2 | 2/Msl [M,C] | — | 3 | 6 | 9 |

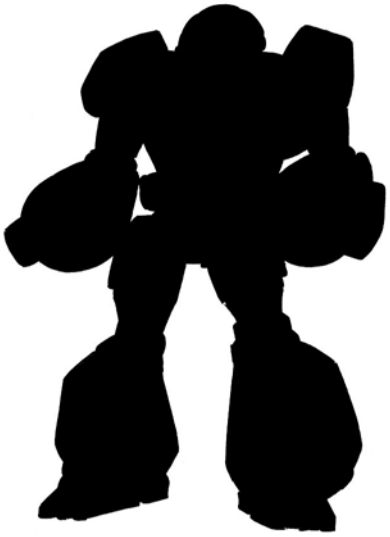
**BV:** 1,533

### WARRIOR DATA

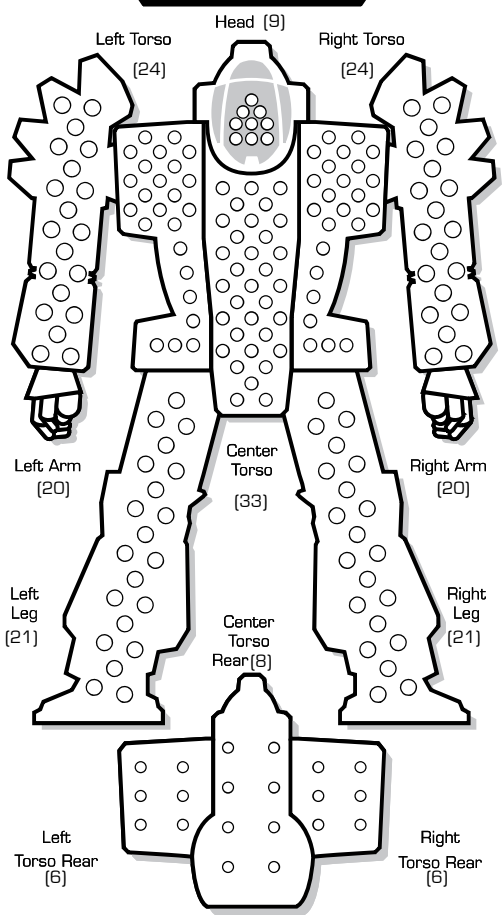
Name: _____

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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 15
6. LRM 15

4-6
1. LRM 15
2. Artemis IV FCS
3. Medium Laser
4. Machine Gun
5. Endo Steel
6. Endo Steel

#### Left Torso

1-3
1. Ammo (LRM 15 Artemis) 8
2. Ammo (Machine Gun) 200
3. CASE
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
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. Streak SRM 2
6. Streak SRM 2

#### Head

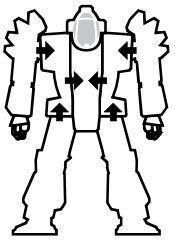
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

#### Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 15
6. LRM 15

4-6
1. LRM 15
2. Artemis IV FCS
3. Medium Laser
4. Machine Gun
5. Endo Steel
6. Endo Steel

#### Right Torso

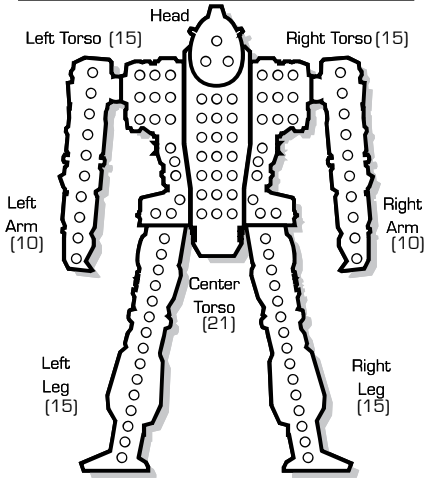
1-3
1. Ammo (LRM 15 Artemis) 8
2. Ammo (Streak SRM 2) 50
3. CASE
4. Endo Steel
5. Endo Steel
6. Endo Steel

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

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Streak SRM 2
6. Streak SRM 2

### INTERNAL STRUCTURE DIAGRAM




### Heat Scale

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

### HEAT DATA

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

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Excalibur EXC-B2b

**Movement Points:**
Walking: 5
Running: 8

Tonnage: 70
Tech Base: Inner Sphere
Era: Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | AMS | CT | 1 | — [PD] | — | — | — | — |
| 1 | LRM 20 w/Artemis IV FCS | LT | 6 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Gauss Rifle | RA | 1 | 15 [DB,X] | 2 | 7 | 15 | 22 |

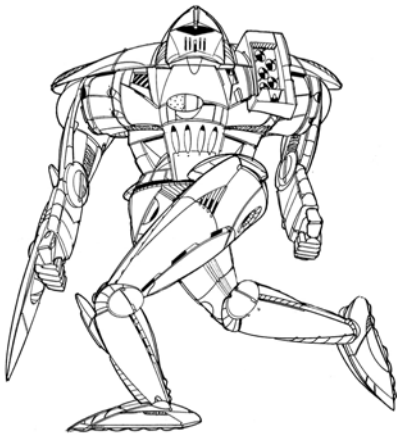
**BV:** 1,715

### WARRIOR DATA

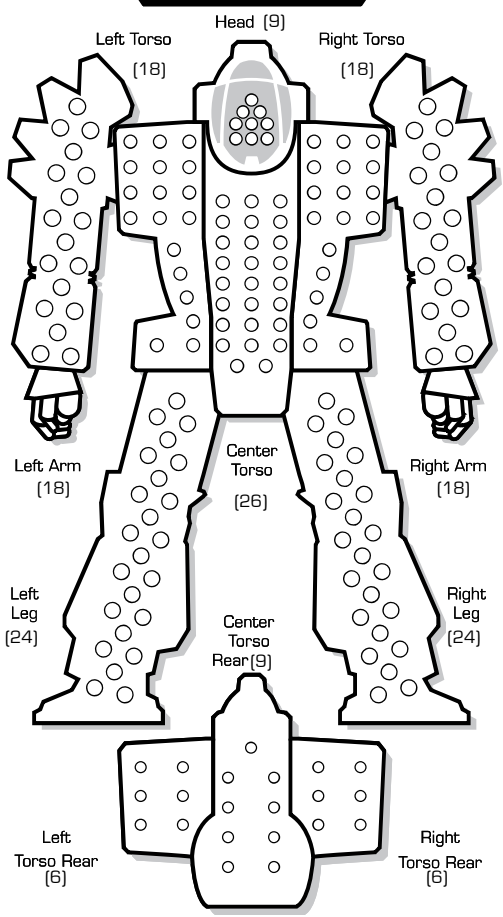
Name: _____

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. Endo Steel
6. Endo Steel

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

#### Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. LRM 20
5. LRM 20
6. LRM 20

1. LRM 20
2. LRM 20
3. Artemis IV FCS
4. Ammo (LRM 20 Artemis) 6
5. Ammo (LRM 20 Artemis) 6
6. CASE

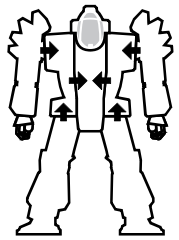
#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

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

#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. AMS
6. Ammo (AMS) 12

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

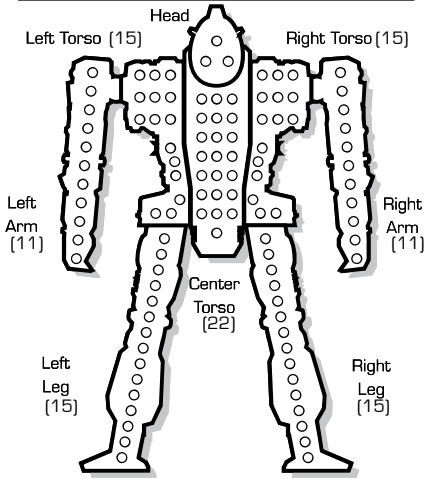
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Endo Steel
6. Endo Steel

#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Ammo (Gauss) 8
5. Ammo (Gauss) 8
6. CASE

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

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

### HEAT DATA

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

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Warhammer WHM-6Rb

**Movement Points:**
Walking: 4
Running: 6

**Tonnage:** 70
**Tech Base:** Inner Sphere
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Machine Gun | RT | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Small Laser | RT | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | SRM 6 w/Artemis IV FCS | RT | 4 | 2/Msl [M,C,S] | — | 3 | 6 | 9 |
| 1 | Machine Gun | LT | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Small Laser | LT | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | PPC | RA | 10 | 10 [DE] | 3 | 6 | 12 | 18 |
| 1 | PPC | LA | 10 | 10 [DE] | 3 | 6 | 12 | 18 |

**BV:** 1,431

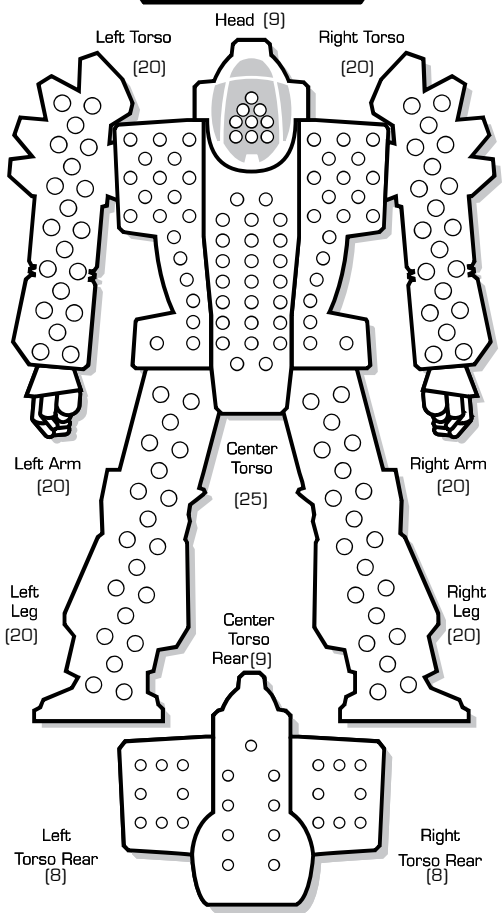
### WARRIOR DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. PPC
2. PPC

4-6
3. PPC
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

#### Left Torso

1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Medium Laser
5. Small Laser
6. Machine Gun

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

#### Head

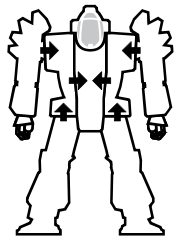
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

#### Center Torso

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

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (Machine Gun) 200
6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. PPC
2. PPC
3. PPC
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

#### Right Torso

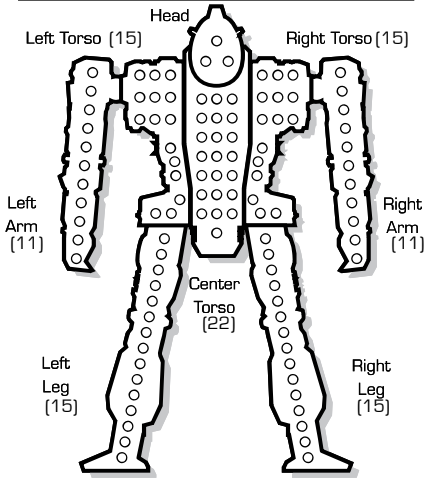
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. SRM 6
5. SRM 6
6. Artemis IV FCS

4-6
1. Medium Laser
2. Small Laser
3. Machine Gun
4. Ammo (SRM 6 Artemis) 15
5. Ferro-Fibrous
6. Ferro-Fibrous

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
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 | 17 (34) Double |
|---|---|---|
| 30 | Shutdown | |
| 28 | Ammo Exp. avoid on 8+ | |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | –5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | –4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O O |
| 17 | +3 Modifier to Fire | |
| 15 | –3 Movement Points | O |
| 14 | Shutdown, avoid on 4+ | O |
| 13 | +2 Modifier to Fire | O |
| 10 | –2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | –1 Movement Points | |

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Marauder MAD-1R

**Movement Points:**
Walking: 4
Running: 6

Tonnage: 75
Tech Base: Inner Sphere
Era: Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | AC/5 | RT | 1 | 5 [DB,S] | 3 | 6 | 12 | 18 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | PPC | RA | 10 | 10 [DE] | 3 | 6 | 12 | 18 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | PPC | LA | 10 | 10 [DE] | 3 | 6 | 12 | 18 |

**BV:** 1,420

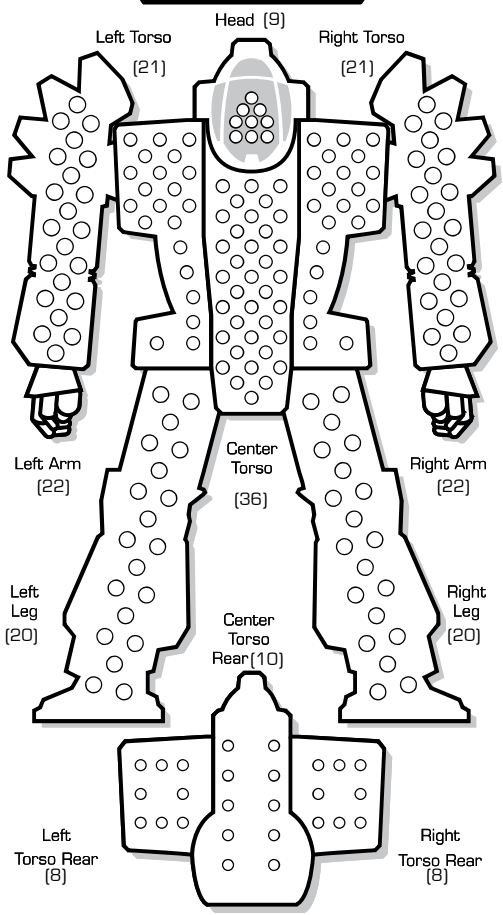
### WARRIOR DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. PPC
5. PPC
6. PPC

4-6
1. Medium Laser
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

#### Left Torso
1. Ferro-Fibrous
2. Ferro-Fibrous

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

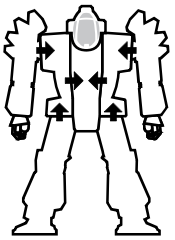
#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso
1. Fusion Engine
2. Fusion Engine

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. PPC
5. PPC
6. PPC

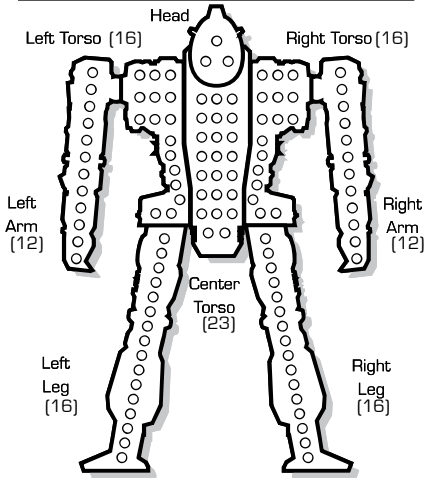
4-6
1. Medium Laser
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

#### Right Torso
1-3
1. AC/5
2. AC/5
3. AC/5
4. AC/5
5. Ammo (AC/5) 20
6. CASE

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

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. 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 | 16 (16) Single |
|---|---|---|
| 30 | Shutdown | |
| 28 | Ammo Exp. avoid on 8+ | |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | –5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | –4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O |
| 17 | +3 Modifier to Fire | O |
| 15 | –3 Movement Points | O |
| 14 | Shutdown, avoid on 4+ | O |
| 13 | +2 Modifier to Fire | O |
| 10 | –2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | –1 Movement Points | |

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Marauder MAD-2R

**Movement Points:**
Walking: 4
Running: 6

Tonnage: 75
Tech Base: Inner Sphere
Era: Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | AC/5 | RT | 1 | 5 [DB,S] | 3 | 6 | 12 | 18 |
| 1 | ER PPC | RA | 15 | 10 [DE] | — | 7 | 14 | 23 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | ER PPC | LA | 15 | 10 [DE] | — | 7 | 14 | 23 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

**BV:** 1,630

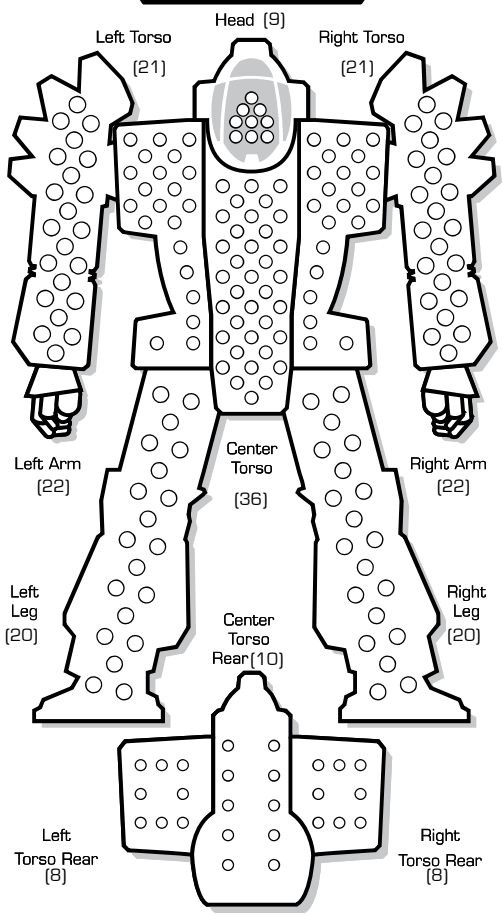
### WARRIOR DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. ER PPC
5. ER PPC
6. ER PPC

4-6
1. Medium Laser
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

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

#### Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

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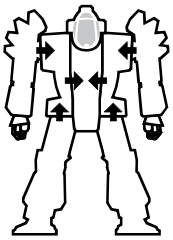


Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. ER PPC
5. ER PPC
6. ER PPC

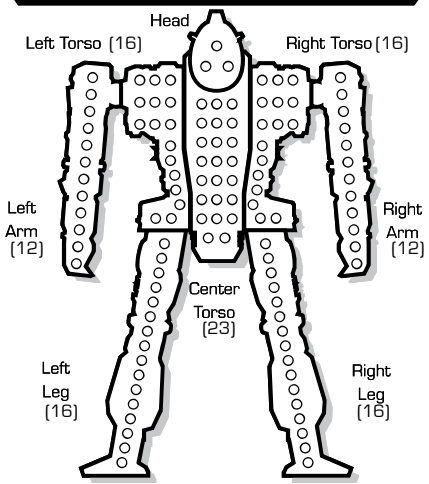
4-6
1. Medium Laser
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. AC/5
5. AC/5
6. AC/5

4-6
1. AC/5
2. Ammo (AC/5) 20
3. CASE
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
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 | 16 (32) Double |
|---|---|---|
| 30 | Shutdown | |
| 28 | Ammo Exp. avoid on 8+ | |
| 26 | Shutdown, avoid on 10+ | ○○ |
| 25 | –5 Movement Points | ○○ |
| 24 | +4 Modifier to Fire | ○○ |
| 23 | Ammo Exp. avoid on 6+ | ○○ |
| 22 | Shutdown, avoid on 8+ | ○○ |
| 20 | –4 Movement Points | ○○ |
| 19 | Ammo Exp. avoid on 4+ | ○○ |
| 18 | Shutdown, avoid on 6+ | ○ |
| 17 | +3 Modifier to Fire | ○ |
| 15 | –3 Movement Points | ○ |
| 14 | Shutdown, avoid on 4+ | ○ |
| 13 | +2 Modifier to Fire | ○ |
| 10 | –2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | –1 Movement Points | |

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Rifleman II RFL-3N-2

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 80 |
| **Walking:** | 4 | **Tech Base:** | Inner Sphere |
| **Running:** | 6 | **Era:** | Star League |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Beagle Active Probe | LT | — | [E] | — | — | — | 4 |
| 1 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Large Pulse Laser | RA | 10 | 9 [P] | — | 3 | 7 | 10 |
| 1 | LB 10-X AC | RA | 2 | 10 [DB,C/F/S] | — | 6 | 12 | 18 |
| 1 | Large Pulse Laser | LA | 10 | 9 [P] | — | 3 | 7 | 10 |
| 1 | LB 10-X AC | LA | 2 | 10 [DB,C/F/S] | — | 6 | 12 | 18 |

**BV:** 1,543

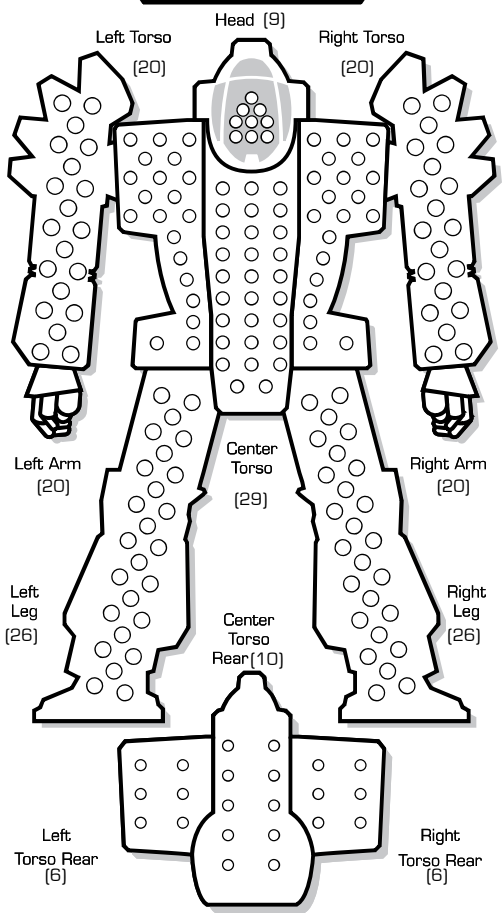
### WARRIOR DATA

**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. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

1. LB 10-X AC
2. LB 10-X AC
3. Large Pulse Laser
4. Large Pulse Laser
5. Endo Steel
6. Endo Steel

#### Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Medium Laser
2. Beagle Active Probe
3. Beagle Active Probe
4. Endo Steel
5. Endo Steel
6. Endo Steel

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

#### Head

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

#### Center Torso

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

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ammo (LB 10-X) 10
6. Ammo (LB 10-X Cluster) 10

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

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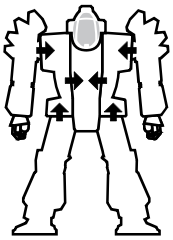


Damage Transfer Diagram

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

1. LB 10-X AC
2. LB 10-X AC
3. Large Pulse Laser
4. Large Pulse Laser
5. Endo Steel
6. Endo Steel

#### Right Torso

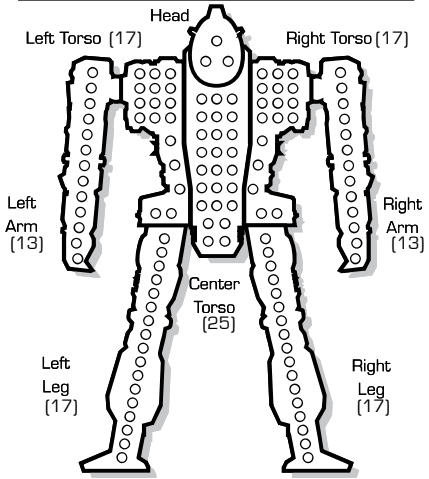
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Medium Laser
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

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

### HEAT DATA

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

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Thug THG-11Eb

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 80 |
| **Walking:** | 4 | **Tech Base:** | Inner Sphere |
| **Running:** | 6 | **Era:** | Star League |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | SRM 6 | RT | 4 | 2/Msl [M,C,S] | — | 3 | 6 | 9 |
| 1 | SRM 6 | LT | 4 | 2/Msl [M,C,S] | — | 3 | 6 | 9 |
| 1 | ER PPC | RA | 15 | 10 [DE] | — | 7 | 14 | 23 |
| 1 | ER PPC | LA | 15 | 10 [DE] | — | 7 | 14 | 23 |

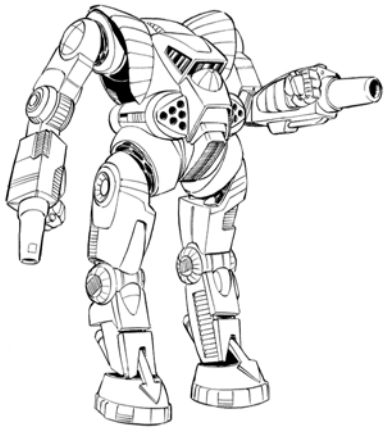
**BV:** 1,759

### WARRIOR DATA

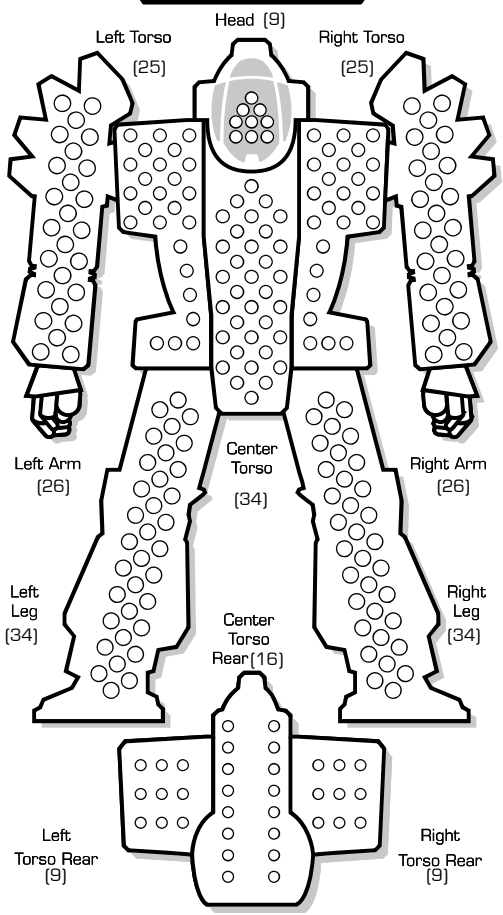
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. ER PPC
3. ER PPC
4. ER PPC
5. Endo Steel
6. Endo Steel

4-6

#### Left Torso

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. SRM 6
2. SRM 6
3. Ammo (SRM 6) 15
4. CASE
5. Endo Steel
6. Endo Steel

4-6

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

#### Center Torso

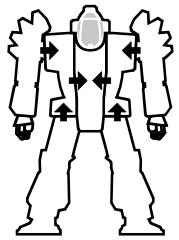
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Endo Steel
6. Roll Again

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. ER PPC
3. ER PPC
4. ER PPC
5. Endo Steel
6. Endo Steel

4-6

#### Right Torso

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

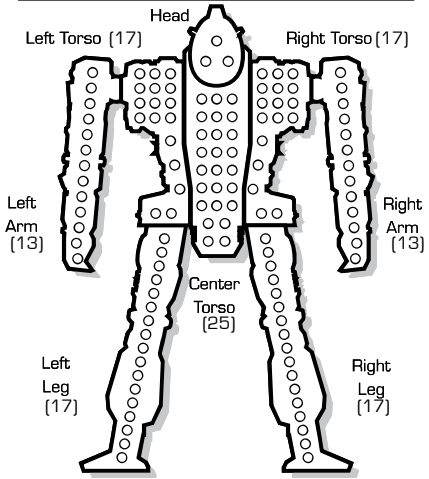
1. SRM 6
2. SRM 6
3. Ammo (SRM 6) 15
4. CASE
5. Endo Steel
6. Endo Steel

4-6

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

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

### HEAT DATA

| Heat Level* | Effects | 18 (36) Double |
|---|---|---|
| 30 | Shutdown | |
| 28 | Ammo Exp. avoid on 8+ | |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | –5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | –4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O O |
| 17 | +3 Modifier to Fire | O O |
| 15 | –3 Movement Points | O O |
| 14 | Shutdown, avoid on 4+ | O |
| 13 | +2 Modifier to Fire | O |
| 10 | –2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | –1 Movement Points | |

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** BattleMaster BLR-1Gb

**Movement Points:**
Walking: 4
Running: 6

Tonnage: 85
Tech Base: Inner Sphere
Era: Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Large Pulse Laser | CT | 10 | 9 [P] | — | 3 | 7 | 10 |
| 2 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 2 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | ER PPC | RA | 15 | 10 [DE] | — | 7 | 14 | 23 |
| 1 | ER PPC | LA | 15 | 10 [DE] | — | 7 | 14 | 23 |

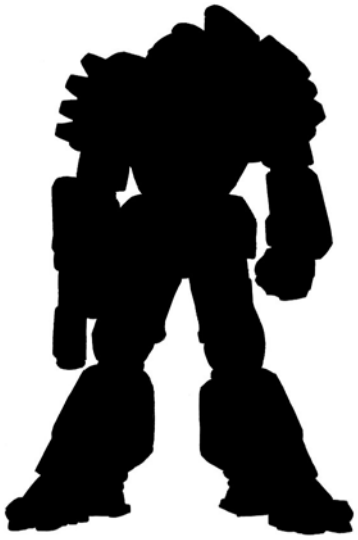
**BV:** 1,825

### WARRIOR DATA

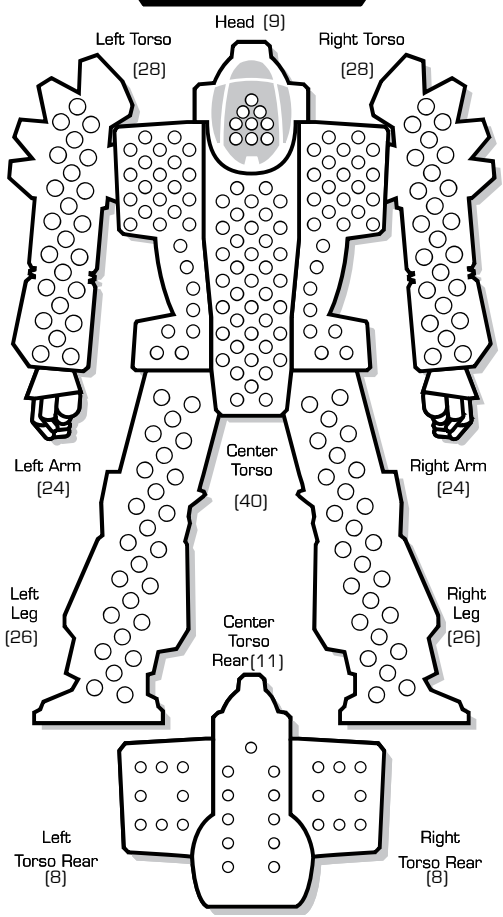
Name: _____

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. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. ER PPC
3. ER PPC
4. ER PPC
5. Endo Steel
6. Endo Steel

#### Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Medium Laser
5. Medium Laser
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

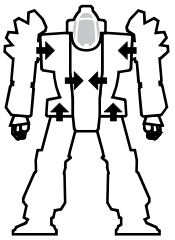
#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

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

#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Large Pulse Laser
6. Large Pulse Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

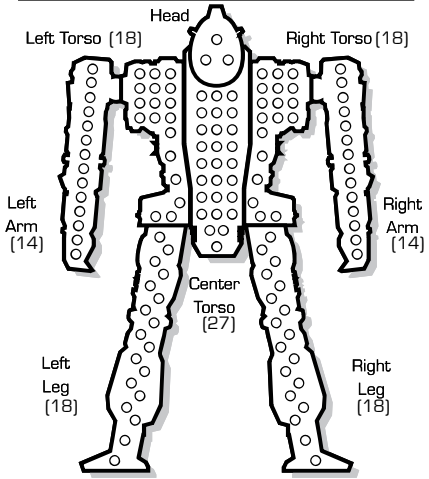
1. Double Heat Sink
2. ER PPC
3. ER PPC
4. ER PPC
5. Endo Steel
6. Endo Steel

#### Right Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Medium Laser
5. Medium Laser
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

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

### HEAT DATA

| Heat Level* | Effects | 17 (34) Double |
|---|---|---|
| 30 | Shutdown | |
| 28 | Ammo Exp. avoid on 8+ | |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | –5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | –4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O O |
| 17 | +3 Modifier to Fire | O |
| 15 | –3 Movement Points | O |
| 14 | Shutdown, avoid on 4+ | O |
| 13 | +2 Modifier to Fire | O |
| 10 | –2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | –1 Movement Points | |

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** BattleMaster BLR-1Gbc

**Movement Points:**
Walking: 4
Running: 6

**Tonnage:** 85
**Tech Base:** Inner Sphere (Advanced)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Large Pulse Laser | CT | 10 | 9 [P] | — | 3 | 7 | 10 |
| 2 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 2 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | ER PPC | RA | 15 | 10 [DE] | — | 7 | 14 | 23 |
| 1 | ER PPC | LA | 15 | 10 [DE] | — | 7 | 14 | 23 |

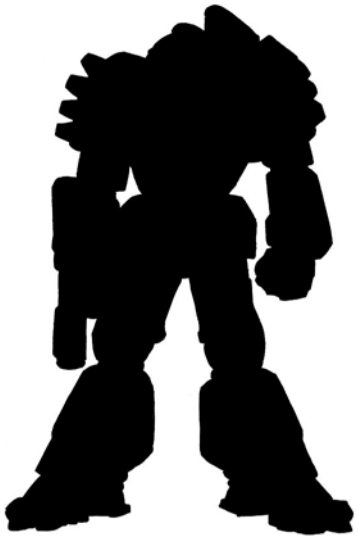
**BV:** 1,825

### WARRIOR DATA

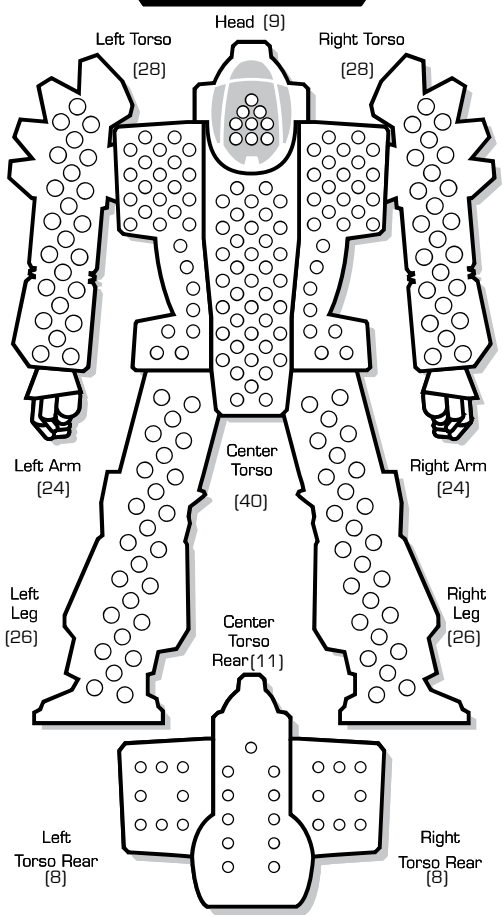
Name: _____

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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER PPC
6. ER PPC

4-6
1. ER PPC
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1-3
1. Medium Laser
2. Medium Laser
3. Endo Steel
4. Endo Steel
5. Endo Steel
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. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

#### Head

1. Life Support
2. Sensors
3. Command Console
4. Command Console
5. Sensors
6. Life Support

#### Center Torso

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

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Large Pulse Laser
6. Large Pulse Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

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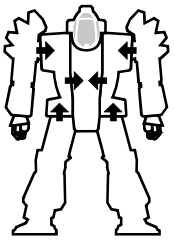


Damage Transfer Diagram

#### Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER PPC
6. ER PPC

4-6
1. ER PPC
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

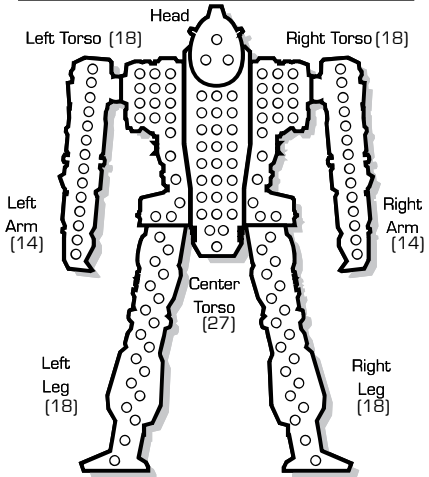
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Medium Laser
5. Medium Laser
6. Endo Steel

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

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

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

### HEAT DATA

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

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** BattleMaster BLR-1Gc

**Movement Points:**
Walking: 4
Running: 6

Tonnage: 85
Tech Base: Inner Sphere (Advanced)
Era: Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser(R) | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 2 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser(R) | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | SRM 6 | LT | 4 | 2/Msl [M,C,S] | — | 3 | 6 | 9 |
| 1 | PPC | RA | 10 | 10 [DE] | 3 | 6 | 12 | 18 |

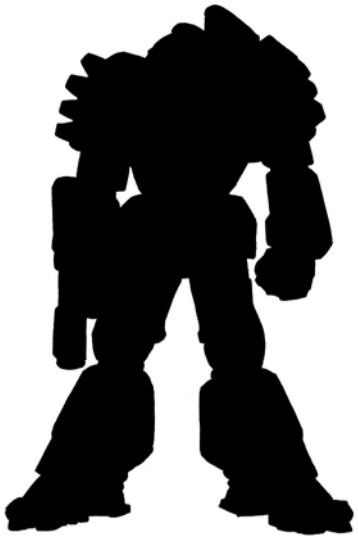
**BV:** 1,577

### WARRIOR DATA

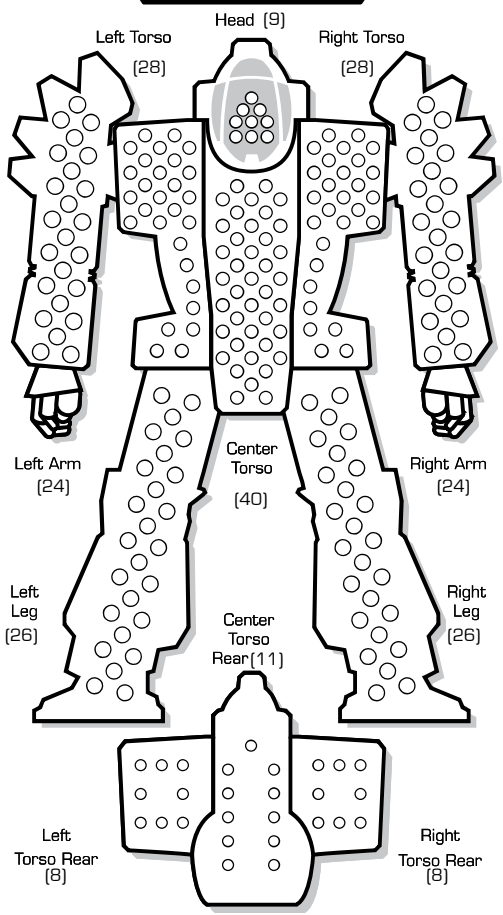
Name: _____

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

1-3
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. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. SRM 6
5. SRM 6
6. Medium Laser

4-6
1. Medium Laser
2. Medium Laser (R)
3. Ammo (SRM 6) 15
4. Ammo (SRM 6) 15
5. Roll Again
6. Roll Again

#### Left Leg

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

#### Head

1. Life Support
2. Sensors
3. Command Console
4. Command Console
5. Sensors
6. Life Support

#### Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

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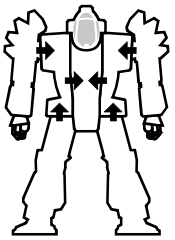


Damage Transfer Diagram

#### Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. PPC
6. PPC

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

#### Right Torso

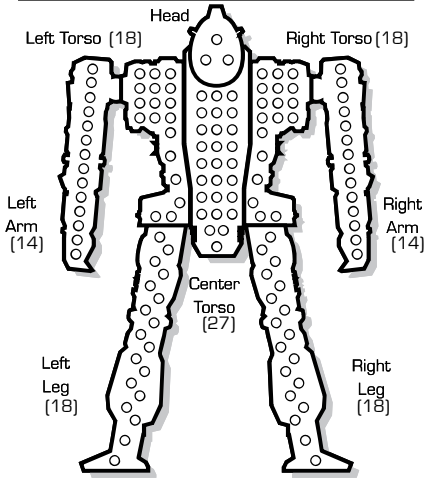
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Medium Laser
5. Medium Laser
6. Medium Laser (R)

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | 17 (34) Double |
|---|---|---|
| 30 | Shutdown | |
| 28 | Ammo Exp. avoid on 8+ | |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | –5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | –4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O O |
| 17 | +3 Modifier to Fire | |
| 15 | –3 Movement Points | O |
| 14 | Shutdown, avoid on 4+ | O |
| 13 | +2 Modifier to Fire | O |
| 10 | –2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | –1 Movement Points | |

**Heat Scale**

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

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Highlander HGN-732b

| Movement Points: | | Tonnage: | 90 |
|---|---|---|---|
| Walking: | 3 | Tech Base: | Inner Sphere |
| Running: | 5 | Era: | Star League |
| Jumping: | 3 | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 3 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | LRM 20 w/Artemis IV FCS | LT | 6 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Gauss Rifle | RA | 1 | 15 [DB,X] | 2 | 7 | 15 | 22 |
| 1 | SRM 6 w/Artemis IV FCS | LA | 4 | 2/Msl [M,C,S] | — | 3 | 6 | 9 |

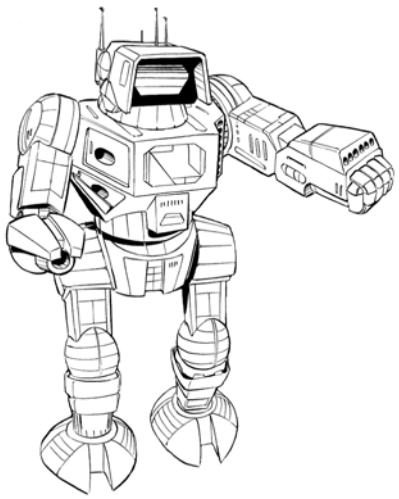
**BV:** 2,335

### WARRIOR DATA

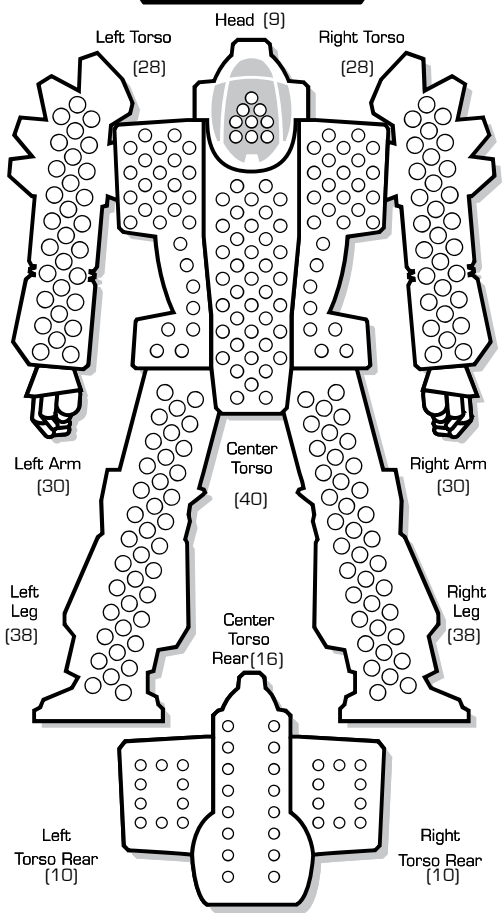
Name: _____

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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM 6
6. SRM 6

4-6
1. Artemis IV FCS
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

#### Left Torso

1-3
1. Jump Jet
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

4-6
1. Artemis IV FCS
2. Ammo (LRM 20 Artemis) 6
3. Ammo (LRM 20 Artemis) 6
4. Ammo (SRM 6 Artemis) 15
5. CASE
6. Ferro-Fibrous

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

#### Head

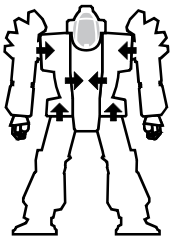
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

#### Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

4-6
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Ferro-Fibrous
6. Ferro-Fibrous

#### Right Torso

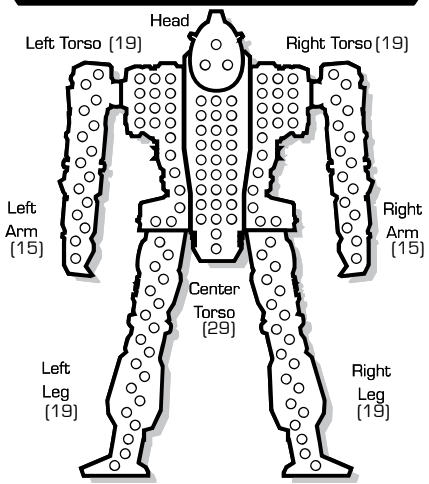
1-3
1. Jump Jet
2. Medium Laser
3. Medium Laser
4. Medium Laser
5. Ammo (Gauss) 8
6. Ammo (Gauss) 8

4-6
1. CASE
2. Ferro-Fibrous
3. Ferro-Fibrous
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. Ferro-Fibrous
6. Ferro-Fibrous

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

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

### HEAT DATA

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

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** King Crab KGC-000b

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 100 |
| **Walking:** | 3 | **Tech Base:** | Inner Sphere |
| **Running:** | 5 | **Era:** | Star League |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | AC/20 | RT/RA | 7 | 20 [DB,S] | — | 3 | 6 | 9 |
| 1 | Large Laser | RT | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | AC/20 | LT/LA | 7 | 20 [DB,S] | — | 3 | 6 | 9 |
| 1 | LRM 15 w/Artemis IV FCS | LT | 5 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |

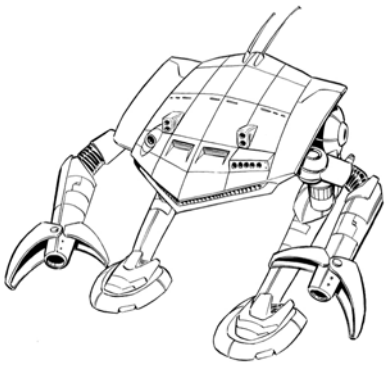
**BV:** 2,039

### WARRIOR DATA

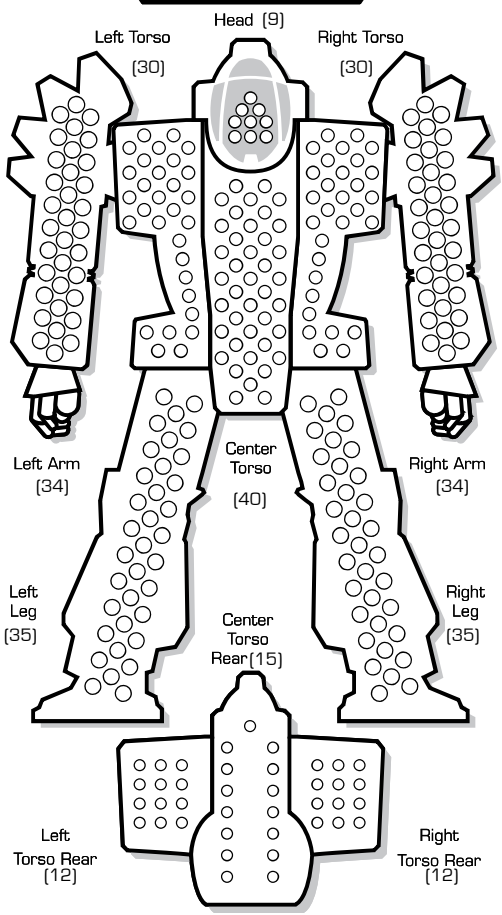
**Name:** _____

**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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. AC/20
6. AC/20

4-6
1. AC/20
2. AC/20
3. AC/20
4. AC/20
5. AC/20
6. AC/20

#### Left Torso

1-3
1. AC/20
2. AC/20
3. LRM 15
4. LRM 15
5. LRM 15
6. Artemis IV FCS

4-6
1. Ammo (LRM 15 Artemis) 8
2. Ammo (AC/20) 5
3. Ammo (AC/20) 5
4. CASE
5. Ferro-Fibrous
6. Ferro-Fibrous

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

#### Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

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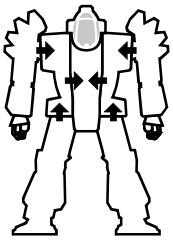


Damage Transfer Diagram

#### Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. AC/20
6. AC/20

4-6
1. AC/20
2. AC/20
3. AC/20
4. AC/20
5. AC/20
6. AC/20

#### Right Torso

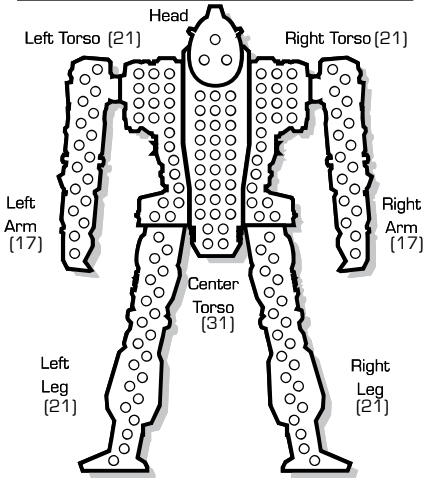
1-3
1. AC/20
2. AC/20
3. Large Laser
4. Large Laser
5. Ammo (AC/20) 5
6. Ammo (AC/20) 5

4-6
1. CASE
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
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 | 12 (24) Double |
|---|---|---|
| 30 | Shutdown | |
| 28 | Ammo Exp. avoid on 8+ | |
| 26 | Shutdown, avoid on 10+ | ○○ |
| 25 | –5 Movement Points | ○○ |
| 24 | +4 Modifier to Fire | ○ |
| 23 | Ammo Exp. avoid on 6+ | ○ |
| 22 | Shutdown, avoid on 8+ | ○ |
| 20 | –4 Movement Points | ○ |
| 19 | Ammo Exp. avoid on 4+ | ○ |
| 18 | Shutdown, avoid on 6+ | ○ |
| 17 | +3 Modifier to Fire | ○ |
| 15 | –3 Movement Points | ○ |
| 14 | Shutdown, avoid on 4+ | ○ |
| 13 | +2 Modifier to Fire | ○ |
| 10 | –2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | –1 Movement Points | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Trident TRN-3Tb

**Thrust:**
**Safe Thrust:** 12
**Maximum Thrust:** 18

**Tonnage:** 20
**Tech Base:** Inner Sphere
**Era:** Star League

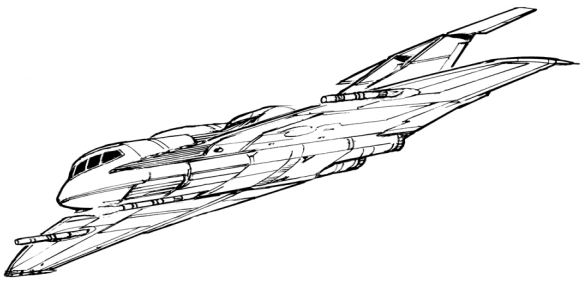
#### Weapons & Equipment Inventory

Standard Scale

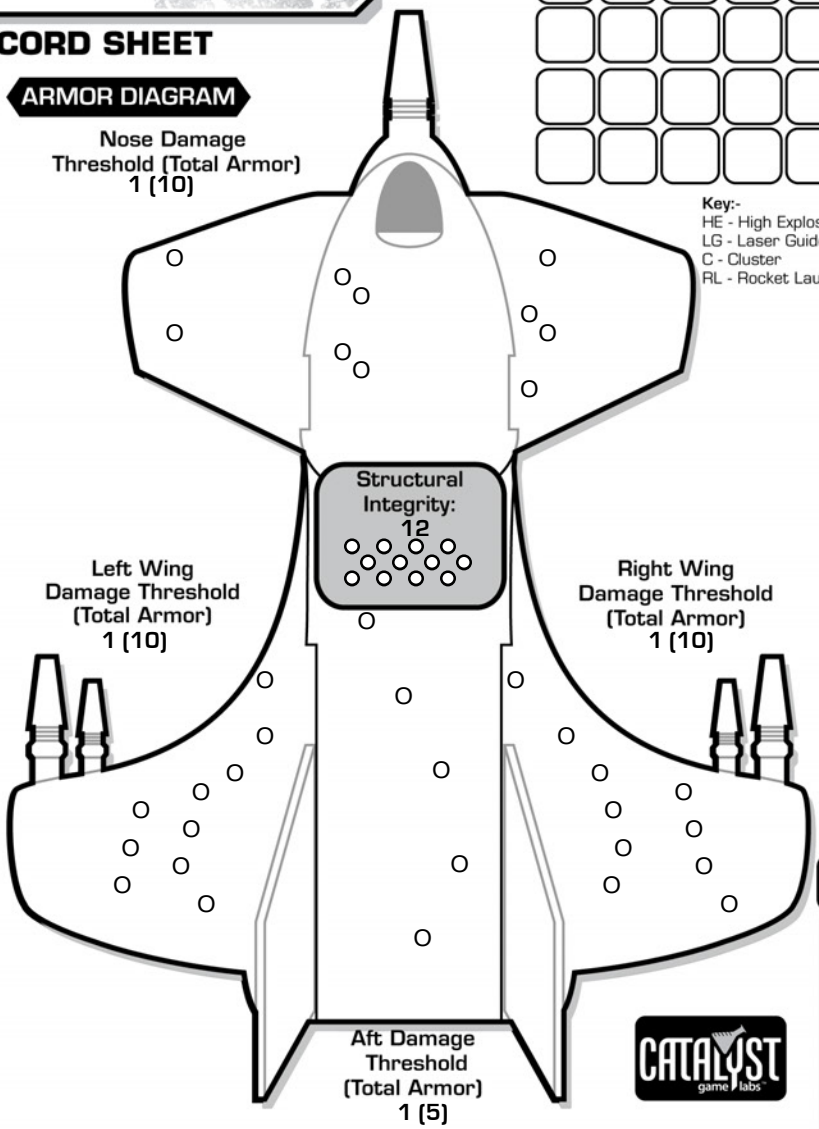
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Medium Pulse Laser [P] | N | 4 | 6 | — | — | — |
| 1 | Medium Pulse Laser [P] | LW | 4 | 6 | — | — | — |
| 1 | Medium Pulse Laser [P] | RW | 4 | 6 | — | — | — |
| 1 | Small Laser [DE] | A | 1 | 3 | — | — | — |

Fuel: 320 Points

**BV:** 538



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### Heat Scale

Overflow

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

### CRITICAL DAMAGE

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### HEAT DATA

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

**Heat Sinks:** 10 (20) Double

O O O O O O O O O O

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Rogue RGU-133Eb

**Thrust:**
**Safe Thrust:** 7
**Maximum Thrust:** 11

**Tonnage:** 40
**Tech Base:** Inner Sphere
**Era:** Star League

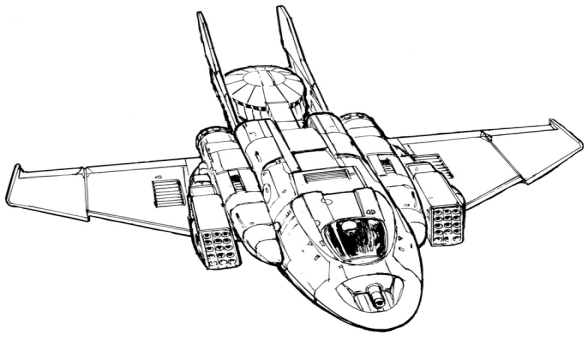
### Weapons & Equipment Inventory

Standard Scale

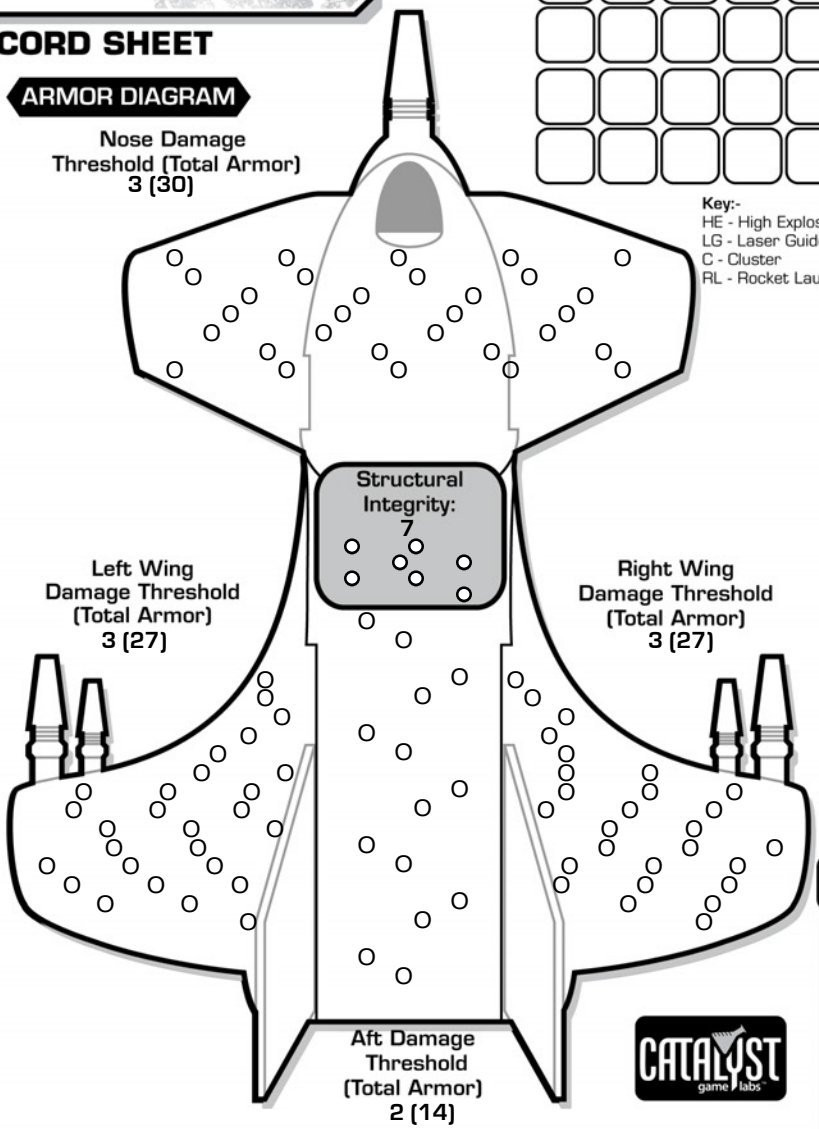
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Medium Pulse Laser [P] | N | 4 | 6 | – | – | – |
| 1 | LRM 15 [M,C,S] w/Artemis IV FCS | LW | 5 | 12 | 12 | 12 | – |
| 1 | LRM 15 [M,C,S] w/Artemis IV FCS | RW | 5 | 12 | 12 | 12 | – |
| 1 | Medium Pulse Laser [P] | A | 4 | 6 | – | – | – |

Ammo: (LRM 15 Artemis) 16
Fuel: 400 Points

**BV:** 1,072



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### HEAT DATA

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

**Heat Sinks:** 10 (20) Double

Heat Scale

Overflow

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

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Tomahawk THK-63b

**Thrust:**
**Safe Thrust:** 8
**Maximum Thrust:** 12

**Tonnage:** 45
**Tech Base:** Inner Sphere
**Era:** Star League

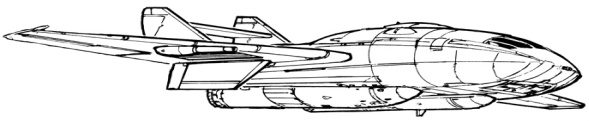
#### Weapons & Equipment Inventory

Standard Scale

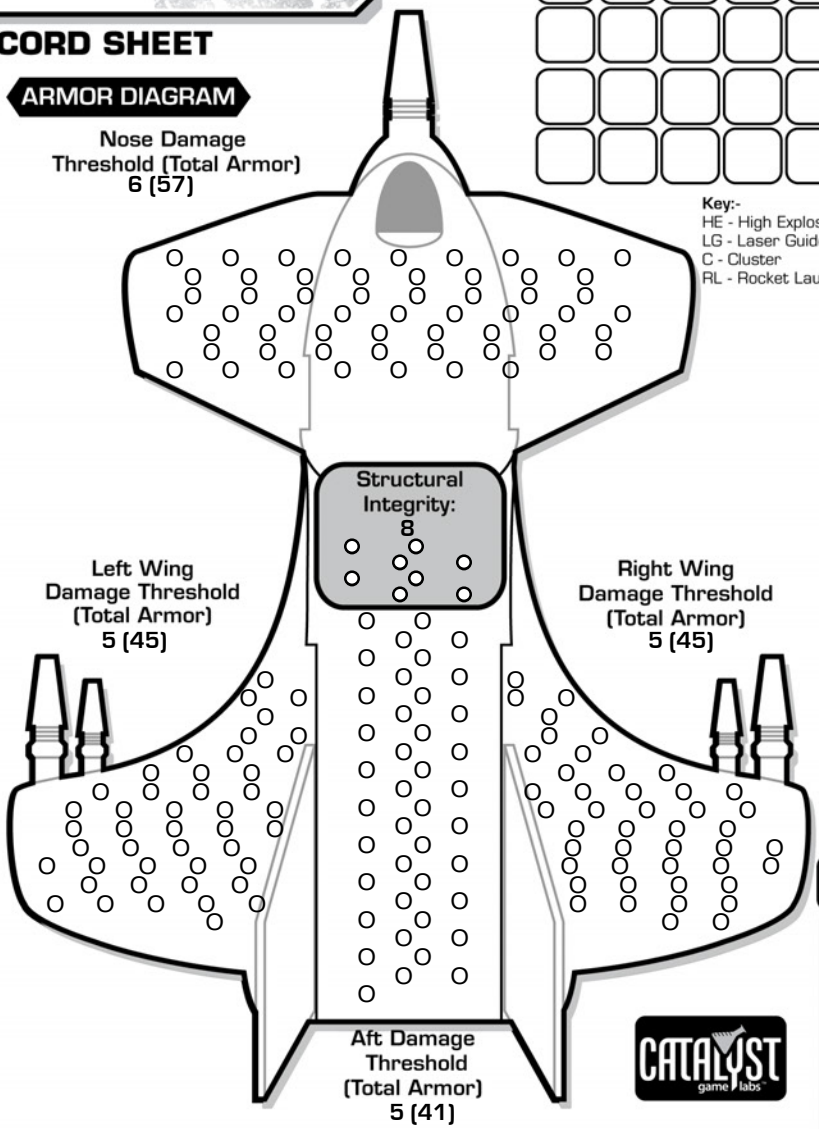
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | ER PPC [DE] | N | 15 | 10 | 10 | 10 | — |
| 1 | Large Laser [DE] | LW | 8 | 8 | 8 | — | — |
| 1 | Large Laser [DE] | RW | 8 | 8 | 8 | — | — |

Fuel: 400 Points

**BV:** 1,481



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

Heat Scale

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

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### HEAT DATA

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

**Heat Sinks:** 12 (24) **Double**

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O
O
O

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH™

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Gotha GTHA-500b

**Thrust:**
**Safe Thrust:** 5
**Maximum Thrust:** 8

**Tonnage:** 60
**Tech Base:** Inner Sphere
**Era:** Star League

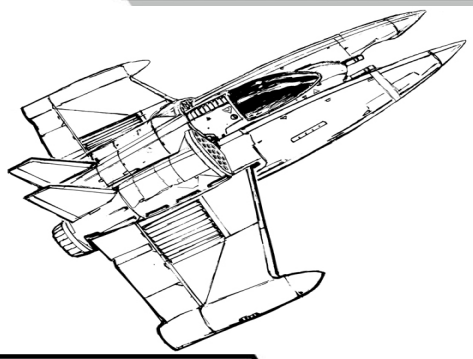
### Weapons & Equipment Inventory

Standard Scale

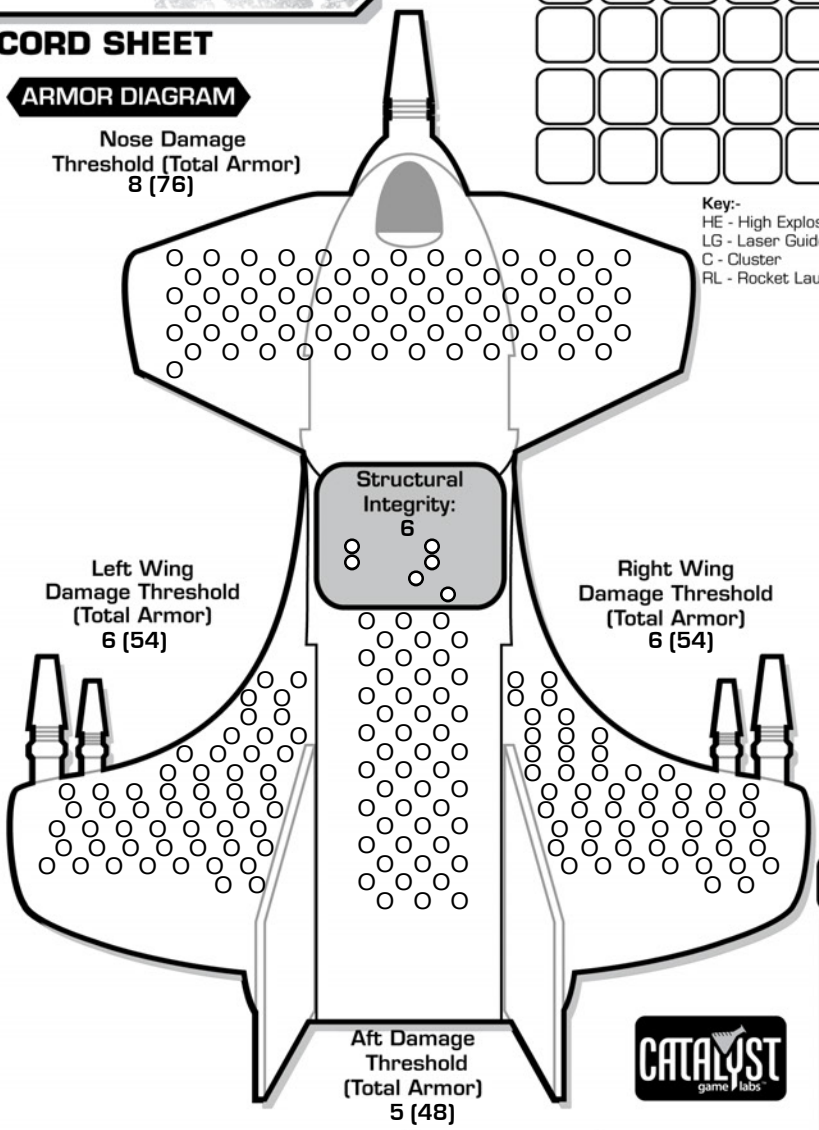
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Large Pulse Laser [P] | N | 10 | 9 | 9 | — | — |
| 2 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 1 | LRM 15 [M,C,S] w/Artemis IV FCS | LW | 5 | 12 | 12 | 12 | — |
| 1 | Small Laser [DE] | LW | 1 | 3 | — | — | — |
| 1 | LRM 15 [M,C,S] w/Artemis IV FCS | RW | 5 | 12 | 12 | 12 | — |
| 1 | Small Laser [DE] | RW | 1 | 3 | — | — | — |
| 2 | Medium Laser [DE] | A | 3 | 5 | — | — | — |

Ammo: (LRM 15 Artemis) 8
Fuel: 480 Points

**BV:** 1,545



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

Heat Scale

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

### CRITICAL DAMAGE

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### HEAT DATA

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

**Heat Sinks:** 12 (24)
**Double**

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Ironsides IRN-SD1b

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 65
**Tech Base:** Inner Sphere
**Era:** Star League

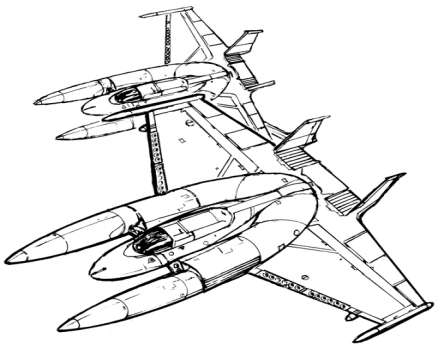
### Weapons & Equipment Inventory

Standard Scale

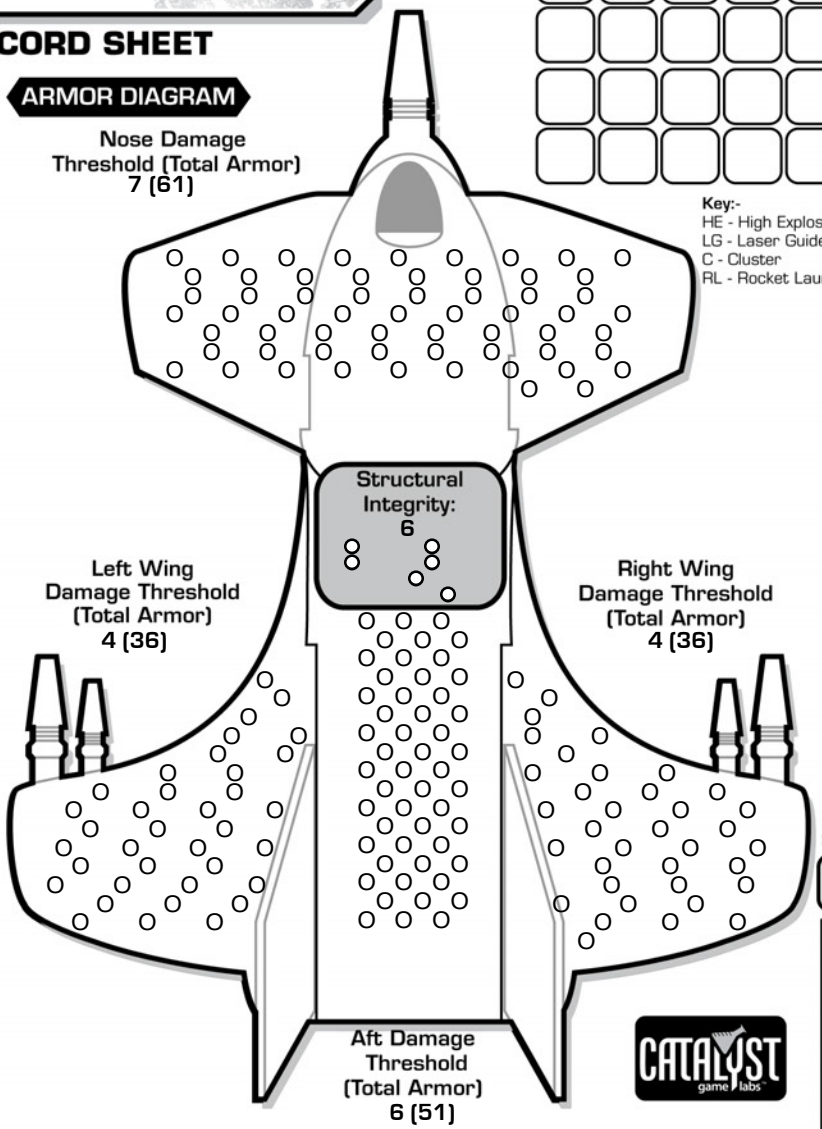
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 2 | ER PPC [DE] | N | 15 | 10 | 10 | 10 | — |
| 1 | SRM 6 [M,C] | N | 4 | 8 | — | — | — |
| 1 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 2 | SRM 6 [M,C] | LW | 4 | 8 | — | — | — |
| 1 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |
| 2 | SRM 6 [M,C] | RW | 4 | 8 | — | — | — |

Ammo (CASE): (SRM 6) 30
Fuel: 400 Points

**BV:** 1,653



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### Heat Scale

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

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### HEAT DATA

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

**Heat Sinks:** 15 (30) **Double**

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### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Hammerhead HMR-HDb

**Thrust:**
**Safe Thrust:** 7
**Maximum Thrust:** 11

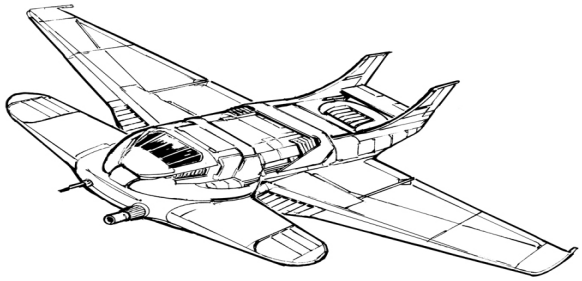
**Tonnage:** 75
**Tech Base:** Inner Sphere
**Era:** Star League

### Weapons & Equipment Inventory

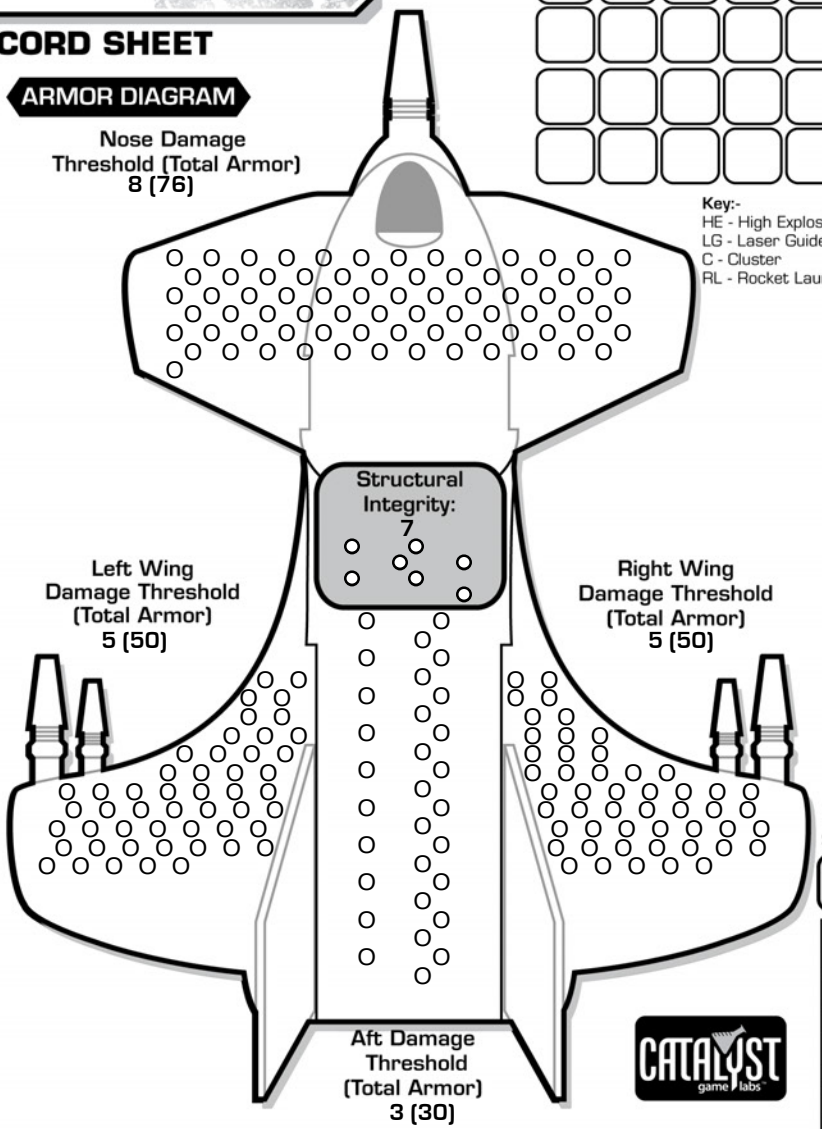
| Qty | Type | Loc. | Ht | Standard Scale (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Gauss Rifle [DB,X] | N | 1 | 15 | 15 | 15 | — |

Ammo: (Gauss) 16
Fuel: 400 Points

**BV:** 1,339



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### Heat Scale

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

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### HEAT DATA

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

**Heat Sinks:** 10 (10) Single

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Rapier RPR-100b

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 85
**Tech Base:** Inner Sphere
**Era:** Star League

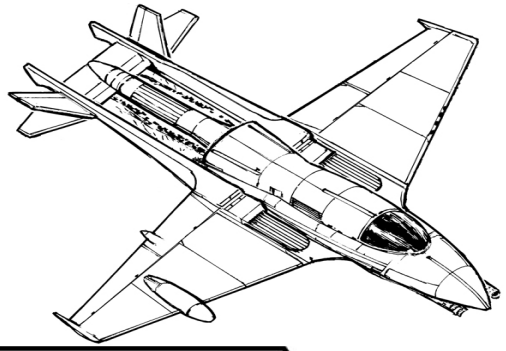
### Weapons & Equipment Inventory

Standard Scale

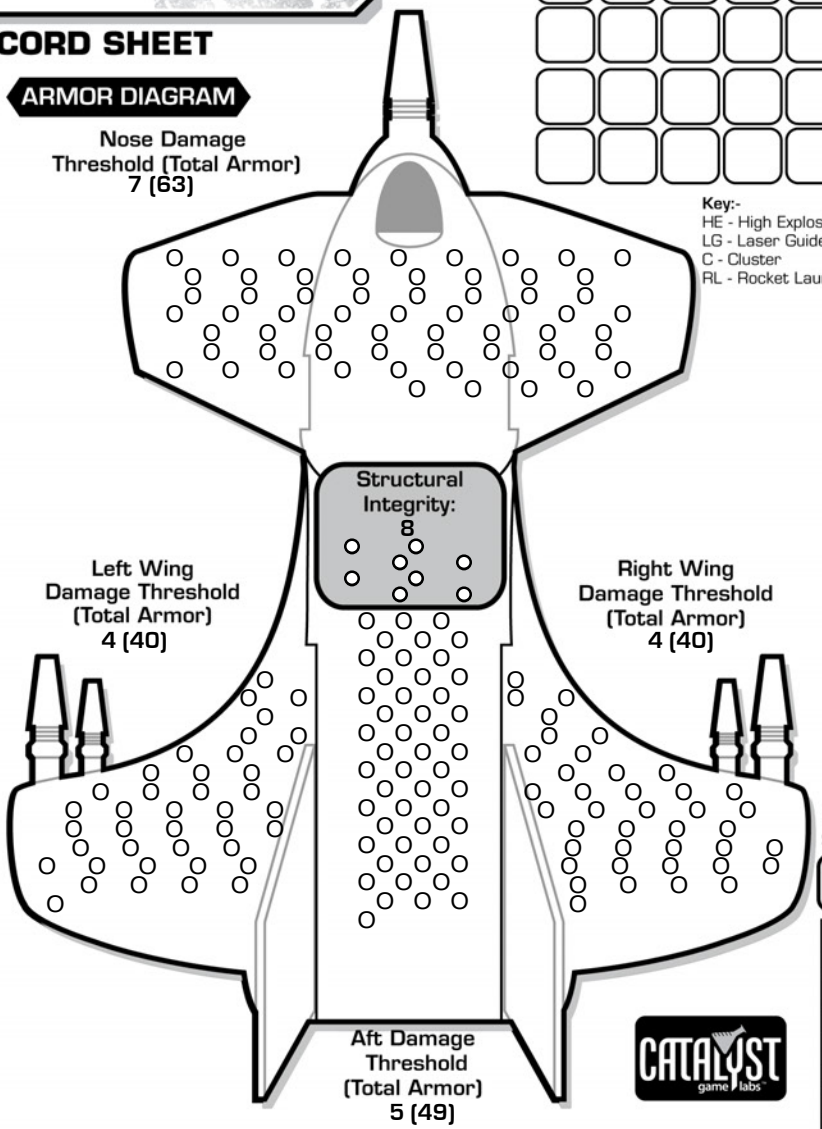
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | AC/20 [DB,S] | N | 7 | 20 | — | — | — |
| 2 | Large Pulse Laser [P] | N | 10 | 9 | 9 | — | — |
| 1 | LRM 20 [M,C,S] w/Artemis IV FCS | N | 6 | 16 | 16 | 16 | — |
| 1 | Medium Pulse Laser [P] | A | 4 | 6 | — | — | — |

Ammo (CASE): (AC/20) 10, (LRM 20 Artemis) 18
Fuel: 400 Points

**BV:** 1,751



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### HEAT DATA

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

**Heat Sinks:** 15 (30) **Double**

Heat Scale: Overflow

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

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Ahab AHB-443b

**Thrust:**
**Safe Thrust:** 5
**Maximum Thrust:** 8

**Tonnage:** 90
**Tech Base:** Inner Sphere
**Era:** Star League

### Weapons & Equipment Inventory

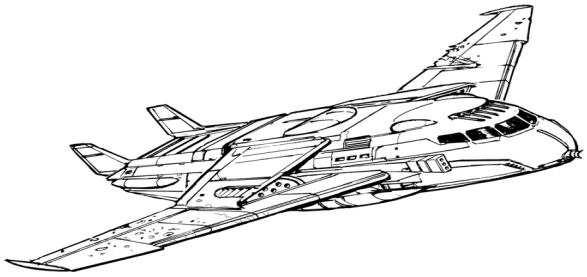
Standard Scale

| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | ER Large Laser [DE] | N | 12 | 8 | 8 | 8 | — |
| 1 | Narc [M] | N | 0 | — | — | — | — |
| 1 | LRM 20 [M,C,S] | LW | 6 | 12 | 12 | 12 | — |
| 1 | SRM 6 [M,C] | LW | 4 | 8 | — | — | — |
| 1 | LRM 20 [M,C,S] | RW | 6 | 12 | 12 | 12 | — |
| 1 | SRM 6 [M,C] | RW | 4 | 8 | — | — | — |
| 2 | Medium Laser [DE] | A | 3 | 5 | — | — | — |

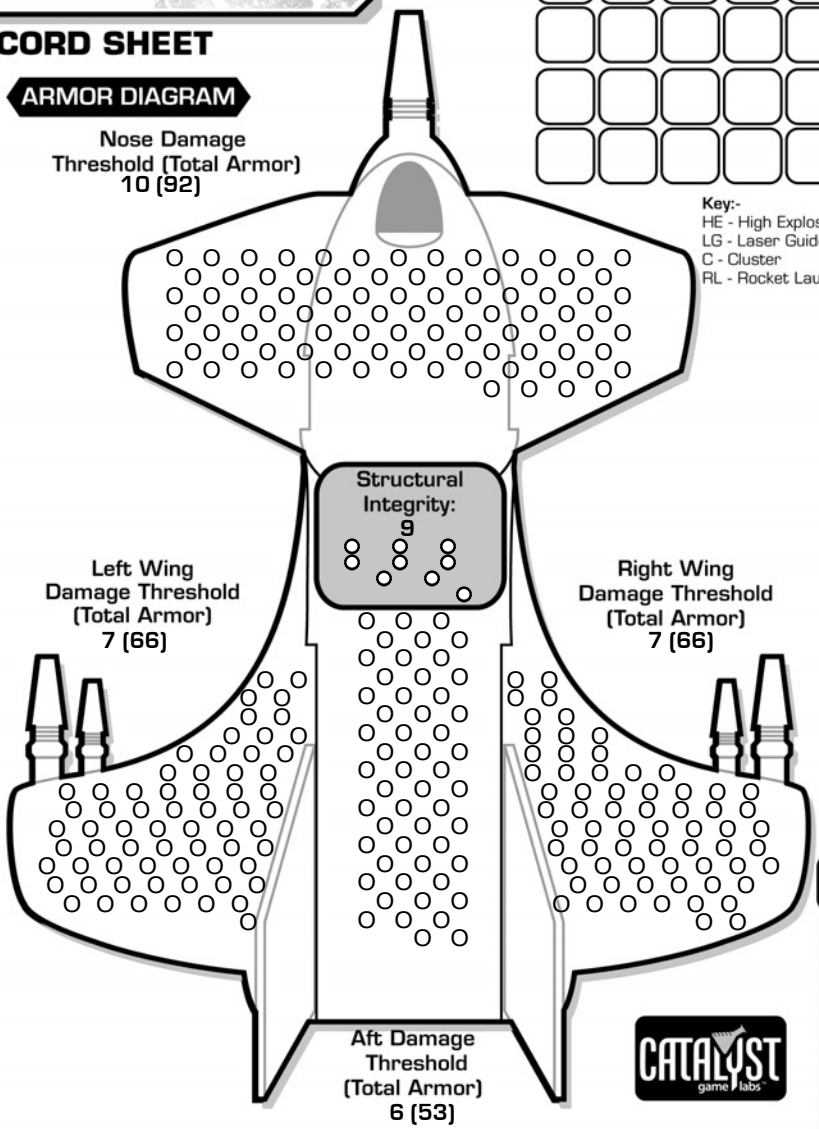
Ammo: (Narc) 24, (SRM 6 Narc) 30, (LRM 20 Narc) 36

Fuel: 400 Points

**BV:** 2,030



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### HEAT DATA

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

**Heat Sinks:** 14 (28) **Double**

O O
O O
O O
O O
O
O
O
O
O
O

Heat Scale

Overflow

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

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# TERRAN HEGEMONY

# BATTLETECH™

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

### VEHICLE DATA

**Type: Cobra Transport VTOL**

**Movement Points:**
**Cruising:** 8
**Flank:** 12
**Engine Type:** Fusion Engine

**Tonnage:** 30
**Tech Base:** Inner Sphere
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | AMS | FR | - [PD] | — | 0 | 0 | — |
| 1 | Medium Laser | FR | 5 [DE] | — | 3 | 6 | 9 |
| 1 | AMS | RR | - [PD] | — | 0 | 0 | — |

Cargo Space - 10 tons (1 door)

Ammo: (AMS) 36

**BV:** 367

### CREW DATA

**Crew:** _____

**Gunnery Skill:** ___ **Driving Skill:** ___

Co-Pilot Hit +1 — Modifier to all To-Hit rolls

Pilot Hit +2 — Modifier to Driving Skill rolls

### CRITICAL DAMAGE

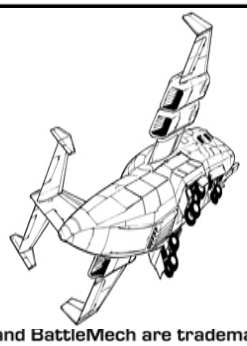
Flight Stabilizer* +3 Engine Hit ☐

Sensor Hits +1 +2 +3 D

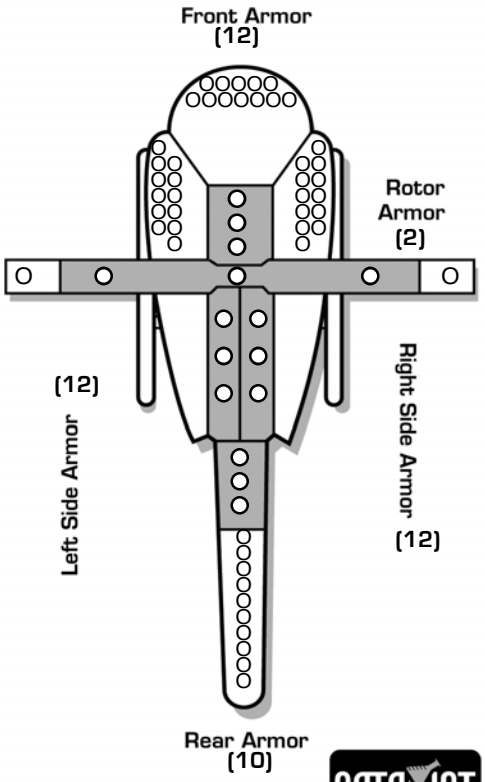
Stabilizers

Front ☐ Left ☐ Right ☐ Rear ☐

*Move at Cruising speed only



### ARMOR DIAGRAM

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### VTOL COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

### VTOL ELEVATION TRACK

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

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

### PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

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

### VTOL COMBAT VEHICLE CRITICAL HITS TABLE

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

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.
**If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

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

### VEHICLE DATA

**Type:** Cobra Transport VTOL (Command)

**Movement Points:**
**Cruising:** 8
**Flank:** 12
**Engine Type:** Fusion Engine

**Tonnage:** 30
**Tech Base:** Inner Sphere
**Era:** Star League

### Weapons & Equipment Inventory (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Communications Equipment (7 ton) | BD | [E] | — | — | — | — |
| 1 | AMS | FR | - [PD] | — | 0 | 0 | — |
| 1 | Medium Laser | FR | 5 [DE] | — | 3 | 6 | 9 |
| 1 | AMS | RR | - [PD] | — | 0 | 0 | — |

Infantry Compartment (3 tons)

Ammo: (AMS) 36

**BV:** 367

### CREW DATA

**Crew:** _____

**Gunnery Skill:** ___ **Driving Skill:** ___

Co-Pilot Hit +1 — Modifier to all To-Hit rolls

Pilot Hit +2 — Modifier to Driving Skill rolls

### CRITICAL DAMAGE

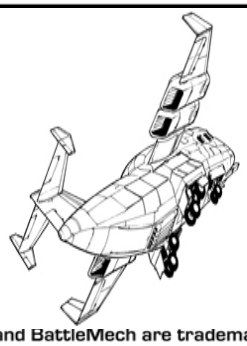
Flight Stabilizer* +3 Engine Hit ☐

Sensor Hits +1 +2 +3 D

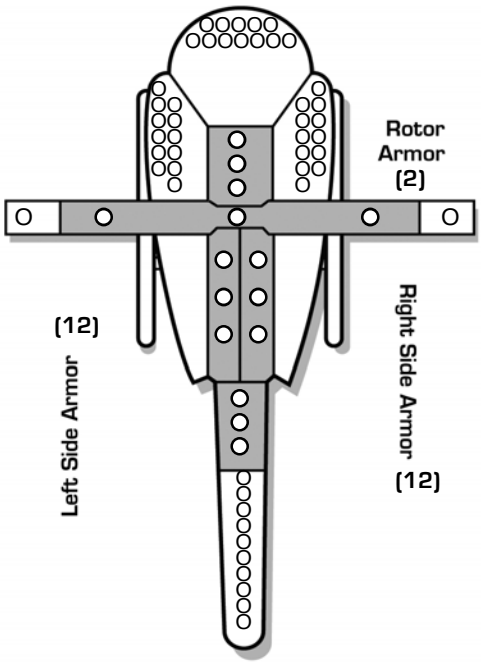
Stabilizers

Front ☐ Left ☐ Right ☐ Rear ☐

*Move at Cruising speed only



### ARMOR DIAGRAM

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### VTOL COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

### VTOL ELEVATION TRACK

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

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

### PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

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

### VTOL COMBAT VEHICLE CRITICAL HITS TABLE

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

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.
**If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

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

### VEHICLE DATA

**Type: Cobra Transport VTOL (MASH)**

**Movement Points:**
**Cruising:** 8
**Flank:** 12
**Engine Type:** Fusion Engine

**Tonnage:** 30
**Tech Base:** Inner Sphere
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 4 | Paramedic Equipment | BD | [E] | — | — | — | — |
| 1 | AMS | FR | - [PD] | — | 0 | 0 | — |
| 1 | Medium Laser | FR | 5 [DE] | — | 3 | 6 | 9 |
| 1 | AMS | RR | - [PD] | — | 0 | 0 | — |

Cargo Space - 9 tons (1 door)

Ammo: (AMS) 36

**BV:** 367

### CREW DATA

**Crew:** _____

**Gunnery Skill:** ___ **Driving Skill:** ___

Co-Pilot Hit +1 — Modifier to all To-Hit rolls

Pilot Hit +2 — Modifier to Driving Skill rolls

### CRITICAL DAMAGE

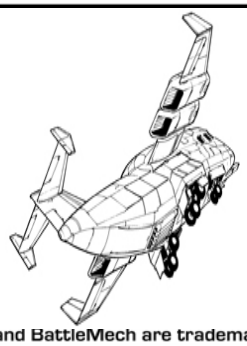
Flight Stabilizer* +3 Engine Hit ☐

Sensor Hits +1 +2 +3 D

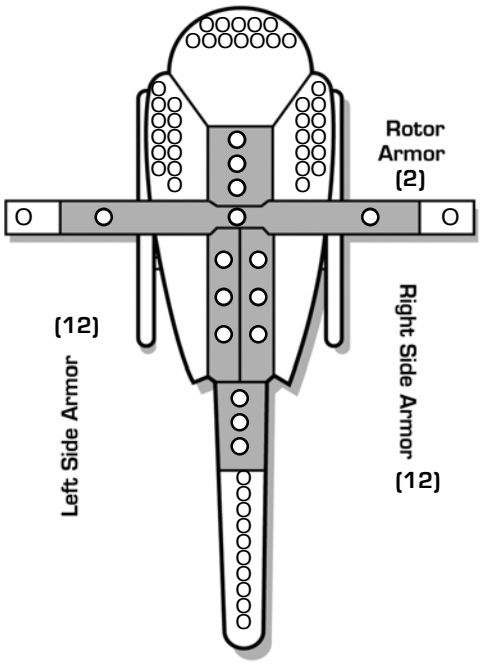
Stabilizers

Front ☐ Left ☐ Right ☐ Rear ☐

*Move at Cruising speed only



### ARMOR DIAGRAM

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### VTOL COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

### VTOL ELEVATION TRACK

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

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

### PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

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

### VTOL COMBAT VEHICLE CRITICAL HITS TABLE

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

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.
**If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

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

### VEHICLE DATA

**Type:** Cobra Transport VTOL (Original)

**Movement Points:**
**Cruising:** 8
**Flank:** 12
**Engine Type:** Fusion Engine

**Tonnage:** 30
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

### Weapons & Equipment Inventory (hexes)

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

Cargo Space - 14 tons (1 door)

**BV:** 265

### CREW DATA

**Crew:** _____

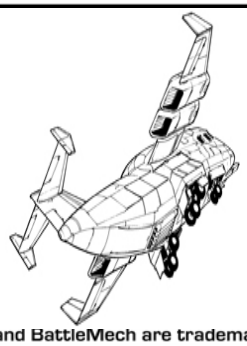
**Gunnery Skill:** ___ **Driving Skill:** ___

Co-Pilot Hit +1
Modifier to all To-Hit rolls

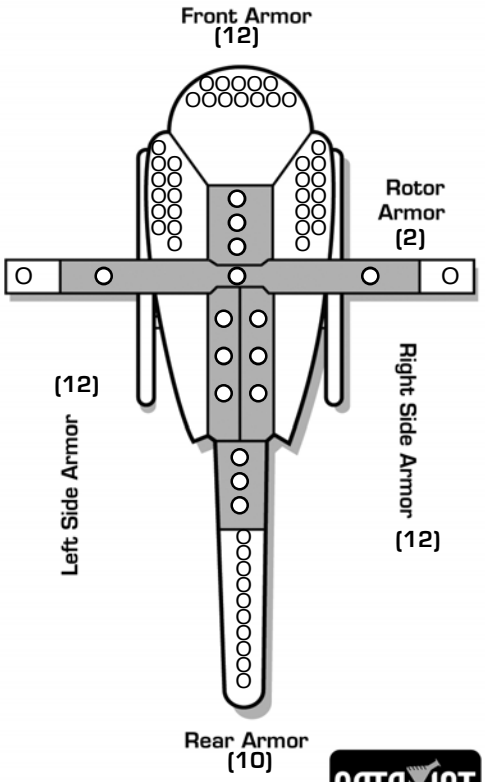
Pilot Hit +2
Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



### ARMOR DIAGRAM

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### VTOL COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

### VTOL ELEVATION TRACK

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

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

### PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

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

### VTOL COMBAT VEHICLE CRITICAL HITS TABLE

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

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.
**If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Turhan

**Movement Points:**
**Cruising:** 4
**Flank:** 6
**Movement Type:** Wheeled
**Engine Type:** Fusion Engine

**Tonnage:** 50
**Tech Base:** Inner Sphere
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

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

Infantry Compartment (5 tons)

Ammo: (Machine Gun) 200

**BV:** 673

### CREW DATA

**Crew:** _____

**Gunnery Skill:** ___ **Driving Skill:** ___

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

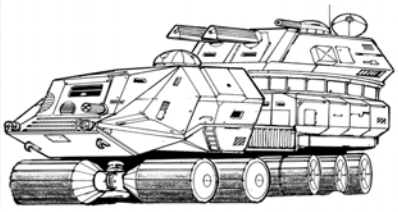
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

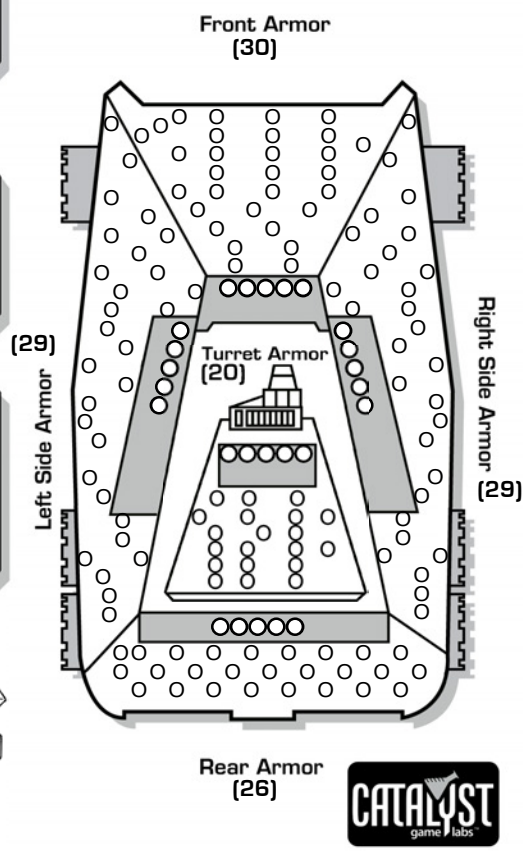
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



### ARMOR DIAGRAM

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

| | ATTACK DIRECTION | | |
|---|---|---|---|
| 2D6 Roll | FRONT | REAR | SIDE§ |
| 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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# BATTLETECH

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type: Turhan (C3)**

**Movement Points:**
**Cruising:** 4
**Flank:** 6
**Movement Type:** Wheeled
**Engine Type:** XL Fusion Engine

**Tonnage:** 50
**Tech Base:** Inner Sphere
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | $C^3$ Master | BD | [E] | — | 5 | 9 | 15 |
| 1 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | AMS | T | — | — | — | — | — |
| 2 | Large Laser | T | 8 [DE] | — | 5 | 10 | 15 |

Infantry Compartment (4 tons)

Ammo: (Machine Gun) 200, (AMS) 12

**BV:** 709

### CREW DATA

**Crew:** _____

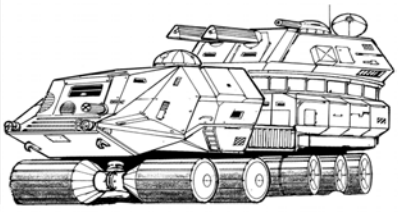
**Gunnery Skill:** ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

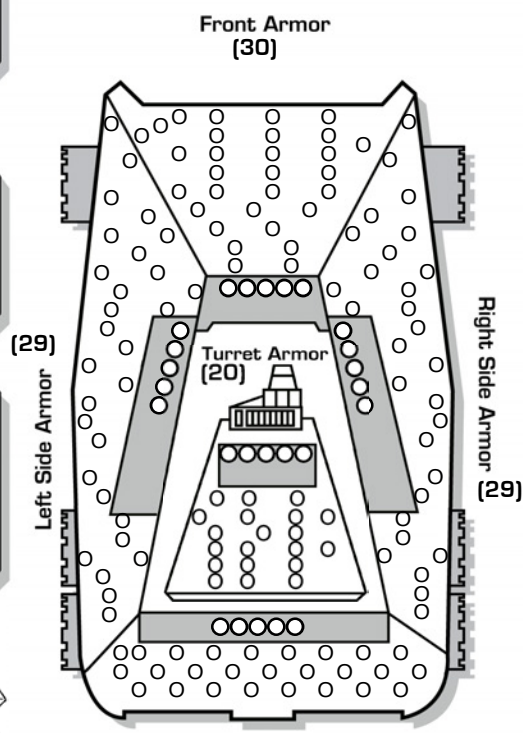
Driver Hit +2
Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



### ARMOR DIAGRAM

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

**Attack Direction Modifier:**

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

**Vehicle Type Modifiers:**

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type: Turhan (Original)**

**Movement Points:**
**Cruising:** 4
**Flank:** 6
**Movement Type:** Wheeled
**Engine Type:** Fusion Engine

**Tonnage:** 50
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

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

Infantry Compartment (5 tons)

Ammo: (Machine Gun) 200

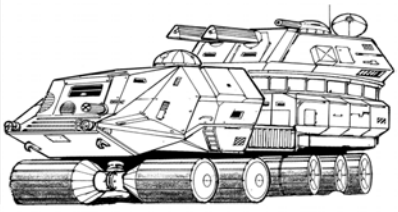
**BV:** 640

### CREW DATA

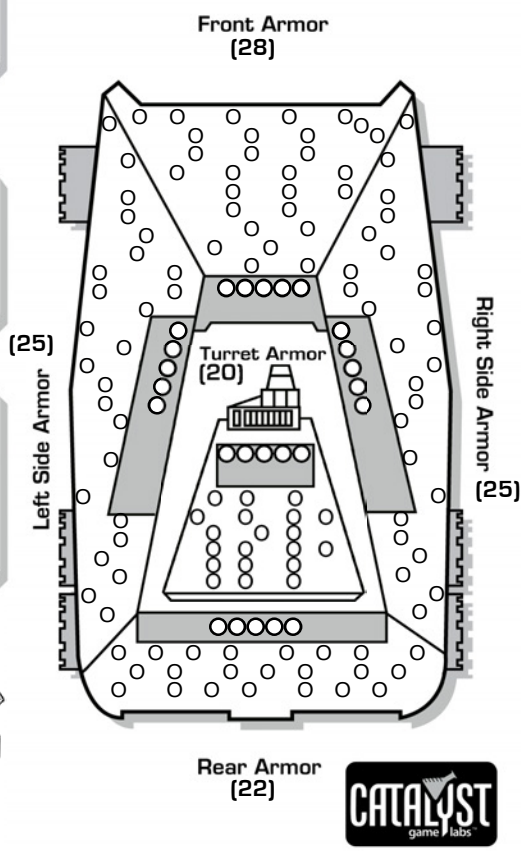
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



