BATTLETECH™

# RECORD SHEETS: 3085 UNABRIDGED

# THE CUTTING EDGE



CATALYST game labs™

## NOTES

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

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


**INNER SPHERE**

- Angerona
- Kopis
- Ravager
- Fox Armored Car
- Aeron Strike VTOL
- Yasha VTOL
- Tufana Hovercraft
- Giggins APC
- Demon Medium Tank
- Ranger Armored Fighting Vehicle
- Maxim Mk. II Transport
- Regular II Hovertank
- Padilla Tube Artillery Tank
- Prowler Multi-Terrain Vehicle
- Bolla Stealth Tank
- Po II Heavy Tank
- Kinnol MBT
- Winston Combat Vehicle
- Moltke MBT
- Trajan Assault Infantry Fighting Vehicle
- JES II Strategic Missile Carrier
- Marksman MBT
- Gürteltier MBT
- Teppō Artillery Vehicle
- J-37 Ordnance Transport
- Tonbo Superheavy Transport
- Trireme Infantry Transport
- JI-100 Transportable Field Repair Unit
- Zugvogel Omni Support Aircraft
- Ebony
- Mjolnir
- Nyx
- Spider
- Blade
- Panther
- Wolfhound
- Cuirass
- Raptor II
- Targe
- Eisenfaust
- Hatchetman
- Ghost
- Shockwave
- Fennec
- Osprey
- Rook
- Thunder Fox
- Yao Lien
- Brahma
- Ostwar
- Shen Yi
- Gallant
- Mangonel
- Warhammer
- Penthesilea
- Prefect
- Orochi
- Peackeeper
- Trebaruna
- Atlas
- Sokuryou
- Fwltur
- Diomede
- Poignard
- Sagitarii
- Morgenstern
- Měngqín
- Ares Assault Craft

**CLAN**

- Thunderbird
- Ironhold
- Warg
- Balac Strike VTOL
- Zephyros Infantry Support Vehicle
- Joust Medium Tank
- Chalchiuhtotolin Support Tank
- Eldingar Hover Sled
- Carnivore Assault Tank
- Arbalest
- Pack Hunter II
- Morrigan
- Parash
- Arctic Wolf II
- Dasher II
- Goshawk II
- Ursus II
- Dark Crow
- Kuma
- Shadow Cat II
- Karhu
- Blood Reaper
- Flamberge
- Sphinx
- Tundra Wolf
- Bruin
- Deimos
- Omen
- Night Wolf
- Onager
- Hellstar
- Wusun
- Ostrogoth

**CONVENTIONAL INFANTRY**

- House Kurita
- House Davion
- House Liao
- House Marik
- House Steiner
- ComStar
- Word of Blake
- Ghost Bear (Rasalhague)
- Clan Hell's Horses
- General Clan
- Taurian Concordat
- Magistracy of Canopus
- General Periphery/Pirate Corporations
- Mercenary
- RAF

**LAND-AIR BATTLEMECHS**

- Stinger LAM
- Wasp LAM
- Phoenix Hawk LAM
- Shadow Hawk LAM

## TABLE OF CONTENTS

### 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 page 4 for an explanation of BattleTech Eras.

## CREDITS

**Record Sheets**
David L. McCulloch
Jason Tighe

**Project Development**
Randall N. Bills

**Data Entry**
Johannes Heidler
Chris Smith
*Additional Data Entry*
Luke Robertson

**BattleTech Line Developer**
Herbert A. Beas II

**Production Staff**
*Art Direction*
Brent Evans
*Cover Art*
Doug Chaffee
*Cover Design*
Ray Arrastia
*Layout*
Ray Arrastia

*Illustrations*
Doug Chaffee
Brent Evans
Joel Hardwick
Stephen Huda
Alex Iglesias
Seth Kurbound
Chris Lewis
Duane Loose
Justin Nelson
Eric Oh
Matt Plog
Chad Segesketter
Stanley VonMedvey
David White

**Proofreaders**
Joel Bancroft-Conner, Roland M. "Colbosh" Boshnack, Sebastian "BeeRockxs" Brocks, Rich Cencarik, Johannes Heidler, Luke "Jellico" Robertson, Chris Smith, Peter Smith, Jason Tighe, Chris Wheeler.

©2010 The Topps Company, Inc. All Rights Reserved. BattleTech Record Sheets Unabridged: 3085 Cutting Edge, Classic BattleTech, BattleTech, 'Mech, BattleMech, MechWarrior and The Topps Company, Inc. logo are registered trademarks and/or trademarks of The Topps Company, Inc in the United States and/or other countries. No part of this work may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, without the prior permission in writing of the Copyright Owner, nor be otherwise circulated in any form other than that in which it is published.

# BATTLETECH

## BATTLETECH ERAS

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

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

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

### STAR LEAGUE (2570)



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

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



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

### CLAN INVASION (3052, 3057)



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

### CIVIL WAR (3062, 3067)



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

### JIHAD



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

### DARK AGE (3132+)



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

## SOURCEBOOKS

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

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



# INNER SPHERE

# BATTLETECH™



## BATTLE ARMOR RECORD SHEET

### BATTLE ARMOR: SQUAD/POINT 1

**Type:** Angerona **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 3

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Basic Manipulator (2) | [E] | — | — | — | — |
| Light Recoilless Rifle | 2 [DB,S] | — | 2 | 4 | 6 |

**Armor:** Improved Stealth (+1/+2/+3)
**Mechanized:** ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 238/46

### BATTLE ARMOR: SQUAD/POINT 2

**Type:** Angerona **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 3

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Basic Manipulator (2) | [E] | — | — | — | — |
| Light Recoilless Rifle | 2 [DB,S] | — | 2 | 4 | 6 |

**Armor:** Improved Stealth (+1/+2/+3)
**Mechanized:** ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 238/46

### BATTLE ARMOR: SQUAD/POINT 3

**Type:** Angerona **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 3

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Basic Manipulator (2) | [E] | — | — | — | — |
| Light Recoilless Rifle | 2 [DB,S] | — | 2 | 4 | 6 |