### ARMOR DIAGRAM

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

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

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Merkava Mk. VII Heavy Tank

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

**Tonnage:** 75
**Tech Base:** Inner Sphere
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Advanced Fire Control | BD | [E] | — | — | — | — |
| 1 | AC/5 | T | 5 [DB,S] | 3 | 6 | 12 | 18 |
| 1 | LRM 10 | T | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Machine Gun | T | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | SRM 4 | T | 2/Msl [M,C,S] | — | 3 | 6 | 9 |

Chassis Modifications: Armored Chassis

Ammo: (SRM 4) 25, (Machine Gun) 200, (LRM 10) 12 (AC/5) 20

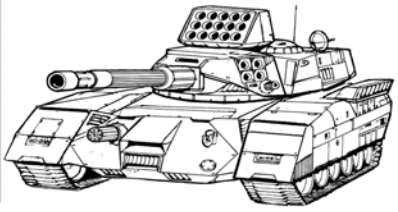
**BV:** 636

### CREW DATA

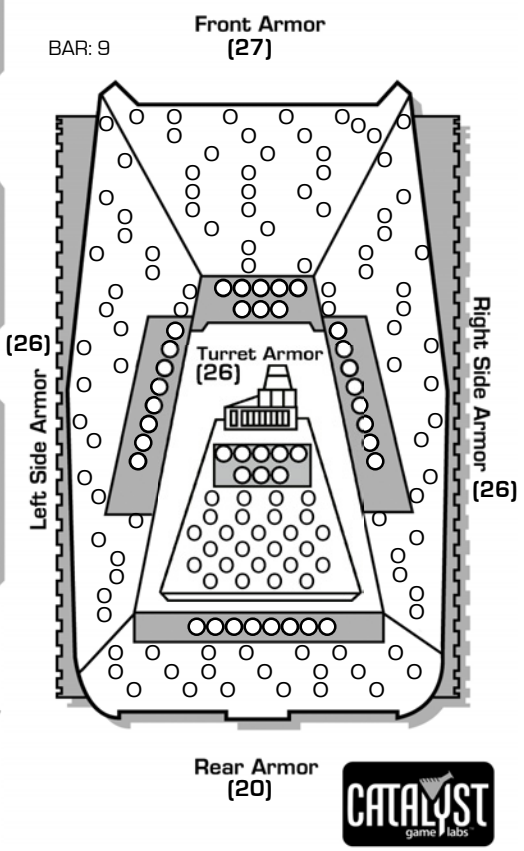
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



### ARMOR DIAGRAM

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

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

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Merkava Mk. VIII Heavy Tank

**Movement Points:**
**Cruising:** 4
**Flank:** 6
**Movement Type:** Tracked
**Engine Type:** Fusion Engine

**Tonnage:** 75
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | AC/5 | T | 5 [DB,S] | 3 | 6 | 12 | 18 |
| 1 | LRM 15 | T | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Machine Gun | T | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | SRM 4 | T | 2/Msl [M,C,S] | — | 3 | 6 | 9 |

Ammo: (SRM 4) 25, (Machine Gun) 200, (LRM 15) 16 (AC/5) 20

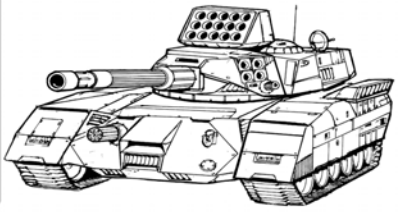
**BV:** 879

### CREW DATA

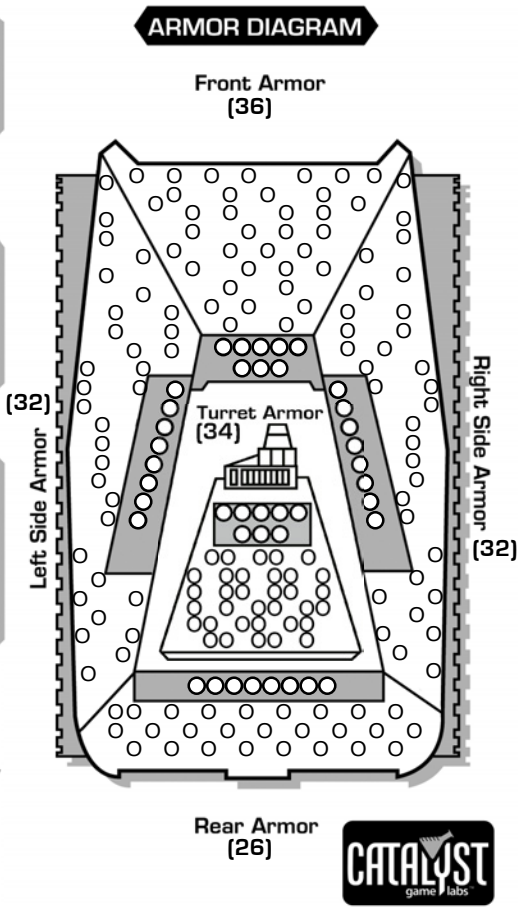
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



### ARMOR DIAGRAM

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

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

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Merkava Mk. IX Heavy Tank

**Movement Points:**
**Cruising:** 4
**Flank:** 6
**Movement Type:** Tracked
**Engine Type:** Light Fusion Engine

**Tonnage:** 75
**Tech Base:** Inner Sphere
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Light Gauss Rifle | T | 8 [DB,X] | 3 | 8 | 17 | 25 |
| 1 | LRM 15 | T | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Machine Gun | T | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Streak SRM 4 | T | 2/Msl [M,C] | — | 3 | 6 | 9 |

Ammo: (Light Gauss) 32, (Machine Gun) 200, (LRM 15) 16 (Streak SRM 4) 25

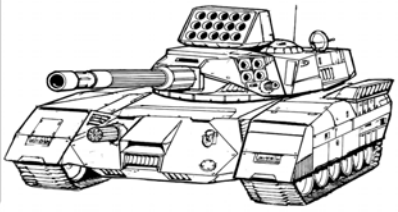
**BV:** 1,038

### CREW DATA

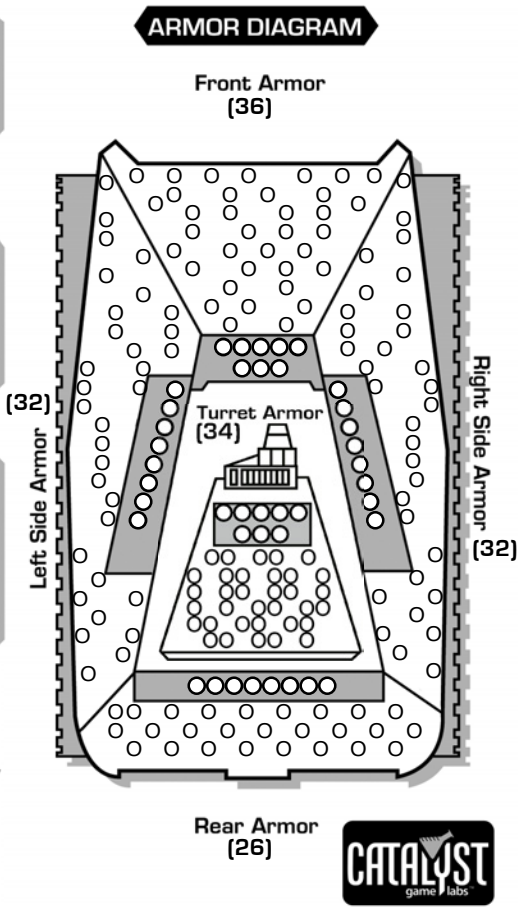
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



### ARMOR DIAGRAM

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

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

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Jackrabbit JKR-8T

**Movement Points:**
Walking: 6
Running: 9

Tonnage: 25
Tech Base: Inner Sphere
Era: Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | AC/2 | RA | 1 | 2 [DB,S] | 4 | 8 | 16 | 24 |
| 1 | Streak SRM 2 | LA | 2 | 2/Msl [M,C] | — | 3 | 6 | 9 |

**BV:** 414

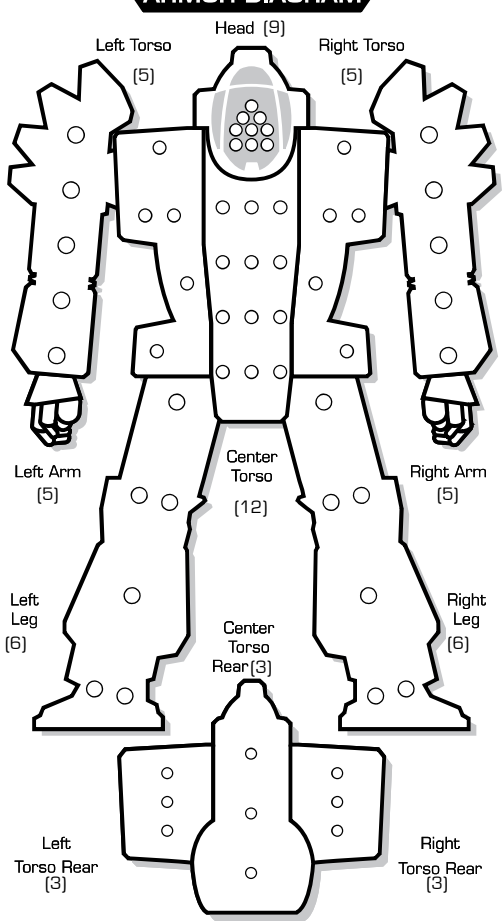
### WARRIOR DATA

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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Streak SRM 2
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

#### Left Torso

1-3
1. Heat Sink
2. Ammo (Streak SRM 2) 50
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6
1. Ferro-Fibrous
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. Heat Sink
6. Endo Steel

#### Head

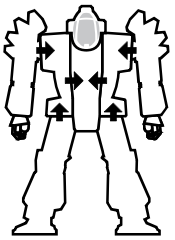
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

#### Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. AC/2
5. Endo Steel
6. Endo Steel

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

#### Right Torso

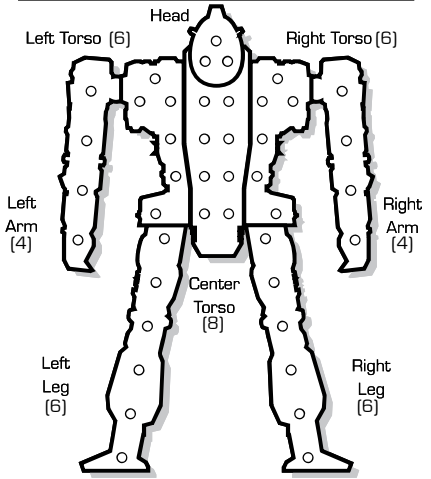
1-3
1. Heat Sink
2. Ammo (AC/2) 45
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

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

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Endo Steel

### INTERNAL STRUCTURE DIAGRAM




### Heat Scale

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

### HEAT DATA

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

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Jackrabbit JKR-9R "Joker"

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 25 |
| **Walking:** | 6 | **Tech Base:** | Inner Sphere |
| **Running:** | 9 | **Era:** | Star League |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Large Laser | RA | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Streak SRM 2 | LA | 2 | 2/Msl [M,C] | — | 3 | 6 | 9 |

**BV:** 614

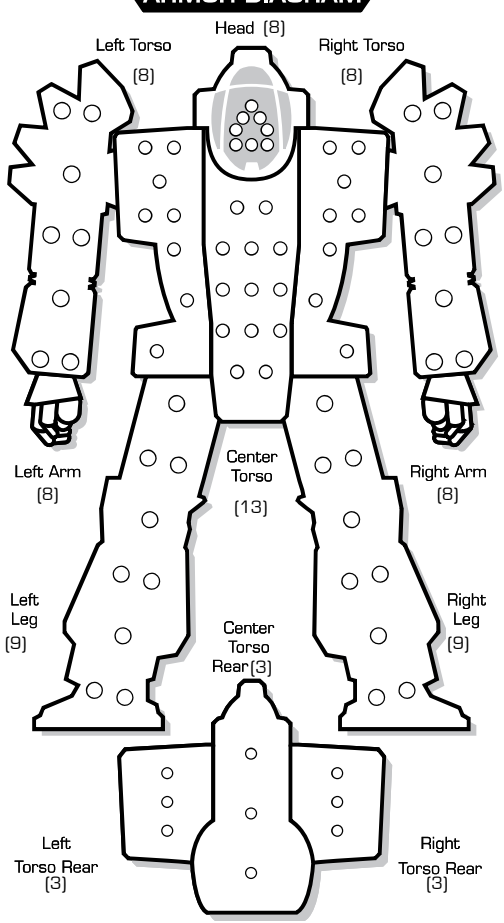
### WARRIOR DATA

**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. Streak SRM 2
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

#### Left Torso

1. Heat Sink
2. Ammo (Streak SRM 2) 50
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

1. Ferro-Fibrous
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. Heat Sink
6. Endo Steel

#### Head

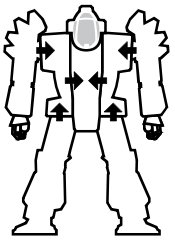
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

#### Center Torso

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

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Endo Steel
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Laser
5. Large Laser
6. Endo Steel

1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

#### Right Torso

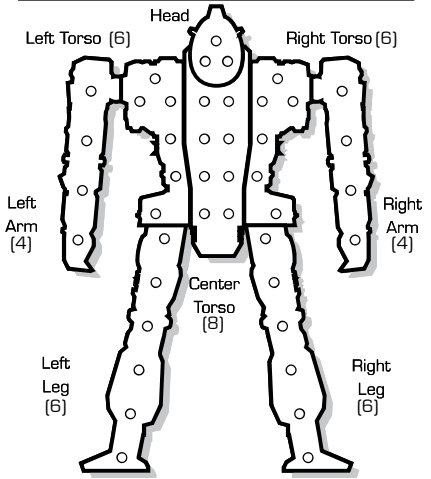
1. Heat Sink
2. Heat Sink
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

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

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Endo Steel

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

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

**Heat Scale**

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

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Jackrabbit JKR-9W

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 25 |
| **Walking:** | 6 | **Tech Base:** | Inner Sphere |
| **Running:** | 9 | **Era:** | Jihad |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | ER Medium Laser | RT | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 1 | LAC/5 | RA | 1 | 5 [DB,S] | — | 5 | 10 | 15 |
| 1 | Streak SRM 2 | LA | 2 | 2/Msl [M,C] | — | 3 | 6 | 9 |

**BV:** 549

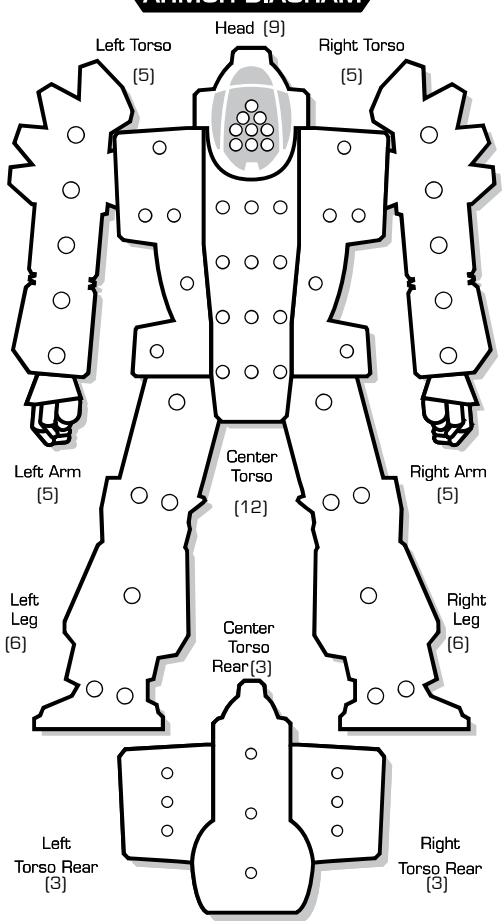
### WARRIOR DATA

**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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Streak SRM 2
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

#### Left Torso

1-3
1. Heat Sink
2. Ammo (Streak SRM 2) 50
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6
1. Ferro-Fibrous
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. Heat Sink
6. Endo Steel

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

#### Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

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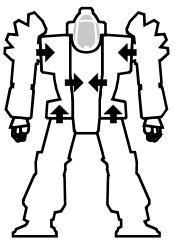


Damage Transfer Diagram

#### Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. LAC/5
5. LAC/5
6. Endo Steel

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

#### Right Torso

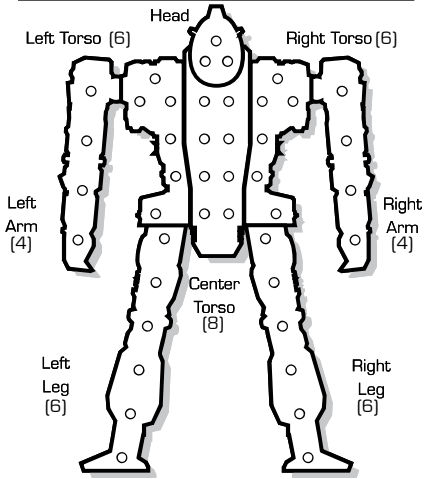
1-3
1. Heat Sink
2. ER Medium Laser
3. Ammo (LAC/5) 20
4. Endo Steel
5. Endo Steel
6. Ferro-Fibrous

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

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Endo Steel

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

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

**Heat Scale**

Overflow

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

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Kyudo KY2-D-02

**Movement Points:**
Walking: 5
Running: 8

Tonnage: 45
Tech Base: Inner Sphere
Era: Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | ER Large Laser | RA | 12 | 8 [DE] | — | 7 | 14 | 19 |
| 1 | LRM 20 w/Artemis IV FCS | LA | 6 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |

**BV:** 1,286

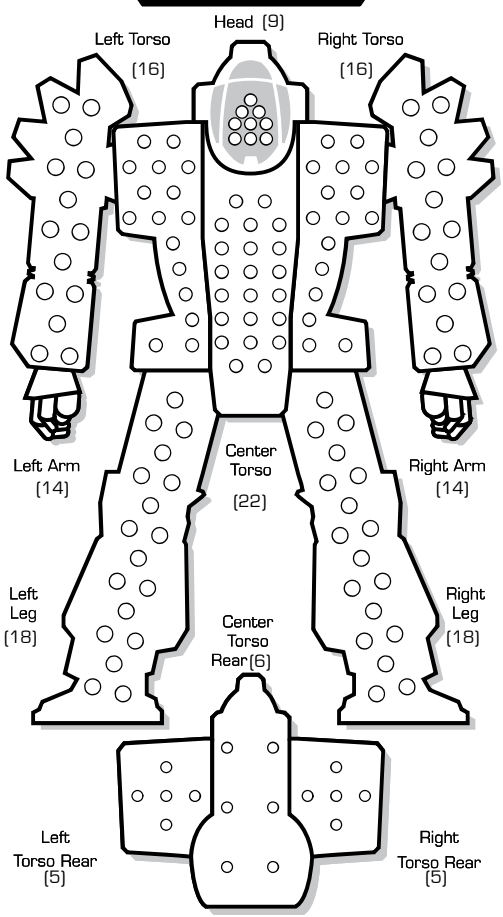
### WARRIOR DATA

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. LRM 20
6. LRM 20

1-3

1. LRM 20
2. LRM 20
3. LRM 20
4. Artemis IV FCS
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

#### Left Torso

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Ammo (LRM 20 Artemis) 6
5. Ammo (LRM 20 Artemis) 6
6. CASE

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

4-6

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
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. Endo Steel
6. Ferro-Fibrous

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

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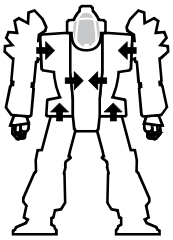


Damage Transfer Diagram

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Large Laser
5. ER Large Laser
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

#### Right Torso

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Ferro-Fibrous

1-3

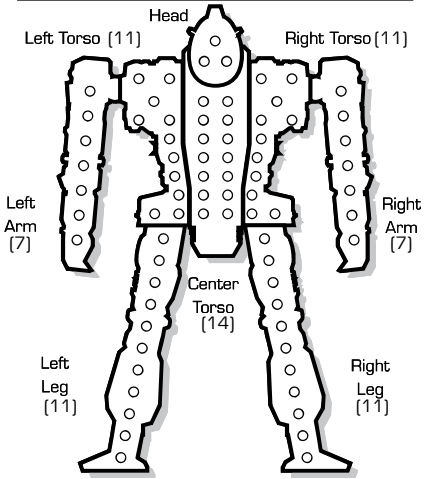
1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

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

**Heat Scale**

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

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Kyudo KY2-D-03

**Movement Points:**
Walking: 5
Running: 8

Tonnage: 45
Tech Base: Inner Sphere
Era: Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | MML 7 | RT | 4 | [M,C,S] | | | | |
| | LRM | | | 1/Msl | 6 | 7 | 14 | 21 |
| | SRM | | | 2/Msl | – | 3 | 6 | 9 |
| | w/Artemis IV FCS | | | | | | | |
| 1 | ER Large Laser | RA | 12 | 8 [DE] | – | 7 | 14 | 19 |
| 1 | MML 7 | LA | 4 | [M,C,S] | | | | |
| | LRM | | | 1/Msl | 6 | 7 | 14 | 21 |
| | SRM | | | 2/Msl | – | 3 | 6 | 9 |
| | w/Artemis IV FCS | | | | | | | |

**BV:** 1,167

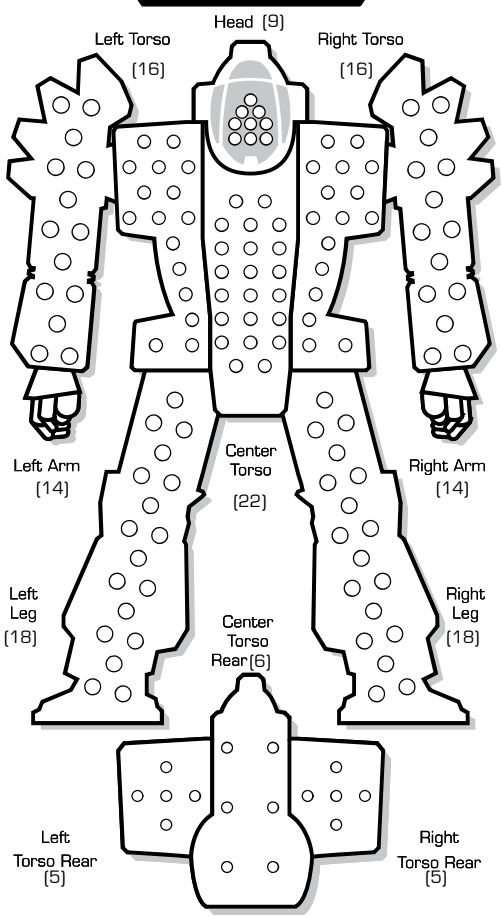
### WARRIOR DATA

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. MML 7
6. MML 7

1-3

1. MML 7
2. MML 7
3. Artemis IV FCS
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

4-6

#### Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Ammo (MML 7 LRM Artemis) 17
5. Ammo (MML 7 SRM Artemis) 14
6. CASE

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

4-6

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

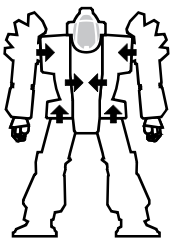
1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Endo Steel
6. Ferro-Fibrous

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Large Laser
5. ER Large Laser
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

#### Right Torso
1. MML 7
2. MML 7
3. MML 7
4. MML 7
5. Artemis IV FCS
6. Endo Steel

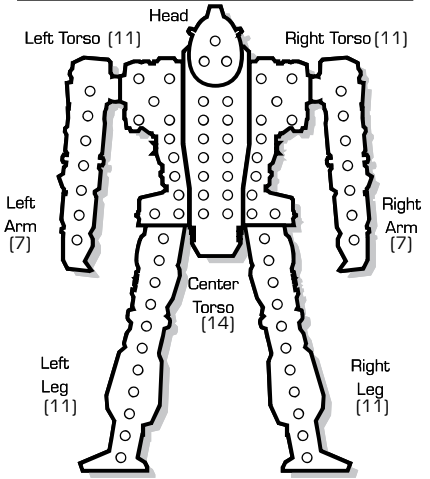
1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

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

### HEAT DATA

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

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Galahad GLH-1D

**Movement Points:**
Walking: 3
Running: 5

Tonnage: 50
Tech Base: Inner Sphere
Era: Star League

**Weapons & Equipment Inventory** (hexes)

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

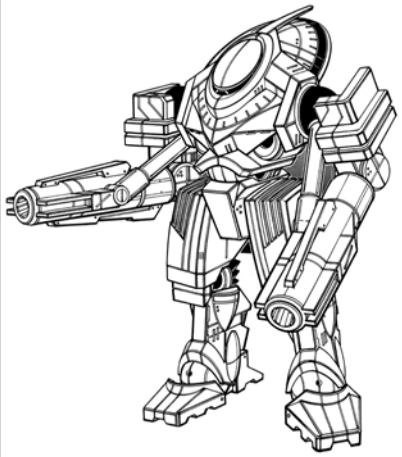
**BV:** 1,307

### WARRIOR DATA

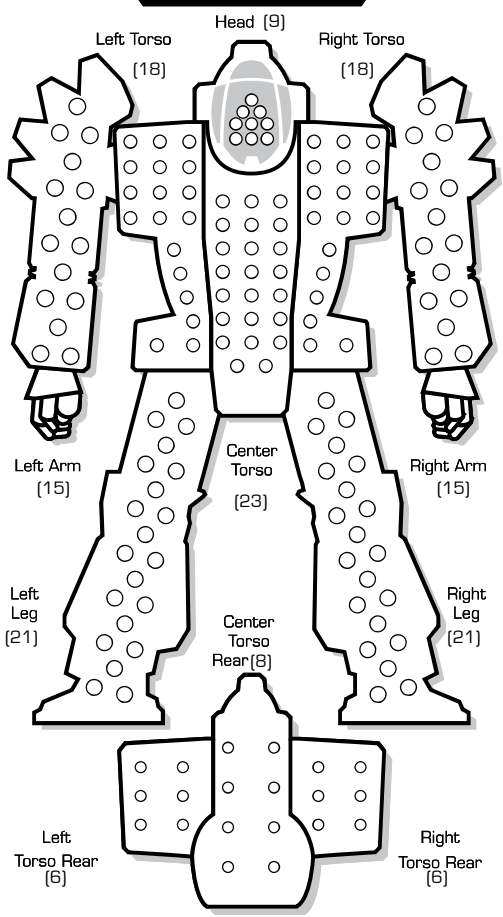
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. PPC
2. PPC
3. PPC

4-6
4. Large Laser
5. Large Laser
6. Endo Steel

#### Left Torso
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

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

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

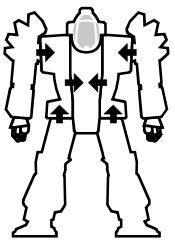
#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

#### Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Endo Steel
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. PPC
2. PPC
3. PPC

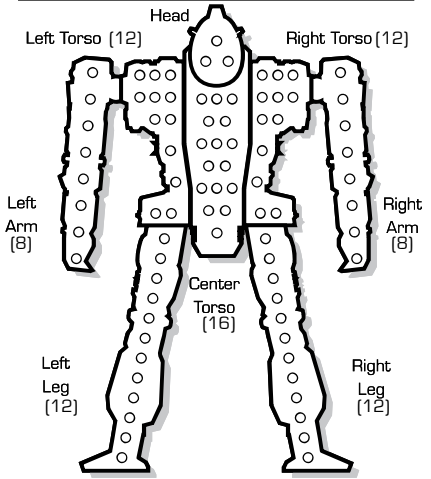
4-6
4. Large Laser
5. Large Laser
6. Endo Steel

#### Right Torso
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Endo Steel
5. Endo Steel
6. Endo Steel

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

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

**Heat Scale**

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

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Galahad GLH-2D

**Movement Points:**
Walking: 3
Running: 5

Tonnage: 60
Tech Base: Inner Sphere
Era: Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Gauss Rifle | RA | 1 | 15 [DB,X] | 2 | 7 | 15 | 22 |
| 1 | Gauss Rifle | LA | 1 | 15 [DB,X] | 2 | 7 | 15 | 22 |

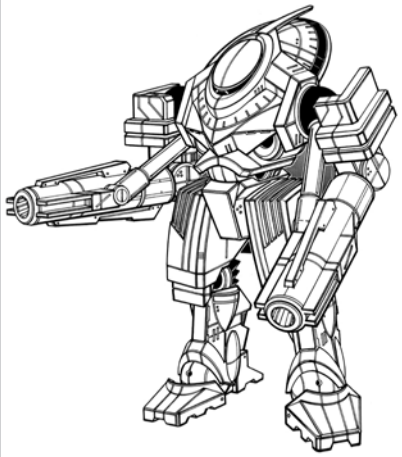
**BV:** 1,648

### WARRIOR DATA

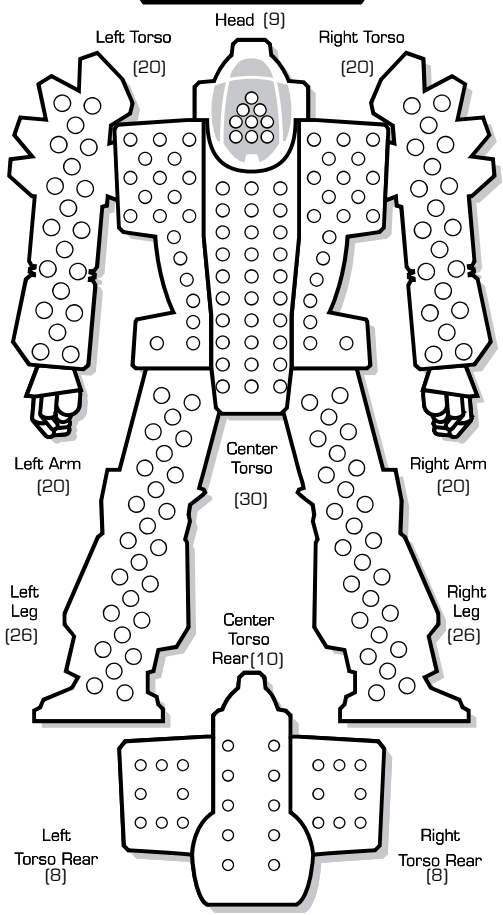
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle

4-6
4. Gauss Rifle
5. Endo Steel
6. Endo Steel

#### Left Torso
1. Ammo (Gauss) 8
2. Ammo (Gauss) 8

1-3
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous

4-6
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Endo Steel

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

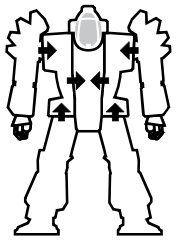
#### Center Torso
1. Fusion Engine
2. Fusion Engine

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

1. Gyro
2. Fusion Engine

4-6
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator

1-3
3. Lower Arm Actuator
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle

4-6
3. Gauss Rifle
4. Gauss Rifle
5. Endo Steel
6. Endo Steel

#### Right Torso
1. Ammo (Gauss) 8
2. Ammo (Gauss) 8

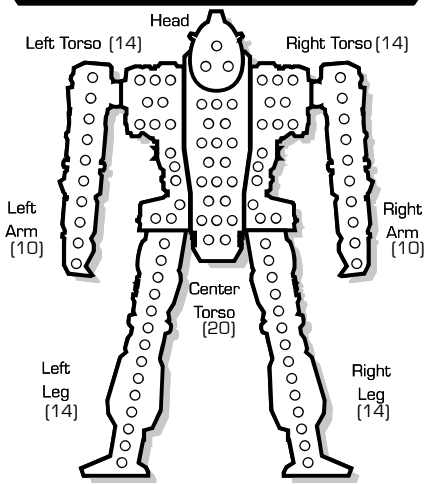
1-3
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous

4-6
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Endo Steel

### INTERNAL STRUCTURE DIAGRAM




### Heat Scale

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

### HEAT DATA

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

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Galahad GLH-3D

**Movement Points:**
Walking: 4
Running: 6

**Tonnage:** 60
**Tech Base:** Inner Sphere
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Guardian ECM Suite | RT | — | [E] | — | — | — | 6 |
| 1 | Improved C³ CPU | LT | — | [E] | — | — | — | — |
| 1 | Light Gauss Rifle | RA | 1 | 8 [DB,X] | 3 | 8 | 17 | 25 |
| 1 | Light Gauss Rifle | LA | 1 | 8 [DB,X] | 3 | 8 | 17 | 25 |

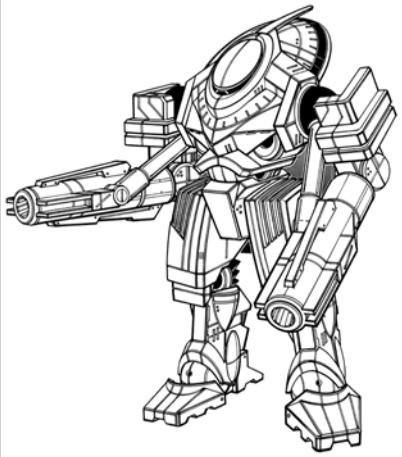
**BV:** 1,268

### WARRIOR DATA

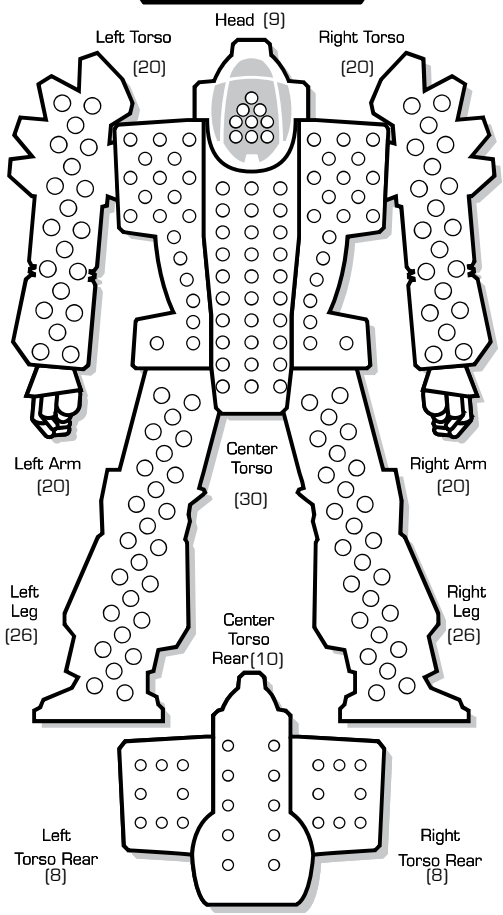
Name: _____

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. Light Gauss Rifle
4. Light Gauss Rifle
5. Light Gauss Rifle
6. Light Gauss Rifle

1-3

1. Light Gauss Rifle
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

#### Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Ammo (Light Gauss) 16
4. Ammo (Light Gauss) 16
5. Improved C³ CPU
6. Improved C³ CPU

1-3

1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

#### Head
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Ferro-Fibrous
6. Roll Again

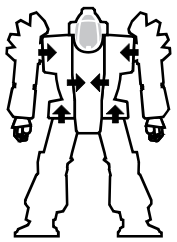
#### Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Heat Sink
6. Endo Steel

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Light Gauss Rifle
4. Light Gauss Rifle
5. Light Gauss Rifle
6. Light Gauss Rifle

1-3

1. Light Gauss Rifle
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

#### Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Ammo (Light Gauss) 16
4. Ammo (Light Gauss) 16
5. Guardian ECM Suite
6. Guardian ECM Suite

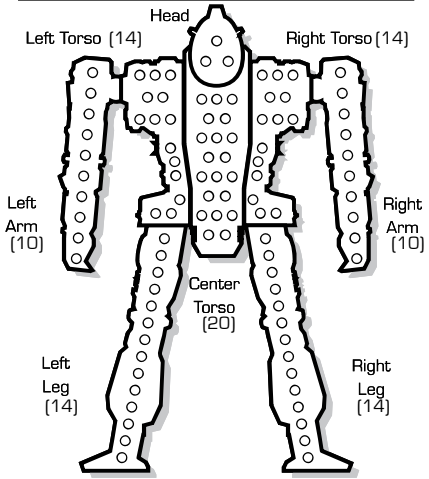
1-3

1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

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

### HEAT DATA

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

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Helepolis HEP-2H

**Movement Points:**
Walking: 3
Running: 5

**Tonnage:** 75
**Tech Base:** Inner Sphere (Advanced)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | HD | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | SRM 6 | CT | 4 | 2/Msl [M,C,S] | — | 3 | 6 | 9 |
| 1 | Sniper | RT/RA | 10 | 20 [AE,S,F] | — | 1 | 2 | 18 |
| 1 | LRM 10 | LT | 4 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Large Laser | LA | 8 | 8 [DE] | — | 5 | 10 | 15 |

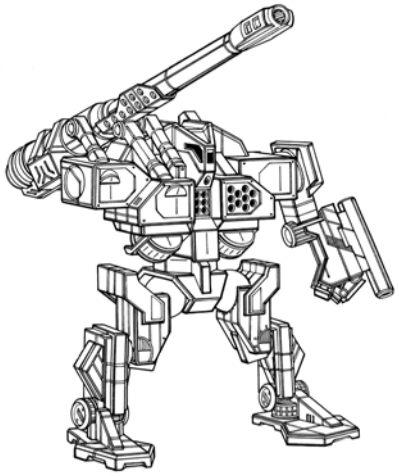
**BV:** 1,369

### WARRIOR DATA

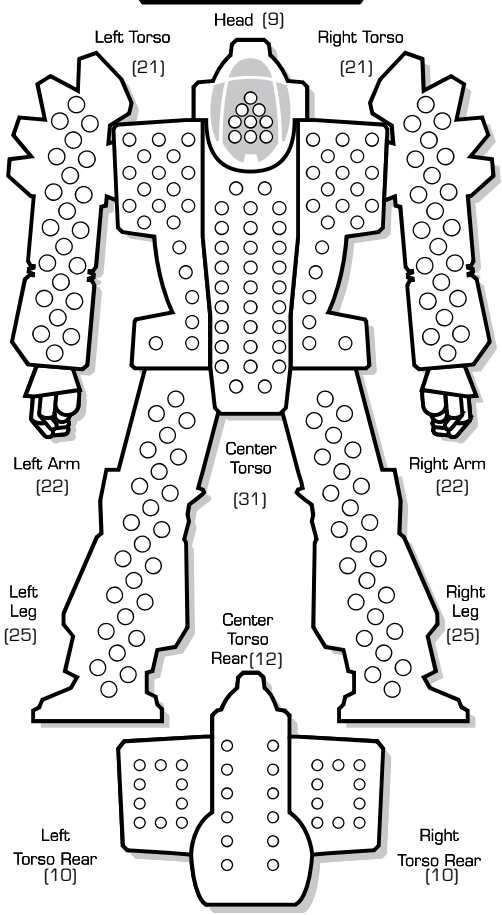
Name: _____

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. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Large Laser
3. Large Laser
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. LRM 10
2. LRM 10
3. Ammo (LRM 10) 12
4. Ammo (SRM 6) 15
5. Ammo (Sniper) 10
6. Ammo (Sniper) 10

1. CASE
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. Roll Again
6. Roll Again

#### Head

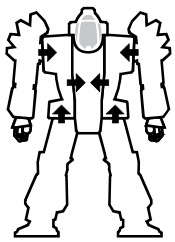
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

#### Center Torso

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

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

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



Damage Transfer Diagram

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Sniper
4. Sniper
5. Sniper
6. Sniper

1. Sniper
2. Sniper
3. Sniper
4. Sniper
5. Sniper
6. Sniper

#### Right Torso

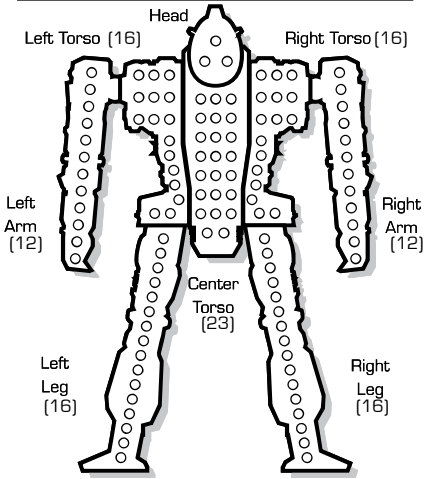
1. Sniper
2. Sniper
3. Sniper
4. Sniper
5. Sniper
6. Sniper

1. Sniper
2. Sniper
3. Sniper
4. Sniper
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

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

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

### HEAT DATA

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

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Helepolis HEP-3H

**Movement Points:**
Walking: 3
Running: 5

**Tonnage:** 75
**Tech Base:** Inner Sphere (Advanced)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | HD | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | SRM 6 | CT | 4 | 2/Msl [M,C,S] | — | 3 | 6 | 9 |
| 1 | Sniper | RT/RA | 10 | 20 [AE,S,F] | — | 1 | 2 | 18 |
| 1 | LRM 10 | LT | 4 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | ER Large Laser | LA | 12 | 8 [DE] | — | 7 | 14 | 19 |

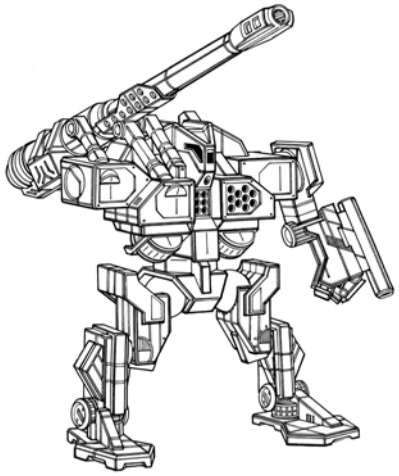
**BV:** 1,380

### WARRIOR DATA

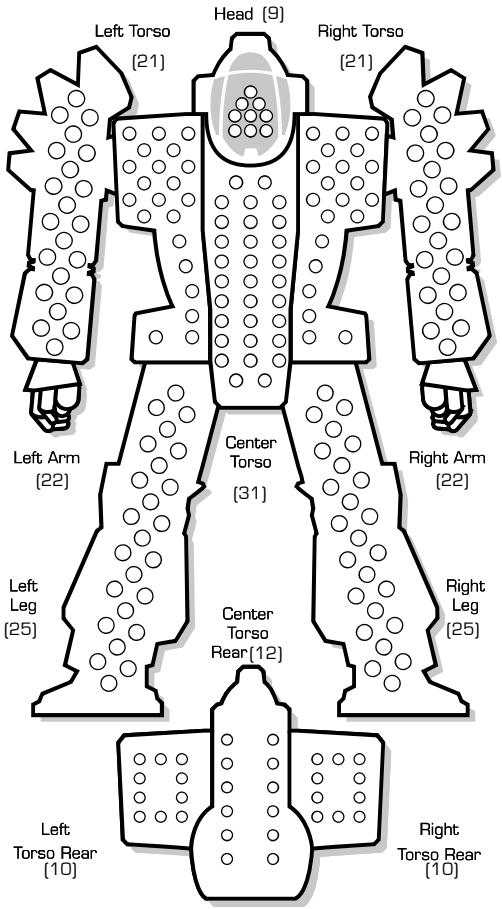
Name: _____

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. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. ER Large Laser
3. ER Large Laser
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. LRM 10
2. LRM 10
3. Ammo (LRM 10) 12
4. Ammo (SRM 6) 15
5. Ammo (Sniper) 10
6. Ammo (Sniper) 10

1. CASE
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. Roll Again
6. Roll Again

#### Head

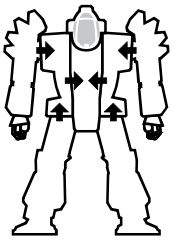
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

#### Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Sniper
4. Sniper
5. Sniper
6. Sniper

1. Sniper
2. Sniper
3. Sniper
4. Sniper
5. Sniper
6. Sniper

#### Right Torso

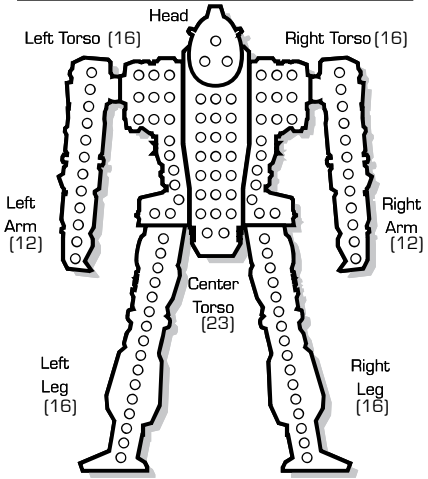
1. Sniper
2. Sniper
3. Sniper
4. Sniper
5. Sniper
6. Sniper

1. Sniper
2. Sniper
3. Sniper
4. Sniper
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

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

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

### HEAT DATA

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

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Helepolis HEP-4H

**Movement Points:**
Walking: 4
Running: 6

**Tonnage:** 75
**Tech Base:** Inner Sphere (Advanced)
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | HD | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | SRM 6 | CT | 4 | 2/Msl [M,C,S] | — | 3 | 6 | 9 |
| 1 | Sniper | RT/RA | 10 | 20 [AE,S,F] | — | 1 | 2 | 18 |
| 2 | LRM 5 | LT | 2 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | ER Large Laser | LA | 12 | 8 [DE] | — | 7 | 14 | 19 |

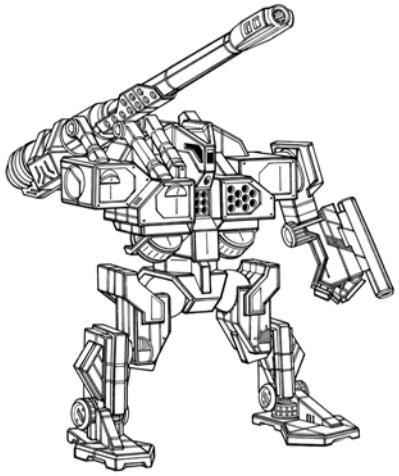
**BV:** 1,366

### WARRIOR DATA

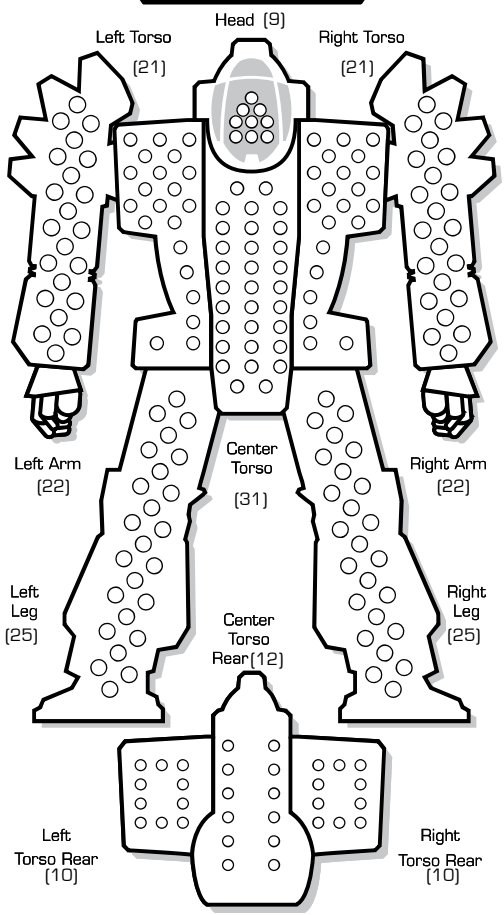
Name: _____

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. ER Large Laser
5. ER Large Laser
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

#### Left Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. LRM 5
4. LRM 5
5. Ammo (LRM 5) 24
6. Ammo (SRM 6) 15

1. Ammo (Sniper) 10
2. Ammo (Sniper) 10
3. CASE
4. Endo Steel
5. Endo Steel
6. Endo Steel

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

#### Head

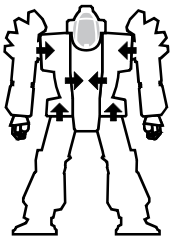
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

#### Center Torso

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

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. SRM 6
6. SRM 6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Sniper
4. Sniper
5. Sniper
6. Sniper

1. Sniper
2. Sniper
3. Sniper
4. Sniper
5. Sniper
6. Sniper

#### Right Torso

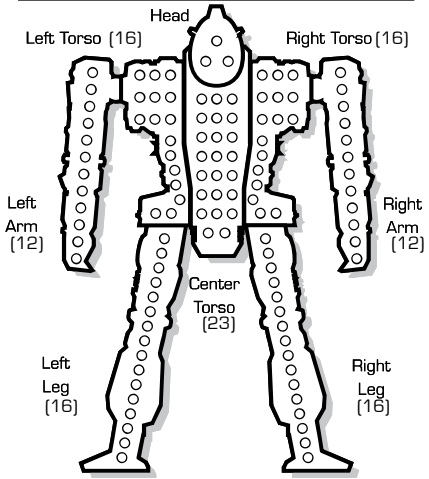
1. Light Fusion Engine
2. Light Fusion Engine
3. Sniper
4. Sniper
5. Sniper
6. Sniper

1. Sniper
2. Sniper
3. Sniper
4. Sniper
5. Sniper
6. Sniper

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

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

### HEAT DATA

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

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Atlas II AS7-D-H

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 100 |
| **Walking:** | 3 | **Tech Base:** | Inner Sphere |
| **Running:** | 5 | **Era:** | Star League |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | LRM 20 | RT | 6 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 2 | Medium Pulse Laser | LT | 4 | 6 [P] | — | 2 | 4 | 6 |
| 1 | SRM 6 | LT | 4 | 2/Msl [M,C,S] | — | 3 | 6 | 9 |
| 1 | LB 10-X AC | RA | 2 | 10 [DB,C/F/S] | — | 6 | 12 | 18 |
| 2 | ER Large Laser | LA | 12 | 8 [DE] | — | 7 | 14 | 19 |

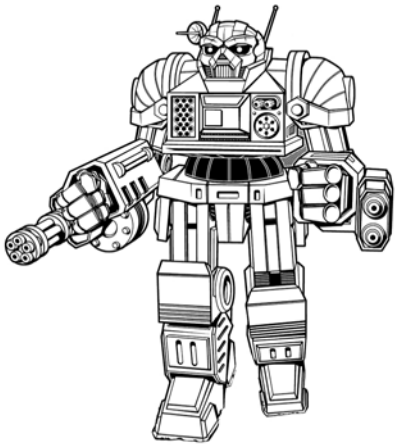
**BV:** 2,169

### WARRIOR DATA

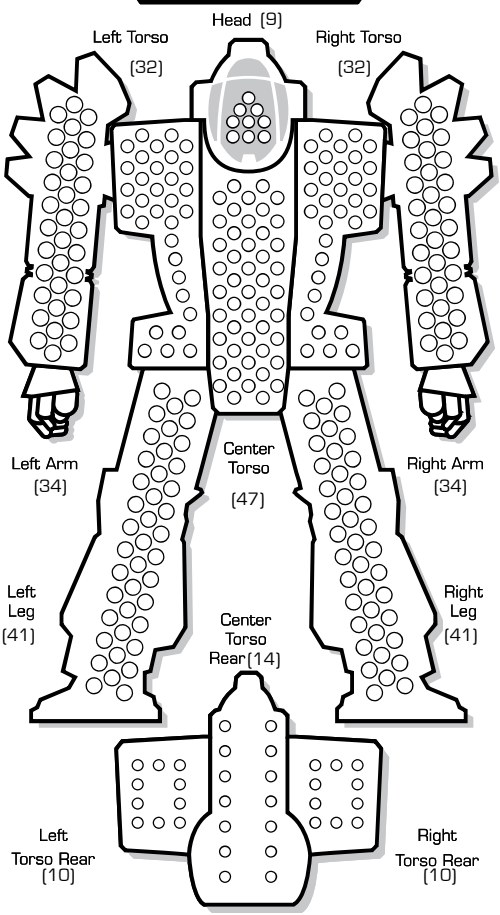
Name: _____

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. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. ER Large Laser
3. ER Large Laser
4. ER Large Laser
5. ER Large Laser
6. Ferro-Fibrous

#### Left Torso

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. SRM 6
5. SRM 6
6. Medium Pulse Laser

1. Medium Pulse Laser
2. Ammo (SRM 6) 15
3. CASE
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

#### Head

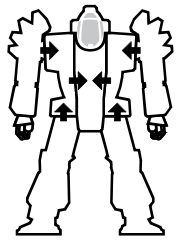
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LB 10-X AC
6. LB 10-X AC

1. LB 10-X AC
2. LB 10-X AC
3. LB 10-X AC
4. LB 10-X AC
5. Ferro-Fibrous
6. Ferro-Fibrous

#### Right Torso

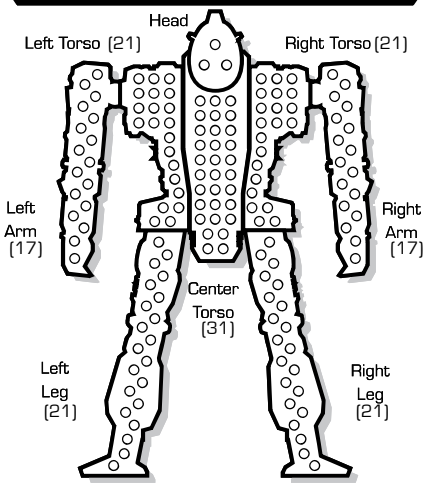
1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. Ammo (LRM 20) 6

1. Ammo (LRM 20) 6
2. Ammo (LB 10-X) 10
3. Ammo (LB 10-X Cluster) 10
4. CASE
5. Ferro-Fibrous
6. Ferro-Fibrous

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
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 | 14 (28) Double |
|---|---|---|
| 30 | Shutdown | |
| 28 | Ammo Exp. avoid on 8+ | |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | –5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | –4 Movement Points | O |
| 19 | Ammo Exp. avoid on 4+ | O |
| 18 | Shutdown, avoid on 6+ | O |
| 17 | +3 Modifier to Fire | O |
| 15 | –3 Movement Points | O |
| 14 | Shutdown, avoid on 4+ | O |
| 13 | +2 Modifier to Fire | O |
| 10 | –2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | –1 Movement Points | |

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Atlas II AS7-D-H2

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 100 |
| **Walking:** | 3 | **Tech Base:** | Inner Sphere |
| **Running:** | 5 | **Era:** | Star League |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | LRM 20 | RT | 6 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 2 | Medium Pulse Laser | LT | 4 | 6 [P] | — | 2 | 4 | 6 |
| 1 | SRM 6 | LT | 4 | 2/Msl [M,C,S] | — | 3 | 6 | 9 |
| 1 | Gauss Rifle | RA | 1 | 15 [DB,X] | 2 | 7 | 15 | 22 |
| 1 | ER PPC | LA | 15 | 10 [DE] | — | 7 | 14 | 23 |

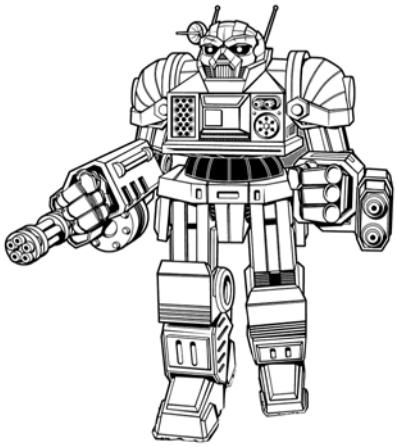
**BV:** 2,340

### WARRIOR DATA

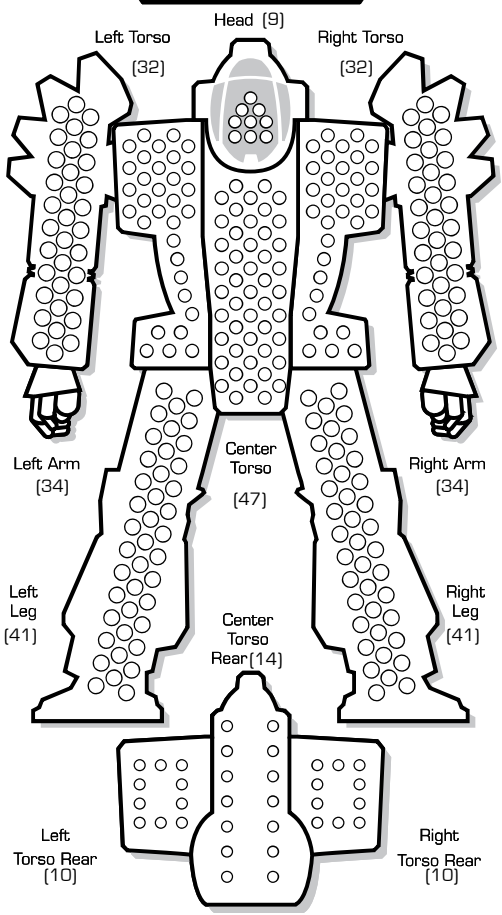
**Name:** _____

**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

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER PPC
6. ER PPC

1. ER PPC
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. SRM 6
5. SRM 6
6. Medium Pulse Laser

1. Medium Pulse Laser
2. Ammo (SRM 6) 15
3. CASE
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

#### Head

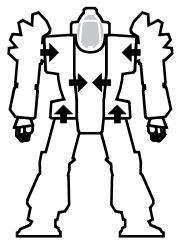
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Ferro-Fibrous

#### Right Torso

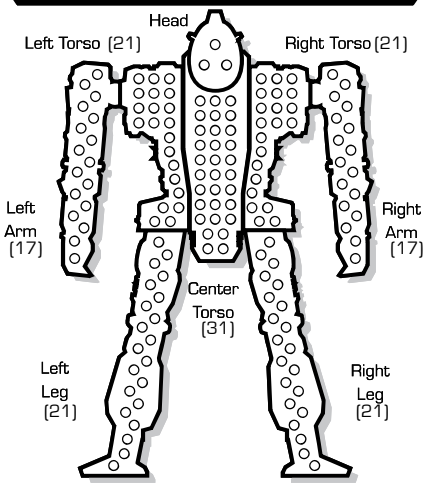
1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. Ammo (LRM 20) 6

1. Ammo (LRM 20) 6
2. Ammo (Gauss) 8
3. Ammo (Gauss) 8
4. CASE
5. Ferro-Fibrous
6. Ferro-Fibrous

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
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 | 13 (26) Double |
|---|---|---|
| 30 | Shutdown | |
| 28 | Ammo Exp. avoid on 8+ | |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | –5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O |
| 22 | Shutdown, avoid on 8+ | O |
| 20 | –4 Movement Points | O |
| 19 | Ammo Exp. avoid on 4+ | O |
| 18 | Shutdown, avoid on 6+ | O |
| 17 | +3 Modifier to Fire | O |
| 15 | –3 Movement Points | O |
| 14 | Shutdown, avoid on 4+ | O |
| 13 | +2 Modifier to Fire | O |
| 10 | –2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | –1 Movement Points | |

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Mackie MSK-6S

**Movement Points:**
Walking: 3
Running: 5

**Tonnage:** 100
**Tech Base:** Inner Sphere (Primitive)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | Medium Laser | CT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | AC/10 | RA | 3 | 10 [DB,S] | — | 5 | 10 | 15 |
| 1 | PPC | LA | 10 | 10 [DE] | 3 | 6 | 12 | 18 |

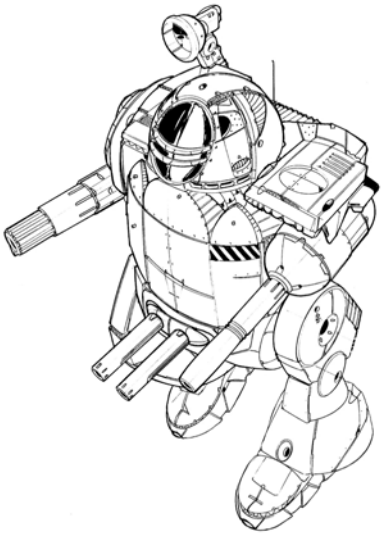
**BV:** 1,461

### WARRIOR DATA

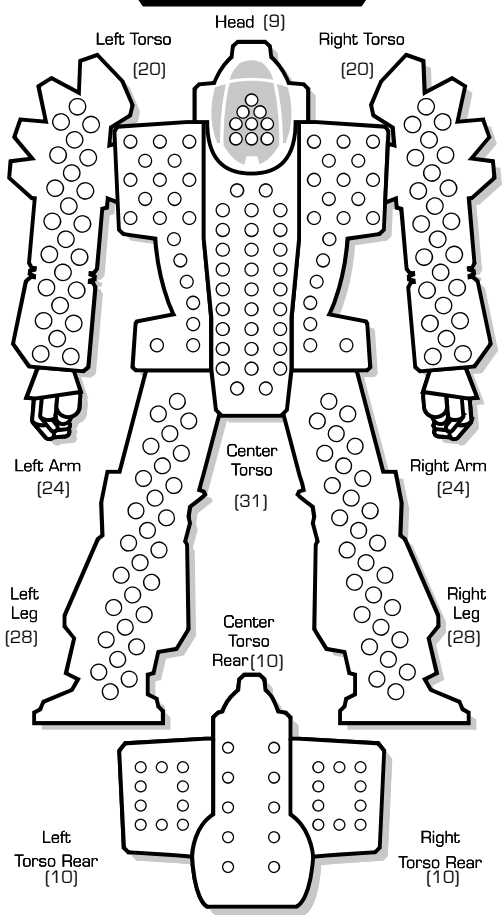
Name: _____

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. PPC
4. PPC
5. PPC
6. Roll Again

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

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. Roll Again
6. Roll Again

#### Head

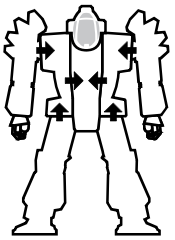
1. Life Support
2. Sensors
3. Primitive Cockpit
4. Heat Sink
5. Sensors
6. Life Support

#### Center Torso

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

1. Gyro
2. Primitive Fusion Engine
3. Primitive Fusion Engine
4. Primitive Fusion Engine
5. Medium Laser
6. Medium Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. AC/10
4. AC/10
5. AC/10
6. AC/10

1. AC/10
2. AC/10
3. AC/10
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

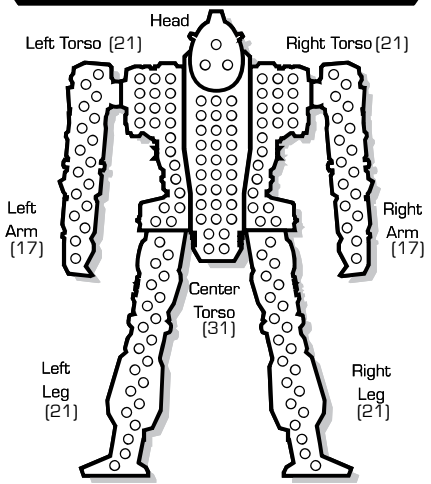
1. Ammo (AC/10) 10
2. Ammo (AC/10) 10
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

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

### HEAT DATA

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

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Mackie MSK-7A

**Movement Points:**
Walking: 3
Running: 5

**Tonnage:** 100
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**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 |
| 1 | AC/20 | RA | 7 | 20 [DB,S] | — | 3 | 6 | 9 |
| 1 | PPC | LA | 10 | 10 [DE] | 3 | 6 | 12 | 18 |

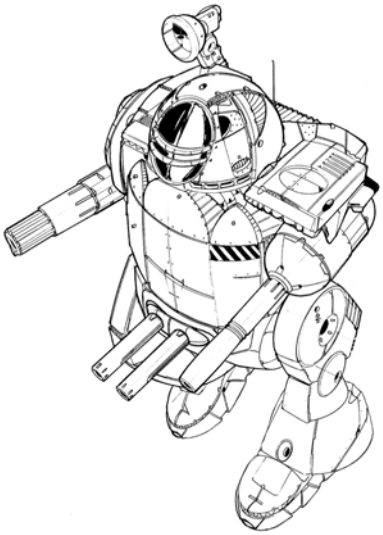
**BV:** 1,900

### WARRIOR DATA

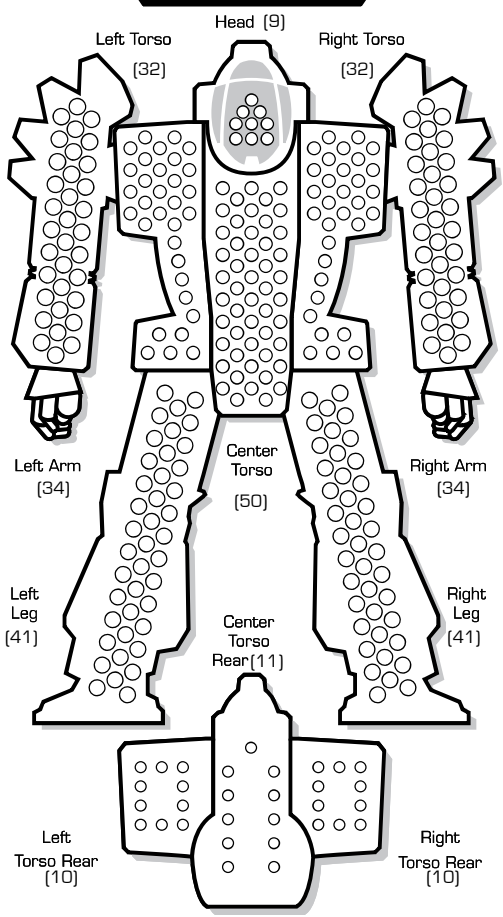
Name: _____

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. PPC
4. PPC
5. PPC
6. Roll Again

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

#### Left Torso

1. Heat Sink
2. Large Laser
3. Large Laser
4. Roll Again
5. Roll Again
6. Roll Again

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

#### Left Leg

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

#### Head

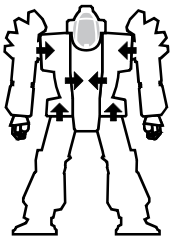
1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

#### Center Torso

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

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. Heat Sink

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



Damage Transfer Diagram

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. AC/20
4. AC/20
5. AC/20
6. AC/20

1. AC/20
2. AC/20
3. AC/20
4. AC/20
5. AC/20
6. AC/20

#### Right Torso

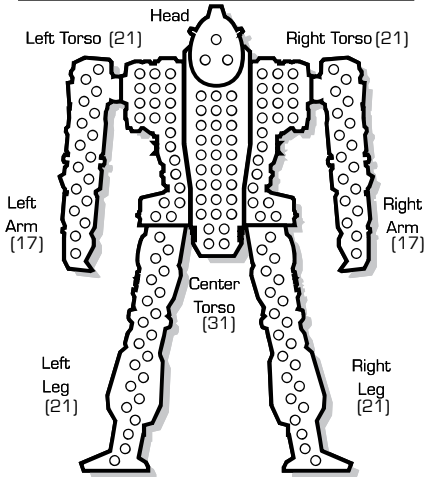
1. Heat Sink
2. Large Laser
3. Large Laser
4. Ammo (AC/20) 5
5. Ammo (AC/20) 5
6. Ammo (AC/20) 5

1. Ammo (AC/20) 5
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. 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 | 21 (21) 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 | |

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Mackie MSK-8B

**Movement Points:**
Walking: 3
Running: 5

**Tonnage:** 100
**Tech Base:** Inner Sphere
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | Medium Laser | CT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | AC/20 | RA | 7 | 20 [DB,S] | — | 3 | 6 | 9 |
| 2 | PPC | LA | 10 | 10 [DE] | 3 | 6 | 12 | 18 |

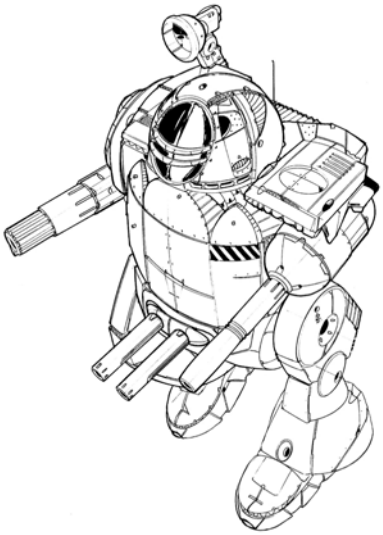
**BV:** 2,019

### WARRIOR DATA

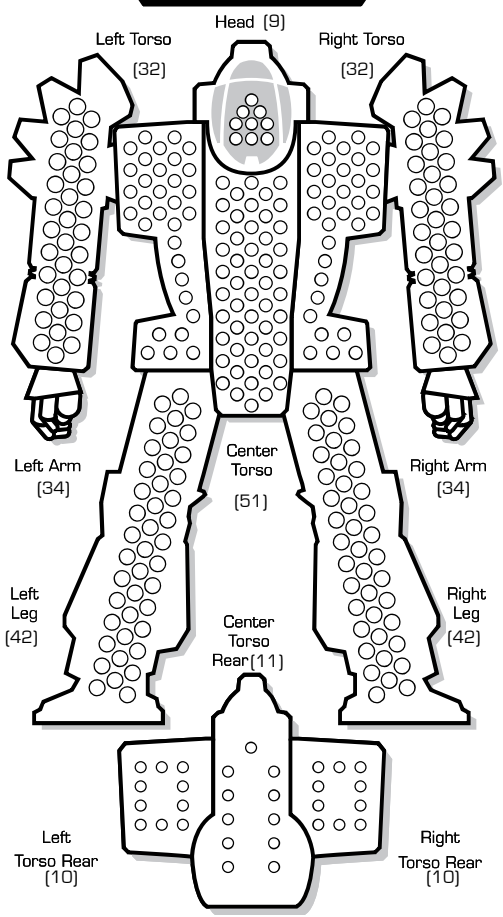
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. PPC
5. PPC
6. PPC

1. PPC
2. PPC
3. PPC

4-6
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso
1. Heat Sink
2. Heat Sink

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

1. Roll Again
2. Roll Again

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

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

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

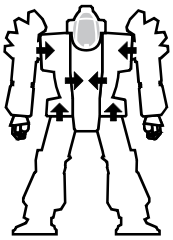
#### Center Torso
1. Fusion Engine
2. Fusion Engine

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

1. Gyro
2. Fusion Engine

4-6
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. Medium Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator

1-3
3. AC/20
4. AC/20
5. AC/20
6. AC/20

1. AC/20
2. AC/20

4-6
3. AC/20
4. AC/20
5. AC/20
6. AC/20

#### Right Torso
1. Heat Sink
2. Heat Sink

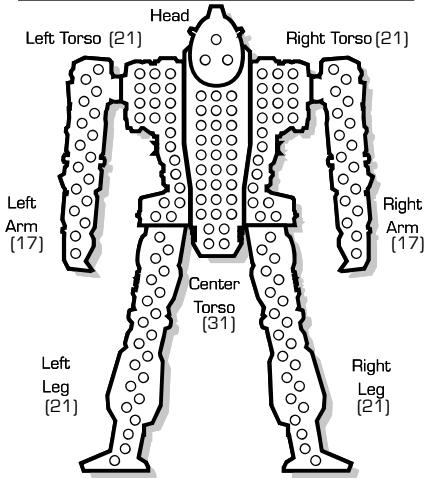
1-3
3. Ammo (AC/20) 5
4. Ammo (AC/20) 5
5. Ammo (AC/20) 5
6. Ammo (AC/20) 5

1. CASE

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

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. 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 | 21 (21) Single |
|---|---|---|
| 30 | Shutdown | |
| 28 | Ammo Exp. avoid on 8+ | |
| 26 | Shutdown, avoid on 10+ | O O O |
| 25 | –5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | –4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O O |
| 17 | +3 Modifier to Fire | O O |
| 15 | –3 Movement Points | O O |
| 14 | Shutdown, avoid on 4+ | O O |
| 13 | +2 Modifier to Fire | O O |
| 10 | –2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | –1 Movement Points | |

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Mackie MSK-9H

**Movement Points:**
Walking: 3
Running: 5

Tonnage: 100
Tech Base: Inner Sphere
Era: Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | Medium Laser | CT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Beagle Active Probe | LT | — | [E] | — | — | — | 4 |
| 1 | AC/20 | RA | 7 | 20 [DB,S] | — | 3 | 6 | 9 |
| 2 | PPC | LA | 10 | 10 [DE] | 3 | 6 | 12 | 18 |

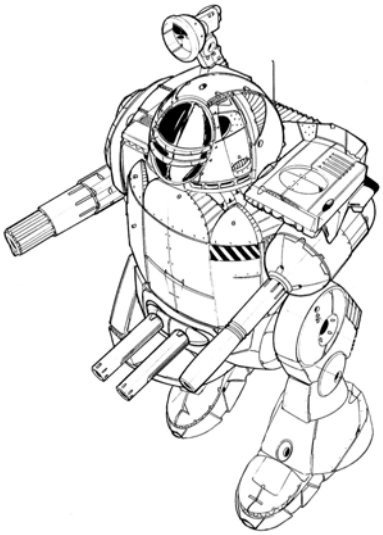
**BV:** 2,022

### WARRIOR DATA

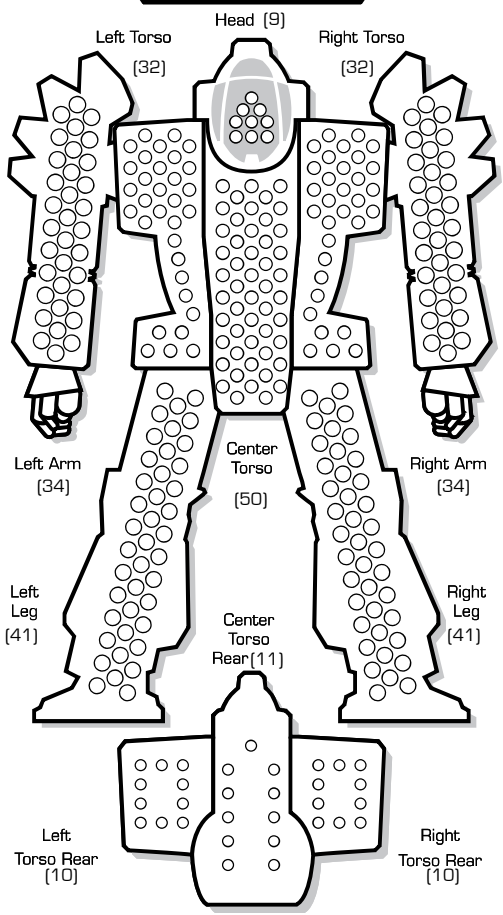
Name: _____

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. Heat Sink
5. Heat Sink
6. Heat Sink

1-3

1. PPC
2. PPC
3. PPC
4. PPC
5. PPC
6. PPC

4-6

#### Left Torso
1. Heat Sink
2. Beagle Active Probe
3. Beagle Active Probe
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

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

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

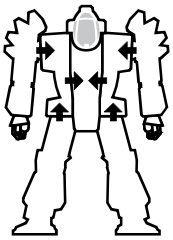
#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. Medium Laser

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. AC/20
4. AC/20
5. AC/20
6. AC/20

1-3

1. AC/20
2. AC/20
3. AC/20
4. AC/20
5. AC/20
6. AC/20

4-6

#### Right Torso
1. Ammo (AC/20) 5
2. Ammo (AC/20) 5
3. Ammo (AC/20) 5
4. Ammo (AC/20) 5
5. CASE
6. Roll Again

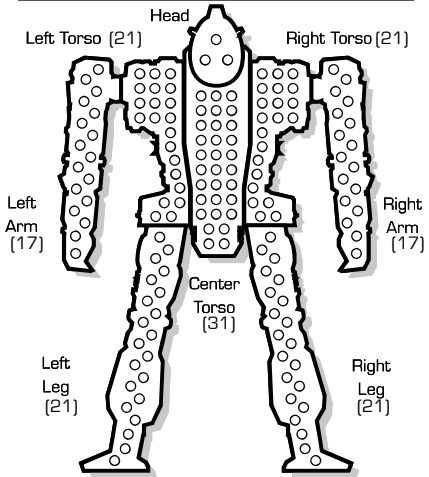
1-3

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

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Hellcat HCT-213

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 60
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

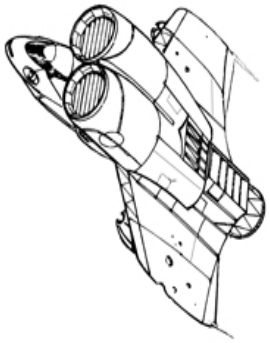
#### Weapons & Equipment Inventory

Standard Scale

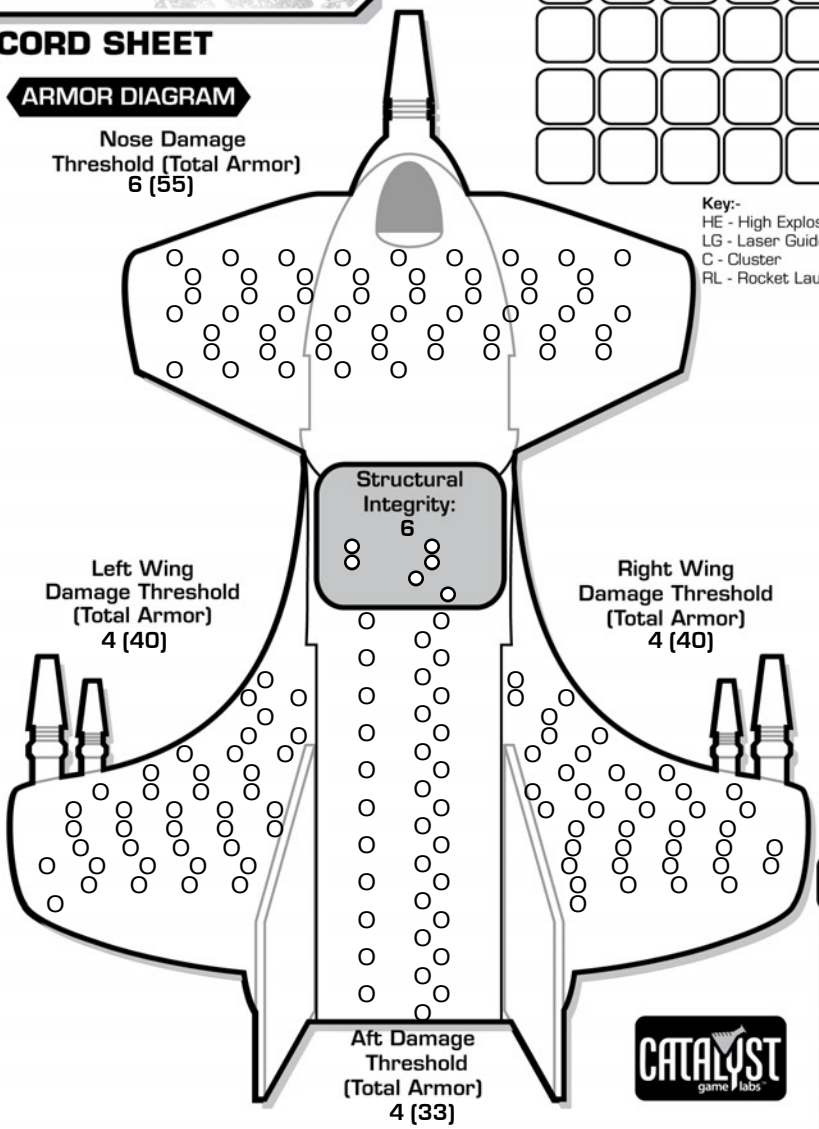
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Large Laser [DE] | N | 8 | 8 | 8 | — | — |
| 2 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 1 | Large Laser [DE] | LW | 8 | 8 | 8 | — | — |
| 1 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 1 | Large Laser [DE] | RW | 8 | 8 | 8 | — | — |
| 1 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | A | 3 | 5 | — | — | — |

Fuel: 400 Points

**BV:** 1,262



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### HEAT DATA

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

**Heat Sinks:** 20 (20) Single

O O
O O
O O
O O
O O
O O
O O
O O
O O
O O

**Heat Scale**

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

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Hellcat HCT-213D

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 60
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

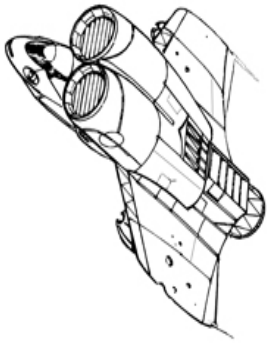
### Weapons & Equipment Inventory

Standard Scale

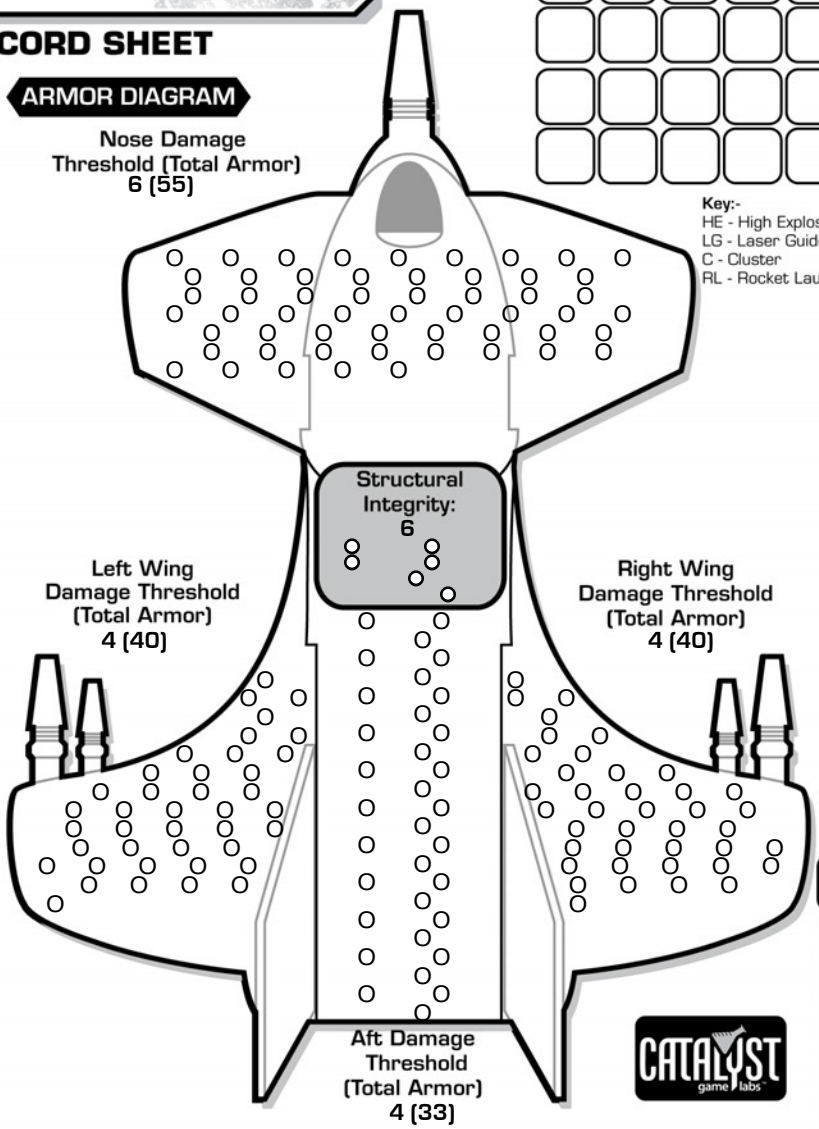
| Qty | Type | Loc. | Ht | SRV (0–6) | MRV (6–12) | LRV (13–20) | ERV (21–25) |
|---|---|---|---|---|---|---|---|
| 2 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 2 | SRM 6 [M,C] | LW | 4 | 8 | — | — | — |
| 2 | SRM 6 [M,C] | RW | 4 | 8 | — | — | — |
| 1 | Medium Laser [DE] | A | 3 | 5 | — | — | — |

Ammo: (SRM 6) 60
Fuel: 400 Points

**BV:** 1,087



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### Heat Scale

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

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### HEAT DATA

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

**Heat Sinks:** 21 (21) Single

O O O
O O
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O O
O O
O O
O O

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Hellcat HCT-213R

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 60
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

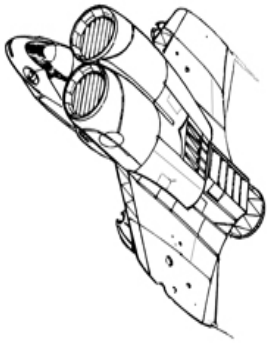
#### Weapons & Equipment Inventory

Standard Scale

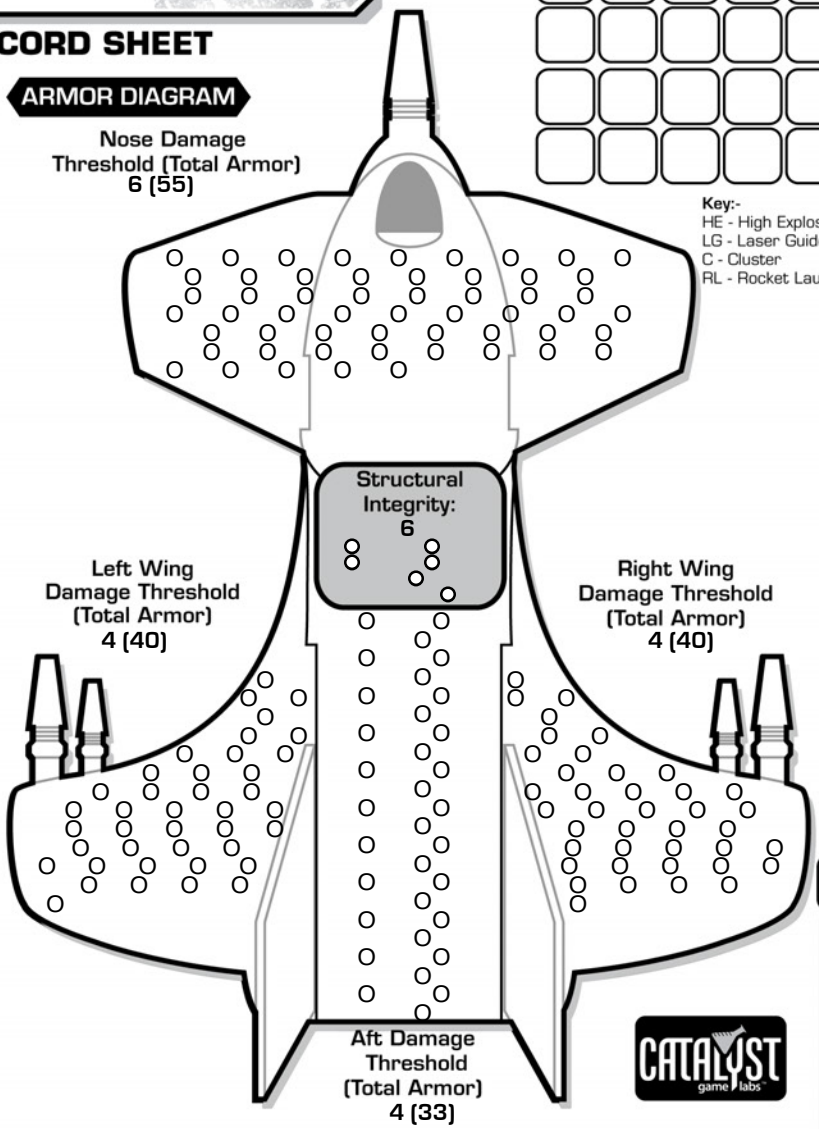
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 2 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 1 | Large Laser [DE] | LW | 8 | 8 | 8 | — | — |
| 1 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 1 | Large Laser [DE] | RW | 8 | 8 | 8 | — | — |
| 1 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | A | 3 | 5 | — | — | — |

Fuel: 800 Points

**BV:** 1,181



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### HEAT DATA

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

**Heat Sinks:** 20 (20) Single

O O
O O
O O
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O O
O O
O O
O O
O O

**Heat Scale**

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

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Hellcat HCT-213S

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 60
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

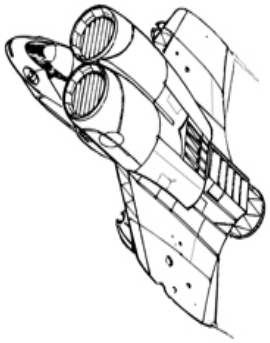
#### Weapons & Equipment Inventory

Standard Scale

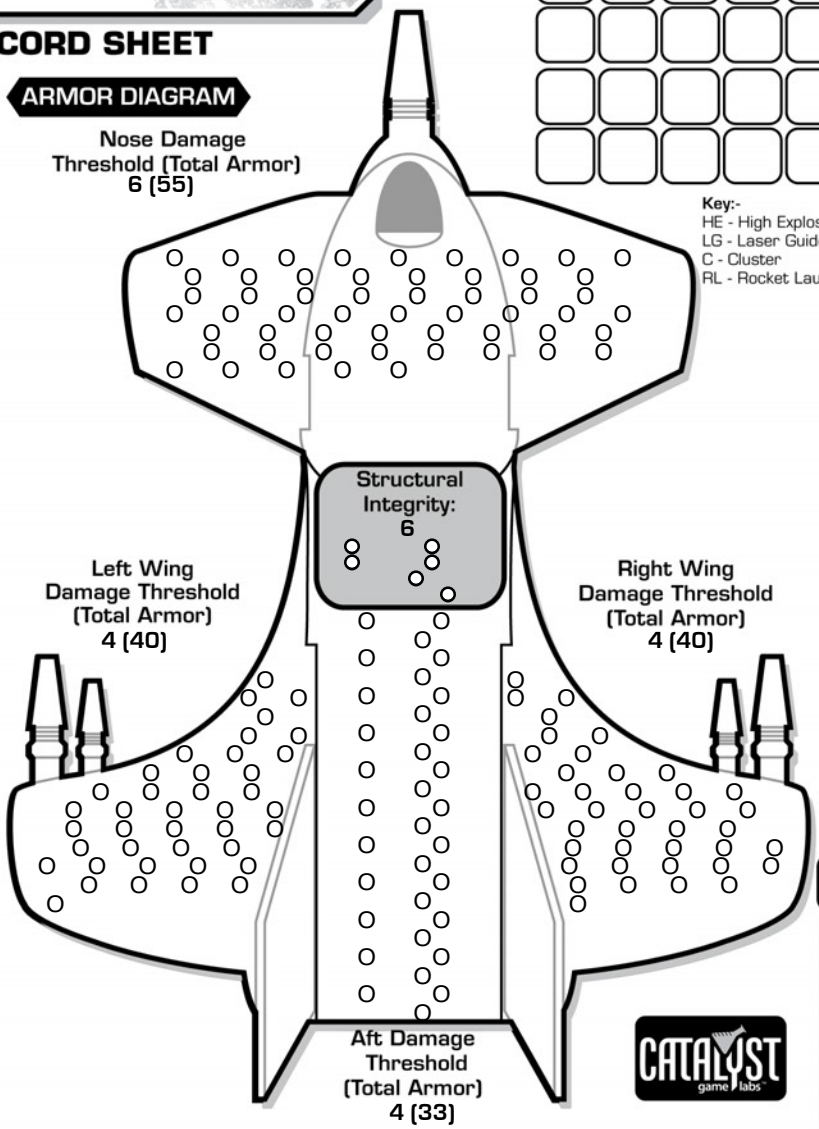
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 2 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 1 | PPC [DE] | LW | 10 | 10 | 10 | — | — |
| 1 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |
| 1 | PPC [DE] | RW | 10 | 10 | 10 | — | — |
| 1 | Medium Laser [DE] | A | 3 | 5 | — | — | — |

Fuel: 480 Points

**BV:** 1,271



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### HEAT DATA

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

**Heat Sinks:** 20 (20) Single

O O
O O
O O
O O
O O
O O
O O
O O
O O
O O

Heat Scale

Overflow

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

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Hellcat HCT-313

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 60
**Tech Base:** Inner Sphere
**Era:** Jihad

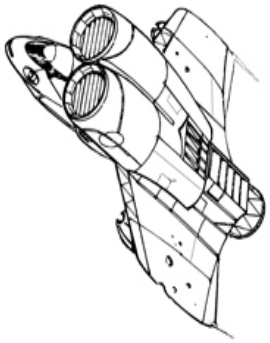
#### Weapons & Equipment Inventory

Standard Scale

| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | ER Large Laser [DE] | N | 12 | 8 | 8 | 8 | — |
| 2 | ER Medium Laser [DE] | N | 5 | 5 | 5 | — | — |
| 1 | ER Large Laser [DE] | LW | 12 | 8 | 8 | 8 | — |
| 1 | ER Medium Laser [DE] | LW | 5 | 5 | 5 | — | — |
| 1 | ER Large Laser [DE] | RW | 12 | 8 | 8 | 8 | — |
| 1 | ER Medium Laser [DE] | RW | 5 | 5 | 5 | — | — |
| 1 | ER Medium Laser [DE] | A | 5 | 5 | 5 | — | — |

Fuel: 400 Points

**BV:** 1,674



### ARMOR DIAGRAM

Nose Damage Threshold (Total Armor)
**7 (65)**

Structural Integrity:
**6**

Left Wing Damage Threshold (Total Armor)
**5 (50)**

Right Wing Damage Threshold (Total Armor)
**5 (50)**

Aft Damage Threshold (Total Armor)
**5 (43)**

### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

Heat Scale

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

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### HEAT DATA

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

Heat Sinks:
**20 (40)**
**Double**
O O
O O
O O
O O
O O
O O
O O
O O
O O
O O

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## SPHEROID DROPSHIP RECORD SHEET

### DROPSHIP DATA

**Type:** Manatee 2449

**Name:**
**Thrust:**
**Safe Thrust:** 4
**Maximum Thrust:** 6

**Tonnage:** 1,900
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

### Weapons & Equipment Inventory

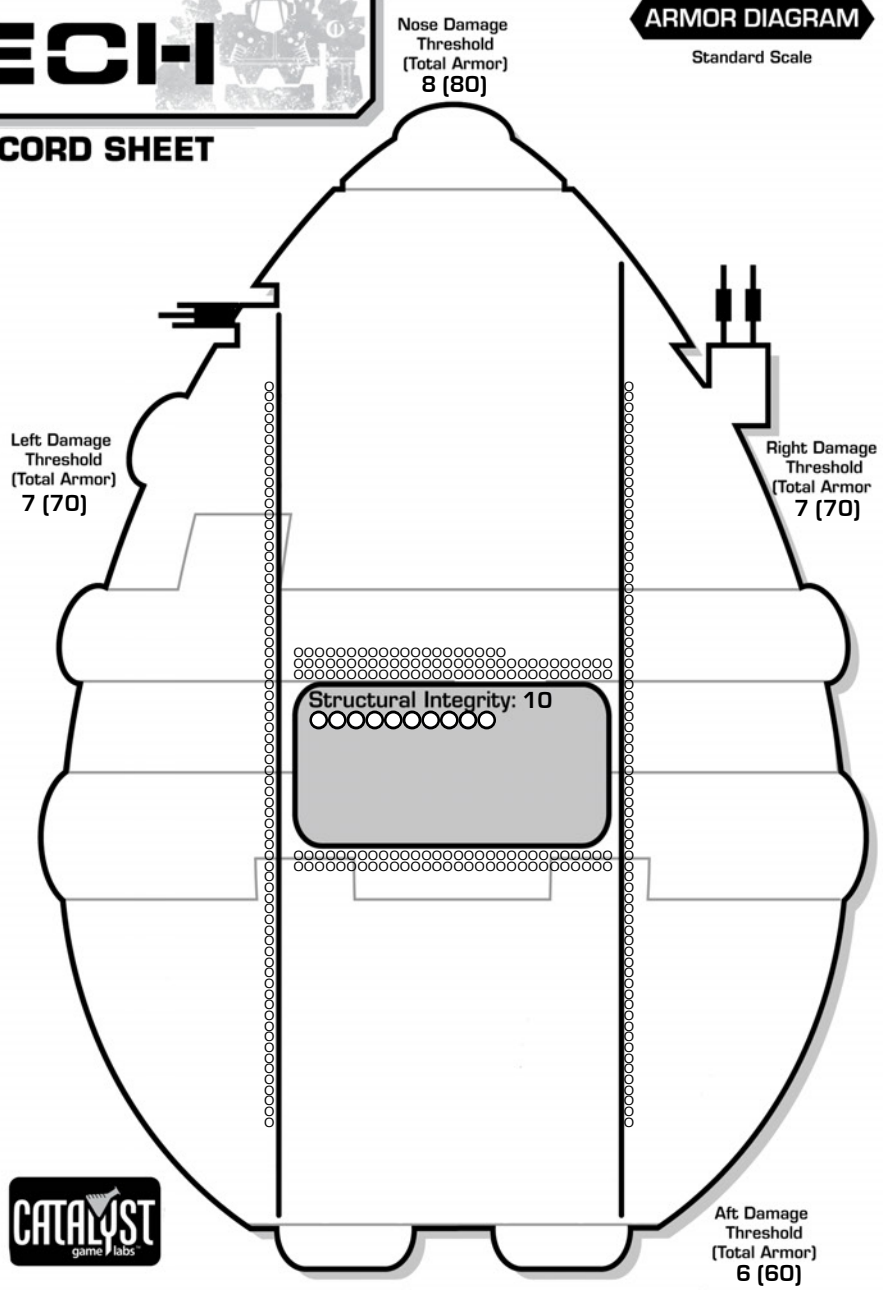
| | Standard Scale Bay | Loc | Ht | (1-6) SRV | (7-12) MRV | (13-20) LRV | (21-25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Large Laser | N | 14 | 2 [18] | 1 [8] | — | — |
| 2 | Medium Laser | N | | | | | |
| 1 | Large Laser | FL/FR | 14 | 2 [18] | 1 [8] | — | — |
| 2 | Medium Laser | FL/FR | | | | | |
| 1 | Large Laser | AL/AR | 14 | 2 [18] | 1 [8] | — | — |
| 2 | Medium Laser | AL/AR | | | | | |
| 1 | Large Laser | A | 14 | 2 [18] | 1 [8] | — | — |
| 2 | Medium Laser | A | | | | | |

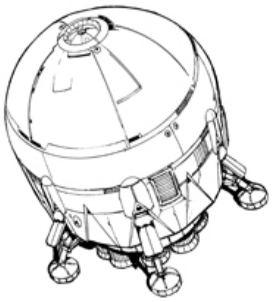
**Cargo:**
Bay 1: Mech - 1 unit (1 door)
Bay 2: Mech - 1 unit (1 door)
Bay 3: Mech - 1 unit (1 door)
Bay 4: Mech - 1 unit (1 door)
Bay 5: Cargo Space - 396 tons (1 door)

**BV:** 1,503 **Fuel:** 5,400

### ARMOR DIAGRAM

Standard Scale



### CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Modifier | +1 | +2 | +3 | +4 | +5 | Incp. |

Crew: 10 Marines: 0
Passengers: 0
Other: 8 Battle Armor: 0
Life Boats/Escape Pods: 0/2

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Gear | +5 | |
| FCS | +2 | +4 | D | Life Support | +2 | |
| Sensors | +1 | +2 | +5 | K-F Boom | D | |
| Thrusters | | | | Docking Collar | D | |
| Left | +1 | +2 | +3 | D | | |
| Right | +1 | +2 | +3 | D | | |
| Engine | -1 | -2 | -3 | -4 | -5 | D |

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### HEAT DATA

**Heat Sinks:** 129 (129) Single

**Heat Generation Per Arc**

| | | | |
|---|---|---|---|
| Nose: | 14 | Aft: | 14 |
| Fore-Left: | 14 | Aft-Left: | 14 |
| Fore-Right: | 14 | Aft-Right: | 14 |

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# BATTLETECH

## SPHEROID DROPSHIP RECORD SHEET

### DROPSHIP DATA

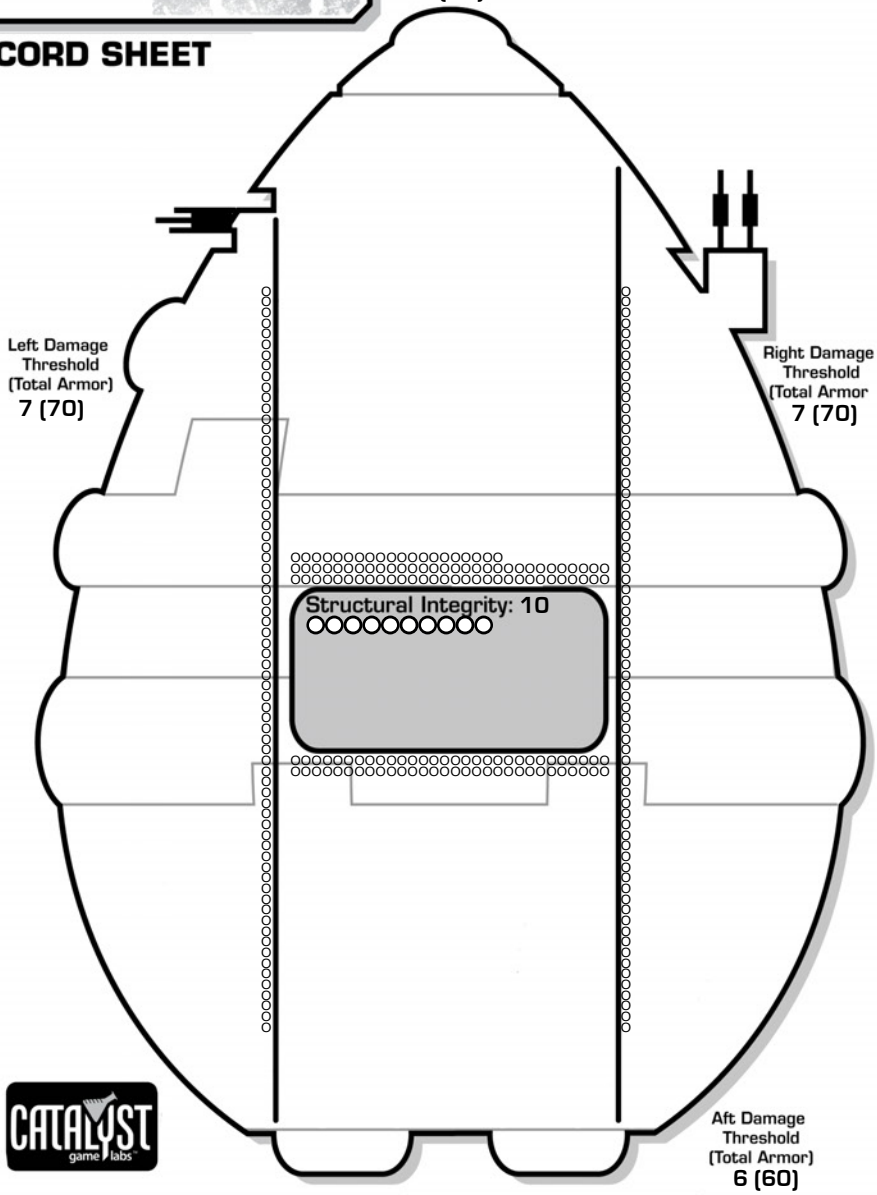
**Type:** Manatee (Cargo)

**Name:**
**Thrust:**
**Safe Thrust:** 4
**Maximum Thrust:** 6
**Tonnage:** 1,900
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

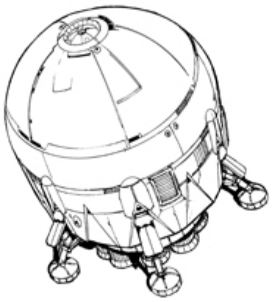
### Weapons & Equipment Inventory

**Cargo:**
Bay 1: Cargo Space - 1,044 tons (1 door)

**BV:** 720 **Fuel:** 5,400




ARMOR DIAGRAM
Standard Scale



### CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Modifier | +1 | +2 | +3 | +4 | +5 | Incp. |

Crew: 5 Marines: 0
Passengers: 0
Other: 0 Battle Armor: 0
Life Boats/Escape Pods: 0/2

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Gear | +5 | |
| FCS | +2 | +4 | D | Life Support | +2 | |
| Sensors | +1 | +2 | +5 | K-F Boom | D | |
| Thrusters | | | | Docking Collar | D | |
| Left | +1 | +2 | +3 | D | | |
| Right | +1 | +2 | +3 | D | | |
| Engine | -1 | -2 | -3 | -4 | -5 | D |

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### HEAT DATA

**Heat Sinks:** 129 (129) Single

**Heat Generation Per Arc**

| | | | |
|---|---|---|---|
| Nose: | 0 | Aft: | 0 |
| Fore-Left: | 0 | Aft-Left: | 0 |
| Fore-Right: | 0 | Aft-Right: | 0 |

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# BATTLETECH

## SPHEROID DROPSHIP RECORD SHEET

### DROPSHIP DATA

**Type:** Pentagon 2540

**Name:**
**Thrust:**
**Safe Thrust:** 7
**Maximum Thrust:** 11

**Tonnage:** 4,000
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

### Weapons & Equipment Inventory

Standard Scale

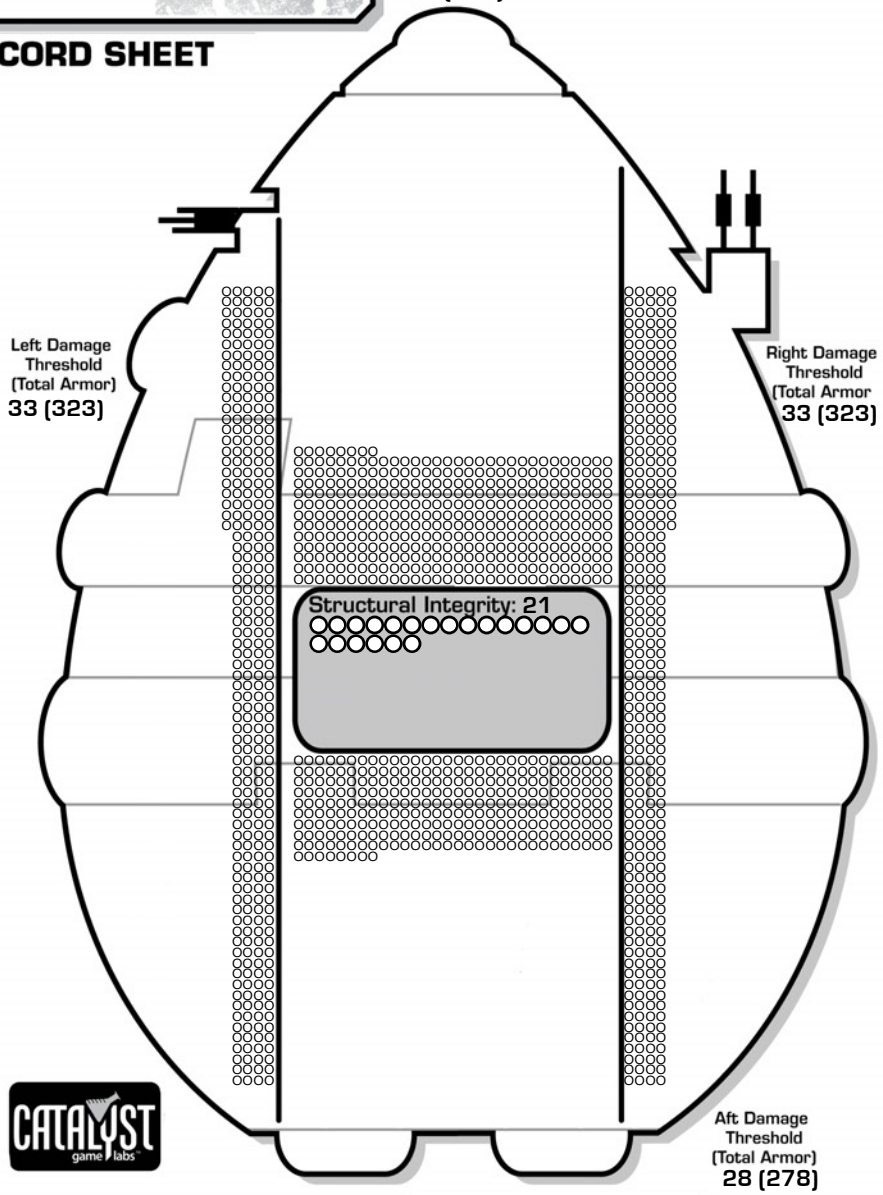
| | Bay | Loc | Ht | (1-6) SRV | (7-12) MRV | (13-20) LRV | (21-25) ERV |
|---|---|---|---|---|---|---|---|
| 2 | PPC | N | 20 | 2 [20] | 2 [20] | — | — |
| 2 | AC/10 [50 rnds] | N | 6 | 2 [20] | 2 [20] | — | — |
| 2 | LRM 20 [24 rnds] | N | 12 | 2 [24] | 2 [24] | 2 [24] | — |
| 2 | Large Laser | N | 16 | 2 [16] | 2 [16] | — | — |
| 2 | PPC | FL/FR | 20 | 2 [20] | 2 [20] | — | — |
| 1 | AC/10 [20 rnds] | FL/FR | 3 | 1 [10] | 1 [10] | — | — |
| 2 | LRM 20 [48 rnds] | FL/FR | 12 | 2 [24] | 2 [24] | 2 [24] | — |
| 2 | Large Laser | FL/FR | 16 | 2 [16] | 2 [16] | — | — |
| 1 | PPC | AL/AR | 10 | 1 [10] | 1 [10] | — | — |
| 1 | LRM 20 [30 rnds] | AL/AR | 6 | 1 [12] | 1 [12] | 1 [12] | — |
| 1 | Large Laser | AL/AR | 20 | 3 [28] | 1 [8] | — | — |
| 4 | Medium Laser | AL/AR | | | | | |
| 1 | PPC | A | 10 | 1 [10] | 1 [10] | — | — |
| 1 | Large Laser | A | 20 | 3 [28] | 1 [8] | — | — |
| 4 | Medium Laser | A | | | | | |

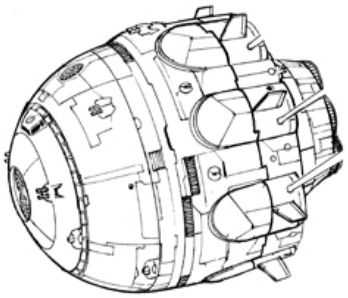
**Cargo:**
Bay 1: Cargo Space - 594.50 tons (1 door)

**BV:** 10,011 **Fuel:** 18,000

### ARMOR DIAGRAM

Standard Scale



### CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Modifier | +1 | +2 | +3 | +4 | +5 | Incp. |

Crew: 22 Marines: 25
Passengers: 0
Other: 0 Battle Armor: 0
Life Boats/Escape Pods: 1/8

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Gear | +5 | |
| FCS | +2 | +4 | D | Life Support | +2 | |
| Sensors | +1 | +2 | +5 | K-F Boom | D | |
| Thrusters | | | | Docking Collar | D | |
| Left | +1 | +2 | +3 | D | | |
| Right | +1 | +2 | +3 | D | | |
| Engine | -1 | -2 | -3 | -4 | -5 | D |

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### HEAT DATA

**Heat Sinks:** 170 (170) Single

**Heat Generation Per Arc**

| | | | |
|---|---|---|---|
| Nose: | 54 | Aft: | 30 |
| Fore-Left: | 51 | Aft-Left: | 36 |
| Fore-Right: | 51 | Aft-Right: | 36 |

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# BATTLETECH

## SPHEROID DROPSHIP RECORD SHEET

### DROPSHIP DATA

**Type:** Pentagon 2623

**Name:**
**Thrust:**
**Safe Thrust:** 7
**Maximum Thrust:** 11

**Tonnage:** 4,000
**Tech Base:** Inner Sphere
**Era:** Star League

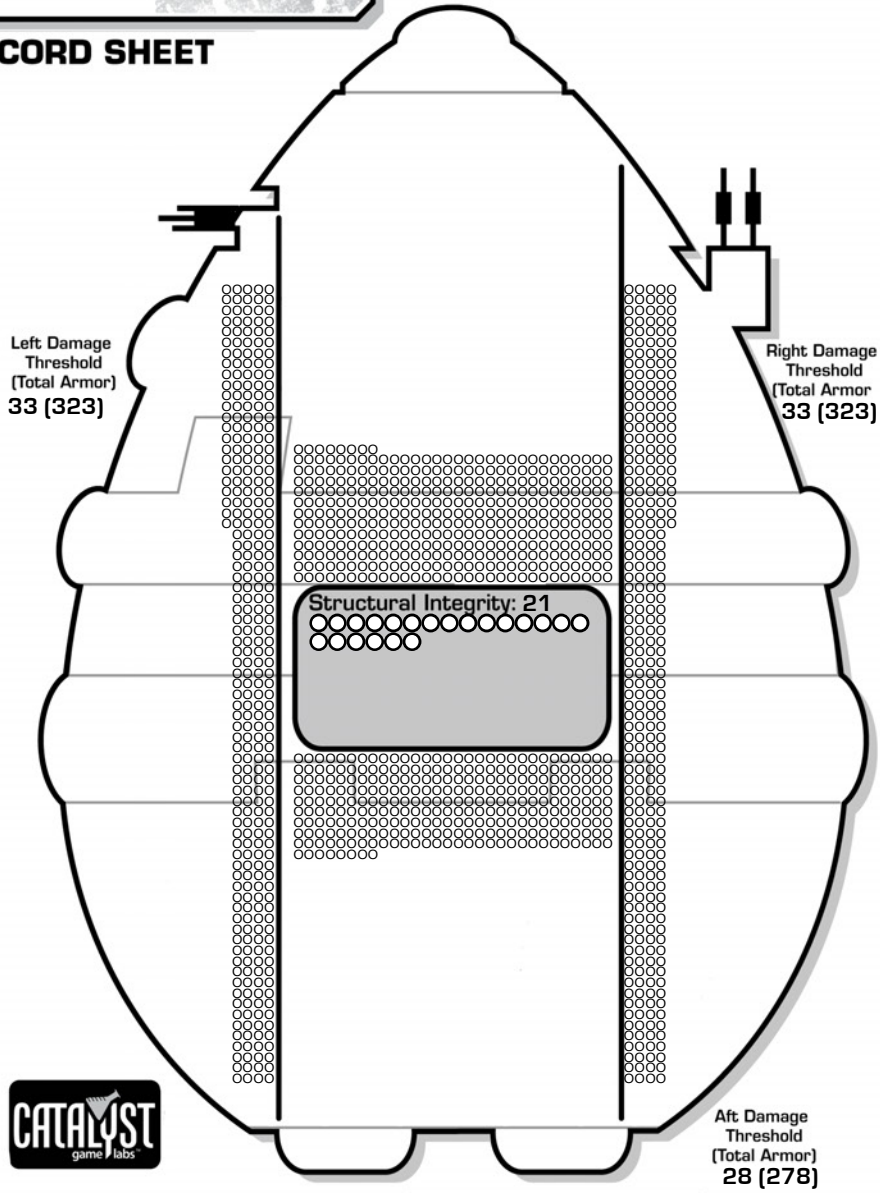
### Weapons & Equipment Inventory

Standard Scale

| | Bay | Loc | Ht | (1-6) SRV | (7-12) MRV | (13-20) LRV | (21-25) ERV |
|---|---|---|---|---|---|---|---|
| 2 | PPC | N | 20 | 2 [20] | 2 [20] | — | — |
| 2 | Gauss Rifle [48 rnds] | N | 2 | 3 [30] | 3 [30] | 3 [30] | — |
| 2 | LRM 20 w/Artemis IV FCS [24 rnds] | N | 12 | 3 [32] | 3 [32] | 3 [32] | — |
| 2 | ER Large Laser | N | 24 | 2 [16] | 2 [16] | 2 [16] | — |
| 2 | PPC | FL/FR | 20 | 2 [20] | 2 [20] | — | — |
| 1 | Gauss Rifle [16 rnds] | FL/FR | 1 | 2 [15] | 2 [15] | 2 [15] | — |
| 2 | LRM 20 w/Artemis IV FCS [48 rnds] | FL/FR | 12 | 3 [32] | 3 [32] | 3 [32] | — |
| 2 | ER Large Laser | FL/FR | 24 | 2 [16] | 2 [16] | 2 [16] | — |
| 1 | PPC | AL/AR | 10 | 1 [10] | 1 [10] | — | — |
| 1 | LRM 20 w/Artemis IV FCS [30 rnds] | AL/AR | 6 | 2 [16] | 2 [16] | 2 [16] | — |
| 1 | ER Large Laser | AL/AR | 24 | 3 [28] | 1 [8] | 1 [8] | — |
| 4 | Medium Laser | AL/AR | | | | | |
| 1 | PPC | A | 10 | 1 [10] | 1 [10] | — | — |
| 1 | ER Large Laser | A | 24 | 3 [28] | 1 [8] | 1 [8] | — |
| 4 | Medium Laser | A | | | | | |

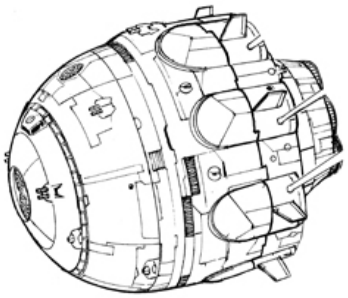
**Cargo:**
Bay 1: Cargo Space - 573.50 tons (1 door)

**BV:** 12,402 **Fuel:** 18,000




ARMOR DIAGRAM

Standard Scale



### CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Modifier | +1 | +2 | +3 | +4 | +5 | Incp. |

Crew: 22 Marines: 25
Passengers: 0
Other: 0 Battle Armor: 0
Life Boats/Escape Pods: 1/8

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Gear | +5 | |
| FCS | +2 | +4 | D | Life Support | +2 | |
| Sensors | +1 | +2 | +5 | K-F Boom | D | |
| Thrusters | | | | Docking Collar | D | |
| Left | +1 | +2 | +3 | D | | |
| Right | +1 | +2 | +3 | D | | |
| Engine | -1 | -2 | -3 | -4 | -5 | D |

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### HEAT DATA

**Heat Sinks:** 170 (340) Double

**Heat Generation Per Arc**

| | | | |
|---|---|---|---|
| Nose: | 58 | Aft: | 34 |
| Fore-Left: | 57 | Aft-Left: | 40 |
| Fore-Right: | 57 | Aft-Right: | 40 |

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# BATTLETECH

## SPHEROID DROPSHIP RECORD SHEET

### DROPSHIP DATA

**Type:** Pentagon 2751

**Name:**
**Thrust:**
**Safe Thrust:** 7
**Maximum Thrust:** 11

**Tonnage:** 4,000
**Tech Base:** Inner Sphere
**Era:** Star League

### Weapons & Equipment Inventory

Standard Scale

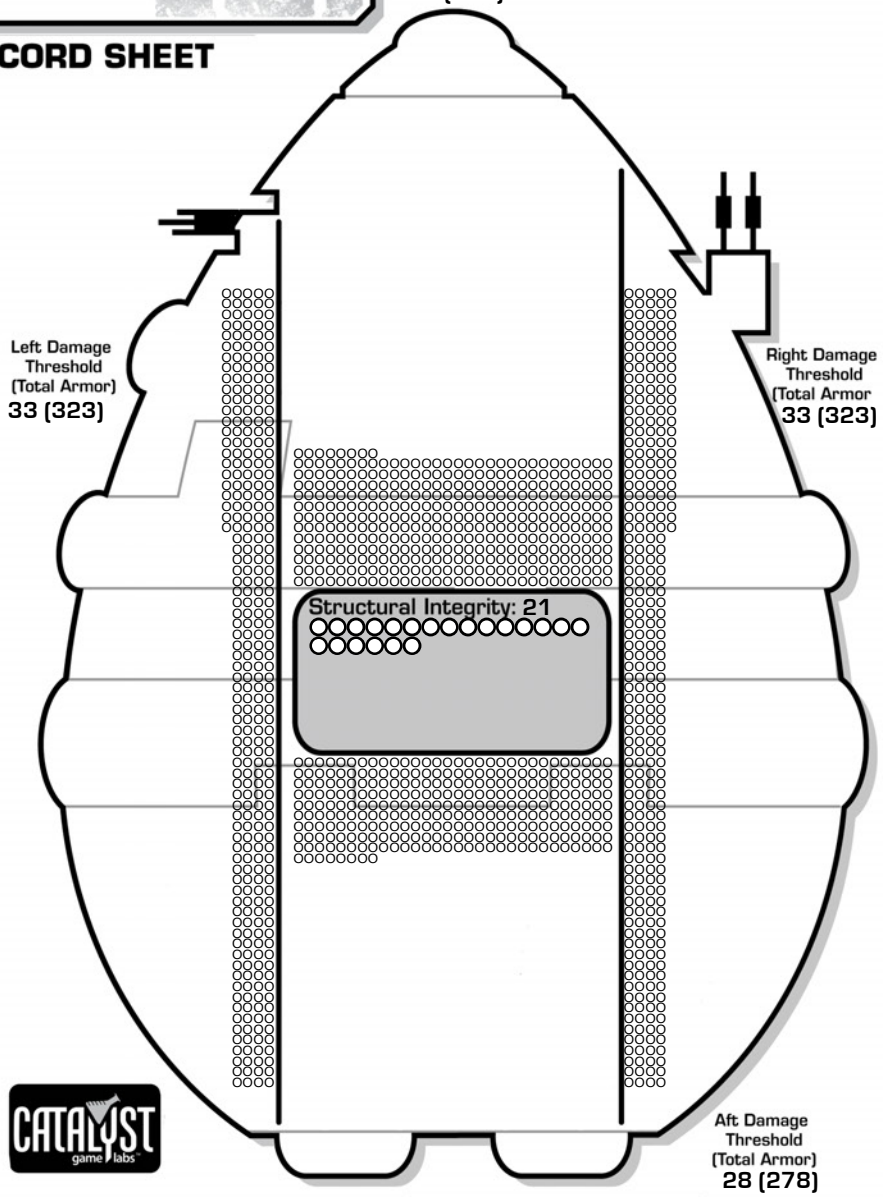
| | Bay | Loc | Ht | (1-6) SRV | (7-12) MRV | (13-20) LRV | (21-25) ERV |
|---|---|---|---|---|---|---|---|
| 2 | ER PPC | N | 30 | 2 [20] | 2 [20] | 2 [20] | — |
| 2 | Gauss Rifle [48 rnds] | N | 2 | 3 [30] | 3 [30] | 3 [30] | — |
| 2 | LRM 20 w/Artemis IV FCS [24 rnds] | N | 12 | 3 [32] | 3 [32] | 3 [32] | — |
| 2 | ER Large Laser | N | 24 | 2 [16] | 2 [16] | 2 [16] | — |
| 2 | ER PPC | FL/FR | 30 | 2 [20] | 2 [20] | 2 [20] | — |
| 1 | Gauss Rifle [16 rnds] | FL/FR | 1 | 2 [15] | 2 [15] | 2 [15] | — |
| 2 | LRM 20 w/Artemis IV FCS [48 rnds] | FL/FR | 12 | 3 [32] | 3 [32] | 3 [32] | — |
| 2 | ER Large Laser | FL/FR | 24 | 2 [16] | 2 [16] | 2 [16] | — |
| 1 | ER PPC | AL/AR | 15 | 1 [10] | 1 [10] | 1 [10] | — |
| 1 | LRM 20 w/Artemis IV FCS [30 rnds] | AL/AR | 6 | 2 [16] | 2 [16] | 2 [16] | — |
| 1 | ER Large Laser | AL/AR | 24 | 3 [28] | 1 [8] | 1 [8] | — |
| 4 | Medium Laser | AL/AR | | | | | |
| 1 | ER PPC | A | 15 | 1 [10] | 1 [10] | 1 [10] | — |
| 1 | ER Large Laser | A | 24 | 3 [28] | 1 [8] | 1 [8] | — |
| 4 | Medium Laser | A | | | | | |

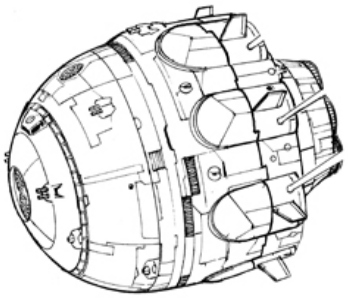
**Cargo:**
Bay 1: Cargo Space - 573.50 tons (1 door)

**BV:** 12,938 **Fuel:** 18,000

### ARMOR DIAGRAM

Standard Scale



### CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Modifier | +1 | +2 | +3 | +4 | +5 | Incp. |

Crew: 22 Marines: 25
Passengers: 0
Other: 0 Battle Armor: 0
Life Boats/Escape Pods: 1/8

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Gear | +5 | |
| FCS | +2 | +4 | D | Life Support | +2 | |
| Sensors | +1 | +2 | +5 | K-F Boom | D | |
| Thrusters | | | | Docking Collar | D | |
| Left | +1 | +2 | +3 | D | | |
| Right | +1 | +2 | +3 | D | | |
| Engine | -1 | -2 | -3 | -4 | -5 | D |

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### HEAT DATA

**Heat Sinks:** 170 (340) Double

**Heat Generation Per Arc**

| | | | |
|---|---|---|---|
| Nose: | 68 | Aft: | 39 |
| Fore-Left: | 67 | Aft-Left: | 45 |
| Fore-Right: | 67 | Aft-Right: | 45 |

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# BATTLETECH

## SPHEROID DROPSHIP RECORD SHEET

### DROPSHIP DATA

**Type:** Pentagon 3071

**Name:**
**Thrust:**
**Safe Thrust:** 7
**Maximum Thrust:** 11

**Tonnage:** 4,000
**Tech Base:** Inner Sphere
**Era:** Jihad

### Weapons & Equipment Inventory

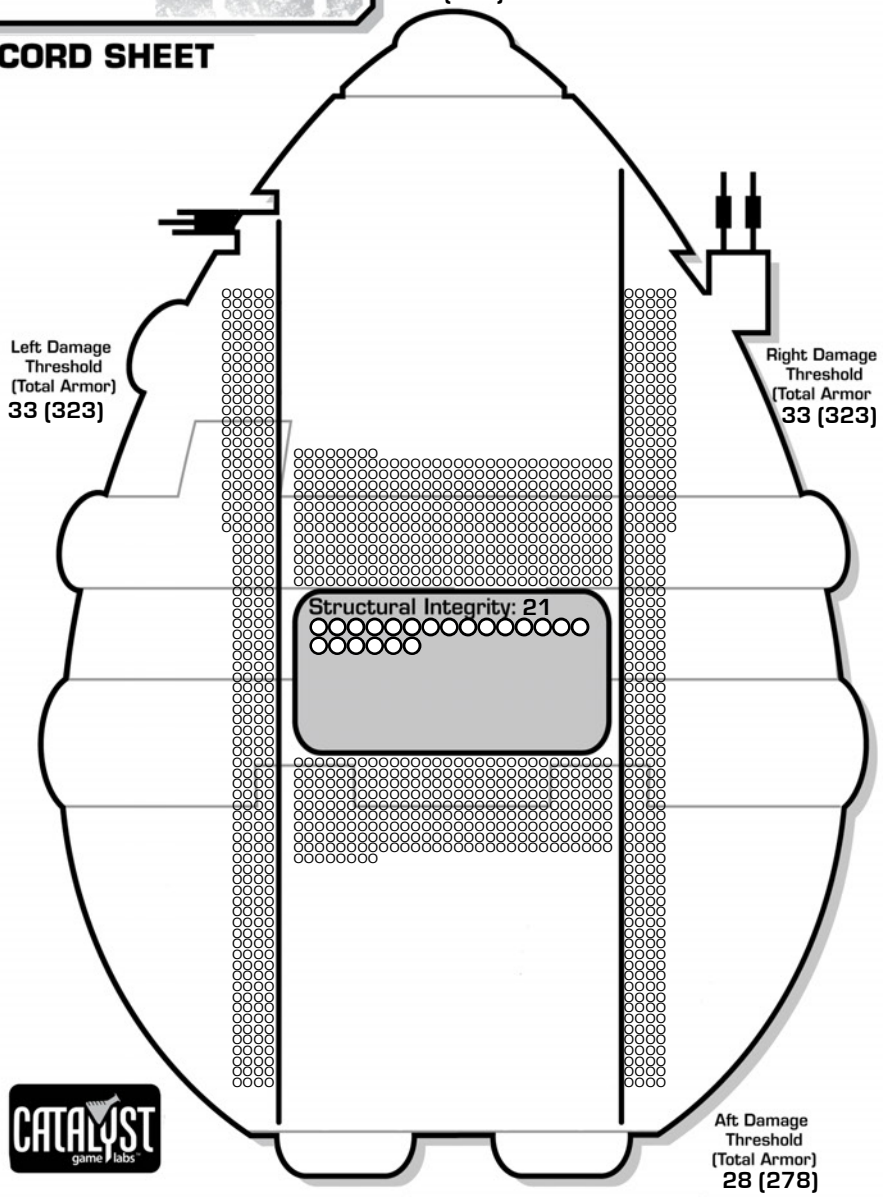
| | Capital Scale Bay | Loc | Ht | SRV | MRV | LRV | ERV |
|---|---|---|---|---|---|---|---|
| | | | | (1-12) | (13-24) | (25-40) | (41-50) |
| 1 | AR10 | N | | | | | |
| | [4 Barracuda misl] | | 10 | 2 [20] | 2 [20] | 2 [20] | 2 [20] |
| | [4 Killer Whale misl] | | 20 | 4 [40] | 4 [40] | 4 [40] | 4 [40] |
| | [2 White Shark misl] | | 15 | 3 [30] | 3 [30] | 3 [30] | 3 [30] |
| | **Standard Scale** | | | (1-6) | (7-12) | (13-20) | (21-25) |
| | **Bay** | **Loc** | **Ht** | **SRV** | **MRV** | **LRV** | **ERV** |
| 2 | ER PPC | N | 30 | 2 [20] | 2 [20] | 2 [20] | — |
| 2 | Gauss Rifle [48 rnds] | N | 2 | 3 [30] | 3 [30] | 3 [30] | — |
| 2 | ER Large Laser | N | 24 | 2 [16] | 2 [16] | 2 [16] | — |
| 2 | ER PPC | FL/FR | 30 | 2 [20] | 2 [20] | 2 [20] | — |
| 1 | Gauss Rifle [16 rnds] | FL/FR | 1 | 2 [15] | 2 [15] | 2 [15] | — |
| 2 | ER Large Laser | FL/FR | 24 | 2 [16] | 2 [16] | 2 [16] | — |
| 1 | ER PPC | AL/AR | 15 | 1 [10] | 1 [10] | 1 [10] | — |
| 1 | ER Large Laser | AL/AR | 24 | 3 [28] | 1 [8] | 1 [8] | — |
| 4 | Medium Laser | AL/AR | | | | | |
| 1 | ER PPC | A | 15 | 1 [10] | 1 [10] | 1 [10] | — |
| 1 | ER Large Laser | A | 24 | 3 [28] | 1 [8] | 1 [8] | — |
| 4 | Medium Laser | A | | | | | |

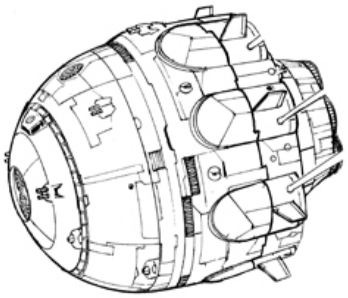
**Cargo:**
Bay 1: Cargo Space - 166.50 tons (1 door)

**BV:** 15,939 **Fuel:** 18,000

### ARMOR DIAGRAM

Standard Scale



### CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Modifier | +1 | +2 | +3 | +4 | +5 | Incp. |

Crew: 22 Marines: 0
Passengers: 0
Other: 0 Battle Armor: 0
Life Boats/Escape Pods: 1/8

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Gear | +5 | |
| FCS | +2 | +4 | D | Life Support | +2 | |
| Sensors | +1 | +2 | +5 | K-F Boom | D | |
| Thrusters | | | | Docking Collar | D | |
| Left | +1 | +2 | +3 | D | | |
| Right | +1 | +2 | +3 | D | | |
| Engine | -1 | -2 | -3 | -4 | -5 | D |

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### HEAT DATA

**Heat Sinks:** 170 (340) Double

**Heat Generation Per Arc**

| | | | |
|---|---|---|---|
| Nose: | 66 | Aft: | 39 |
| Fore-Left: | 55 | Aft-Left: | 39 |
| Fore-Right: | 55 | Aft-Right: | 39 |

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# BATTLETECH

## SPHEROID DROPSHIP RECORD SHEET

## DROPSHIP DATA

**Type:** Dictator 2600

**Name:**
**Thrust:**
**Safe Thrust:** 3
**Maximum Thrust:** 5

**Tonnage:** 9,000
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

### Weapons & Equipment Inventory

Standard Scale

| | Bay | Loc | Ht | (1-6) SRV | (7-12) MRV | (13-20) LRV | (21-25) ERV |
|---|---|---|---|---|---|---|---|
| 2 | LRM 20 [48 rnds] | N | 12 | 2 [24] | 2 [24] | 2 [24] | — |
| 3 | AC/10 [60 rnds] | N | 9 | 3 [30] | 3 [30] | — | — |
| 2 | Medium Laser | N | 6 | 1 [10] | — | — | — |
| 2 | LRM 20 [48 rnds] | FL/FR | 12 | 2 [24] | 2 [24] | 2 [24] | — |
| 2 | AC/10 [30 rnds] | FL/FR | 6 | 2 [20] | 2 [20] | — | — |
| 1 | Large Laser | FL/FR | 14 | 2 [18] | 1 [8] | — | — |
| 2 | Medium Laser | FL/FR | | | | | |
| 1 | AC/10 [30 rnds] | AL/AR | 3 | 1 [10] | 1 [10] | — | — |
| 2 | Medium Laser | AL/AR | 6 | 1 [10] | — | — | — |
| 2 | SRM 6 [60 rnds] | AL/AR | 8 | 2 [16] | — | — | — |
| 2 | AC/10 [40 rnds] | A | 6 | 2 [20] | 2 [20] | — | — |
| 2 | Medium Laser | A | 6 | 1 [10] | — | — | — |

**Cargo:**
Bay 1: Mech - 12 units (1 door)
Bay 2: Mech - 12 units (1 door)
Bay 3: Mech - 12 units (1 door)
Bay 4: Cargo Space - 704 tons (1 door)

**BV:** 4,802 **Fuel:** 4,500

## ARMOR DIAGRAM

Standard Scale

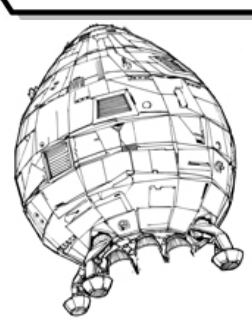
Nose Damage Threshold (Total Armor)
21 (205)

Left Damage Threshold (Total Armor)
19 (182)

Right Damage Threshold (Total Armor)
19 (182)

Structural Integrity: 12

Aft Damage Threshold (Total Armor)
16 (151)



## CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Modifier | +1 | +2 | +3 | +4 | +5 | Incp. |

Crew: 39 Marines: 0
Passengers: 0
Other: 72 Battle Armor: 0
Life Boats/Escape Pods: 9/4

## CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Gear | +5 | |
| FCS | +2 | +4 | D | Life Support | +2 | |
| Sensors | +1 | +2 | +5 | K-F Boom | D | |
| Thrusters | | | | Docking Collar | D | |
| Left | +1 | +2 | +3 | D | | |
| Right | +1 | +2 | +3 | D | | |
| Engine | -1 | -2 | -3 | -4 | -5 | D |

## VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

## HEAT DATA

Heat Sinks: 109 (109) Single

Heat Generation Per Arc

| | | | |
|---|---|---|---|
| Nose: | 27 | Aft: | 12 |
| Fore-Left: | 32 | Aft-Left: | 17 |
| Fore-Right: | 32 | Aft-Right: | 17 |

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# BATTLETECH

## SPHEROID DROPSHIP RECORD SHEET

### DROPSHIP DATA

**Type:** Dictator (Command)

**Name:**
**Thrust:**
**Safe Thrust:** 3
**Maximum Thrust:** 5
**Tonnage:** 9,000
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

### Weapons & Equipment Inventory

Standard Scale

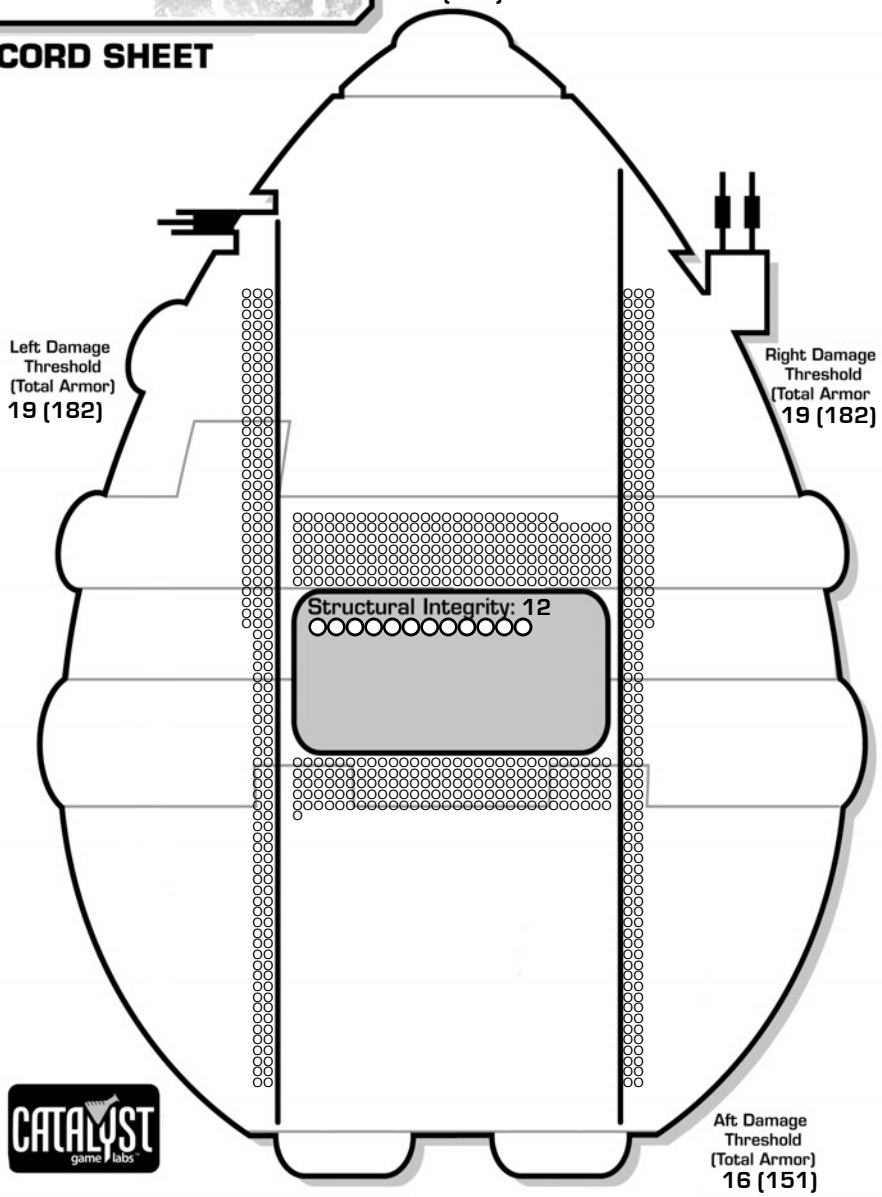
| | Bay | Loc | Ht | (1-6) SRV | (7-12) MRV | (13-20) LRV | (21-25) ERV |
|---|---|---|---|---|---|---|---|
| 2 | LRM 20 [48 rnds] | N | 12 | 2 [24] | 2 [24] | 2 [24] | — |
| 3 | AC/10 [60 rnds] | N | 9 | 3 [30] | 3 [30] | — | — |
| 2 | Medium Laser | N | 6 | 1 [10] | — | — | — |
| 2 | LRM 20 [48 rnds] | FL/FR | 12 | 2 [24] | 2 [24] | 2 [24] | — |
| 2 | AC/10 [30 rnds] | FL/FR | 6 | 2 [20] | 2 [20] | — | — |
| 1 | Large Laser | FL/FR | 14 | 2 [18] | 1 [8] | — | — |
| 2 | Medium Laser | FL/FR | | | | | |
| 1 | AC/10 [30 rnds] | AL/AR | 3 | 1 [10] | 1 [10] | — | — |
| 2 | Medium Laser | AL/AR | 6 | 1 [10] | — | — | — |
| 2 | SRM 6 [60 rnds] | AL/AR | 8 | 2 [16] | — | — | — |
| 2 | AC/10 [40 rnds] | A | 6 | 2 [20] | 2 [20] | — | — |
| 2 | Medium Laser | A | 6 | 1 [10] | — | — | — |

**Cargo:**
Bay 1: Mech - 12 units (1 door)
Bay 2: Mech - 12 units (1 door)
Bay 3: Heavy Vehicle Bay- 18 units (1 door)
Bay 4: Cargo Space - 704 tons (1 door)

**BV:** 4,802 **Fuel:** 4,500

### ARMOR DIAGRAM

Standard Scale



### CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Modifier | +1 | +2 | +3 | +4 | +5 | Incp. |

Crew: 39 Marines: 0
Passengers: 0
Other: 192 Battle Armor: 0
Life Boats/Escape Pods: 9/4

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Gear | +5 | |
| FCS | +2 | +4 | D | Life Support | +2 | |
| Sensors | +1 | +2 | +5 | K-F Boom | D | |
| Thrusters | | | | Docking Collar | D | |
| Left | +1 | +2 | +3 | D | | |
| Right | +1 | +2 | +3 | D | | |
| Engine | -1 | -2 | -3 | -4 | -5 | D |

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### HEAT DATA

Heat Sinks: 109 (109) Single

Heat Generation Per Arc

| | | | |
|---|---|---|---|
| Nose: | 27 | Aft: | 12 |
| Fore-Left: | 32 | Aft-Left: | 17 |
| Fore-Right: | 32 | Aft-Right: | 17 |

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# BATTLETECH

## SPHEROID DROPSHIP RECORD SHEET

### DROPSHIP DATA

**Type:** Model 96 "Elephant" 2600

**Name:**
**Thrust:**
**Safe Thrust:** 5
**Maximum Thrust:** 8
**Tonnage:** 15,000
**Tech Base:** Inner Sphere (Advanced)
**Era:** Star League

### Weapons & Equipment Inventory

| | Standard Scale Bay | Loc | Ht | (1-6) SRV | (7-12) MRV | (13-20) LRV | (21-25) ERV |
|---|---|---|---|---|---|---|---|
| 4 | PPC | N | 40 | 4 (40) | 4 (40) | — | — |
| 2 | Gauss Rifle [48 rnds] | N | 2 | 3 (30) | 3 (30) | 3 (30) | — |
| 1 | LRM 10 w/Artemis IV FCS [24 rnds] | N | 4 | 1 (8) | 1 (8) | 1 (8) | — |
| 1 | ER Large Laser | N | 18 | 2 (18) | 1 (8) | 1 (8) | — |
| 2 | Medium Laser | N | | | | | |
| 2 | PPC | FL/FR | 20 | 2 (20) | 2 (20) | — | — |
| 2 | Gauss Rifle [48 rnds] | FL/FR | 2 | 3 (30) | 3 (30) | 3 (30) | — |
| 1 | LRM 10 w/Artemis IV FCS [24 rnds] | FL/FR | 4 | 1 (8) | 1 (8) | 1 (8) | — |
| 1 | ER Large Laser | FL/FR | 18 | 2 (18) | 1 (8) | 1 (8) | — |
| 2 | Medium Laser | FL/FR | | | | | |
| 2 | PPC | AL/AR | 20 | 2 (20) | 2 (20) | — | — |
| 2 | Gauss Rifle [48 rnds] | AL/AR | 2 | 3 (30) | 3 (30) | 3 (30) | — |
| 2 | ER Large Laser | AL/AR | 30 | 3 (26) | 2 (16) | 2 (16) | — |
| 2 | Medium Laser | AL/AR | | | | | |
| 1 | LRM 10 w/Artemis IV FCS [24 rnds] | A | 4 | 1 (8) | 1 (8) | 1 (8) | — |
| 4 | ER Large Laser | A | 54 | 4 (42) | 3 (32) | 3 (32) | — |
| 2 | Medium Laser | A | | | | | |

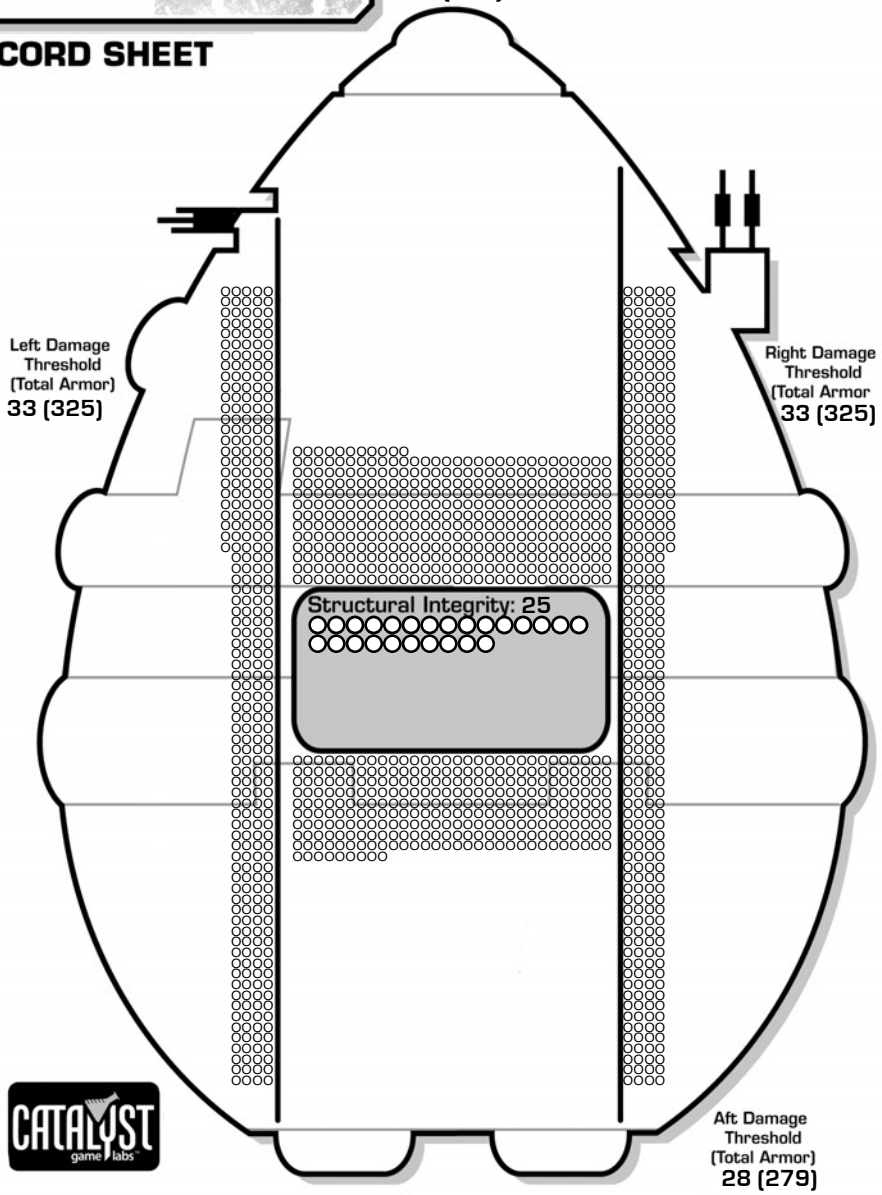
**Notes:**
Naval Tug Adaptor

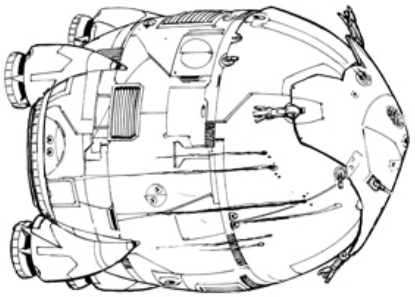
**Cargo:**
Bay 1: Mech - 12 units (2 doors)
Bay 2: Small Craft - 4 units (2 doors)
Bay 3: Heavy Vehicle Bay- 8 units (2 doors)
Bay 4: Infantry Bay - 24 tons (1 door)
Bay 5: Cargo Space - 2,528 tons (1 door)

**BV:** 10,750 **Fuel:** 21,000

### ARMOR DIAGRAM

Standard Scale



### CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Modifier | +1 | +2 | +3 | +4 | +5 | Incp. |

Crew: 44 Marines: 25
Passengers: 0
Other: 192 Battle Armor: 0
Life Boats/Escape Pods: 2/10

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Gear | +5 | |
| FCS | +2 | +4 | D | Life Support | +2 | |
| Sensors | +1 | +2 | +5 | K-F Boom | D | |
| Thrusters | | | | Docking Collar | D | |
| Left | +1 | +2 | +3 | D | | |
| Right | +1 | +2 | +3 | D | | |
| Engine | -1 | -2 | -3 | -4 | -5 | D |

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### HEAT DATA

**Heat Sinks:** 200 (400) Double

**Heat Generation Per Arc**

| | | | |
|---|---|---|---|
| Nose: | 64 | Aft: | 58 |
| Fore-Left: | 44 | Aft-Left: | 52 |
| Fore-Right: | 44 | Aft-Right: | 52 |

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# BATTLETECH

## SPHEROID DROPSHIP RECORD SHEET

### DROPSHIP DATA

**Type:** Model 96 "Elephant" 2755

**Name:**
**Thrust:**
**Safe Thrust:** 5
**Maximum Thrust:** 8
**Tonnage:** 15,000
**Tech Base:** Inner Sphere (Advanced)
**Era:** Star League

### Weapons & Equipment Inventory

Standard Scale

| | Bay | Loc | Ht | (1-6) SRV | (7-12) MRV | (13-20) LRV | (21-25) ERV |
|---|---|---|---|---|---|---|---|
| 4 | ER PPC | N | 60 | 4 (40) | 4 (40) | 4 (40) | — |
| 2 | Gauss Rifle [48 rnds] | N | 2 | 3 (30) | 3 (30) | 3 (30) | — |
| 1 | LRM 10 w/Artemis IV FCS [24 rnds] | N | 4 | 1 (8) | 1 (8) | 1 (8) | — |
| 1 | ER Large Laser | N | 18 | 2 (18) | 1 (8) | 1 (8) | — |
| 2 | Medium Laser | N | | | | | |
| 2 | ER PPC | FL/FR | 30 | 2 (20) | 2 (20) | 2 (20) | — |
| 2 | Gauss Rifle [48 rnds] | FL/FR | 2 | 3 (30) | 3 (30) | 3 (30) | — |
| 1 | LRM 10 w/Artemis IV FCS [24 rnds] | FL/FR | 4 | 1 (8) | 1 (8) | 1 (8) | — |
| 1 | ER Large Laser | FL/FR | 18 | 2 (18) | 1 (8) | 1 (8) | — |
| 2 | Medium Laser | FL/FR | | | | | |
| 2 | ER PPC | AL/AR | 30 | 2 (20) | 2 (20) | 2 (20) | — |
| 2 | Gauss Rifle [48 rnds] | AL/AR | 2 | 3 (30) | 3 (30) | 3 (30) | — |
| 2 | ER Large Laser | AL/AR | 30 | 3 (26) | 2 (16) | 2 (16) | — |
| 2 | Medium Laser | AL/AR | | | | | |
| 1 | LRM 10 w/Artemis IV FCS [24 rnds] | A | 4 | 1 (8) | 1 (8) | 1 (8) | — |
| 4 | ER Large Laser | A | 54 | 4 (42) | 3 (32) | 3 (32) | — |
| 2 | Medium Laser | A | | | | | |

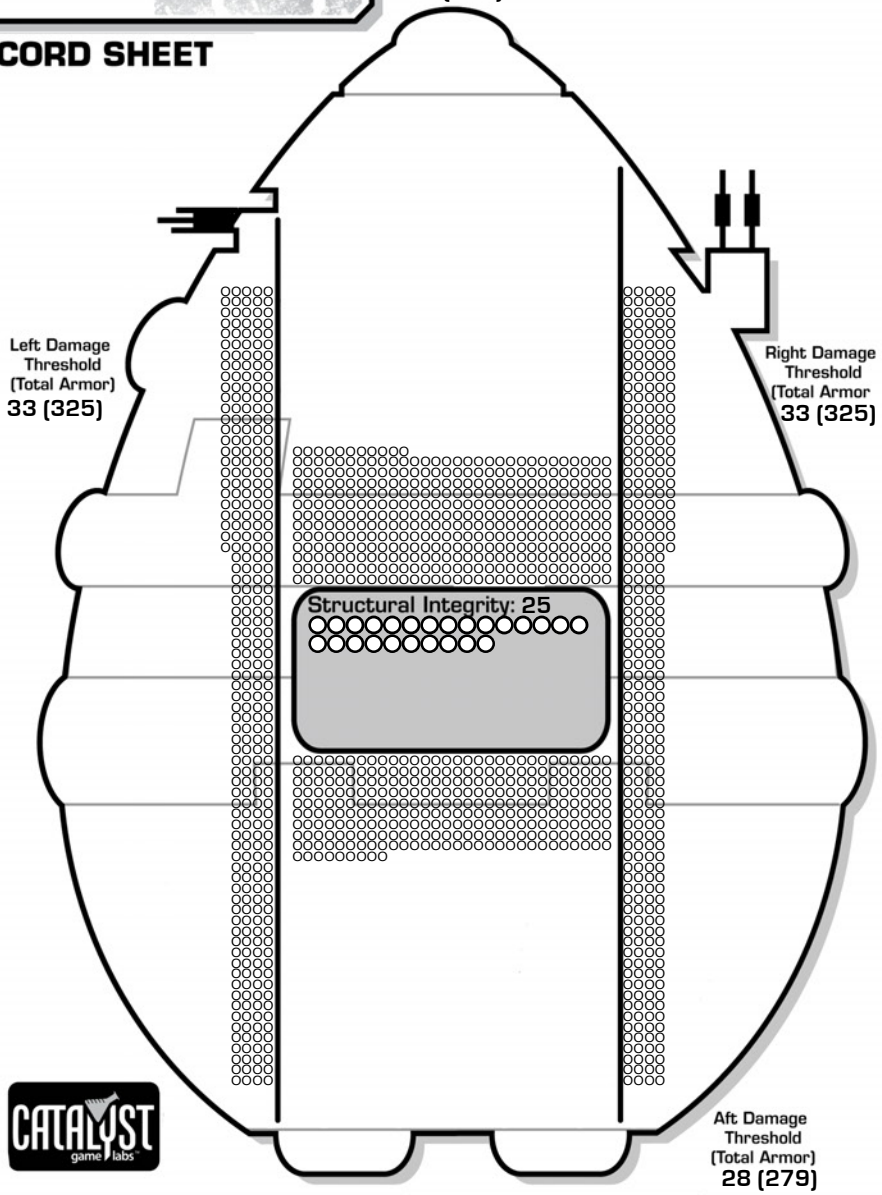
**Notes:**
Naval Tug Adaptor

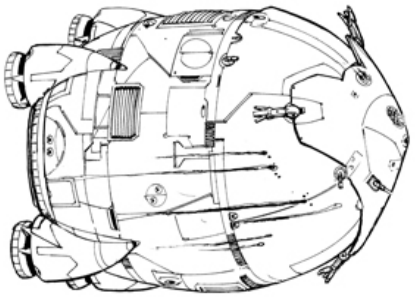
**Cargo:**
Bay 1: Mech - 12 units (2 doors)
Bay 2: Small Craft - 4 units (2 doors)
Bay 3: Heavy Vehicle Bay- 8 units (2 doors)
Bay 4: Infantry Bay - 24 tons (1 door)
Bay 5: Cargo Space - 2,528 tons (1 door)

**BV:** 11,331 **Fuel:** 21,000

### ARMOR DIAGRAM

Standard Scale



### CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Modifier | +1 | +2 | +3 | +4 | +5 | Incp. |

Crew: 44 Marines: 25
Passengers: 0
Other: 192 Battle Armor: 0
Life Boats/Escape Pods: 2/10

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Gear | +5 | |
| FCS | +2 | +4 | D | Life Support | +2 | |
| Sensors | +1 | +2 | +5 | K-F Boom | D | |
| Thrusters | | | | Docking Collar | D | |
| Left | +1 | +2 | +3 | D | | |
| Right | +1 | +2 | +3 | D | | |
| Engine | -1 | -2 | -3 | -4 | -5 | D |

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### HEAT DATA

**Heat Sinks:** 200 (400) Double

**Heat Generation Per Arc**

| | | | |
|---|---|---|---|
| Nose: | 84 | Aft: | 58 |
| Fore-Left: | 54 | Aft-Left: | 62 |
| Fore-Right: | 54 | Aft-Right: | 62 |

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# BATTLETECH

## SPHEROID DROPSHIP RECORD SHEET

### DROPSHIP DATA

**Type:** Colossus 2660

**Name:**
**Thrust:**
**Safe Thrust:** 3
**Maximum Thrust:** 5

**Tonnage:** 20,000
**Tech Base:** Inner Sphere (Advanced)
**Era:** Star League

### Weapons & Equipment Inventory

Standard Scale

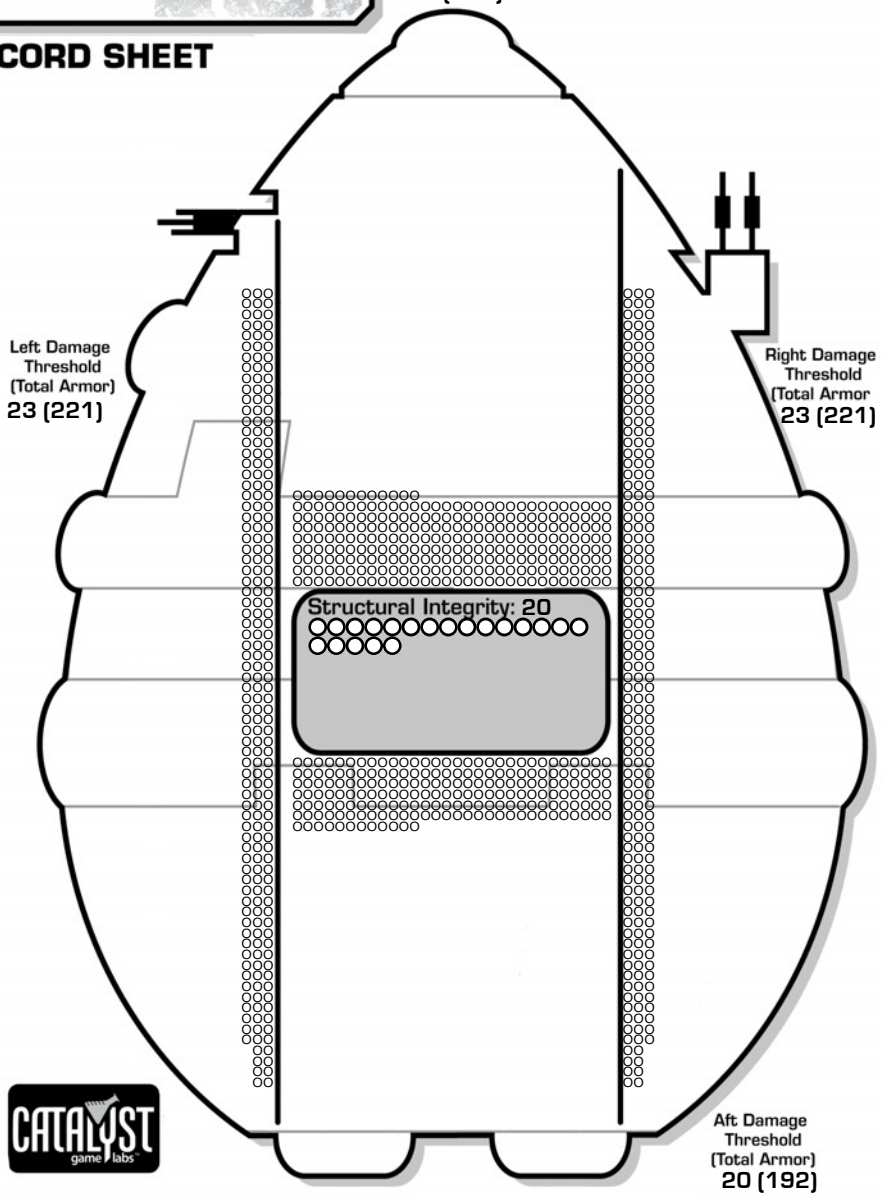
| | Bay | Loc | Ht | (1-6) SRV | (7-12) MRV | (13-20) LRV | (21-25) ERV |
|---|---|---|---|---|---|---|---|
| 2 | Arrow IV [15 rnds] | N | 20 | — | — | — | — |
| 2 | PPC | N | 20 | 2 [20] | 2 [20] | — | — |
| 2 | Gauss Rifle [48 rnds] | N | 2 | 3 [30] | 3 [30] | 3 [30] | — |
| 1 | ER Large Laser | N | 24 | 3 [28] | 1 [8] | 1 [8] | — |
| 4 | Medium Laser | N | | | | | |
| 1 | PPC | FL/FR | 10 | 1 [10] | 1 [10] | — | — |
| 2 | LRM 20 w/Artemis IV FCS [48 rnds] | FL/FR | 12 | 3 [32] | 3 [32] | 3 [32] | — |
| 1 | ER Large Laser | FL/FR | 24 | 3 [28] | 1 [8] | 1 [8] | — |
| 4 | Medium Laser | FL/FR | | | | | |
| 1 | PPC | AL/AR | 10 | 1 [10] | 1 [10] | — | — |
| 2 | LRM 20 w/Artemis IV FCS [48 rnds] | AL/AR | 12 | 3 [32] | 3 [32] | 3 [32] | — |
| 1 | ER Large Laser | AL/AR | 24 | 3 [28] | 1 [8] | 1 [8] | — |
| 4 | Medium Laser | AL/AR | | | | | |
| 2 | ER Large Laser | A | 36 | 4 [36] | 2 [16] | 2 [16] | — |
| 4 | Medium Laser | A | | | | | |

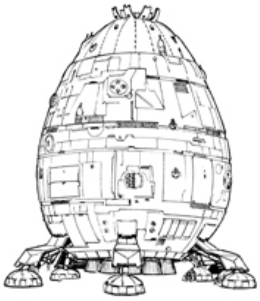
**Cargo:**
Bay 1: Mech - 36 units (4 doors)
Bay 2: Heavy Vehicle Bay- 72 units (2 doors)
Bay 3: Infantry Bay - 72 tons (2 doors)
Bay 4: Cargo Space - 1,040.50 tons (1 door)

**BV:** 7,084 **Fuel:** 7,500

### ARMOR DIAGRAM

Standard Scale



### CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Modifier | +1 | +2 | +3 | +4 | +5 | Incp. |

Crew: 55 Marines: 0
Passengers: 0
Other: 984 Battle Armor: 0
Life Boats/Escape Pods: 4/25

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Gear | +5 | |
| FCS | +2 | +4 | D | Life Support | +2 | |
| Sensors | +1 | +2 | +5 | K-F Boom | D | |
| Thrusters | | | | Docking Collar | D | |
| Left | +1 | +2 | +3 | D | | |
| Right | +1 | +2 | +3 | D | | |
| Engine | -1 | -2 | -3 | -4 | -5 | D |

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### HEAT DATA

**Heat Sinks:** 255 (255) Single

**Heat Generation Per Arc**

| | | | |
|---|---|---|---|
| Nose: | 66 | Aft: | 36 |
| Fore-Left: | 46 | Aft-Left: | 46 |
| Fore-Right: | 46 | Aft-Right: | 46 |

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# BATTLETECH

## SPHEROID DROPSHIP RECORD SHEET

### DROPSHIP DATA

**Type:** Colossus 2760

**Name:**
**Thrust:**
**Safe Thrust:** 3
**Maximum Thrust:** 5

**Tonnage:** 20,000
**Tech Base:** Inner Sphere (Advanced)
**Era:** Star League

### Weapons & Equipment Inventory

Standard Scale

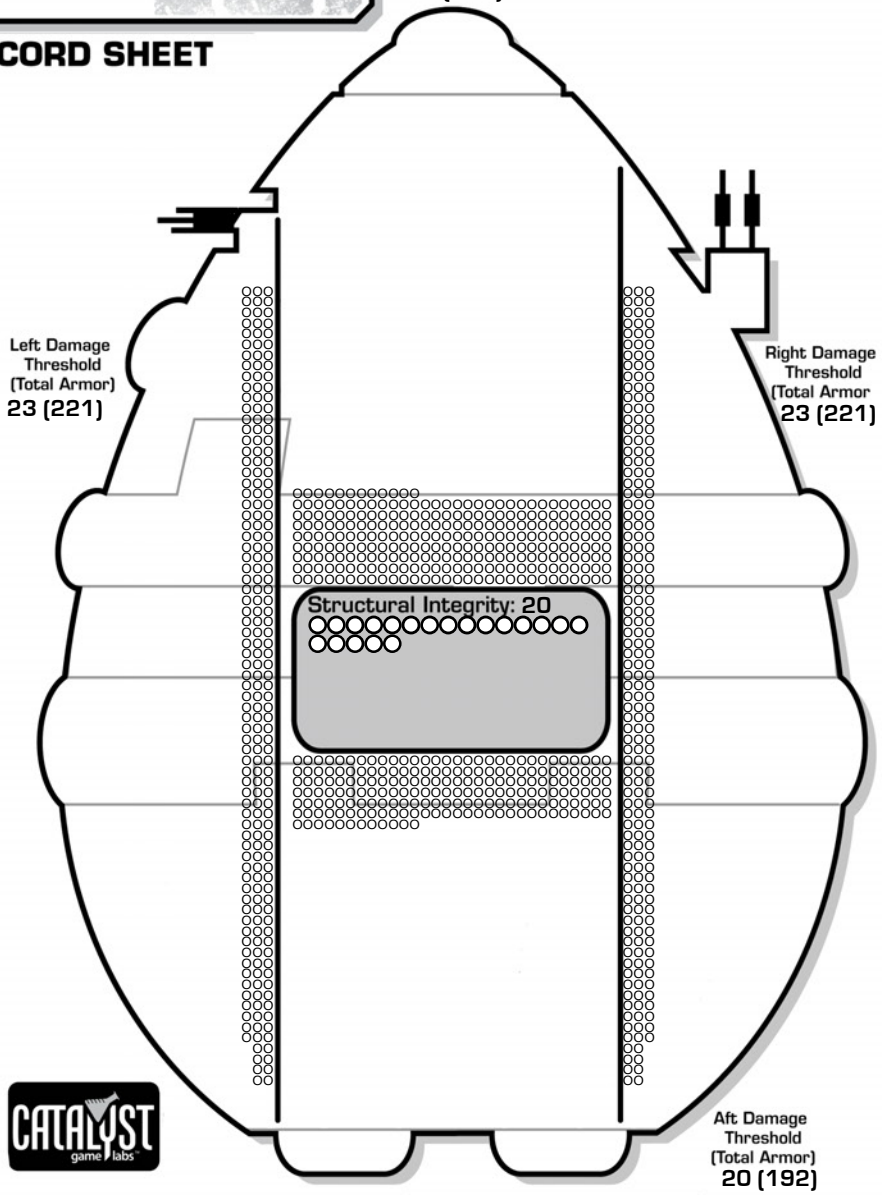
| | Bay | Loc | Ht | (1-6) SRV | (7-12) MRV | (13-20) LRV | (21-25) ERV |
|---|---|---|---|---|---|---|---|
| 2 | Arrow IV [15 rnds] | N | 20 | — | — | — | — |
| 2 | ER PPC | N | 30 | 2 (20) | 2 (20) | 2 (20) | — |
| 2 | Gauss Rifle [48 rnds] | N | 2 | 3 (30) | 3 (30) | 3 (30) | — |
| 1 | ER Large Laser | N | 24 | 3 (28) | 1 (8) | 1 (8) | — |
| 4 | Medium Laser | N | | | | | |
| 1 | ER PPC | FL/FR | 15 | 1 (10) | 1 (10) | 1 (10) | — |
| 2 | LRM 20 w/Artemis IV FCS [48 rnds] | FL/FR | 12 | 3 (32) | 3 (32) | 3 (32) | — |
| 1 | ER Large Laser | FL/FR | 24 | 3 (28) | 1 (8) | 1 (8) | — |
| 4 | Medium Laser | FL/FR | | | | | |
| 1 | ER PPC | AL/AR | 15 | 1 (10) | 1 (10) | 1 (10) | — |
| 2 | LRM 20 w/Artemis IV FCS [48 rnds] | AL/AR | 12 | 3 (32) | 3 (32) | 3 (32) | — |
| 1 | ER Large Laser | AL/AR | 24 | 3 (28) | 1 (8) | 1 (8) | — |
| 4 | Medium Laser | AL/AR | | | | | |
| 2 | ER Large Laser | A | 36 | 4 (36) | 2 (16) | 2 (16) | — |
| 4 | Medium Laser | A | | | | | |

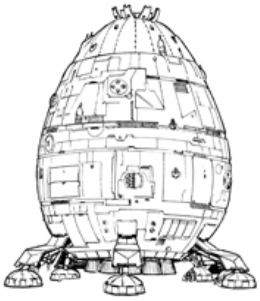
**Cargo:**
Bay 1: Mech - 36 units (4 doors)
Bay 2: Heavy Vehicle Bay- 72 units (2 doors)
Bay 3: Infantry Bay - 72 tons (2 doors)
Bay 4: Cargo Space - 1,040.50 tons (1 door)

**BV:** 7,296 **Fuel:** 7,500

### ARMOR DIAGRAM

Standard Scale



### CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Modifier | +1 | +2 | +3 | +4 | +5 | Incp. |

Crew: 55 Marines: 0
Passengers: 0
Other: 984 Battle Armor: 0
Life Boats/Escape Pods: 4/25

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Gear | +5 | |
| FCS | +2 | +4 | D | Life Support | +2 | |
| Sensors | +1 | +2 | +5 | K-F Boom | D | |
| Thrusters | | | | Docking Collar | D | |
| Left | +1 | +2 | +3 | D | | |
| Right | +1 | +2 | +3 | D | | |
| Engine | -1 | -2 | -3 | -4 | -5 | D |

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### HEAT DATA

**Heat Sinks:** 255 (255) Single

**Heat Generation Per Arc**

| | | | |
|---|---|---|---|
| Nose: | 76 | Aft: | 36 |
| Fore-Left: | 51 | Aft-Left: | 51 |
| Fore-Right: | 51 | Aft-Right: | 51 |

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# DRACONIS COMBINE

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Sabaku Kaze Heavy Scout Hover Tank

**Movement Points:**
- **Cruising:** 9
- **Flank:** 14

**Movement Type:** Hover

**Engine Type:** Fusion Engine

**Tonnage:** 50

**Tech Base:** Inner Sphere (Intro)

**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | SRM 4 | FR | 2/Msl [M,C,S] | — | 3 | 6 | 9 |
| 1 | SRM 4 | RR | 2/Msl [M,C,S] | — | 3 | 6 | 9 |
| 4 | Medium Laser | T | 5 [DE] | — | 3 | 6 | 9 |
| 2 | Small Laser | T | 3 [DE] | — | 1 | 2 | 3 |

Ammo: (SRM 4) 25

**BV:** 997

### CREW DATA

**Crew:** _____

**Gunnery Skill:** ___ **Driving Skill:** ___

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

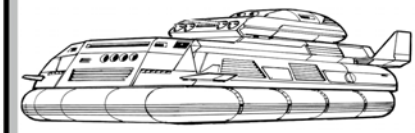
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

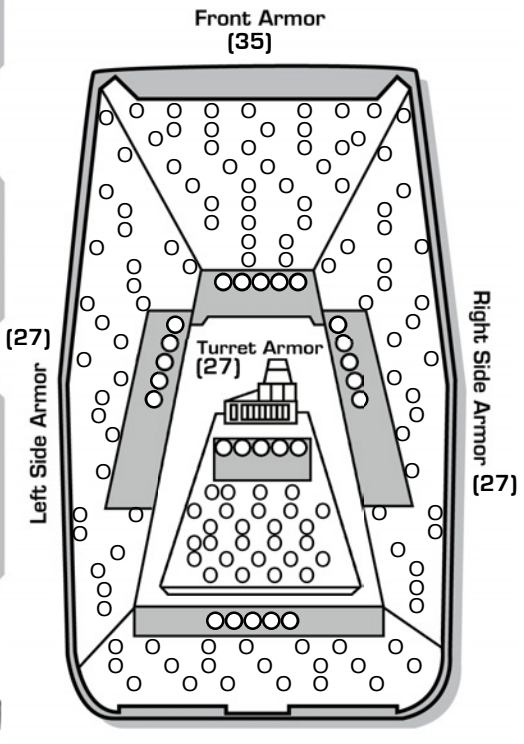
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



### ARMOR DIAGRAM

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

**Attack Direction Modifier:**

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

**Vehicle Type Modifiers:**

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Daimyo HQ 67-K

**Movement Points:**
**Cruising:** 5
**Flank:** 8
**Movement Type:** Wheeled
**Engine Type:** Fusion Engine

**Tonnage:** 50
**Tech Base:** Inner Sphere
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Communications Equipment (7 ton) | BD | [E] | — | — | — | — |
| 1 | Large Laser | T | 8 [DE] | — | 5 | 10 | 15 |
| 4 | Machine Gun | T | 2 [DB,AI] | — | 1 | 2 | 3 |

Infantry Compartment (4 tons)

Ammo: (Machine Gun) 100

**BV:** 561

### CREW DATA

**Crew:** _____

**Gunnery Skill:** ___ **Driving Skill:** ___

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

Sensor Hits +1 +2 +3 D

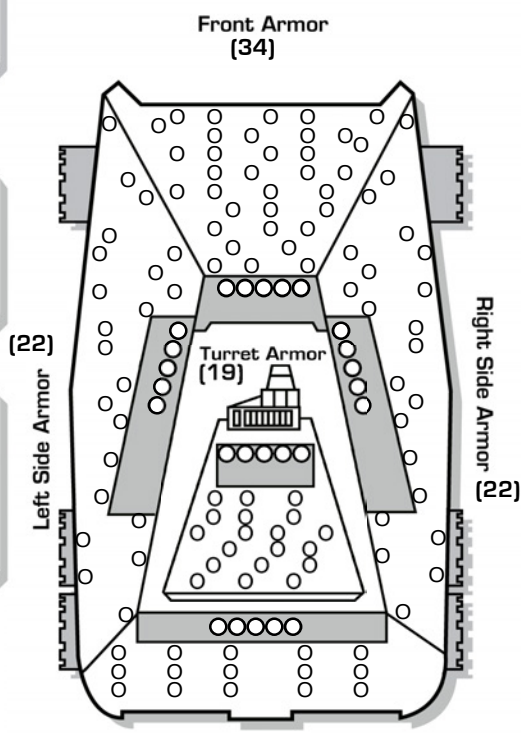
Motive System Hits +1 +2 +3

Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐

### ARMOR DIAGRAM

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

**Attack Direction Modifier:**

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

**Vehicle Type Modifiers:**

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Daimyo HQ 67-K2

**Movement Points:**
**Cruising:** 5
**Flank:** 8
**Movement Type:** Wheeled
**Engine Type:** Fusion Engine

**Tonnage:** 50
**Tech Base:** Inner Sphere
**Era:** Civil War

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Communications Equipment (7 ton) | BD | [E] | — | — | — | — |
| 1 | Machine Gun | RS | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Machine Gun | LS | 2 [DB,AI] | — | 1 | 2 | 3 |
| 2 | Light PPC | T | 5 [DE] | 3 | 6 | 12 | 18 |

Infantry Compartment (4 tons)

Ammo: (Machine Gun) 100

**BV:** 620

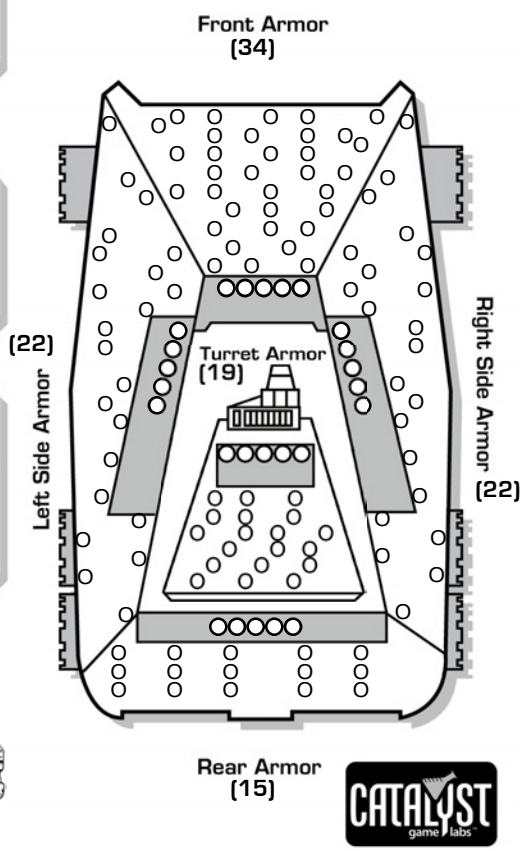
### CREW DATA

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

### CRITICAL DAMAGE

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

### ARMOR DIAGRAM

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

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

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Daimyo HQ 67-NC

**Movement Points:**
- **Cruising:** 6
- **Flank:** 9

**Movement Type:** Wheeled

**Engine Type:** Fusion Engine

**Tonnage:** 50

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Large Laser | T | 8 [DE] | — | 5 | 10 | 15 |
| 4 | Machine Gun | T | 2 [DB,AI] | — | 1 | 2 | 3 |

Infantry Compartment (3 tons)

Ammo: (Machine Gun) 100

**BV:** 583

### CREW DATA

**Crew:** _____

**Gunnery Skill:** ___ **Driving Skill:** ___

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

Sensor Hits +1 +2 +3 D

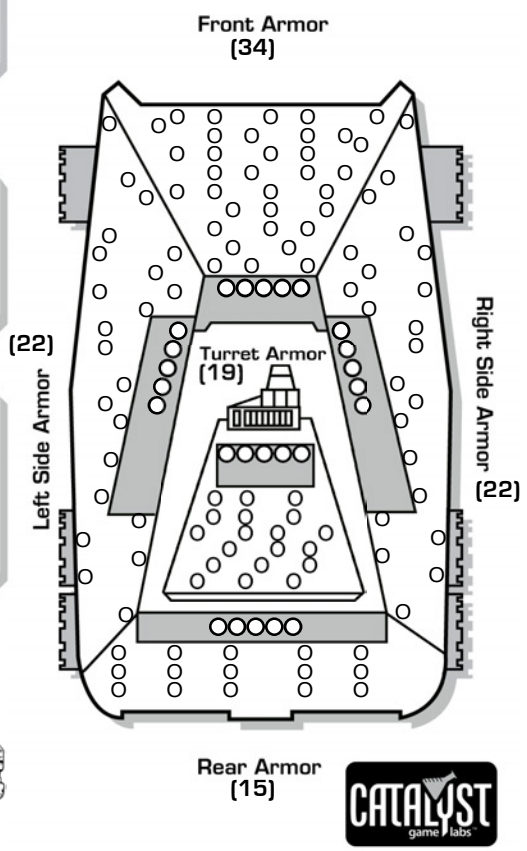
Motive System Hits +1 +2 +3

Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐

### ARMOR DIAGRAM

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

**Attack Direction Modifier:**

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

**Vehicle Type Modifiers:**

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Daimyo HQ 67-R

**Movement Points:**
**Cruising:** 5
**Flank:** 8
**Movement Type:** Wheeled
**Engine Type:** Fusion Engine

**Tonnage:** 50
**Tech Base:** Inner Sphere
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Communications Equipment (7 ton) | BD | [E] | — | — | — | — |
| 2 | Rocket Launcher 10 | FR | 1/Msl [M,C] | — | 5 | 11 | 18 |
| 1 | Rocket Launcher 10 | RR | 1/Msl [M,C] | — | 5 | 11 | 18 |
| 1 | Plasma Rifle | T | 10 [DE,H,AI] | — | 5 | 10 | 15 |

Infantry Compartment (3 tons)

Ammo: (Plasma Rifle) 10

**BV:** 749

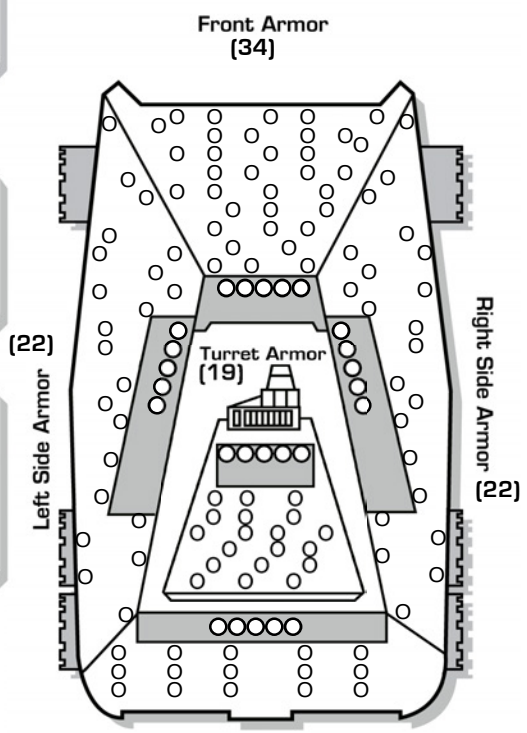
### CREW DATA

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

### CRITICAL DAMAGE

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

### ARMOR DIAGRAM

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

**Attack Direction Modifier:**

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

**Vehicle Type Modifiers:**

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Gladiator GLD-2R

**Movement Points:**
Walking: 5
Running: 8

**Tonnage:** 55
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

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

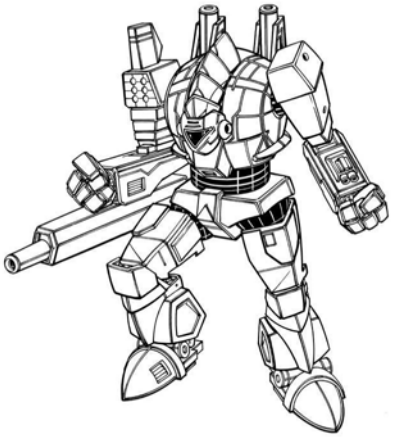
**BV:** 1,184

### WARRIOR DATA

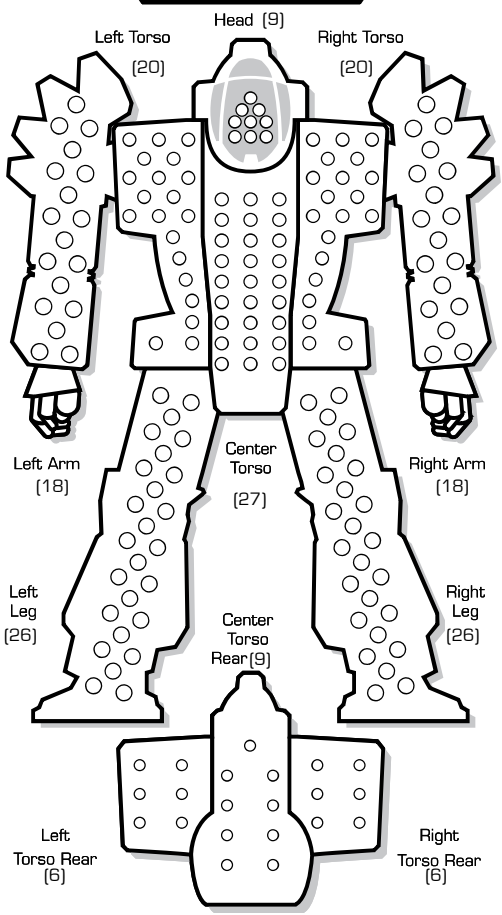
Name: _____

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

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

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

#### Head

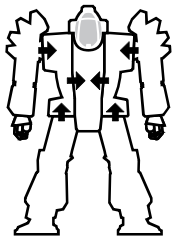
1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

#### Center Torso

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

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

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

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

#### Right Torso

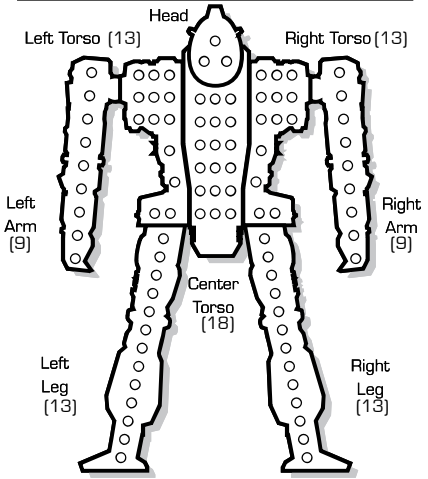
1-3
1. Heat Sink
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. 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 | 19 (19) Single |
|---|---|---|
| 30 | Shutdown | |
| 28 | Ammo Exp. avoid on 8+ | |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | –5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | –4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O O |
| 17 | +3 Modifier to Fire | O O |
| 15 | –3 Movement Points | O O |
| 14 | Shutdown, avoid on 4+ | O O |
| 13 | +2 Modifier to Fire | O |
| 10 | –2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | –1 Movement Points | |

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Gladiator GLD-3R

**Movement Points:**
- Walking: 5
- Running: 8
- Jumping: 5

**Tonnage:** 55

**Tech Base:** Inner Sphere (Intro)

**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

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

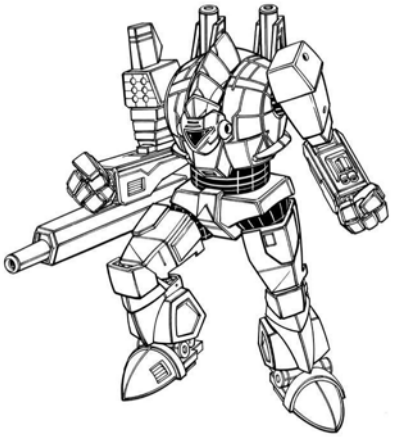
**BV:** 1,282

### WARRIOR DATA

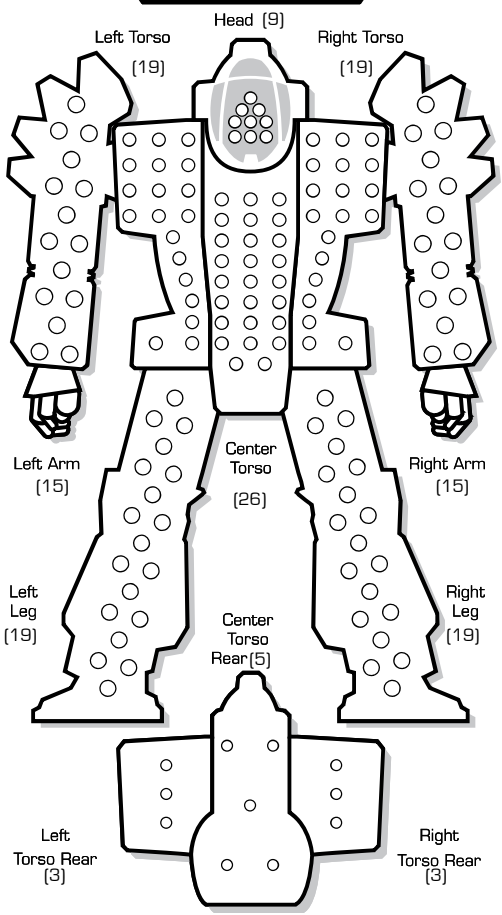
Name: _____

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

| | |
|---|---|
| 1-3 | 1. Shoulder |
| | 2. Upper Arm Actuator |
| | 3. Lower Arm Actuator |
| | 4. Hand Actuator |
| | 5. Medium Laser |
| | 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. Heat Sink |
| | 2. Jump Jet |
| | 3. Jump Jet |
| | 4. LRM 10 |
| | 5. LRM 10 |
| | 6. Ammo (LRM 10) 12 |
| 4-6 | 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. Roll Again
6. Roll Again

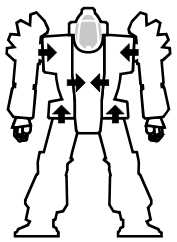
#### Head

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

#### Center Torso

| | |
|---|---|
| 1-3 | 1. Fusion Engine |
| | 2. Fusion Engine |
| | 3. Fusion Engine |
| | 4. Gyro |
| | 5. Gyro |
| | 6. Gyro |
| 4-6 | 1. Gyro |
| | 2. Fusion Engine |
| | 3. Fusion Engine |
| | 4. Fusion Engine |
| | 5. Jump Jet |
| | 6. Roll Again |

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

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

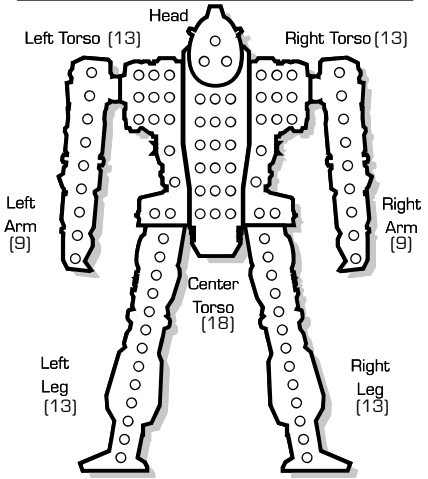
#### Right Torso

| | |
|---|---|
| 1-3 | 1. Jump Jet |
| | 2. Jump Jet |
| | 3. LRM 10 |
| | 4. LRM 10 |
| | 5. Ammo (LRM 10) 12 |
| | 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. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

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

**Heat Scale**

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

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Gladiator GLD-4R

| Movement Points: | | | |
|---|---|---|---|
| Walking: | 5 | Tonnage: | 55 |
| Running: | 8 | Tech Base: | Inner Sphere (Intro) |
| Jumping: | 5 | Era: | Star League |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | PPC | RA | 10 | 10 [DE] | 3 | 6 | 12 | 18 |
| 1 | SRM 6 | RA | 4 | 2/Msl [M,C,S] | — | 3 | 6 | 9 |
| 2 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

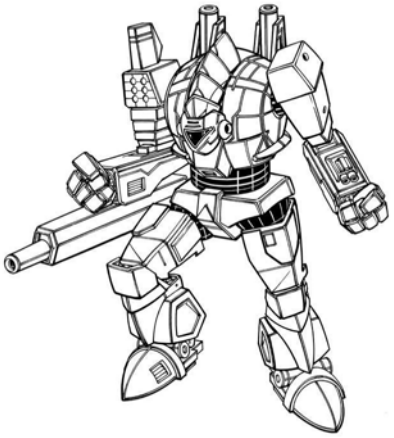
**BV:** 1,291

### WARRIOR DATA

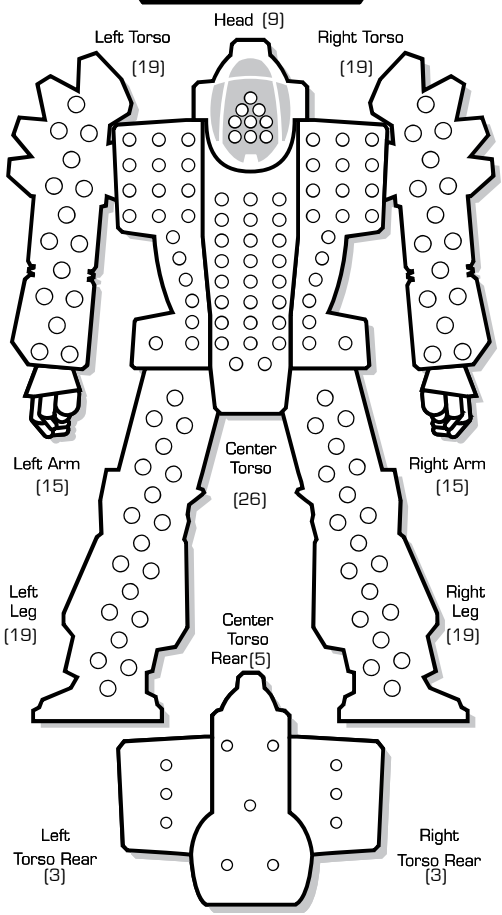
Name: _____

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. Medium Laser
6. Medium Laser

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. Ammo (SRM 6) 15
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

#### Left Leg

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

#### Head

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

#### Center Torso

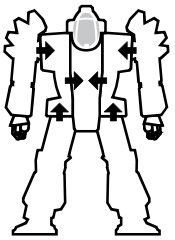
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

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



Damage Transfer Diagram

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. PPC
6. PPC

1-3

1. PPC
2. SRM 6
3. SRM 6
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Torso

1. Heat Sink
2. Heat Sink
3. Jump Jet
4. Jump Jet
5. Roll Again
6. Roll Again

1-3

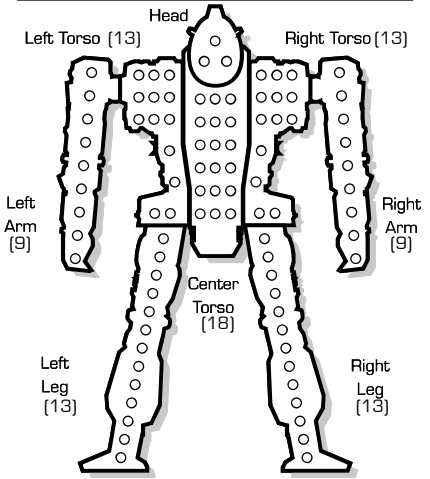
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | 13 (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 | |

**Heat Scale**

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

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Gladiator GLD-5R

**Movement Points:**
Walking: 4
Running: 6
Jumping: 6

**Tonnage:** 55
**Tech Base:** Inner Sphere
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | MML 5 | RT | 3 | [M,C,S] | | | | |
| | LRM | | | 1/Msl | 6 | 7 | 14 | 21 |
| | SRM | | | 2/Msl | – | 3 | 6 | 9 |
| | w/Artemis IV FCS | | | | | | | |
| 1 | $C^3$ Slave | LT | – | [E] | – | – | – | – |
| 1 | Guardian ECM Suite | LT | – | [E] | – | – | – | 6 |
| 1 | Snub-Nose PPC | RA | 10 | 10/8/5 [DE,V] | – | 9 | 13 | 15 |
| 2 | ER Medium Laser | LA | 5 | 5 [DE] | – | 4 | 8 | 12 |

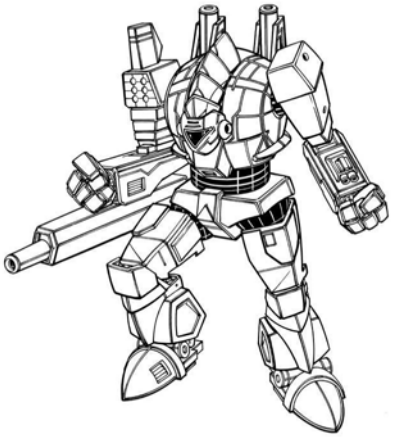
**BV:** 1,425

### WARRIOR DATA

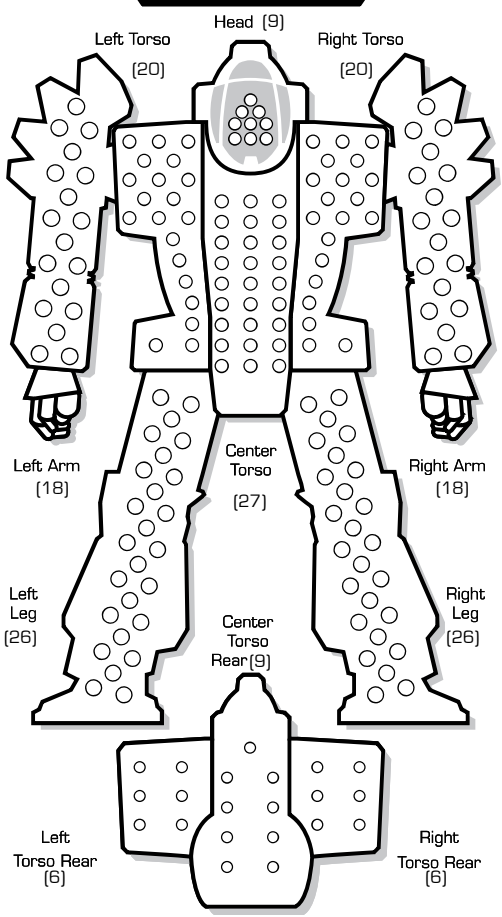
Name: _____

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. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. ER Medium Laser
6. ER Medium Laser

4-6

#### Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Improved Jump Jet

1-3

1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Guardian ECM Suite
5. Guardian ECM Suite
6. $C^3$ Slave

4-6

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved Jump Jet

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

#### Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

1-3

1. XL Gyro
2. XL Gyro
3. XL Gyro
4. Light Fusion Engine
5. Light Fusion Engine
6. Light Fusion Engine

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

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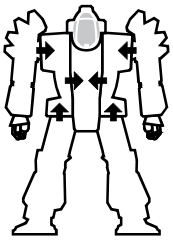


Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Snub-Nose PPC
6. Snub-Nose PPC

4-6

#### Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

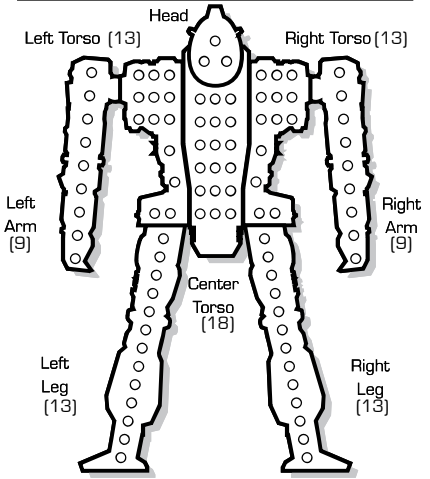
1-3

1. MML 5
2. MML 5
3. MML 5
4. Artemis IV FCS
5. Ammo (MML 5 LRM Artemis) 24
6. Ammo (MML 5 SRM Artemis) 20

4-6

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved 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 | 13 (26) Double |
|---|---|---|
| 30 | Shutdown | |
| 28 | Ammo Exp. avoid on 8+ | |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | –5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O |
| 22 | Shutdown, avoid on 8+ | O |
| 20 | –4 Movement Points | O |
| 19 | Ammo Exp. avoid on 4+ | O |
| 18 | Shutdown, avoid on 6+ | O |
| 17 | +3 Modifier to Fire | O |
| 15 | –3 Movement Points | O |
| 14 | Shutdown, avoid on 4+ | O |
| 13 | +2 Modifier to Fire | O |
| 10 | –2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | –1 Movement Points | |

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Gladiator GLD-1R Keller

**Movement Points:**
- Walking: 4
- Running: 6 [8]
- Jumping: 6

**Tonnage:** 55

**Tech Base:** Inner Sphere (Experimental)

**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

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

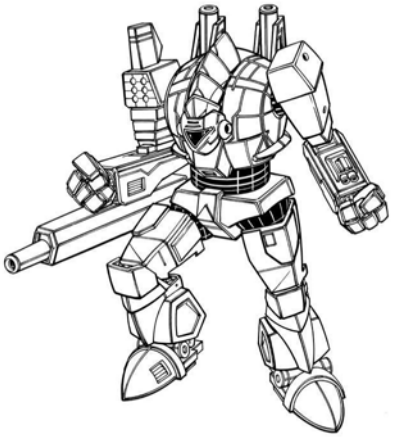
**BV:** 1,557

### WARRIOR DATA

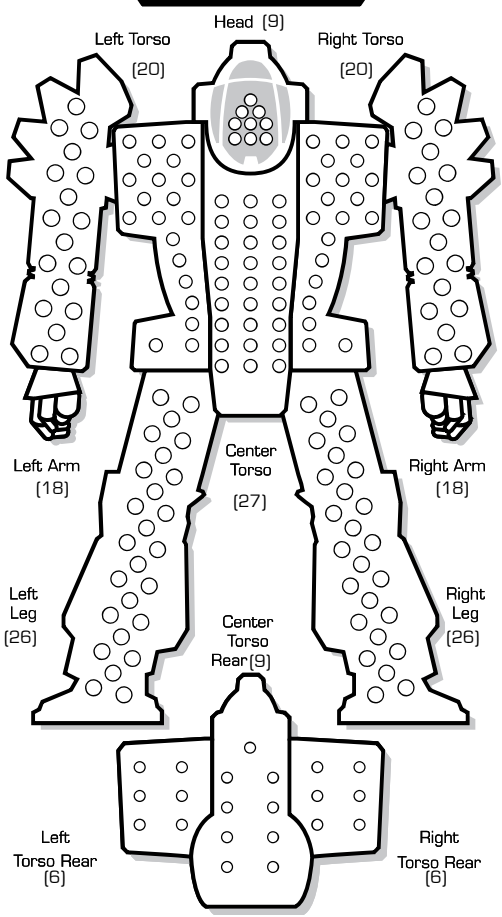
Name: _____

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. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. ER Medium Laser
3. ER Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Improved Jump Jet

1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved $C^3$ CPU
5. Improved $C^3$ CPU
6. Supercharger

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved Jump Jet

#### Head
1. Life Support
2. Sensors
3. O Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

1. XL Gyro
2. XL Gyro
3. XL Gyro
4. Light Fusion Engine
5. Light Fusion Engine
6. Light Fusion Engine

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

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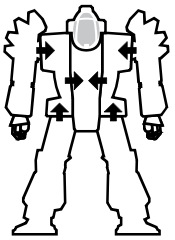


Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

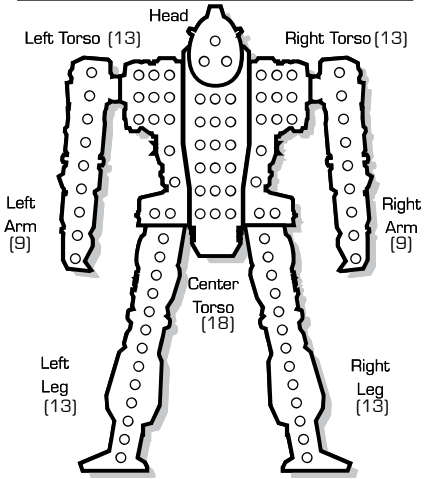
1. Double Heat Sink
2. Snub-Nose PPC
3. Snub-Nose PPC
4. PPC Capacitor
5. Roll Again
6. Roll Again

#### Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

1. MML 5
2. MML 5
3. MML 5
4. Ammo (MML 5/LRM) 24
5. Ammo (MML 5/SRM) 20
6. Roll Again

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved Jump Jet

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

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

### HEAT DATA

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

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Von Rohrs VON 4RH-5

**Movement Points:**
Walking: 5
Running: 8

**Tonnage:** 65
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | LRM 10 | LT | 4 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | PPC | RA | 10 | 10 [DE] | 3 | 6 | 12 | 18 |
| 1 | Flamer | LA | 3 | 2 [DE,H,AI] | — | 1 | 2 | 3 |

**BV:** 1,170

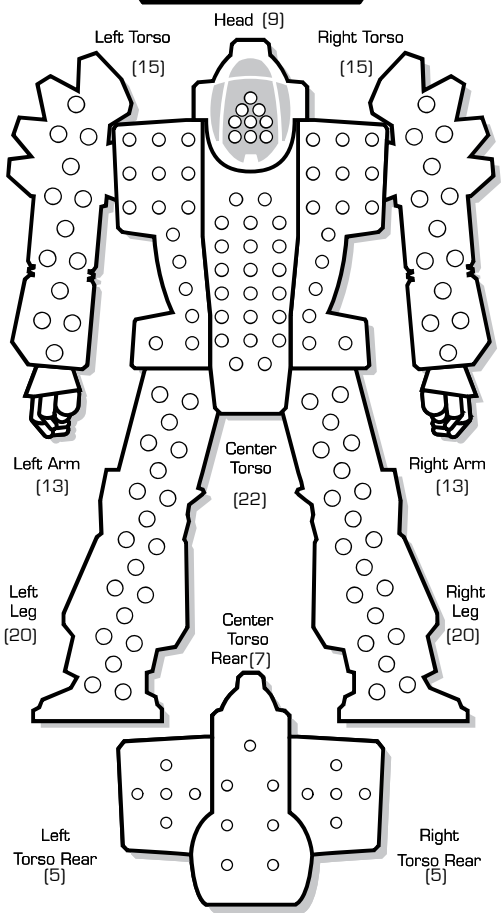
### WARRIOR DATA

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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Flamer
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. LRM 10
2. LRM 10
3. Ammo (LRM 10) 12
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. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

#### Head

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

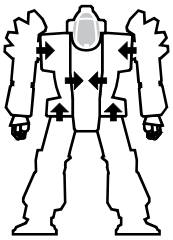
#### Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

#### Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. PPC
6. PPC

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

#### Right Torso

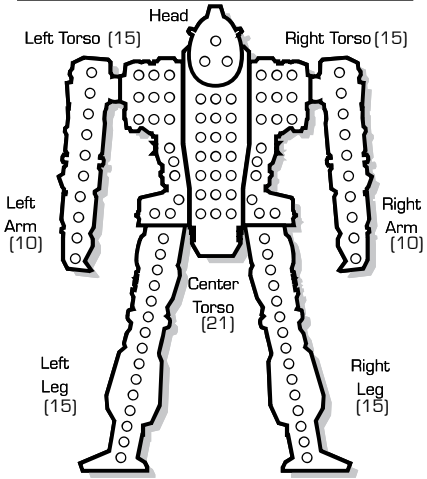
1-3
1. Heat Sink
2. Heat Sink
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

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

**Heat Scale**

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

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Von Rohrs VON 4RH-6

**Movement Points:**
Walking: 5
Running: 8

**Tonnage:** 65
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | SRM 4 | LT | 3 | 2/Msl [M,C,S] | — | 3 | 6 | 9 |
| 1 | PPC | RA | 10 | 10 [DE] | 3 | 6 | 12 | 18 |
| 1 | Flamer | LA | 3 | 2 [DE,H,AI] | — | 1 | 2 | 3 |

**BV:** 1,146

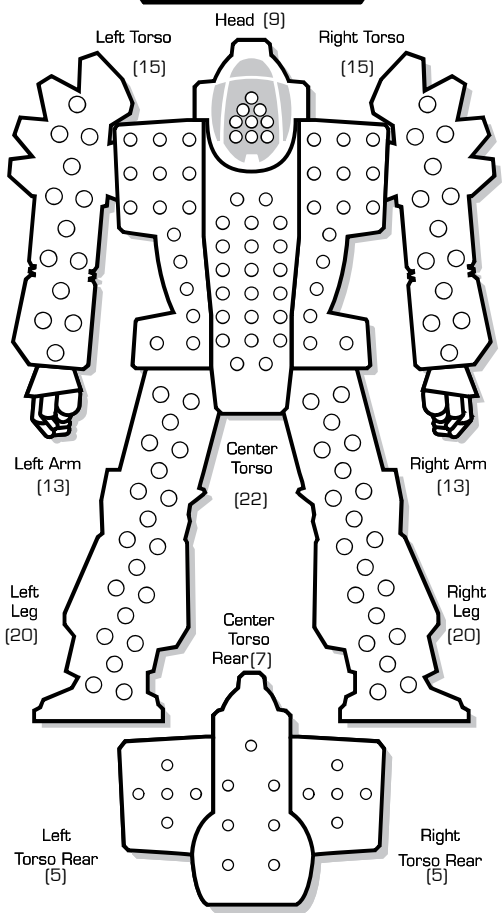
### WARRIOR DATA

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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Flamer
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. SRM 4
2. SRM 4
3. Ammo (SRM 4) 25
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. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

#### Head

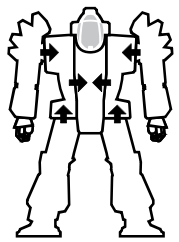
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. PPC
6. PPC

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

#### Right Torso

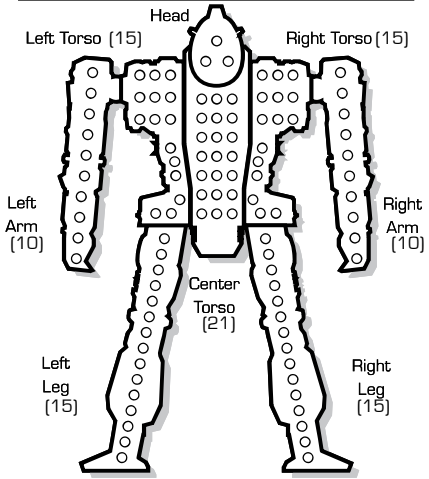
1-3
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Roll Again
5. Roll Again
6. Roll Again

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

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

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

16 (16) Single

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

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# BATTLETECH™

## FOUR-LEGGED 'MECH RECORD SHEET

(Industrial)

### 'MECH DATA

**Type:** Kiso K-3N-KR4 ConstructionMech

**Movement Points:**
- Walking: 2
- Running: 3
- Jumping: 0

**Tonnage:** 100

**Tech Base:** Inner Sphere (Advanced)

**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | Cargo Container (10 tons) | CT | — | [E] | — | — | — | — |
| 1 | Lift Hoist | RT | — | [E] | — | — | — | — |
| 1 | Pile Driver | RT | — | 10 | — | — | — | — |
| 1 | Communications Equipment (3 ton) | LT | — | [E] | — | — | — | — |
| 1 | Lift Hoist | LT | — | [E] | — | — | — | — |
| 1 | Rock Cutter | LT | — | 5 | — | — | — | — |
| 2 | Mounted Searchlight | FRL | — | [E] | — | — | — | 170 |
| 2 | Mounted Searchlight | FLL | — | [E] | — | — | — | 170 |
| 2 | Mounted Searchlight(R) | RRL | — | [E] | — | — | — | 170 |
| 2 | Mounted Searchlight(R) | RLL | — | [E] | — | — | — | 170 |

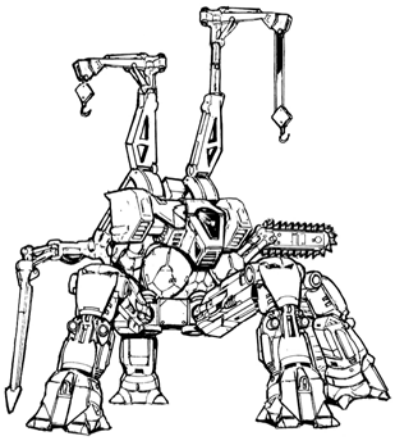
**BV:** 954

### WARRIOR DATA

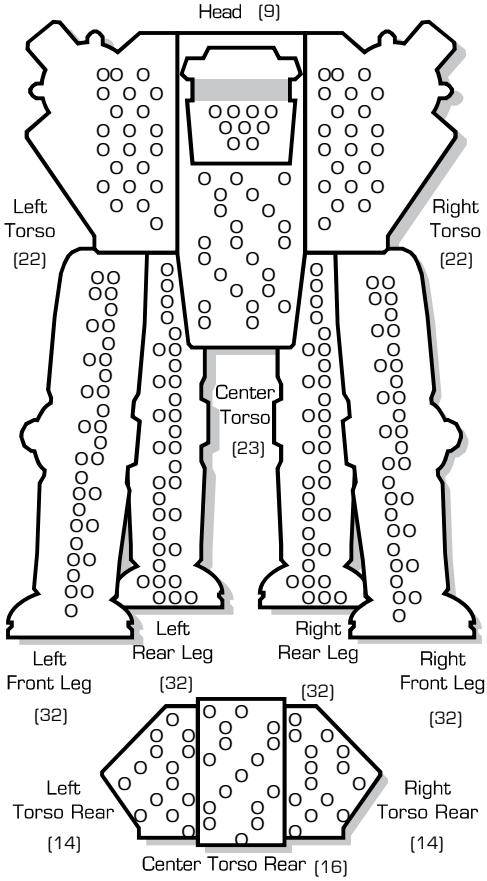
**Name:** _____

**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
1. Life Support
2. Sensors
3. Command Console
4. Command Console
5. Sensors
6. Life Support

#### Left Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Mounted Searchlight
6. Mounted Searchlight

#### Right Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Mounted Searchlight
6. Mounted Searchlight

#### Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Cargo Container (10 tons)
6. Cargo Container (10 tons)

#### Left Torso
1. Heat Sink
2. Rock Cutter
3. Rock Cutter
4. Rock Cutter
5. Rock Cutter
6. Rock Cutter

1-3

4-6
1. Communications Equipment (3 ton)
2. Communications Equipment (3 ton)
3. Communications Equipment (3 ton)
4. Lift Hoist
5. Lift Hoist
6. Lift Hoist

#### Right Torso
1. Heat Sink
2. Pile Driver
3. Pile Driver
4. Pile Driver
5. Pile Driver
6. Pile Driver

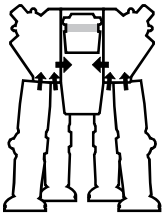
1-3

4-6
1. Pile Driver
2. Pile Driver
3. Pile Driver
4. Lift Hoist
5. Lift Hoist
6. Lift Hoist

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

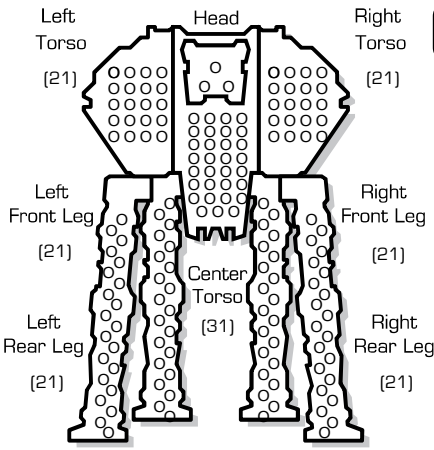
#### Left Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Mounted Searchlight (R)
6. Mounted Searchlight (R)

#### Right Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Mounted Searchlight (R)
6. Mounted Searchlight (R)



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow

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

### HEAT DATA

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

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# BATTLETECH

## FOUR-LEGGED 'MECH RECORD SHEET

(Industrial)

### 'MECH DATA

**Type:** Kiso K-3N-KR5 ConstructionMech

**Movement Points:**
- Walking: 2
- Running: 3
- Jumping: 0

**Tonnage:** 100

**Tech Base:** Inner Sphere (Advanced)

**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | Cargo Container (10 tons) | CT | — | [E] | — | — | — | — |
| 1 | Dual Saw | RT | — | 7 | — | — | — | — |
| 1 | Lift Hoist | RT | — | [E] | — | — | — | — |
| 1 | Backhoe | LT | — | 6 | — | — | — | — |
| 1 | Communications Equipment (3 ton) | LT | — | [E] | — | — | — | — |
| 1 | Lift Hoist | LT | — | [E] | — | — | — | — |
| 2 | Mounted Searchlight | FRL | — | [E] | — | — | — | 170 |
| 2 | Mounted Searchlight | FLL | — | [E] | — | — | — | 170 |
| 2 | Mounted Searchlight(R) | RRL | — | [E] | — | — | — | 170 |
| 2 | Mounted Searchlight(R) | RLL | — | [E] | — | — | — | 170 |

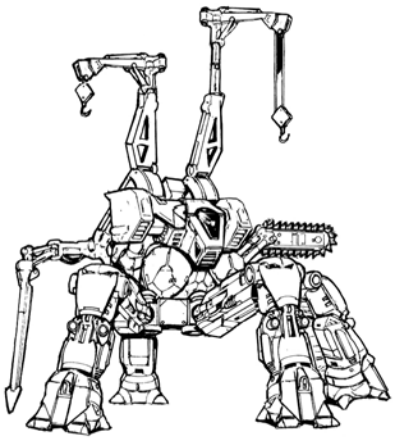
**BV:** 1,091

### WARRIOR DATA

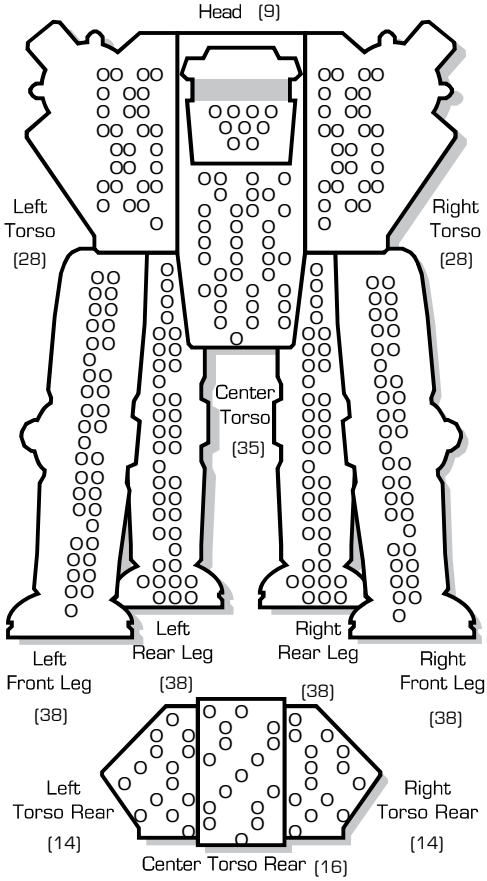
**Name:** _____

**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
1. Life Support
2. Sensors
3. Command Console
4. Command Console
5. Sensors
6. Life Support

#### Left Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Mounted Searchlight
6. Mounted Searchlight

#### Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Cargo Container (10 tons)
6. Cargo Container (10 tons)

#### Right Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Mounted Searchlight
6. Mounted Searchlight

#### Left Torso
1-3
1. Backhoe
2. Backhoe
3. Backhoe
4. Backhoe
5. Backhoe
6. Backhoe

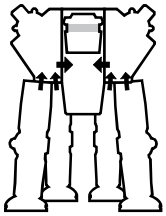
4-6
1. Communications Equipment (3 ton)
2. Communications Equipment (3 ton)
3. Communications Equipment (3 ton)
4. Lift Hoist
5. Lift Hoist
6. Lift Hoist

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

#### Right Torso
1-3
1. Heat Sink
2. Heat Sink
3. Dual Saw
4. Dual Saw
5. Dual Saw
6. Dual Saw

4-6
1. Dual Saw
2. Dual Saw
3. Dual Saw
4. Lift Hoist
5. Lift Hoist
6. Lift Hoist

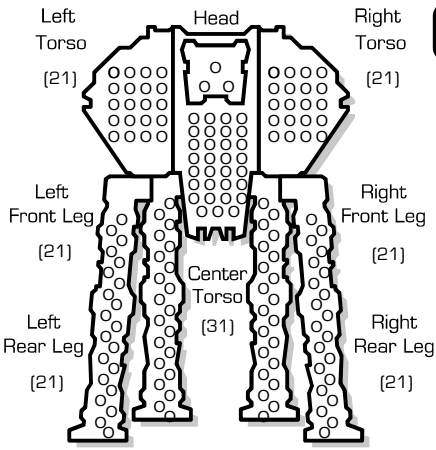
#### Left Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Mounted Searchlight (R)
6. Mounted Searchlight (R)



Damage Transfer Diagram

#### Right Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Mounted Searchlight (R)
6. Mounted Searchlight (R)

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

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

### HEAT DATA

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

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Sabre SB-26

**Thrust:**
**Safe Thrust:** 9
**Maximum Thrust:** 14

**Tonnage:** 25
**Tech Base:** Inner Sphere (Primitive)
**Era:** Star League

### Weapons & Equipment Inventory

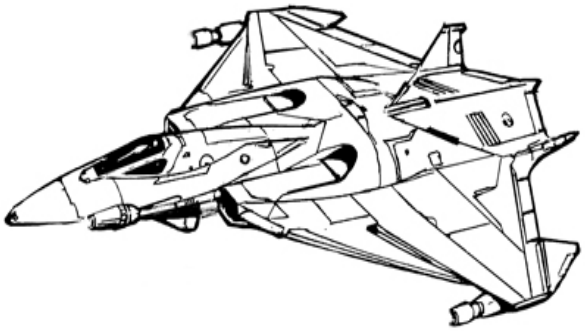
Standard Scale

| Qty | Type | Loc. | Ht | SRV (0–6) | MRV (6–12) | LRV (13–20) | ERV (21–25) |
|---|---|---|---|---|---|---|---|
| 1 | Medium Laser [DE] | N | 3 | 5 | – | – | – |
| 1 | Medium Laser [DE] | LW | 3 | 5 | – | – | – |
| 1 | Medium Laser [DE] | RW | 3 | 5 | – | – | – |

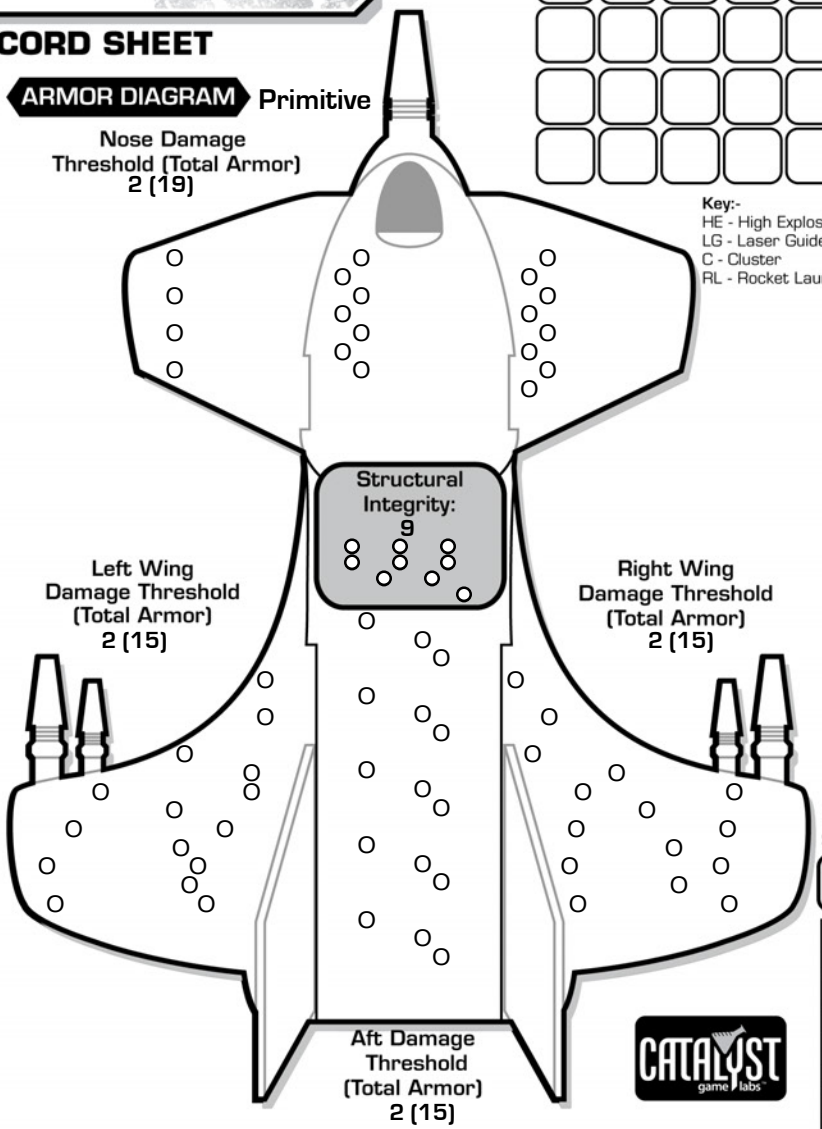
Primitive Cockpit

Fuel: 160 Points

**BV:** 512



### ARMOR DIAGRAM Primitive




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### Heat Scale

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

### CRITICAL DAMAGE

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### HEAT DATA

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

**Heat Sinks:** 10 (10) Single

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Sabre SB-27

**Thrust:**
**Safe Thrust:** 11
**Maximum Thrust:** 17

**Tonnage:** 25
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

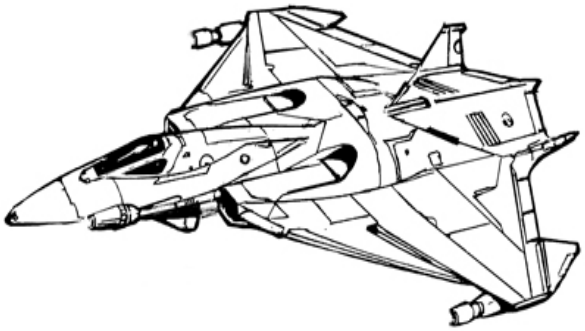
#### Weapons & Equipment Inventory

Standard Scale

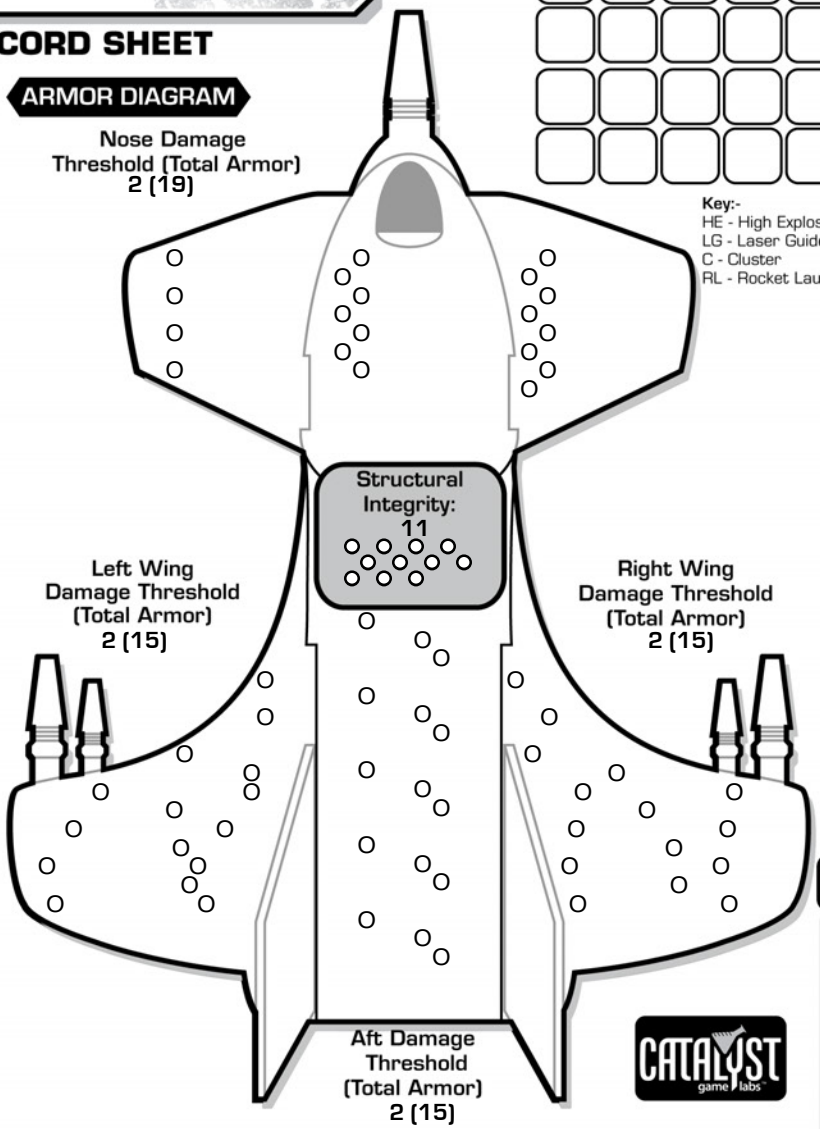
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |

Fuel: 400 Points

**BV:** 574



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### HEAT DATA

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

**Heat Sinks:** 10 (10) Single

### Heat Scale

Overflow

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

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Sabre SB-28

**Thrust:**
**Safe Thrust:** 11
**Maximum Thrust:** 17

**Tonnage:** 25
**Tech Base:** Inner Sphere
**Era:** Star League

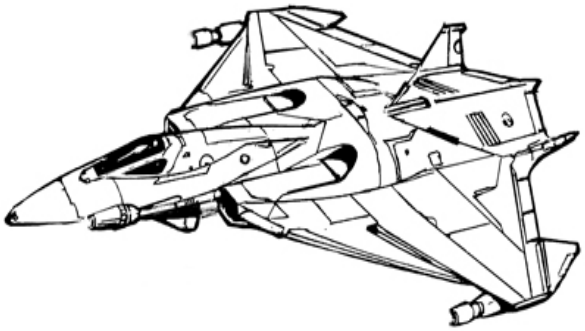
#### Weapons & Equipment Inventory

Standard Scale

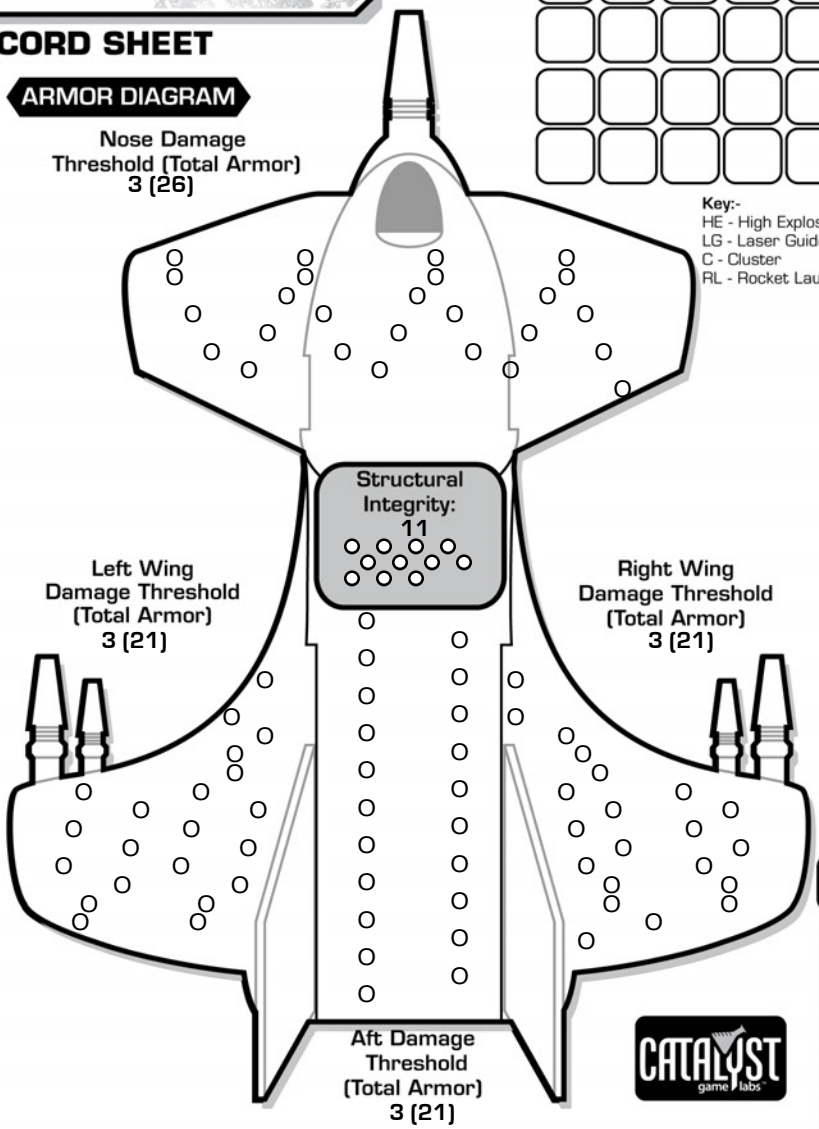
| Qty | Type | Loc. | Ht | SRV (0–6) | MRV (6–12) | LRV (13–20) | ERV (21–25) |
|---|---|---|---|---|---|---|---|
| 1 | ER Large Laser [DE] | N | 12 | 8 | 8 | 8 | — |
| 1 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |

Fuel: 400 Points

**BV:** 951



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### HEAT DATA

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

**Heat Sinks:** 10 (20) Double

Heat Scale

Overflow

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

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Sabre SB-29

**Thrust:**
**Safe Thrust:** 11
**Maximum Thrust:** 17

**Tonnage:** 25
**Tech Base:** Inner Sphere
**Era:** Jihad

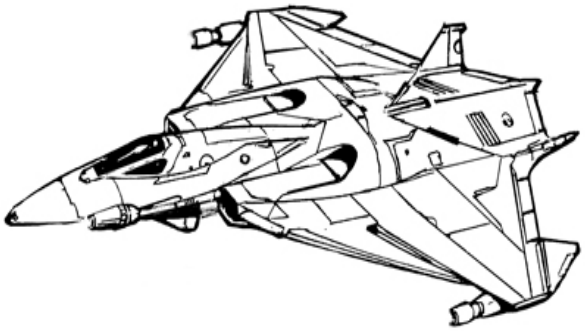
#### Weapons & Equipment Inventory

Standard Scale

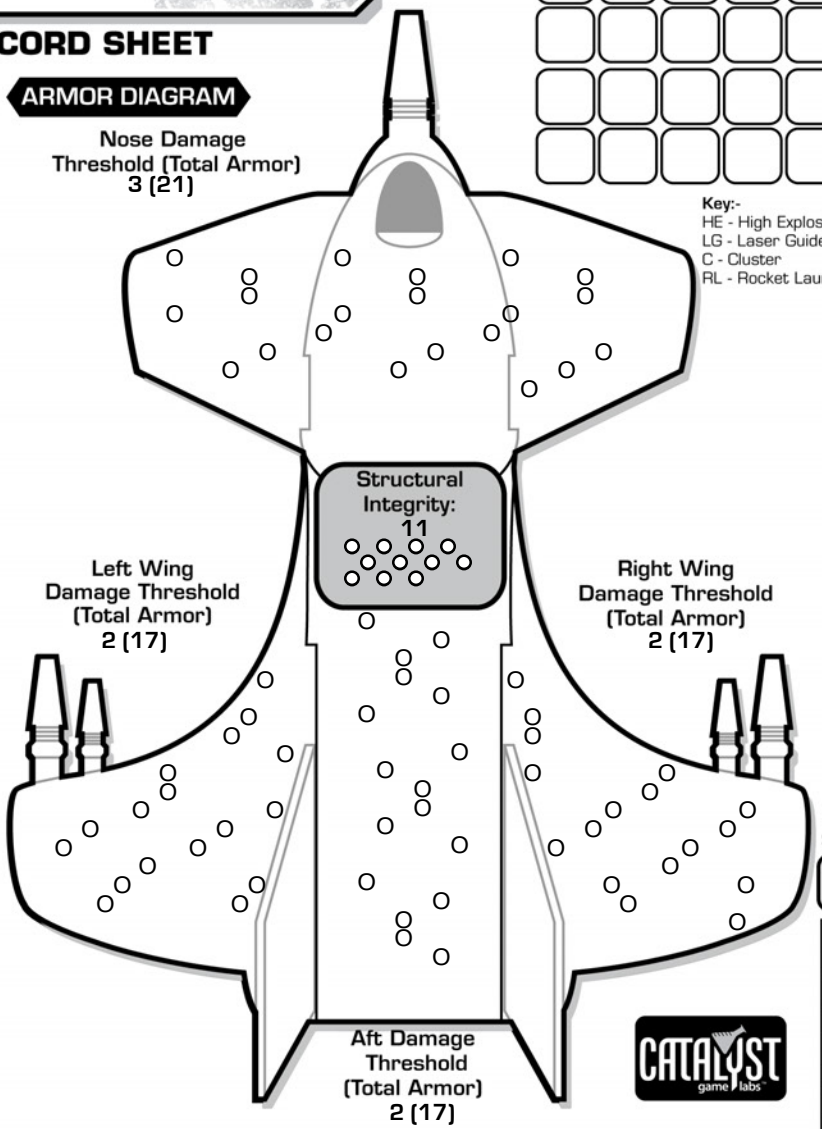
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Light PPC [DE] | N | 5 | 5 | 5 | — | — |
| 1 | ER Medium Laser [DE] | LW | 5 | 5 | 5 | — | — |
| 1 | ER Medium Laser [DE] | RW | 5 | 5 | 5 | — | — |

Fuel: 400 Points

**BV:** 789



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### HEAT DATA

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

**Heat Sinks:** 10 (20) Double

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

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## SPHEROID DROPSHIP RECORD SHEET

### DROPSHIP DATA

**Type:** Vulture 2312

**Name:**
**Thrust:**
**Safe Thrust:** 3
**Maximum Thrust:** 5
**Tonnage:** 3,500
**Tech Base:** Inner Sphere (Primitive)
**Era:** Star League

### Weapons & Equipment Inventory

Standard Scale

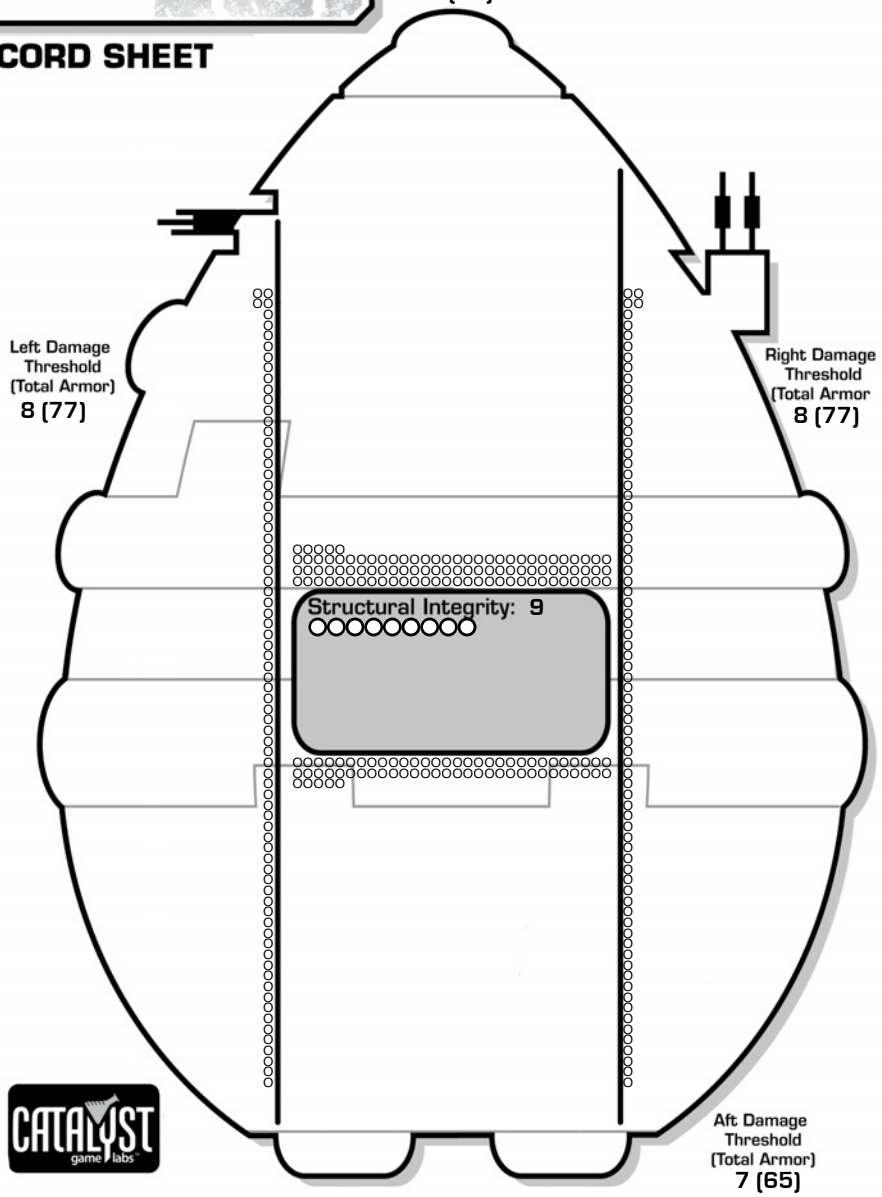
| | Bay | Loc | Ht | SRV (1-6) | MRV (7-12) | LRV (13-20) | ERV (21-25) |
|---|---|---|---|---|---|---|---|
| 3 | AC/5 [120 rnds] | N | 3 | 2 (15) | 2 (15) | — | — |
| 2 | LRM 5 [72 rnds] | N | 4 | 1 (6) | 1 (6) | 1 (6) | — |
| 1 | AC/5 [40 rnds] | FL/FR | 1 | 1 (5) | 1 (5) | — | — |
| 1 | Medium Laser | FL/FR | 3 | 1 (5) | — | — | — |
| 1 | AC/5 [40 rnds] | AL/AR | 1 | 1 (5) | 1 (5) | — | — |
| 2 | LRM 5 [72 rnds] | AL/AR | 4 | 1 (6) | 1 (6) | 1 (6) | — |
| 2 | Medium Laser | A | 6 | 1 (10) | — | — | — |

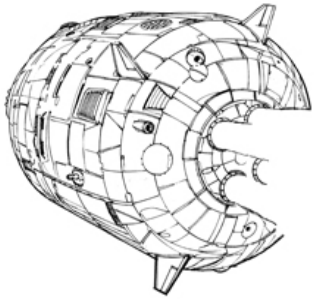
**Cargo:**
Bay 1: Light Vehicle Bay - 12 units (2 doors)
Bay 2: Infantry Bay - 30 tons (1 door)
Bay 3: Cargo Space - 1,160 tons (1 door)

**BV:** 1,497 **Fuel:** 6,923

### ARMOR DIAGRAM

Standard Scale



### CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Modifier | +1 | +2 | +3 | +4 | +5 | Incp. |

Crew: 14 Marines: 0
Passengers: 0
Other: 228 Battle Armor: 0
Life Boats/Escape Pods: 20/7

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Gear | +5 | |
| FCS | +2 | +4 | D | Life Support | +2 | |
| Sensors | +1 | +2 | +5 | K-F Boom | D | |
| Thrusters | | | | Docking Collar | D | |
| Left | +1 | +2 | +3 | D | | |
| Right | +1 | +2 | +3 | D | | |
| Engine | -1 | -2 | -3 | -4 | -5 | D |

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### HEAT DATA

**Heat Sinks:** 33 (33) Single

**Heat Generation Per Arc**

| | | | |
|---|---|---|---|
| Nose: | 7 | Aft: | 6 |
| Fore-Left: | 4 | Aft-Left: | 5 |
| Fore-Right: | 4 | Aft-Right: | 5 |

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# BATTLETECH

## SPHEROID DROPSHIP RECORD SHEET

### DROPSHIP DATA

**Type:** Vulture 2405

**Name:**
**Thrust:**
**Safe Thrust:** 4
**Maximum Thrust:** 6

**Tonnage:** 3,500
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

### Weapons & Equipment Inventory

Standard Scale

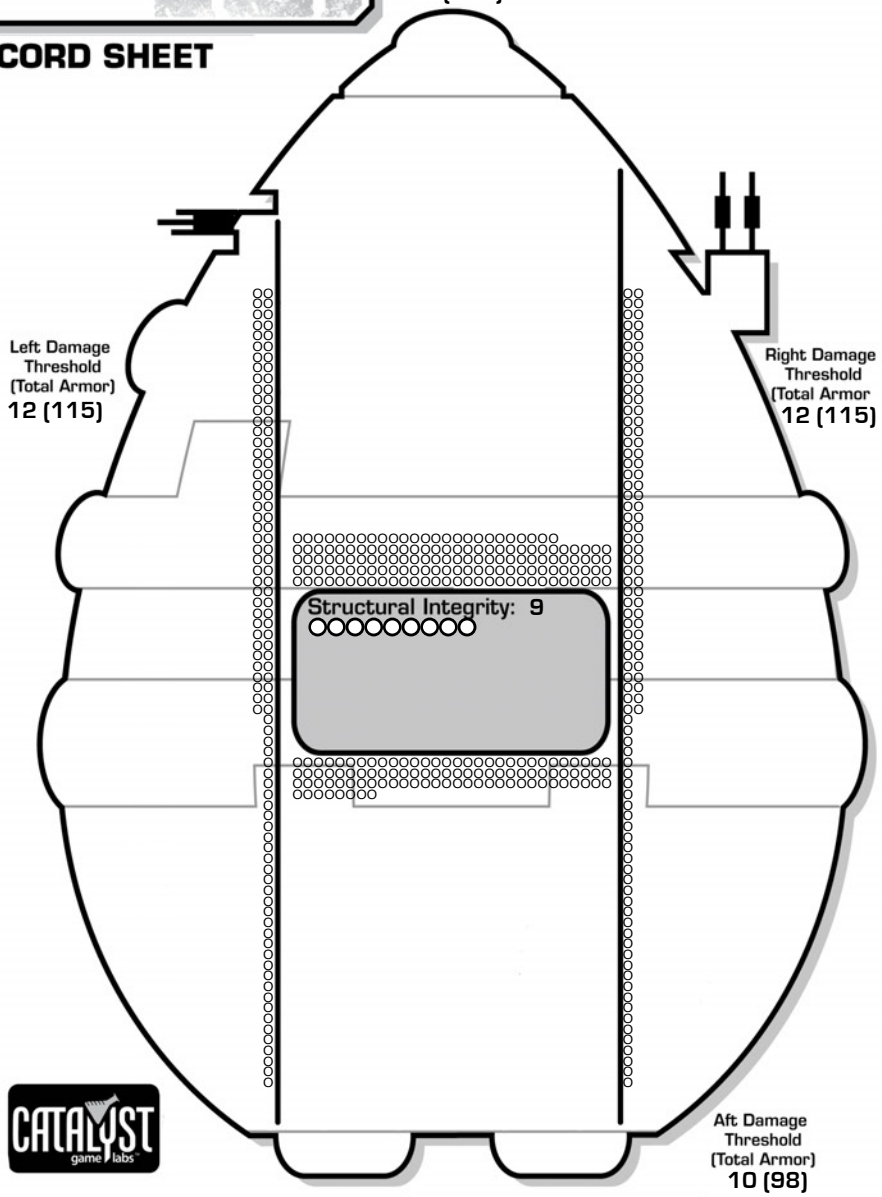
| | Bay | Loc | Ht | SRV (1-6) | MRV (7-12) | LRV (13-20) | ERV (21-25) |
|---|---|---|---|---|---|---|---|
| 3 | AC/5 [120 rnds] | N | 3 | 2 [15] | 2 [15] | — | — |
| 2 | LRM 15 [64 rnds] | N | 10 | 2 [18] | 2 [18] | 2 [18] | — |
| 1 | AC/5 [40 rnds] | FL/FR | 1 | 1 [5] | 1 [5] | — | — |
| 1 | Medium Laser | FL/FR | 3 | 1 [5] | — | — | — |
| 1 | AC/5 [40 rnds] | AL/AR | 1 | 1 [5] | 1 [5] | — | — |
| 2 | LRM 15 [64 rnds] | AL/AR | 10 | 2 [18] | 2 [18] | 2 [18] | — |
| 2 | Medium Laser | A | 6 | 1 [10] | — | — | — |

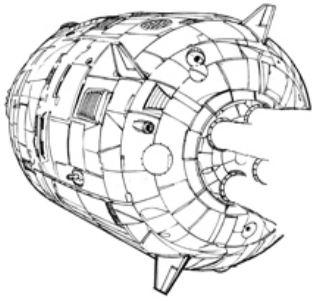
**Cargo:**
Bay 1: Light Vehicle Bay - 12 units (2 doors)
Bay 2: Infantry Bay - 30 tons (1 door)
Bay 3: Cargo Space - 1,100.50 tons (1 door)

**BV:** 2,482 **Fuel:** 9,000

### ARMOR DIAGRAM

Standard Scale



### CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Modifier | +1 | +2 | +3 | +4 | +5 | Incp. |

Crew: 14 Marines: 0
Passengers: 0
Other: 228 Battle Armor: 0
Life Boats/Escape Pods: 20/7

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Gear | +5 | |
| FCS | +2 | +4 | D | Life Support | +2 | |
| Sensors | +1 | +2 | +5 | K-F Boom | D | |
| Thrusters | | | | Docking Collar | D | |
| Left | +1 | +2 | +3 | D | | |
| Right | +1 | +2 | +3 | D | | |
| Engine | -1 | -2 | -3 | -4 | -5 | D |

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### HEAT DATA

Heat Sinks: 78 (78) Single

Heat Generation Per Arc

| | | | |
|---|---|---|---|
| Nose: | 13 | Aft: | 6 |
| Fore-Left: | 4 | Aft-Left: | 11 |
| Fore-Right: | 4 | Aft-Right: | 11 |

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# BATTLETECH

## SPHEROID DROPSHIP RECORD SHEET

### DROPSHIP DATA

**Type:** Vulture (Cargo)

**Name:**
**Thrust:**
**Safe Thrust:** 4
**Maximum Thrust:** 6
**Tonnage:** 3,500
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

### Weapons & Equipment Inventory

Standard Scale

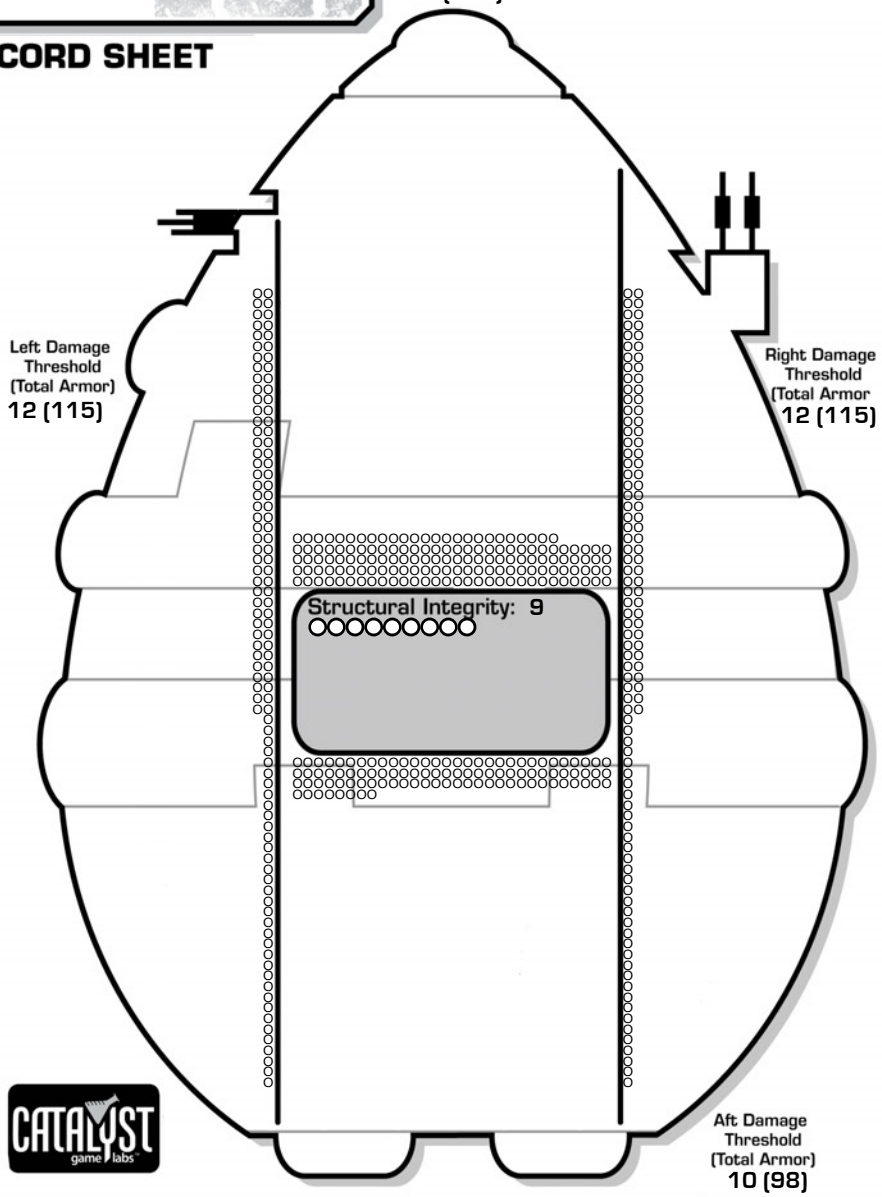
| | Bay | Loc | Ht | SRV (1-6) | MRV (7-12) | LRV (13-20) | ERV (21-25) |
|---|---|---|---|---|---|---|---|
| 3 | AC/5 [120 rnds] | N | 3 | 2 [15] | 2 [15] | — | — |
| 2 | LRM 15 [64 rnds] | N | 10 | 2 [18] | 2 [18] | 2 [18] | — |
| 1 | AC/5 [40 rnds] | FL/FR | 1 | 1 [5] | 1 [5] | — | — |
| 1 | Medium Laser | FL/FR | 3 | 1 [5] | — | — | — |
| 1 | AC/5 [40 rnds] | AL/AR | 1 | 1 [5] | 1 [5] | — | — |
| 2 | LRM 15 [64 rnds] | AL/AR | 10 | 2 [18] | 2 [18] | 2 [18] | — |
| 2 | Medium Laser | A | 6 | 1 [10] | — | — | — |

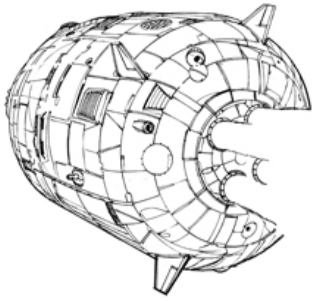
**Cargo:**
Bay 1: Cargo Space - 1,730.50 tons (4 doors)

**BV:** 2,482 **Fuel:** 9,000

### ARMOR DIAGRAM

Standard Scale



### CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Modifier | +1 | +2 | +3 | +4 | +5 | Incp. |

Crew: 14 Marines: 0
Passengers: 0
Other: 0 Battle Armor: 0
Life Boats/Escape Pods: 20/7

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Gear | +5 | |
| FCS | +2 | +4 | D | Life Support | +2 | |
| Sensors | +1 | +2 | +5 | K-F Boom | D | |
| Thrusters | | | | Docking Collar | D | |
| Left | +1 | +2 | +3 | D | | |
| Right | +1 | +2 | +3 | D | | |
| Engine | -1 | -2 | -3 | -4 | -5 | D |

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### HEAT DATA

Heat Sinks: 78 (78) Single

Heat Generation Per Arc

| | | | |
|---|---|---|---|
| Nose: | 13 | Aft: | 6 |
| Fore-Left: | 4 | Aft-Left: | 11 |
| Fore-Right: | 4 | Aft-Right: | 11 |

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# FEDERATED SUNS

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Darter Scout Car

**Movement Points:**
- **Cruising:** 7
- **Flank:** 11

**Movement Type:** Wheeled

**Engine Type:** I.C.E.

**Tonnage:** 13

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |

Cargo Space - 3 tons (1 door)

Ammo: (Machine Gun) 200

**BV:** 125

### CREW DATA

**Crew:** _____

**Gunnery Skill:** ___ **Driving Skill:** ___

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐

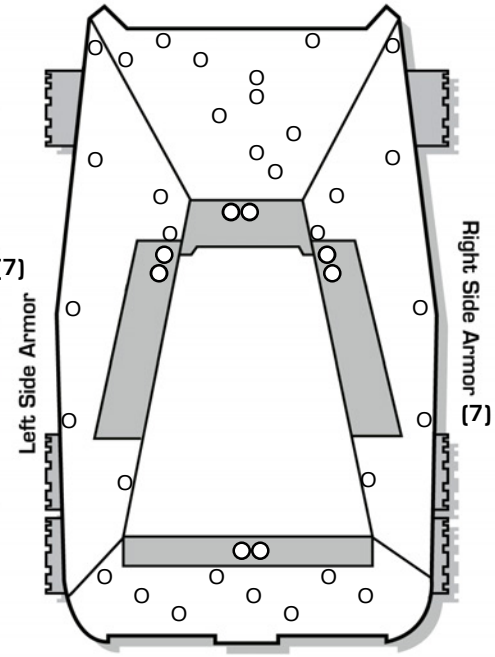
### ARMOR DIAGRAM

Front Armor (10)

Left Side Armor (7)

Right Side Armor (7)

Rear Armor (8)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

| | ATTACK DIRECTION | | |
|---|---|---|---|
| 2D6 Roll | FRONT | REAR | SIDE§ |
| 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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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Darter Scout Car (BAP)

**Movement Points:**
**Cruising:** 7
**Flank:** 11
**Movement Type:** Wheeled
**Engine Type:** I.C.E.

**Tonnage:** 13
**Tech Base:** Inner Sphere
**Era:** Clan Invasion

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Beagle Active Probe | BD | [E] | — | — | — | 4 |
| 1 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |

Cargo Space - 1.50 tons (1 door)

Ammo: (Machine Gun) 200

**BV:** 136

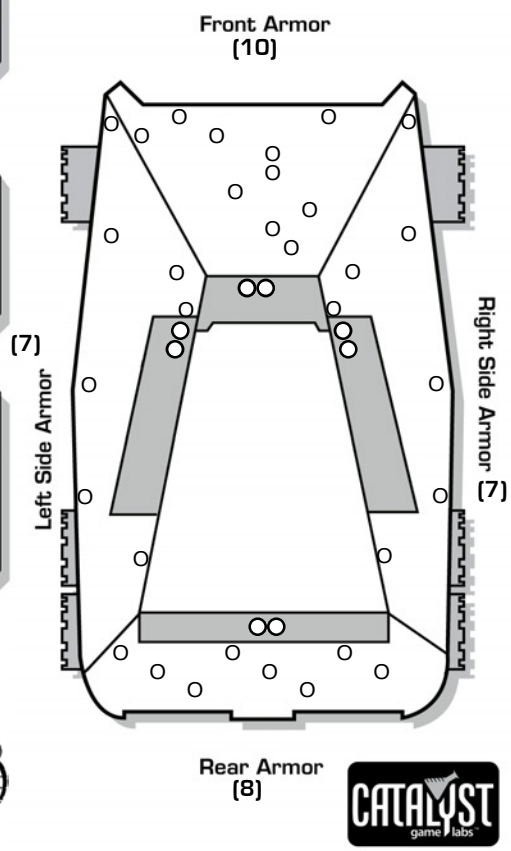
### CREW DATA

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

### CRITICAL DAMAGE

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

### ARMOR DIAGRAM

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

**Attack Direction Modifier:**

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

**Vehicle Type Modifiers:**

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Darter Scout Car (C3)

**Movement Points:**
**Cruising:** 7
**Flank:** 11
**Movement Type:** Wheeled
**Engine Type:** I.C.E.

**Tonnage:** 13
**Tech Base:** Inner Sphere
**Era:** Clan Invasion

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | $C^3$ Slave | BD | [E] | — | — | — | — |
| 1 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |

Cargo Space - 2 tons (1 door)

Ammo: (Machine Gun) 200

**BV:** 125

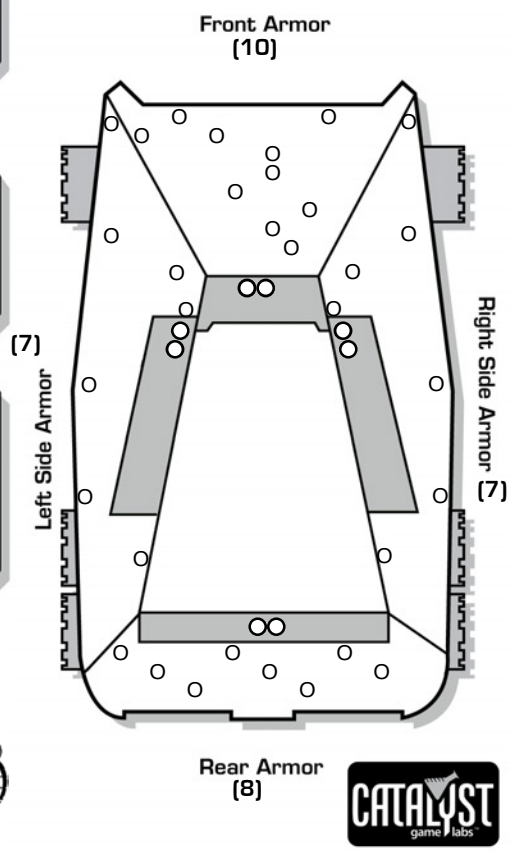
### CREW DATA

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

### CRITICAL DAMAGE

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

### ARMOR DIAGRAM

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

**Attack Direction Modifier:**

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

**Vehicle Type Modifiers:**

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Darter Scout Car (ECM)

**Movement Points:**
**Cruising:** 7
**Flank:** 11
**Movement Type:** Wheeled
**Engine Type:** I.C.E.

**Tonnage:** 13
**Tech Base:** Inner Sphere
**Era:** Clan Invasion

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Guardian ECM Suite | BD | [E] | — | — | — | 6 |
| 1 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |

Cargo Space - 1.50 tons (1 door)

Ammo: (Machine Gun) 200

**BV:** 193

### CREW DATA

**Crew:** _____

**Gunnery Skill:** ___ **Driving Skill:** ___

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐

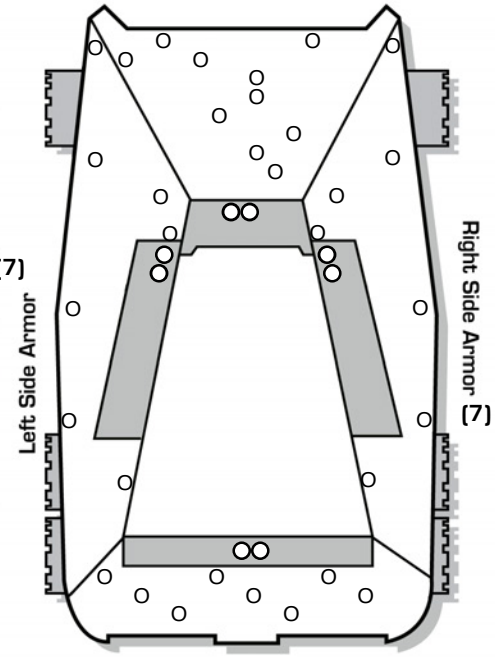
### ARMOR DIAGRAM

Front Armor (10)

Left Side Armor (7)

Right Side Armor (7)

Rear Armor (8)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

**Attack Direction Modifier:**

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

**Vehicle Type Modifiers:**

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Darter Scout Car (SRM 2)

**Movement Points:**
- **Cruising:** 7
- **Flank:** 11

**Movement Type:** Wheeled

**Engine Type:** I.C.E.

**Tonnage:** 13

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

#### Weapons & Equipment Inventory (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | SRM 2 | FR | 2/Msl [M,C,S] | — | 3 | 6 | 9 |

Cargo Space - 1 tons (1 door)

Ammo: (SRM 2) 50, (Machine Gun) 200

**BV:** 167

### CREW DATA

**Crew:** _____

**Gunnery Skill:** ___ **Driving Skill:** ___

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

Sensor Hits +1 +2 +3 D

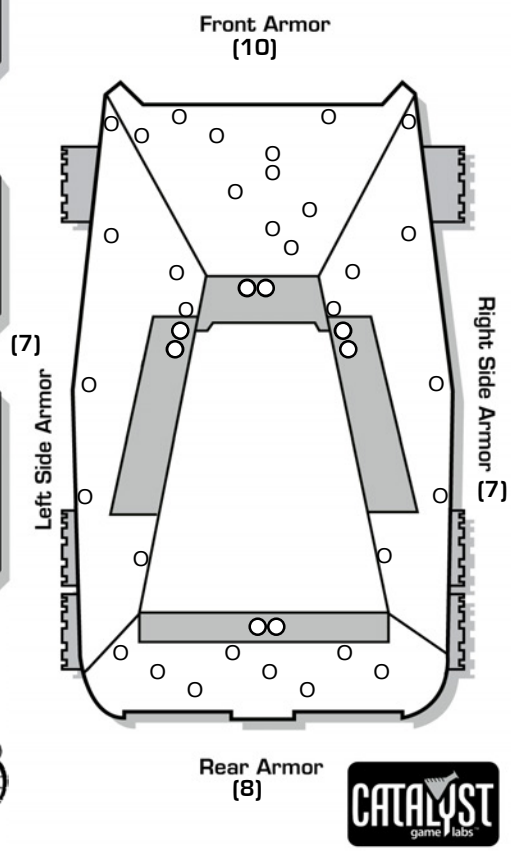
Motive System Hits +1 +2 +3

Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐

### ARMOR DIAGRAM

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

**Attack Direction Modifier:**

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

**Vehicle Type Modifiers:**

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Darter Scout Car (SRM)

**Movement Points:**
- **Cruising:** 7
- **Flank:** 11

**Movement Type:** Wheeled

**Engine Type:** I.C.E.

**Tonnage:** 13

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

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

Cargo Space - 1.50 tons (1 door)

Ammo: (SRM 4) 25

**BV:** 192

### CREW DATA

**Crew:** _____

**Gunnery Skill:** ___ **Driving Skill:** ___

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐

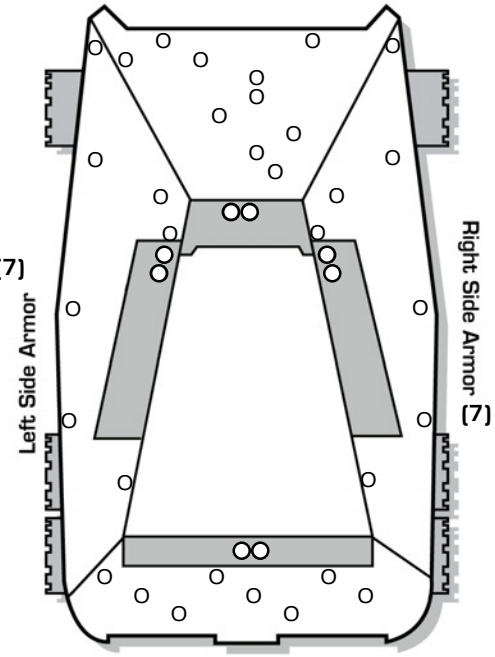
### ARMOR DIAGRAM

Front Armor (10)

Left Side Armor (7)

Right Side Armor (7)

Rear Armor (8)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

| | ATTACK DIRECTION | | |
|---|---|---|---|
| **2D6 Roll** | **FRONT** | **REAR** | **SIDE§** |
| 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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# BATTLETECH

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Prometheus Combat Support Bridgelayer

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

**Tonnage:** 75
**Tech Base:** Inner Sphere
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Advanced Fire Control | BD | [E] | — | — | — | — |
| 1 | LRM 15 | FR | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Medium Laser | FR | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Heavy Bridge Layer | RS | [E] | — | — | — | — |
| 1 | Heavy Bridge Layer | LS | [E] | — | — | — | — |

Infantry Compartment (5 tons)
Cargo Space - 5 tons (1 door)
Chassis Modifications: Armored Chassis

Ammo: (LRM 15) 8

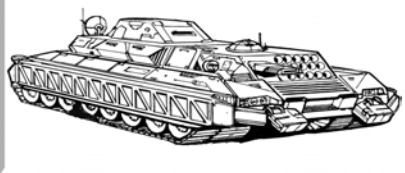
**BV:** 704

### CREW DATA

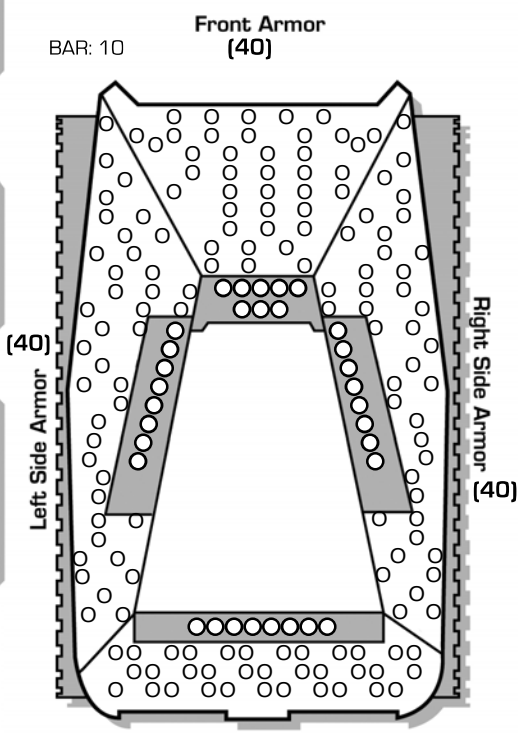
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



### ARMOR DIAGRAM

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

**Attack Direction Modifier:**

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

**Vehicle Type Modifiers:**

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** BattleAxe BKX-7K

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 70 |
| **Walking:** | 4 | **Tech Base:** | Inner Sphere (Intro) |
| **Running:** | 6 | **Era:** | Star League |
| **Jumping:** | 4 | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | LRM 5 | RT | 2 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | SRM 6 | RT | 4 | 2/Msl [M,C,S] | — | 3 | 6 | 9 |
| 1 | LRM 5 | LT | 2 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | PPC | RA | 10 | 10 [DE] | 3 | 6 | 12 | 18 |
| 1 | PPC | LA | 10 | 10 [DE] | 3 | 6 | 12 | 18 |

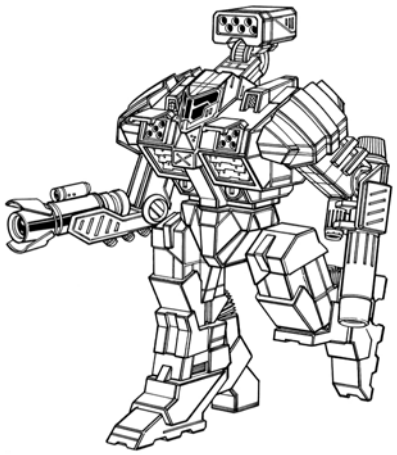
**BV:** 1,329

### WARRIOR DATA

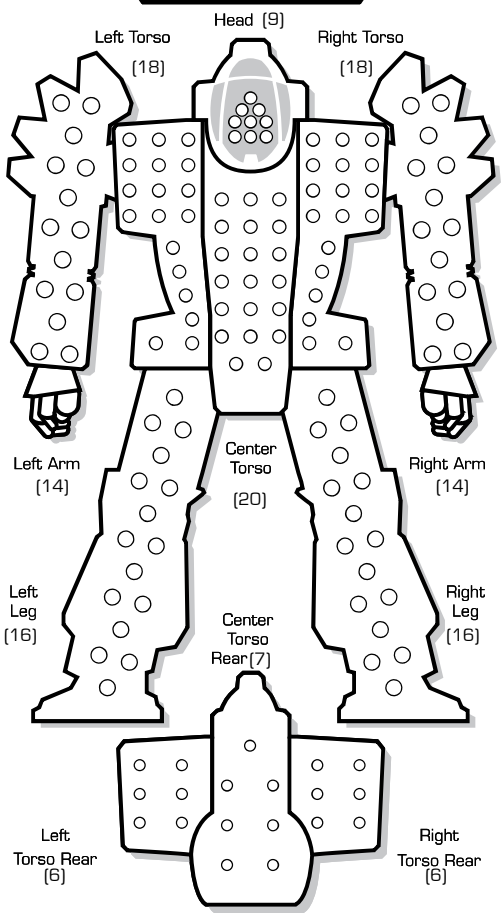
**Name:** _____

**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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Heat Sink
5. Heat Sink
6. PPC

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

#### Left Torso

1-3
1. LRM 5
2. Ammo (LRM 5) 24
3. Roll Again
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. 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

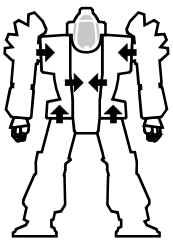
#### Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

#### Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Heat Sink
5. Heat Sink
6. PPC

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

#### Right Torso

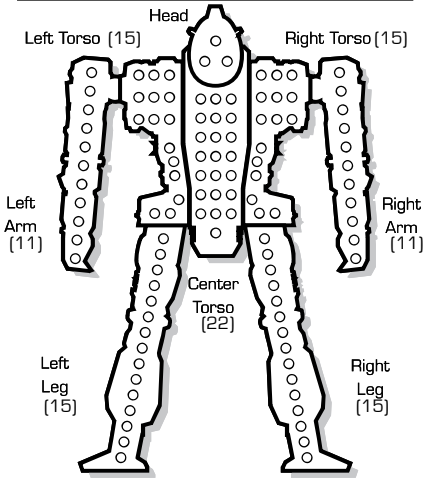
1-3
1. SRM 6
2. SRM 6
3. LRM 5
4. Ammo (SRM 6) 15
5. Roll Again
6. Roll Again

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

#### Right Leg

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

**Heat Scale**

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

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** BattleAxe BKX-7NC

**Movement Points:**
Walking: 4
Running: 6

**Tonnage:** 70
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | LRM 5 | RT | 2 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | SRM 6 | RT | 4 | 2/Msl [M,C,S] | — | 3 | 6 | 9 |
| 2 | LRM 5 | LT | 2 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | PPC | RA | 10 | 10 [DE] | 3 | 6 | 12 | 18 |
| 1 | PPC | LA | 10 | 10 [DE] | 3 | 6 | 12 | 18 |

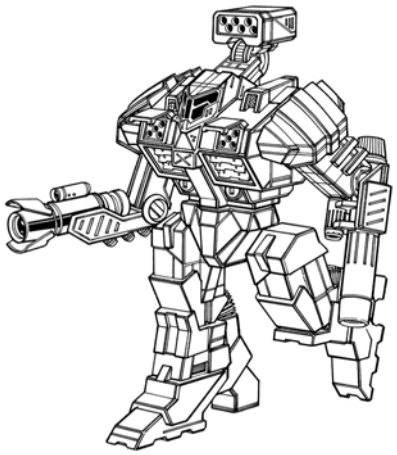
**BV:** 1,252

### WARRIOR DATA

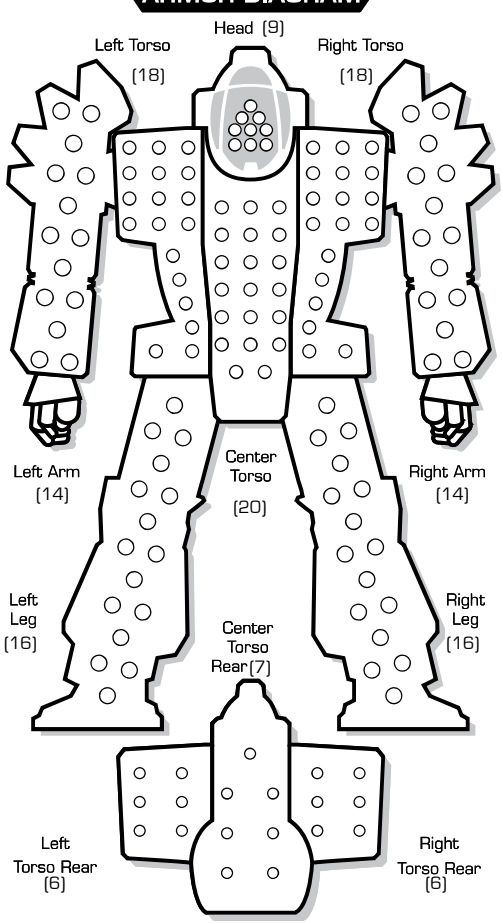
Name: _____

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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Heat Sink
5. Heat Sink
6. PPC

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

#### Left Torso

1-3
1. LRM 5
2. LRM 5
3. Ammo (LRM 5) 24
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. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

#### Head

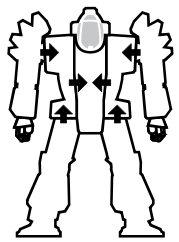
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Heat Sink
5. Heat Sink
6. PPC

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

#### Right Torso

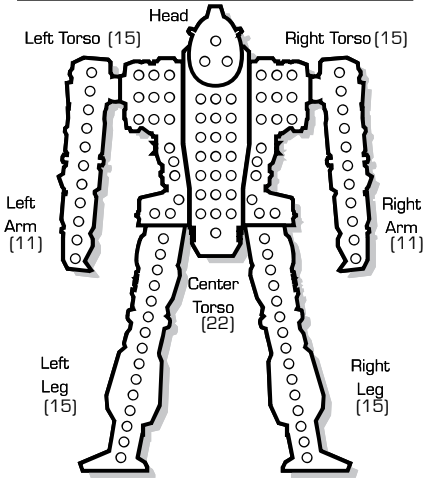
1-3
1. SRM 6
2. SRM 6
3. LRM 5
4. LRM 5
5. Ammo (SRM 6) 15
6. Roll Again

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

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

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

**Heat Scale**

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

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** BattleAxe BKX-8D

**Movement Points:**
Walking: 4
Running: 6
Jumping: 4

**Tonnage:** 70
**Tech Base:** Inner Sphere
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | $C^3$ Slave | HD | — | [E] | — | — | — | — |
| 2 | MML 7 | RT | 4 | [M,C,S] | | | | |
| | LRM | | | 1/Msl | 6 | 7 | 14 | 21 |
| | SRM | | | 2/Msl | — | 3 | 6 | 9 |
| 1 | MML 7 | LT | 4 | [M,C,S] | | | | |
| | LRM | | | 1/Msl | 6 | 7 | 14 | 21 |
| | SRM | | | 2/Msl | — | 3 | 6 | 9 |
| 2 | ER Medium Laser | RA | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 2 | ER Medium Laser | LA | 5 | 5 [DE] | — | 4 | 8 | 12 |

**BV:** 1,592

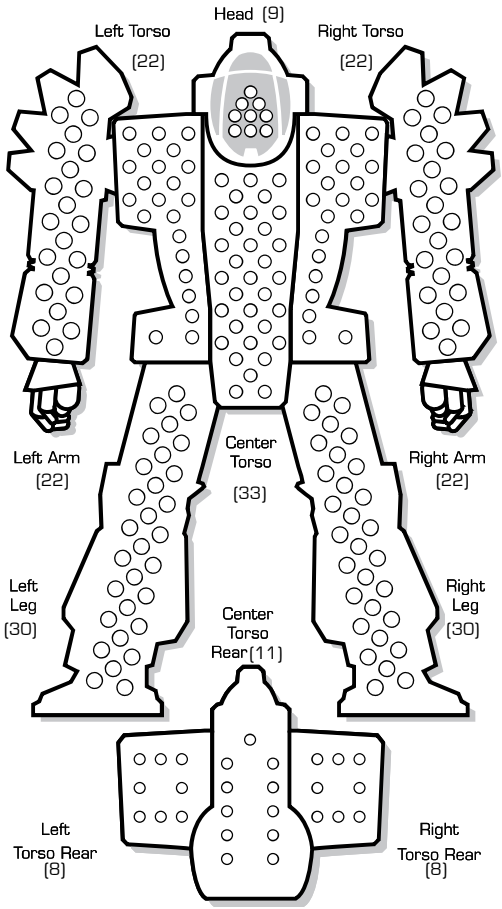
### WARRIOR DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

4-6
4. ER Medium Laser
5. ER Medium Laser
6. Light Ferro-Fibrous

#### Left Torso
1. Light Fusion Engine
2. Light Fusion Engine

1-3
3. MML 7
4. MML 7
5. MML 7
6. MML 7

1. Ammo (MML 7/LRM) 17
2. Ammo (MML 7/LRM) 17

4-6
3. Ammo (MML 7/SRM) 14
4. Ammo (MML 7/SRM) 14
5. CASE
6. Light Ferro-Fibrous

#### 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. $C^3$ Slave
5. Sensors
6. Life Support

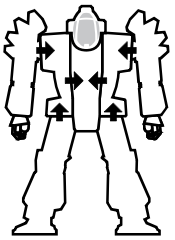
#### Center Torso
1. Light Fusion Engine
2. Light Fusion Engine

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

1. Gyro
2. Light Fusion Engine

4-6
3. Light Fusion Engine
4. Light Fusion Engine
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

4-6
4. ER Medium Laser
5. ER Medium Laser
6. Light Ferro-Fibrous

#### Right Torso
1. Light Fusion Engine
2. Light Fusion Engine

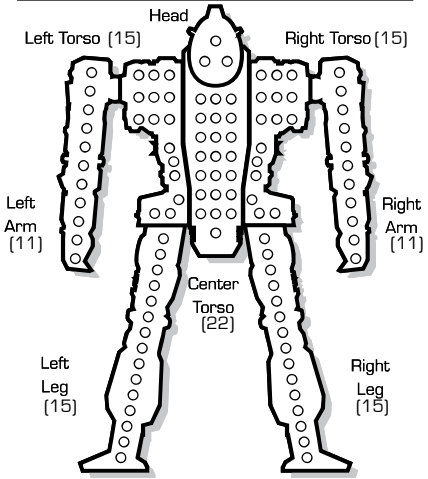
1-3
3. MML 7
4. MML 7
5. MML 7
6. MML 7

1. MML 7
2. MML 7

4-6
3. MML 7
4. MML 7
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

#### 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 Scale**

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

### HEAT DATA

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

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Hammerhands HMH-3D

**Movement Points:**
- Walking: 3
- Running: 5
- Jumping: 3

**Tonnage:** 75

**Tech Base:** Inner Sphere (Intro)

**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | SRM 6 | RT | 4 | 2/Msl [M,C,S] | — | 3 | 6 | 9 |
| 1 | AC/10 | RA | 3 | 10 [DB,S] | — | 5 | 10 | 15 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | AC/10 | LA | 3 | 10 [DB,S] | — | 5 | 10 | 15 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

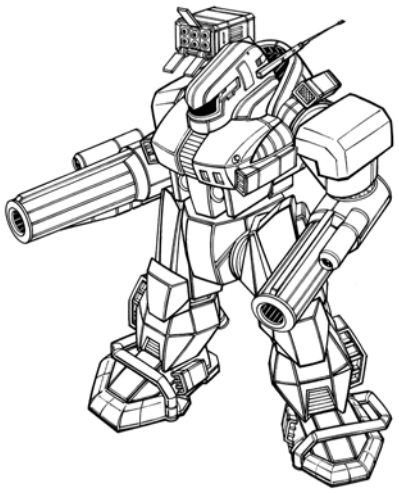
**BV:** 1,381

### WARRIOR DATA

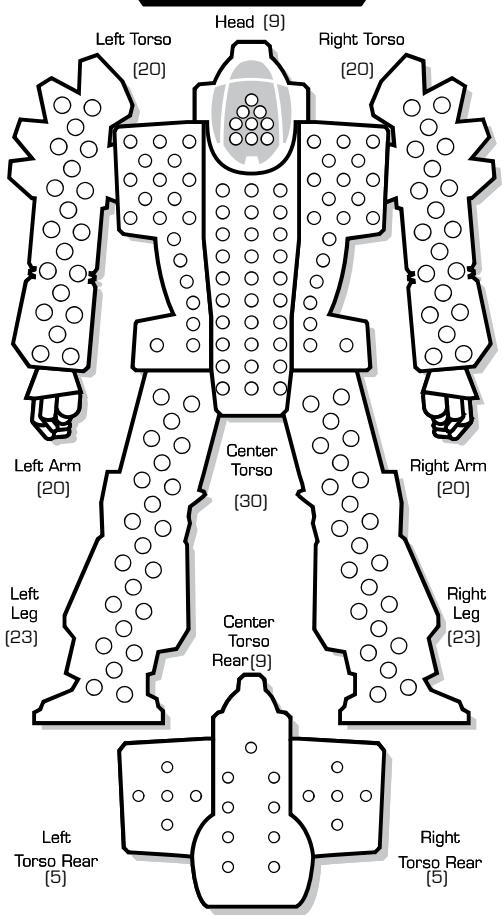
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3:
4. AC/10
5. AC/10
6. AC/10

4-6:
1. AC/10
2. AC/10
3. AC/10
4. AC/10
5. Medium Laser
6. Ammo (AC/10) 10

#### Left Torso
1. Ammo (AC/10) 10
2. Roll Again

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

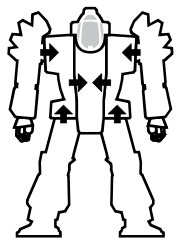
#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine

1-3:
4. Gyro
5. Gyro
6. Gyro

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3:
4. AC/10
5. AC/10
6. AC/10

4-6:
1. AC/10
2. AC/10
3. AC/10
4. AC/10
5. Medium Laser
6. Ammo (AC/10) 10

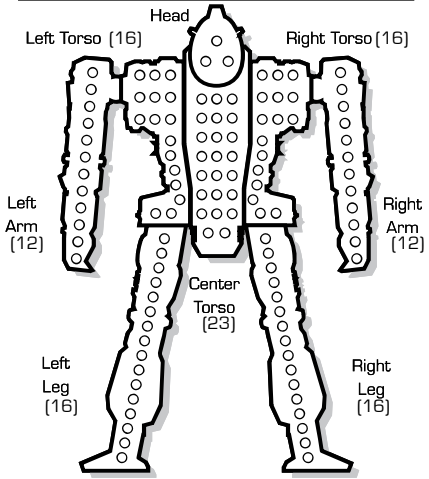
#### Right Torso
1. SRM 6
2. SRM 6

1-3:
3. Ammo (SRM 6) 15
4. Ammo (AC/10) 10
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. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. 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 | 13 (13) Single |
|---|---|---|
| 30 | Shutdown | |
| 28 | Ammo Exp. avoid on 8+ | |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | –5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O |
| 22 | Shutdown, avoid on 8+ | O |
| 20 | –4 Movement Points | O |
| 19 | Ammo Exp. avoid on 4+ | O |
| 18 | Shutdown, avoid on 6+ | O |
| 17 | +3 Modifier to Fire | O |
| 15 | –3 Movement Points | O |
| 14 | Shutdown, avoid on 4+ | O |
| 13 | +2 Modifier to Fire | O |
| 10 | –2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | –1 Movement Points | |

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Hammerhands HMH-4D

**Movement Points:**
Walking: 3
Running: 5

**Tonnage:** 75
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | PPC | RT | 10 | 10 [DE] | 3 | 6 | 12 | 18 |
| 1 | AC/10 | RA | 3 | 10 [DB,S] | — | 5 | 10 | 15 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | AC/10 | LA | 3 | 10 [DB,S] | — | 5 | 10 | 15 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

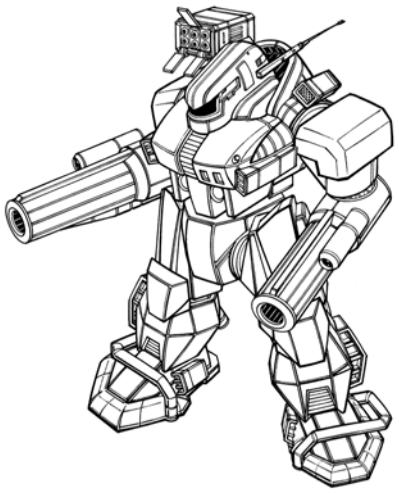
**BV:** 1,356

### WARRIOR DATA

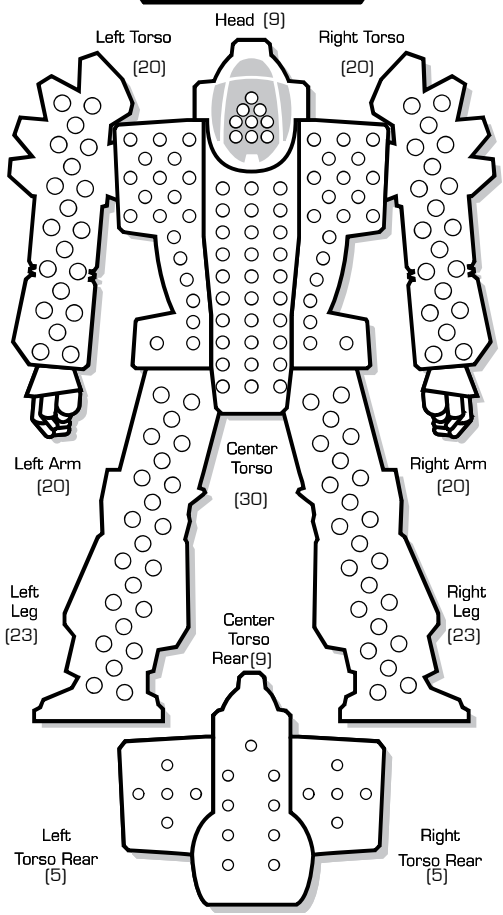
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. AC/10
5. AC/10
6. AC/10

4-6
1. AC/10
2. AC/10
3. AC/10
4. AC/10
5. Medium Laser
6. Ammo (AC/10) 10

#### Left Torso
1. Ammo (AC/10) 10

1-3
2. Roll Again
3. Roll Again
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

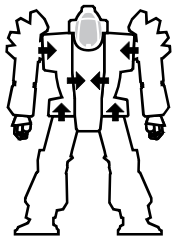
#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

#### Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. AC/10
5. AC/10
6. AC/10

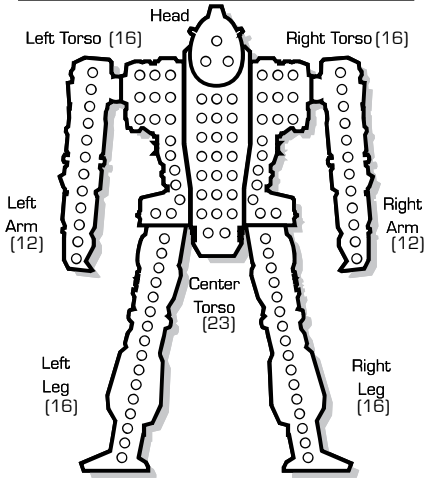
4-6
1. AC/10
2. AC/10
3. AC/10
4. AC/10
5. Medium Laser
6. Ammo (AC/10) 10

#### Right Torso
1-3
1. PPC
2. PPC
3. PPC
4. Ammo (AC/10) 10
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. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

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

### HEAT DATA

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

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Hammerhands HMH-5D

| Movement Points: | | Tonnage: | 75 |
|---|---|---|---|
| Walking: | 3 | Tech Base: | Inner Sphere |
| Running: | 5 | Era: | Jihad |
| Jumping: | 5 | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | $C^3$ Slave | HD | — | [E] | — | — | — | — |
| 1 | AC/10 | RA | 3 | 10 [DB,S] | — | 5 | 10 | 15 |
| 1 | ER Medium Laser | RA | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 1 | AC/10 | LA | 3 | 10 [DB,S] | — | 5 | 10 | 15 |
| 1 | ER Medium Laser | LA | 5 | 5 [DE] | — | 4 | 8 | 12 |

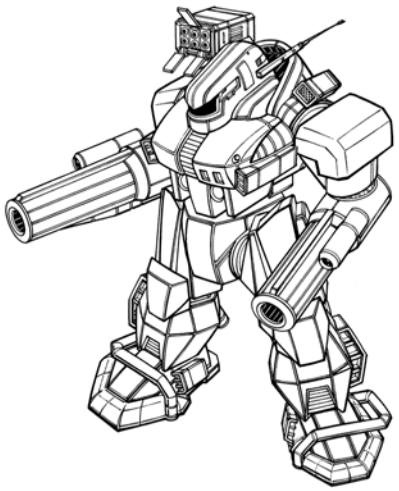
**BV:** 1,496

### WARRIOR DATA

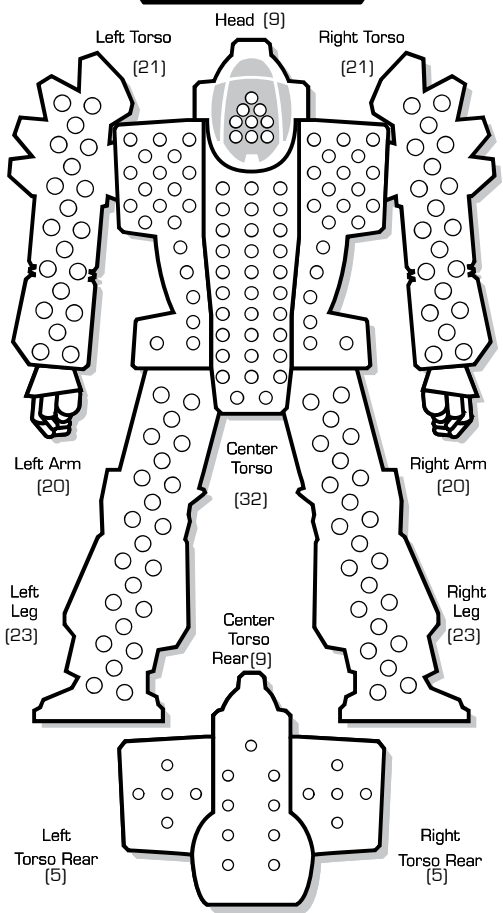
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. AC/10
5. AC/10
6. AC/10

4-6
1. AC/10
2. AC/10
3. AC/10
4. AC/10
5. ER Medium Laser
6. Ammo (AC/10) 10

#### Left Torso
1. Improved Jump Jet
2. Improved Jump Jet

1-3
3. Ammo (AC/10) 10
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

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

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved Jump Jet

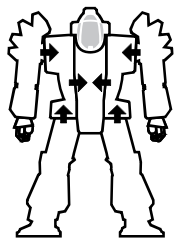
#### Head
1. Life Support
2. Sensors
3. Cockpit
4. $C^3$ Slave
5. Sensors
6. Life Support

#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine

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

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Improved Jump Jet
6. Improved Jump Jet

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. AC/10
5. AC/10
6. AC/10

4-6
1. AC/10
2. AC/10
3. AC/10
4. AC/10
5. ER Medium Laser
6. Ammo (AC/10) 10

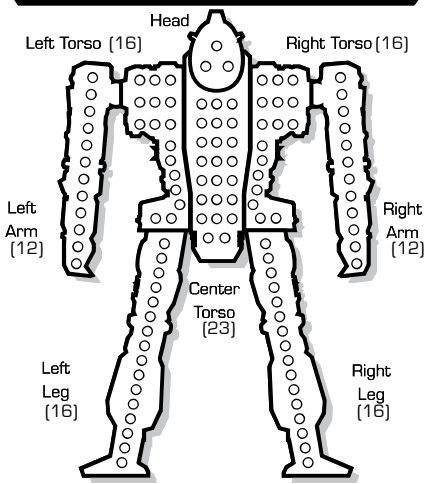
#### Right Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

1-3
4. Improved Jump Jet
5. Improved Jump Jet
6. Ammo (AC/10) 10

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved 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 | 10 (20) Double |
|---|---|---|
| 30 | Shutdown | |
| 28 | Ammo Exp. avoid on 8+ | |
| 26 | Shutdown, avoid on 10+ | |
| 25 | –5 Movement Points | O |
| 24 | +4 Modifier to Fire | O |
| 23 | Ammo Exp. avoid on 6+ | O |
| 22 | Shutdown, avoid on 8+ | O |
| 20 | –4 Movement Points | O |
| 19 | Ammo Exp. avoid on 4+ | O |
| 18 | Shutdown, avoid on 6+ | O |
| 17 | +3 Modifier to Fire | O |
| 15 | –3 Movement Points | O |
| 14 | Shutdown, avoid on 4+ | O |
| 13 | +2 Modifier to Fire | O |
| 10 | –2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | –1 Movement Points | |

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D. M. (order #4325435)

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Hammerhands HMH-6D

**Movement Points:**
- Walking: 3 [4]
- Running: 5 [6]
- Jumping: 5

**Tonnage:** 75
**Tech Base:** Inner Sphere
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Targeting Computer | RT | — | [E] | — | — | — | — |
| 1 | $C^3$ Slave | LT | — | [E] | — | — | — | — |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Rotary AC/5 | RA | 1 | 5/Sht [DB,R/C] | — | 5 | 10 | 15 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Rotary AC/5 | LA | 1 | 5/Sht [DB,R/C] | — | 5 | 10 | 15 |

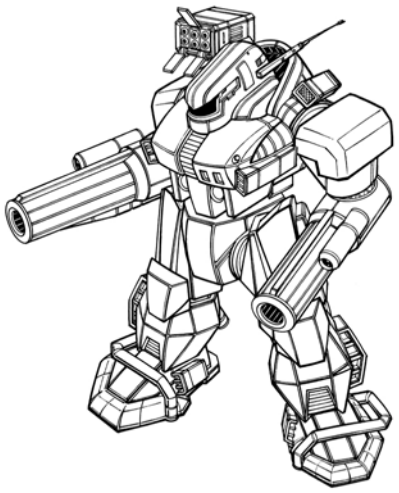
**BV:** 2,139

### WARRIOR DATA

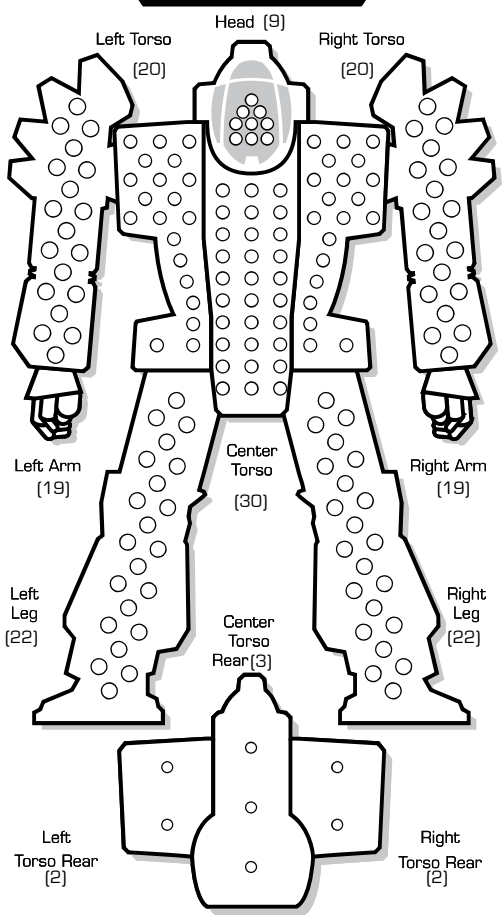
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3:
4. Rotary AC/5
5. Rotary AC/5
6. Rotary AC/5

1. Rotary AC/5
2. Rotary AC/5

4-6:
3. Rotary AC/5
4. Medium Laser
5. Ammo (RAC/5) 20
6. Triple-Strength Myomer

#### Left Torso
1. Double Heat Sink
2. Double Heat Sink

1-3:
3. Double Heat Sink
4. Improved Jump Jet
5. Improved Jump Jet
6. $C^3$ Slave

1. Triple-Strength Myomer
2. Triple-Strength Myomer

4-6:
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved Jump Jet

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Triple-Strength Myomer
5. Sensors
6. Life Support

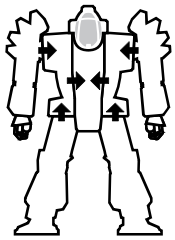
#### Center Torso
1. Fusion Engine
2. Fusion Engine

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

1. Gyro
2. Fusion Engine

4-6:
3. Fusion Engine
4. Fusion Engine
5. Improved Jump Jet
6. Improved Jump Jet

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3:
4. Rotary AC/5
5. Rotary AC/5
6. Rotary AC/5

1. Rotary AC/5
2. Rotary AC/5

4-6:
3. Rotary AC/5
4. Medium Laser
5. Ammo (RAC/5) 20
6. Triple-Strength Myomer

#### Right Torso
1. Improved Jump Jet
2. Improved Jump Jet

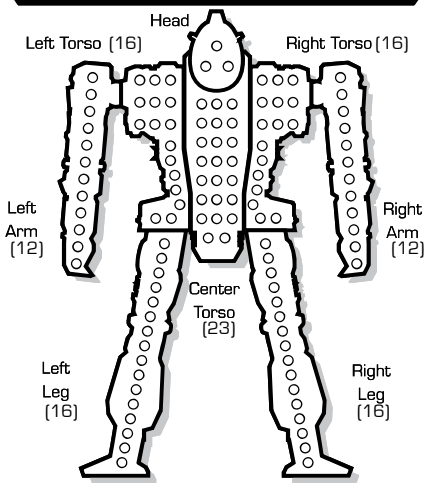
1-3:
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Targeting Computer

1. Targeting Computer
2. Targeting Computer

4-6:
3. Triple-Strength Myomer
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. Improved Jump Jet
6. Improved 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 | 10 (20) Double |
|---|---|---|
| 30 | Shutdown | |
| 28 | Ammo Exp. avoid on 8+ | |
| 26 | Shutdown, avoid on 10+ | |
| 25 | –5 Movement Points | O |
| 24 | +4 Modifier to Fire | O |
| 23 | Ammo Exp. avoid on 6+ | O |
| 22 | Shutdown, avoid on 8+ | O |
| 20 | –4 Movement Points | O |
| 19 | Ammo Exp. avoid on 4+ | O |
| 18 | Shutdown, avoid on 6+ | O |
| 17 | +3 Modifier to Fire | O |
| 15 | –3 Movement Points | O |
| 14 | Shutdown, avoid on 4+ | O |
| 13 | +2 Modifier to Fire | O |
| 10 | –2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | –1 Movement Points | |

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# BATTLETECH™

## 'MECH RECORD SHEET

(Industrial)

### 'MECH DATA

**Type:** Jabberwocky JAW-65A EngineerMech

**Movement Points:**
Walking: 3
Running: 5

**Tonnage:** 50
**Tech Base:** Inner Sphere
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Lift Hoist(R) | RT | — | [E] | — | — | — | — |
| 1 | Salvage Arm | RA | — | [E] | — | — | — | — |
| 1 | Spot Welder | LA | 2 | 5 | — | — | — | — |

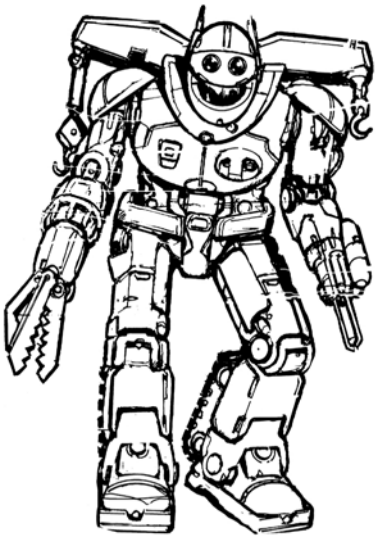
**BV:** 230

### WARRIOR DATA

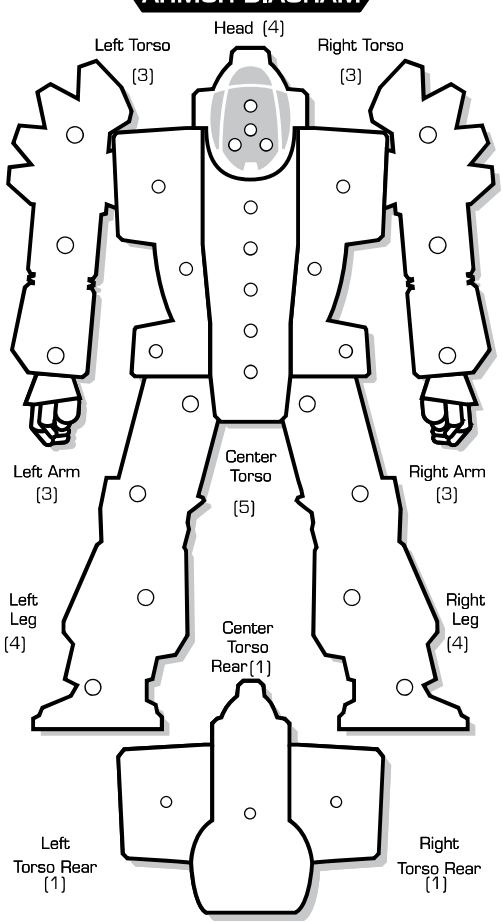
Name: _____

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

| | |
|---|---|
| 1-3 | 1. Shoulder |
| | 2. Upper Arm Actuator |
| | 3. Lower Arm Actuator |
| | 4. Spot Welder |
| | 5. Environmental Sealing |
| | 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. Heat Sink |
| | 2. Environmental Sealing |
| | 3. Roll Again |
| | 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. | Hip |
| 2. | Upper Leg Actuator |
| 3. | Lower Leg Actuator |
| 4. | Foot Actuator |
| 5. | Tracks |
| 6. | Environmental Sealing |