**Armor:** Improved Stealth (+1/+2/+3)
**Mechanized:** ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 238/46

### BATTLE ARMOR: SQUAD/POINT 4

**Type:** Angerona **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 3

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Basic Manipulator (2) | [E] | — | — | — | — |
| Light Recoilless Rifle | 2 [DB,S] | — | 2 | 4 | 6 |

**Armor:** Improved Stealth (+1/+2/+3)
**Mechanized:** ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 238/46

### BATTLE ARMOR: SQUAD/POINT 5

**Type:** Angerona **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 3

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Basic Manipulator (2) | [E] | — | — | — | — |
| Light Recoilless Rifle | 2 [DB,S] | — | 2 | 4 | 6 |

**Armor:** Improved Stealth (+1/+2/+3)
**Mechanized:** ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 238/46

### LEG ATTACKS TABLE

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

### SWARM ATTACKS TABLE

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

### SWARM ATTACK MODIFIERS TABLE

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

**BATTLE ARMOR EQUIPMENT**

| | |
|---|---|
| Claws with magnets | –1 |

**SITUATION***

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

*Modifiers are cumulative

### SWARM ATTACKS HIT LOCATION TABLE

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

### TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## BATTLE ARMOR RECORD SHEET

### BATTLE ARMOR: SQUAD/POINT 1

**Type:** Angerona (Recon) **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 3

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Improved Sensors | [E] | — | — | — | 2 |
| Light Machine Gun | 1 [DB,S] | — | 2 | 4 | 6 |

**Armor:** Improved Stealth (+1/+2/+3)
**Mechanized:** ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 170/33

### BATTLE ARMOR: SQUAD/POINT 2

**Type:** Angerona (Recon) **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 3

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Improved Sensors | [E] | — | — | — | 2 |
| Light Machine Gun | 1 [DB,S] | — | 2 | 4 | 6 |

**Armor:** Improved Stealth (+1/+2/+3)
**Mechanized:** ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 170/33

### BATTLE ARMOR: SQUAD/POINT 3

**Type:** Angerona (Recon) **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 3

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Improved Sensors | [E] | — | — | — | 2 |
| Light Machine Gun | 1 [DB,S] | — | 2 | 4 | 6 |

**Armor:** Improved Stealth (+1/+2/+3)
**Mechanized:** ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 170/33

### BATTLE ARMOR: SQUAD/POINT 4

**Type:** Angerona (Recon) **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 3

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Improved Sensors | [E] | — | — | — | 2 |
| Light Machine Gun | 1 [DB,S] | — | 2 | 4 | 6 |

**Armor:** Improved Stealth (+1/+2/+3)
**Mechanized:** ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 170/33

### BATTLE ARMOR: SQUAD/POINT 5

**Type:** Angerona (Recon) **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 3

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Improved Sensors | [E] | — | — | — | 2 |
| Light Machine Gun | 1 [DB,S] | — | 2 | 4 | 6 |

**Armor:** Improved Stealth (+1/+2/+3)
**Mechanized:** ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 170/33

### LEG ATTACKS TABLE

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

### SWARM ATTACKS TABLE

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

### SWARM ATTACK MODIFIERS TABLE

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

**BATTLE ARMOR EQUIPMENT**

| | |
|---|---|
| Claws with magnets | –1 |

**SITUATION***

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

*Modifiers are cumulative

### SWARM ATTACKS HIT LOCATION TABLE

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

### TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## BATTLE ARMOR RECORD SHEET

### BATTLE ARMOR: SQUAD/POINT 1

**Type:** Kopis "The Dark Alley" **Era:** Jihad
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 1

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Heavy Battle Claw (2) | [E] | — | — | — | — |
| Medium Laser (Body) | 5 [DE] | — | 3 | 6 | 9 |
| Medium Laser (Body) | 5 [DE] | — | 3 | 6 | 9 |

**Mechanized:** ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

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

**Cost:** **BV:** 407/78

### BATTLE ARMOR: SQUAD/POINT 2

**Type:** Kopis "The Dark Alley" **Era:** Jihad
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 1

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Heavy Battle Claw (2) | [E] | — | — | — | — |
| Medium Laser (Body) | 5 [DE] | — | 3 | 6 | 9 |
| Medium Laser (Body) | 5 [DE] | — | 3 | 6 | 9 |

**Mechanized:** ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

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

**Cost:** **BV:** 407/78

### BATTLE ARMOR: SQUAD/POINT 3

**Type:** Kopis "The Dark Alley" **Era:** Jihad
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 1

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Heavy Battle Claw (2) | [E] | — | — | — | — |
| Medium Laser (Body) | 5 [DE] | — | 3 | 6 | 9 |
| Medium Laser (Body) | 5 [DE] | — | 3 | 6 | 9 |

**Mechanized:** ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

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

**Cost:** **BV:** 407/78

### BATTLE ARMOR: SQUAD/POINT 4

**Type:** Kopis "The Dark Alley" **Era:** Jihad
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 1

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Heavy Battle Claw (2) | [E] | — | — | — | — |
| Medium Laser (Body) | 5 [DE] | — | 3 | 6 | 9 |
| Medium Laser (Body) | 5 [DE] | — | 3 | 6 | 9 |

**Mechanized:** ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

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

**Cost:** **BV:** 407/78

### BATTLE ARMOR: SQUAD/POINT 5

**Type:** Kopis "The Dark Alley" **Era:** Jihad
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 1

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Heavy Battle Claw (2) | [E] | — | — | — | — |
| Medium Laser (Body) | 5 [DE] | — | 3 | 6 | 9 |
| Medium Laser (Body) | 5 [DE] | — | 3 | 6 | 9 |

**Mechanized:** ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

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

**Cost:** **BV:** 407/78

### LEG ATTACKS TABLE

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

### SWARM ATTACKS TABLE

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

### SWARM ATTACK MODIFIERS TABLE

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

**BATTLE ARMOR EQUIPMENT**

| | |
|---|---|
| Claws with magnets | –1 |

**SITUATION***

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

*Modifiers are cumulative

### SWARM ATTACKS HIT LOCATION TABLE

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

### TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## BATTLE ARMOR RECORD SHEET

### BATTLE ARMOR: SQUAD/POINT 1

**Type:** Kopis (Anti-Infantry) **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 1

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Flamer (Body) | 2 [S] | — | 1 | 2 | 3 |
| Heavy Battle Claw (2) | [E] | — | — | — | — |
| Medium Pulse Laser (Body) | 6 [P] | — | 2 | 4 | 6 |

**Mechanized:** ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

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

**Cost:** **BV:** 298/57

### BATTLE ARMOR: SQUAD/POINT 2

**Type:** Kopis (Anti-Infantry) **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 1

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Flamer (Body) | 2 [S] | — | 1 | 2 | 3 |
| Heavy Battle Claw (2) | [E] | — | — | — | — |
| Medium Pulse Laser (Body) | 6 [P] | — | 2 | 4 | 6 |

**Mechanized:** ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

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

**Cost:** **BV:** 298/57

### BATTLE ARMOR: SQUAD/POINT 3

**Type:** Kopis (Anti-Infantry) **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 1

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Flamer (Body) | 2 [S] | — | 1 | 2 | 3 |
| Heavy Battle Claw (2) | [E] | — | — | — | — |
| Medium Pulse Laser (Body) | 6 [P] | — | 2 | 4 | 6 |

**Mechanized:** ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

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

**Cost:** **BV:** 298/57

### BATTLE ARMOR: SQUAD/POINT 4

**Type:** Kopis (Anti-Infantry) **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 1

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Flamer (Body) | 2 [S] | — | 1 | 2 | 3 |
| Heavy Battle Claw (2) | [E] | — | — | — | — |
| Medium Pulse Laser (Body) | 6 [P] | — | 2 | 4 | 6 |

**Mechanized:** ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

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

**Cost:** **BV:** 298/57

### BATTLE ARMOR: SQUAD/POINT 5

**Type:** Kopis (Anti-Infantry) **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 1

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Flamer (Body) | 2 [S] | — | 1 | 2 | 3 |
| Heavy Battle Claw (2) | [E] | — | — | — | — |
| Medium Pulse Laser (Body) | 6 [P] | — | 2 | 4 | 6 |

**Mechanized:** ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

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

**Cost:** **BV:** 298/57

### LEG ATTACKS TABLE

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

### SWARM ATTACKS TABLE

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

### SWARM ATTACK MODIFIERS TABLE

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

**BATTLE ARMOR EQUIPMENT**

| | |
|---|---|
| Claws with magnets | –1 |

**SITUATION***

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

*Modifiers are cumulative

### SWARM ATTACKS HIT LOCATION TABLE

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

### TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## BATTLE ARMOR RECORD SHEET

### BATTLE ARMOR: SQUAD/POINT 1

**Type:** Ravager **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 2

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Battle Claw | [E] | — | — | — | — |
| Heavy Recoilless Rifle | 3 [DB,S] | — | 3 | 5 | 7 |
| Rocket Launcher 1 (Body) | 1/Msl [M,C] | — | 3 | 7 | 12 |
| Rocket Launcher 1 (Body) | 1/Msl [M,C] | — | 3 | 7 | 12 |

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

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

Cost: BV: 351/68

### BATTLE ARMOR: SQUAD/POINT 2

**Type:** Ravager **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 2

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Battle Claw | [E] | — | — | — | — |
| Heavy Recoilless Rifle | 3 [DB,S] | — | 3 | 5 | 7 |
| Rocket Launcher 1 (Body) | 1/Msl [M,C] | — | 3 | 7 | 12 |
| Rocket Launcher 1 (Body) | 1/Msl [M,C] | — | 3 | 7 | 12 |

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

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

Cost: BV: 351/68

### BATTLE ARMOR: SQUAD/POINT 3

**Type:** Ravager **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 2

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Battle Claw | [E] | — | — | — | — |
| Heavy Recoilless Rifle | 3 [DB,S] | — | 3 | 5 | 7 |
| Rocket Launcher 1 (Body) | 1/Msl [M,C] | — | 3 | 7 | 12 |
| Rocket Launcher 1 (Body) | 1/Msl [M,C] | — | 3 | 7 | 12 |

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

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

Cost: BV: 351/68

### BATTLE ARMOR: SQUAD/POINT 4

**Type:** Ravager **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 2

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Battle Claw | [E] | — | — | — | — |
| Heavy Recoilless Rifle | 3 [DB,S] | — | 3 | 5 | 7 |
| Rocket Launcher 1 (Body) | 1/Msl [M,C] | — | 3 | 7 | 12 |
| Rocket Launcher 1 (Body) | 1/Msl [M,C] | — | 3 | 7 | 12 |

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

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

Cost: BV: 351/68

### BATTLE ARMOR: SQUAD/POINT 5

**Type:** Ravager **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 2

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Battle Claw | [E] | — | — | — | — |
| Heavy Recoilless Rifle | 3 [DB,S] | — | 3 | 5 | 7 |
| Rocket Launcher 1 (Body) | 1/Msl [M,C] | — | 3 | 7 | 12 |
| Rocket Launcher 1 (Body) | 1/Msl [M,C] | — | 3 | 7 | 12 |

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

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

Cost: BV: 351/68

### LEG ATTACKS TABLE

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

### SWARM ATTACKS TABLE

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

### SWARM ATTACK MODIFIERS TABLE

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

**BATTLE ARMOR EQUIPMENT**

| | |
|---|---|
| Claws with magnets | –1 |

**SITUATION***

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

*Modifiers are cumulative

### SWARM ATTACKS HIT LOCATION TABLE

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

### TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## BATTLE ARMOR RECORD SHEET

### BATTLE ARMOR: SQUAD/POINT 1

**Type:** Ravager (MH) **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 2

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Battle Claw | [E] | — | — | — | — |
| Heavy Recoilless Rifle | 3 [DB,S] | — | 3 | 5 | 7 |
| Rocket Launcher 1 (Body) | 1/Msl [M,C] | — | 3 | 7 | 12 |
| Rocket Launcher 1 (Body) | 1/Msl [M,C] | — | 3 | 7 | 12 |