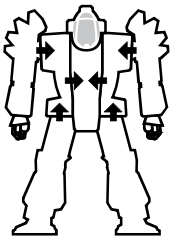
#### Head

| | |
|---|---|
| 1. | Life Support |
| 2. | Sensors |
| 3. | Industrial Cockpit |
| 4. | Environmental Sealing |
| 5. | Sensors |
| 6. | Life Support |

#### Center Torso

| | |
|---|---|
| 1-3 | 1. Fuel Cell Engine |
| | 2. Fuel Cell Engine |
| | 3. Fuel Cell Engine |
| | 4. Gyro |
| | 5. Gyro |
| | 6. Gyro |
| 4-6 | 1. Gyro |
| | 2. Fuel Cell Engine |
| | 3. Fuel Cell Engine |
| | 4. Fuel Cell Engine |
| | 5. Environmental Sealing |
| | 6. Roll Again |

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

| | |
|---|---|
| 1-3 | 1. Shoulder |
| | 2. Upper Arm Actuator |
| | 3. Lower Arm Actuator |
| | 4. Salvage Arm |
| | 5. Salvage Arm |
| | 6. Environmental Sealing |
| 4-6 | 1. Roll Again |
| | 2. Roll Again |
| | 3. Roll Again |
| | 4. Roll Again |
| | 5. Roll Again |
| | 6. Roll Again |

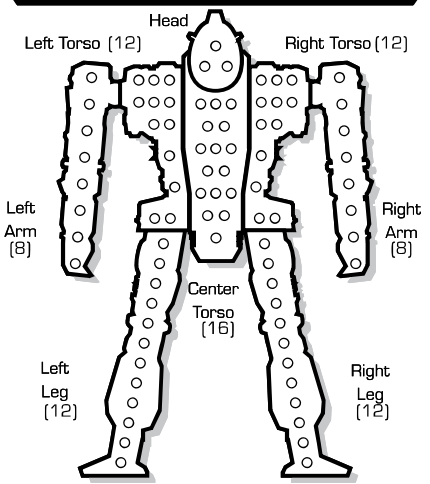
#### Right Torso

| | |
|---|---|
| 1-3 | 1. Heat Sink |
| | 2. Lift Hoist (R) |
| | 3. Lift Hoist (R) |
| | 4. Lift Hoist (R) |
| | 5. Environmental Sealing |
| | 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. | Hip |
| 2. | Upper Leg Actuator |
| 3. | Lower Leg Actuator |
| 4. | Foot Actuator |
| 5. | Tracks |
| 6. | Environmental Sealing |

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

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# BATTLETECH™

## 'MECH RECORD SHEET

(Industrial)

### 'MECH DATA

**Type:** Jabberwocky JAW-66B EngineerMech

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 3

**Tonnage:** 50
**Tech Base:** Inner Sphere
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Lift Hoist(R) | RT | — | [E] | — | — | — | — |
| 1 | Lift Hoist(R) | LT | — | [E] | — | — | — | — |
| 1 | Mounted Searchlight | LT | — | [E] | — | — | — | 170 |
| 1 | Salvage Arm | RA | — | [E] | — | — | — | — |
| 1 | Spot Welder | LA | 2 | 5 | — | — | — | — |

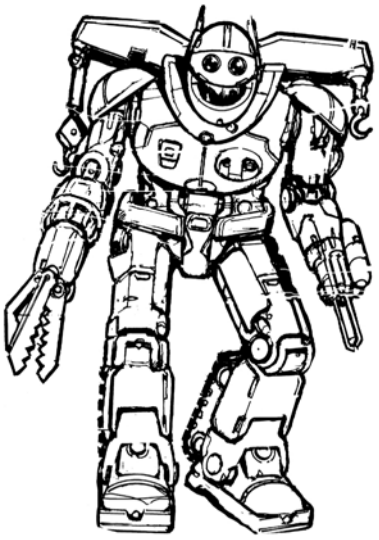
**BV:** 322

### WARRIOR DATA

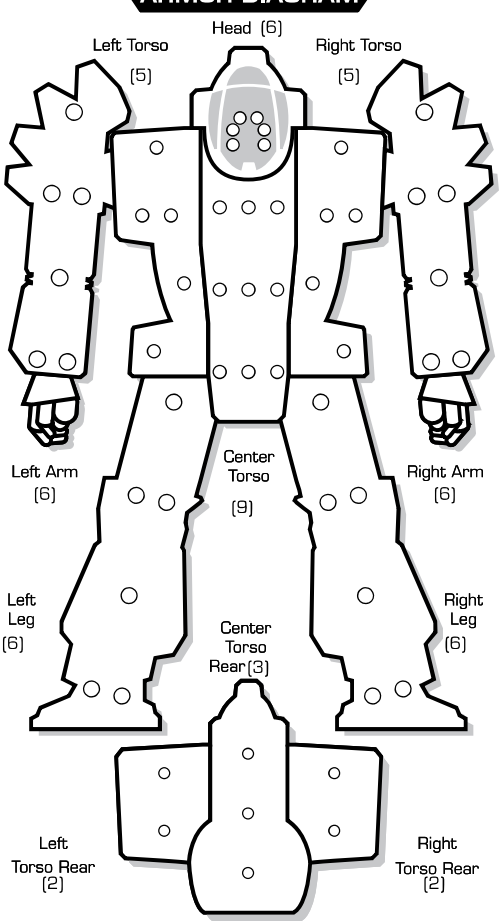
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Spot Welder
5. Environmental Sealing
6. Triple-Strength Myomer

1-3

1. Triple-Strength Myomer
2. Triple-Strength Myomer
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Torso
1. Heat Sink
2. Jump Jet
3. Lift Hoist (R)
4. Lift Hoist (R)
5. Lift Hoist (R)
6. Mounted Searchlight

1-3

1. Environmental Sealing
2. Triple-Strength Myomer
3. Triple-Strength Myomer
4. Triple-Strength Myomer
5. Roll Again
6. Roll Again

4-6

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Tracks
6. Environmental Sealing

#### Head
1. Life Support
2. Sensors
3. Industrial Cockpit
4. Environmental Sealing
5. Sensors
6. Life Support

#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

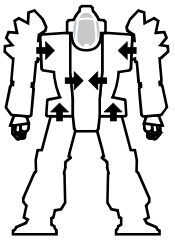
1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Environmental Sealing

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Salvage Arm
5. Salvage Arm
6. Environmental Sealing

1-3

1. Triple-Strength Myomer
2. Triple-Strength Myomer
3. Triple-Strength Myomer
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Torso
1. Heat Sink
2. Jump Jet
3. Lift Hoist (R)
4. Lift Hoist (R)
5. Lift Hoist (R)
6. Environmental Sealing

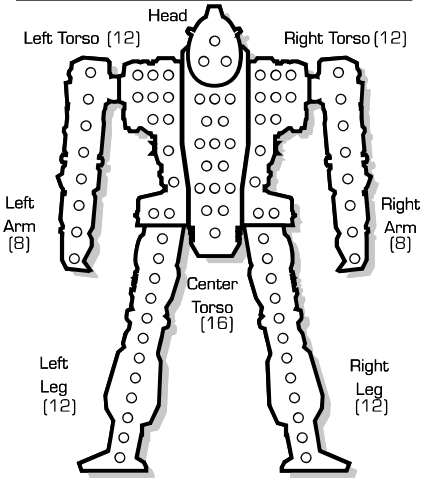
1-3

1. Triple-Strength Myomer
2. Triple-Strength Myomer
3. Triple-Strength Myomer
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. Tracks
6. Environmental Sealing

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

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

### HEAT DATA

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

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# BATTLETECH™

## 'MECH RECORD SHEET

(Industrial)

## 'MECH DATA

**Type:** Jabberwocky JAW-66C DemolitionMech

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 3

**Tonnage:** 50
**Tech Base:** Inner Sphere
**Era:** Jihad

### Weapons & Equipment Inventory (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Lift Hoist(R) | RT | — | [E] | — | — | — | — |
| 1 | Mounted Searchlight | LT | — | [E] | — | — | — | 170 |
| 1 | Salvage Arm | RA | — | [E] | — | — | — | — |
| 1 | Rock Cutter | LA | — | 5 | — | — | — | — |

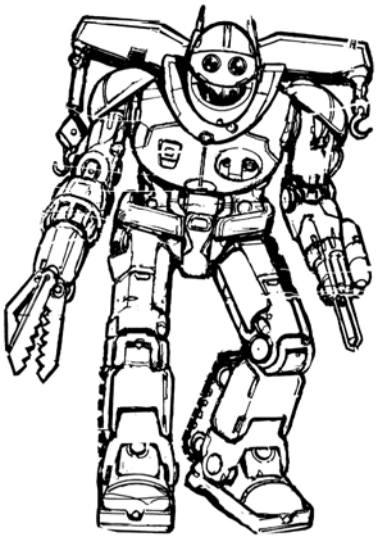
**BV:** 324

## WARRIOR DATA

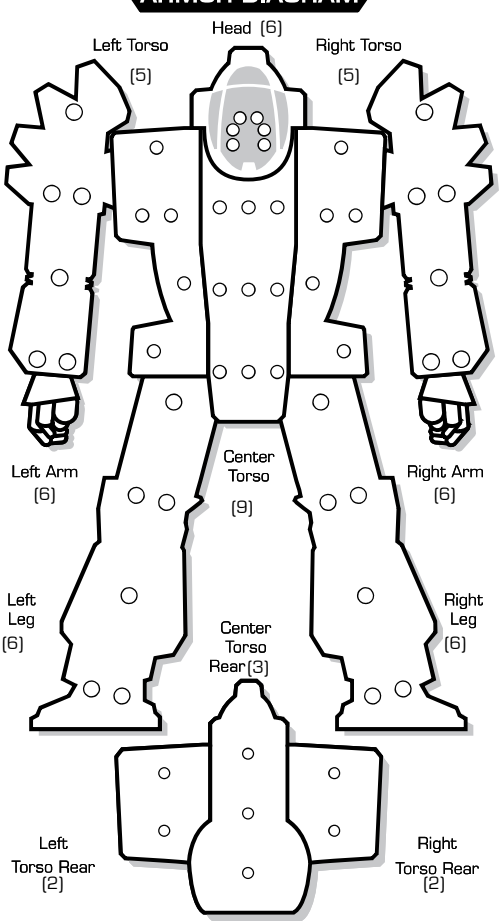
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



## ARMOR DIAGRAM




## CRITICAL HIT TABLE

### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Rock Cutter
5. Rock Cutter
6. Rock Cutter

1. Rock Cutter
2. Rock Cutter

3. Environmental Sealing

4-6
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Triple-Strength Myomer

### Left Torso

1. Heat Sink
2. Jump Jet

1-3
3. Mounted Searchlight
4. Environmental Sealing
5. Triple-Strength Myomer
6. Triple-Strength Myomer

1. Triple-Strength Myomer
2. Roll Again

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

### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Tracks
6. Environmental Sealing

### Head

1. Life Support
2. Sensors
3. Industrial Cockpit
4. Environmental Sealing
5. Sensors
6. Life Support

### Center Torso

1. Fusion Engine
2. Fusion Engine

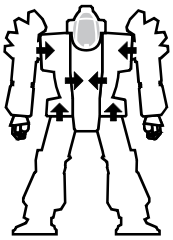
1-3
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine

4-6
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Environmental Sealing

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

### Right Arm

1. Shoulder
2. Upper Arm Actuator

1-3
3. Lower Arm Actuator
4. Salvage Arm
5. Salvage Arm
6. Environmental Sealing

1. Triple-Strength Myomer
2. Triple-Strength Myomer

4-6
3. Triple-Strength Myomer
4. Roll Again
5. Roll Again
6. Roll Again

### Right Torso

1. Heat Sink
2. Jump Jet

1-3
3. Lift Hoist (R)
4. Lift Hoist (R)
5. Lift Hoist (R)
6. Environmental Sealing

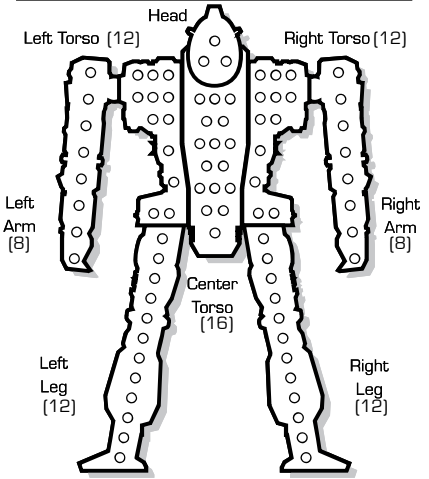
1. Triple-Strength Myomer
2. Triple-Strength Myomer

4-6
3. Triple-Strength Myomer
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. Tracks
6. Environmental Sealing

## INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

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

## HEAT DATA

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

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# BATTLETECH™

## 'MECH RECORD SHEET

(Industrial)

## 'MECH DATA

**Type:** Jabberwocky JAW-66D ConstructionMech

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 3

**Tonnage:** 50
**Tech Base:** Inner Sphere
**Era:** Jihad

### Weapons & Equipment Inventory (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Lift Hoist(R) | RT | — | [E] | — | — | — | — |
| 1 | Cargo (1 ton) | LT | — | [E] | — | — | — | — |
| 1 | Mounted Searchlight | LT | — | [E] | — | — | — | 170 |
| 1 | Rivet Gun | RA | 0 | 0 [DB,S] | — | 1 | — | — |
| 1 | Salvage Arm | RA | — | [E] | — | — | — | — |
| 1 | Rivet Gun | LA | 0 | 0 [DB,S] | — | 1 | — | — |
| 1 | Spot Welder | LA | 2 | 5 | — | — | — | — |

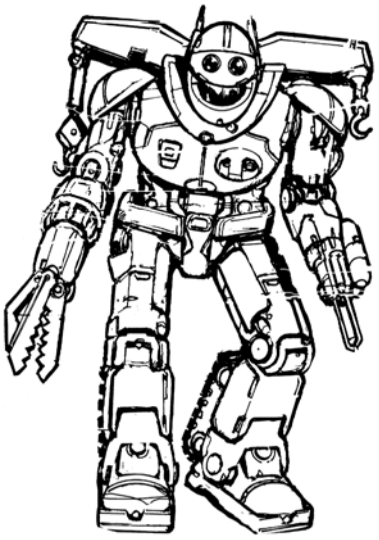
**BV:** 326

## WARRIOR DATA

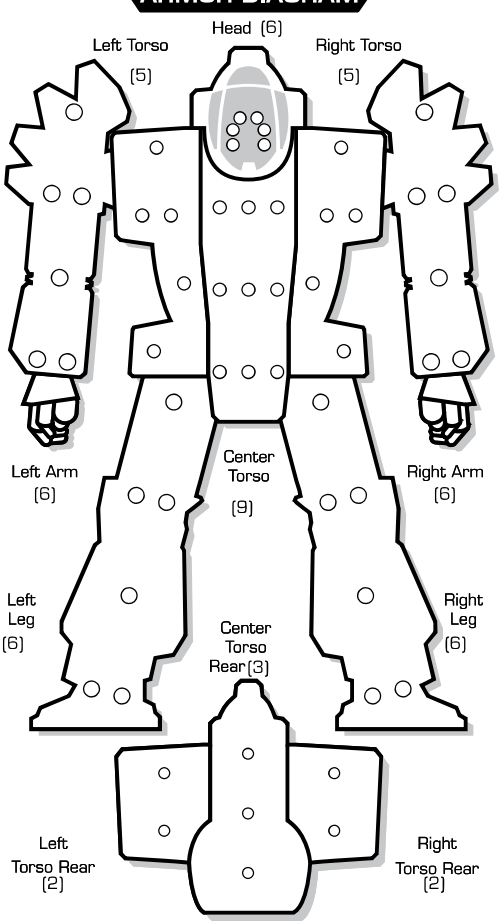
Name: _____

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. Rivet Gun
5. Spot Welder
6. Environmental Sealing

1-3

1. Triple-Strength Myomer
2. Triple-Strength Myomer
3. Triple-Strength Myomer
4. Roll Again
5. Roll Again
6. Roll Again

4-6

### Left Torso

1. Heat Sink
2. Jump Jet
3. Ammo (Nail/Rivet Gun) 300
4. Cargo (1 ton)
5. Mounted Searchlight
6. Environmental Sealing

1-3

1. Triple-Strength Myomer
2. Triple-Strength Myomer
3. Triple-Strength Myomer
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. Tracks
6. Environmental Sealing

### Head

1. Life Support
2. Sensors
3. Industrial Cockpit
4. Environmental Sealing
5. Sensors
6. Life Support

### Center Torso

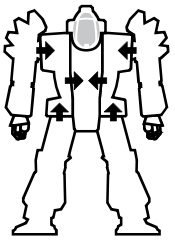
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Environmental Sealing

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Rivet Gun
5. Salvage Arm
6. Salvage Arm

1-3

1. Environmental Sealing
2. Triple-Strength Myomer
3. Triple-Strength Myomer
4. Triple-Strength Myomer
5. Roll Again
6. Roll Again

4-6

### Right Torso

1. Heat Sink
2. Jump Jet
3. Lift Hoist (R)
4. Lift Hoist (R)
5. Lift Hoist (R)
6. Environmental Sealing

1-3

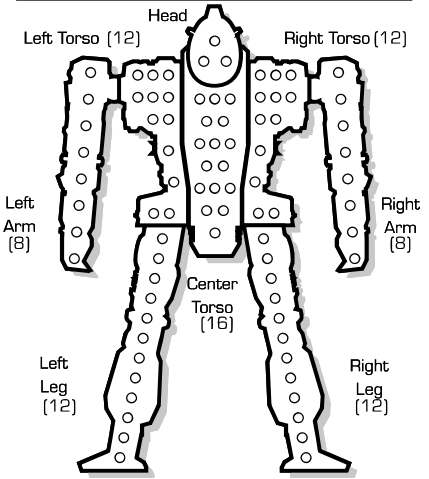
1. Triple-Strength Myomer
2. Triple-Strength Myomer
3. Triple-Strength Myomer
4. Roll Again
5. Roll Again
6. Roll Again

4-6

### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Tracks
6. Environmental Sealing

## INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

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

## HEAT DATA

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

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Centurion CNT-1A

**Thrust:**
**Safe Thrust:** 8
**Maximum Thrust:** 12

**Tonnage:** 30
**Tech Base:** Inner Sphere (Primitive)
**Era:** Star League

### Weapons & Equipment Inventory

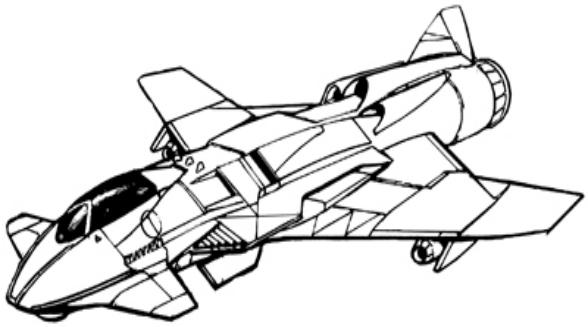
Standard Scale

| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |

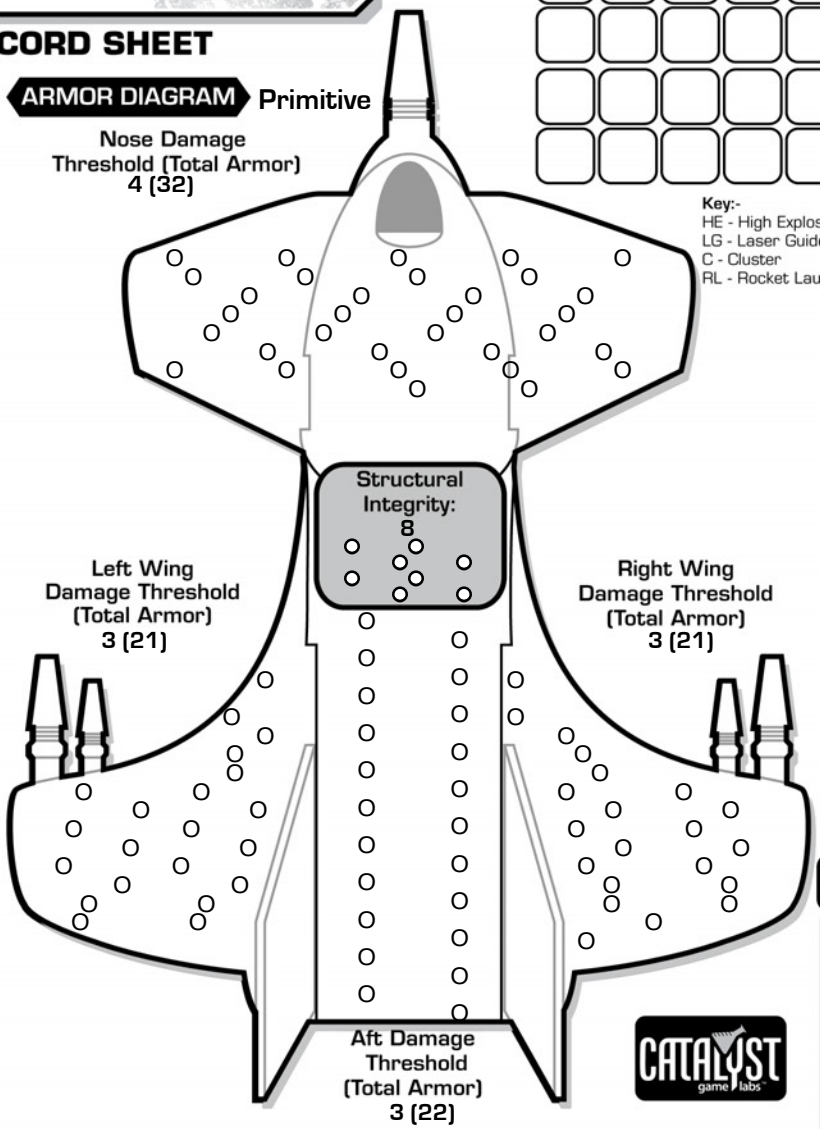
Primitive Cockpit

Fuel: 400 Points

**BV:** 568



### ARMOR DIAGRAM Primitive




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### HEAT DATA

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

**Heat Sinks:** 10 (10) Single

### Heat Scale

Overflow

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

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Centurion CNT-1D

**Thrust:**
**Safe Thrust:** 10
**Maximum Thrust:** 15

**Tonnage:** 30
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

#### Weapons & Equipment Inventory

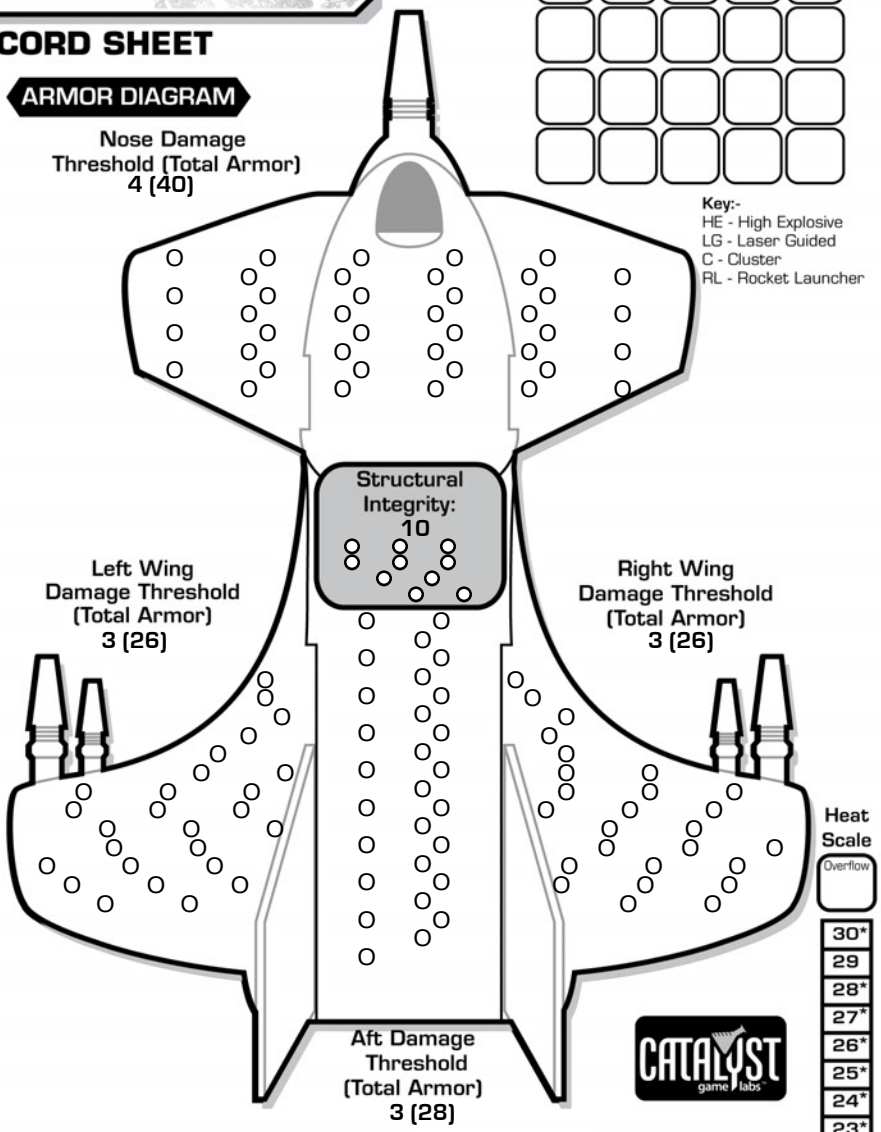
Standard Scale

| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |

Fuel: 400 Points

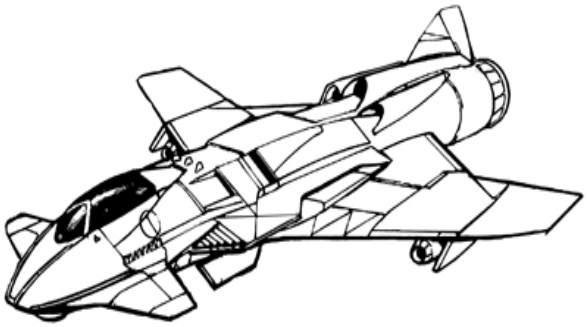
**BV:** 701

### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher



### CRITICAL DAMAGE

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### HEAT DATA

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

**Heat Sinks:** 10 (10) Single

### Heat Scale

Overflow

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

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Centurion CNT-2D

**Thrust:**
**Safe Thrust:** 10
**Maximum Thrust:** 15

**Tonnage:** 30
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

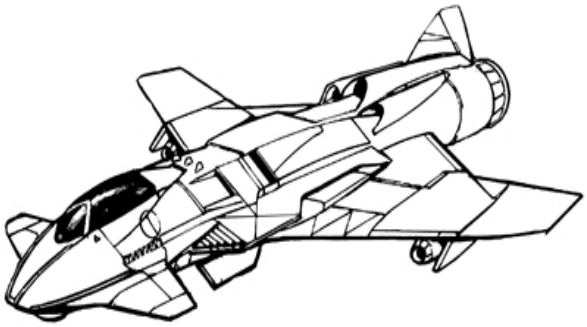
### Weapons & Equipment Inventory

Standard Scale

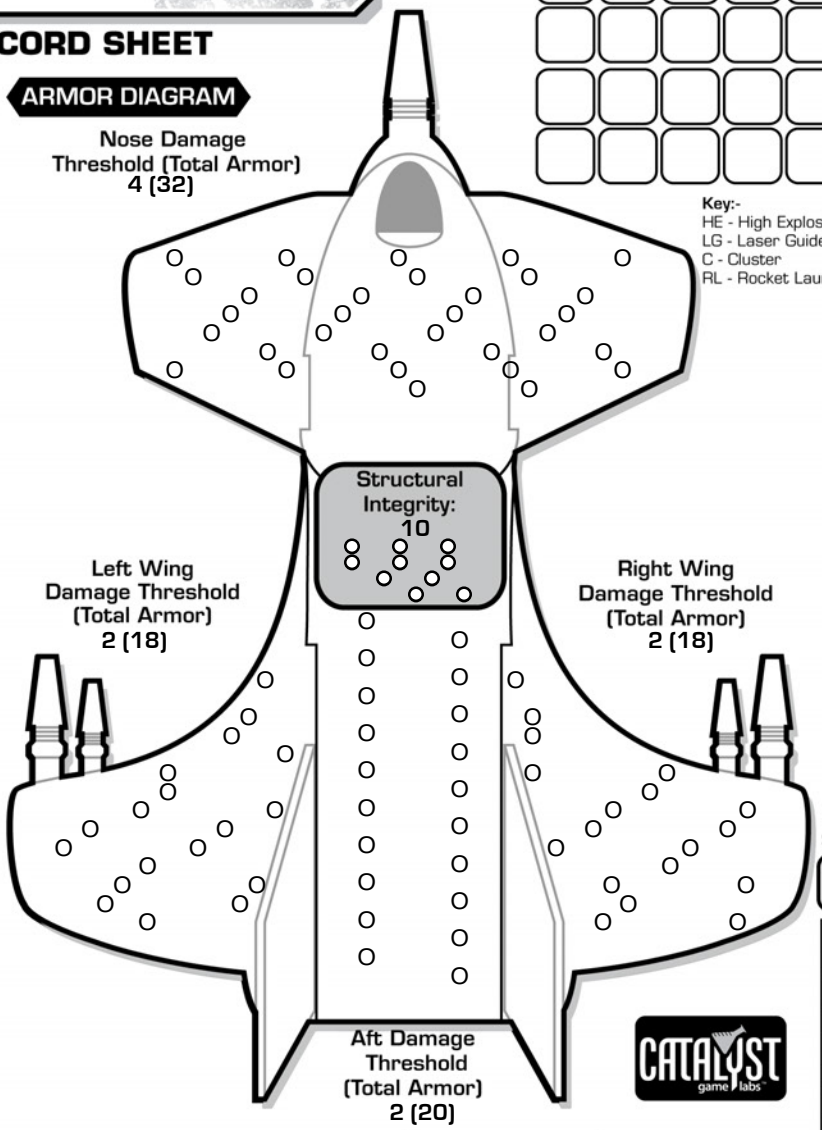
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 1 | SRM 6 [M,C] | N | 4 | 8 | — | — | — |
| 1 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |

Ammo: (SRM 6) 15
Fuel: 240 Points

**BV:** 757



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### Heat Scale

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

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### HEAT DATA

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

**Heat Sinks:** 10 (10) Single

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Centurion CNT-3S

**Thrust:**
**Safe Thrust:** 12
**Maximum Thrust:** 18

**Tonnage:** 30
**Tech Base:** Inner Sphere
**Era:** Jihad

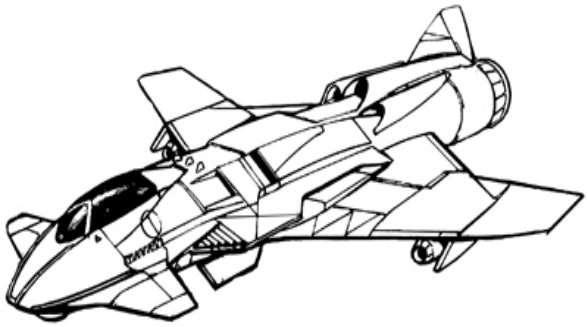
### Weapons & Equipment Inventory

Standard Scale

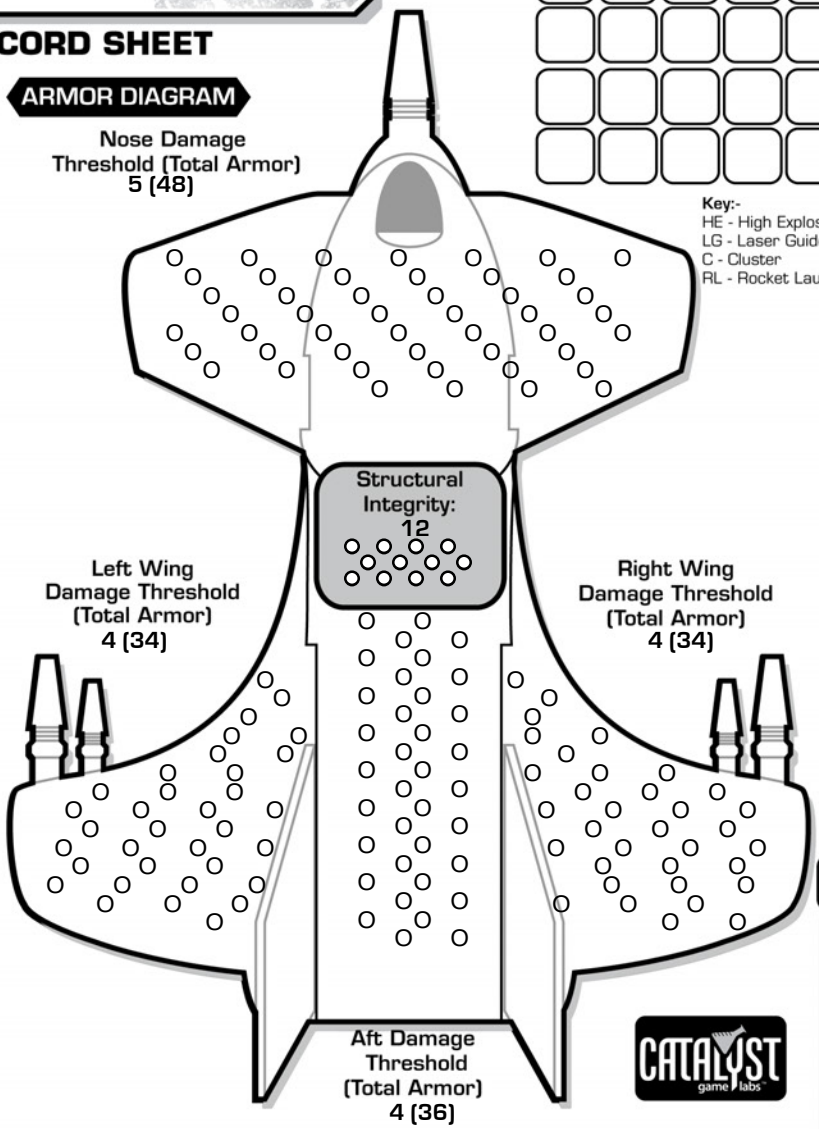
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | TAG [S] | N | 0 | — | — | — | — |
| 1 | ER Medium Laser [DE] | LW | 5 | 5 | 5 | — | — |
| 1 | ER Medium Laser [DE] | RW | 5 | 5 | 5 | — | — |

Fuel: 400 Points

**BV:** 822



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### Heat Scale

Overflow

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

### CRITICAL DAMAGE

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### HEAT DATA

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

**Heat Sinks:** 10 (20) Double

O O O O O O O O O O

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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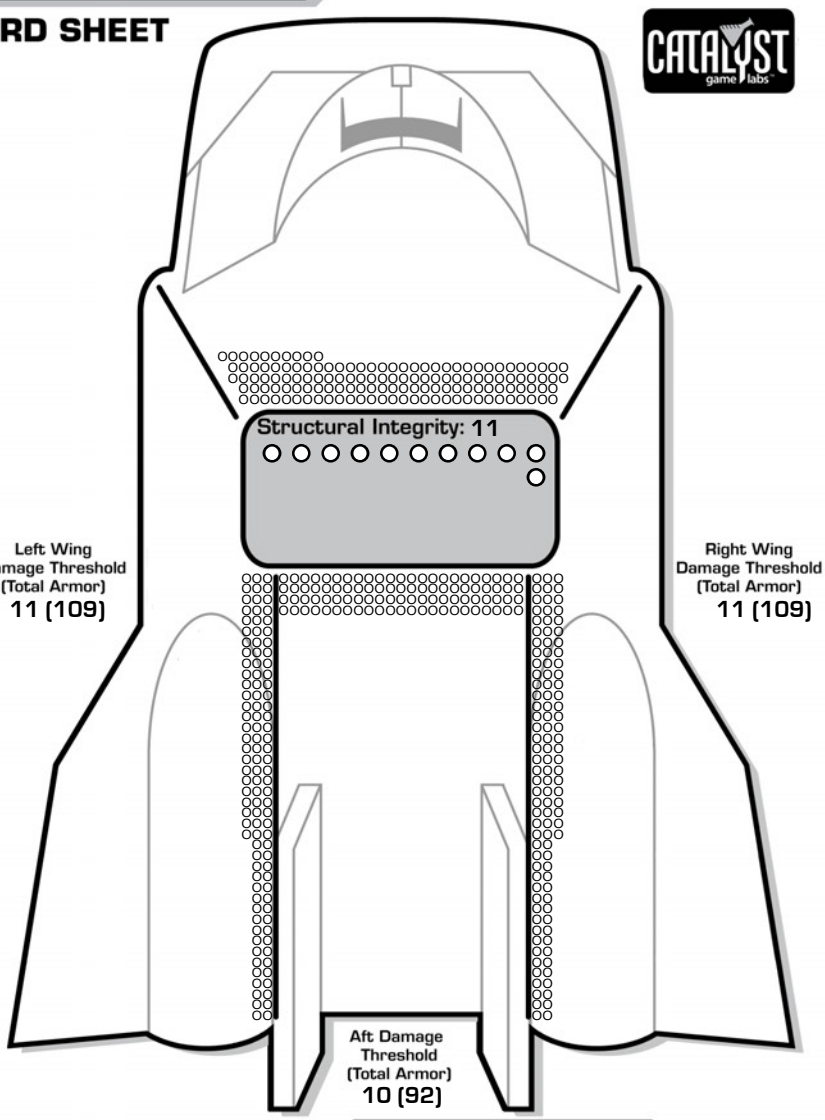
# BATTLETECH

## AERODYNE DROPSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
**14 (134)**

**ARMOR DIAGRAM**
Standard Scale




## DROPSHIP DATA

**Type: Vampire 2715**

**Name:**
**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 400
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

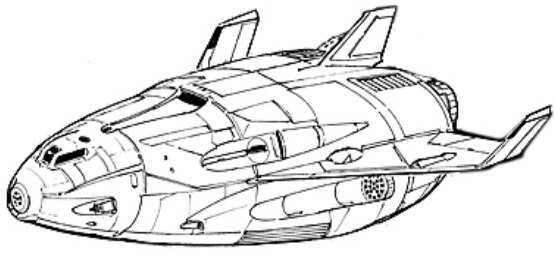
### Weapons & Equipment Inventory

Standard Scale

| | Bay | Loc | Ht | (1-6) SRV | (7-12) MRV | (13-20) LRV | (21-25) ERV |
|---|---|---|---|---|---|---|---|
| 2 | Medium Laser | N | 6 | 1 [10] | — | — | — |
| 1 | SRM 6 [30 rnds] | N | 4 | 1 [8] | — | — | — |
| 1 | LRM 20 [18 rnds] | FL/FR | 6 | 1 [12] | 1 [12] | 1 [12] | — |
| 1 | Large Laser | FL/FR | 8 | 1 [8] | 1 [8] | — | — |
| 2 | Medium Laser | A | 6 | 1 [10] | — | — | — |

**Cargo:**
Bay 1: Infantry Bay - 18 tons (4 doors)
Bay 2: Cargo Space - 10 tons (1 door)

**BV:** 2,113 **Fuel:** 2,660



## CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Modifier | +1 | +2 | +3 | +4 | +5 | Incp. |

Crew: 7 Marines: 0
Passengers: 0
Other: 63 Battle Armor: 0
Life Boats/Escape Pods: 0/0

## CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Gear | +5 | |
| FCS | +2 | +4 | D | Life Support | +2 | |
| Sensors | +1 | +2 | +5 | K-F Boom | D | |
| Thrusters | | | | Docking Collar | D | |
| Left | +1 | +2 | +3 | D | | |
| Right | +1 | +2 | +3 | D | | |
| Engine | -1 | -2 | -3 | -4 | -5 | D |

## VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

## HEAT DATA

**Heat Sinks:**
34 (34)
Single

**Heat Generation Per Arc**

| | | | |
|---|---|---|---|
| Nose: | 10 | Aft: | 6 |
| Left Wing: | | Right Wing: | |
| Fwd: | 14 | Fwd: | 14 |
| Aft: | 0 | Aft: | 0 |

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# CAPELLAN CONFEDERATION

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type: Korvin Tank KRV-3**

**Movement Points:**
**Cruising:** 5
**Flank:** 8
**Movement Type:** Tracked
**Engine Type:** Fusion Engine

**Tonnage:** 50
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

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

Ammo: (Machine Gun) 200, (LRM 10) 12

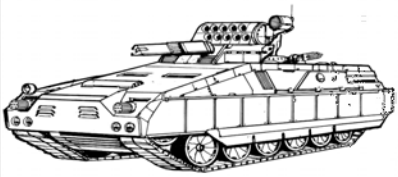
**BV:** 792

### CREW DATA

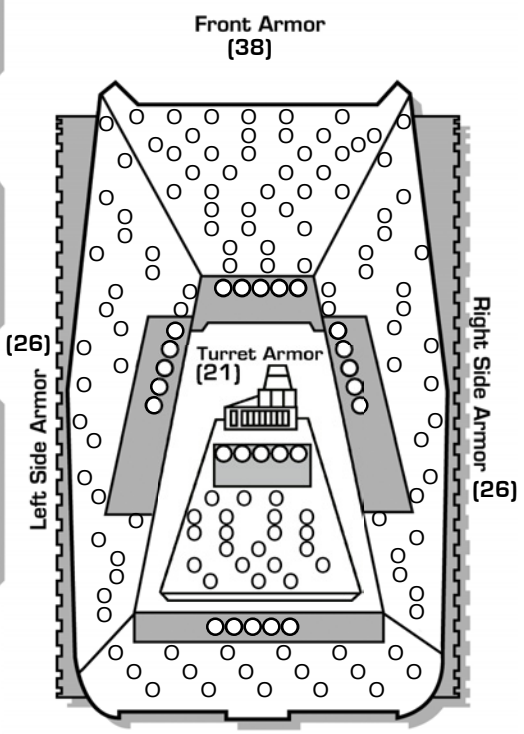
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



### ARMOR DIAGRAM

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

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

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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# BATTLETECH™

## FIXED WING SUPPORT VEHICLE RECORD SHEET

### FIGHTER DATA

**Type:** Stork Light Refueling Craft

**Thrust:**
**Safe Thrust:** 5
**Maximum Thrust:** 8

**Tonnage:** 80
**Tech Base:** Inner Sphere
**Era:** Star League

#### Weapons & Equipment Inventory

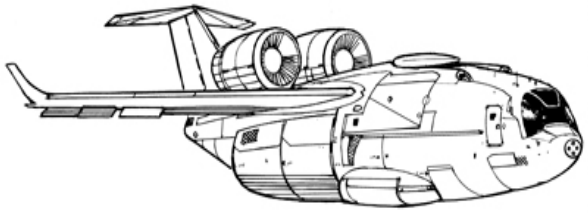
Standard Scale

| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | AMS [DB,PD] | N | 0 | — | — | — | — |
| 1 | SRM 4 [M,C] | N | 0 | 4 | — | — | — |
| 1 | AMS [DB,PD] | A | 0 | — | — | — | — |
| 1 | Refueling Drogue [E] | A | 0 | — | — | — | — |
| 1 | SRM 4 [M,C] | A | 0 | 4 | — | — | — |
| 1 | Advanced Fire Control [E] | BD | 0 | — | — | — | — |

Chassis Modifications: Armored Chassis
**Cargo:**
Insulated Cargo Space - 19.58 tons (1 door)

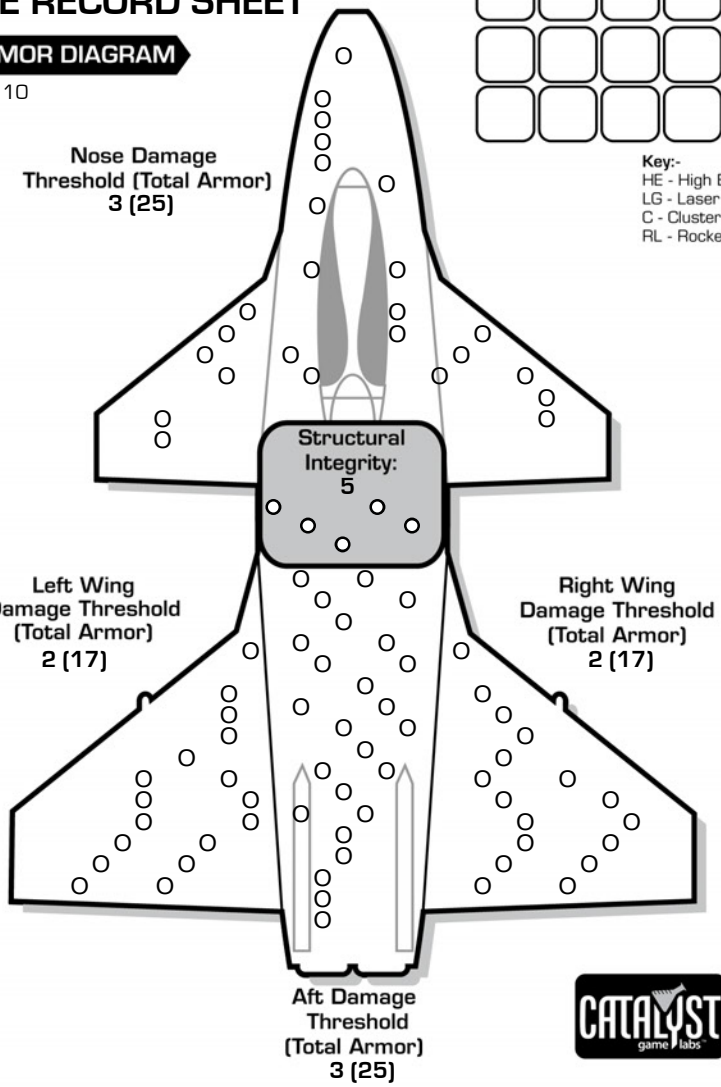
Ammo: (SRM 4) 25, (AMS) 36
Fuel: 250 Points

**BV:** 436

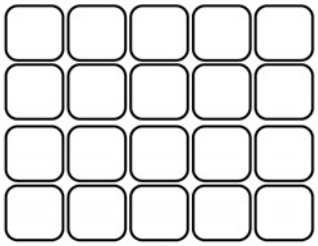


### ARMOR DIAGRAM

BAR: 10




### EXTERNAL STORES/BOMBS



**Key:-**
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### GROUND MAP STRIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)

| VELOCITY | FIGHTER | SMALL CRAFT AND FIXED WING SUPPORT VEHICLES |
|---|---|---|
| 1 | 8 | 8 |
| 2 | 12 | 14 |
| 3 | 16 | 20 |
| 4 | 20 | 26 |
| 5 | 24 | 32 |
| 6 | 28 | 38 |
| 7 | 32 | 44 |
| 8 | 36 | 50 |
| 9 | 40 | 56 |
| 10 | 44 | 62 |
| 11 | 48 | 68 |
| 12 | 52 | 74 |

Velocity above 12 is not possible on ground maps.

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### FIGHTER RETURN TABLE

| SAFE THRUST | TURNS BEFORE RETURN |
|---|---|
| 1–4 | 3 |
| 5–8 | 2 |
| 9–12 | 1 |
| 13+ | 0 |

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# BATTLETECH™

## FIXED WING SUPPORT VEHICLE RECORD SHEET

### FIGHTER DATA

**Type:** Stork Light Refueling Craft (Original)

**Thrust:**
**Safe Thrust:** 5
**Maximum Thrust:** 8

**Tonnage:** 80
**Tech Base:** Inner Sphere
**Era:** Star League

#### Weapons & Equipment Inventory

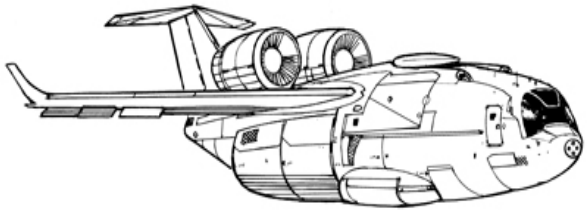
Standard Scale

| Qty | Type | Loc. | Ht | SRV (0–6) | MRV (6–12) | LRV (13–20) | ERV (21–25) |
|---|---|---|---|---|---|---|---|
| 1 | SRM 4 [M,C] | N | 0 | 4 | — | — | — |
| 1 | Refueling Drogue [E] | A | 0 | — | — | — | — |
| 1 | SRM 4 [M,C] | A | 0 | 4 | — | — | — |
| 1 | Advanced Fire Control [E] | BD | 0 | — | — | — | — |

Chassis Modifications: Armored Chassis
**Cargo:**
Insulated Cargo Space - 23.93 tons (1 door)

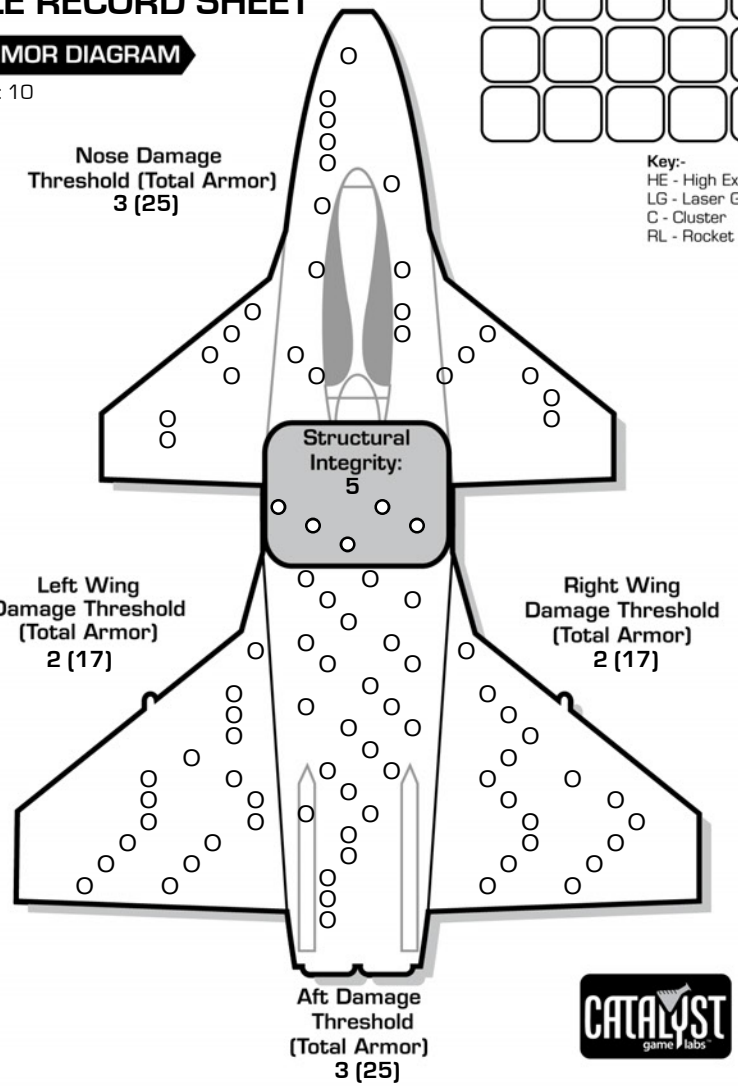
Ammo: (SRM 4) 25
Fuel: 250 Points

**BV:** 329



### ARMOR DIAGRAM

BAR: 10




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### GROUND MAP STRIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)

| VELOCITY | FIGHTER | SMALL CRAFT AND FIXED WING SUPPORT VEHICLES |
|---|---|---|
| 1 | 8 | 8 |
| 2 | 12 | 14 |
| 3 | 16 | 20 |
| 4 | 20 | 26 |
| 5 | 24 | 32 |
| 6 | 28 | 38 |
| 7 | 32 | 44 |
| 8 | 36 | 50 |
| 9 | 40 | 56 |
| 10 | 44 | 62 |
| 11 | 48 | 68 |
| 12 | 52 | 74 |

Velocity above 12 is not possible on ground maps.

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### FIGHTER RETURN TABLE

| SAFE THRUST | TURNS BEFORE RETURN |
|---|---|
| 1–4 | 3 |
| 5–8 | 2 |
| 9–12 | 1 |
| 13+ | 0 |

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Firebee FRB-2E

**Movement Points:**
- Walking: 5
- Running: 8
- Jumping: 5

**Tonnage:** 35

**Tech Base:** Inner Sphere (Intro)

**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | SRM 2 | CT | 2 | 2/Msl [M,C,S] | — | 3 | 6 | 9 |
| 1 | SRM 2 | RT | 2 | 2/Msl [M,C,S] | — | 3 | 6 | 9 |
| 1 | SRM 2 | LT | 2 | 2/Msl [M,C,S] | — | 3 | 6 | 9 |
| 1 | Large Laser | RA | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | SRM 2 | LA | 2 | 2/Msl [M,C,S] | — | 3 | 6 | 9 |

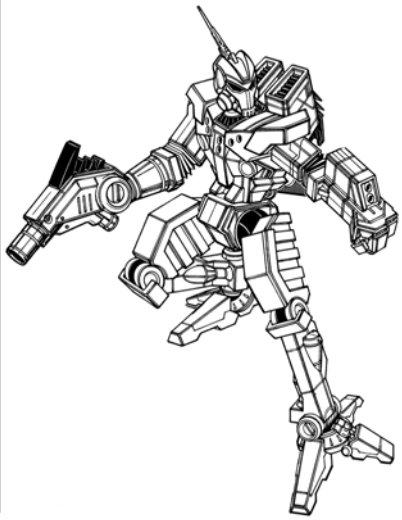
**BV:** 808

### WARRIOR DATA

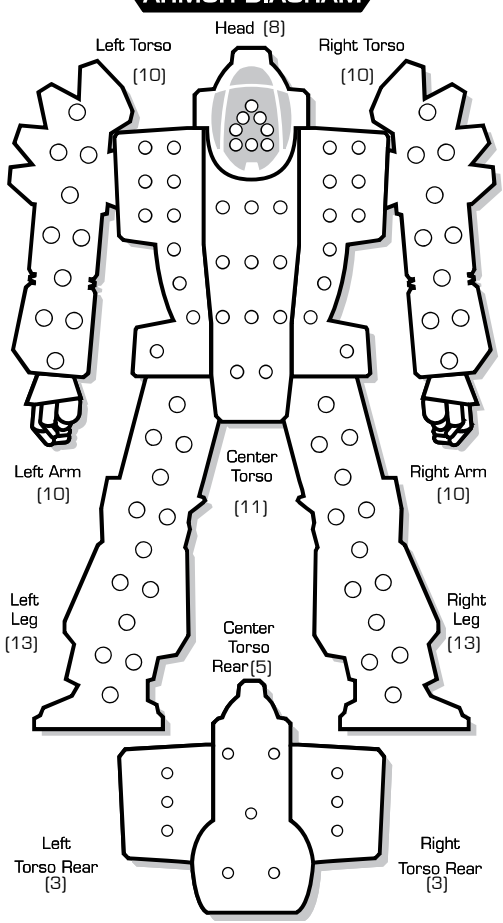
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

| | |
|---|---|
| 1-3 | 1. Shoulder |
| | 2. Upper Arm Actuator |
| | 3. Lower Arm Actuator |
| | 4. Hand Actuator |
| | 5. SRM 2 |
| | 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. Heat Sink |
| | 2. Jump Jet |
| | 3. Jump Jet |
| | 4. SRM 2 |
| | 5. Ammo (SRM 2) 50 |
| | 6. Ammo (SRM 2) 50 |
| 4-6 | 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. Heat Sink
6. Roll Again

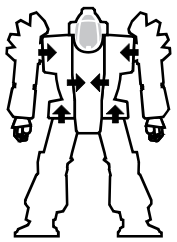
#### Head

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

#### Center Torso

| | |
|---|---|
| 1-3 | 1. Fusion Engine |
| | 2. Fusion Engine |
| | 3. Fusion Engine |
| | 4. Gyro |
| | 5. Gyro |
| | 6. Gyro |
| 4-6 | 1. Gyro |
| | 2. Fusion Engine |
| | 3. Fusion Engine |
| | 4. Fusion Engine |
| | 5. Jump Jet |
| | 6. SRM 2 |

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

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

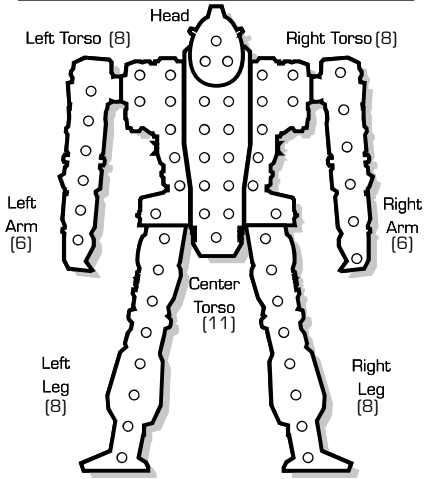
#### Right Torso

| | |
|---|---|
| 1-3 | 1. Jump Jet |
| | 2. Jump Jet |
| | 3. SRM 2 |
| | 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 |

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM




### Heat Scale

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

### HEAT DATA

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

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Firebee FRB-3E

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 35 |
| **Walking:** | 5 | **Tech Base:** | Inner Sphere |
| **Running:** | 8 | **Era:** | Jihad |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Guardian ECM Suite | RT | — | [E] | — | — | — | 6 |
| 1 | MML 5 | LT | 3 | [M,C,S] | | | | |
| | LRM | | | 1/Msl | 6 | 7 | 14 | 21 |
| | SRM | | | 2/Msl | — | 3 | 6 | 9 |
| 1 | Plasma Rifle | RA | 10 | 10 [DE,H,AI] | — | 5 | 10 | 15 |

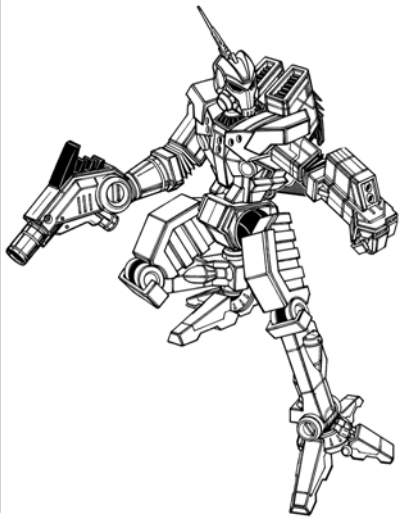
**BV:** 1,067

### WARRIOR DATA

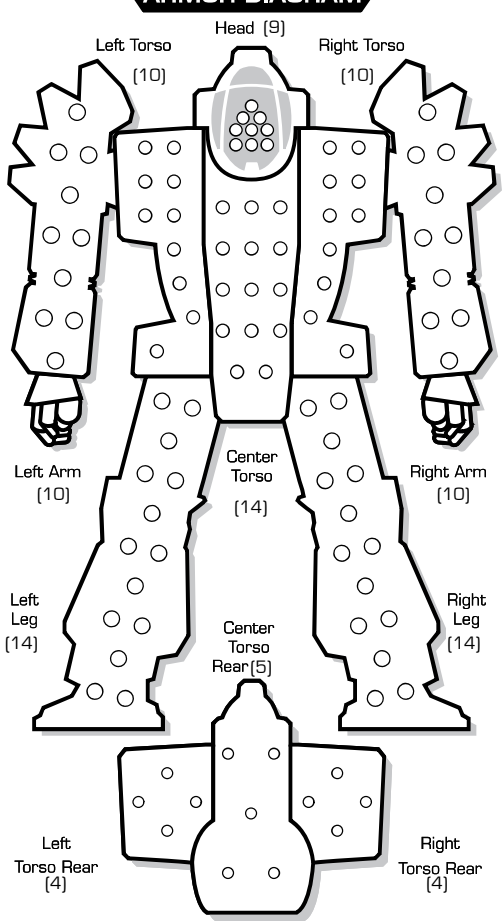
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Stealth
6. Stealth

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

#### Left Torso

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. MML 5
5. MML 5
6. MML 5

1. Ammo (MML 5/LRM) 24
2. Ammo (MML 5/SRM) 20
3. CASE
4. Stealth
5. Stealth
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

#### Head

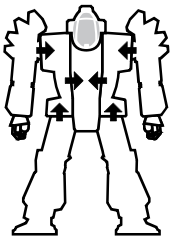
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Roll Again
6. Roll Again

#### Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Plasma Rifle
3. Plasma Rifle
4. Stealth
5. Stealth
6. Roll Again

#### Right Torso

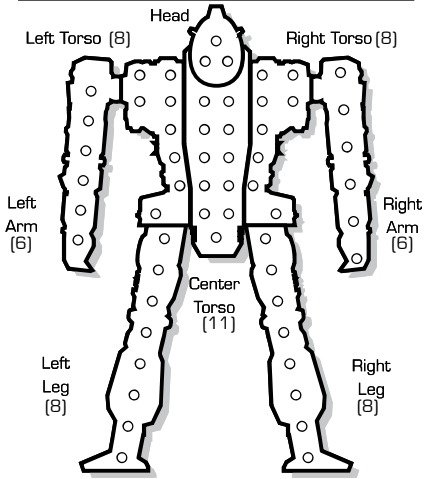
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Guardian ECM Suite
5. Guardian ECM Suite
6. Ammo (Plasma Rifle) 10

1. Ammo (Plasma Rifle) 10
2. Stealth
3. Stealth
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. Stealth
6. Stealth

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

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

### HEAT DATA

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

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Koschei KSC-3I

**Movement Points:**
Walking: 5
Running: 8

**Tonnage:** 65
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | AC/10 | LA | 3 | 10 [DB,S] | — | 5 | 10 | 15 |

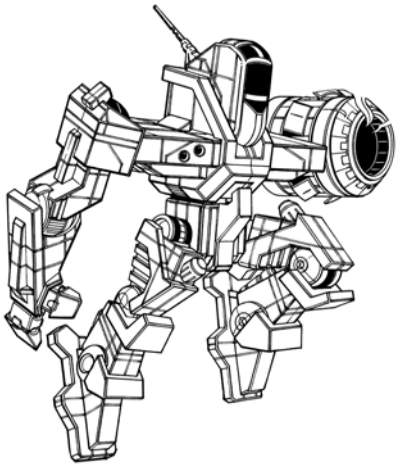
**BV:** 1,255

### WARRIOR DATA

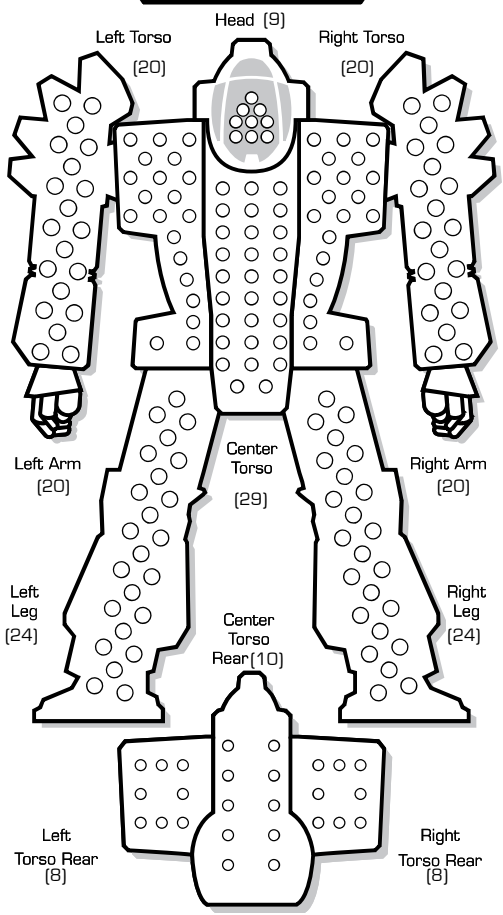
Name: _____

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. AC/10
4. AC/10
5. AC/10
6. AC/10

1. AC/10
2. AC/10
3. AC/10
4. Ammo (AC/10) 10
5. Ammo (AC/10) 10
6. Roll Again

#### Left Torso

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

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

#### Left Leg

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

#### Head

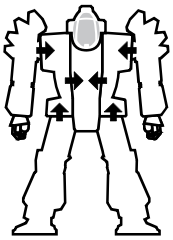
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

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

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

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

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

#### Right Torso

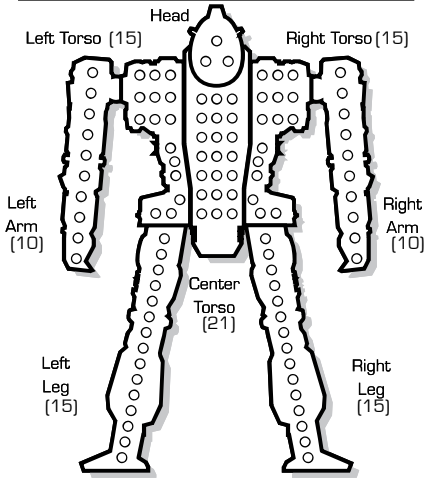
1. Medium Laser
2. Medium Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

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

**Heat Scale**

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

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Koschei KSC-3L

**Movement Points:**
Walking: 5
Running: 8

**Tonnage:** 65
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Large Laser | RT | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | LRM 15 | LA | 5 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |

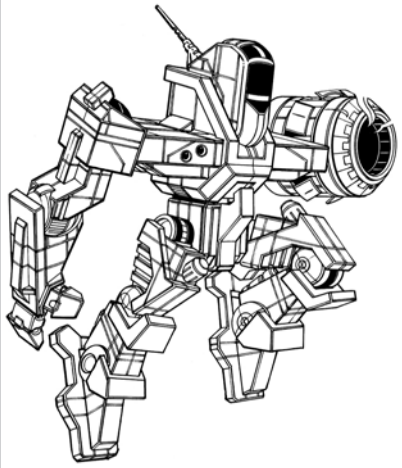
**BV:** 1,384

### WARRIOR DATA

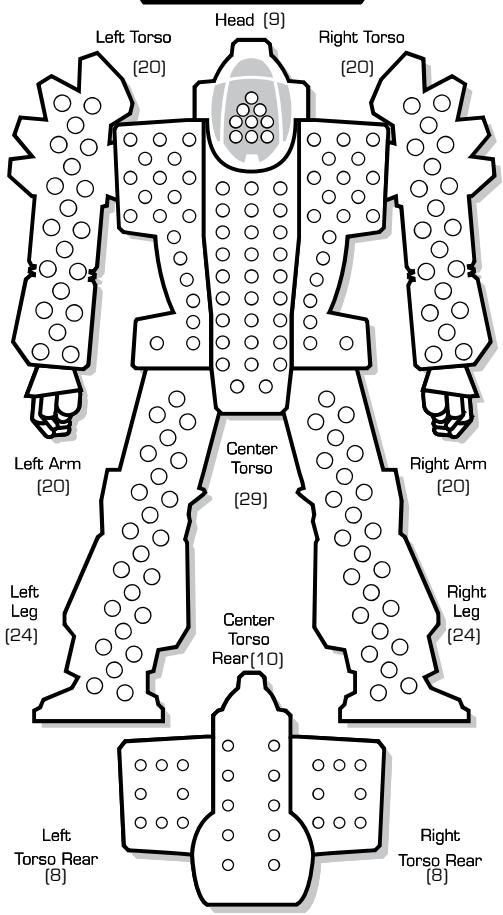
Name: _____

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. LRM 15 (1-3)
4. LRM 15 (1-3)
5. LRM 15 (1-3)
6. Ammo (LRM 15) 8

1. Ammo (LRM 15) 8
2. Roll Again
3. Roll Again
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

#### Left Torso
1. Roll Again
2. Roll Again
3. Roll Again (1-3)
4. Roll Again (1-3)
5. Roll Again (1-3)
6. Roll Again (1-3)

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

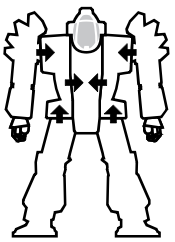
#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

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

#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine (1-3)
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)

1. Gyro (4-6)
2. Fusion Engine (4-6)
3. Fusion Engine (4-6)
4. Fusion Engine (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator (1-3)
4. Hand Actuator (1-3)
5. Roll Again (1-3)
6. Roll Again (1-3)

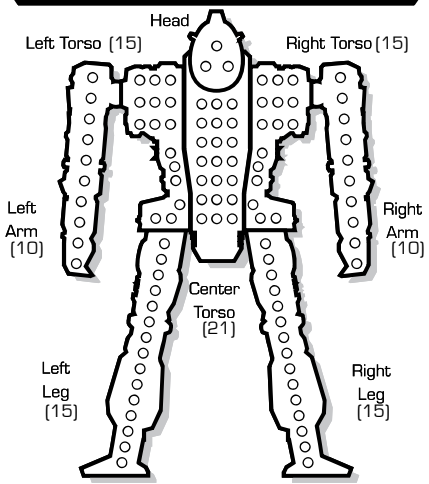
1. Roll Again (4-6)
2. Roll Again (4-6)
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

#### Right Torso
1. Large Laser (1-3)
2. Large Laser (1-3)
3. Medium Laser (1-3)
4. Roll Again (1-3)
5. Roll Again (1-3)
6. Roll Again (1-3)

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

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




### Heat Scale

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

### HEAT DATA

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

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Koschei KSC-4I

**Movement Points:**
Walking: 5
Running: 8

Tonnage: 65
Tech Base: Inner Sphere
Era: Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Pulse Laser | RT | 4 | 6 [P] | — | 2 | 4 | 6 |
| 1 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Pulse Laser | LT | 4 | 6 [P] | — | 2 | 4 | 6 |
| 1 | LB 10-X AC | LA | 2 | 10 [DB,C/F/S] | — | 6 | 12 | 18 |

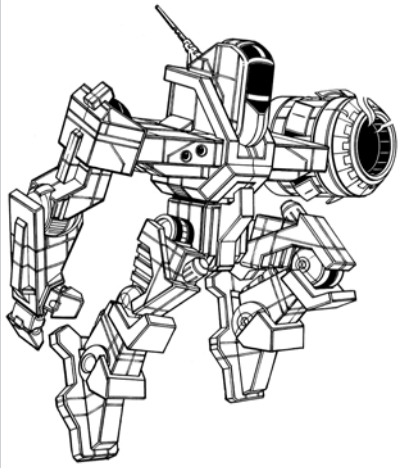
**BV:** 1,516

### WARRIOR DATA

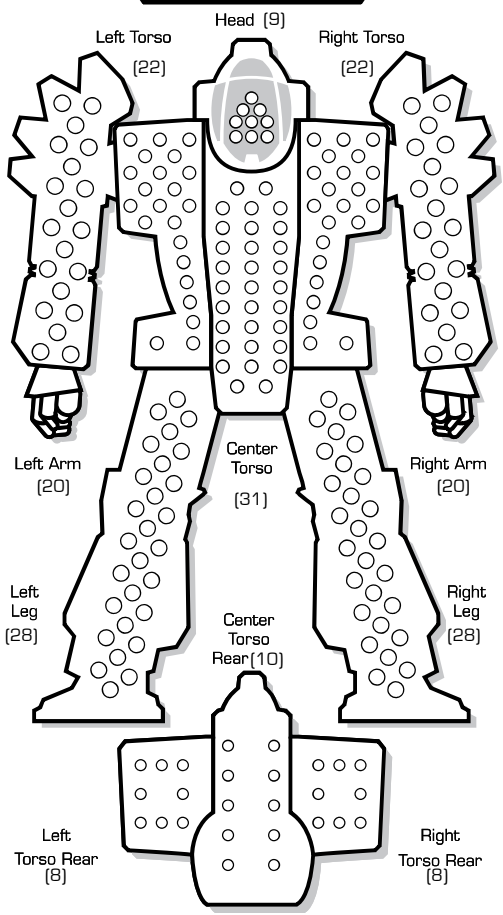
Name: _____

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. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

1. LB 10-X AC
2. LB 10-X AC
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

#### Left Torso

1. Medium Laser
2. Medium Pulse Laser
3. Ammo (LB 10-X) 10
4. Ammo (LB 10-X Cluster) 10
5. CASE
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

#### Head

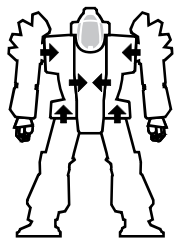
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

#### Center Torso

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

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Endo Steel
6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

#### Right Torso

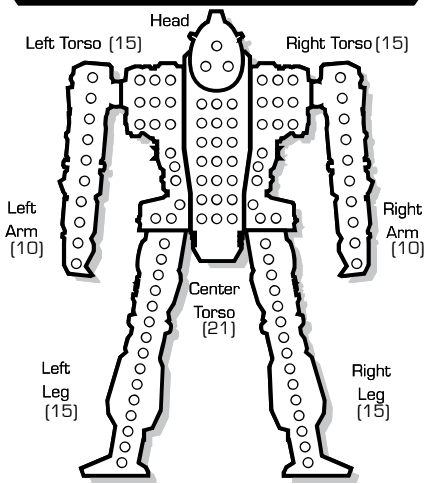
1. Medium Laser
2. Medium Pulse Laser
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Ferro-Fibrous

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

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

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

### HEAT DATA

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

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Koschei KSC-4L

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 65 |
| **Walking:** | 5 | **Tech Base:** | Inner Sphere |
| **Running:** | 8 | **Era:** | Star League |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Large Pulse Laser | RT | 10 | 9 [P] | — | 3 | 7 | 10 |
| 1 | Medium Pulse Laser | RT | 4 | 6 [P] | — | 2 | 4 | 6 |
| 1 | LRM 15 w/Artemis IV FCS | LA | 5 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |

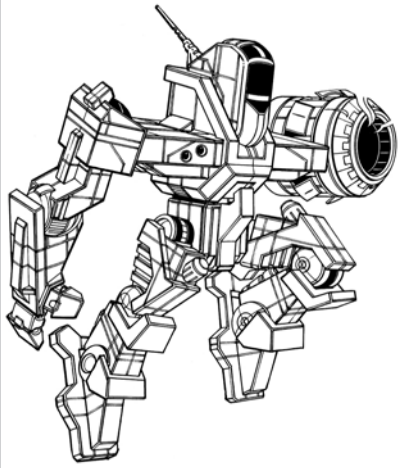
**BV:** 1,503

### WARRIOR DATA

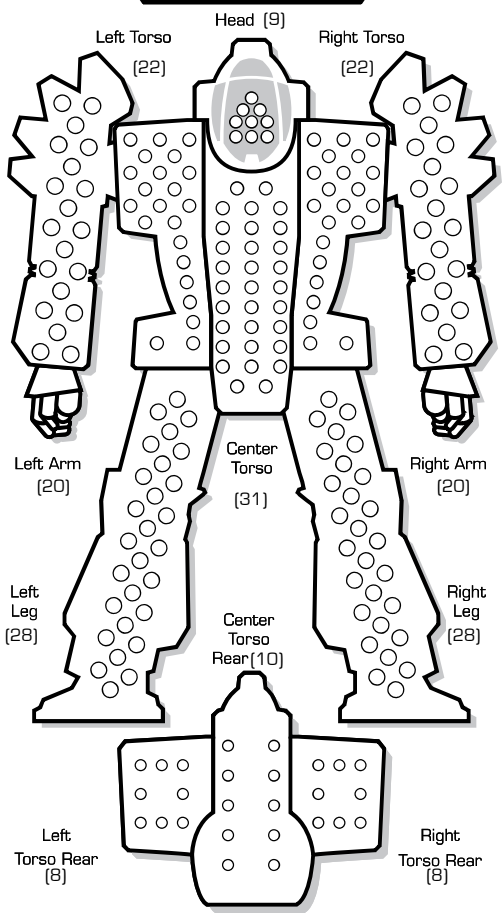
**Name:** _____

**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. LRM 15 (1-3)
4. LRM 15 (1-3)
5. LRM 15 (1-3)
6. Artemis IV FCS

1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous (4-6)
4. Ferro-Fibrous (4-6)
5. Ferro-Fibrous (4-6)
6. Ferro-Fibrous (4-6)

#### Left Torso

1. Ammo (LRM 15 Artemis) 8
2. Ammo (LRM 15 Artemis) 8
3. CASE (1-3)
4. Endo Steel (1-3)
5. Endo Steel (1-3)
6. Ferro-Fibrous (1-3)

1. Ferro-Fibrous (4-6)
2. Ferro-Fibrous (4-6)
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

#### Head

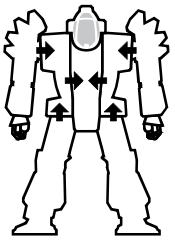
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

#### Center Torso

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

1. Gyro (4-6)
2. Fusion Engine (4-6)
3. Fusion Engine (4-6)
4. Fusion Engine (4-6)
5. Endo Steel (4-6)
6. Ferro-Fibrous (4-6)

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator (1-3)
4. Hand Actuator (1-3)
5. Endo Steel (1-3)
6. Endo Steel (1-3)

1. Ferro-Fibrous (4-6)
2. Ferro-Fibrous (4-6)
3. Ferro-Fibrous (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

#### Right Torso

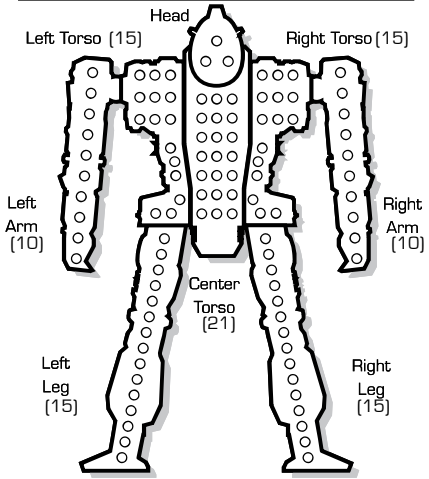
1. Large Pulse Laser (1-3)
2. Large Pulse Laser (1-3)
3. Medium Pulse Laser (1-3)
4. Endo Steel (1-3)
5. Endo Steel (1-3)
6. Ferro-Fibrous (1-3)

1. Ferro-Fibrous (4-6)
2. Ferro-Fibrous (4-6)
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

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

### HEAT DATA

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

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Koschei KSC-5I

**Movement Points:**
Walking: 5
Running: 8
Jumping: 5

**Tonnage:** 65
**Tech Base:** Inner Sphere
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Guardian ECM Suite | CT | — | [E] | — | — | — | 6 |
| 1 | Snub-Nose PPC | RT | 10 | 10/8/5 [DE,V] | — | 9 | 13 | 15 |
| 5 | ER Small Laser | LT | 2 | 3 [DE] | — | 2 | 4 | 5 |
| 1 | Heavy PPC | LA | 15 | 15 [DE] | 3 | 6 | 12 | 18 |

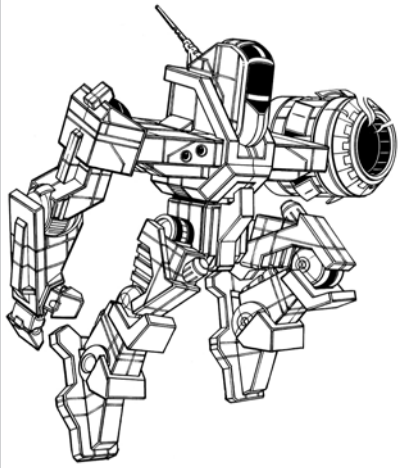
**BV:** 1,961

### WARRIOR DATA

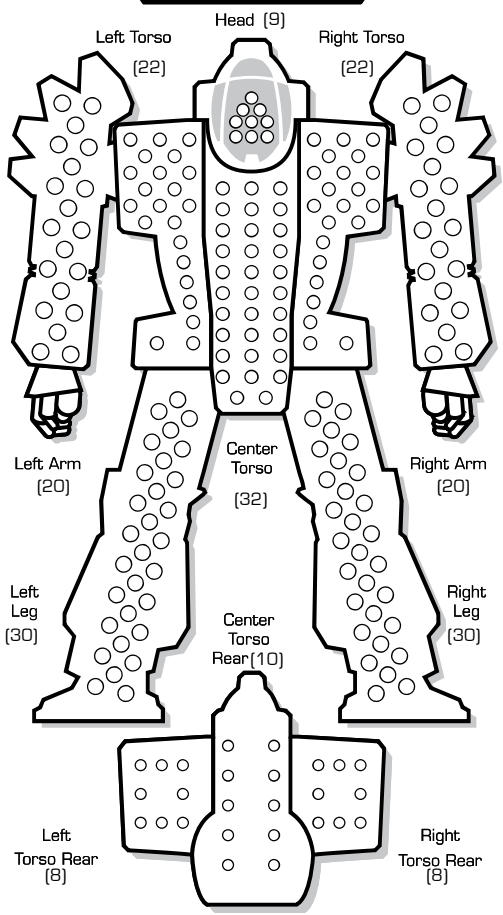
Name: _____

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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heavy PPC
6. Heavy PPC

4-6
1. Heavy PPC
2. Heavy PPC
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Light Ferro-Fibrous

#### Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Jump Jet
6. ER Small Laser

4-6
1. ER Small Laser
2. ER Small Laser
3. ER Small Laser
4. ER Small Laser
5. Endo Steel
6. Light Ferro-Fibrous

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Light Ferro-Fibrous

#### Head

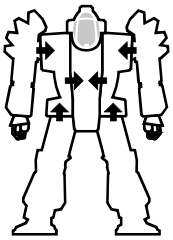
1. Life Support
2. Sensors
3. Cockpit
4. Light Ferro-Fibrous
5. Sensors
6. Life Support

#### Center Torso

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

4-6
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Guardian ECM Suite
5. Guardian ECM Suite
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Light Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

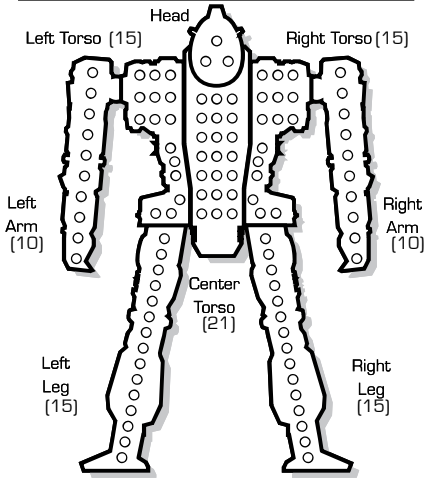
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Jump Jet
6. Snub-Nose PPC

4-6
1. Snub-Nose PPC
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Light Ferro-Fibrous
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Light Ferro-Fibrous

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

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

**Heat Scale**

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

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Koschei KSC-5MC

**Movement Points:**
Walking: 5
Running: 8

Tonnage: 65
Tech Base: Inner Sphere
Era: Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Snub-Nose PPC | RT | 10 | 10/8/5 [DE,V] | — | 9 | 13 | 15 |
| 5 | ER Small Laser | LT | 2 | 3 [DE] | — | 2 | 4 | 5 |
| 1 | ER Large Laser | RA | 12 | 8 [DE] | — | 7 | 14 | 19 |
| 1 | Rotary AC/5 | LA | 1 | 5/Sht [DB,R/C] | — | 5 | 10 | 15 |

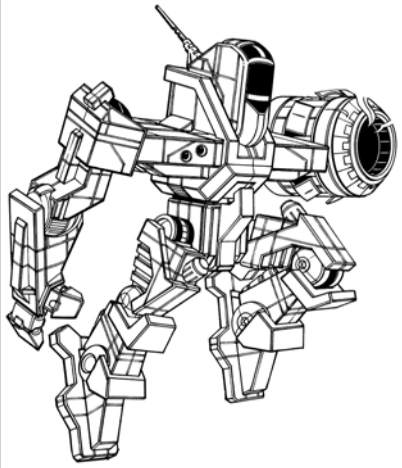
**BV:** 1,764

### WARRIOR DATA

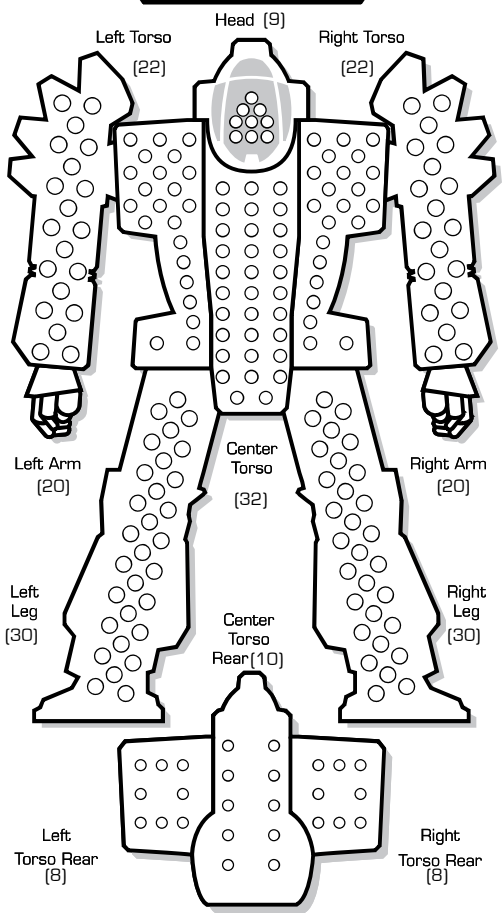
Name: _____

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. Rotary AC/5
4. Rotary AC/5
5. Rotary AC/5
6. Rotary AC/5

1. Rotary AC/5
2. Rotary AC/5
3. Endo Steel
4. Endo Steel
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

#### Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. ER Small Laser
5. ER Small Laser
6. ER Small Laser

1. ER Small Laser
2. ER Small Laser
3. Ammo (RAC/5) 20
4. Ammo (RAC/5) 20
5. Ammo (RAC/5) 20
6. CASE

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Light Ferro-Fibrous

#### Head

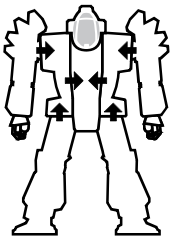
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Endo Steel
6. Light Ferro-Fibrous

#### Center Torso

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

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Large Laser
6. ER Large Laser

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Light Ferro-Fibrous

#### Right Torso

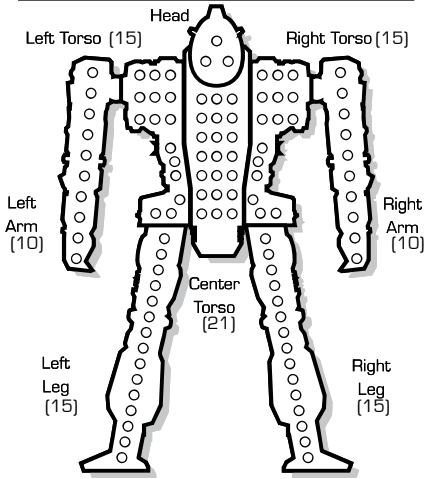
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Snub-Nose PPC
2. Snub-Nose PPC
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Light Ferro-Fibrous

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Light Ferro-Fibrous

### 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

14 (28) Double

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

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Koschei KSC-5X

**Movement Points:**
- Walking: 5
- Running: 8
- Jumping: 5

**Tonnage:** 65
**Tech Base:** Inner Sphere (Advanced)
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Guardian ECM Suite | CT | — | [E] | — | — | — | 6 |
| 1 | Medium Pulse Laser | CT | 4 | 6 [P] | — | 2 | 4 | 6 |
| 1 | Large Pulse Laser | RT | 10 | 9 [P] | — | 3 | 7 | 10 |
| 2 | ER Medium Laser | LT | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 1 | Claw | RA | — | 10 | — | — | — | — |
| 1 | Claw | LA | — | 10 | — | — | — | — |

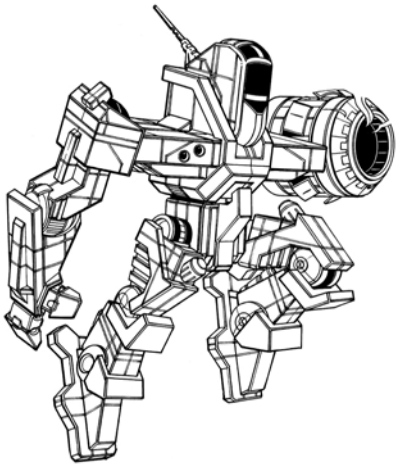
**BV:** 1,554

### WARRIOR DATA

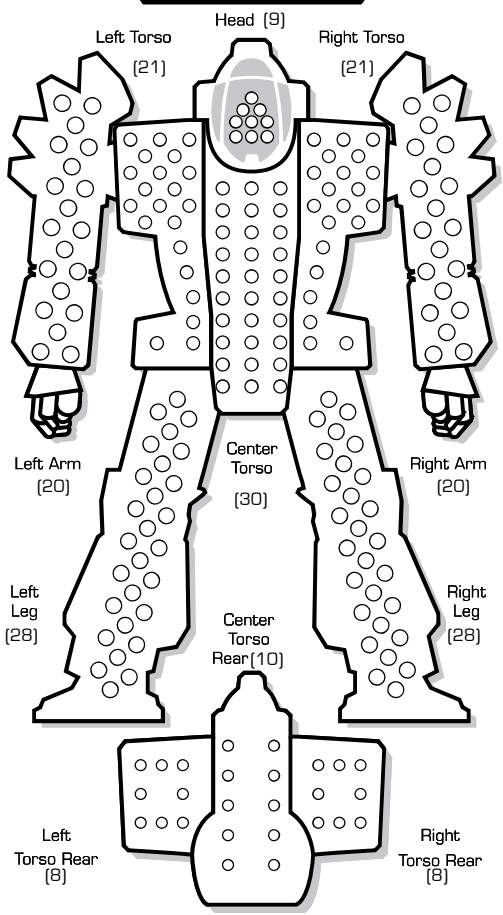
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Claw
5. Claw
6. Claw

1. Claw
2. Claw

4-6
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

#### Left Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. XL Fusion Engine
4. ER Medium Laser
5. ER Medium Laser
6. Endo Steel

1. Endo Steel
2. Endo Steel

4-6
3. Endo Steel
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

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

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine

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

1. XL Fusion Engine
2. XL Fusion Engine

4-6
3. Jump Jet
4. Medium Pulse Laser
5. Guardian ECM Suite
6. Guardian ECM Suite

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

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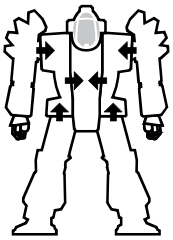


Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Claw
5. Claw
6. Claw

1. Claw
2. Claw

4-6
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine

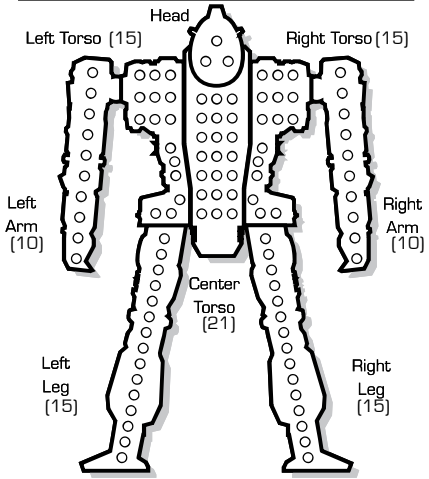
1-3
3. XL Fusion Engine
4. Large Pulse Laser
5. Large Pulse Laser
6. Endo Steel

1. Endo Steel
2. Endo Steel

4-6
3. Light Ferro-Fibrous
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

#### 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 Scale**

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

### HEAT DATA

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

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# BATTLETECH

## FOUR-LEGGED 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Xanthos XNT-30

**Movement Points:**
- Walking: 3
- Running: 5
- Jumping: 0

**Tonnage:** 100
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | HD | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | AC/20 | RT | 7 | 20 [DB,S] | — | 3 | 6 | 9 |
| 1 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | PPC | LT | 10 | 10 [DE] | 3 | 6 | 12 | 18 |
| 1 | Small Laser(R) | LT | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | SRM 6 | LT | 4 | 2/Msl [M,C,S] | — | 3 | 6 | 9 |

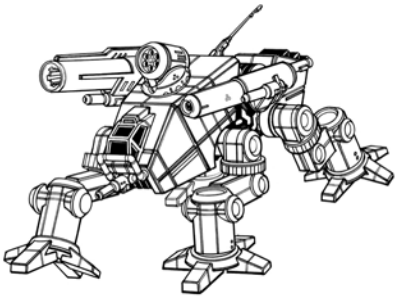
**BV:** 1,948

### WARRIOR DATA

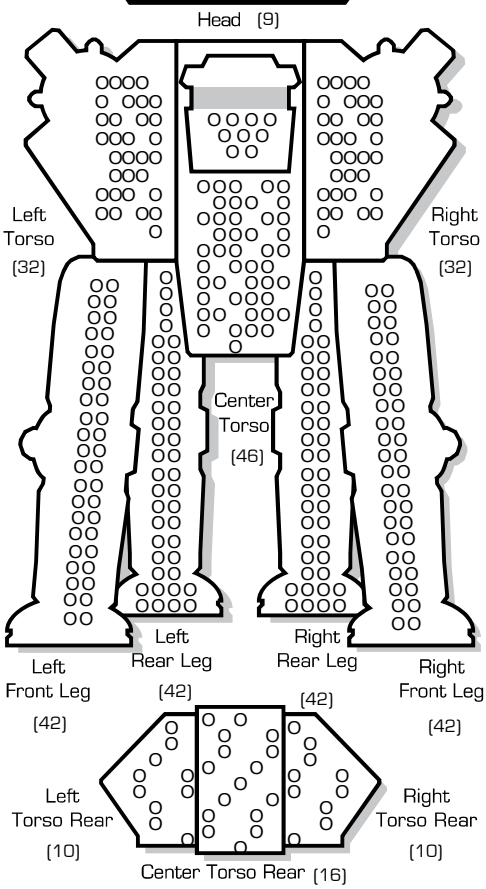
**Name:** _____

**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
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

#### Left Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Heat Sink
6. Heat Sink

#### Center Torso
1-3:
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. Heat Sink

#### Right Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Heat Sink
6. Roll Again

#### Left Torso
1. Heat Sink
2. Heat Sink
1-3:
3. PPC
4. PPC
5. PPC
6. SRM 6

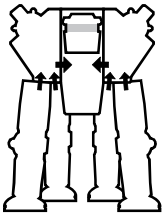
4-6:
1. SRM 6
2. Medium Laser
3. Small Laser (R)
4. Ammo (SRM 6) 15
5. Ammo (AC/20) 5
6. Ammo (AC/20) 5

#### Right Torso
1-3:
1. AC/20
2. AC/20
3. AC/20
4. AC/20
5. AC/20
6. AC/20

4-6:
1. AC/20
2. AC/20
3. AC/20
4. AC/20
5. Medium Laser
6. Ammo (AC/20) 5

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

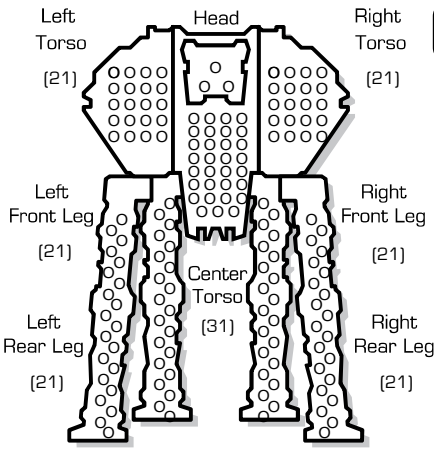
#### Left Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Heat Sink
6. Heat Sink



Damage Transfer Diagram

#### Right Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Heat Sink
6. 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: 23 (23) Single |
|---|---|---|
| 30 | Shutdown | O O O |
| 28 | Ammo Exp. avoid on 8+ | O O O |
| 26 | Shutdown, avoid on 10+ | O O O |
| 25 | –5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | –4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O O |
| 17 | +3 Modifier to Fire | O O |
| 15 | –3 Movement Points | |
| 14 | Shutdown, avoid on 4+ | |
| 13 | +2 Modifier to Fire | |
| 10 | –2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | –1 Movement Points | |

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# BATTLETECH

## FOUR-LEGGED 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Xanthos XNT-40

**Movement Points:**
- Walking: 3
- Running: 5
- Jumping: 3

**Tonnage:** 100
**Tech Base:** Inner Sphere
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | ER Medium Laser | HD | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 1 | Heavy PPC | CT | 15 | 15 [DE] | 3 | 6 | 12 | 18 |
| 1 | ER Medium Laser | RT | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 1 | Light PPC | RT | 5 | 5 [DE] | 3 | 6 | 12 | 18 |
| 1 | ER Medium Laser | LT | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 1 | ER Small Laser(R) | LT | 2 | 3 [DE] | — | 2 | 4 | 5 |
| 1 | Guardian ECM Suite | LT | — | [E] | — | — | — | 6 |
| 1 | Light PPC | LT | 5 | 5 [DE] | 3 | 6 | 12 | 18 |

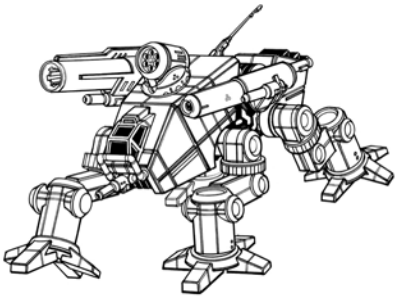
**BV:** 2,625

### WARRIOR DATA

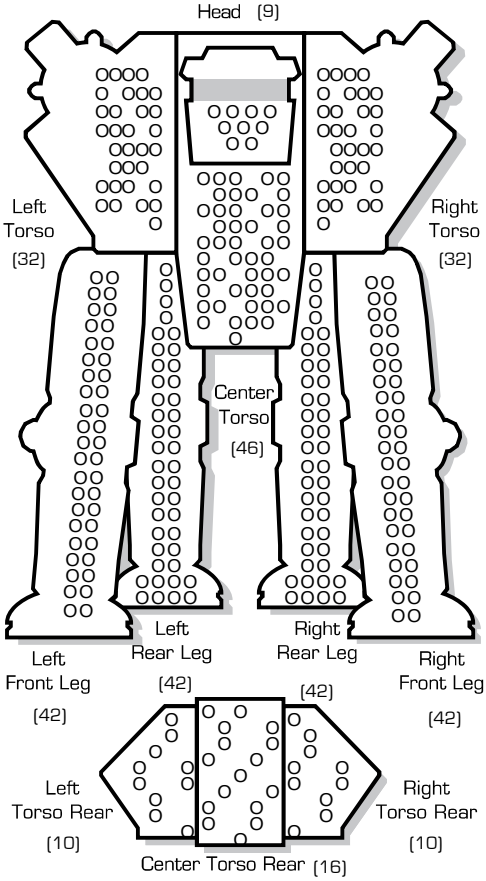
**Name:** _____

**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
1. Life Support
2. Sensors
3. Cockpit
4. ER Medium Laser
5. Sensors
6. Life Support

#### Left Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Stealth
6. Stealth

#### Center Torso
1. Compact Fusion Engine
2. Compact Fusion Engine
3. Compact Fusion Engine
4. Heavy Duty Gyro
5. Heavy Duty Gyro
6. Heavy Duty Gyro

#### Right Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Stealth
6. Stealth

#### Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

1-3
4. Jump Jet
5. Light PPC
6. Light PPC

1. ER Medium Laser
2. ER Small Laser (R)

4-6
3. Guardian ECM Suite
4. Guardian ECM Suite
5. Stealth
6. Stealth

1. Heavy Duty Gyro
2. Jump Jet

4-6
3. Heavy PPC
4. Heavy PPC
5. Heavy PPC
6. Heavy PPC

#### Right Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

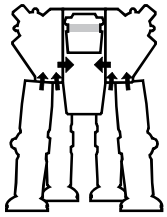
1. Jump Jet
2. Light PPC
3. Light PPC

4-6
4. ER Medium Laser
5. Stealth
6. Stealth

Engine Hits O O O
Gyro Hits O O O
Sensor Hits O O
Life Support O

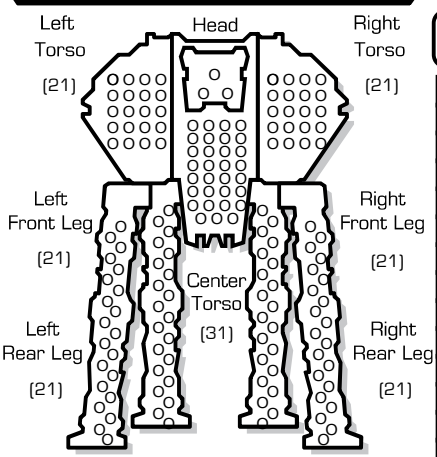
#### Left Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Stealth
6. Stealth

#### Right Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Stealth
6. Stealth



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

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# BATTLETECH

## FOUR-LEGGED 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Xanthos XNT-50

**Movement Points:**
- Walking: 3
- Running: 5
- Jumping: 5

**Tonnage:** 100
**Tech Base:** Inner Sphere
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Pulse Laser | HD | 4 | 6 [P] | — | 2 | 4 | 6 |
| 1 | ER PPC | CT | 15 | 10 [DE] | — | 7 | 14 | 23 |
| 1 | ER Small Laser(R) | CT | 2 | 3 [DE] | — | 2 | 4 | 5 |
| 2 | Medium Pulse Laser | RT | 4 | 6 [P] | — | 2 | 4 | 6 |
| 2 | Medium Pulse Laser | LT | 4 | 6 [P] | — | 2 | 4 | 6 |

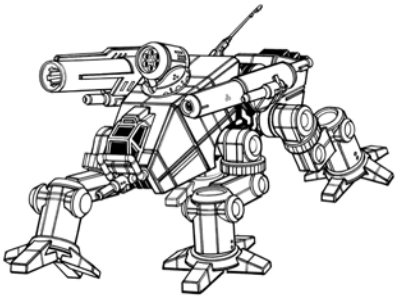
**BV:** 2,146

### WARRIOR DATA

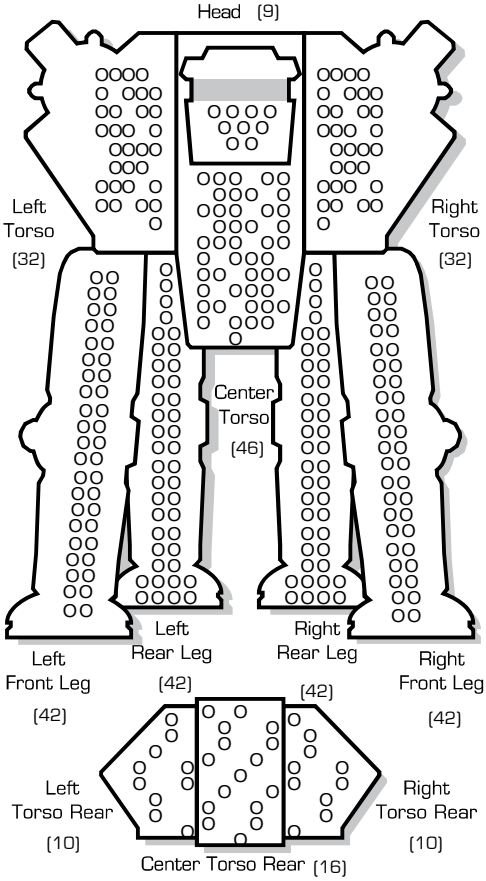
**Name:** _____

**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
1. Life Support
2. Sensors
3. Cockpit
4. Medium Pulse Laser
5. Sensors
6. Life Support

#### Left Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Improved Jump Jet
6. Improved Jump Jet

#### Center Torso
1. Compact Fusion Engine
2. Compact Fusion Engine
3. Compact Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. Improved Jump Jet

#### Right Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Improved Jump Jet
6. Improved Jump Jet

#### Left Torso
1. Medium Pulse Laser
2. Medium Pulse Laser
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

4-6

#### Right Torso
1. Medium Pulse Laser
2. Medium Pulse Laser
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Light Ferro-Fibrous
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

4-6

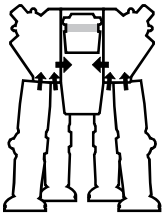
1. Improved Jump Jet
2. ER PPC
3. ER PPC
4. ER PPC
5. ER Small Laser (R)
6. Endo Steel

4-6

Engine Hits OOO
Gyro Hits OO
Sensor Hits OO
Life Support O

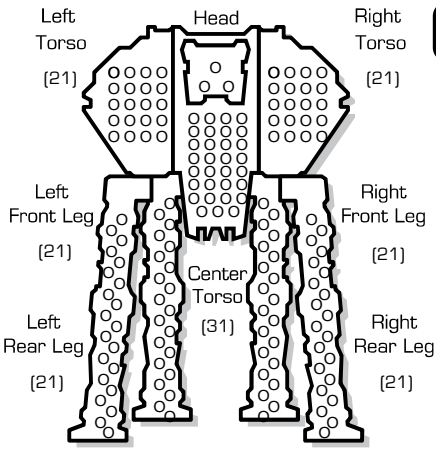
#### Left Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Improved Jump Jet
6. Improved Jump Jet

#### Right Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Improved Jump Jet
6. Improved Jump Jet



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

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

### HEAT DATA

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

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# BATTLETECH™

## 'MECH RECORD SHEET

(Industrial)

### 'MECH DATA

**Type:** DemolitionMech WI-DM

**Movement Points:**
**Walking:** 3
**Running:** 5

**Tonnage:** 35
**Tech Base:** Inner Sphere
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Cargo (0.5 tons) | CT | — | [E] | — | — | — | — |
| 1 | Small Laser | CT | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | Rock Cutter | RA | — | 5 | — | — | — | — |
| 1 | Wrecking Ball | LA | — | 8 | — | — | — | — |

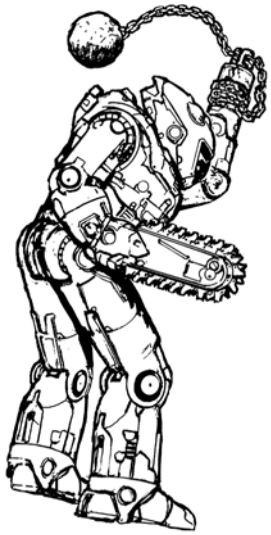
**BV:** 348

### WARRIOR DATA

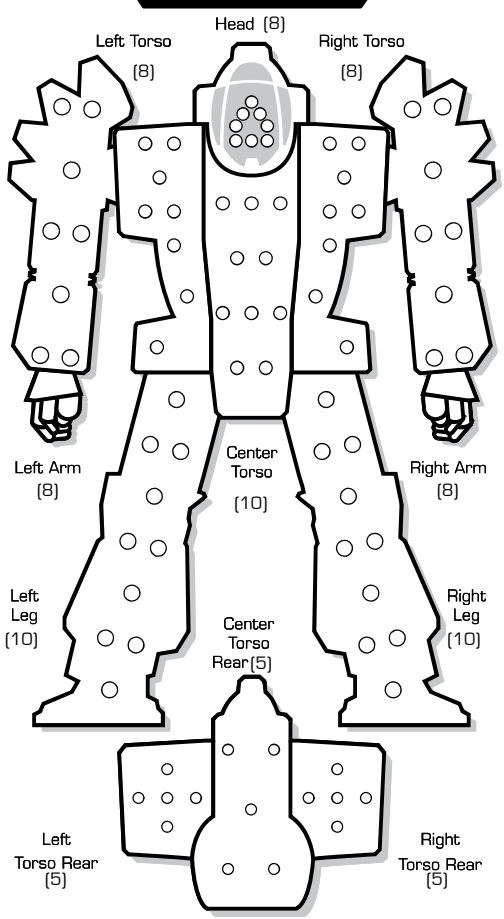
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Wrecking Ball
5. Wrecking Ball
6. Wrecking Ball

1. Wrecking Ball
2. Wrecking Ball

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

#### Left Torso

1. Roll Again
2. Roll Again

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

1. Roll Again
2. Roll Again

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

#### Left Leg

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

#### Head

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

#### Center Torso

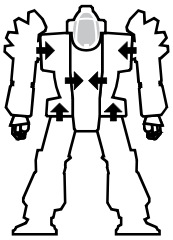
1. Fuel Cell Engine
2. Fuel Cell Engine

1-3
3. Fuel Cell Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fuel Cell Engine

4-6
3. Fuel Cell Engine
4. Fuel Cell Engine
5. Small Laser
6. Cargo (0.5 tons)

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

1. Shoulder
2. Upper Arm Actuator

1-3
3. Lower Arm Actuator
4. Rock Cutter
5. Rock Cutter
6. Rock Cutter

1. Rock Cutter
2. Rock Cutter

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

#### Right Torso

1. Roll Again
2. Roll Again

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

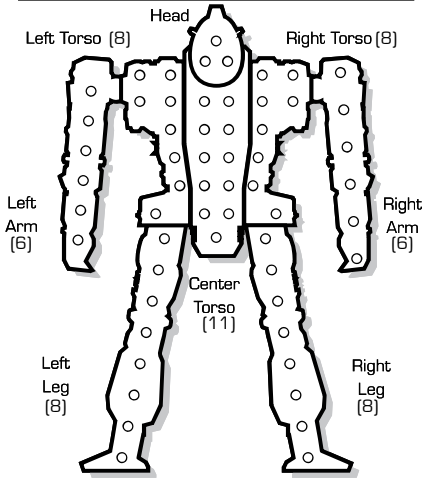
1. Roll Again
2. Roll Again

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

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

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

1 (1) Single ○

**Heat Scale**

Overflow

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

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# BATTLETECH™

## 'MECH RECORD SHEET

(Industrial)

### 'MECH DATA

**Type:** DemolitionMech WI-DM2

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 35 |
| **Walking:** | 3 | **Tech Base:** | Inner Sphere |
| **Running:** | 5 | **Era:** | Star League |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Cargo (0.5 tons) | CT | — | [E] | — | — | — | — |
| 1 | Dual Saw | RA | — | 7 | — | — | — | — |
| 1 | Wrecking Ball | LA | — | 8 | — | — | — | — |

**BV:** 315

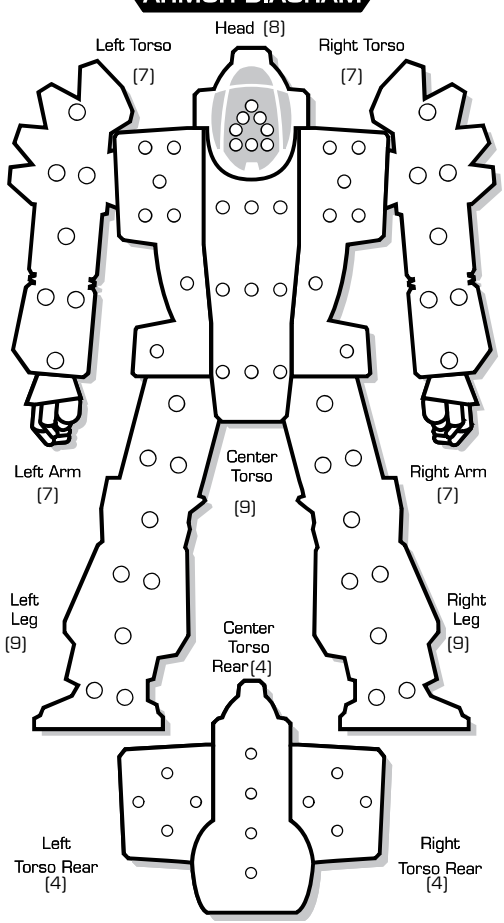
### WARRIOR DATA

**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

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

### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Wrecking Ball
5. Wrecking Ball
6. Wrecking Ball

1. Wrecking Ball
2. Wrecking Ball

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

#### Left Torso

1. Roll Again
2. Roll Again

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

1. Roll Again
2. Roll Again

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

#### Left Leg

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

#### Head

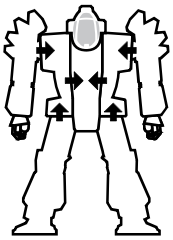
1. Life Support
2. Sensors
3. Industrial Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

1-3
1. Fuel Cell Engine
2. Fuel Cell Engine
3. Fuel Cell Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fuel Cell Engine
3. Fuel Cell Engine
4. Fuel Cell Engine
5. Cargo (0.5 tons)
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Dual Saw
5. Dual Saw
6. Dual Saw

1. Dual Saw
2. Dual Saw
3. Dual Saw

4-6
4. Dual Saw
5. Roll Again
6. Roll Again

#### Right Torso

1. Roll Again
2. Roll Again

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

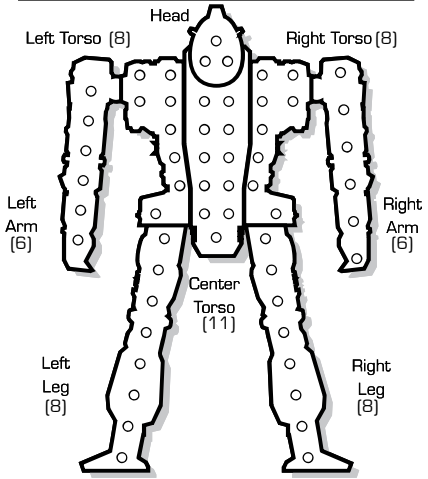
1. Roll Again
2. Roll Again

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

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

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

### HEAT DATA

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

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# BATTLETECH™

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Lightning LTN-G14

**Thrust:**
**Safe Thrust:** 5
**Maximum Thrust:** 8

**Tonnage:** 50
**Tech Base:** Inner Sphere (Primitive)
**Era:** Star League

### Weapons & Equipment Inventory

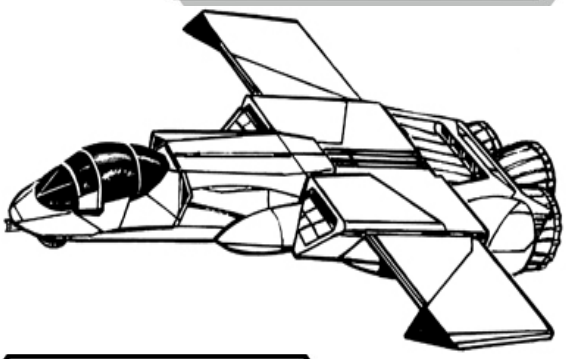
Standard Scale

| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | AC/10 [DB,S] | N | 3 | 10 | 10 | — | — |
| 1 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | A | 3 | 5 | — | — | — |

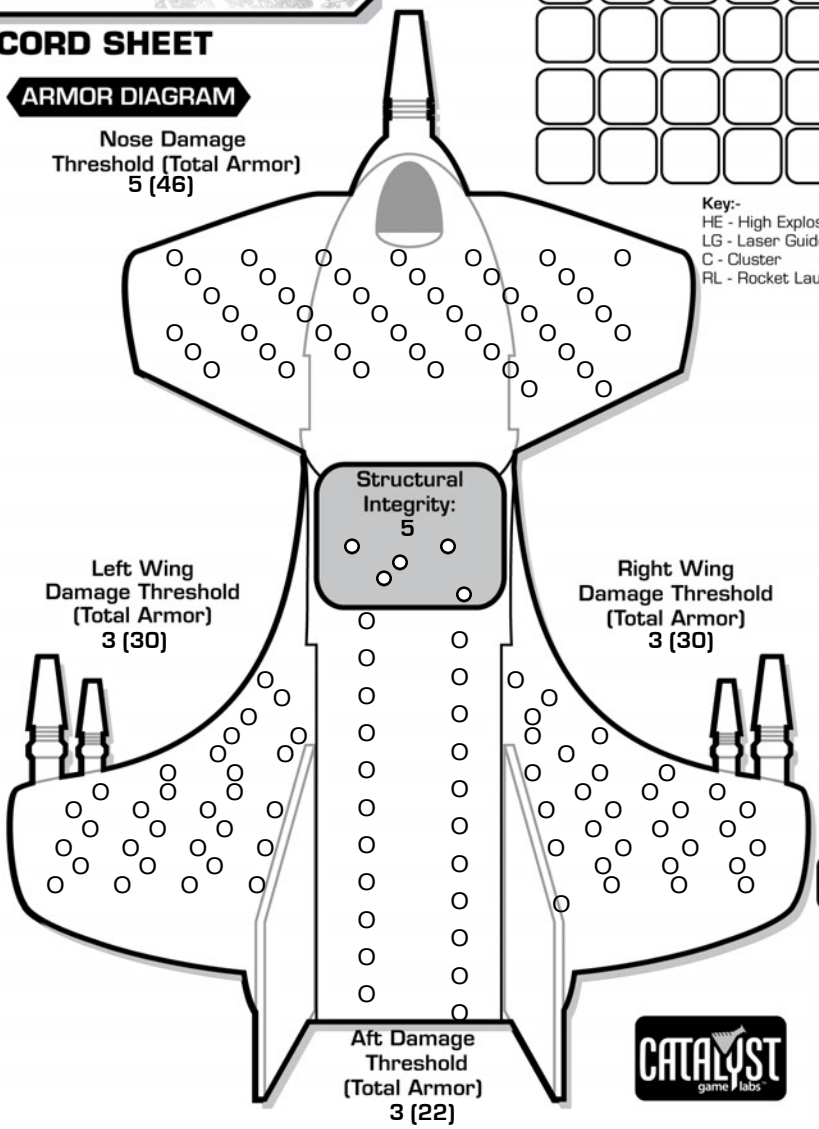
Primitive Cockpit

Ammo: (AC/10) 20
Fuel: 400 Points

**BV:** 826



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

Heat Scale

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

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### HEAT DATA

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

**Heat Sinks:** 13 (13) Single

O O
O O
O O
O
O
O
O
O
O
O

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Lightning LTN-G15

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 50
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

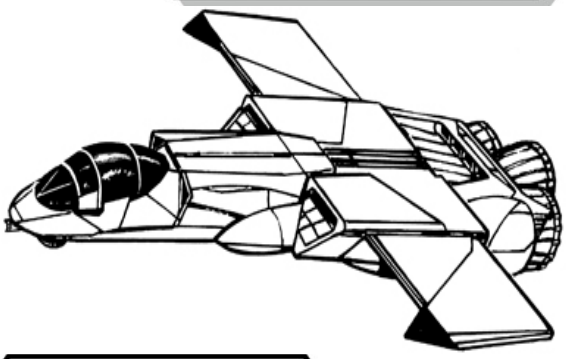
### Weapons & Equipment Inventory

Standard Scale

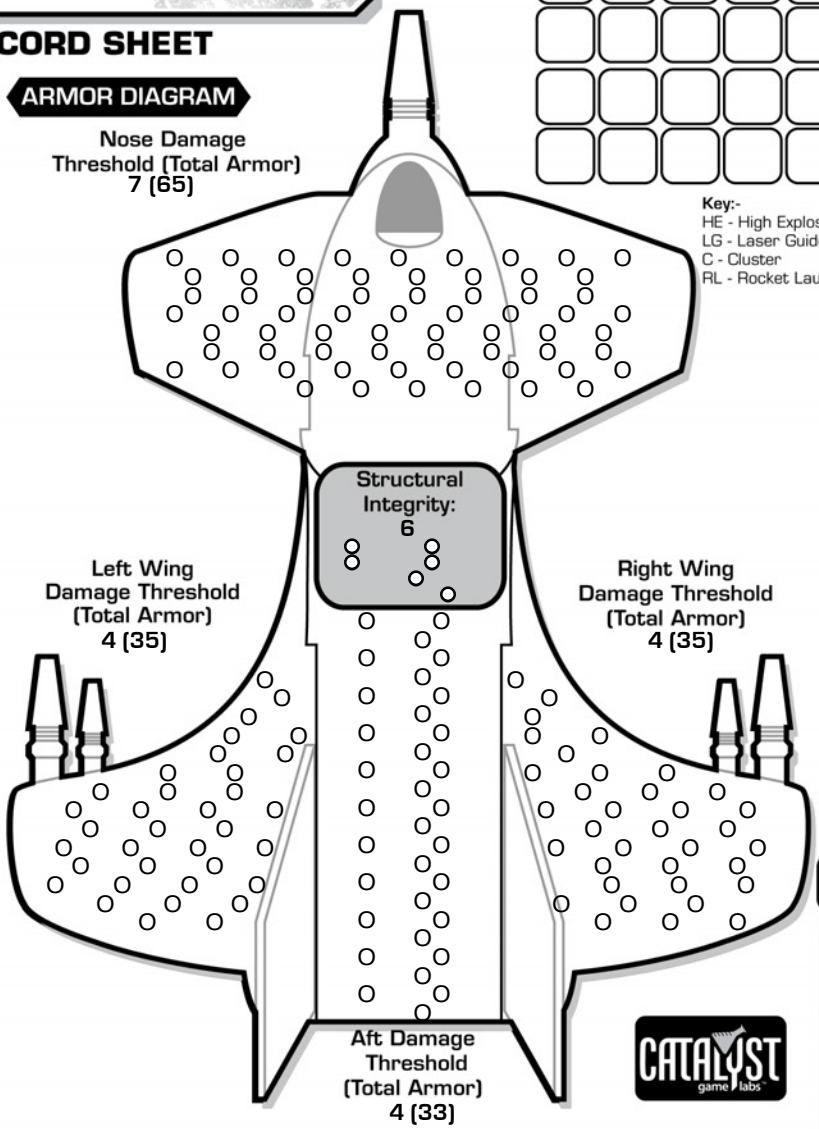
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | AC/20 [DB,S] | N | 7 | 20 | — | — | — |
| 1 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | A | 3 | 5 | — | — | — |

Ammo: (AC/20) 10
Fuel: 400 Points

**BV:** 1,093



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### HEAT DATA

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

**Heat Sinks:** 13 (13) Single

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

**Heat Scale**
Overflow

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Lightning LTN-G16D

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 50
**Tech Base:** Inner Sphere
**Era:** Jihad

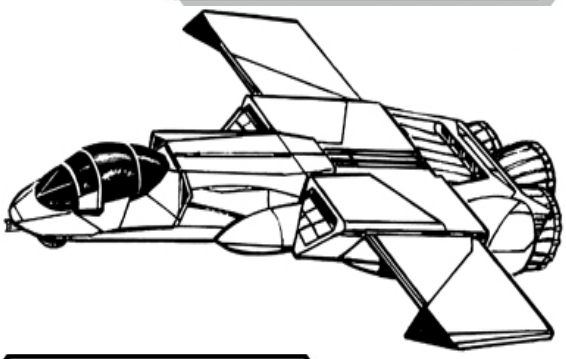
### Weapons & Equipment Inventory

Standard Scale

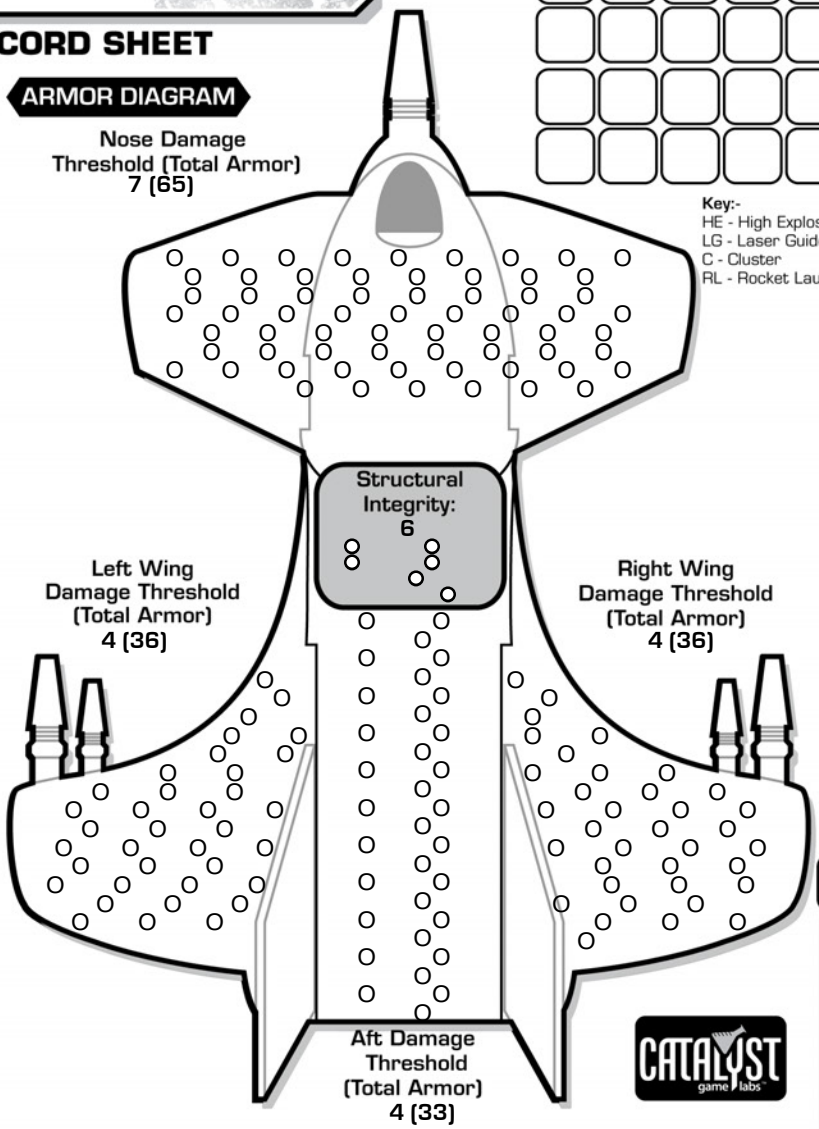
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 2 | Rotary AC/2 [DB,R/C] | N | 1 | 8 | 8 | — | — |
| 1 | ER Medium Laser [DE] | LW | 5 | 5 | 5 | — | — |
| 1 | Medium Pulse Laser [P] | LW | 4 | 6 | — | — | — |
| 1 | ER Medium Laser [DE] | RW | 5 | 5 | 5 | — | — |
| 1 | Medium Pulse Laser [P] | RW | 4 | 6 | — | — | — |
| 1 | Medium Laser [DE] | A | 3 | 5 | — | — | — |

Ammo: (RAC/2) 135
Fuel: 400 Points

**BV:** 1,328



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### Heat Scale

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

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### HEAT DATA

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

**Heat Sinks:** 11 (22) **Double**
O O
O
O
O
O
O
O
O
O
O
O

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Lightning LTN-G16L

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 50
**Tech Base:** Inner Sphere
**Era:** Civil War

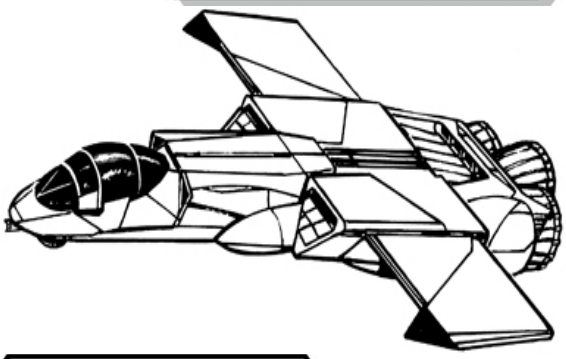
### Weapons & Equipment Inventory

Standard Scale

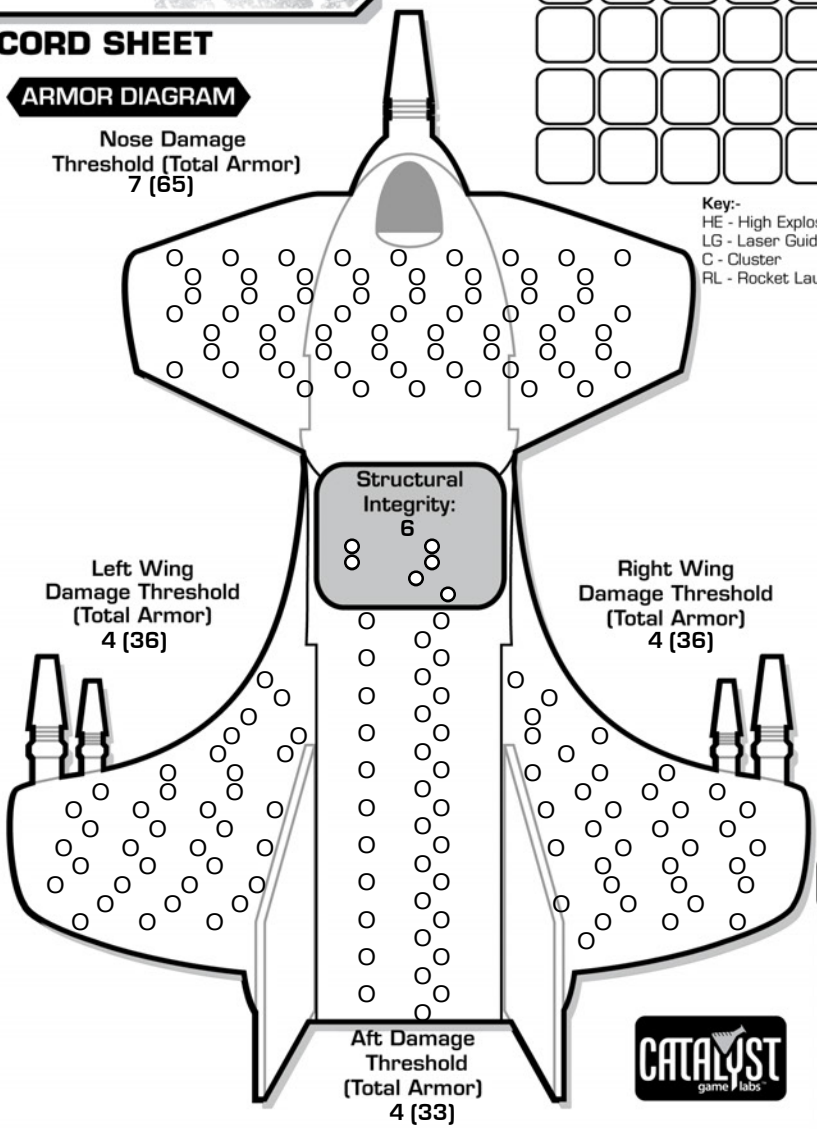
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | ER Medium Laser [DE] | N | 5 | 5 | 5 | — | — |
| 1 | Ultra AC/20 [DB,R/C] | N | 8 | 30 | 30 | — | — |
| 1 | ER Medium Laser [DE] | LW | 5 | 5 | 5 | — | — |
| 1 | ER Medium Laser [DE] | RW | 5 | 5 | 5 | — | — |
| 1 | ER Medium Laser [DE] | A | 5 | 5 | 5 | — | — |

Ammo: (Ultra AC/20) 10
Fuel: 400 Points

**BV:** 1,376



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### HEAT DATA

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

**Heat Sinks:** 13 (26) **Double**

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

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH™

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Lightning LTN-G160

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 50
**Tech Base:** Inner Sphere
**Era:** Jihad

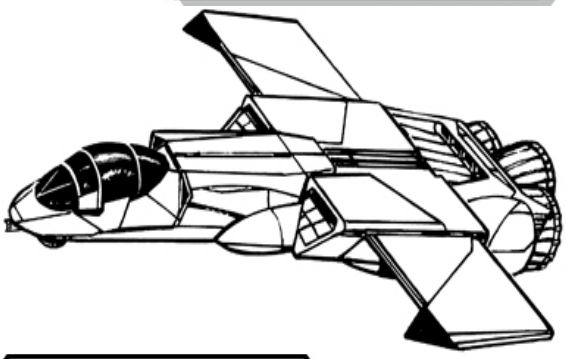
### Weapons & Equipment Inventory

Standard Scale

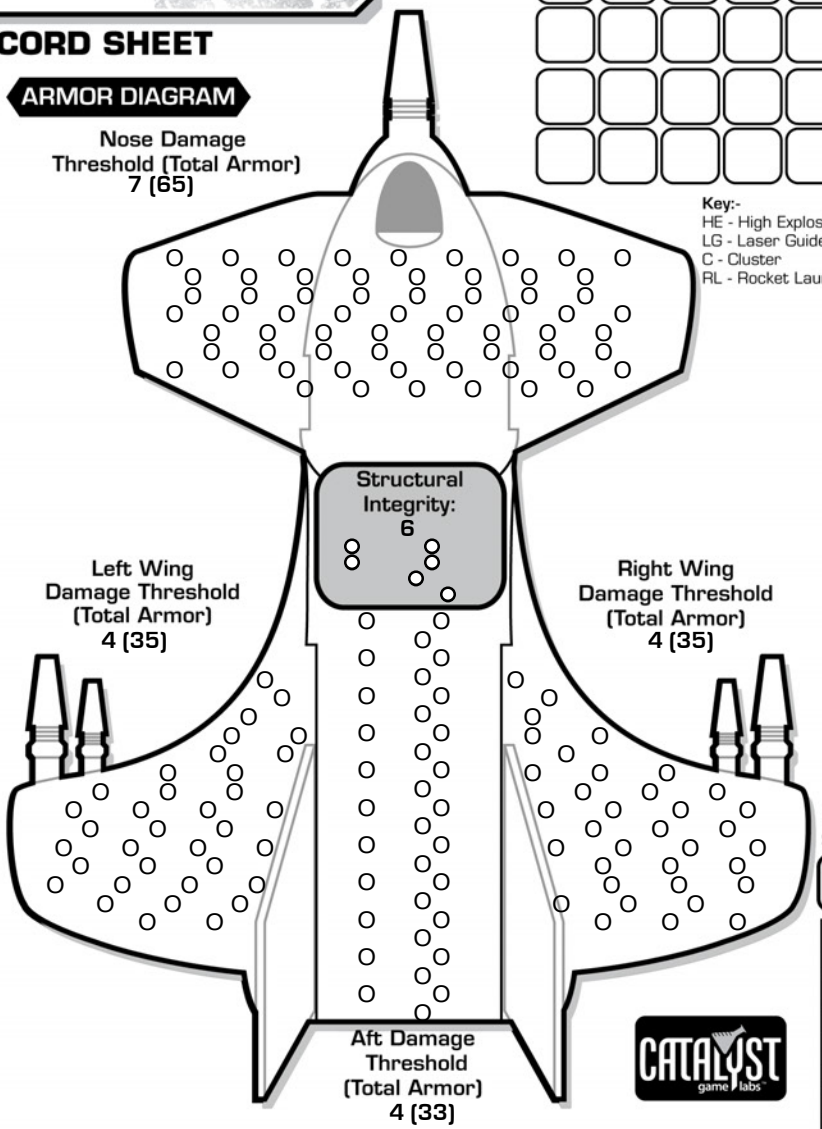
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | LB 20-X AC [DB,C/F,S] | N | 6 | 20 | 20 | — | — |
| 1 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 3 | ER Small Laser [DE] | LW | 2 | 3 | — | — | — |
| 3 | ER Small Laser [DE] | RW | 2 | 3 | — | — | — |
| 1 | Medium Laser [DE] | A | 3 | 5 | — | — | — |

Ammo: (LB 20-X Cluster) 5, (LB 20-X) 5
Fuel: 400 Points

**BV:** 1,220



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### Heat Scale

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

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### HEAT DATA

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

**Heat Sinks:** 12 (24) **Double**
O O
O O
O
O
O
O
O
O
O
O

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Lightning LTG-G16S

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 50
**Tech Base:** Inner Sphere
**Era:** Jihad

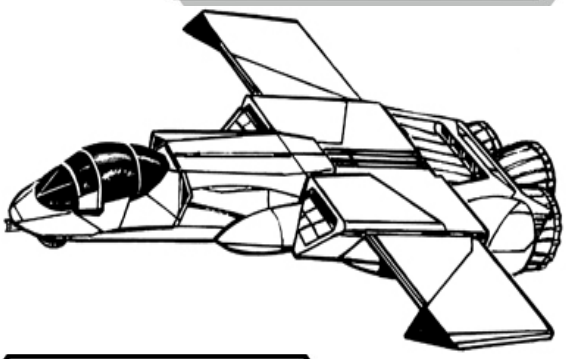
### Weapons & Equipment Inventory

Standard Scale

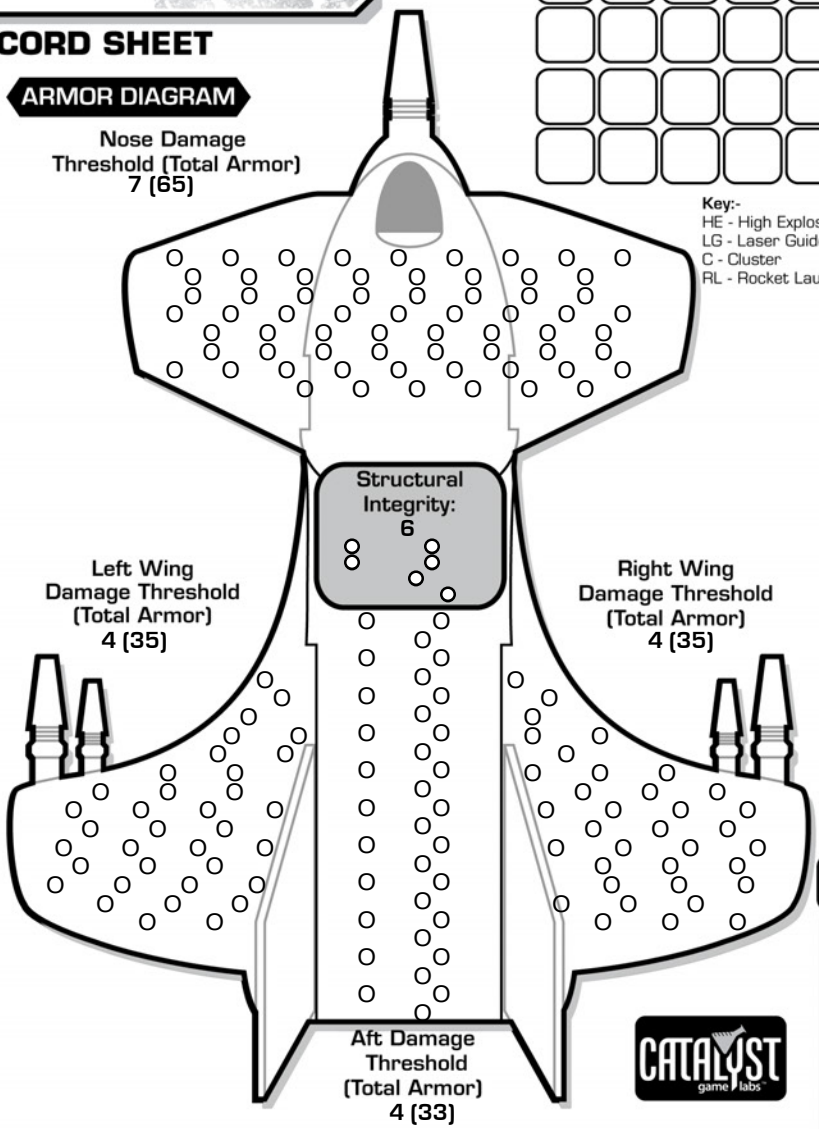
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | ER Medium Laser [DE] | N | 5 | 5 | 5 | — | — |
| 1 | Heavy Gauss Rifle [DB,X] | N | 2 | 25 | 20 | 10 | — |
| 1 | ER Medium Laser [DE] | LW | 5 | 5 | 5 | — | — |
| 2 | ER Small Laser [DE] | LW | 2 | 3 | — | — | — |
| 1 | ER Medium Laser [DE] | RW | 5 | 5 | 5 | — | — |
| 2 | ER Small Laser [DE] | RW | 2 | 3 | — | — | — |
| 1 | ER Medium Laser [DE] | A | 5 | 5 | 5 | — | — |

Ammo: (Heavy Gauss) 12
Fuel: 400 Points

**BV:** 1,633



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### HEAT DATA

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

**Heat Sinks:** 10 (20) Double

Heat Scale (Overflow)

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

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Lightning LTN-G16T

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 50
**Tech Base:** Inner Sphere
**Era:** Jihad

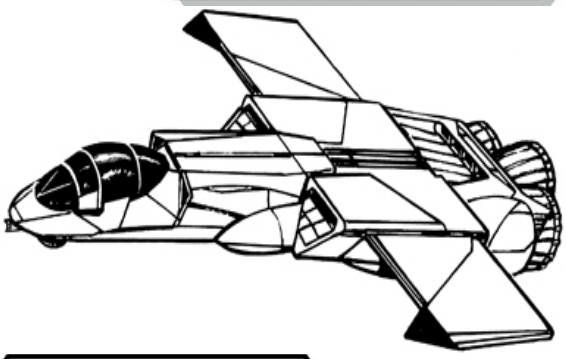
### Weapons & Equipment Inventory

Standard Scale

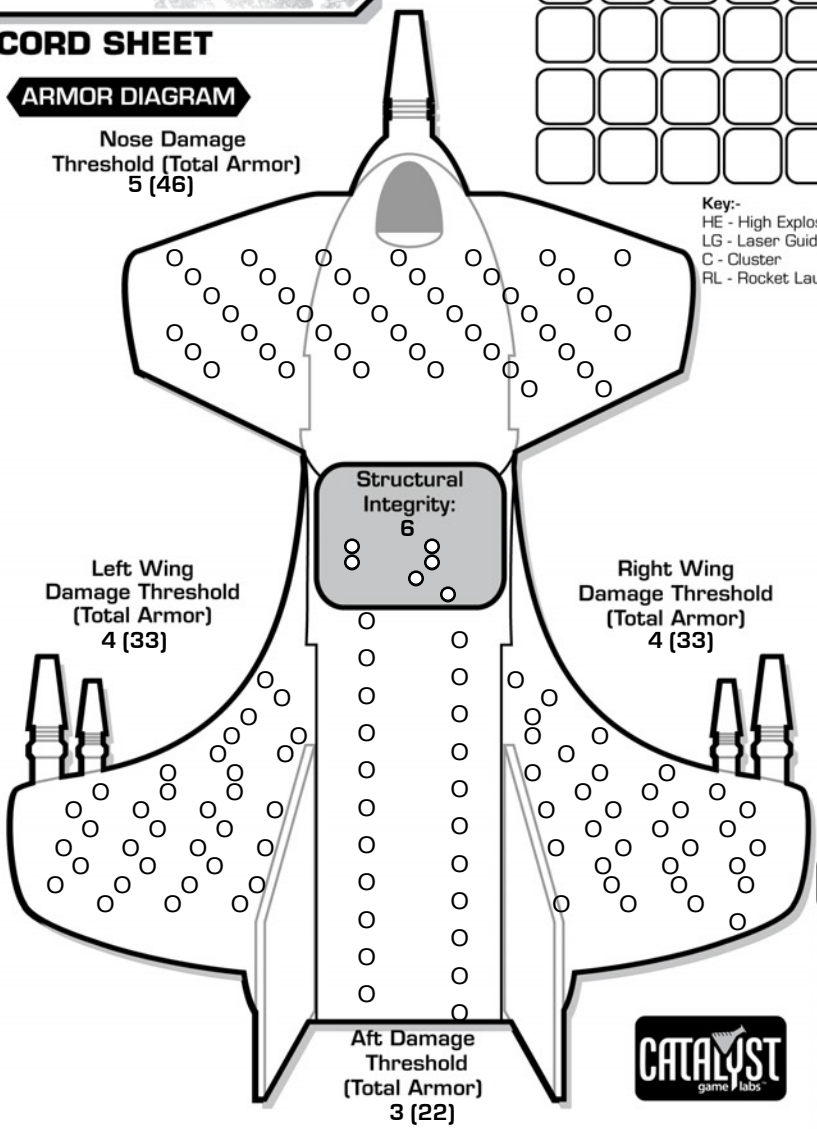
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | AC/20 [DB,S] | N | 7 | 20 | — | — | — |
| 1 | ER Medium Laser [DE] | N | 5 | 5 | 5 | — | — |
| 1 | Targeting Computer [E] | N | 0 | — | — | — | — |
| 1 | ER Medium Laser [DE] | LW | 5 | 5 | 5 | — | — |
| 1 | ER Medium Laser [DE] | RW | 5 | 5 | 5 | — | — |
| 1 | ER Medium Laser [DE] | A | 5 | 5 | 5 | — | — |

Ammo: (AC/20) 15
Fuel: 400 Points

**BV:** 1,256



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### Heat Scale

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

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### HEAT DATA

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

**Heat Sinks:** 10 (20) Double

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# FREE WORLDS LEAGUE

# BATTLETECH

## NAVAL VEHICLE RECORD SHEET

### VEHICLE DATA

**Type: Mauna Kea Command Vessel**

**Movement Points:**
**Cruising:** 3
**Flank:** 5
**Movement Type:** Naval
**Engine Type:** I.C.E.

**Tonnage:** 85
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

#### Weapons & Equipment Inventory (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Communications Equipment (1 ton) | BD | [E] | — | — | — | — |
| 2 | Machine Gun | RS | 2 [DB,AI] | — | 1 | 2 | 3 |
| 2 | Machine Gun | LS | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Machine Gun | RR | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | AC/10 | T | 10 [DB,S] | — | 5 | 10 | 15 |
| 1 | LRM 15 | T | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |

Cargo Space - 8 tons (1 door)

Ammo: (Machine Gun) 100, (AC/10) 20, (LRM 15) 16

**BV:** 872

### CREW DATA

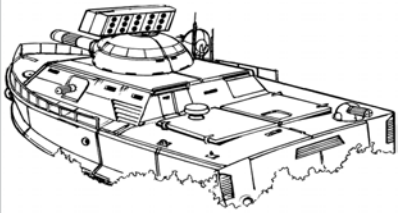
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___

Commander Hit [+1]
Modifier to all Skill rolls

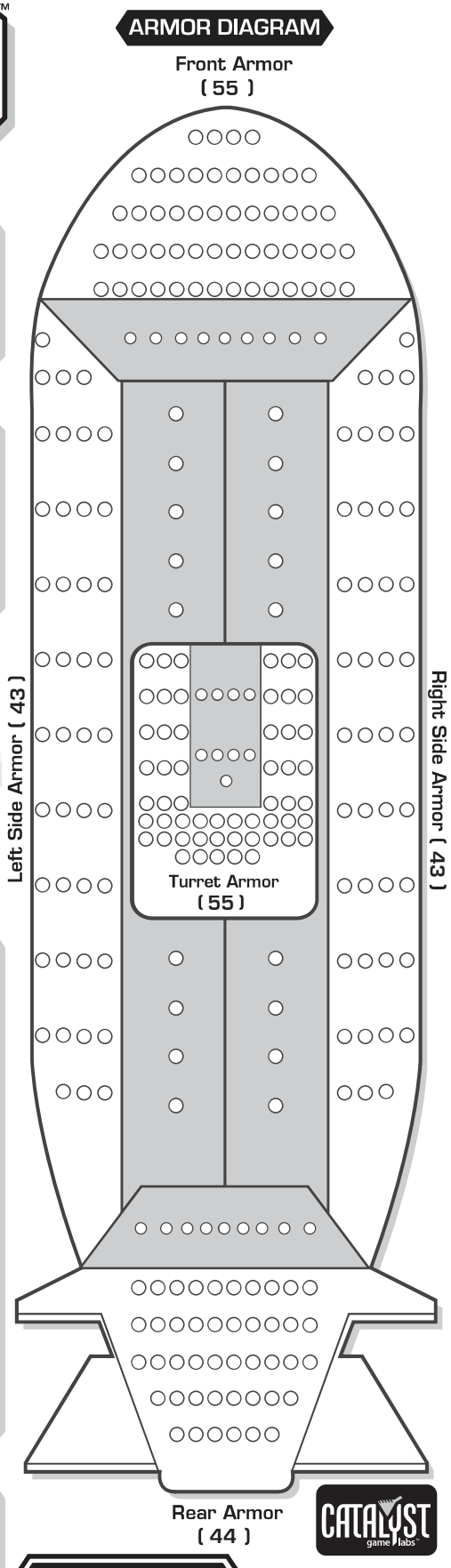
Driver Hit [+2]
Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



### ARMOR DIAGRAM




### NAVAL COMBAT VEHICLE HIT LOCATION TABLE

| 2D6 Roll | ATTACK DIRECTION FRONT | REAR | SIDE§ |
|---|---|---|---|
| 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 Naval Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Naval 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 SystemDamage 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 DMG. TABLE

| 2D6 Roll | EFFECT* |
|---|---|
| 2–5 | No effect |
| 6–7 | Minor damage; +1 modifie 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:**

| | |
|---|---|
| Naval | +0 |
| Hydrofoil | +3 |

*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 +5. 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.

### NAVAL 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.

### DEPTH TRACK

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

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# BATTLETECH

## NAVAL VEHICLE RECORD SHEET

### VEHICLE DATA

**Type: Mauna Kea Command Vessel (LB-X)**

**Movement Points:**
**Cruising:** 3
**Flank:** 5
**Movement Type:** Naval
**Engine Type:** I.C.E.

**Tonnage:** 85
**Tech Base:** Inner Sphere
**Era:** Jihad

#### Weapons & Equipment Inventory (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Communications Equipment (1 ton) | BD | [E] | — | — | — | — |
| 2 | Machine Gun | RS | 2 [DB,AI] | — | 1 | 2 | 3 |
| 2 | Machine Gun | LS | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Machine Gun | RR | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | LB 10-X AC | T | 10 [DB,C/F/S] | — | 6 | 12 | 18 |
| 1 | LRM 15 w/Artemis IV FCS | T | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |

Cargo Space - 8 tons (1 door)

Ammo: (Machine Gun) 100, (LRM 15 Artemis) 16
(LB 10-X Cluster) 10, (LB 10-X) 10

**BV:** 932

### CREW DATA

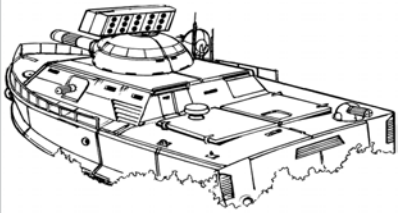
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___

Commander Hit [+1]
Modifier to all Skill rolls

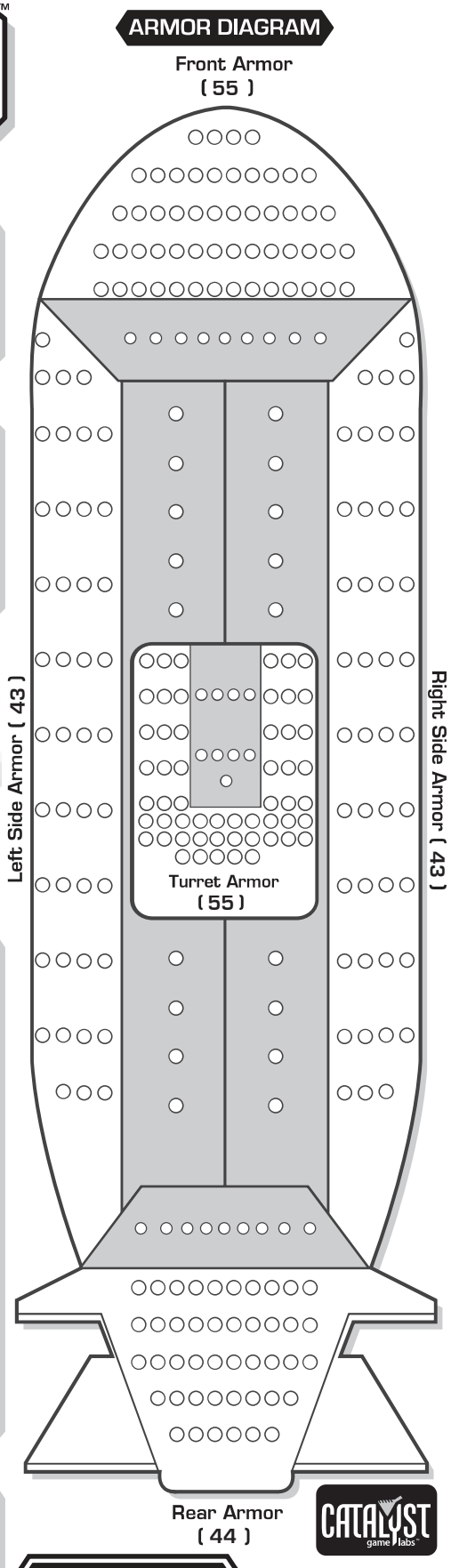
Driver Hit [+2]
Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



### ARMOR DIAGRAM




### NAVAL COMBAT VEHICLE HIT LOCATION TABLE

| | ATTACK DIRECTION | | |
|---|---|---|---|
| 2D6 Roll | FRONT | REAR | SIDE§ |
| 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 Naval Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Naval 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 SystemDamage 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 DMG. TABLE

| 2D6 Roll | EFFECT* |
|---|---|
| 2–5 | No effect |
| 6–7 | Minor damage; +1 modifie 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:**

| | |
|---|---|
| Naval | +0 |
| Hydrofoil | +3 |

*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 +5. 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.

### NAVAL 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.

### DEPTH TRACK

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

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# BATTLETECH

## NAVAL VEHICLE RECORD SHEET

### VEHICLE DATA

**Type: Mauna Kea Command Vessel (LRM)**

**Movement Points:**
**Cruising:** 3
**Flank:** 5
**Movement Type:** Naval
**Engine Type:** I.C.E.

**Tonnage:** 85
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

#### Weapons & Equipment Inventory (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Communications Equipment (1 ton) | BD | [E] | — | — | — | — |
| 1 | LRM 15 | FR | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 2 | Machine Gun | RS | 2 [DB,AI] | — | 1 | 2 | 3 |
| 2 | Machine Gun | LS | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Machine Gun | RR | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | AC/10 | T | 10 [DB,S] | — | 5 | 10 | 15 |
| 1 | LRM 15 | T | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |

Ammo: (Machine Gun) 100, (AC/10) 20, (LRM 15) 24

**BV:** 1,022

### CREW DATA

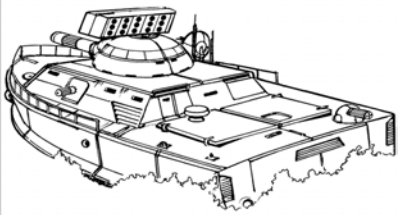
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___

Commander Hit [+1]
Modifier to all Skill rolls

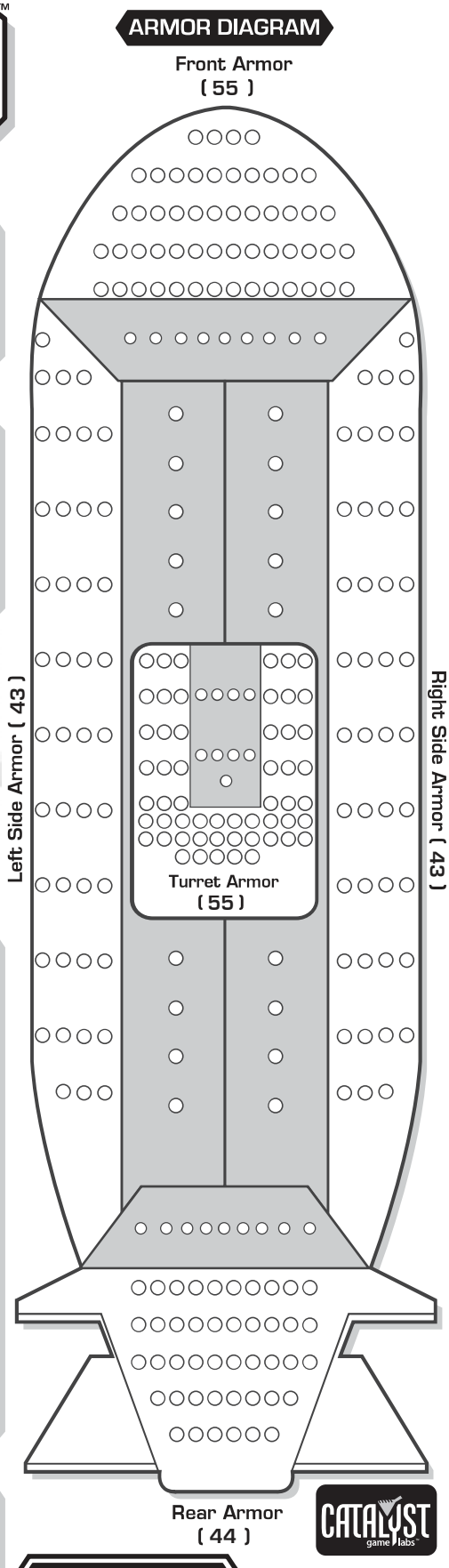
Driver Hit [+2]
Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



### ARMOR DIAGRAM




### NAVAL COMBAT VEHICLE HIT LOCATION TABLE

| 2D6 Roll | ATTACK DIRECTION FRONT | REAR | SIDE§ |
|---|---|---|---|
| 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 Naval Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for moreinformation). A result of 12 on the Naval 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 SystemDamage 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 DMG. TABLE

| 2D6 Roll | EFFECT* |
|---|---|
| 2–5 | No effect |
| 6–7 | Minor damage; +1 modifie 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:**

| | |
|---|---|
| Naval | +0 |
| Hydrofoil | +3 |

*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 +5. 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.

### NAVAL 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.

### DEPTH TRACK

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

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# BATTLETECH™

## NAVAL VEHICLE RECORD SHEET

### VEHICLE DATA

**Type: Mauna Kea Command Vessel (LRT)**

**Movement Points:**
**Cruising:** 3
**Flank:** 5
**Movement Type:** Naval
**Engine Type:** I.C.E.

**Tonnage:** 85
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

#### Weapons & Equipment Inventory (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Communications Equipment (1 ton) | BD | [E] | — | — | — | — |
| 1 | LRT 15 | FR | 15 | 6 | 7 | 14 | 21 |
| 2 | Machine Gun | RS | 2 [DB,AI] | — | 1 | 2 | 3 |
| 2 | Machine Gun | LS | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Machine Gun | RR | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | AC/10 | T | 10 [DB,S] | — | 5 | 10 | 15 |
| 1 | LRM 15 | T | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |

Ammo: (LRT 15) 8, (Machine Gun) 100, (AC/10) 20 (LRM 15) 16

**BV:** 1,022

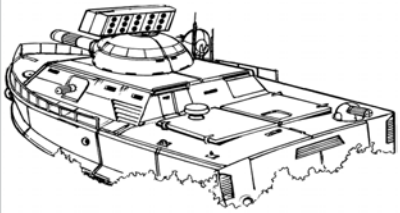
### CREW DATA

**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___

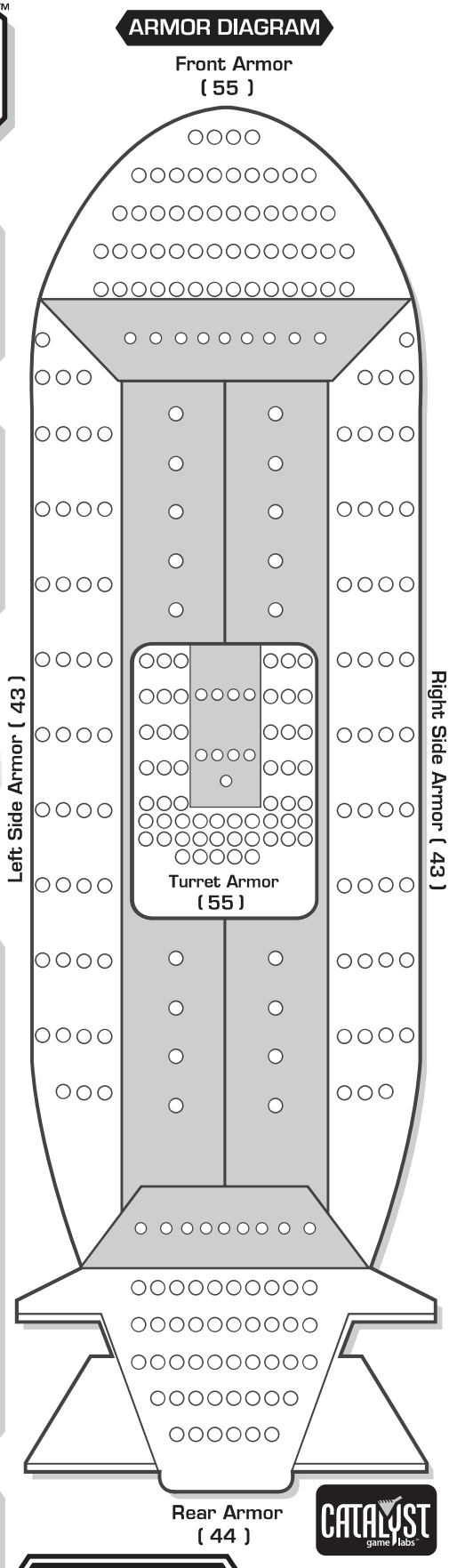
Commander Hit [+1] Modifier to all Skill rolls
Driver Hit [+2] Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



### ARMOR DIAGRAM




### NAVAL COMBAT VEHICLE HIT LOCATION TABLE

| 2D6 Roll | ATTACK DIRECTION FRONT | REAR | SIDE§ |
|---|---|---|---|
| 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 Naval Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for moreinformation). A result of 12 on the Naval 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 SystemDamage 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 DMG. TABLE

| 2D6 Roll | EFFECT* |
|---|---|
| 2–5 | No effect |
| 6–7 | Minor damage; +1 modifie 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:**

| | |
|---|---|
| Naval | +0 |
| Hydrofoil | +3 |

*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 +5. 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.

### NAVAL 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.

### DEPTH TRACK

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

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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type: Paramour Mobile Repair Vehicle**

**Movement Points:**
**Cruising:** 4
**Flank:** 6
**Movement Type:** Tracked
**Engine Type:** Fusion Engine

**Tonnage:** 60
**Tech Base:** Inner Sphere
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |
| 2 | Lift Hoist | RR | [E] | — | — | — | — |

Infantry Bay - 5 tons (1 door)
Cargo Space - 15 tons (1 door)
Chassis Modifications: Armored Chassis

Ammo: (Machine Gun) 100

**BV:** 226

### CREW DATA

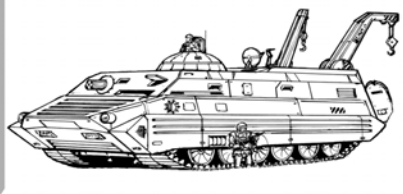
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

Driver Hit +2
Modifier to Driving Skill rolls

### CRITICAL DAMAGE

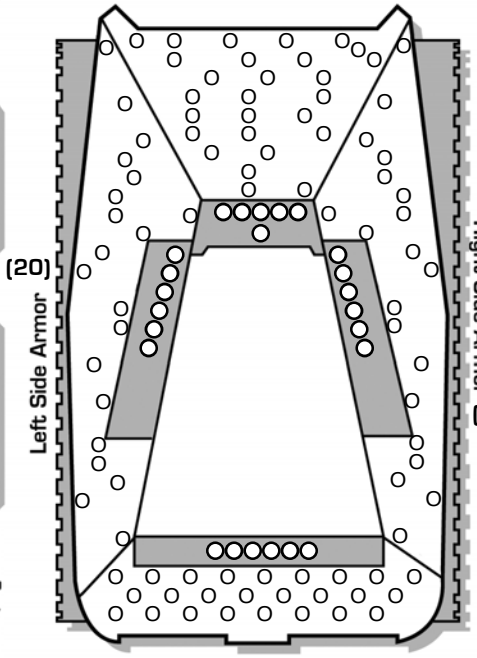
Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐



### ARMOR DIAGRAM

BAR: 6

Front Armor (27)




Rear Armor (25)

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

| | ATTACK DIRECTION | | |
|---|---|---|---|
| 2D6 Roll | FRONT | REAR | SIDE§ |
| 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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# BATTLETECH

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type: Paramour Mobile Repair Vehicle (MFB)**

**Movement Points:**
**Cruising:** 4
**Flank:** 6
**Movement Type:** Tracked
**Engine Type:** Fusion Engine

**Tonnage:** 60
**Tech Base:** Inner Sphere (Advanced)
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Mobile Field Base | BD | [E] | — | — | — | — |
| 1 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |
| 2 | Lift Hoist | RR | [E] | — | — | — | — |

Chassis Modifications: Armored Chassis

Ammo: (Machine Gun) 100

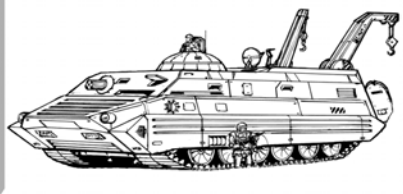
**BV:** 226

### CREW DATA

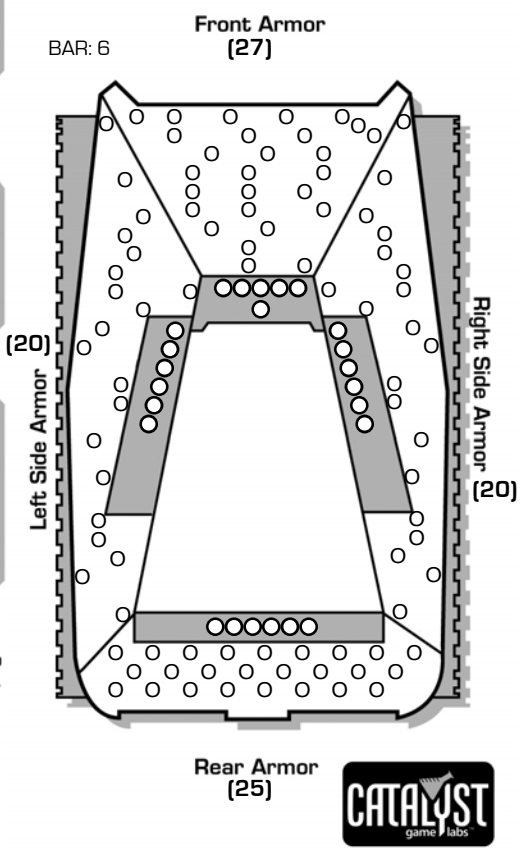
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



### ARMOR DIAGRAM

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

| | ATTACK DIRECTION | | |
|---|---|---|---|
| 2D6 Roll | FRONT | REAR | SIDE§ |
| 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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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Icarus II ICR-1S

**Movement Points:**
Walking: 4
Running: 6
Jumping: 4

**Tonnage:** 40
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | AC/10 | LA | 3 | 10 [DB,S] | — | 5 | 10 | 15 |
| 1 | Small Laser | LA | 1 | 3 [DE] | — | 1 | 2 | 3 |

**BV:** 869

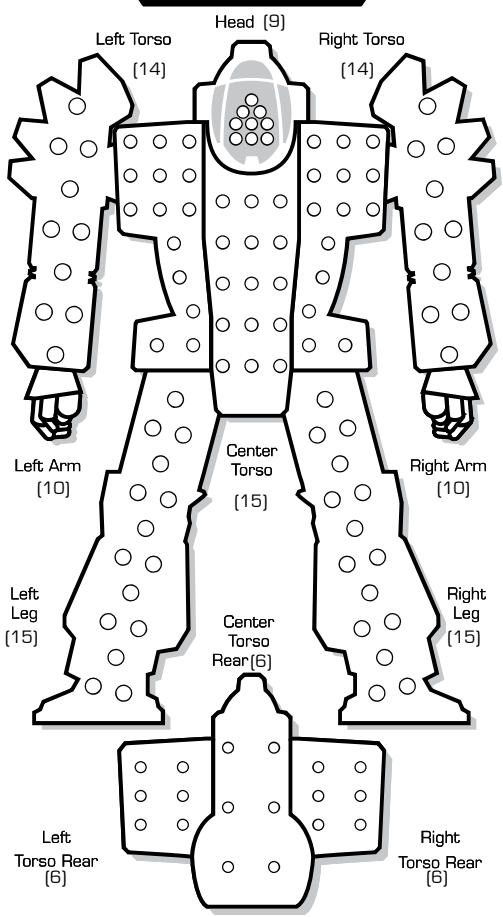
### WARRIOR DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. AC/10
5. AC/10
6. AC/10

1. AC/10
2. AC/10
3. AC/10
4. AC/10

4-6
5. Small Laser
6. Roll Again

#### Left Torso

1. Heat Sink
2. Heat Sink

1-3
3. Ammo (AC/10) 10
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again

4-6
5. Roll Again
6. Roll Again

#### Left Leg

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

#### Head

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

#### Center Torso

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

1. Gyro
2. Fusion Engine
3. Fusion Engine

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

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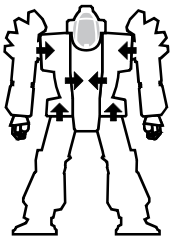


Damage Transfer Diagram

#### Right Arm

1. Shoulder
2. Upper Arm Actuator

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

1. Roll Again
2. Roll Again
3. Roll Again

4-6
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

1. Heat Sink
2. Heat Sink

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

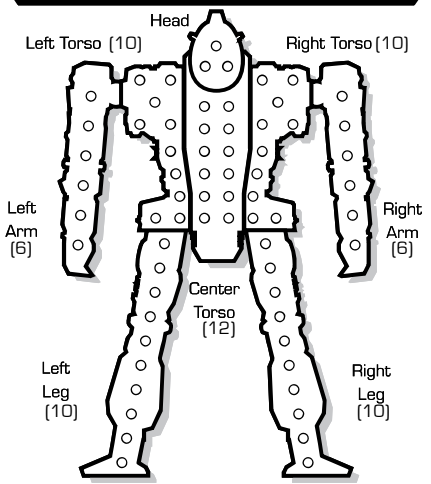
1. Roll Again
2. Roll Again
3. Roll Again

4-6
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

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

### HEAT DATA

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

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Icarus II ICR-2S

**Movement Points:**
Walking: 5
Running: 8
Jumping: 5

**Tonnage:** 40
**Tech Base:** Inner Sphere
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Pulse Laser | RT | 4 | 6 [P] | — | 2 | 4 | 6 |
| 1 | LB 10-X AC | LA | 2 | 10 [DB,C/F/S] | — | 6 | 12 | 18 |
| 1 | Small Laser | LA | 1 | 3 [DE] | — | 1 | 2 | 3 |

**BV:** 986

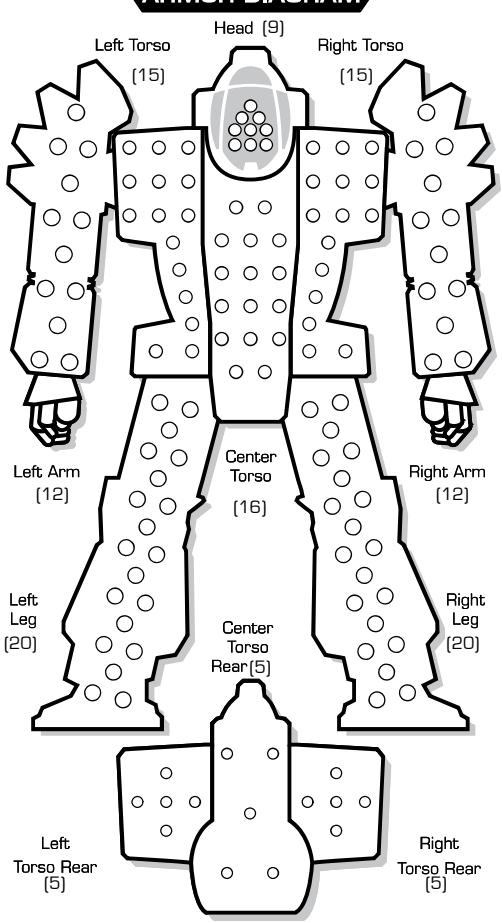
### WARRIOR DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

1. LB 10-X AC
2. LB 10-X AC

4-6
3. LB 10-X AC
4. Small Laser
5. Ferro-Fibrous
6. Ferro-Fibrous

#### Left Torso

1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. XL Fusion Engine
4. Heat Sink
5. Ammo (LB 10-X) 10
6. Ammo (LB 10-X Cluster) 10

1. Ferro-Fibrous
2. Ferro-Fibrous

4-6
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

#### Left Leg

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

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

#### Center Torso

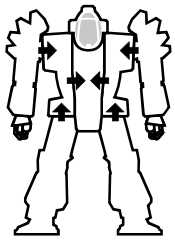
1. XL Fusion Engine
2. XL Fusion Engine

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

1. Gyro
2. XL Fusion Engine

4-6
3. XL Fusion Engine
4. XL Fusion Engine
5. Heat Sink
6. Jump Jet

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

1. Shoulder
2. Upper Arm Actuator

1-3
3. Lower Arm Actuator
4. Hand Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous

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

#### Right Torso

1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. XL Fusion Engine
4. Heat Sink
5. Medium Pulse Laser
6. Ferro-Fibrous

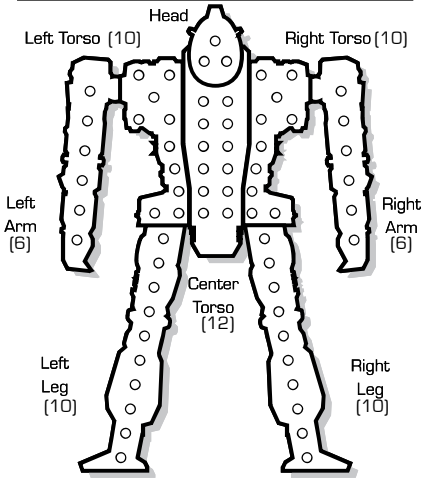
1. Ferro-Fibrous
2. Ferro-Fibrous

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

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

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

### HEAT DATA

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

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# BATTLETECH™

## 'MECH RECORD SHEET

(Industrial)

### 'MECH DATA

**Type:** Patron PTN LoaderMech

**Movement Points:**
Walking: 2
Running: 3

**Tonnage:** 15
**Tech Base:** Inner Sphere (Primitive)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Cargo (0.5 tons) | CT | — | [E] | — | — | — | — |
| 1 | Lift Hoist | RT | — | [E] | — | — | — | — |

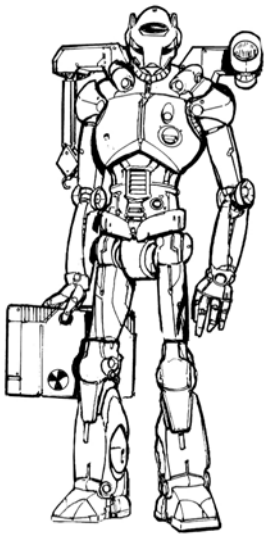
**BV:** 67

### WARRIOR DATA

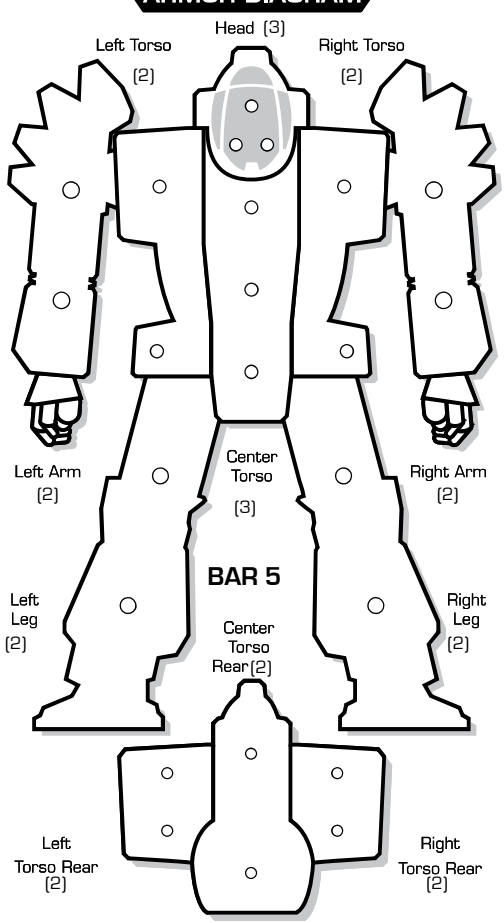
**Name:** _____

**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

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

#### Head

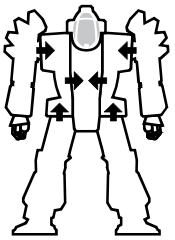
1. Life Support
2. Sensors
3. Primitive Industrial Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

1-3
1. Primitive Fuel Cell Engine
2. Primitive Fuel Cell Engine
3. Primitive Fuel Cell Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Primitive Fuel Cell Engine
3. Primitive Fuel Cell Engine
4. Primitive Fuel Cell Engine
5. Cargo (0.5 tons)
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### 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

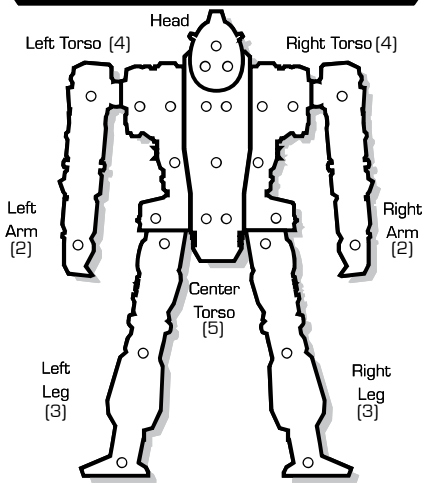
1-3
1. Lift Hoist
2. Lift Hoist
3. Lift Hoist
4. Roll Again
5. Roll Again
6. Roll Again

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

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

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

### HEAT DATA

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

**1 (1) Single** ○

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# BATTLETECH™

## 'MECH RECORD SHEET

(Industrial)

### 'MECH DATA

**Type:** Patron PTN-1 LoaderMech

**Movement Points:**
Walking: 2
Running: 3

**Tonnage:** 15
**Tech Base:** Inner Sphere
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Liquid Storage (0.5 tons) | CT | — | [E] | — | — | — | — |
| 1 | Liquid Storage (1 ton) | CT | — | [E] | — | — | — | — |
| 1 | Lift Hoist | RT | — | [E] | — | — | — | — |
| 1 | Mounted Searchlight | LT | — | [E] | — | — | — | 170 |
| 1 | Sprayer | LT | — | [E] | — | — | — | 1 |

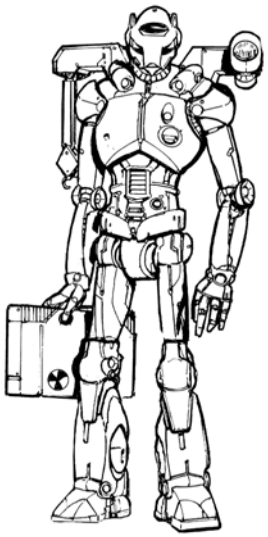
**BV:** 67

### WARRIOR DATA

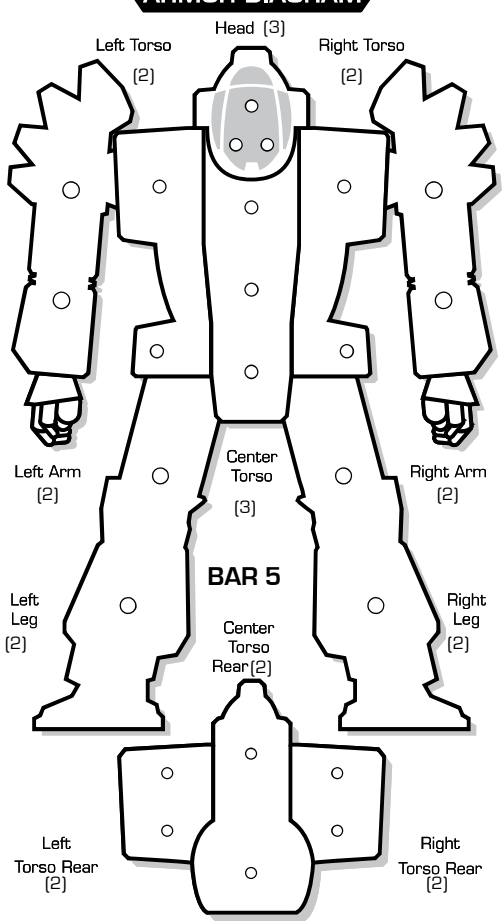
Name: _____

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

| | |
|---|---|
| 1-3 | 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. Mounted Searchlight |
| | 2. Sprayer |
| | 3. Roll Again |
| | 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. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

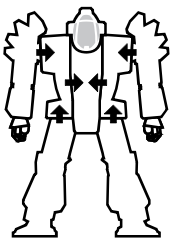
#### Head

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

#### Center Torso

| | |
|---|---|
| 1-3 | 1. Fuel Cell Engine |
| | 2. Fuel Cell Engine |
| | 3. Fuel Cell Engine |
| | 4. Gyro |
| | 5. Gyro |
| | 6. Gyro |
| 4-6 | 1. Gyro |
| | 2. Fuel Cell Engine |
| | 3. Fuel Cell Engine |
| | 4. Fuel Cell Engine |
| | 5. Liquid Storage (1 ton) |
| | 6. Liquid Storage (0.5 tons) |

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### 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 |

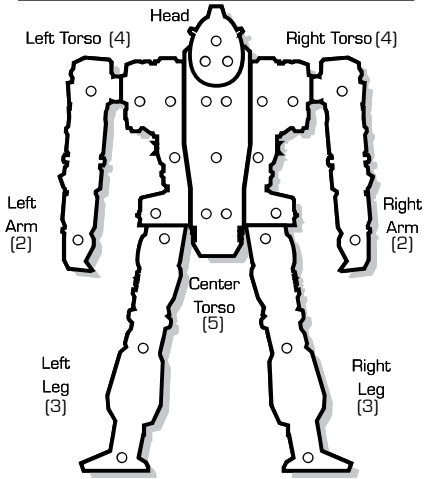
#### Right Torso

| | |
|---|---|
| 1-3 | 1. Lift Hoist |
| | 2. Lift Hoist |
| | 3. Lift Hoist |
| | 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 |

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

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

### HEAT DATA

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

**1 (1) Single** ○

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Eagle EGL-R1

**Thrust:**
**Safe Thrust:** 5
**Maximum Thrust:** 8

**Tonnage:** 75
**Tech Base:** Inner Sphere (Primitive)
**Era:** Star League

### Weapons & Equipment Inventory

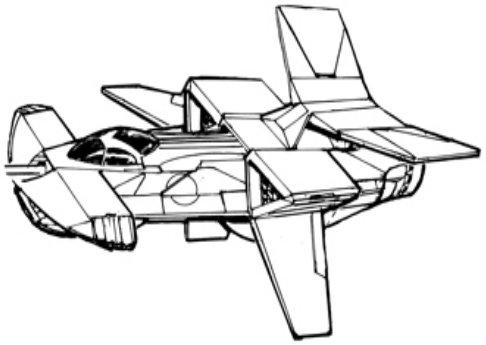
Standard Scale

| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Large Laser [DE] | N | 8 | 8 | 8 | — | — |
| 1 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 1 | Large Laser [DE] | LW | 8 | 8 | 8 | — | — |
| 1 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 1 | Large Laser [DE] | RW | 8 | 8 | 8 | — | — |
| 1 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | A | 3 | 5 | — | — | — |

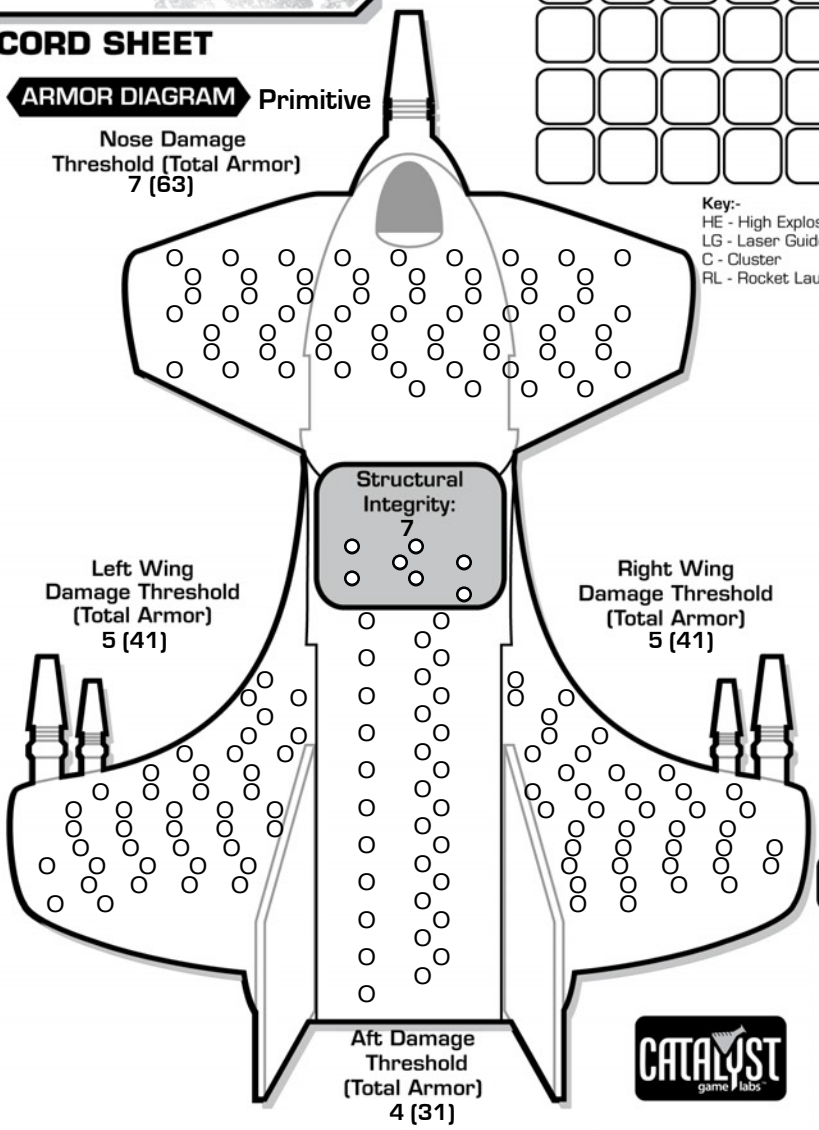
Primitive Cockpit

Fuel: 400 Points

**BV:** 1,255



### ARMOR DIAGRAM Primitive




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### Heat Scale

Overflow

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

### CRITICAL DAMAGE

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### HEAT DATA

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

**Heat Sinks:** 25 (25) Single

O O O
O O O
O O O
O O O
O O O
O O
O O
O O
O O
O O

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Eagle EGL-R4

**Thrust:**
**Safe Thrust:** 5
**Maximum Thrust:** 8

**Tonnage:** 75
**Tech Base:** Inner Sphere (Primitive)
**Era:** Star League

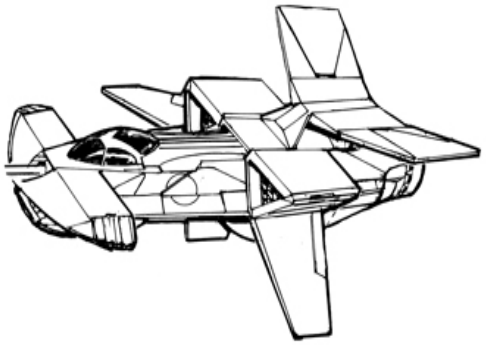
### Weapons & Equipment Inventory

Standard Scale

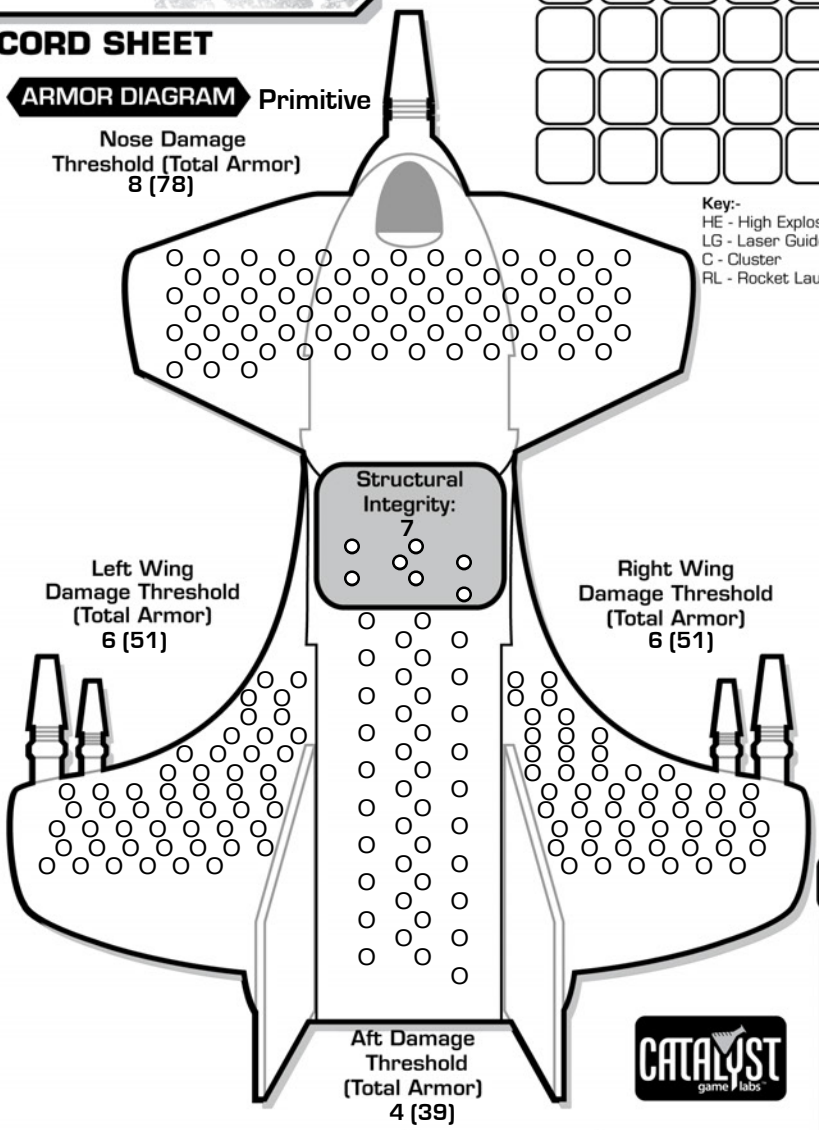
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 2 | Large Laser [DE] | N | 8 | 8 | 8 | — | — |
| 2 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 2 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | A | 3 | 5 | — | — | — |
| Primitive Cockpit | | | | | | | |

Fuel: 400 Points

**BV:** 1,294



### ARMOR DIAGRAM Primitive




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### HEAT DATA

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

**Heat Sinks:** 25 (25) Single

Heat Scale (Overflow)

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

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Eagle EGL-R6

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 75
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

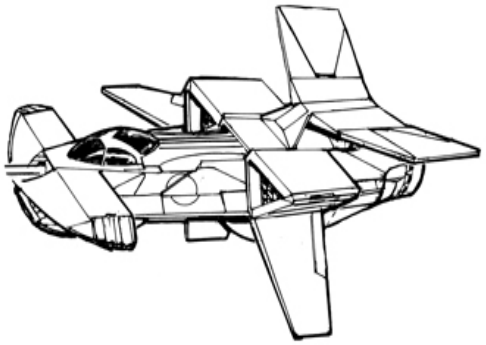
#### Weapons & Equipment Inventory

Standard Scale

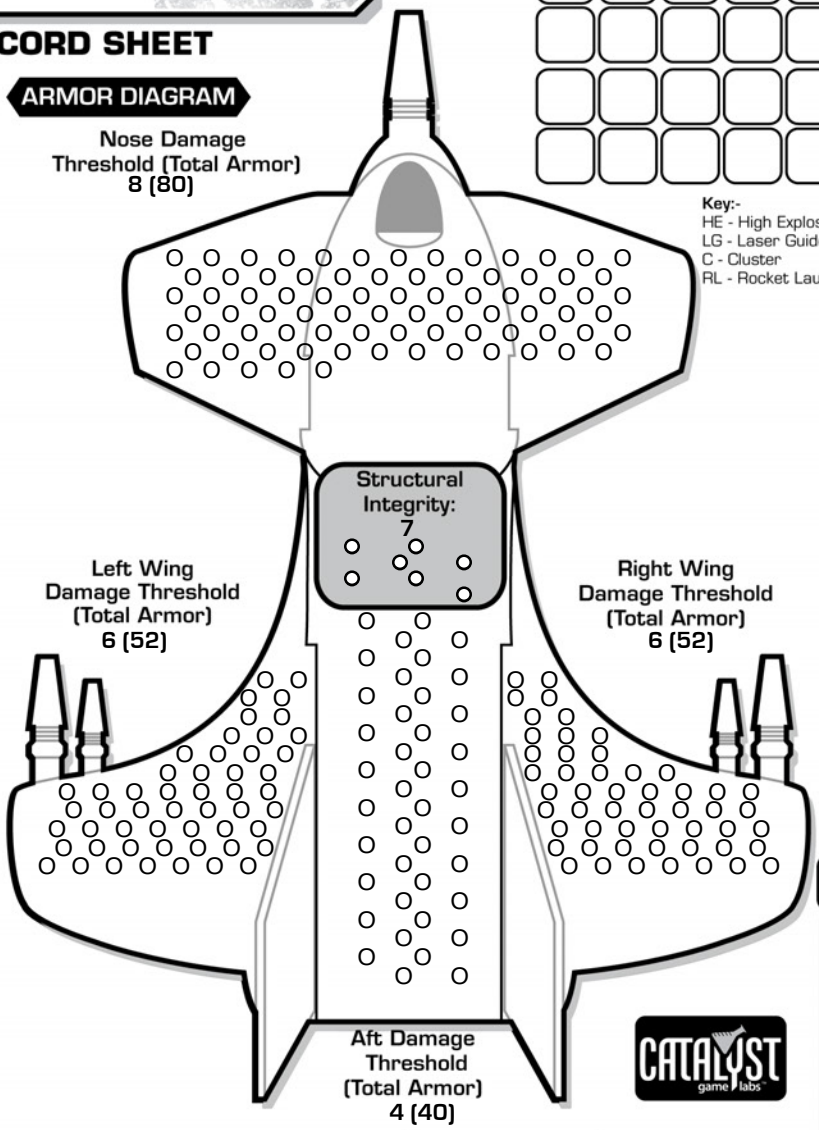
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Large Laser [DE] | N | 8 | 8 | 8 | — | — |
| 1 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 1 | Large Laser [DE] | LW | 8 | 8 | 8 | — | — |
| 1 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 1 | Large Laser [DE] | RW | 8 | 8 | 8 | — | — |
| 1 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | A | 3 | 5 | — | — | — |

Fuel: 400 Points

**BV:** 1,467



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### HEAT DATA

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

**Heat Sinks:** 25 (25) Single

Heat Scale (Overflow)

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

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Eagle EGL-R9

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 75
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

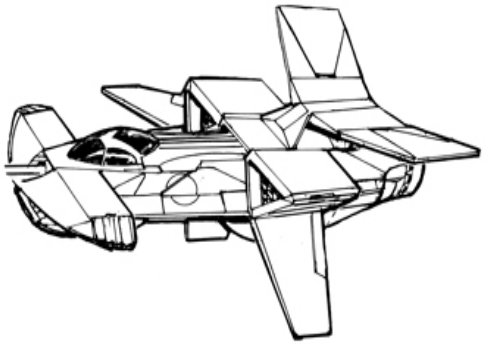
### Weapons & Equipment Inventory

Standard Scale

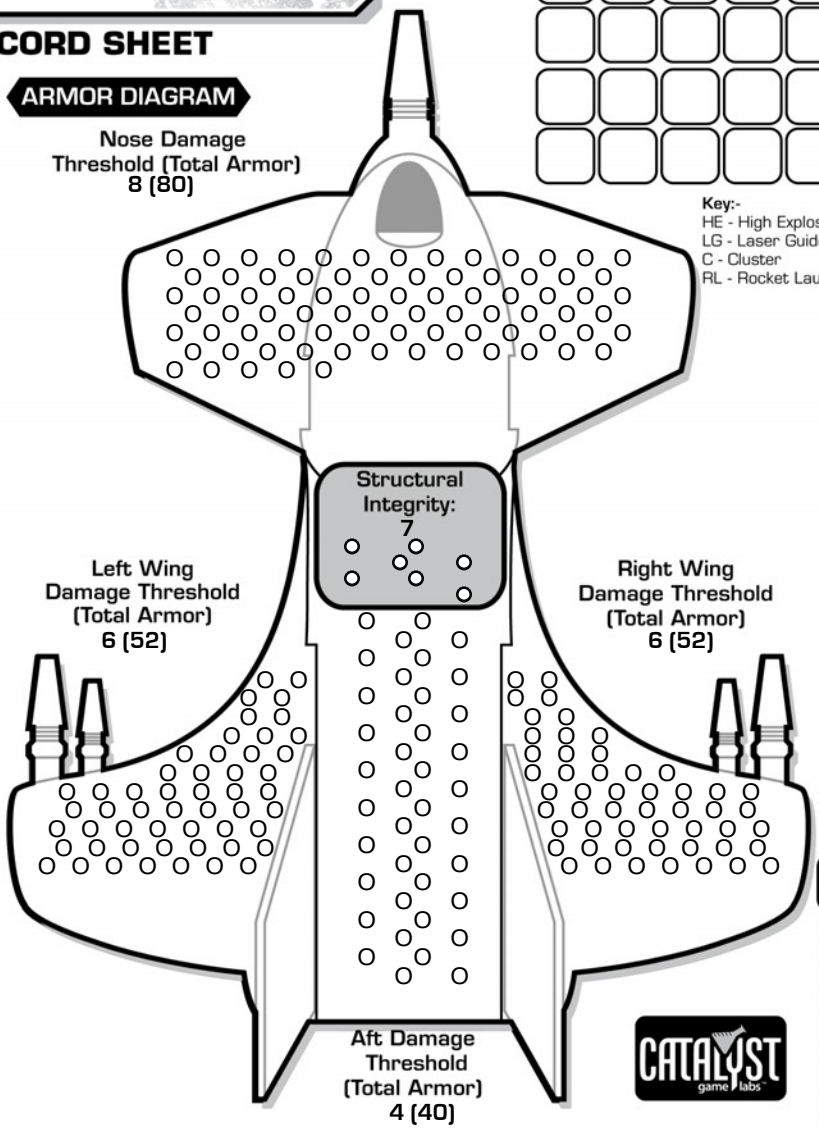
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 1 | PPC [DE] | LW | 10 | 10 | 10 | — | — |
| 1 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |
| 1 | PPC [DE] | RW | 10 | 10 | 10 | — | — |
| 1 | Medium Laser [DE] | A | 3 | 5 | — | — | — |

Fuel: 400 Points

**BV:** 1,458



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### Heat Scale

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

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### HEAT DATA

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

**Heat Sinks:** 26 (26) Single

O O O
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O O

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Eagle EGL-R10

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 75
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

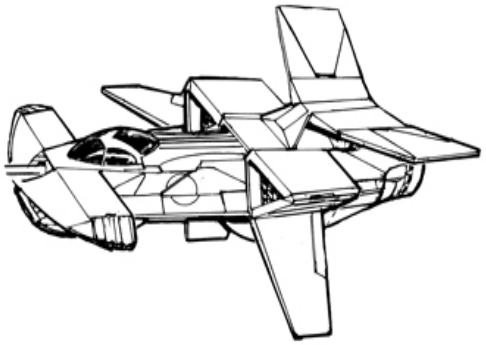
#### Weapons & Equipment Inventory

Standard Scale

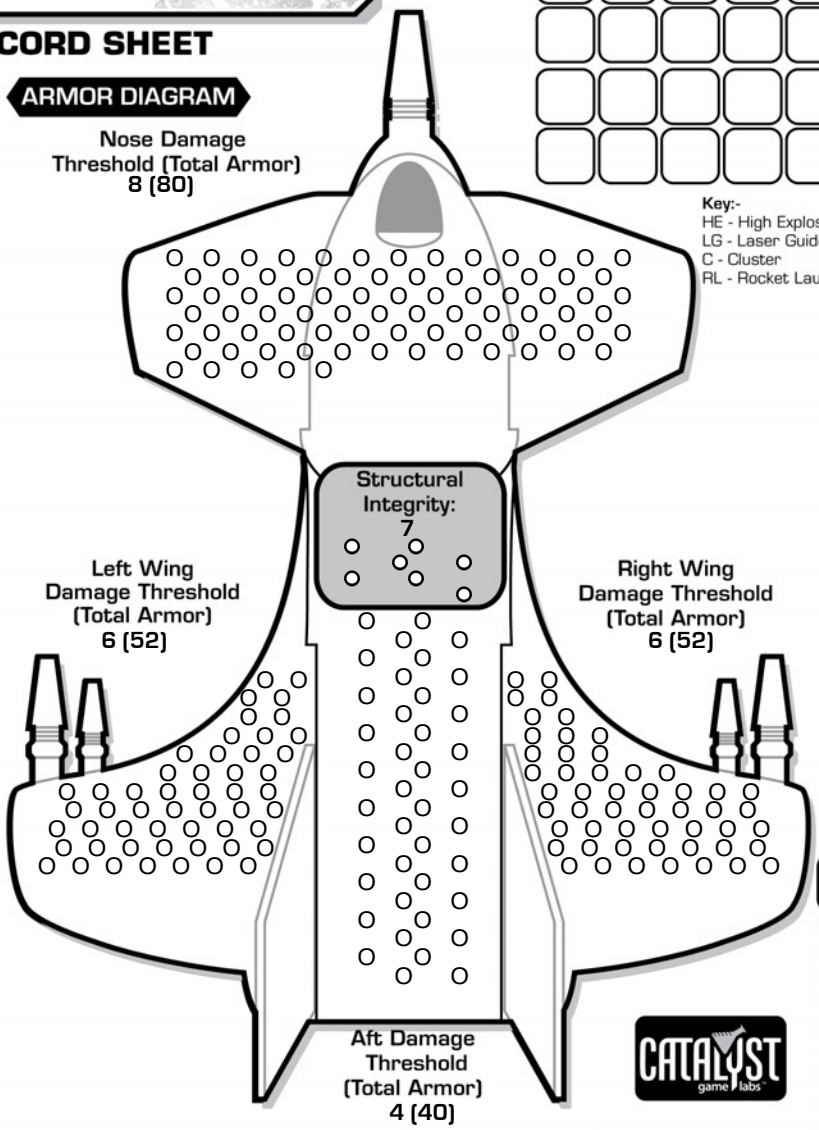
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Large Laser [DE] | N | 8 | 8 | 8 | — | — |
| 1 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 4 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 4 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | A | 3 | 5 | — | — | — |