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

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

Cost: BV: 473/68

### BATTLE ARMOR: SQUAD/POINT 2

**Type:** Ravager (MH) **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 2

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Battle Claw | [E] | — | — | — | — |
| Heavy Recoilless Rifle | 3 [DB,S] | — | 3 | 5 | 7 |
| Rocket Launcher 1 (Body) | 1/Msl [M,C] | — | 3 | 7 | 12 |
| Rocket Launcher 1 (Body) | 1/Msl [M,C] | — | 3 | 7 | 12 |

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

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

Cost: BV: 473/68

### BATTLE ARMOR: SQUAD/POINT 3

**Type:** Ravager (MH) **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 2

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Battle Claw | [E] | — | — | — | — |
| Heavy Recoilless Rifle | 3 [DB,S] | — | 3 | 5 | 7 |
| Rocket Launcher 1 (Body) | 1/Msl [M,C] | — | 3 | 7 | 12 |
| Rocket Launcher 1 (Body) | 1/Msl [M,C] | — | 3 | 7 | 12 |

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

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

Cost: BV: 473/68

### BATTLE ARMOR: SQUAD/POINT 4

**Type:** Ravager (MH) **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 2

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Battle Claw | [E] | — | — | — | — |
| Heavy Recoilless Rifle | 3 [DB,S] | — | 3 | 5 | 7 |
| Rocket Launcher 1 (Body) | 1/Msl [M,C] | — | 3 | 7 | 12 |
| Rocket Launcher 1 (Body) | 1/Msl [M,C] | — | 3 | 7 | 12 |

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

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

Cost: BV: 473/68

### BATTLE ARMOR: SQUAD/POINT 5

**Type:** Ravager (MH) **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 2

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Battle Claw | [E] | — | — | — | — |
| Heavy Recoilless Rifle | 3 [DB,S] | — | 3 | 5 | 7 |
| Rocket Launcher 1 (Body) | 1/Msl [M,C] | — | 3 | 7 | 12 |
| Rocket Launcher 1 (Body) | 1/Msl [M,C] | — | 3 | 7 | 12 |

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

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

Cost: BV: 473/68

### LEG ATTACKS TABLE

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

### SWARM ATTACKS TABLE

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

### SWARM ATTACK MODIFIERS TABLE

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

**BATTLE ARMOR EQUIPMENT**

| | |
|---|---|
| Claws with magnets | –1 |

**SITUATION***

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

*Modifiers are cumulative

### SWARM ATTACKS HIT LOCATION TABLE

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

### TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Fox Armored Car

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

**Tonnage:** 20
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | ER Medium Laser | T | 5 [DE] | — | 4 | 8 | 12 |
| 2 | Small Pulse Laser | T | 3 [P] | — | 1 | 2 | 3 |

**Cost:** **BV:** 549

### 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 ☐

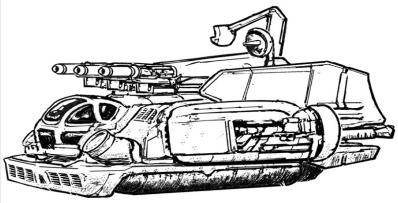
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

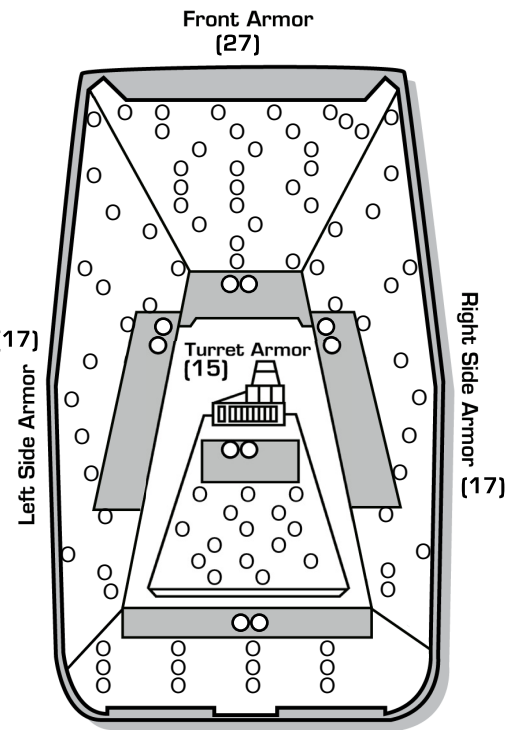
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



### ARMOR DIAGRAM




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Fox Armored Car (Flamer)

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

**Tonnage:** 20
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | ER Medium Laser | T | 5 [DE] | — | 4 | 8 | 12 |
| 1 | Flamer | T | 2 [DE,H,AI] | — | 1 | 2 | 3 |
| 1 | Small Pulse Laser | T | 3 [P] | — | 1 | 2 | 3 |

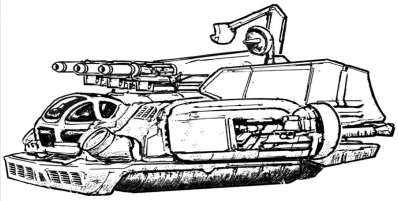
**Cost:** **BV:** 530

### CREW DATA

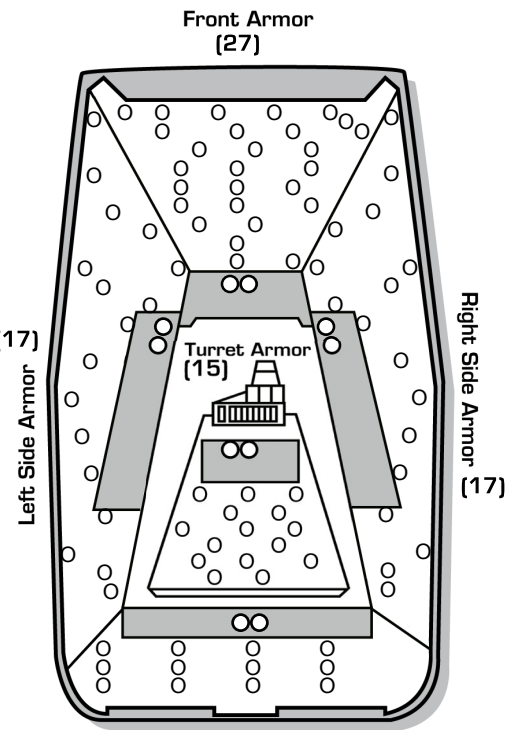
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Fox Armored Car (VSP)

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

**Tonnage:** 20
**Tech Base:** Inner Sphere (Advanced)
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | ER Medium Laser | T | 5 [DE] | — | 4 | 8 | 12 |
| 1 | Small VSP Laser | T | 5/4/3 [P,V] | — | 2 | 4 | 6 |

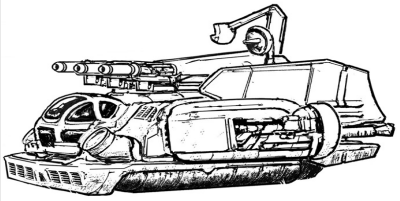
**Cost:** **BV:** 543

### CREW DATA

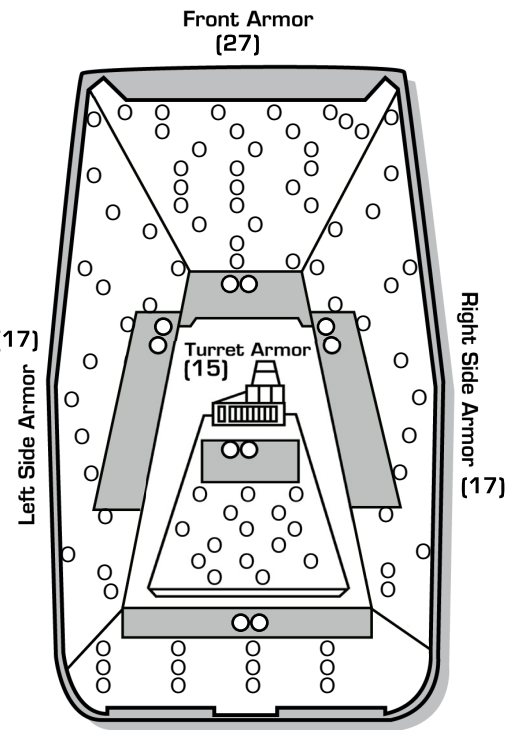
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

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

### VEHICLE DATA

**Type:** Aeron Strike VTOL

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

**Tonnage:** 25
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Guardian ECM Suite | BD | [E] | — | — | — | 6 |
| 1 | Targeting Computer | BD | [E] | — | — | — | — |
| 1 | ER Large Laser | FR | 8 [DE] | — | 7 | 14 | 19 |

**Cost:** **BV:** 875

### CREW DATA

**Crew:** _____

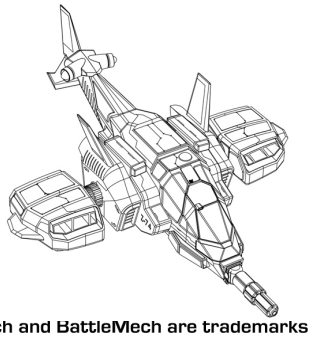
**Gunnery Skill:** ___ **Driving Skill:** ___

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

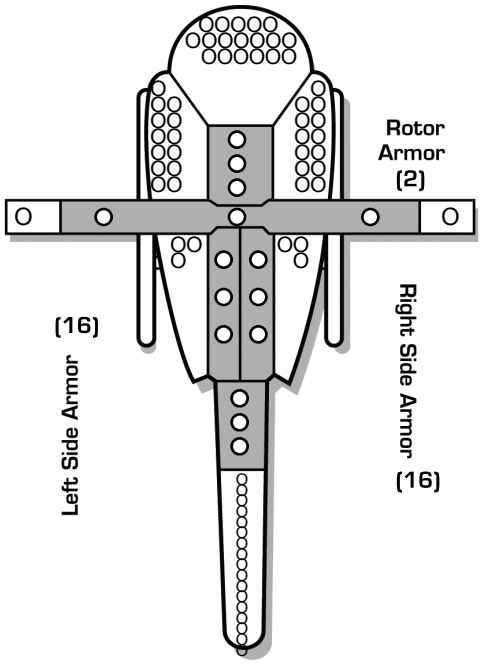
Pilot Hit +2
Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

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

### VEHICLE DATA

**Type:** Aeron Strike VTOL (BAP)

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

**Tonnage:** 25
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Beagle Active Probe | BD | [E] | — | — | — | 4 |
| 1 | Cargo (0.5 tons) | BD | [E] | — | — | — | — |
| 1 | Guardian ECM Suite | BD | [E] | — | — | — | 6 |
| 1 | ER Large Laser | FR | 8 [DE] | — | 7 | 14 | 19 |

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

### CREW DATA

**Crew:** _____

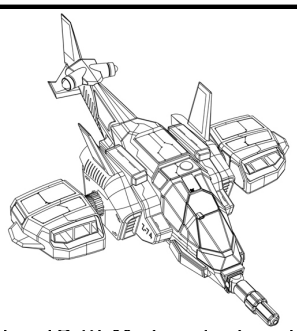
**Gunnery Skill:** ___ **Driving Skill:** ___

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

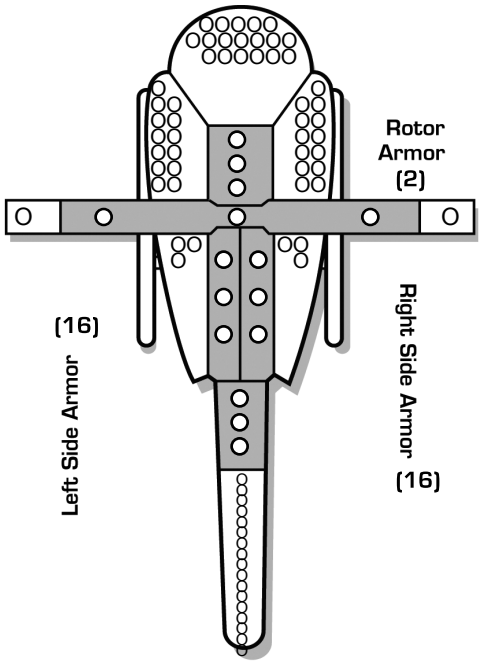
Pilot Hit +2
Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