Fuel: 400 Points

**BV:** 1,512



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### HEAT DATA

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

**Heat Sinks:** 29 (29) Single

Heat Scale

Overflow

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

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH™

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type: Eagle EGL-R11**

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 75
**Tech Base:** Inner Sphere
**Era:** Jihad

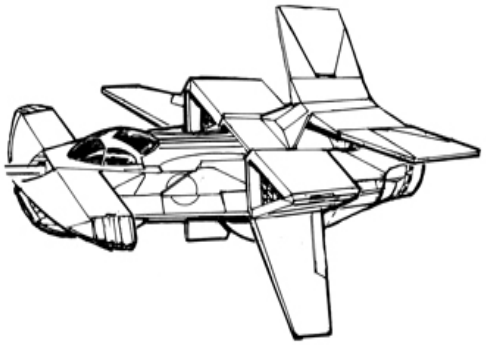
#### Weapons & Equipment Inventory

Standard Scale

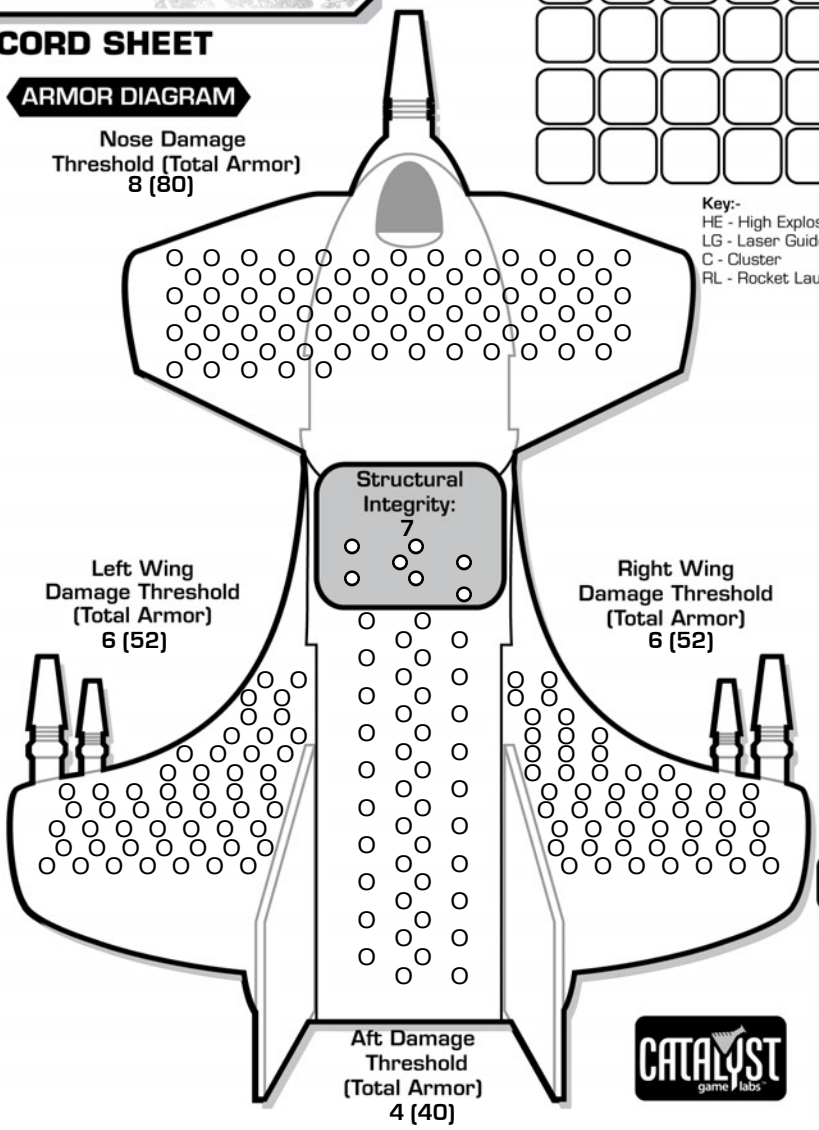
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | ER PPC [DE] | N | 15 | 10 | 10 | 10 | — |
| 1 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 1 | Large Pulse Laser [P] | LW | 10 | 9 | 9 | — | — |
| 1 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 1 | Large Pulse Laser [P] | RW | 10 | 9 | 9 | — | — |
| 1 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |

Fuel: 800 Points

**BV:** 1,527



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### HEAT DATA

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

**Heat Sinks:** 15 (30) **Double**

O O
O O
O O
O O
O O
O
O
O
O
O

**Heat Scale**

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

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Deathstalker F-77

**Thrust:**
**Safe Thrust:** 5
**Maximum Thrust:** 8

**Tonnage:** 80
**Tech Base:** Inner Sphere
**Era:** Star League

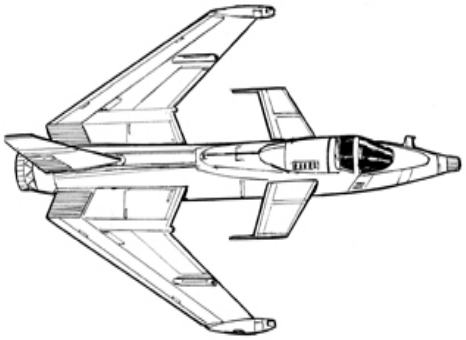
### Weapons & Equipment Inventory

Standard Scale

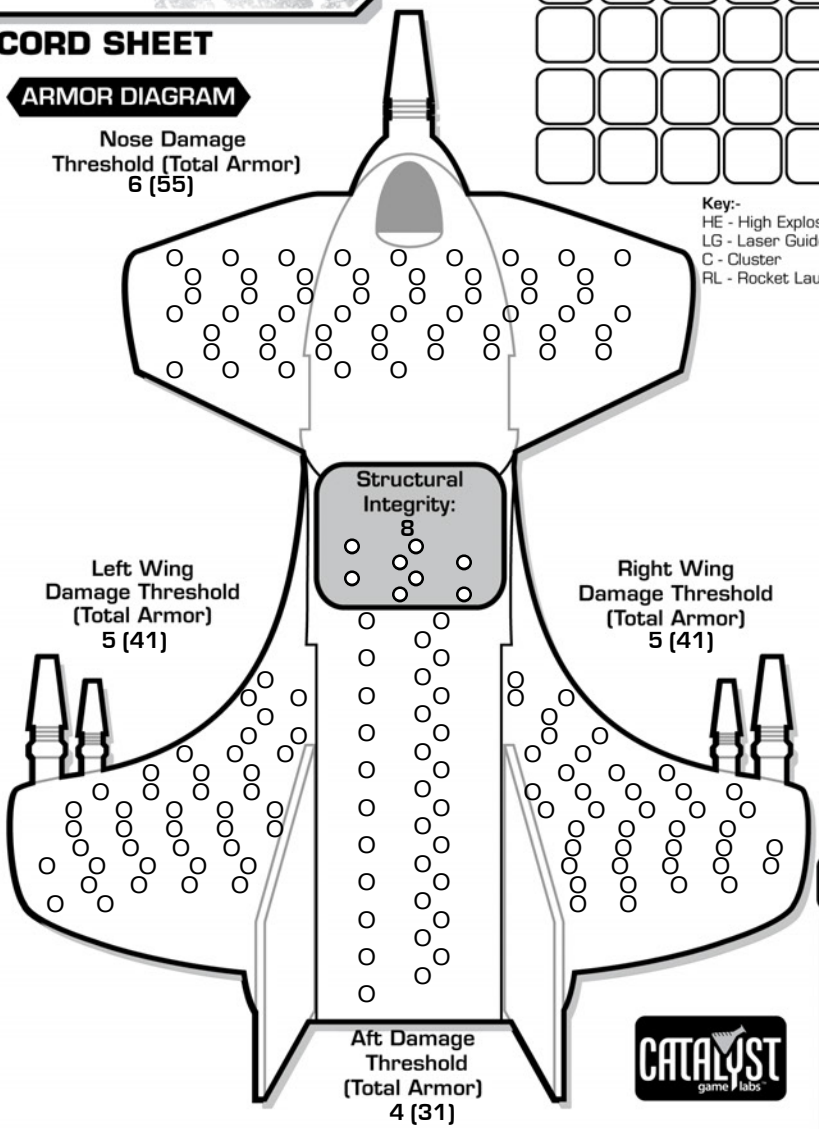
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | AC/10 [DB,S] | N | 3 | 10 | 10 | — | — |
| 2 | ER Large Laser [DE] | LW | 12 | 8 | 8 | 8 | — |
| 1 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 2 | ER Large Laser [DE] | RW | 12 | 8 | 8 | 8 | — |
| 1 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |

Ammo: (AC/10) 10
Fuel: 400 Points

**BV:** 1,732



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### Heat Scale

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

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### HEAT DATA

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

**Heat Sinks:**
25 (50)
Double
O O O
O O O
O O O
O O O
O O O
O O
O O
O O
O O
O O

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Deathstalker F-77a

**Thrust:**
**Safe Thrust:** 5
**Maximum Thrust:** 8

**Tonnage:** 80
**Tech Base:** Inner Sphere
**Era:** Jihad

### Weapons & Equipment Inventory

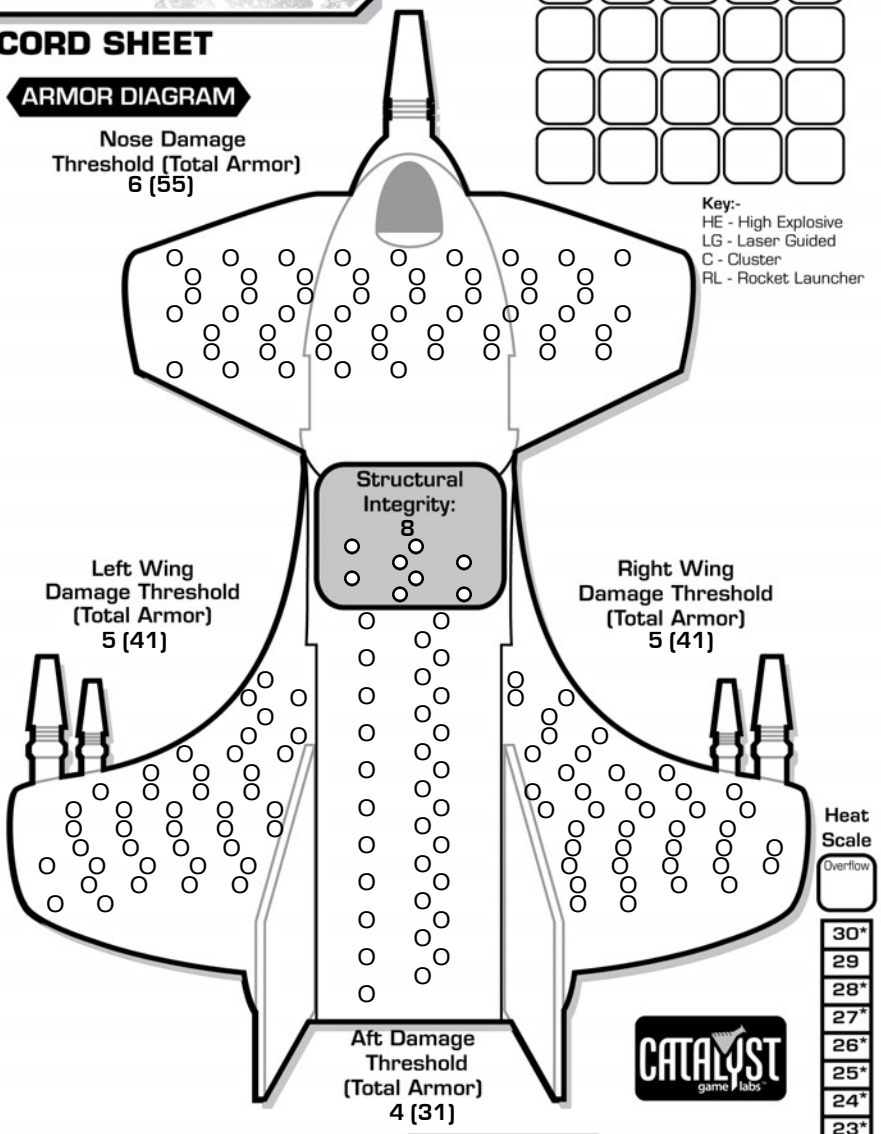
Standard Scale

| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Ultra AC/10 [DB,R/C] | N | 4 | 15 | 15 | — | — |
| 2 | ER Large Laser [DE] | LW | 12 | 8 | 8 | 8 | — |
| 1 | ER Medium Laser [DE] | LW | 5 | 5 | 5 | — | — |
| 2 | ER Large Laser [DE] | RW | 12 | 8 | 8 | 8 | — |
| 1 | ER Medium Laser [DE] | RW | 5 | 5 | 5 | — | — |
| 1 | ER Small Laser [DE] | A | 2 | 3 | — | — | — |

Ammo: (Ultra AC/10) 20
Fuel: 400 Points

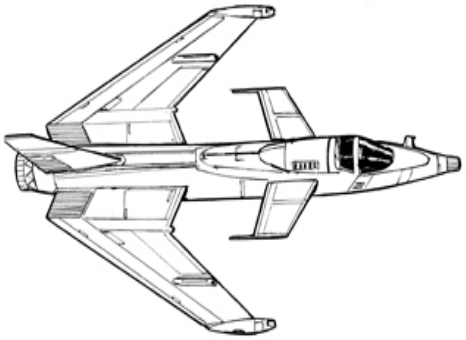
**BV:** 1,866

### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher



### CRITICAL DAMAGE

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### HEAT DATA

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

**Heat Sinks:**
25 (50)
Double
O O O
O O O
O O O
O O O
O O O
O O
O O
O O
O O
O O

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

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AERODYNE SMALL CRAFT RECORD SHEET

### CRAFT DATA

**Type:** Lyonesse Escort

**Thrust:**
**Safe Thrust:** 3
**Maximum Thrust:** 5

**Tonnage:** 175
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

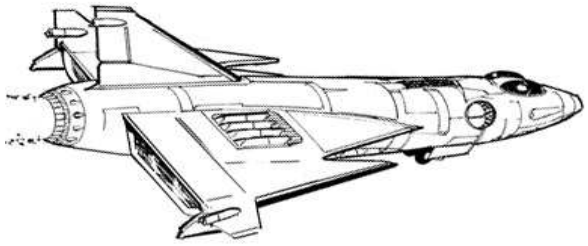
### Weapons & Equipment Inventory

Standard Scale

| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | LRM 20 [M,C,S] | N | 6 | 12 | 12 | 12 | — |
| 1 | SRM 6 [M,C] | N | 4 | 8 | — | — | — |
| 4 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 1 | Medium Laser(R) [DE] | LW | 3 | 5 | — | — | — |
| 4 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |
| 1 | Medium Laser(R) [DE] | RW | 3 | 5 | — | — | — |
| 3 | Medium Laser [DE] | A | 3 | 5 | — | — | — |
| 1 | Small Laser [DE] | A | 1 | 3 | — | — | — |

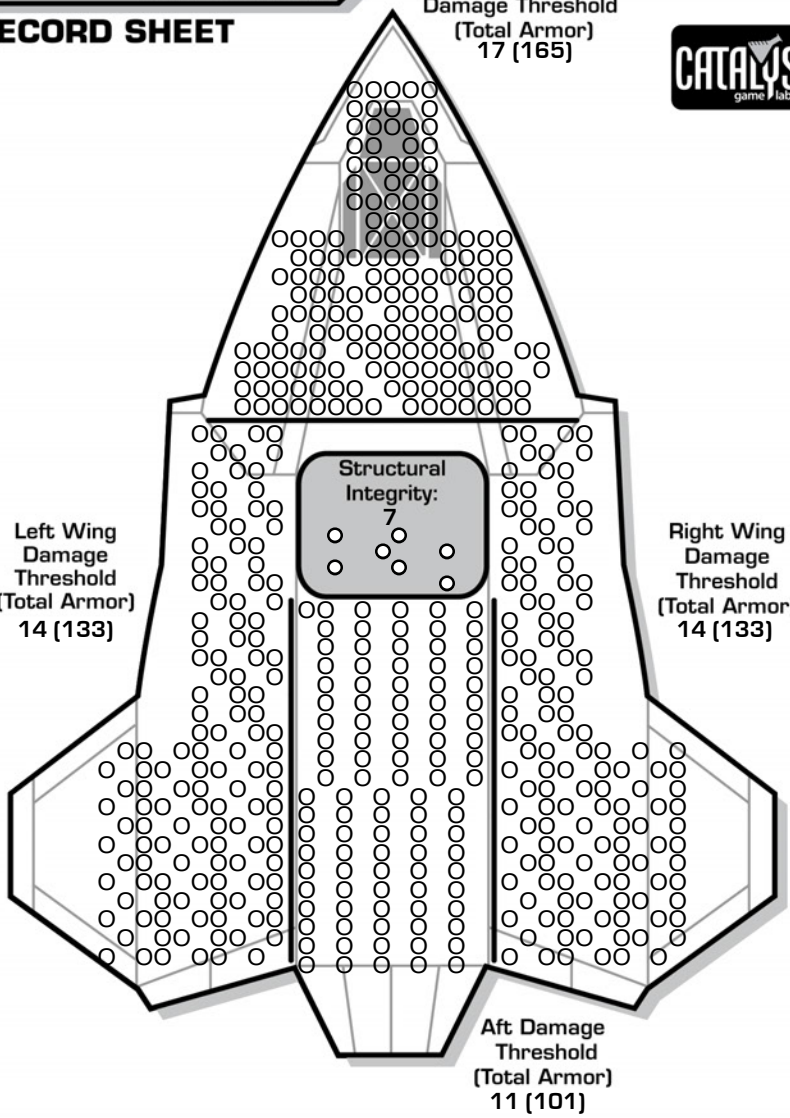
Ammo: (LRM 20) 12, (SRM 6) 30
Fuel: 400 Points

**BV:** 2,106



### ARMOR DIAGRAM

Standard 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

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### HEAT DATA

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

**Heat Sinks:** 35 (35) Single

O O O O
O O O O
O O O O
O O O O
O O O O
O O O
O O O
O O O
O O O
O O O

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AERODYNE SMALL CRAFT RECORD SHEET

### CRAFT DATA

**Type:** Lyonesse Escort M1

**Thrust:**
**Safe Thrust:** 3
**Maximum Thrust:** 5

**Tonnage:** 175
**Tech Base:** Inner Sphere
**Era:** Jihad

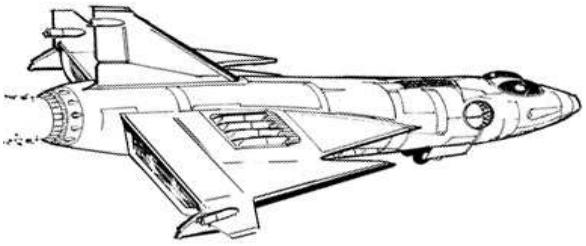
### Weapons & Equipment Inventory

Standard Scale

| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | LRM 20 [M,C,S] | N | 6 | 12 | 12 | 12 | — |
| 1 | SRM 6 [M,C] | N | 4 | 8 | — | — | — |
| 2 | ER Medium Laser [DE] | LW | 5 | 5 | 5 | — | — |
| 1 | ER Medium Laser{R} [DE] | LW | 5 | 5 | 5 | — | — |
| 1 | Heavy PPC [DE] | LW | 15 | 15 | 15 | — | — |
| 2 | ER Medium Laser [DE] | RW | 5 | 5 | 5 | — | — |
| 1 | Heavy PPC [DE] | RW | 15 | 15 | 15 | — | — |
| 1 | Medium Laser{R} [DE] | RW | 3 | 5 | — | — | — |
| 3 | ER Medium Laser [DE] | A | 5 | 5 | 5 | — | — |
| 1 | ER Small Laser [DE] | A | 2 | 3 | — | — | — |

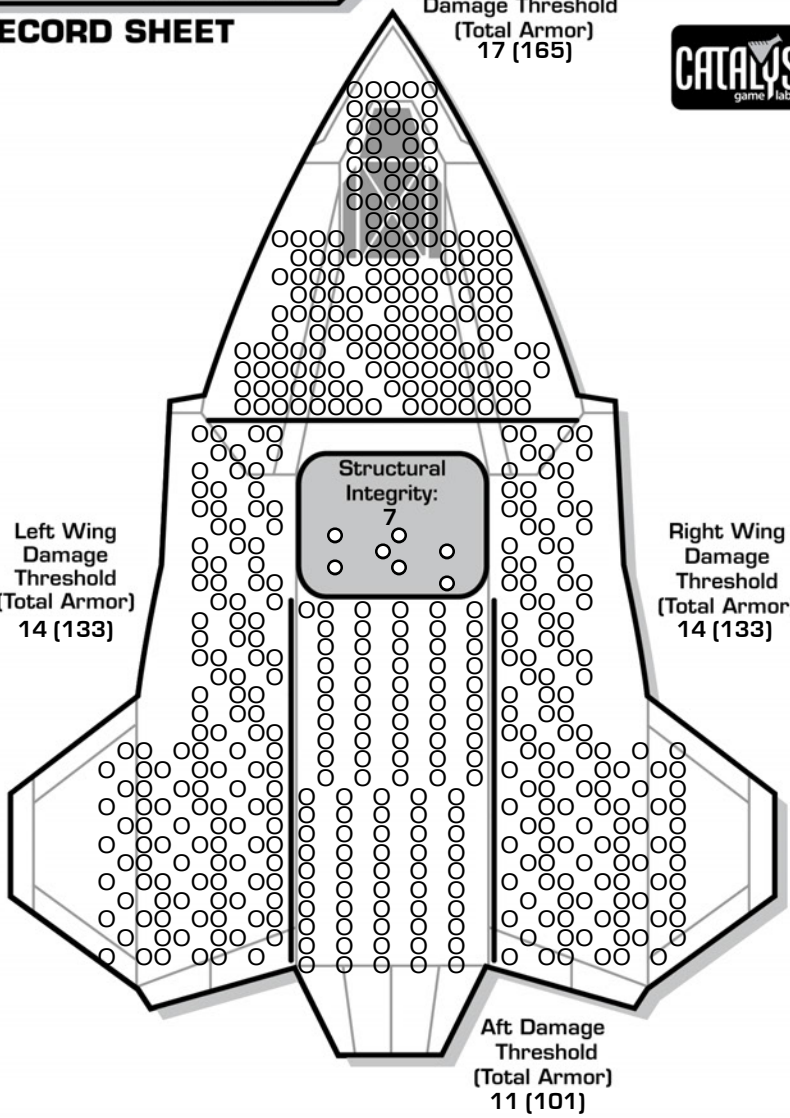
Ammo: (LRM 20) 12, (SRM 6) 30
Fuel: 400 Points

**BV:** 2,512



### ARMOR DIAGRAM

Standard 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

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### HEAT DATA

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

**Heat Sinks:**
19 (38)
**Double**
O O
O O
O O
O O
O O
O O
O O
O O
O O
O

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AERODYNE SMALL CRAFT RECORD SHEET

### CRAFT DATA

**Type:** Lyonesse Escort W1

**Thrust:**
**Safe Thrust:** 4
**Maximum Thrust:** 6

**Tonnage:** 175
**Tech Base:** Inner Sphere (Advanced)
**Era:** Jihad

### Weapons & Equipment Inventory

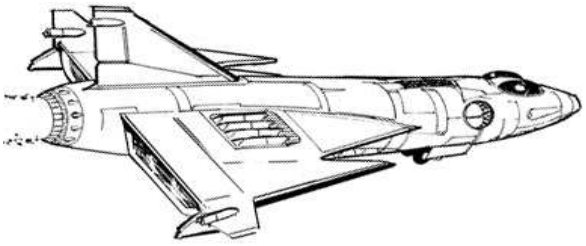
Standard Scale

| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 2 | Arrow IV [AE,S,F] | N | 10 | — | — | — | — |
| 1 | SRM 6 [M,C] | N | 4 | 8 | — | — | — |
| 1 | ER Medium Laser [DE] | LW | 5 | 5 | 5 | — | — |
| 1 | ER Medium Laser{R} [DE] | LW | 5 | 5 | 5 | — | — |
| 1 | ER Medium Laser [DE] | RW | 5 | 5 | 5 | — | — |
| 1 | Medium Laser{R} [DE] | RW | 3 | 5 | — | — | — |
| 3 | ER Medium Laser [DE] | A | 5 | 5 | 5 | — | — |

Ammo: (SRM 6) 30, (Arrow IV Homing) 15, (Arrow IV) 15

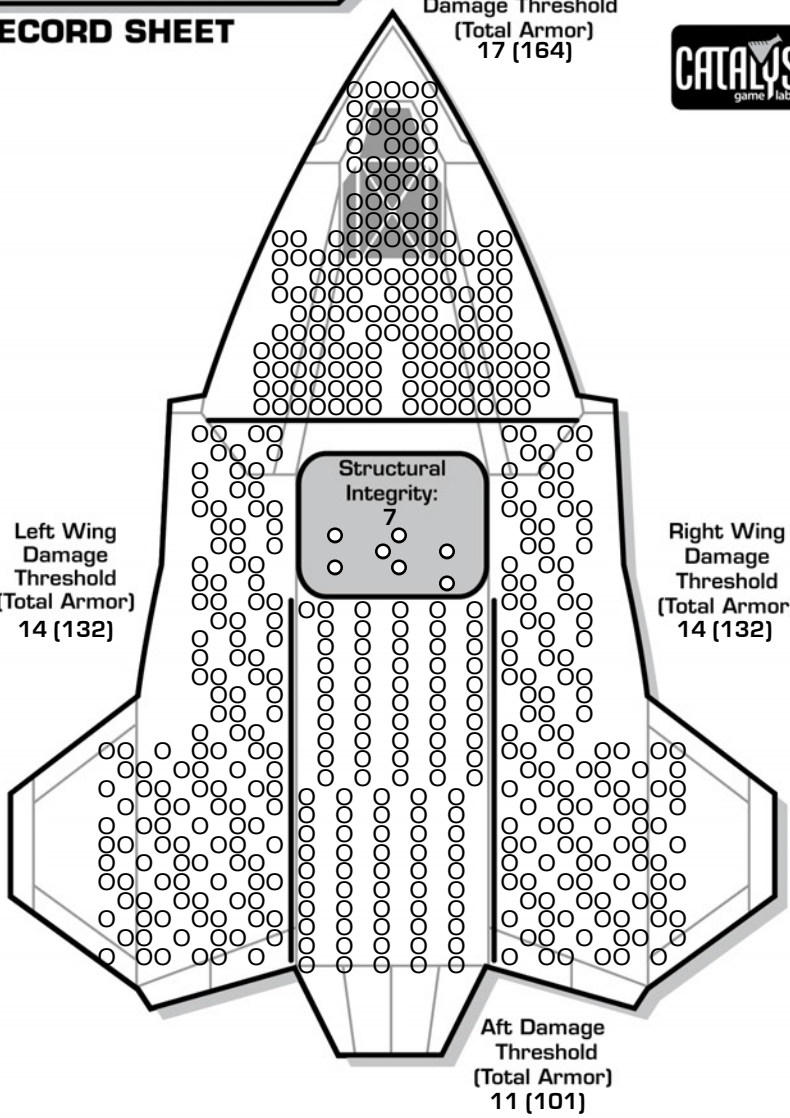
Fuel: 400 Points

**BV:** 2,413



### ARMOR DIAGRAM

Standard 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

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### HEAT DATA

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

**Heat Sinks:** 19 (38) Double

O O
O O
O O
O O
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O O
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O O
O

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AERODYNE SMALL CRAFT RECORD SHEET

### CRAFT DATA

**Type:** Aquarius Escort

**Thrust:**
**Safe Thrust:** 4
**Maximum Thrust:** 6

**Tonnage:** 200
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

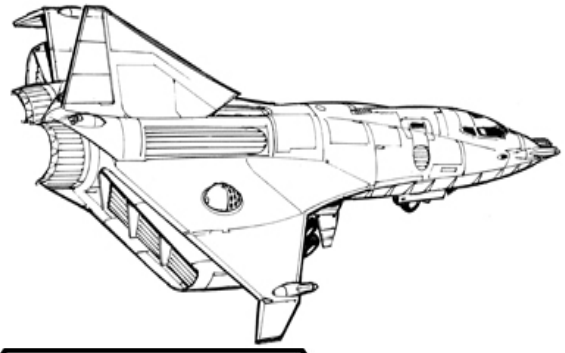
### Weapons & Equipment Inventory

Standard Scale

| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 2 | Large Laser [DE] | N | 8 | 8 | 8 | — | — |
| 1 | LRM 10 [M,C,S] | LW | 4 | 6 | 6 | 6 | — |
| 1 | Medium Laser(R) [DE] | LW | 3 | 5 | — | — | — |
| 1 | SRM 6 [M,C] | LW | 4 | 8 | — | — | — |
| 1 | LRM 10 [M,C,S] | RW | 4 | 6 | 6 | 6 | — |
| 1 | Medium Laser(R) [DE] | RW | 3 | 5 | — | — | — |
| 1 | SRM 6 [M,C] | RW | 4 | 8 | — | — | — |
| 2 | Medium Laser [DE] | A | 3 | 5 | — | — | — |

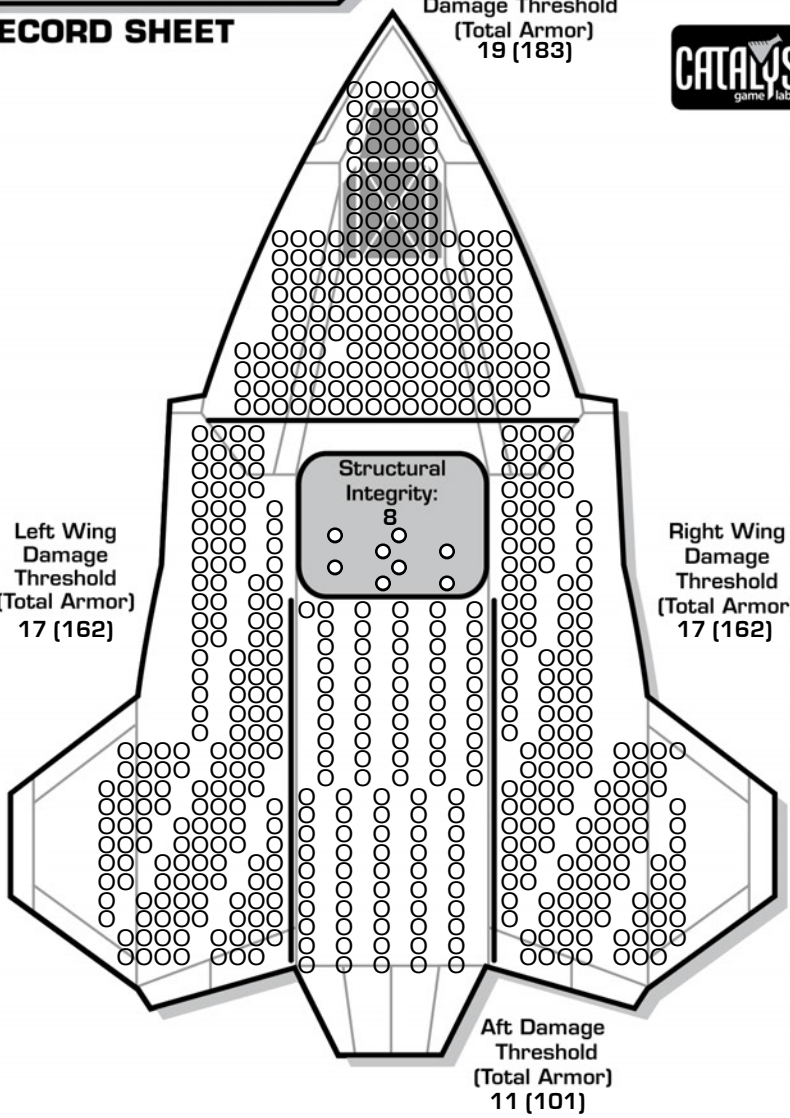
Ammo: (SRM 6) 30, (LRM 10) 24
Fuel: 480 Points

**BV:** 2,263



### ARMOR DIAGRAM

Standard 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

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### HEAT DATA

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

**Heat Sinks:**
32 (32)
Single
O O O O
O O O O
O O O
O O O
O O O
O O O
O O O
O O O
O O O
O O O

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AERODYNE SMALL CRAFT RECORD SHEET

### CRAFT DATA

**Type:** Aquarius Escort M1

**Thrust:**
**Safe Thrust:** 5
**Maximum Thrust:** 8

**Tonnage:** 200
**Tech Base:** Inner Sphere
**Era:** Jihad

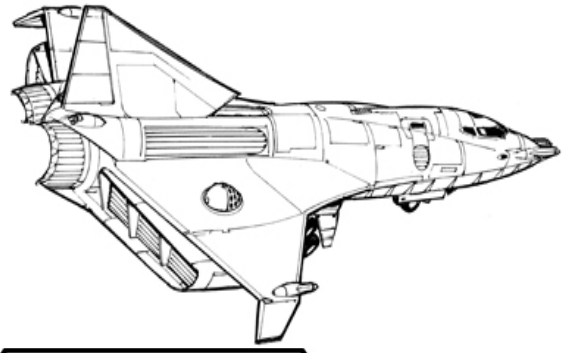
### Weapons & Equipment Inventory

Standard Scale

| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 2 | ER Large Laser [DE] | N | 12 | 8 | 8 | 8 | — |
| 1 | ER Medium Laser(R) [DE] | LW | 5 | 5 | 5 | — | — |
| 1 | LRM 10 [M,C,S] | LW | 4 | 6 | 6 | 6 | — |
| 1 | SRM 6 [M,C] | LW | 4 | 8 | — | — | — |
| 1 | ER Medium Laser(R) [DE] | RW | 5 | 5 | 5 | — | — |
| 1 | LRM 10 [M,C,S] | RW | 4 | 6 | 6 | 6 | — |
| 1 | SRM 6 [M,C] | RW | 4 | 8 | — | — | — |
| 2 | ER Medium Laser [DE] | A | 5 | 5 | 5 | — | — |

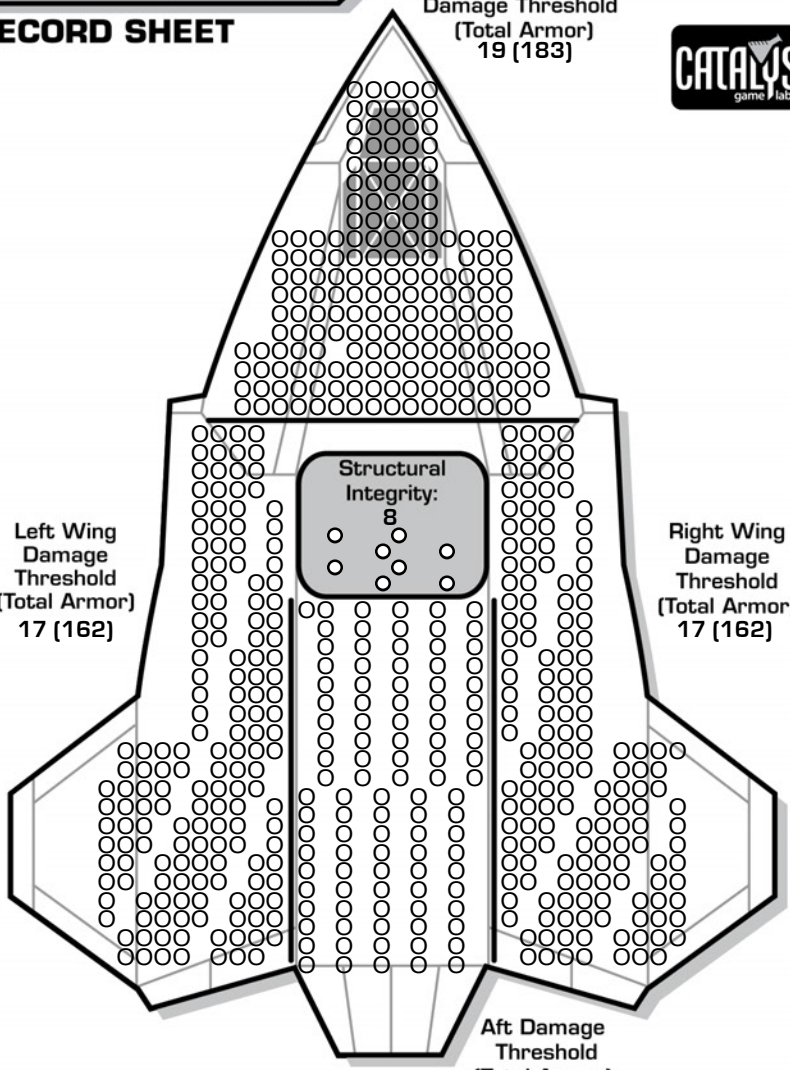
Ammo: (SRM 6) 30, (LRM 10) 24
Fuel: 480 Points

**BV:** 2,568



### ARMOR DIAGRAM

Standard 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

### CRITICAL DAMAGE

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### HEAT DATA

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

**Heat Sinks:**
20 (40)
Double
O O
O O
O O
O O
O O
O O
O O
O O
O O
O O

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AERODYNE SMALL CRAFT RECORD SHEET

### CRAFT DATA

**Type:** Aquarius Escort W1

**Thrust:**
**Safe Thrust:** 5
**Maximum Thrust:** 8

**Tonnage:** 200
**Tech Base:** Inner Sphere (Advanced)
**Era:** Jihad

### Weapons & Equipment Inventory

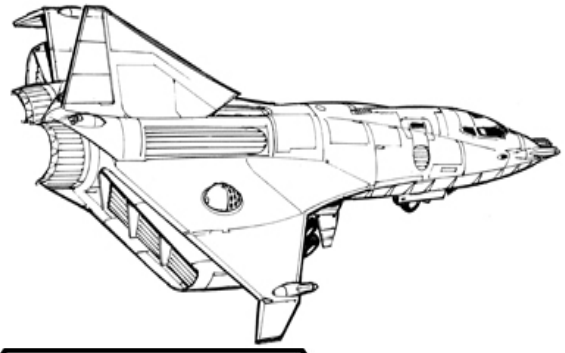
Standard Scale

| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 2 | Arrow IV [AE,S,F] | N | 10 | — | — | — | — |
| 1 | ER Medium Laser(R) [DE] | LW | 5 | 5 | 5 | — | — |
| 1 | SRM 6 [M,C] | LW | 4 | 8 | — | — | — |
| 1 | ER Medium Laser(R) [DE] | RW | 5 | 5 | 5 | — | — |
| 1 | SRM 6 [M,C] | RW | 4 | 8 | — | — | — |
| 2 | ER Medium Laser [DE] | A | 5 | 5 | 5 | — | — |

Ammo: (SRM 6) 30, (Arrow IV Homing) 15, (Arrow IV) 15

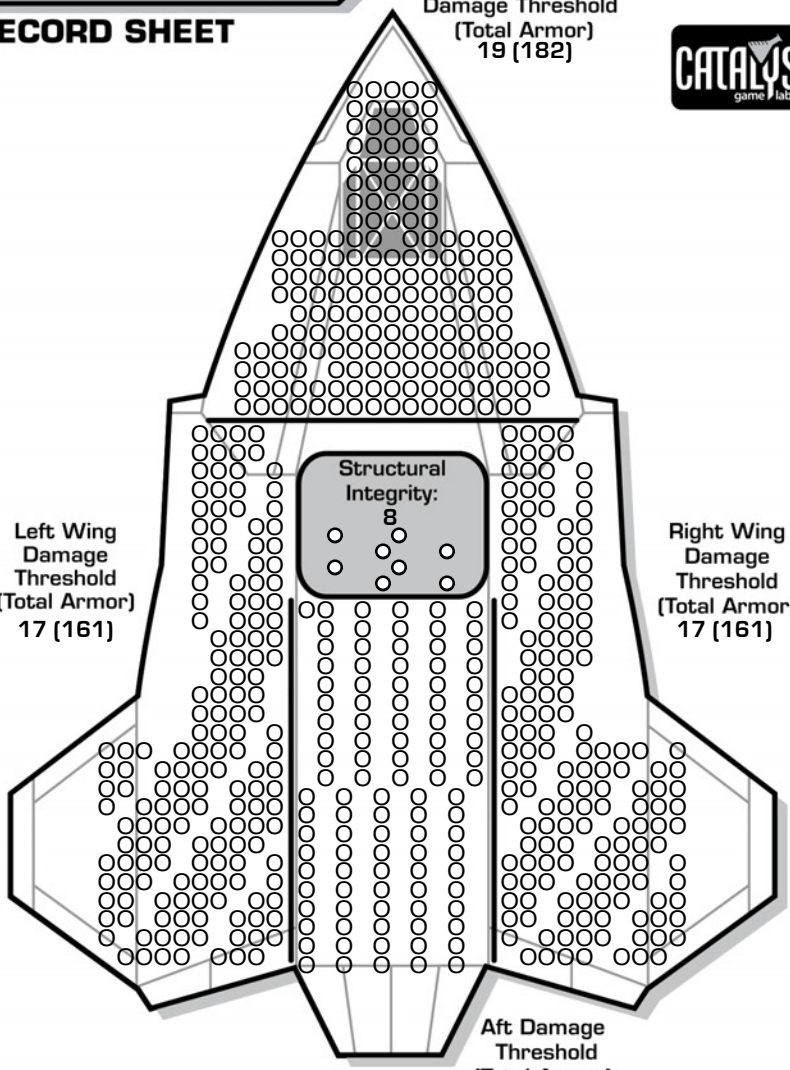
Fuel: 480 Points

**BV:** 2,698



### ARMOR DIAGRAM

Standard 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

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

### HEAT DATA

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

**Heat Sinks:** 10 (20) Double

O O O O O O O O O O

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# LYRAN COMMONWEALTH

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Marsden II Main Battle Tank (Primitive Armor)

**Movement Points:**
**Cruising:** 3
**Flank:** 5
**Movement Type:** Tracked
**Engine Type:** I.C.E.

**Tonnage:** 60
**Tech Base:** Mixed Tech (I.S. (Experimental)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 2 | SRM 6 | FR | 2/Msl [M,C,S] | — | 3 | 6 | 9 |
| 1 | AC/5 | T | 5 [DB,S] | 3 | 6 | 12 | 18 |
| 2 | Machine Gun | T | 2 [DB,AI] | — | 1 | 2 | 3 |

Ammo: (Machine Gun) 100, (SRM 6) 60, (AC/5) 20

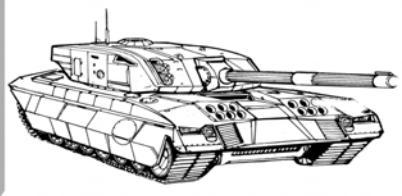
**BV:** 762

### CREW DATA

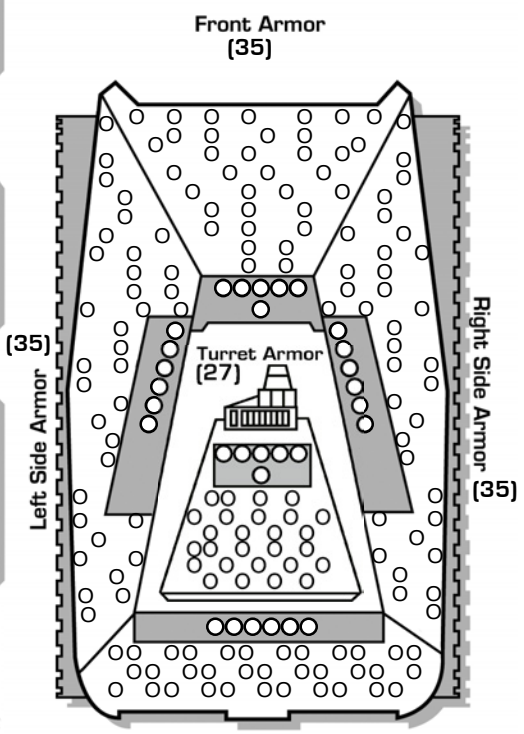
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



### ARMOR DIAGRAM

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

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

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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# BATTLETECH

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Marsden II Main Battle Tank

**Movement Points:**
**Cruising:** 3
**Flank:** 5
**Movement Type:** Tracked
**Engine Type:** I.C.E.

**Tonnage:** 60
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 2 | SRM 6 | FR | 2/Msl [M,C,S] | — | 3 | 6 | 9 |
| 1 | AC/5 | T | 5 [DB,S] | 3 | 6 | 12 | 18 |
| 2 | Machine Gun | T | 2 [DB,AI] | — | 1 | 2 | 3 |

Ammo: (Machine Gun) 100, (SRM 6) 60, (AC/5) 20

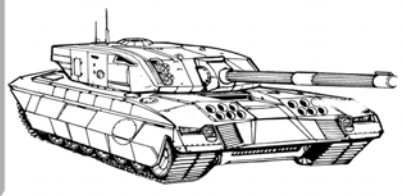
**BV:** 984

### CREW DATA

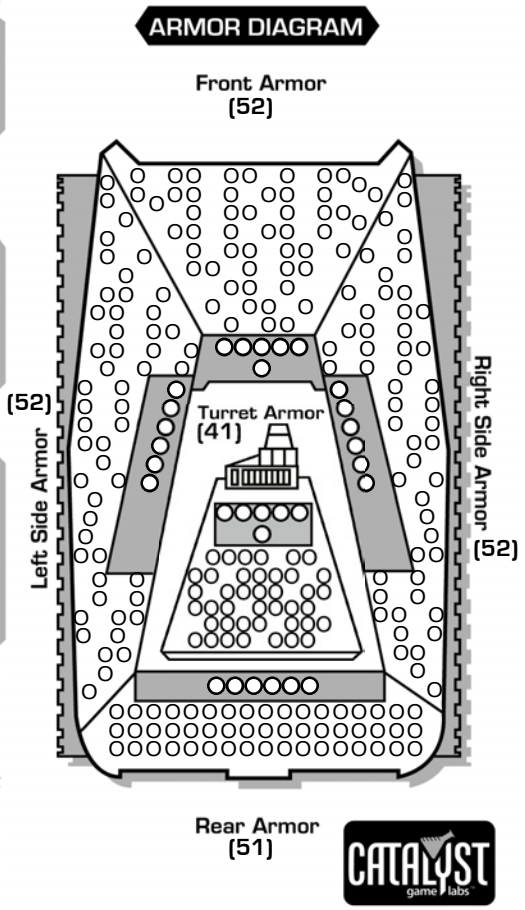
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



### ARMOR DIAGRAM

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

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

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Marsden II-A Main Battle Tank

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

**Movement Type:** Tracked

**Engine Type:** I.C.E.

**Tonnage:** 60

**Tech Base:** Inner Sphere (Intro)

**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | SRM 6 | FR | 2/Msl [M,C,S] | — | 3 | 6 | 9 |
| 1 | AC/10 | T | 10 [DB,S] | — | 5 | 10 | 15 |
| 1 | Machine Gun | T | 2 [DB,AI] | — | 1 | 2 | 3 |

Ammo: (Machine Gun) 100, (SRM 6) 30, (AC/10) 20

**BV:** 980

### CREW DATA

**Crew:** _____

**Gunnery Skill:** ___ **Driving Skill:** ___

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

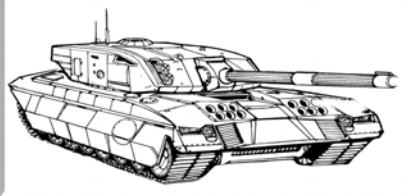
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

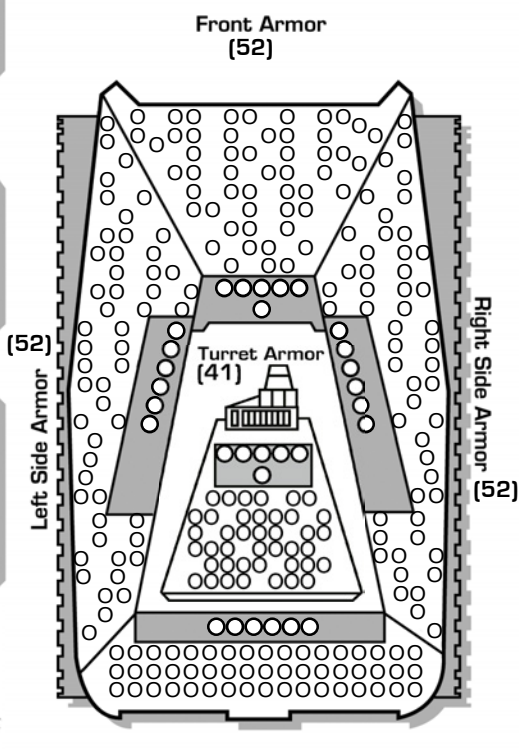
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



### ARMOR DIAGRAM

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

| | ATTACK DIRECTION | | |
|---|---|---|---|
| 2D6 Roll | FRONT | REAR | SIDE§ |
| 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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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Marsden II-A Main Battle Tank (LB-X)

**Movement Points:**
**Cruising:** 3
**Flank:** 5
**Movement Type:** Tracked
**Engine Type:** I.C.E.

**Tonnage:** 60
**Tech Base:** Inner Sphere
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 2 | Streak SRM 2 | FR | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | LB 10-X AC | T | 10 [DB,C/F/S] | — | 6 | 12 | 18 |
| 2 | Machine Gun | T | 2 [DB,AI] | — | 1 | 2 | 3 |

Ammo: (Streak SRM 2) 100, (Machine Gun) 200 (LB 10-X Cluster) 10, (LB 10-X) 10

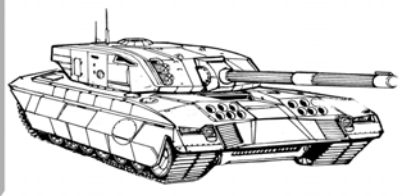
**BV:** 1,013

### CREW DATA

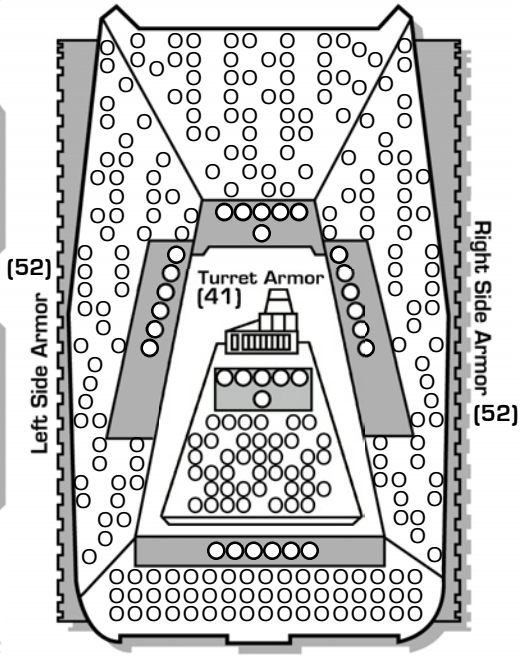
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



### ARMOR DIAGRAM

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

| 2D6 Roll | EFFECT* |
|---|---|
| 2–5 | No effect |
| 6–7 | Minor damage; +1 modifier to all Driving Skill Rolls |
| 8–9 | Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls |
| 10–11 | Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls |
| 12+ | Major damage; no movement for the rest of the game. Vehicle is immobile. |

**Attack Direction Modifier:**
Hit from rear +1
Hit from the sides +2

**Vehicle Type Modifiers:**
Tracked, Naval +0
Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the –4 immobile target modifier would not apply for the second unit. However, the –4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

| 2D6 Roll | LOCATION HIT FRONT | SIDE | REAR | TURRET |
|---|---|---|---|---|
| 2–5 | No Critical Hit | No Critical Hit | No Critical Hit | No Critical Hit |
| 6 | Driver Hit | Cargo/Infantry Hit | Weapon Malfunction | Stabilizer |
| 7 | Weapon Malfunction | Weapon Malfunction | Cargo/Infantry Hit | Turret Jam |
| 8 | Stabilizer | Crew Stunned | Stabilizer | Weapon Malfunction |
| 9 | Sensors | Stabilizer | Weapon Destroyed | Turret Locks |
| 10 | Commander Hit | Weapon Destroyed | Engine Hit | Weapon Destroyed |
| 11 | Weapon Destroyed | Engine Hit | Ammunition** | Ammunition** |
| 12 | Crew Killed | Fuel Tank* | Fuel Tank* | Turret Blown Off |

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Büffel VII Engineering Support Vehicle

**Movement Points:**
**Cruising:** 3
**Flank:** 5
**Movement Type:** Tracked
**Engine Type:** I.C.E.

**Tonnage:** 70
**Tech Base:** Inner Sphere (Advanced)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Bulldozer | FR | [E] | — | — | — | — |
| 1 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Mine Sweeper | RR | [E] | — | — | — | — |
| 2 | Vehicular Grenade Launcher | RR | [AE,OS] | — | — | — | 1 |
| 2 | Lift Hoist | T | [E] | — | — | — | — |
| 2 | Machine Gun | T | 2 [DB,AI] | — | 1 | 2 | 3 |

Cargo Space - 2.50 tons (1 door)
Chassis Modifications: Armored Chassis, Tractor

Ammo: (Machine Gun) 200

**BV:** 365

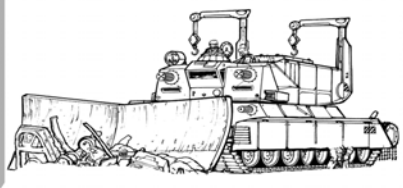
### CREW DATA

**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___

Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

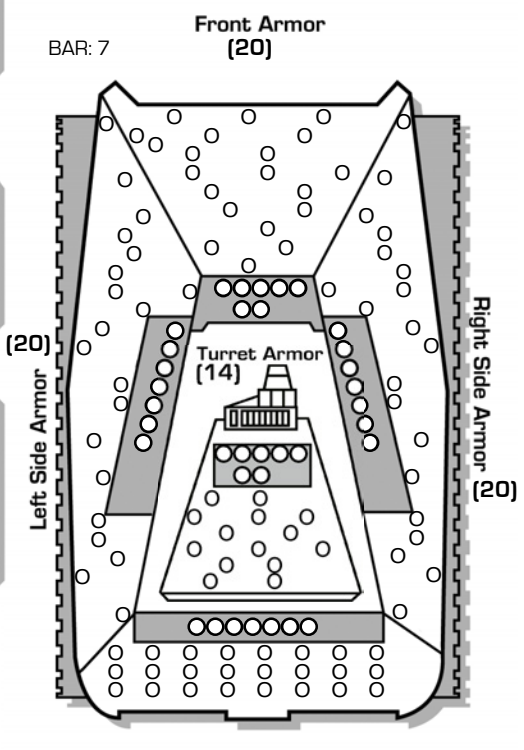
### CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



### ARMOR DIAGRAM

BAR: 7

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

| 2D6 Roll | ATTACK DIRECTION FRONT | REAR | SIDE§ |
|---|---|---|---|
| 2* | Front (critical) | Rear (critical) | Side (critical) |
| 3 | Front† | Rear† | Side† |
| 4 | Front† | Rear† | Side† |
| 5 | Right Side† | Left Side† | Front† |
| 6 | Front | Rear | Side |
| 7 | Front | Rear | Side |
| 8 | Front | Rear | Side (critical)* |
| 9 | Left Side† | Right Side† | Rear† |
| 10 | Turret | Turret | Turret |
| 11 | Turret | Turret | Turret |
| 12* | Turret (critical) | Turret (critical) | Turret (critical) |

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

| 2D6 Roll | EFFECT* |
|---|---|
| 2–5 | No effect |
| 6–7 | Minor damage; +1 modifier to all Driving Skill Rolls |
| 8–9 | Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls |
| 10–11 | Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls |
| 12+ | Major damage; no movement for the rest of the game. Vehicle is immobile. |

**Attack Direction Modifier:**

| | |
|---|---|
| Hit from rear | +1 |
| Hit from the sides | +2 |

**Vehicle Type Modifiers:**

| | |
|---|---|
| Tracked, Naval | +0 |
| Wheeled | +2 |
| Hovercraft, Hydrofoil | +3 |
| WiGE | +4 |

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the –4 immobile target modifier would not apply for the second unit. However, the –4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

| 2D6 Roll | LOCATION HIT FRONT | SIDE | REAR | TURRET |
|---|---|---|---|---|
| 2–5 | No Critical Hit | No Critical Hit | No Critical Hit | No Critical Hit |
| 6 | Driver Hit | Cargo/Infantry Hit | Weapon Malfunction | Stabilizer |
| 7 | Weapon Malfunction | Weapon Malfunction | Cargo/Infantry Hit | Turret Jam |
| 8 | Stabilizer | Crew Stunned | Stabilizer | Weapon Malfunction |
| 9 | Sensors | Stabilizer | Weapon Destroyed | Turret Locks |
| 10 | Commander Hit | Weapon Destroyed | Engine Hit | Weapon Destroyed |
| 11 | Weapon Destroyed | Engine Hit | Ammunition** | Ammunition** |
| 12 | Crew Killed | Fuel Tank* | Fuel Tank* | Turret Blown Off |

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Büffel VII Engineering Support Vehicle "Reverse Büffel"

**Movement Points:**
**Cruising:** 3
**Flank:** 5
**Movement Type:** Tracked
**Engine Type:** I.C.E.

**Tonnage:** 70
**Tech Base:** Inner Sphere (Advanced)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Mine Sweeper | FR | [E] | — | — | — | — |
| 1 | Bulldozer | RR | [E] | — | — | — | — |
| 2 | Vehicular Grenade Launcher | RR | [AE,OS] | — | — | — | 1 |
| 2 | Lift Hoist | T | [E] | — | — | — | — |
| 2 | Machine Gun | T | 2 [DB,AI] | — | 1 | 2 | 3 |

Cargo Space - 2.50 tons (1 door)
Chassis Modifications: Armored Chassis, Tractor

Ammo: (Machine Gun) 200

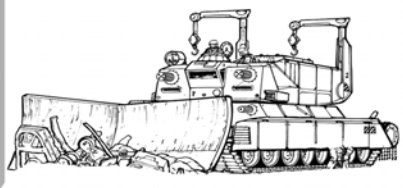
**BV:** 365

### CREW DATA

**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

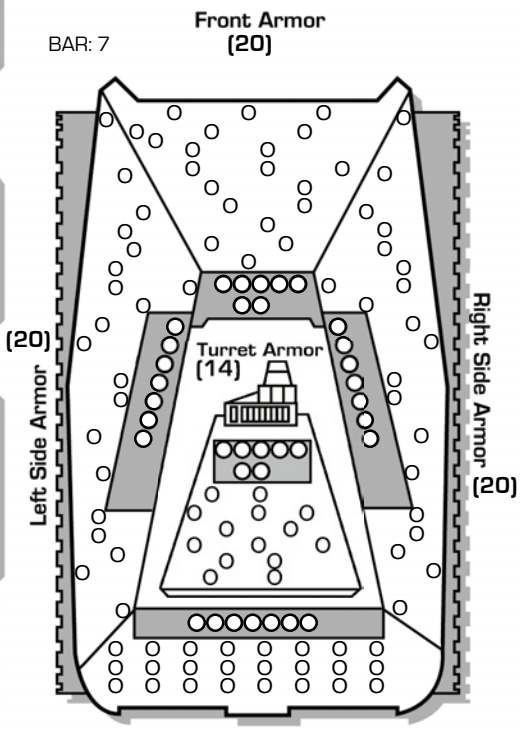
### CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



### ARMOR DIAGRAM

BAR: 7

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

| 2D6 Roll | ATTACK DIRECTION FRONT | REAR | SIDE§ |
|---|---|---|---|
| 2* | Front (critical) | Rear (critical) | Side (critical) |
| 3 | Front† | Rear† | Side† |
| 4 | Front† | Rear† | Side† |
| 5 | Right Side† | Left Side† | Front† |
| 6 | Front | Rear | Side |
| 7 | Front | Rear | Side |
| 8 | Front | Rear | Side (critical)* |
| 9 | Left Side† | Right Side† | Rear† |
| 10 | Turret | Turret | Turret |
| 11 | Turret | Turret | Turret |
| 12* | Turret (critical) | Turret (critical) | Turret (critical) |

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

| 2D6 Roll | EFFECT* |
|---|---|
| 2–5 | No effect |
| 6–7 | Minor damage; +1 modifier to all Driving Skill Rolls |
| 8–9 | Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls |
| 10–11 | Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls |
| 12+ | Major damage; no movement for the rest of the game. Vehicle is immobile. |

**Attack Direction Modifier:**
Hit from rear +1
Hit from the sides +2

**Vehicle Type Modifiers:**
Tracked, Naval +0
Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the –4 immobile target modifier would not apply for the second unit. However, the –4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

| 2D6 Roll | LOCATION HIT FRONT | SIDE | REAR | TURRET |
|---|---|---|---|---|
| 2–5 | No Critical Hit | No Critical Hit | No Critical Hit | No Critical Hit |
| 6 | Driver Hit | Cargo/Infantry Hit | Weapon Malfunction | Stabilizer |
| 7 | Weapon Malfunction | Weapon Malfunction | Cargo/Infantry Hit | Turret Jam |
| 8 | Stabilizer | Crew Stunned | Stabilizer | Weapon Malfunction |
| 9 | Sensors | Stabilizer | Weapon Destroyed | Turret Locks |
| 10 | Commander Hit | Weapon Destroyed | Engine Hit | Weapon Destroyed |
| 11 | Weapon Destroyed | Engine Hit | Ammunition** | Ammunition** |
| 12 | Crew Killed | Fuel Tank* | Fuel Tank* | Turret Blown Off |

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Büffel VII Engineering Support Vehicle (Cargo)

**Movement Points:**
**Cruising:** 3
**Flank:** 5
**Movement Type:** Tracked
**Engine Type:** I.C.E.

**Tonnage:** 70
**Tech Base:** Inner Sphere (Advanced)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Bulldozer | FR | [E] | — | — | — | — |
| 1 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Mine Sweeper | RR | [E] | — | — | — | — |
| 2 | Lift Hoist | T | [E] | — | — | — | — |
| 2 | Machine Gun | T | 2 [DB,AI] | — | 1 | 2 | 3 |

Cargo Space - 3.50 tons (1 door)
Chassis Modifications: Armored Chassis, Tractor

Ammo: (Machine Gun) 200

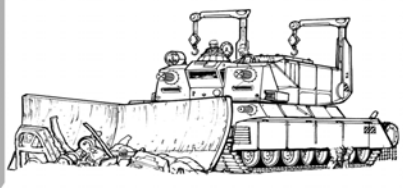
**BV:** 343

### CREW DATA

**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

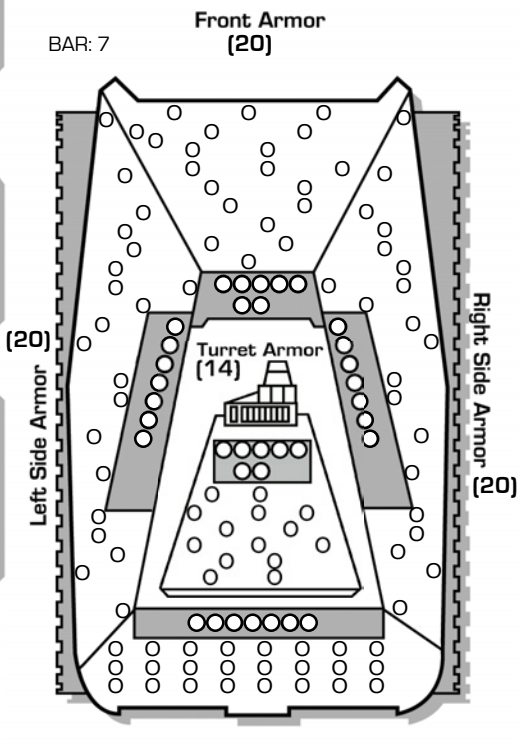
### CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



### ARMOR DIAGRAM

BAR: 7

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

| | ATTACK DIRECTION | | |
|---|---|---|---|
| 2D6 Roll | FRONT | REAR | SIDE§ |
| 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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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Büffel VIII Engineering Support Vehicle

**Movement Points:**
**Cruising:** 3
**Flank:** 5
**Movement Type:** Tracked
**Engine Type:** I.C.E.

**Tonnage:** 70
**Tech Base:** Inner Sphere (Advanced)
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Bulldozer | FR | [E] | — | — | — | — |
| 1 | Mine Sweeper | RR | [E] | — | — | — | — |
| 2 | Lift Hoist | T | [E] | — | — | — | — |
| 2 | Machine Gun | T | 2 [DB,AI] | — | 1 | 2 | 3 |

Infantry Compartment (4 tons)
Chassis Modifications: Armored Chassis, Tractor

Ammo: (Machine Gun) 200

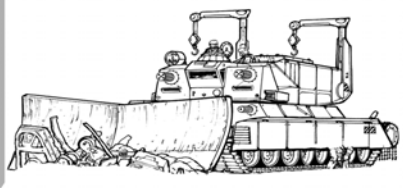
**BV:** 339

### CREW DATA

**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

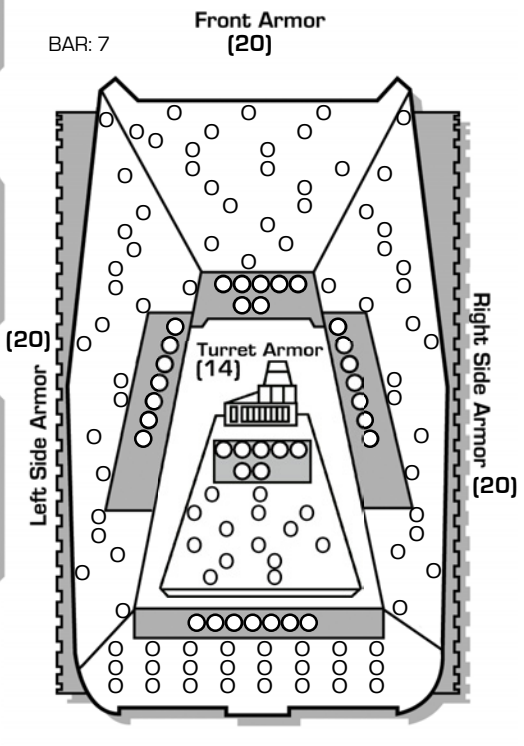
### CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



### ARMOR DIAGRAM

BAR: 7

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

| 2D6 Roll | ATTACK DIRECTION FRONT | REAR | SIDE§ |
|---|---|---|---|
| 2* | Front (critical) | Rear (critical) | Side (critical) |
| 3 | Front† | Rear† | Side† |
| 4 | Front† | Rear† | Side† |
| 5 | Right Side† | Left Side† | Front† |
| 6 | Front | Rear | Side |
| 7 | Front | Rear | Side |
| 8 | Front | Rear | Side (critical)* |
| 9 | Left Side† | Right Side† | Rear† |
| 10 | Turret | Turret | Turret |
| 11 | Turret | Turret | Turret |
| 12* | Turret (critical) | Turret (critical) | Turret (critical) |

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

| 2D6 Roll | EFFECT* |
|---|---|
| 2–5 | No effect |
| 6–7 | Minor damage; +1 modifier to all Driving Skill Rolls |
| 8–9 | Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls |
| 10–11 | Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls |
| 12+ | Major damage; no movement for the rest of the game. Vehicle is immobile. |

**Attack Direction Modifier:**

| | |
|---|---|
| Hit from rear | +1 |
| Hit from the sides | +2 |

**Vehicle Type Modifiers:**

| | |
|---|---|
| Tracked, Naval | +0 |
| Wheeled | +2 |
| Hovercraft, Hydrofoil | +3 |
| WiGE | +4 |

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the –4 immobile target modifier would not apply for the second unit. However, the –4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

| 2D6 Roll | LOCATION HIT FRONT | SIDE | REAR | TURRET |
|---|---|---|---|---|
| 2–5 | No Critical Hit | No Critical Hit | No Critical Hit | No Critical Hit |
| 6 | Driver Hit | Cargo/Infantry Hit | Weapon Malfunction | Stabilizer |
| 7 | Weapon Malfunction | Weapon Malfunction | Cargo/Infantry Hit | Turret Jam |
| 8 | Stabilizer | Crew Stunned | Stabilizer | Weapon Malfunction |
| 9 | Sensors | Stabilizer | Weapon Destroyed | Turret Locks |
| 10 | Commander Hit | Weapon Destroyed | Engine Hit | Weapon Destroyed |
| 11 | Weapon Destroyed | Engine Hit | Ammunition** | Ammunition** |
| 12 | Crew Killed | Fuel Tank* | Fuel Tank* | Turret Blown Off |

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Crossbow CRS-6B

**Movement Points:**
Walking: 5
Running: 8

**Tonnage:** 60
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**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 | RA | 4 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | LRM 10 | LA | 4 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

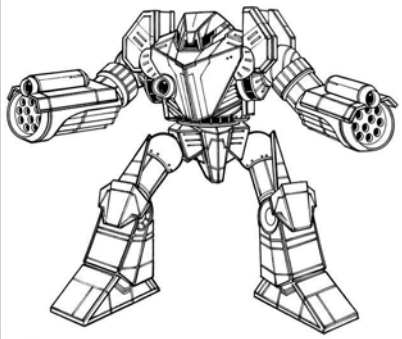
**BV:** 1,210

### WARRIOR DATA

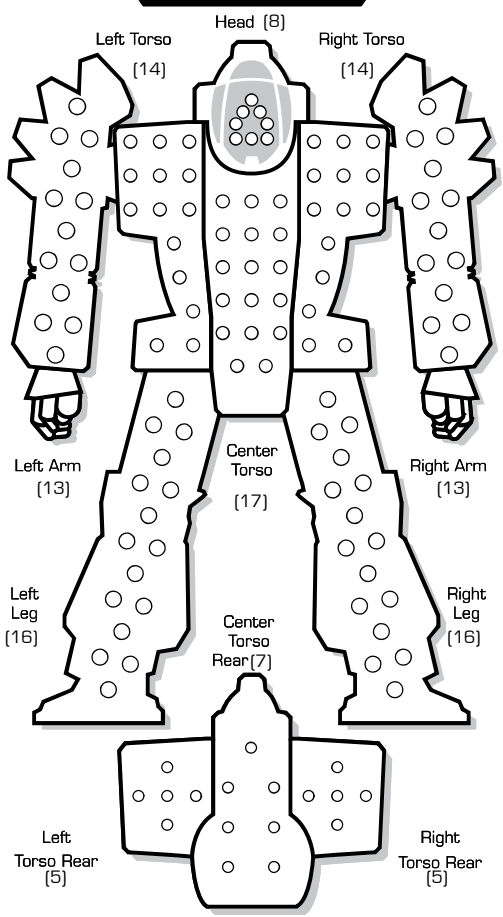
Name: _____

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. LRM 10
5. LRM 10
6. Medium Laser

1. Ammo (LRM 10) 12
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

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. Roll Again
6. Roll Again

#### Head

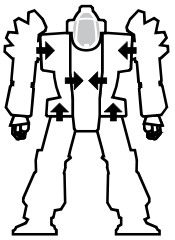
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. LRM 10
5. LRM 10
6. Medium Laser

1. Ammo (LRM 10) 12
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

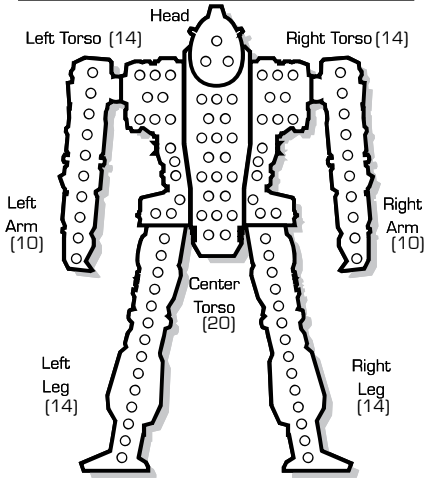
1. PPC
2. PPC
3. PPC
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | 10 (10) Single |
|---|---|---|
| 30 | Shutdown | |
| 28 | Ammo Exp. avoid on 8+ | |
| 26 | Shutdown, avoid on 10+ | |
| 25 | –5 Movement Points | O |
| 24 | +4 Modifier to Fire | O |
| 23 | Ammo Exp. avoid on 6+ | O |
| 22 | Shutdown, avoid on 8+ | O |
| 20 | –4 Movement Points | O |
| 19 | Ammo Exp. avoid on 4+ | O |
| 18 | Shutdown, avoid on 6+ | O |
| 17 | +3 Modifier to Fire | O |
| 15 | –3 Movement Points | O |
| 14 | Shutdown, avoid on 4+ | O |
| 13 | +2 Modifier to Fire | O |
| 10 | –2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | –1 Movement Points | |

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Crossbow CRS-6C

**Movement Points:**
**Walking:** 5
**Running:** 8

**Tonnage:** 60
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | PPC | RT | 10 | 10 [DE] | 3 | 6 | 12 | 18 |
| 1 | AC/10 | RA | 3 | 10 [DB,S] | — | 5 | 10 | 15 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

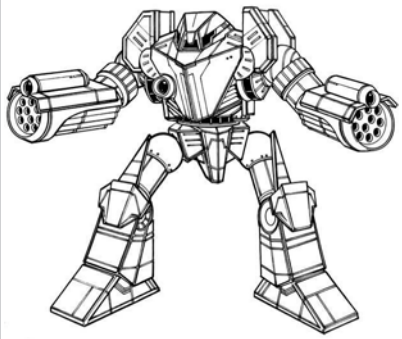
**BV:** 1,204

### WARRIOR DATA

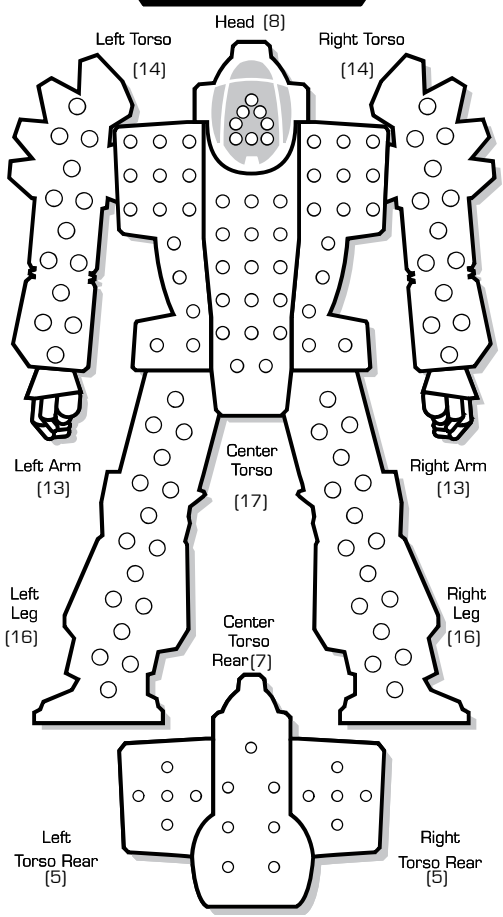
**Name:** _____

**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. Medium Laser
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

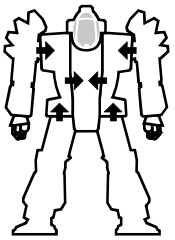
#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. AC/10
5. AC/10
6. AC/10

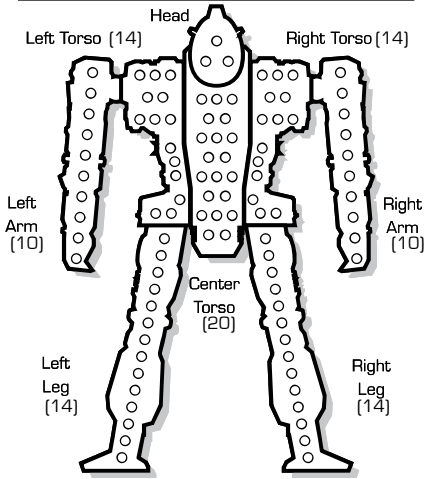
1. AC/10
2. AC/10
3. AC/10
4. AC/10
5. Ammo (AC/10) 10
6. Roll Again

#### Right Torso
1. PPC
2. PPC
3. PPC
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | 10 (10) Single |
|---|---|---|
| 30 | Shutdown | |
| 28 | Ammo Exp. avoid on 8+ | |
| 26 | Shutdown, avoid on 10+ | |
| 25 | –5 Movement Points | O |
| 24 | +4 Modifier to Fire | O |
| 23 | Ammo Exp. avoid on 6+ | O |
| 22 | Shutdown, avoid on 8+ | O |
| 20 | –4 Movement Points | O |
| 19 | Ammo Exp. avoid on 4+ | O |
| 18 | Shutdown, avoid on 6+ | O |
| 17 | +3 Modifier to Fire | O |
| 15 | –3 Movement Points | O |
| 14 | Shutdown, avoid on 4+ | O |
| 13 | +2 Modifier to Fire | O |
| 10 | –2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | –1 Movement Points | |

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Crossbow CRS-9A

**Movement Points:**
Walking: 5
Running: 8

**Tonnage:** 60
**Tech Base:** Inner Sphere
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | ER Large Laser | RT | 12 | 8 [DE] | — | 7 | 14 | 19 |
| 1 | ER Medium Laser | RA | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 1 | Streak SRM 6 | RA | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | ER Medium Laser | LA | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 1 | Streak SRM 6 | LA | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |

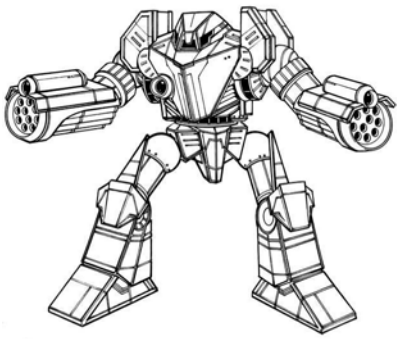
**BV:** 1,583

### WARRIOR DATA

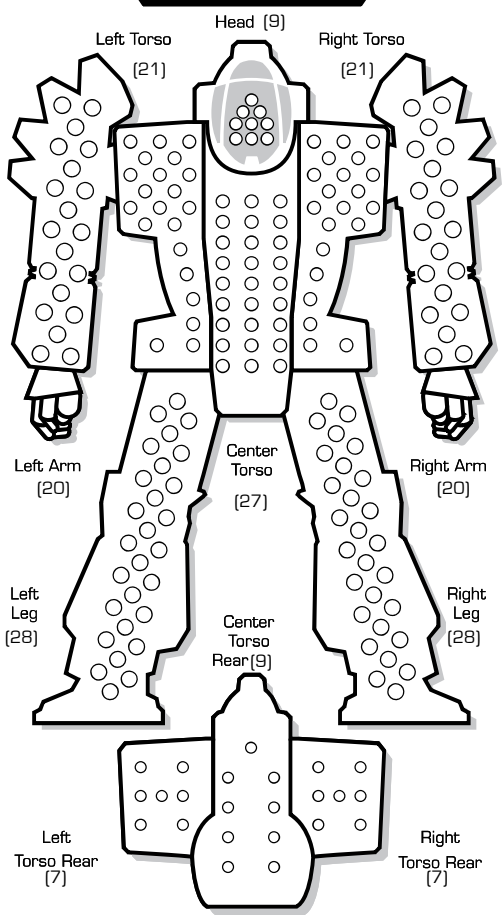
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Streak SRM 6
5. Streak SRM 6
6. ER Medium Laser

1. Ammo (Streak SRM 6) 15
2. Ferro-Fibrous

4-6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso
1. Ferro-Fibrous
2. Ferro-Fibrous

1-3
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again

4-6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

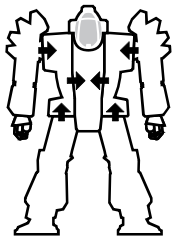
#### Center Torso
1. Fusion Engine
2. Fusion Engine

1-3
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine

4-6
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator

1-3
3. Lower Arm Actuator
4. Streak SRM 6
5. Streak SRM 6
6. ER Medium Laser

1. Ammo (Streak SRM 6) 15
2. Ferro-Fibrous

4-6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso
1. ER Large Laser
2. ER Large Laser

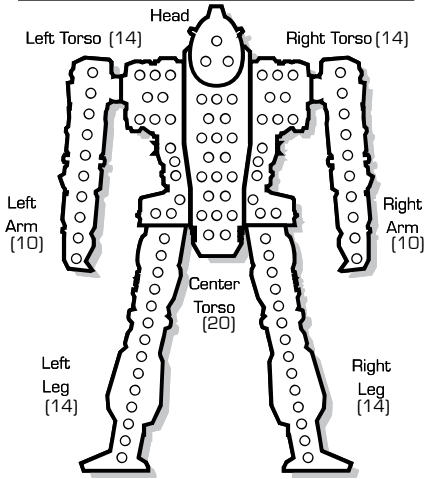
1-3
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

1. Roll Again
2. Roll Again

4-6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | 10 (20) Double |
|---|---|---|
| 30 | Shutdown | |
| 28 | Ammo Exp. avoid on 8+ | |
| 26 | Shutdown, avoid on 10+ | |
| 25 | –5 Movement Points | O |
| 24 | +4 Modifier to Fire | O |
| 23 | Ammo Exp. avoid on 6+ | O |
| 22 | Shutdown, avoid on 8+ | O |
| 20 | –4 Movement Points | O |
| 19 | Ammo Exp. avoid on 4+ | O |
| 18 | Shutdown, avoid on 6+ | O |
| 17 | +3 Modifier to Fire | O |
| 15 | –3 Movement Points | O |
| 14 | Shutdown, avoid on 4+ | O |
| 13 | +2 Modifier to Fire | O |
| 10 | –2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | –1 Movement Points | |

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Ymir BWP-2B

**Movement Points:**
Walking: 4
Running: 6

**Tonnage:** 90
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | LRM 5 | RT | 2 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 4 | SRM 2 | LT | 2 | 2/Msl [M,C,S] | — | 3 | 6 | 9 |
| 1 | Large Laser | RA | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | AC/5 | LA | 1 | 5 [DB,S] | 3 | 6 | 12 | 18 |
| 1 | Small Laser | LA | 1 | 3 [DE] | — | 1 | 2 | 3 |

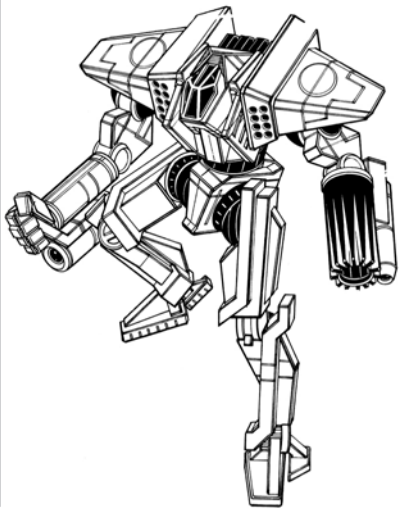
**BV:** 1,289

### WARRIOR DATA

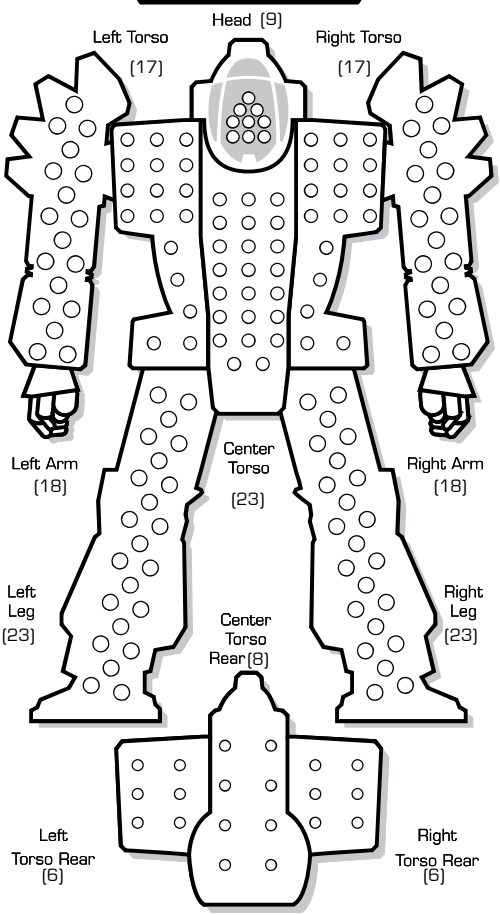
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

| | | |
|---|---|---|
| | 1. | Shoulder |
| | 2. | Upper Arm Actuator |
| | 3. | Lower Arm Actuator |
| 1-3 | 4. | AC/5 |
| 1-3 | 5. | AC/5 |
| 1-3 | 6. | AC/5 |
| | 1. | AC/5 |
| | 2. | Small Laser |
| | 3. | Ammo (AC/5) 20 |
| 4-6 | 4. | Roll Again |
| 4-6 | 5. | Roll Again |
| 4-6 | 6. | Roll Again |

#### Left Torso

| | | |
|---|---|---|
| | 1. | Heat Sink |
| | 2. | SRM 2 |
| 1-3 | 3. | SRM 2 |
| 1-3 | 4. | SRM 2 |
| 1-3 | 5. | SRM 2 |
| 1-3 | 6. | Ammo (SRM 2) 50 |
| | 1. | Roll Again |
| | 2. | Roll Again |
| 4-6 | 3. | Roll Again |
| 4-6 | 4. | Roll Again |
| 4-6 | 5. | Roll Again |
| 4-6 | 6. | Roll Again |

#### Left Leg

| | | |
|---|---|---|
| | 1. | Hip |
| | 2. | Upper Leg Actuator |
| | 3. | Lower Leg Actuator |
| | 4. | Foot Actuator |
| | 5. | Roll Again |
| | 6. | Roll Again |

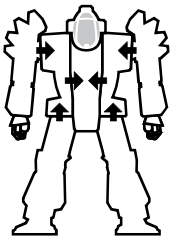
#### Head

| | | |
|---|---|---|
| | 1. | Life Support |
| | 2. | Sensors |
| | 3. | Cockpit |
| | 4. | Roll Again |
| | 5. | Sensors |
| | 6. | Life Support |

#### Center Torso

| | | |
|---|---|---|
| | 1. | Fusion Engine |
| | 2. | Fusion Engine |
| 1-3 | 3. | Fusion Engine |
| 1-3 | 4. | Gyro |
| 1-3 | 5. | Gyro |
| 1-3 | 6. | Gyro |
| | 1. | Gyro |
| | 2. | Fusion Engine |
| 4-6 | 3. | Fusion Engine |
| 4-6 | 4. | Fusion Engine |
| 4-6 | 5. | Roll Again |
| 4-6 | 6. | Roll Again |

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

| | | |
|---|---|---|
| | 1. | Shoulder |
| | 2. | Upper Arm Actuator |
| | 3. | Lower Arm Actuator |
| 1-3 | 4. | Hand Actuator |
| 1-3 | 5. | Large Laser |
| 1-3 | 6. | Large Laser |
| | 1. | Roll Again |
| | 2. | Roll Again |
| 4-6 | 3. | Roll Again |
| 4-6 | 4. | Roll Again |
| 4-6 | 5. | Roll Again |
| 4-6 | 6. | Roll Again |

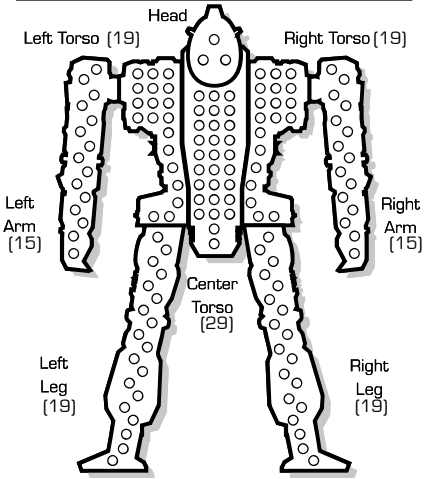
#### Right Torso

| | | |
|---|---|---|
| | 1. | Heat Sink |
| | 2. | LRM 5 |
| 1-3 | 3. | LRM 5 |
| 1-3 | 4. | Ammo (LRM 5) 24 |
| 1-3 | 5. | Roll Again |
| 1-3 | 6. | Roll Again |
| | 1. | Roll Again |
| | 2. | Roll Again |
| 4-6 | 3. | Roll Again |
| 4-6 | 4. | Roll Again |
| 4-6 | 5. | Roll Again |
| 4-6 | 6. | Roll Again |

#### Right Leg

| | | |
|---|---|---|
| | 1. | Hip |
| | 2. | Upper Leg Actuator |
| | 3. | Lower Leg Actuator |
| | 4. | Foot Actuator |
| | 5. | Roll Again |
| | 6. | Roll Again |

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | 16 (16) Single |
|---|---|---|
| 30 | Shutdown | |
| 28 | Ammo Exp. avoid on 8+ | |
| 26 | Shutdown, avoid on 10+ | O |
| 25 | –5 Movement Points | O |
| 24 | +4 Modifier to Fire | O |
| 23 | Ammo Exp. avoid on 6+ | O |
| 22 | Shutdown, avoid on 8+ | O |
| 20 | –4 Movement Points | O |
| 19 | Ammo Exp. avoid on 4+ | O |
| 18 | Shutdown, avoid on 6+ | O |
| 17 | +3 Modifier to Fire | O |
| 15 | –3 Movement Points | O |
| 14 | Shutdown, avoid on 4+ | O |
| 13 | +2 Modifier to Fire | O |
| 10 | –2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | –1 Movement Points | |

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Ymir BWP-2E

**Movement Points:**
Walking: 4
Running: 6

**Tonnage:** 90
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | LRM 10 | RT | 4 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | SRM 6 | LT | 4 | 2/Msl [M,C,S] | — | 3 | 6 | 9 |
| 1 | PPC | RA | 10 | 10 [DE] | 3 | 6 | 12 | 18 |
| 1 | PPC | LA | 10 | 10 [DE] | 3 | 6 | 12 | 18 |

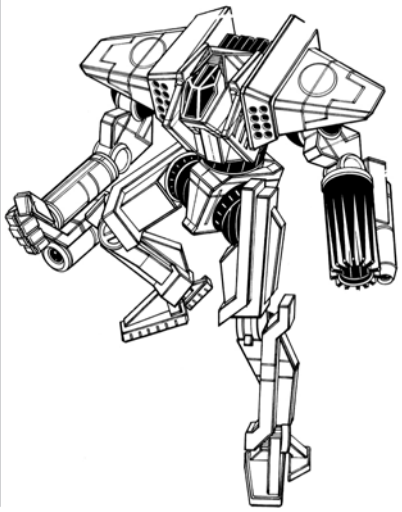
**BV:** 1,393

### WARRIOR DATA

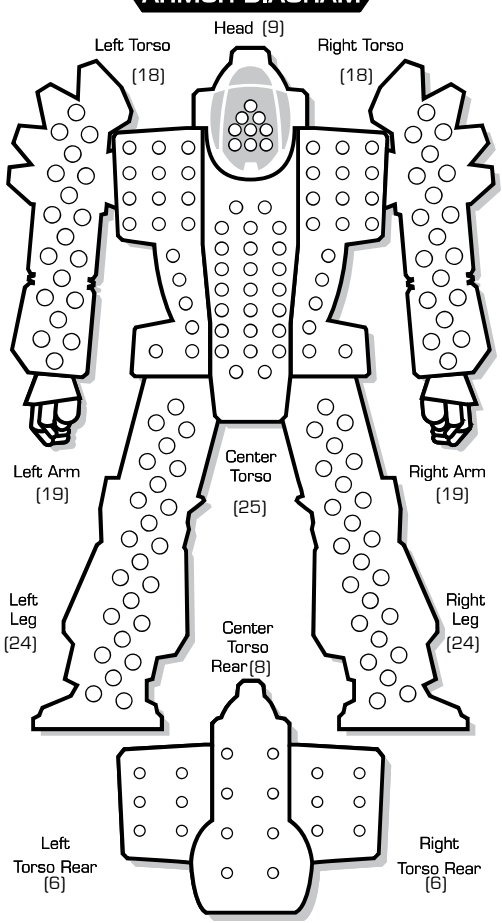
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. PPC
5. PPC
6. PPC

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. SRM 6
2. SRM 6
3. Ammo (SRM 6) 15
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. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

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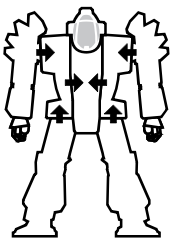


Damage Transfer Diagram

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. PPC
5. PPC
6. PPC

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

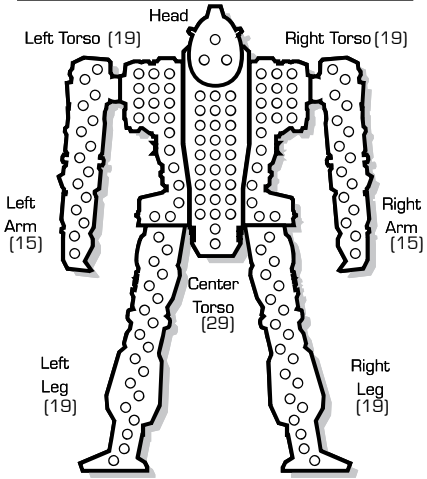
1-3
1. LRM 10
2. LRM 10
3. Ammo (LRM 10) 12
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | 16 (16) Single |
|---|---|---|
| 30 | Shutdown | |
| 28 | Ammo Exp. avoid on 8+ | |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | –5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | –4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O |
| 17 | +3 Modifier to Fire | O |
| 15 | –3 Movement Points | O |
| 14 | Shutdown, avoid on 4+ | O |
| 13 | +2 Modifier to Fire | O |
| 10 | –2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | –1 Movement Points | |

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Ymir BWP-3A

**Movement Points:**
Walking: 4
Running: 6

Tonnage: 90
Tech Base: Inner Sphere
Era: Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | HD | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | LRM 10 w/Artemis IV FCS | RT | 4 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | SRM 6 w/Artemis IV FCS | LT | 4 | 2/Msl [M,C,S] | — | 3 | 6 | 9 |
| 1 | Large Laser | RA | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Large Laser | LA | 8 | 8 [DE] | — | 5 | 10 | 15 |

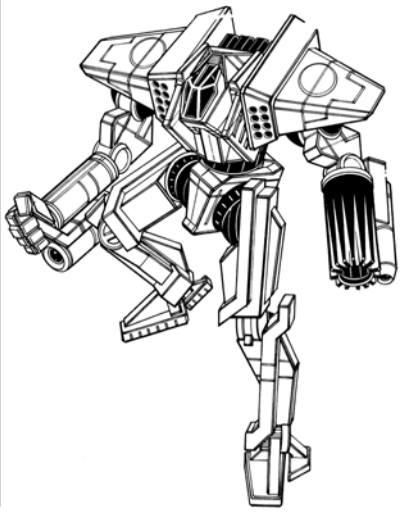
**BV:** 1,491

### WARRIOR DATA

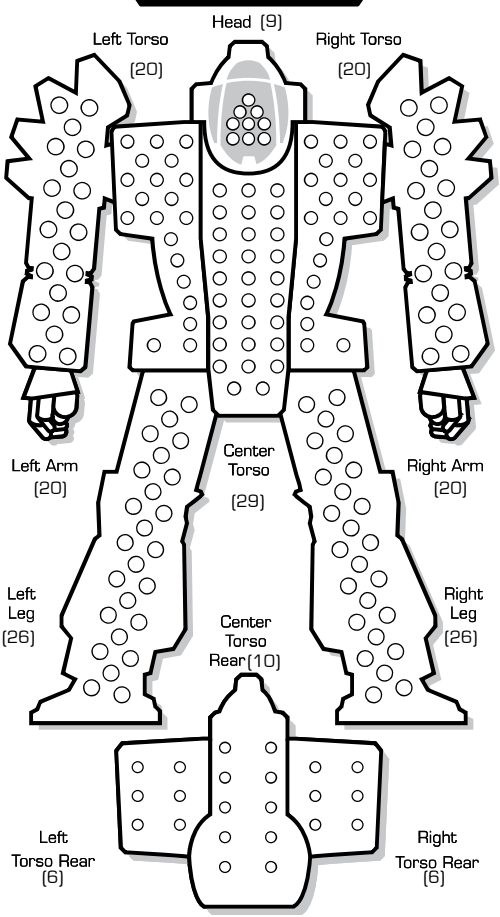
Name: _____

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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Laser
5. Large Laser
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. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. SRM 6
5. SRM 6
6. Artemis IV FCS

4-6
1. Ammo (SRM 6 Artemis) 15
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. Roll Again
6. Roll Again

#### Head

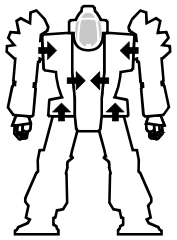
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

#### Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Laser
5. Large Laser
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

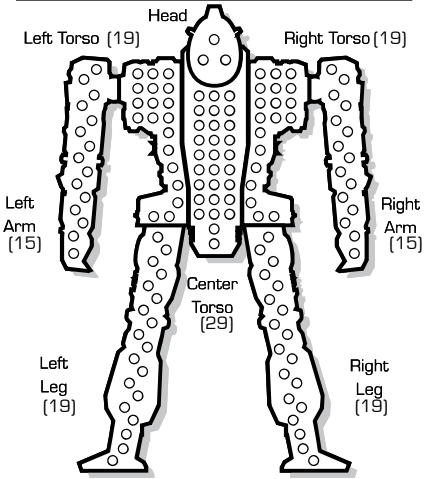
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. LRM 10
5. LRM 10
6. Artemis IV FCS

4-6
1. Ammo (LRM 10 Artemis) 12
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | 16 (32) Double |
|---|---|---|
| 30 | Shutdown | |
| 28 | Ammo Exp. avoid on 8+ | |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | –5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | –4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O |
| 17 | +3 Modifier to Fire | O |
| 15 | –3 Movement Points | O |
| 14 | Shutdown, avoid on 4+ | O |
| 13 | +2 Modifier to Fire | O |
| 10 | –2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | –1 Movement Points | |

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# BATTLETECH™

## 'MECH RECORD SHEET

(Industrial)

## 'MECH DATA

**Type:** Lumberjack LM1/A LoggerMech

**Movement Points:**
**Walking:** 3
**Running:** 5

**Tonnage:** 60
**Tech Base:** Inner Sphere (Primitive)
**Era:** Star League

### Weapons & Equipment Inventory (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 8 | Cargo (1 ton) | RT | — | [E] | — | — | — | — |
| 1 | Dumper (Rear) | RT | — | [E] | — | — | — | — |
| 1 | Chainsaw | RA | — | 5 | — | — | — | — |
| 1 | Lift Hoist | LA | — | [E] | — | — | — | — |

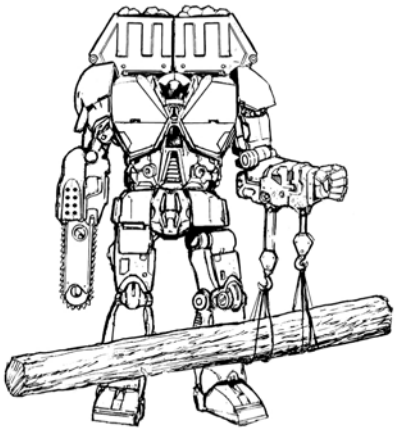
**BV:** 286

## WARRIOR DATA

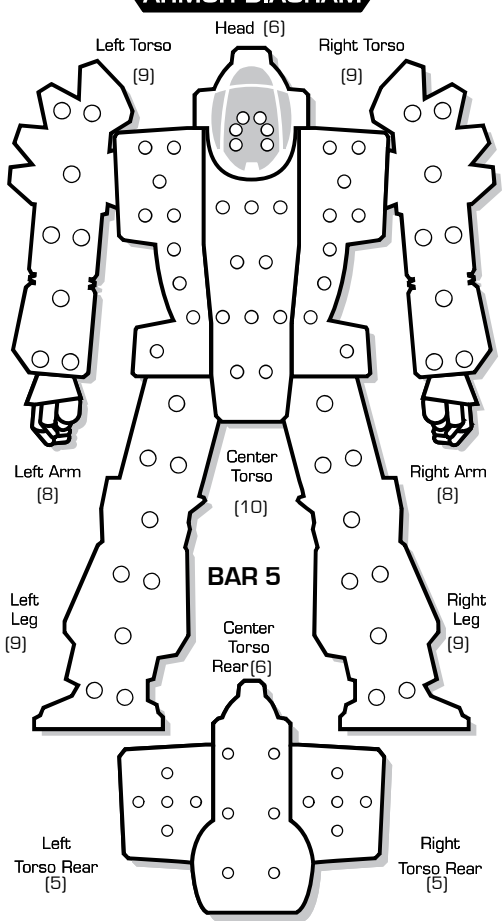
**Name:** _____

**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. Lift Hoist
6. Lift Hoist

1. Lift Hoist
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

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. Roll Again
6. Roll Again

### Head

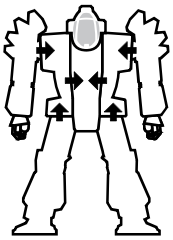
1. Life Support
2. Sensors
3. Primitive Industrial Cockpit
4. Roll Again
5. Sensors
6. Life Support

### Center Torso

1. Primitive I.C.E
2. Primitive I.C.E
3. Primitive I.C.E
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Primitive I.C.E
3. Primitive I.C.E
4. Primitive I.C.E
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Chainsaw
5. Chainsaw
6. Chainsaw

1. Chainsaw
2. Chainsaw
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

### Right Torso

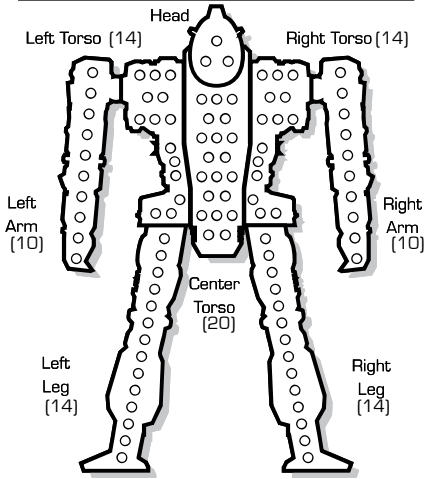
1. Cargo (1 ton)
2. Cargo (1 ton)
3. Cargo (1 ton)
4. Cargo (1 ton)
5. Cargo (1 ton)
6. Cargo (1 ton)

1. Cargo (1 ton)
2. Cargo (1 ton)
3. Dumper (Rear)
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. Roll Again
6. Roll Again

## INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

## HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | –5 Movement Points |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 20 | –4 Movement Points |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | –3 Movement Points |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | –2 Movement Points |
| 8 | +1 Modifier to Fire |
| 5 | –1 Movement Points |

**0 (0) Single**

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# BATTLETECH™

## 'MECH RECORD SHEET

(Industrial)

## 'MECH DATA

**Type:** Lumberjack LM4/C LoggerMech

**Movement Points:**
**Walking:** 3
**Running:** 5

**Tonnage:** 70
**Tech Base:** Inner Sphere
**Era:** Star League

### Weapons & Equipment Inventory (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 10 | Cargo (1 ton) | RT | — | [E] | — | — | — | — |
| 1 | Dumper (Rear) | RT | — | [E] | — | — | — | — |
| 10 | Cargo (1 ton) | LT | — | [E] | — | — | — | — |
| 1 | Dumper (Rear) | LT | — | [E] | — | — | — | — |
| 1 | Chainsaw | RA | — | 5 | — | — | — | — |
| 1 | Lift Hoist | LA | — | [E] | — | — | — | — |

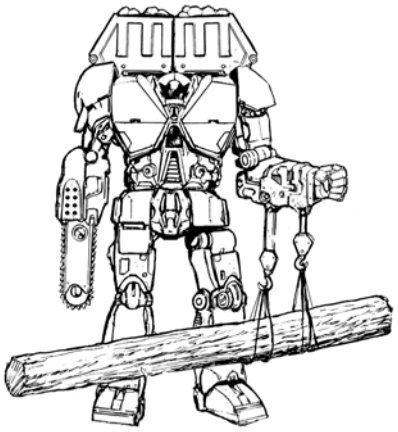
**BV:** 291

## WARRIOR DATA

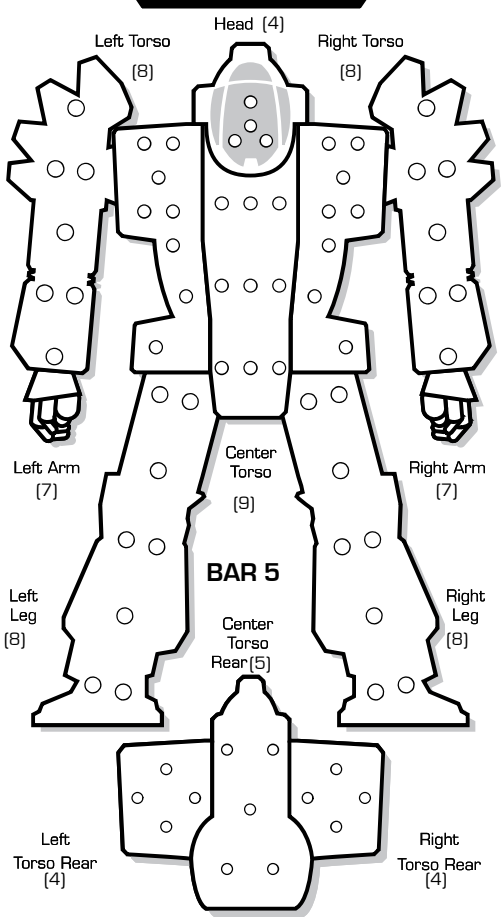
**Name:** _____

**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. Lift Hoist
6. Lift Hoist

1. Lift Hoist
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

### Left Torso

1. Cargo (1 ton)
2. Cargo (1 ton)
3. Cargo (1 ton)
4. Cargo (1 ton)
5. Cargo (1 ton)
6. Cargo (1 ton)

1. Cargo (1 ton)
2. Cargo (1 ton)
3. Cargo (1 ton)
4. Cargo (1 ton)
5. Dumper (Rear)
6. Roll Again

### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### Head

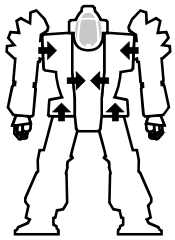
1. Life Support
2. Sensors
3. Industrial Cockpit
4. Roll Again
5. Sensors
6. Life Support

### Center Torso

1. I.C.E.
2. I.C.E.
3. I.C.E.
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. I.C.E.
3. I.C.E.
4. I.C.E.
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Chainsaw
5. Chainsaw
6. Chainsaw

1. Chainsaw
2. Chainsaw
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

### Right Torso

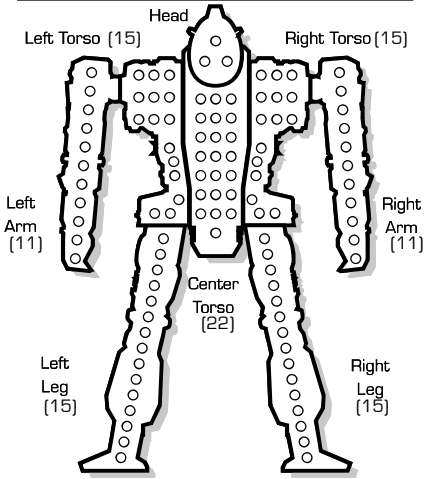
1. Cargo (1 ton)
2. Cargo (1 ton)
3. Cargo (1 ton)
4. Cargo (1 ton)
5. Cargo (1 ton)
6. Cargo (1 ton)

1. Cargo (1 ton)
2. Cargo (1 ton)
3. Cargo (1 ton)
4. Cargo (1 ton)
5. Dumper (Rear)
6. Roll Again

### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

## INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

## HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | –5 Movement Points |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 20 | –4 Movement Points |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | –3 Movement Points |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | –2 Movement Points |
| 8 | +1 Modifier to Fire |
| 5 | –1 Movement Points |

**0 (0) Single**

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# BATTLETECH™

## 'MECH RECORD SHEET

(Industrial)

## 'MECH DATA

**Type:** Lumberjack LM4/P LoggerMech MOD

| Movement Points: | | Tonnage: | 70 |
|---|---|---|---|
| Walking: | 3 | Tech Base: | Inner Sphere |
| Running: | 5 | Era: | Succession Wars |

### Weapons & Equipment Inventory (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 5 | Cargo (1 ton) | RT | — | [E] | — | — | — | — |
| 1 | Dumper (Rear) | RT | — | [E] | — | — | — | — |
| 1 | LRM 10 | LT | 4 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Chainsaw | RA | — | 5 | — | — | — | — |
| 1 | Lift Hoist | LA | — | [E] | — | — | — | — |

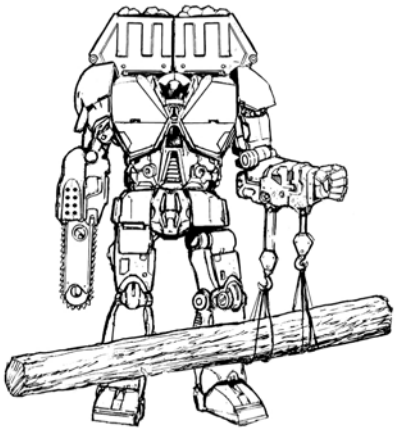
**BV:** 651

## WARRIOR DATA

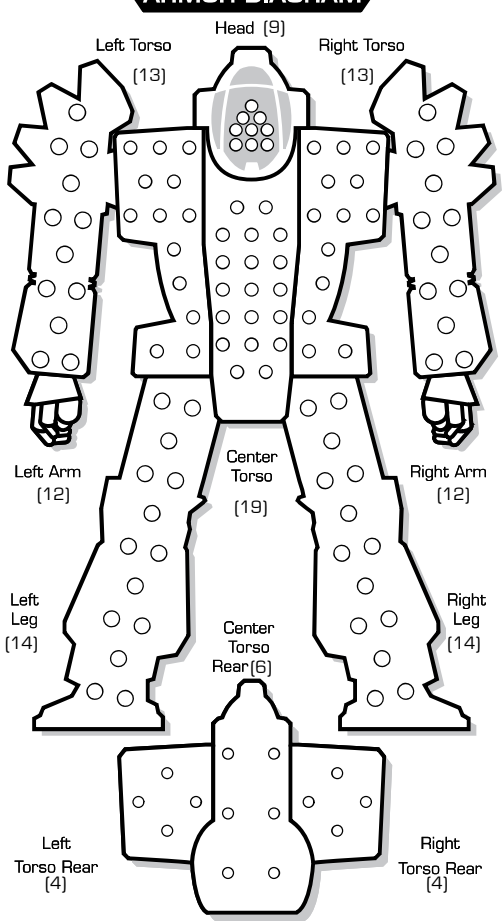
**Name:** _____

**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. Lift Hoist
6. Lift Hoist

1-3

1. Lift Hoist
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

### Left Torso

1. LRM 10
2. LRM 10
3. Ammo (LRM 10) 12
4. Ammo (LRM 10) 12
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. Roll Again
6. Roll Again

### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

### Center Torso

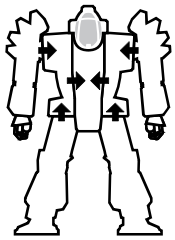
1. I.C.E.
2. I.C.E.
3. I.C.E.
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. I.C.E.
3. I.C.E.
4. I.C.E.
5. Roll Again
6. Roll Again

4-6

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○



Damage Transfer Diagram

### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Chainsaw
5. Chainsaw
6. Chainsaw

1-3

1. Chainsaw
2. Chainsaw
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

### Right Torso

1. Cargo (1 ton)
2. Cargo (1 ton)
3. Cargo (1 ton)
4. Cargo (1 ton)
5. Cargo (1 ton)
6. Dumper (Rear)

1-3

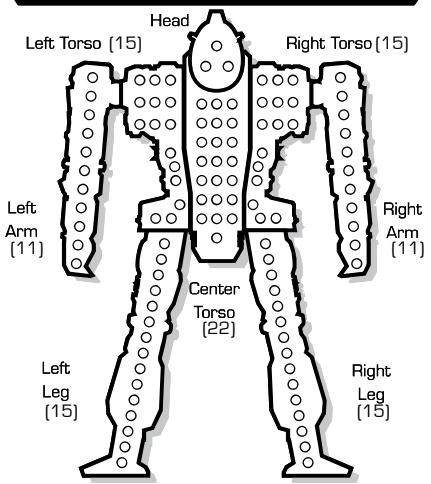
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

## INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

## HEAT DATA

| Heat Level* | Effects | 4 (4) 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 | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Typhoon TFN-2A

**Thrust:**
**Safe Thrust:** 5
**Maximum Thrust:** 8

**Tonnage:** 90
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

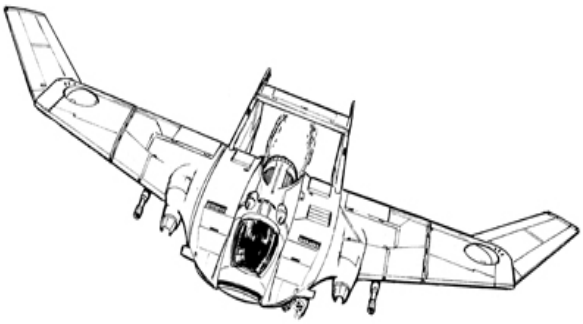
### Weapons & Equipment Inventory

Standard Scale

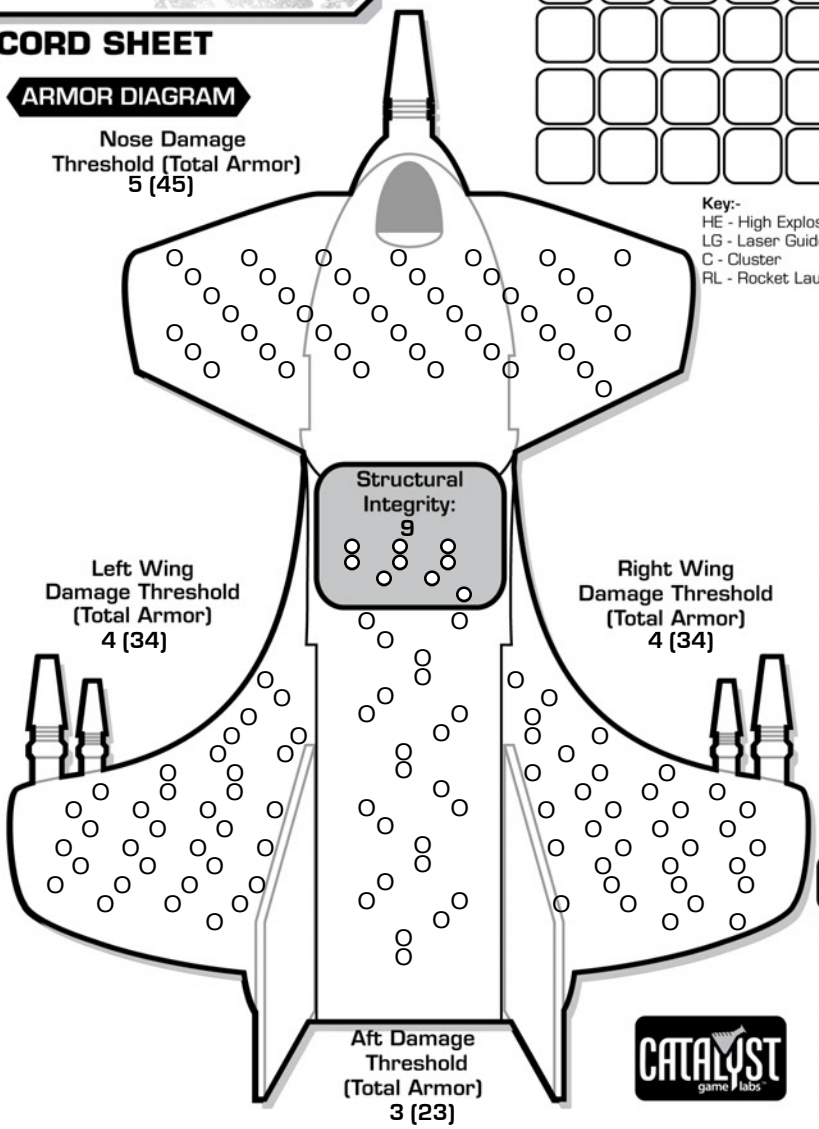
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | LRM 15 [M,C,S] | N | 5 | 9 | 9 | 9 | — |
| 2 | Large Laser [DE] | LW | 8 | 8 | 8 | — | — |
| 1 | PPC [DE] | LW | 10 | 10 | 10 | — | — |
| 2 | Large Laser [DE] | RW | 8 | 8 | 8 | — | — |
| 1 | PPC [DE] | RW | 10 | 10 | 10 | — | — |

Ammo: (LRM 15) 16
Fuel: 400 Points

**BV:** 1,566



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 26 (26) Single

O O O
O O O
O O O
O O O
O O O
O O O
O O
O O
O O
O O

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Typhoon-A TFN-3A

**Thrust:**
**Safe Thrust:** 5
**Maximum Thrust:** 8

**Tonnage:** 90
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

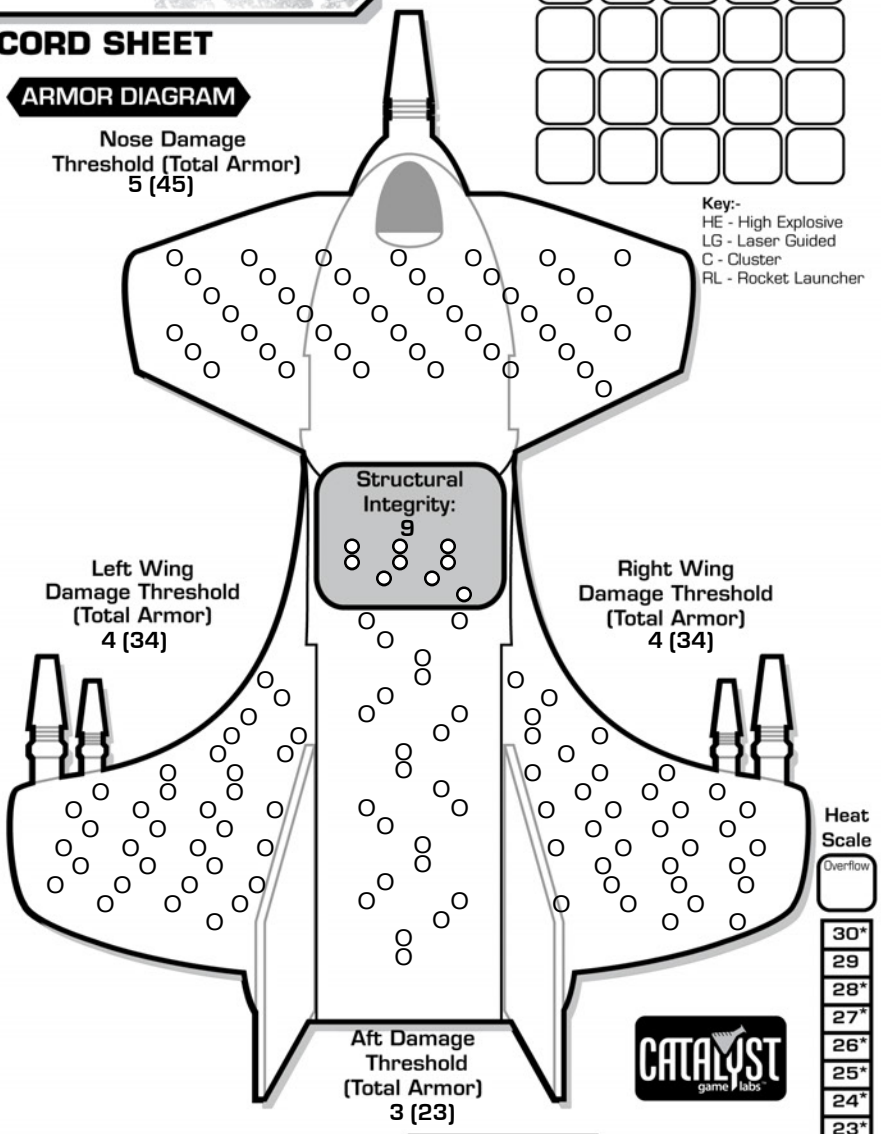
#### Weapons & Equipment Inventory

| Qty | Type | Loc. | Ht | Standard Scale (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | LRM 15 [M,C,S] | N | 5 | 9 | 9 | 9 | – |
| 1 | AC/10 [DB,S] | LW | 3 | 10 | 10 | – | – |
| 1 | PPC [DE] | LW | 10 | 10 | 10 | – | – |
| 1 | AC/10 [DB,S] | RW | 3 | 10 | 10 | – | – |
| 1 | PPC [DE] | RW | 10 | 10 | 10 | – | – |

Ammo: (AC/10) 20, (LRM 15) 16
Fuel: 400 Points

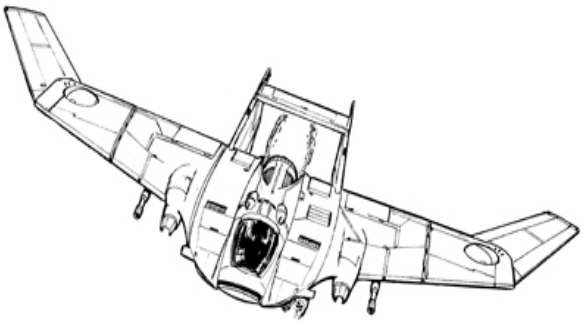
**BV:** 1,439

### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher



### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 20 (20) Single

Heat Scale: Overflow, 30*, 29, 28*, 27*, 26*, 25*, 24*, 23*, 22*, 21*, 20*, 19*, 18*, 17*, 16, 15*, 14*, 13*, 12, 11, 10*, 9, 8*, 7, 6, 5*, 4, 3, 2, 1, 0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Typhoon-M TFN-3M

**Thrust:**
**Safe Thrust:** 5
**Maximum Thrust:** 8

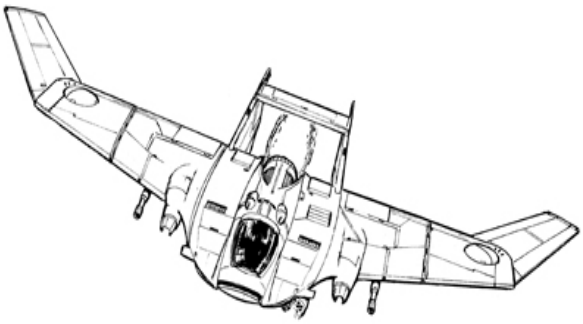
**Tonnage:** 90
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

### Weapons & Equipment Inventory

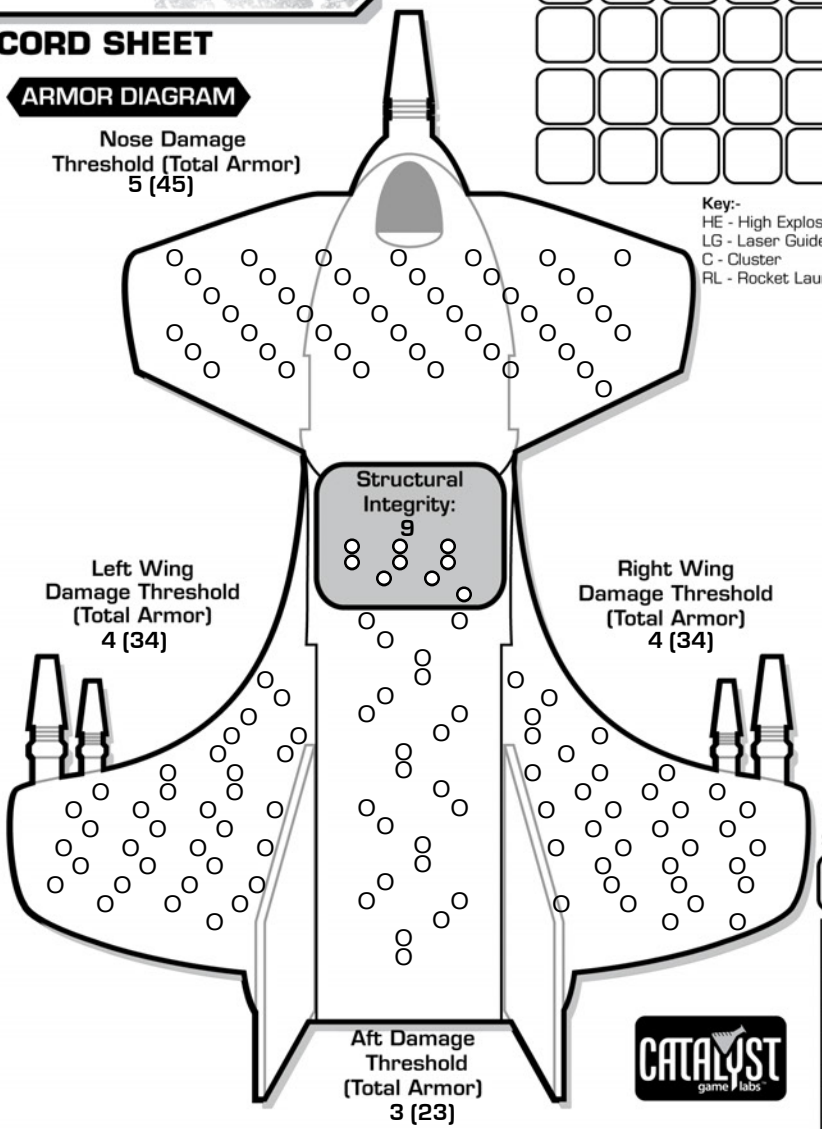
| Qty | Type | Loc. | Ht | Standard Scale (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | LRM 15 [M,C,S] | N | 5 | 9 | 9 | 9 | — |
| 1 | LRM 20 [M,C,S] | LW | 6 | 12 | 12 | 12 | — |
| 1 | PPC [DE] | LW | 10 | 10 | 10 | — | — |
| 1 | LRM 20 [M,C,S] | RW | 6 | 12 | 12 | 12 | — |
| 1 | PPC [DE] | RW | 10 | 10 | 10 | — | — |

Ammo: (LRM 20) 24, (LRM 15) 16
Fuel: 400 Points

**BV:** 1,674



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### CRITICAL DAMAGE

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 22 (22) Single

O O O
O O O
O O
O O
O O
O O
O O
O O
O O
O O

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Typhoon-H TFN-5H

**Thrust:**
**Safe Thrust:** 5
**Maximum Thrust:** 8

**Tonnage:** 90
**Tech Base:** Inner Sphere
**Era:** Jihad

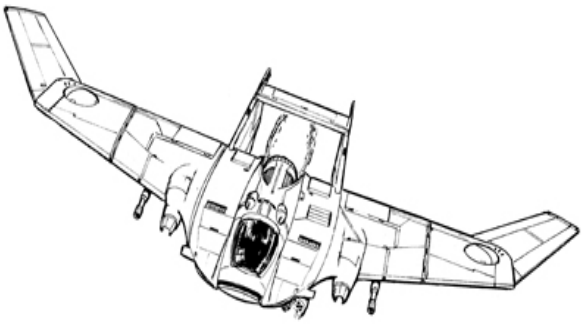
### Weapons & Equipment Inventory

Standard Scale

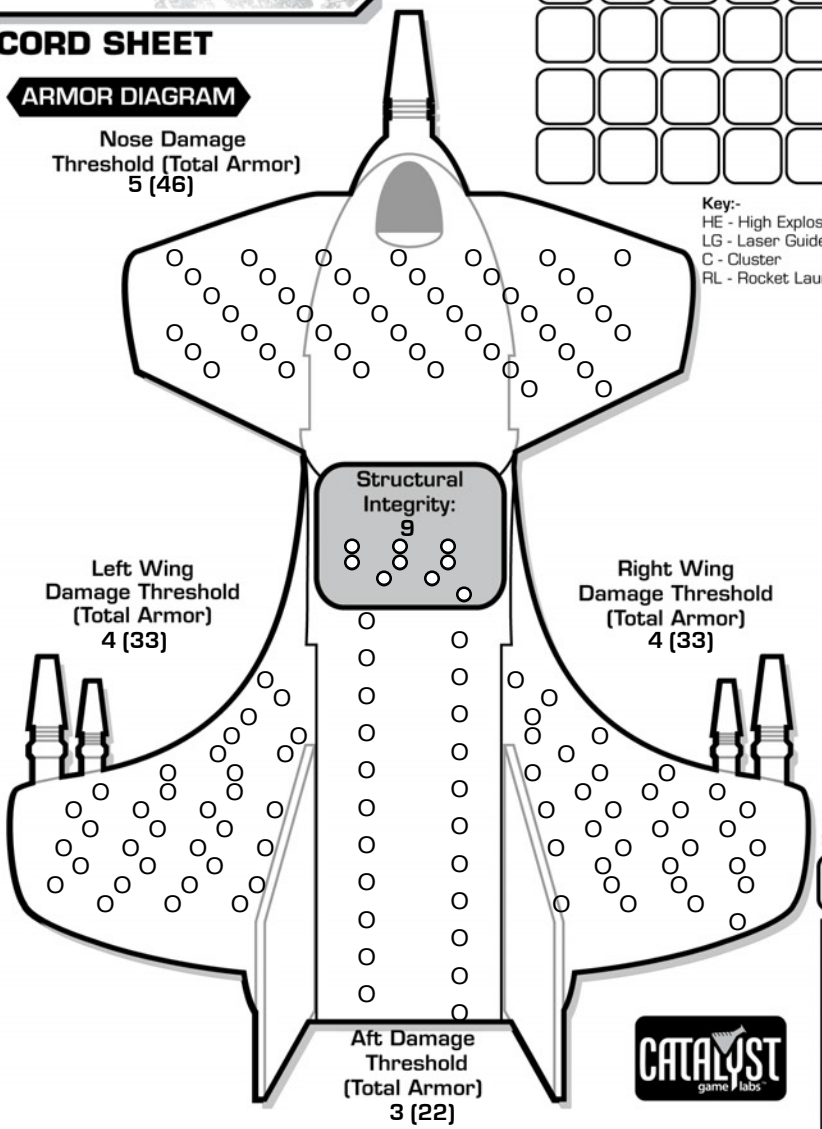
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | LRM 10 [M,C,S] w/Artemis IV FCS | N | 4 | 8 | 8 | 8 | — |
| 1 | Heavy PPC [DE] | LW | 15 | 15 | 15 | — | — |
| 2 | Large Laser [DE] | LW | 8 | 8 | 8 | — | — |
| 1 | Heavy PPC [DE] | RW | 15 | 15 | 15 | — | — |
| 2 | Large Laser [DE] | RW | 8 | 8 | 8 | — | — |

Ammo: (LRM 10 Artemis) 12
Fuel: 400 Points

**BV:** 1,971



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### CRITICAL DAMAGE

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 23 (46) Double

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Thunderbird TRB-D36

**Thrust:**
**Safe Thrust:** 5
**Maximum Thrust:** 8

**Tonnage:** 100
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

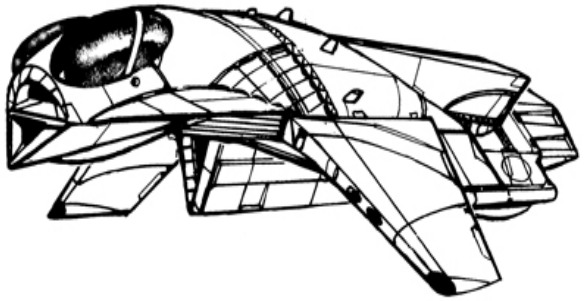
### Weapons & Equipment Inventory

Standard Scale

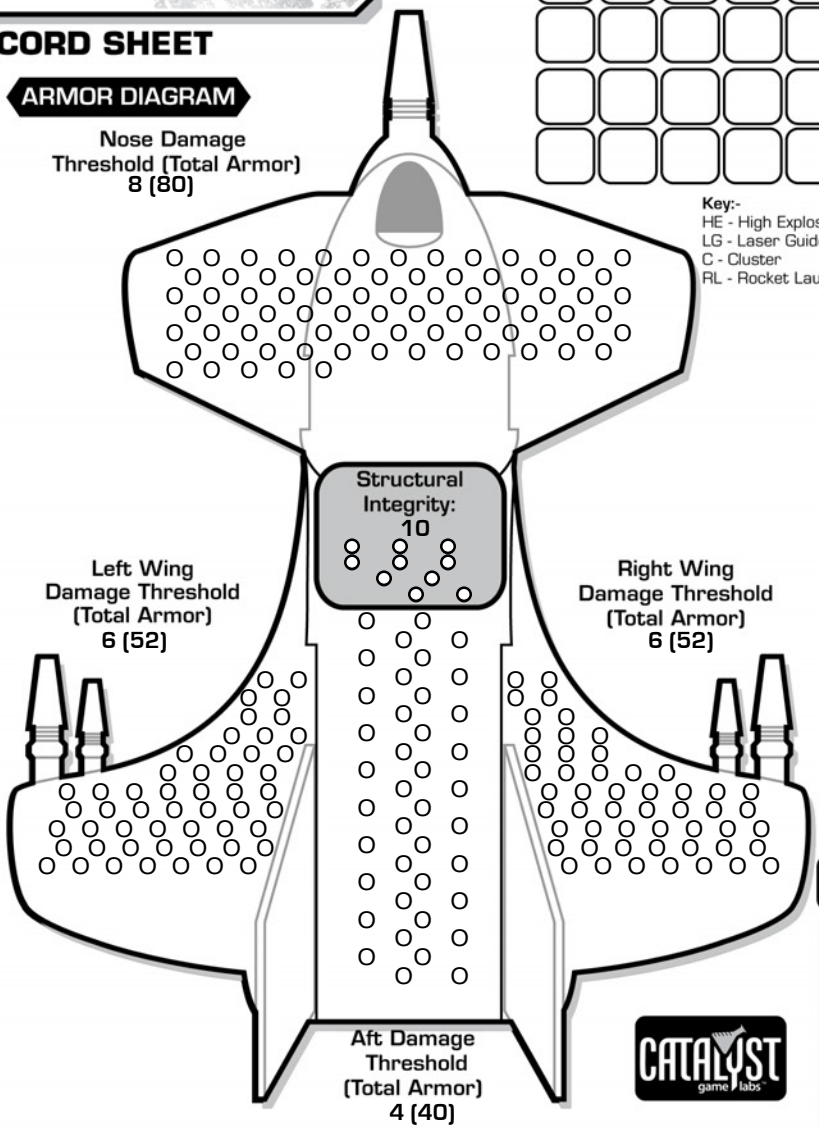
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Large Laser [DE] | N | 8 | 8 | 8 | — | — |
| 1 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 1 | Large Laser [DE] | LW | 8 | 8 | 8 | — | — |
| 1 | LRM 20 [M,C,S] | LW | 6 | 12 | 12 | 12 | — |
| 1 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 1 | Large Laser [DE] | RW | 8 | 8 | 8 | — | — |
| 1 | LRM 20 [M,C,S] | RW | 6 | 12 | 12 | 12 | — |
| 1 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |
| 2 | Medium Laser [DE] | A | 3 | 5 | — | — | — |

Ammo: (LRM 20) 24
Fuel: 400 Points

**BV:** 1,950



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 25 (25) Single

Heat Scale: Overflow, 30*, 29, 28*, 27*, 26*, 25*, 24*, 23*, 22*, 21*, 20*, 19*, 18*, 17*, 16, 15*, 14*, 13*, 12, 11, 10*, 9, 8*, 7, 6, 5*, 4, 3, 2, 1, 0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Thunderbird TRB-D46

**Thrust:**
**Safe Thrust:** 5
**Maximum Thrust:** 8

**Tonnage:** 100
**Tech Base:** Inner Sphere
**Era:** Star League

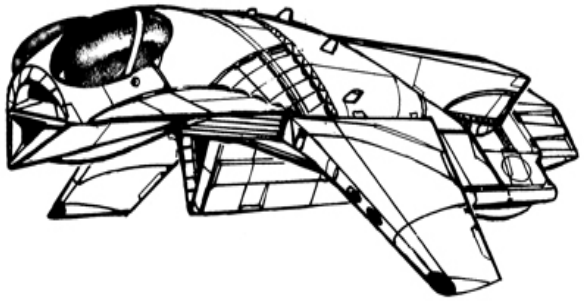
### Weapons & Equipment Inventory

Standard Scale

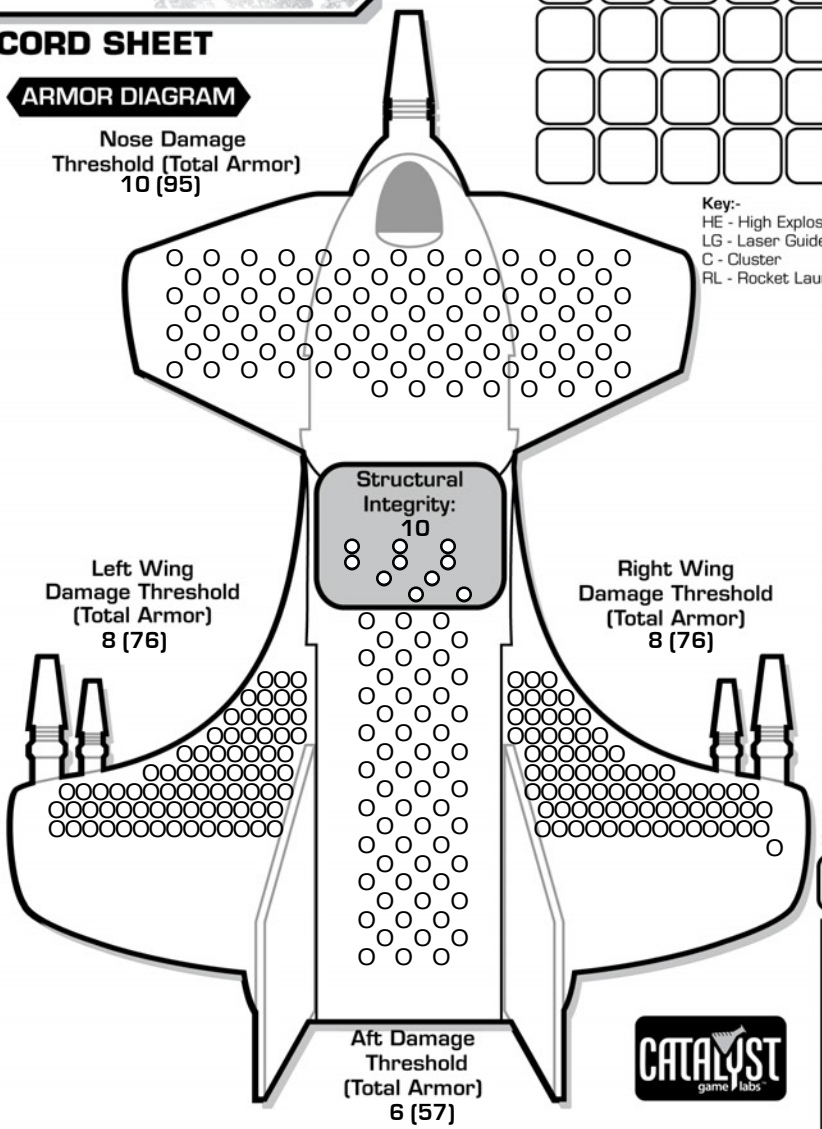
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | ER Large Laser [DE] | N | 12 | 8 | 8 | 8 | — |
| 1 | ER Large Laser [DE] | LW | 12 | 8 | 8 | 8 | — |
| 1 | LRM 15 [M,C,S] w/Artemis IV FCS | LW | 5 | 12 | 12 | 12 | — |
| 1 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 1 | ER Large Laser [DE] | RW | 12 | 8 | 8 | 8 | — |
| 1 | LRM 15 [M,C,S] w/Artemis IV FCS | RW | 5 | 12 | 12 | 12 | — |
| 1 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |
| 2 | Medium Laser [DE] | A | 3 | 5 | — | — | — |

Ammo: (LRM 15 Artemis) 32
Fuel: 480 Points

**BV:** 2,320



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:**
24 (48)
Double
O O O
O O O
O O O
O O O
O O
O O
O O
O O
O O
O O

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Thunderbird TRB-D50

**Thrust:**
**Safe Thrust:** 5
**Maximum Thrust:** 8

**Tonnage:** 100
**Tech Base:** Inner Sphere
**Era:** Civil War

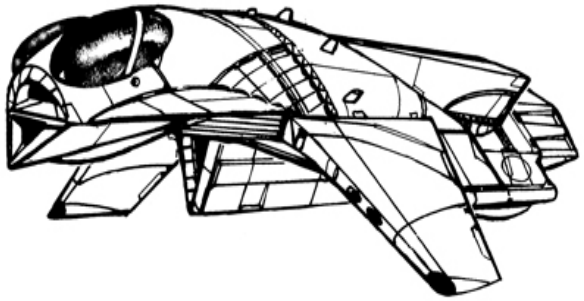
#### Weapons & Equipment Inventory

Standard Scale

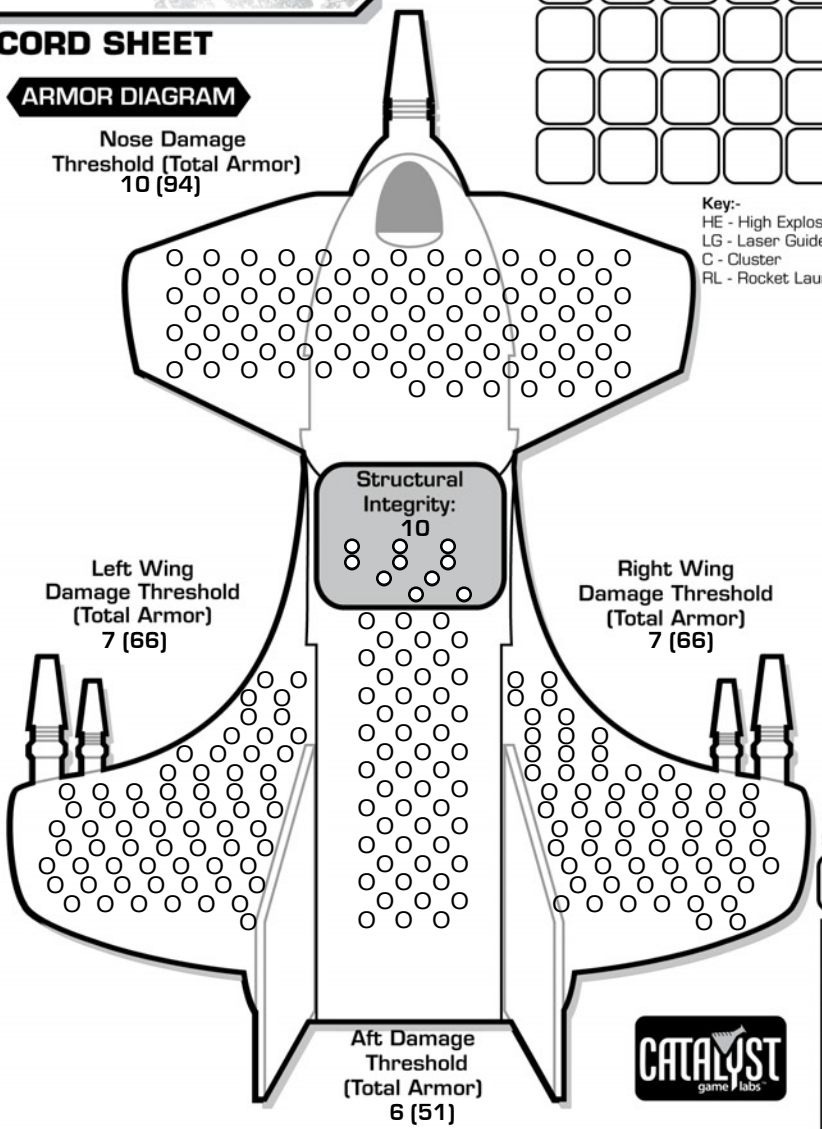
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | AC/10 [DB,S] | N | 3 | 10 | 10 | — | — |
| 1 | Large Laser [DE] | N | 8 | 8 | 8 | — | — |
| 1 | Large Laser [DE] | LW | 8 | 8 | 8 | — | — |
| 2 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 1 | Large Laser [DE] | RW | 8 | 8 | 8 | — | — |
| 2 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |
| 1 | Small Laser [DE] | A | 1 | 3 | — | — | — |

Ammo: (AC/10) 20
Fuel: 400 Points

**BV:** 1,828



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:**
34 (34)
Single

O O O O
O O O O
O O O O
O O O O
O O O
O O O
O O O
O O O
O O O
O O O

**Heat Scale**

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Thunderbird TRB-D56

**Thrust:**
**Safe Thrust:** 5
**Maximum Thrust:** 8

**Tonnage:** 100
**Tech Base:** Inner Sphere
**Era:** Jihad

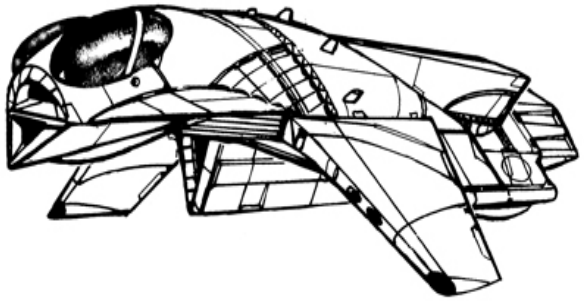
### Weapons & Equipment Inventory

Standard Scale

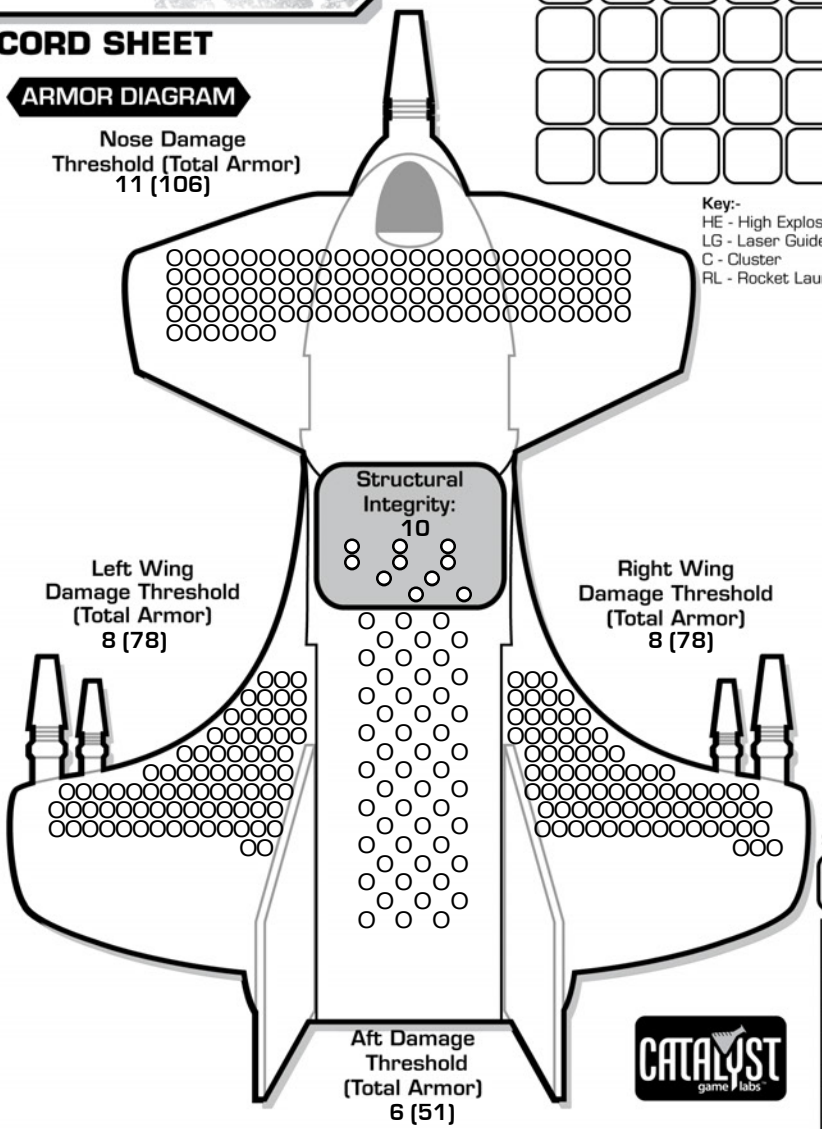
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Heavy PPC [DE] | N | 15 | 15 | 15 | — | — |
| 1 | Ultra AC/10 [DB,R/C] | N | 4 | 15 | 15 | — | — |
| 1 | ER Medium Laser [DE] | LW | 5 | 5 | 5 | — | — |
| 1 | LRM 20 [M,C,S] w/Artemis IV FCS | LW | 6 | 16 | 16 | 16 | — |
| 1 | ER Medium Laser [DE] | RW | 5 | 5 | 5 | — | — |
| 1 | LRM 20 [M,C,S] w/Artemis IV FCS | RW | 6 | 16 | 16 | 16 | — |
| 2 | ER Small Laser [DE] | A | 2 | 3 | — | — | — |

Ammo: (Ultra AC/10) 20, (LRM 20 Artemis) 24
Fuel: 480 Points

**BV:** 2,665



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 20 (40) Double

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O O
O O

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# PERIPHERY

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Ignis

**Movement Points:**
**Cruising:** 4
**Flank:** 6
**Movement Type:** Tracked
**Engine Type:** I.C.E.

**Tonnage:** 30
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 2 | Vehicle Flamer | RS | 2 [DE,S] | — | 1 | 2 | 3 |
| 2 | Vehicle Flamer | LS | 2 [DE,S] | — | 1 | 2 | 3 |
| 1 | Machine Gun | T | 2 [DB,AI] | — | 1 | 2 | 3 |

Infantry Compartment (1 ton)

Ammo: (Machine Gun) 100, (Flamer) 80

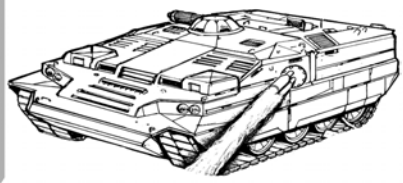
**BV:** 463

### CREW DATA

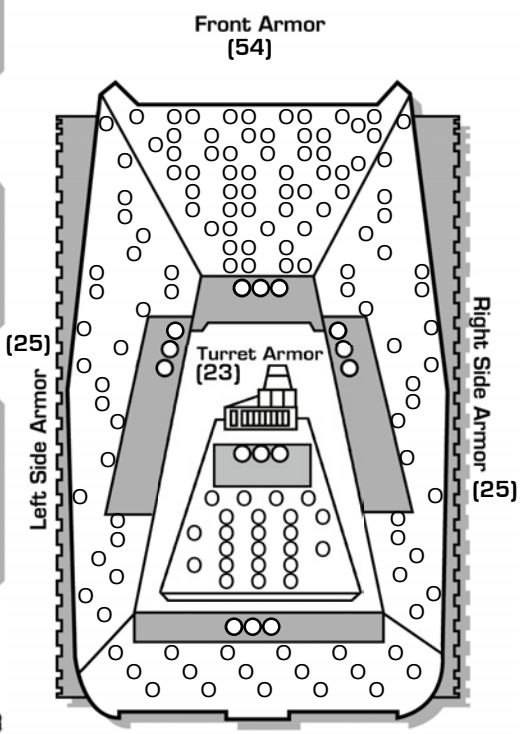
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



### ARMOR DIAGRAM

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

| 2D6 Roll | ATTACK DIRECTION FRONT | REAR | SIDE§ |
|---|---|---|---|
| 2* | Front (critical) | Rear (critical) | Side (critical) |
| 3 | Front† | Rear† | Side† |
| 4 | Front† | Rear† | Side† |
| 5 | Right Side† | Left Side† | Front† |
| 6 | Front | Rear | Side |
| 7 | Front | Rear | Side |
| 8 | Front | Rear | Side (critical)* |
| 9 | Left Side† | Right Side† | Rear† |
| 10 | Turret | Turret | Turret |
| 11 | Turret | Turret | Turret |
| 12* | Turret (critical) | Turret (critical) | Turret (critical) |

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

| 2D6 Roll | EFFECT* |
|---|---|
| 2–5 | No effect |
| 6–7 | Minor damage; +1 modifier to all Driving Skill Rolls |
| 8–9 | Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls |
| 10–11 | Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls |
| 12+ | Major damage; no movement for the rest of the game. Vehicle is immobile. |

**Attack Direction Modifier:**

| | |
|---|---|
| Hit from rear | +1 |
| Hit from the sides | +2 |

**Vehicle Type Modifiers:**

| | |
|---|---|
| Tracked, Naval | +0 |
| Wheeled | +2 |
| Hovercraft, Hydrofoil | +3 |
| WiGE | +4 |

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the –4 immobile target modifier would not apply for the second unit. However, the –4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

| 2D6 Roll | LOCATION HIT FRONT | SIDE | REAR | TURRET |
|---|---|---|---|---|
| 2–5 | No Critical Hit | No Critical Hit | No Critical Hit | No Critical Hit |
| 6 | Driver Hit | Cargo/Infantry Hit | Weapon Malfunction | Stabilizer |
| 7 | Weapon Malfunction | Weapon Malfunction | Cargo/Infantry Hit | Turret Jam |
| 8 | Stabilizer | Crew Stunned | Stabilizer | Weapon Malfunction |
| 9 | Sensors | Stabilizer | Weapon Destroyed | Turret Locks |
| 10 | Commander Hit | Weapon Destroyed | Engine Hit | Weapon Destroyed |
| 11 | Weapon Destroyed | Engine Hit | Ammunition** | Ammunition** |
| 12 | Crew Killed | Fuel Tank* | Fuel Tank* | Turret Blown Off |

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Ignis (SRM)

**Movement Points:**
**Cruising:** 4
**Flank:** 6
**Movement Type:** Tracked
**Engine Type:** I.C.E.

**Tonnage:** 30
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Vehicle Flamer | RS | 2 [DE,S] | — | 1 | 2 | 3 |
| 1 | Vehicle Flamer | LS | 2 [DE,S] | — | 1 | 2 | 3 |
| 1 | Machine Gun | T | 2 [DB,AI] | — | 1 | 2 | 3 |
| 2 | SRM 2 | T | 2/Msl [M,C,S] | — | 3 | 6 | 9 |

Infantry Compartment (1 ton)

Ammo: (SRM 2) 100, (Machine Gun) 100, (Flamer) 20

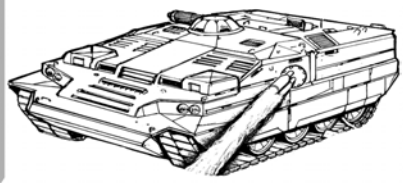
**BV:** 502

### CREW DATA

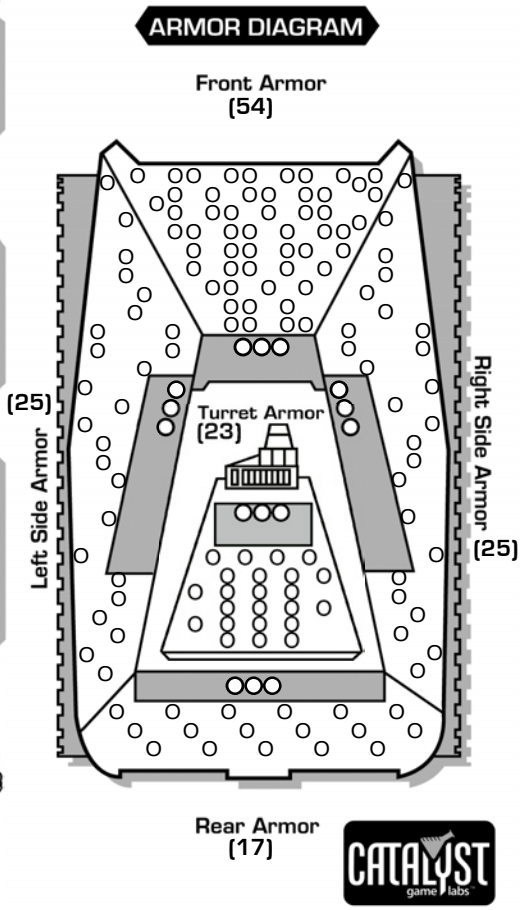
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



### ARMOR DIAGRAM

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

| 2D6 Roll | ATTACK DIRECTION FRONT | REAR | SIDE§ |
|---|---|---|---|
| 2* | Front (critical) | Rear (critical) | Side (critical) |
| 3 | Front† | Rear† | Side† |
| 4 | Front† | Rear† | Side† |
| 5 | Right Side† | Left Side† | Front† |
| 6 | Front | Rear | Side |
| 7 | Front | Rear | Side |
| 8 | Front | Rear | Side (critical)* |
| 9 | Left Side† | Right Side† | Rear† |
| 10 | Turret | Turret | Turret |
| 11 | Turret | Turret | Turret |
| 12* | Turret (critical) | Turret (critical) | Turret (critical) |

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

| 2D6 Roll | EFFECT* |
|---|---|
| 2–5 | No effect |
| 6–7 | Minor damage; +1 modifier to all Driving Skill Rolls |
| 8–9 | Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls |
| 10–11 | Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls |
| 12+ | Major damage; no movement for the rest of the game. Vehicle is immobile. |

**Attack Direction Modifier:**
Hit from rear +1
Hit from the sides +2

**Vehicle Type Modifiers:**
Tracked, Naval +0
Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the –4 immobile target modifier would not apply for the second unit. However, the –4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

| 2D6 Roll | LOCATION HIT FRONT | SIDE | REAR | TURRET |
|---|---|---|---|---|
| 2–5 | No Critical Hit | No Critical Hit | No Critical Hit | No Critical Hit |
| 6 | Driver Hit | Cargo/Infantry Hit | Weapon Malfunction | Stabilizer |
| 7 | Weapon Malfunction | Weapon Malfunction | Cargo/Infantry Hit | Turret Jam |
| 8 | Stabilizer | Crew Stunned | Stabilizer | Weapon Malfunction |
| 9 | Sensors | Stabilizer | Weapon Destroyed | Turret Locks |
| 10 | Commander Hit | Weapon Destroyed | Engine Hit | Weapon Destroyed |
| 11 | Weapon Destroyed | Engine Hit | Ammunition** | Ammunition** |
| 12 | Crew Killed | Fuel Tank* | Fuel Tank* | Turret Blown Off |

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## LARGE GROUND SUPPORT VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Dromedary Water Transport

**Movement Points:**
Cruising: 2
Flank: 3
**Movement Type:** Wheeled
**Engine Type:** I.C.E.

**Tonnage:** 150
**Tech Base:** Inner Sphere
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Machine Gun | T | 2 [DB,AI] | — | 1 | 2 | 3 |

Chassis Modifications: Dune Buggy
**Cargo:**
Cargo Space - 4 tons (1 door)
Liquid Cargo Space - 45.50 tons (1 door)

Ammo: (Machine Gun) 100

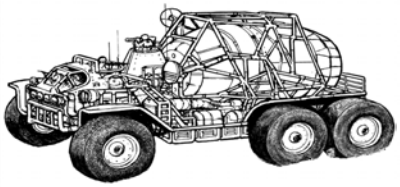
**BV:** 341

### CREW DATA

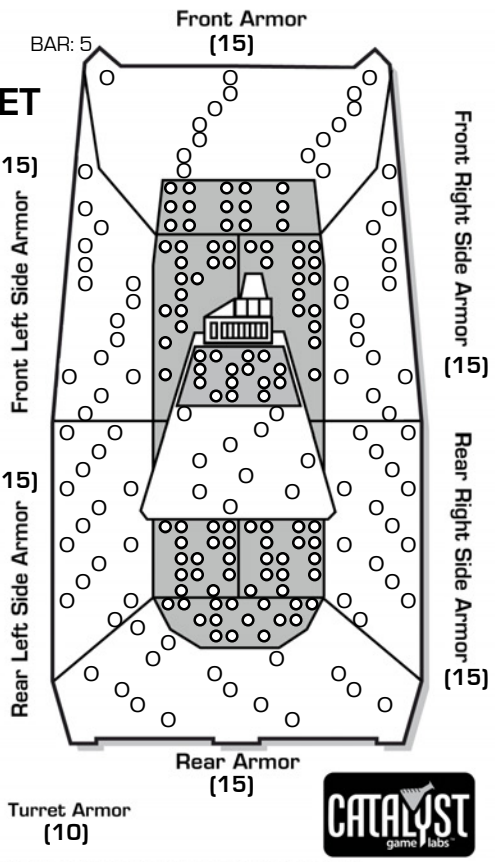
Crew: _____
Gunnery Skill: ___ Driving Skill: ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



### ARMOR DIAGRAM

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### LARGE GROUND SUPPORT VEHICLE HIT LOCATION TABLE

| | ATTACK DIRECTION | | | |
|---|---|---|---|---|
| 2D6 Roll | FRONT | REAR | FRONT SIDE | REAR SIDE |
| 2* | Front (critical) | Rear (critical) | Side (critical)§ | Side (critical)§ |
| 3 | Right Side† | Left Side† | Front† | Rear† |
| 4 | Front† | Rear† | Side† | Side† |
| 5 | Front† | Rear† | Side | Side |
| 6 | Front | Rear | Side | Side |
| 7 | Front | Rear | Side | Side |
| 8 | Front | Rear | Side (critical)* | Side (critical)* |
| 9 | Front† | Rear† | Side† | Side† |
| 10 | Turret | Turret | Turret | Turret |
| 11 | Turret | Turret | Turret | Turret |
| 12* | Turret (critical) | Turret (critical) | Turret (critical) | Turret (critical) |

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 194 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
§If the attack hits the front right or left side, all Front side results strike the front armor, while Rear Side results strike the rear right or rear left side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

| 2D6 Roll | EFFECT* |
|---|---|
| 2–5 | No effect |
| 6–7 | Minor damage; +1 modifier to all Driving Skill Rolls |
| 8–9 | Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls |
| 10–11 | Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls |
| 12+ | Major damage; no movement for the rest of the game. Vehicle is immobile. |

**Attack Direction Modifier:**

| | |
|---|---|
| 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.

### LARGE GROUND SUPPORT 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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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Toro TR-A-6

**Movement Points:**
Walking: 5
Running: 8

**Tonnage:** 35
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | LRM 5 | RT | 2 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | LRM 5 | LT | 2 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | PPC | LA | 10 | 10 [DE] | 3 | 6 | 12 | 18 |

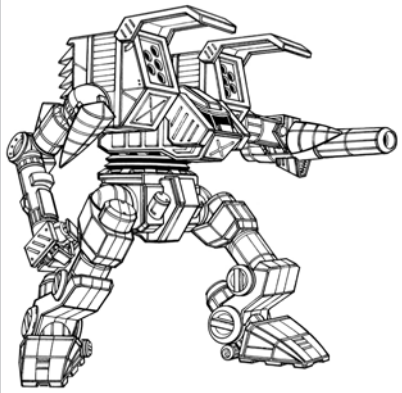
**BV:** 864

### WARRIOR DATA

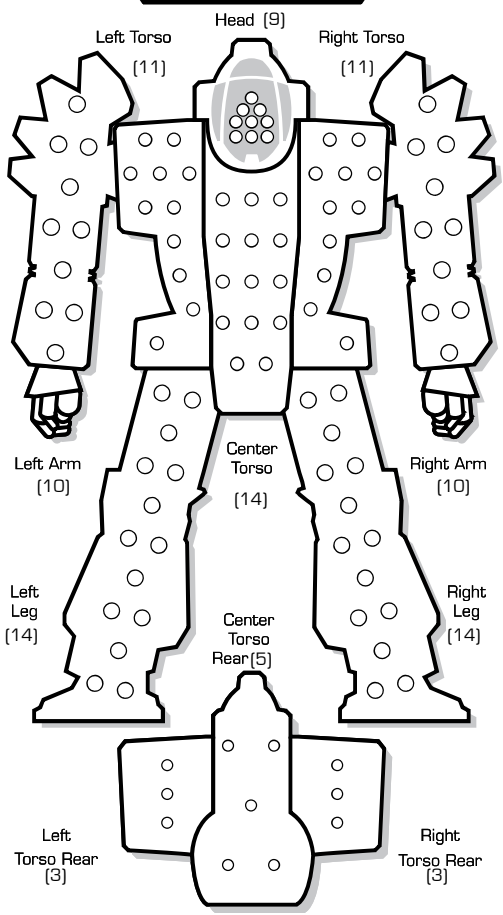
Name: _____

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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Heat Sink
5. PPC
6. PPC

4-6
1. PPC
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1-3
1. Heat Sink
2. LRM 5
3. Ammo (LRM 5) 24
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. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

#### Head

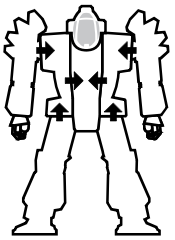
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### 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

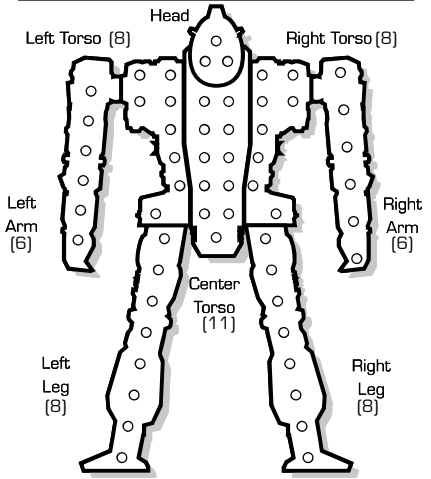
1-3
1. Heat Sink
2. LRM 5
3. Ammo (LRM 5) 24
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | 10 (10) Single |
|---|---|---|
| 30 | Shutdown | |
| 28 | Ammo Exp. avoid on 8+ | |
| 26 | Shutdown, avoid on 10+ | |
| 25 | –5 Movement Points | O |
| 24 | +4 Modifier to Fire | O |
| 23 | Ammo Exp. avoid on 6+ | O |
| 22 | Shutdown, avoid on 8+ | O |
| 20 | –4 Movement Points | O |
| 19 | Ammo Exp. avoid on 4+ | O |
| 18 | Shutdown, avoid on 6+ | O |
| 17 | +3 Modifier to Fire | O |
| 15 | –3 Movement Points | O |
| 14 | Shutdown, avoid on 4+ | O |
| 13 | +2 Modifier to Fire | O |
| 10 | –2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | –1 Movement Points | |

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Phoenix PX-3R

**Movement Points:**
Walking: 5
Running: 8
Jumping: 5

**Tonnage:** 50
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | SRM 2 | LT | 2 | 2/Msl [M,C,S] | — | 3 | 6 | 9 |
| 1 | PPC | RA | 10 | 10 [DE] | 3 | 6 | 12 | 18 |

**BV:** 1,106

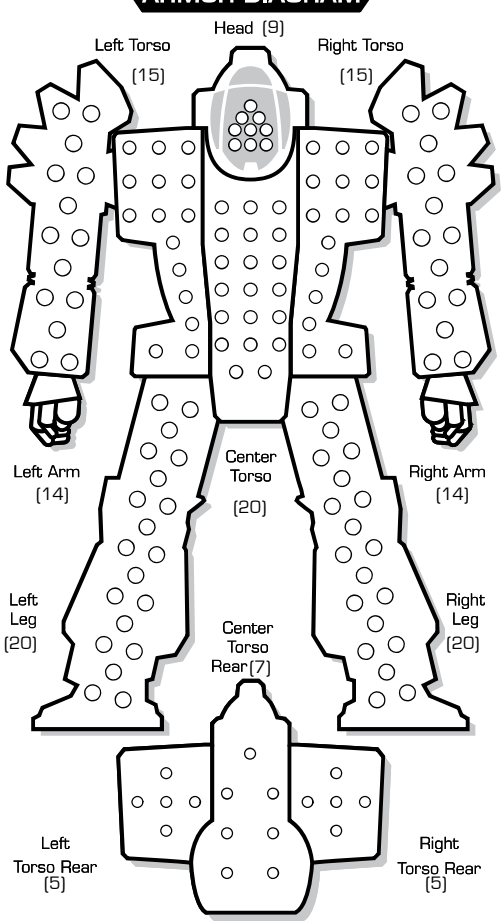
### WARRIOR DATA

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

| | |
|---|---|
| 1-3 | 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. Jump Jet |
| | 2. SRM 2 |
| | 3. SRM 2 |
| | 4. Ammo (SRM 2) 50 |
| | 5. Ammo (SRM 2) 50 |
| | 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. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Jump Jet

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

#### Center Torso

| | |
|---|---|
| 1-3 | 1. Fusion Engine |
| | 2. Fusion Engine |
| | 3. Fusion Engine |
| | 4. Gyro |
| | 5. Gyro |
| | 6. Gyro |
| 4-6 | 1. Gyro |
| | 2. Fusion Engine |
| | 3. Fusion Engine |
| | 4. Fusion Engine |
| | 5. Heat Sink |
| | 6. Jump Jet |

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

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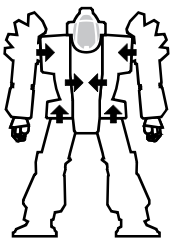


Damage Transfer Diagram

#### Right Arm

| | |
|---|---|
| 1-3 | 1. Shoulder |
| | 2. Upper Arm Actuator |
| | 3. PPC |
| | 4. PPC |
| | 5. PPC |
| | 6. Roll Again |
| 4-6 | 1. Roll Again |
| | 2. Roll Again |
| | 3. Roll Again |
| | 4. Roll Again |
| | 5. Roll Again |
| | 6. Roll Again |

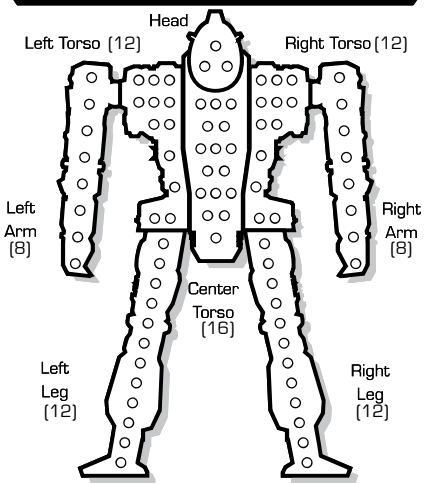
#### Right Torso

| | |
|---|---|
| 1-3 | 1. Jump Jet |
| | 2. Roll Again |
| | 3. Roll Again |
| | 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 |

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. 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 | 14 (14) Single |
|---|---|---|
| 30 | Shutdown | |
| 28 | Ammo Exp. avoid on 8+ | |
| 26 | Shutdown, avoid on 10+ | |
| 25 | –5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | –4 Movement Points | O |
| 19 | Ammo Exp. avoid on 4+ | O |
| 18 | Shutdown, avoid on 6+ | O |
| 17 | +3 Modifier to Fire | O |
| 15 | –3 Movement Points | O |
| 14 | Shutdown, avoid on 4+ | O |
| 13 | +2 Modifier to Fire | O |
| 10 | –2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | –1 Movement Points | |

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Phoenix PX-4R

| Movement Points: | | Tonnage: | 50 |
|---|---|---|---|
| Walking: | 5 | Tech Base: | Inner Sphere (Intro) |
| Running: | 8 | Era: | Star League |
| Jumping: | 5 | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | SRM 2 | LT | 2 | 2/Msl [M,C,S] | — | 3 | 6 | 9 |
| 1 | AC/10 | RA | 3 | 10 [DB,S] | — | 5 | 10 | 15 |

**BV:** 996

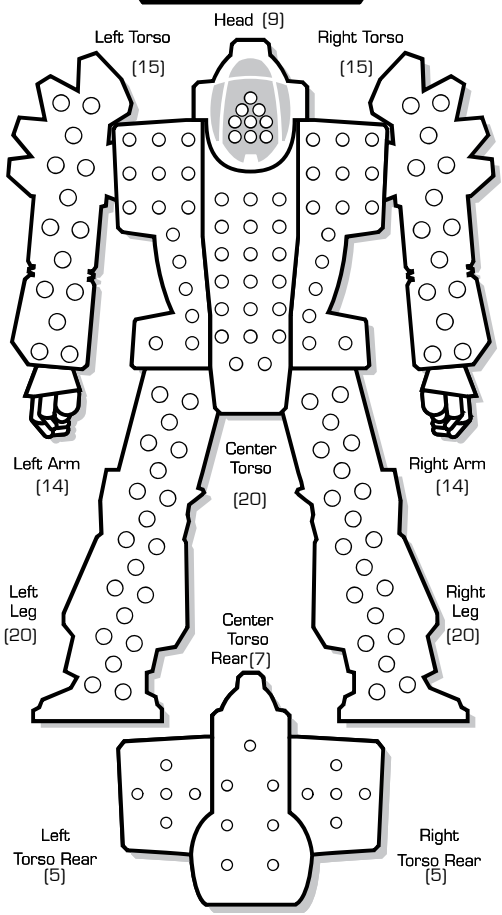
### WARRIOR DATA

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. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. Jump Jet
2. SRM 2
3. Ammo (SRM 2) 50
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

#### Head

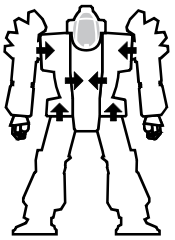
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. AC/10
4. AC/10
5. AC/10
6. AC/10

1. AC/10
2. AC/10
3. AC/10
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

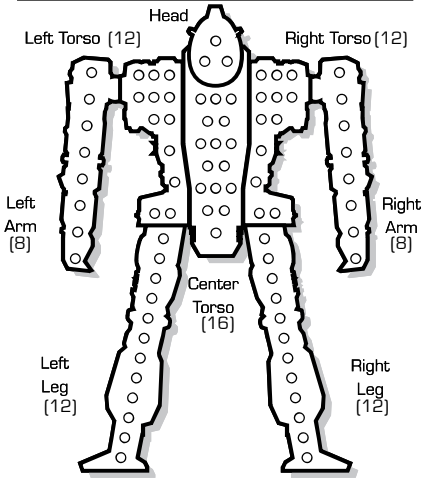
1. Jump Jet
2. Ammo (AC/10) 10
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | 10 (10) Single |
|---|---|---|
| 30 | Shutdown | |
| 28 | Ammo Exp. avoid on 8+ | |
| 26 | Shutdown, avoid on 10+ | |
| 25 | –5 Movement Points | O |
| 24 | +4 Modifier to Fire | O |
| 23 | Ammo Exp. avoid on 6+ | O |
| 22 | Shutdown, avoid on 8+ | O |
| 20 | –4 Movement Points | O |
| 19 | Ammo Exp. avoid on 4+ | O |
| 18 | Shutdown, avoid on 6+ | O |
| 17 | +3 Modifier to Fire | O |
| 15 | –3 Movement Points | O |
| 14 | Shutdown, avoid on 4+ | O |
| 13 | +2 Modifier to Fire | O |
| 10 | –2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | –1 Movement Points | |

**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

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# BATTLETECH™

## 'MECH RECORD SHEET

(Industrial)

### 'MECH DATA

**Type:** Quasit QUA-51M MilitiaMech

**Movement Points:**
Walking: 5
Running: 8

**Tonnage:** 45
**Tech Base:** Inner Sphere
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Machine Gun | RT | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |
| 2 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | MML 5 | LA | 3 | [M,C,S] | | | | |
| | LRM | | | 1/Msl | 6 | 7 | 14 | 21 |
| | SRM | | | 2/Msl | — | 3 | 6 | 9 |

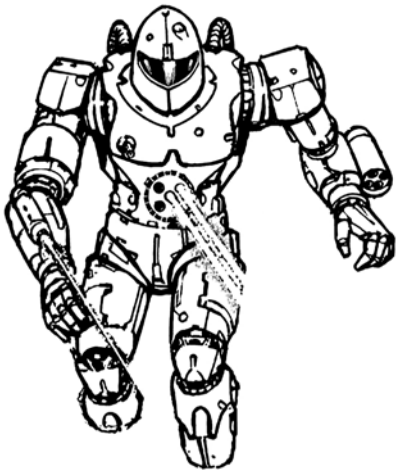
**BV:** 636

### WARRIOR DATA

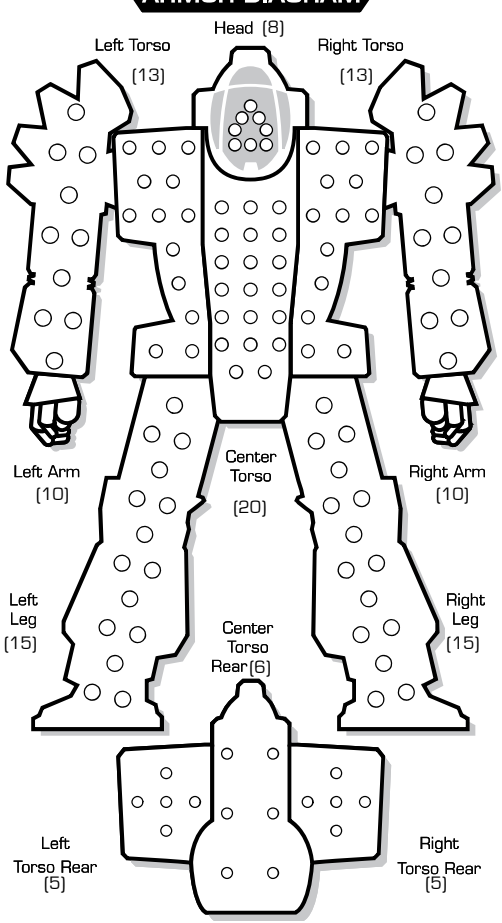
Name: _____

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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. MML 5
6. MML 5

4-6
1. MML 5
2. Environmental Sealing
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1-3
1. Ammo (MML 5/LRM) 24
2. Ammo (MML 5/SRM) 20
3. Environmental Sealing
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. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Environmental Sealing
6. Roll Again

#### Head

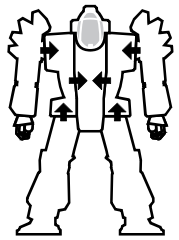
1. Life Support
2. Sensors
3. Industrial Cockpit
4. Environmental Sealing
5. Sensors
6. Life Support

#### Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Environmental Sealing
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Medium Laser

4-6
1. Environmental Sealing
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

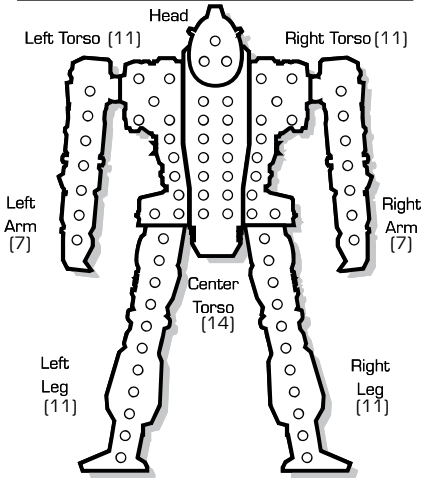
1-3
1. Machine Gun
2. Ammo (Machine Gun) 100
3. Environmental Sealing
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Environmental Sealing

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | 10 (10) Single |
|---|---|---|
| 30 | Shutdown | |
| 28 | Ammo Exp. avoid on 8+ | |
| 26 | Shutdown, avoid on 10+ | |
| 25 | –5 Movement Points | O |
| 24 | +4 Modifier to Fire | O |
| 23 | Ammo Exp. avoid on 6+ | O |
| 22 | Shutdown, avoid on 8+ | O |
| 20 | –4 Movement Points | O |
| 19 | Ammo Exp. avoid on 4+ | O |
| 18 | Shutdown, avoid on 6+ | O |
| 17 | +3 Modifier to Fire | O |
| 15 | –3 Movement Points | O |
| 14 | Shutdown, avoid on 4+ | O |
| 13 | +2 Modifier to Fire | O |
| 10 | –2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | –1 Movement Points | |

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# BATTLETECH™

## 'MECH RECORD SHEET

(Industrial)

### 'MECH DATA

**Type:** Quasit QUA-51P MilitiaMech

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 45 |
| **Walking:** | 5 | **Tech Base:** | Inner Sphere |
| **Running:** | 8 | **Era:** | Jihad |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Machine Gun | RT | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Plasma Rifle | RA | 10 | 10 [DE,H,AI] | — | 5 | 10 | 15 |

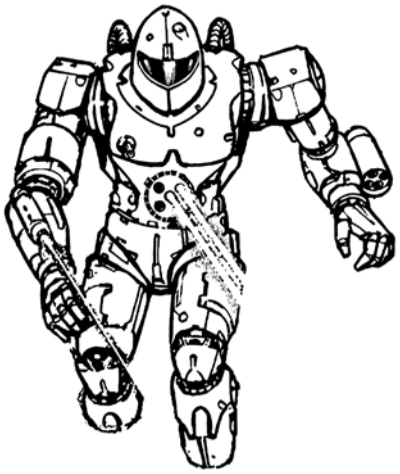
**BV:** 779

### WARRIOR DATA

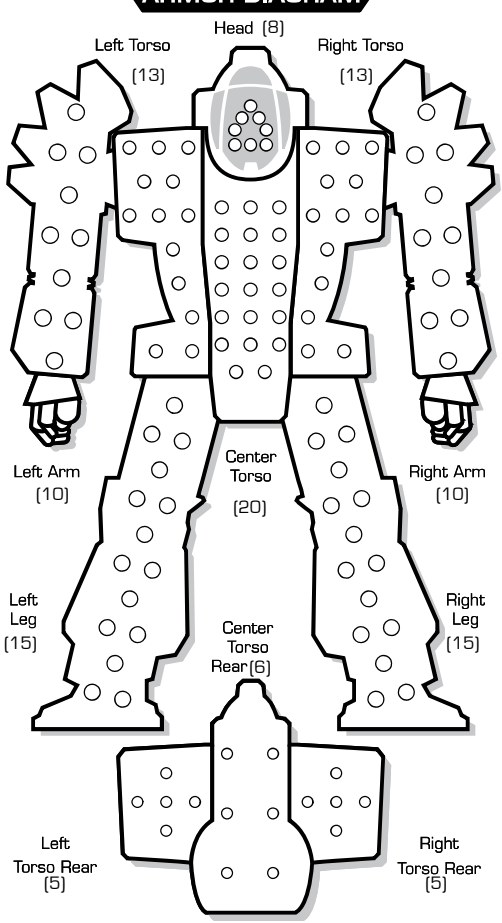
**Name:** _____

**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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Environmental Sealing
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. Ammo (Plasma Rifle) 10
2. Environmental Sealing
3. Roll Again
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. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Environmental Sealing
6. Roll Again

#### Head

1. Life Support
2. Sensors
3. Industrial Cockpit
4. Environmental Sealing
5. Sensors
6. Life Support

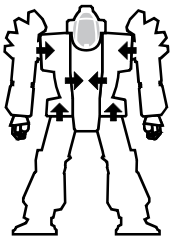
#### Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Environmental Sealing
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

#### Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Plasma Rifle
6. Plasma Rifle

4-6
1. Environmental Sealing
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

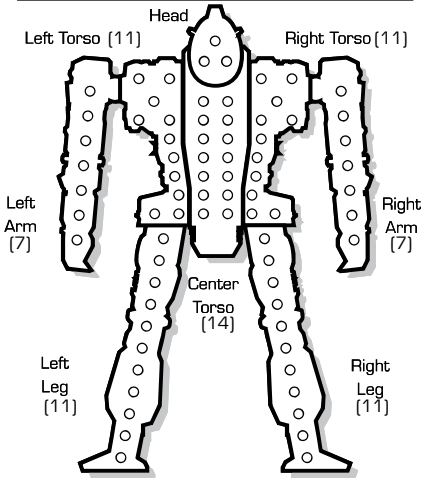
1-3
1. Machine Gun
2. Ammo (Machine Gun) 100
3. Environmental Sealing
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Environmental Sealing

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | 10 (10) Single |
|---|---|---|
| 30 | Shutdown | |
| 28 | Ammo Exp. avoid on 8+ | |
| 26 | Shutdown, avoid on 10+ | |
| 25 | –5 Movement Points | O |
| 24 | +4 Modifier to Fire | O |
| 23 | Ammo Exp. avoid on 6+ | O |
| 22 | Shutdown, avoid on 8+ | O |
| 20 | –4 Movement Points | O |
| 19 | Ammo Exp. avoid on 4+ | O |
| 18 | Shutdown, avoid on 6+ | O |
| 17 | +3 Modifier to Fire | O |
| 15 | –3 Movement Points | O |
| 14 | Shutdown, avoid on 4+ | O |
| 13 | +2 Modifier to Fire | O |
| 10 | –2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | –1 Movement Points | |

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# BATTLETECH™

## 'MECH RECORD SHEET

(Industrial)

## 'MECH DATA

**Type:** Quasit QUA-51T MilitiaMech

**Movement Points:**
**Walking:** 5
**Running:** 8

**Tonnage:** 45
**Tech Base:** Inner Sphere
**Era:** Star League

### Weapons & Equipment Inventory (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | LRM 5 | CT | 2 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Machine Gun | RT | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | SRM 4 | LA | 3 | 2/Msl [M,C,S] | — | 3 | 6 | 9 |

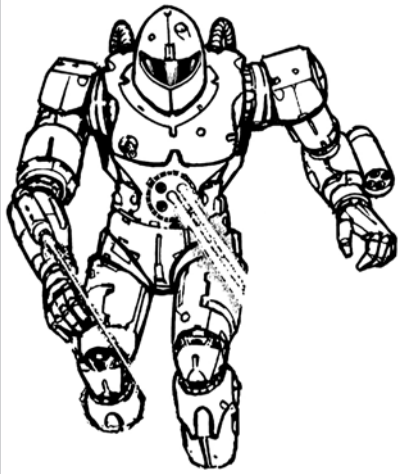
**BV:** 627

## WARRIOR DATA

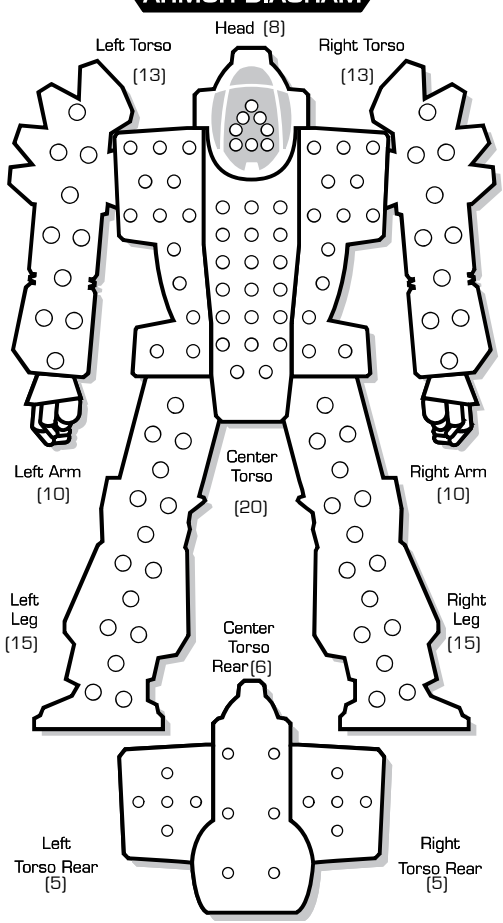
Name: _____

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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM 4
6. Environmental Sealing

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. Ammo (SRM 4) 25
2. Ammo (LRM 5) 24
3. Environmental Sealing
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. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Environmental Sealing
6. Roll Again

### Head

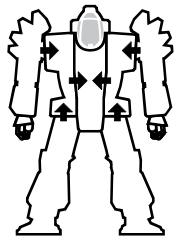
1. Life Support
2. Sensors
3. Industrial Cockpit
4. Environmental Sealing
5. Sensors
6. Life Support

### Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. LRM 5
6. Environmental Sealing

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

### Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Environmental Sealing

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

### Right Torso

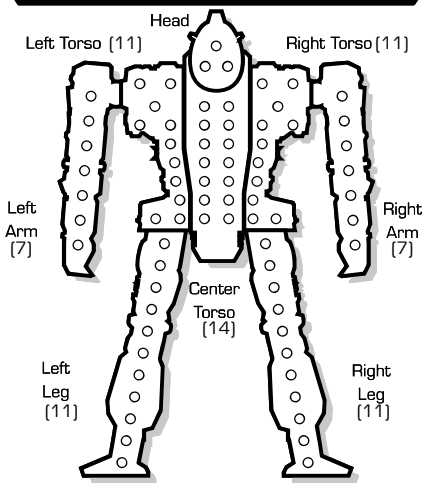
1-3
1. Machine Gun
2. Ammo (Machine Gun) 100
3. Environmental Sealing
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Environmental Sealing

## INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

## HEAT DATA

| Heat Level* | Effects | 10 (10) Single |
|---|---|---|
| 30 | Shutdown | |
| 28 | Ammo Exp. avoid on 8+ | |
| 26 | Shutdown, avoid on 10+ | |
| 25 | –5 Movement Points | O |
| 24 | +4 Modifier to Fire | O |
| 23 | Ammo Exp. avoid on 6+ | O |
| 22 | Shutdown, avoid on 8+ | O |
| 20 | –4 Movement Points | O |
| 19 | Ammo Exp. avoid on 4+ | O |
| 18 | Shutdown, avoid on 6+ | O |
| 17 | +3 Modifier to Fire | O |
| 15 | –3 Movement Points | O |
| 14 | Shutdown, avoid on 4+ | O |
| 13 | +2 Modifier to Fire | O |
| 10 | –2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | –1 Movement Points | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Vulcan VLC-5N

**Thrust:**
**Safe Thrust:** 5
**Maximum Thrust:** 8

**Tonnage:** 80
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

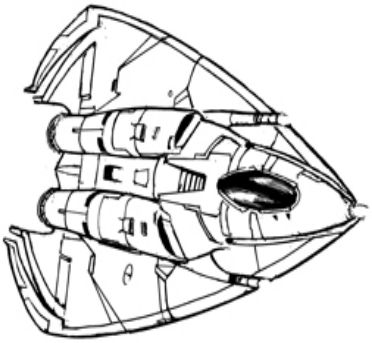
### Weapons & Equipment Inventory

Standard Scale

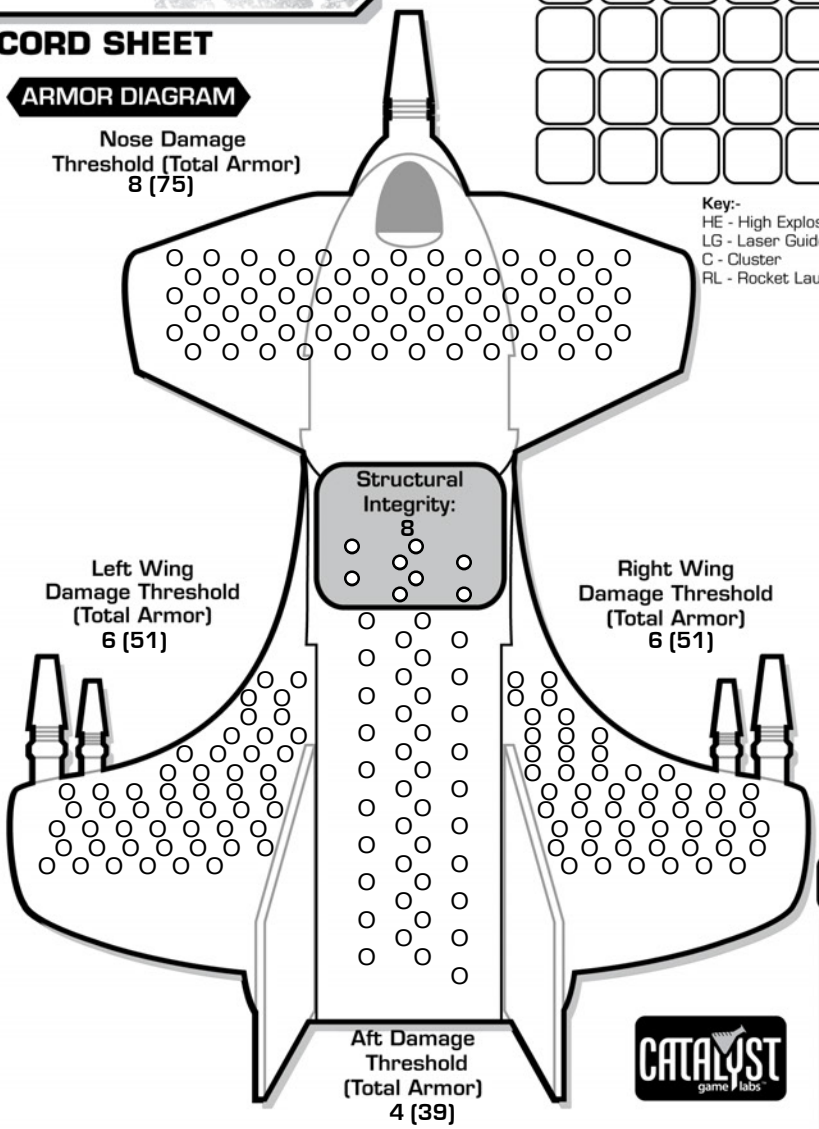
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Large Laser [DE] | N | 8 | 8 | 8 | — | — |
| 1 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 1 | SRM 6 [M,C] | N | 4 | 8 | — | — | — |
| 1 | AC/10 [DB,S] | LW | 3 | 10 | 10 | — | — |
| 1 | AC/10 [DB,S] | RW | 3 | 10 | 10 | — | — |
| 1 | Medium Laser [DE] | A | 3 | 5 | — | — | — |

Ammo: (SRM 6) 15, (AC/10) 20
Fuel: 400 Points

**BV:** 1,399



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 20 (20) Single

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Vulcan VLC-6N

**Thrust:**
**Safe Thrust:** 5
**Maximum Thrust:** 8

**Tonnage:** 80
**Tech Base:** Inner Sphere
**Era:** Star League

### Weapons & Equipment Inventory

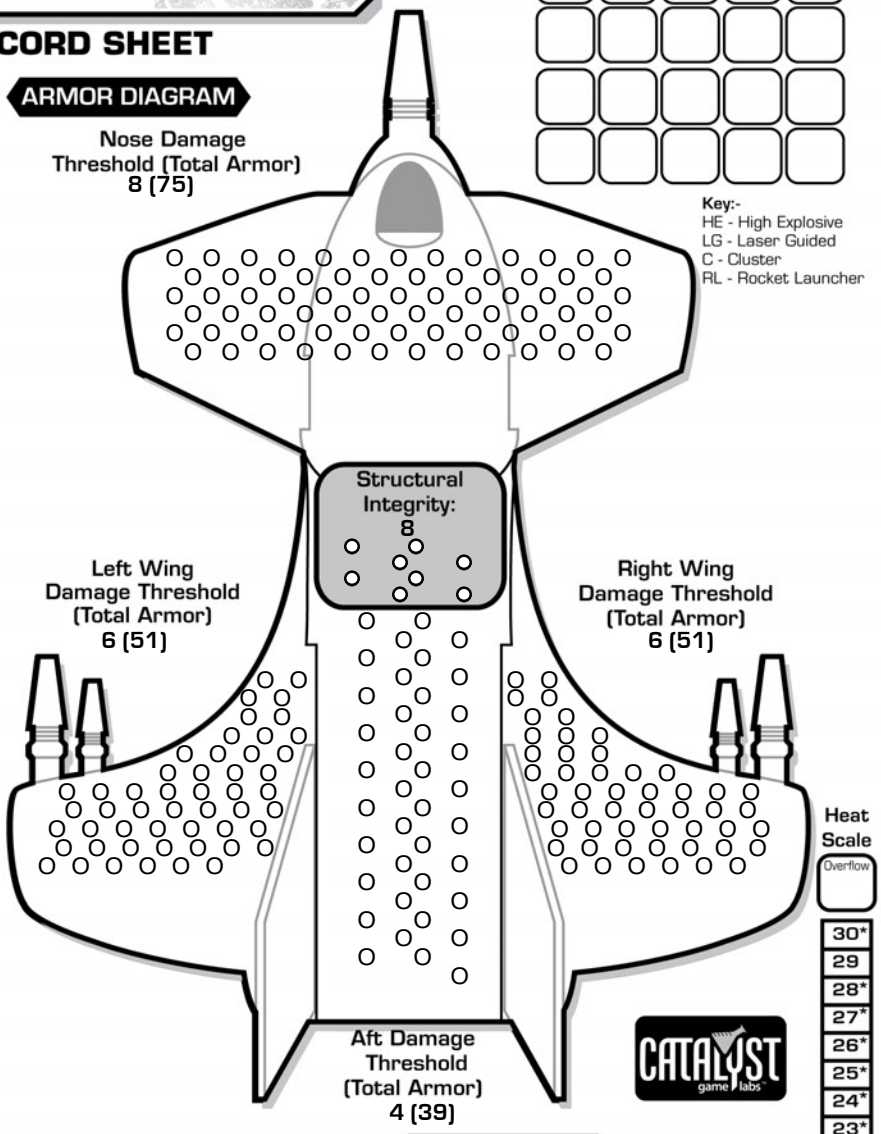
Standard Scale

| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Large Laser [DE] | N | 8 | 8 | 8 | — | — |
| 1 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 1 | SRM 6 [M,C] | N | 4 | 8 | — | — | — |
| 1 | Gauss Rifle [DB,X] | LW | 1 | 15 | 15 | 15 | — |
| 1 | Gauss Rifle [DB,X] | RW | 1 | 15 | 15 | 15 | — |
| 1 | Medium Laser [DE] | A | 3 | 5 | — | — | — |

Ammo: (SRM 6) 15, (Gauss) 32
Fuel: 400 Points

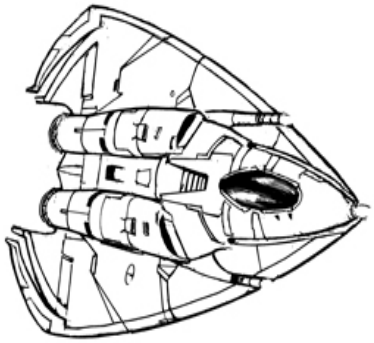
**BV:** 2,117

### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher



### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 12 (12) Single

Heat Scale (Overflow)

30* 29 28* 27* 26* 25* 24* 23* 22* 21* 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Vulcan VLC-8N

**Thrust:**
**Safe Thrust:** 5
**Maximum Thrust:** 8

**Tonnage:** 80
**Tech Base:** Inner Sphere
**Era:** Jihad

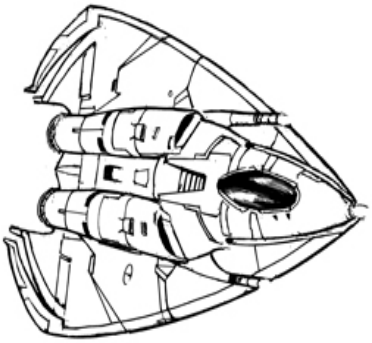
#### Weapons & Equipment Inventory

Standard Scale

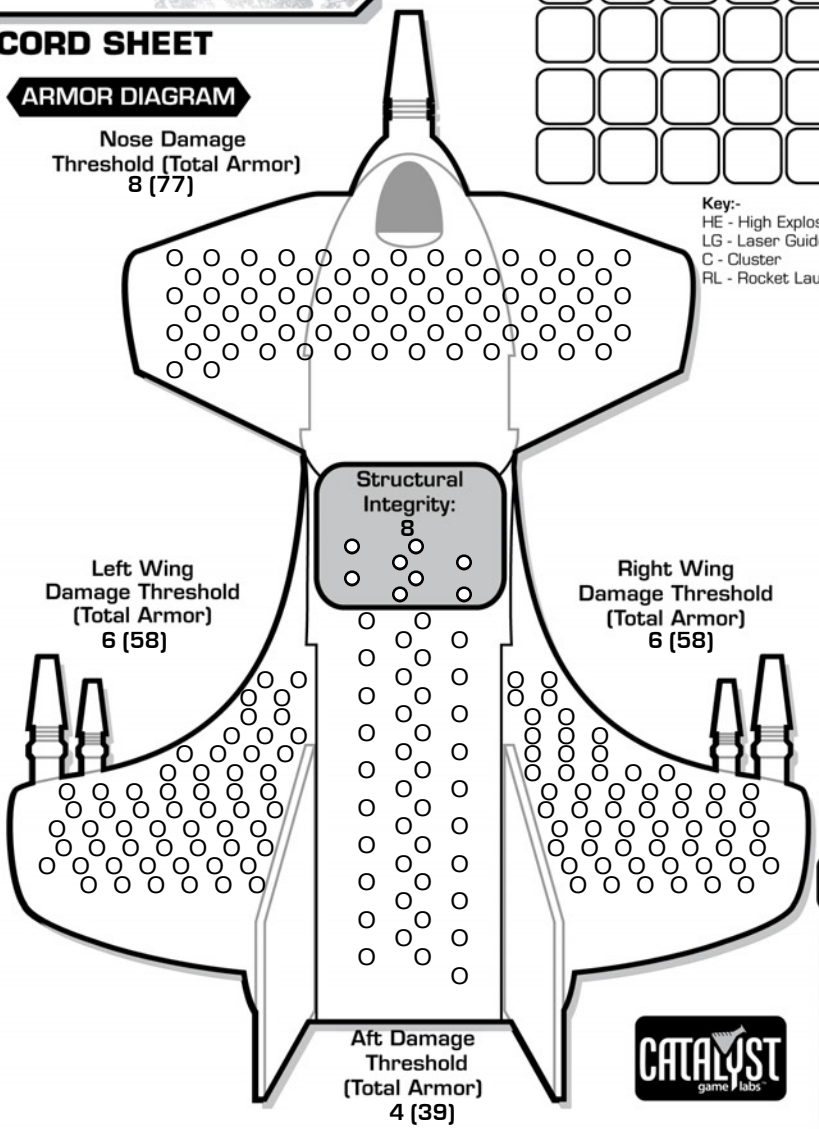
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | ER Medium Laser [DE] | N | 5 | 5 | 5 | — | — |
| 2 | Large Pulse Laser [P] | N | 10 | 9 | 9 | — | — |
| 1 | SRM 6 [M,C] w/Artemis IV FCS | N | 4 | 10 | — | — | — |
| 1 | Light Gauss Rifle [DB,X] | LW | 1 | 8 | 8 | 8 | 8 |
| 1 | Light Gauss Rifle [DB,X] | RW | 1 | 8 | 8 | 8 | 8 |
| 1 | ER Medium Laser [DE] | A | 5 | 5 | 5 | — | — |

Ammo: (Light Gauss) 32, (SRM 6 Artemis) 15
Fuel: 400 Points

**BV:** 1,766



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 16 (32) **Double**

Heat Scale (Overflow)

30* 29 28* 27* 26* 25* 24* 23* 22* 21* 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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