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

### VEHICLE DATA

**Type:** Yasha VTOL

**Movement Points:**
**Cruising:** 7
**Flank:** 11
**Engine Type:** Fusion Engine

**Tonnage:** 30
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | $C^3$ Slave | BD | [E] | — | — | — | — |
| 1 | Heavy PPC | FR | 15 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | Light Machine Gun | FR | 1 [DB,AI] | — | 2 | 4 | 6 |

Ammo (CASE): (Light Machine Gun) 100

**Cost:** **BV:** 799

### CREW DATA

**Crew:** _____

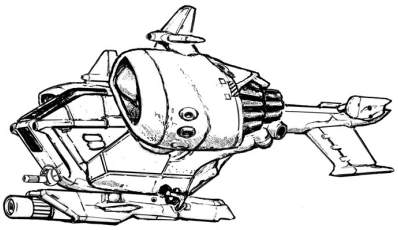
**Gunnery Skill:** ___ **Driving Skill:** ___

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

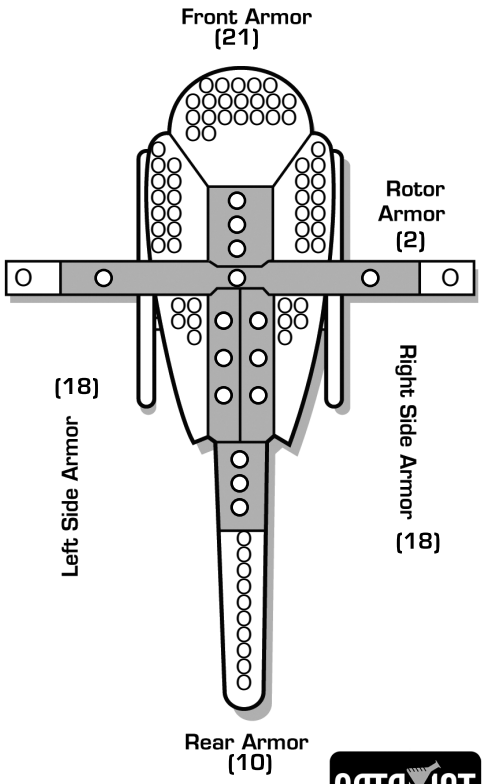
Pilot Hit +2
Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

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

### VEHICLE DATA

**Type:** Yasha VTOL (Interdictor)

**Movement Points:**
**Cruising:** 7
**Flank:** 11
**Engine Type:** Fusion Engine

**Tonnage:** 30
**Tech Base:** Inner Sphere
**Era:** Dark Age

#### Weapons & Equipment Inventory (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Beagle Active Probe | BD | [E] | — | — | — | 4 |
| 1 | Guardian ECM Suite | BD | [E] | — | — | — | 6 |
| 2 | MML 7 | FR | [M,S,C] | | | | |
| | LRM | | 1/Msl | 6 | 7 | 14 | 21 |
| | SRM | | 2/Msl | — | 3 | 6 | 9 |

Ammo (CASE): (MML 7 LRM Artemis) 34, (MML 7 SRM Artemis) 14

**Cost:** **BV:** 631

### CREW DATA

**Crew:** _____

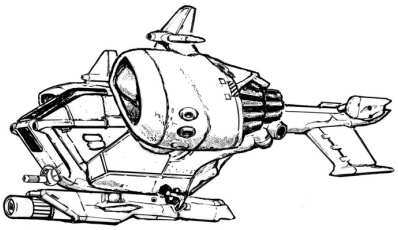
**Gunnery Skill:** ___ **Driving Skill:** ___

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

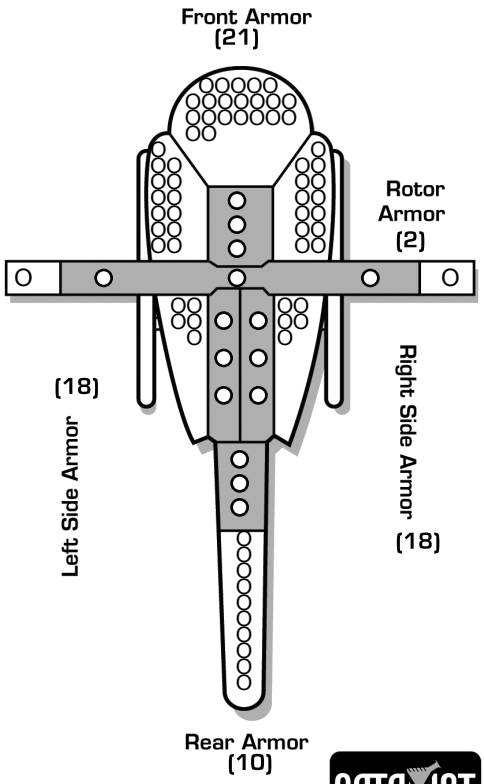
Pilot Hit +2
Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

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

### VEHICLE DATA

**Type:** Yasha VTOL Spectre

**Movement Points:**
**Cruising:** 7
**Flank:** 11
**Engine Type:** Fusion Engine

**Tonnage:** 30
**Tech Base:** Inner Sphere (Experimental)
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Guardian ECM Suite | BD | [E] | — | — | — | 6 |
| 1 | Targeting Computer | BD | [E] | — | — | — | — |
| 1 | Light Gauss Rifle | FR | 8 [DB,X] | 3 | 8 | 17 | 25 |

Ammo: (Light Gauss) 16

**Cost:** **BV:** 677

### 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

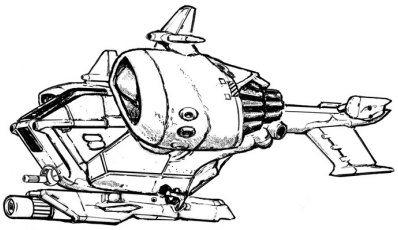
Flight Stabilizer* +3 Engine Hit ☐

Sensor Hits +1 +2 +3 D

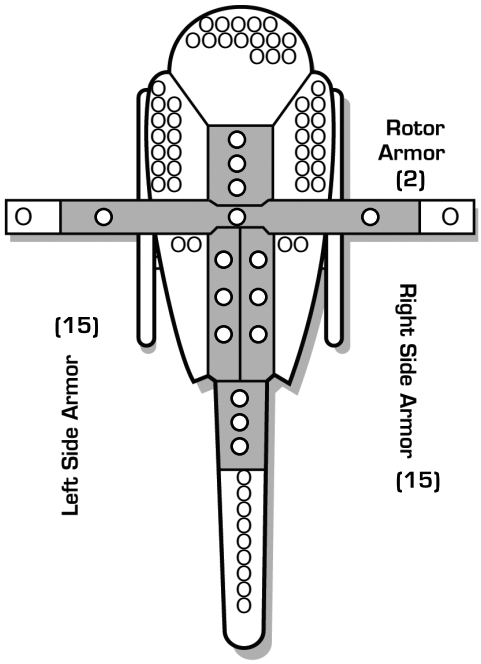
Stabilizers

Front ☐ Left ☐ Right ☐ Rear ☐

*Move at Cruising speed only



### ARMOR DIAGRAM




CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Tufana Hovercraft

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

**Tonnage:** 35
**Tech Base:** Inner Sphere
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | MML 7 | T | [M,S,C] | | | | |
| | LRM | | 1/Msl | 6 | 7 | 14 | 21 |
| | SRM | | 2/Msl | — | 3 | 6 | 9 |
| 1 | Narc | T | [M] | — | 3 | 6 | 9 |
| 1 | TAG | T | 0 [S] | — | 5 | 10 | 15 |

Ammo: (MML 7 LRM Narc) 17, (Narc) 12
(MML 7 SRM Narc) 28

**Cost:** **BV:** 583

### CREW DATA

**Crew:** _____

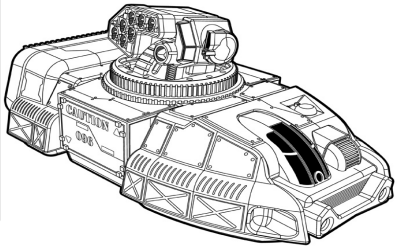
**Gunnery Skill:** ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

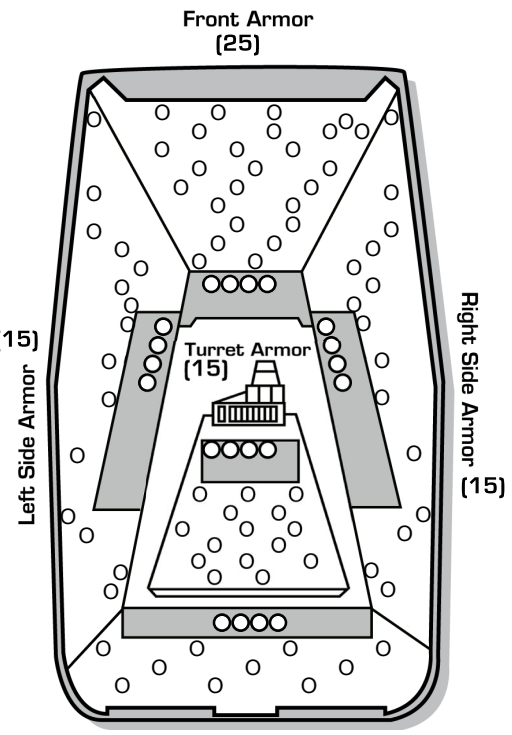
Driver Hit +2
Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Tufana Hovercraft (iNarc)

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

**Tonnage:** 35
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | ER Small Laser | FR | 3 [DE] | — | 2 | 4 | 5 |
| 1 | iNarc | T | [M] | — | 4 | 9 | 15 |
| 2 | Medium Pulse Laser | T | 6 [P] | — | 2 | 4 | 6 |
| 1 | TAG | T | 0 [S] | — | 5 | 10 | 15 |

Ammo: (iNarc) 12

**Cost:** **BV:** 756

### 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 ☐

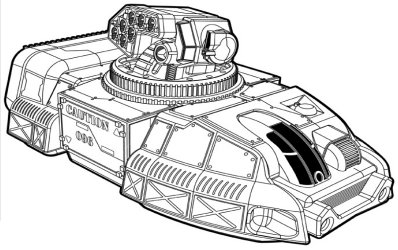
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

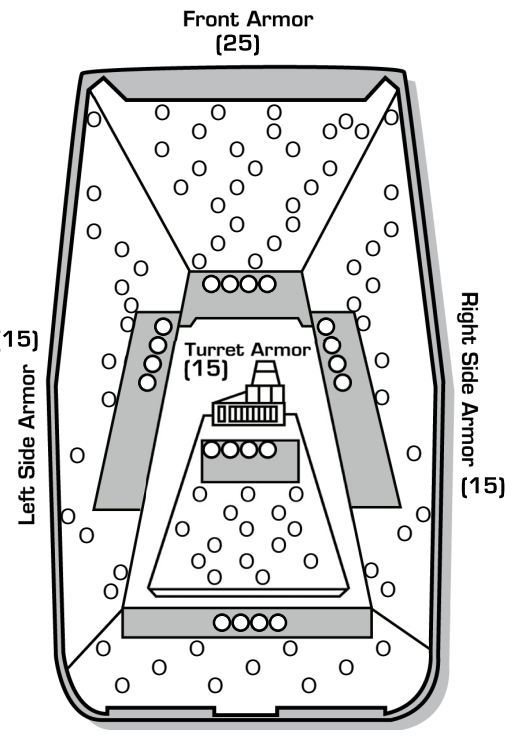
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



### ARMOR DIAGRAM




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Giggins APC

**Movement Points:**
**Cruising:** 6
**Flank:** 9
**Movement Type:** Wheeled
**Engine Type:** Fusion Engine

**Tonnage:** 40
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Guardian ECM Suite | BD | [E] | — | — | — | 6 |
| 2 | Heavy Machine Gun | T | 3 [DB,AI] | — | 1 | 2 | — |

Infantry Bay (8 Tons)

Ammo: (Heavy Machine Gun) 50

**Cost:** **BV:** 476

### CREW DATA

**Crew:** _____

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

Commander Hit +1
Modifier to all Skill rolls

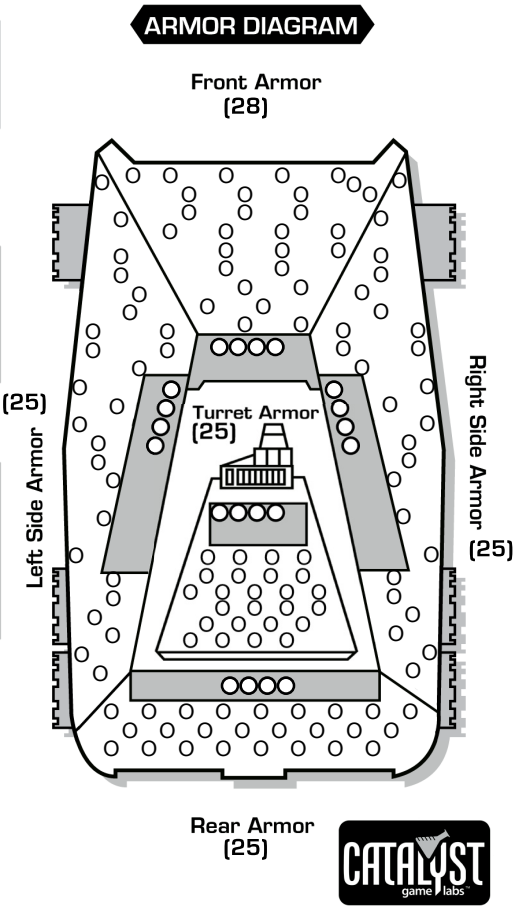
Driver Hit +2
Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Giggins APC (Fire Support)

**Movement Points:**
**Cruising:** 6
**Flank:** 9
**Movement Type:** Wheeled
**Engine Type:** Fusion Engine

**Tonnage:** 40
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

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

Infantry Bay (4 Tons)

Ammo: (MML 5/LRM) 24, (MML 5/SRM) 20

**Cost:** **BV:** 718

### CREW DATA

**Crew:** _____

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

Commander Hit +1
Modifier to all Skill rolls

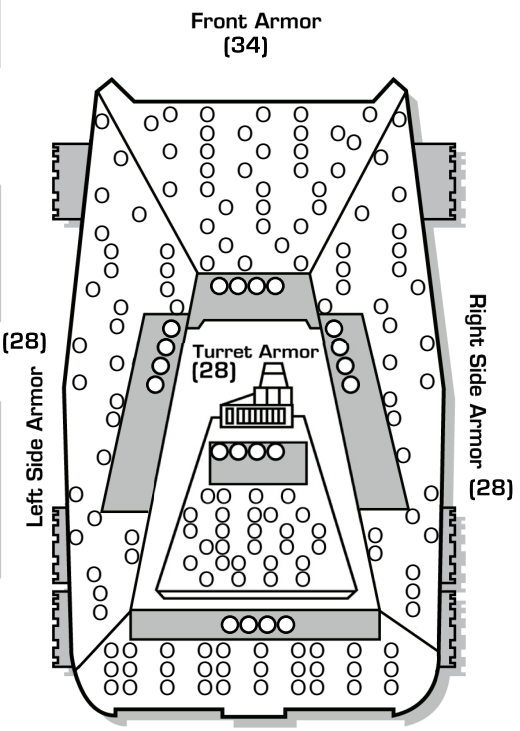
Driver Hit +2
Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Demon Medium Tank

**Movement Points:**
**Cruising:** 7
**Flank:** 11
**Movement Type:** Wheeled
**Engine Type:** Fusion Engine

**Tonnage:** 45
**Tech Base:** Inner Sphere
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 2 | Light Machine Gun | FR | 1 [DB,AI] | — | 2 | 4 | 6 |
| 2 | Vehicle Flamer | FR | 2 [S] | — | 1 | 2 | 3 |
| 2 | Medium Pulse Laser | T | 6 [P] | — | 2 | 4 | 6 |

Ammo: (Flamer) 20, (Light Machine Gun) 100

**Cost:** **BV:** 452

### CREW DATA

**Crew:** _____

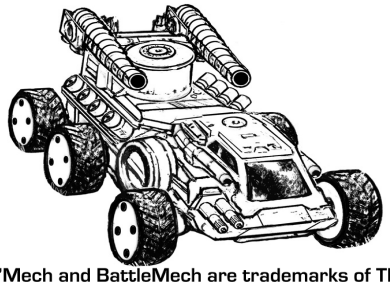
**Gunnery Skill:** ___ **Driving Skill:** ___

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

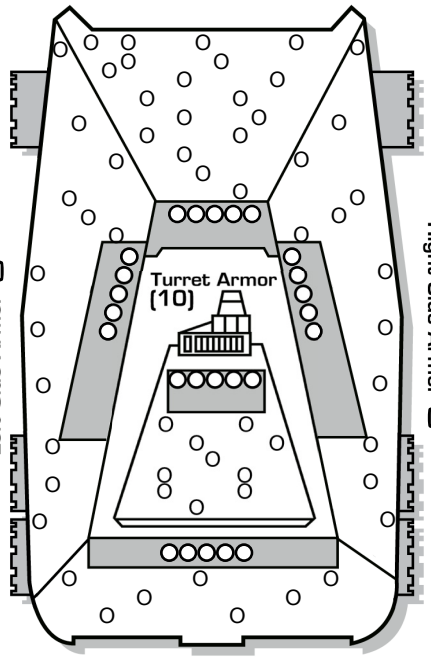
Front Armor (18)

Left Side Armor (12)

Turret Armor (10)

Right Side Armor (12)

Rear Armor (7)



© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Demon Medium Tank (Rifle)

**Movement Points:**
**Cruising:** 7
**Flank:** 11
**Movement Type:** Wheeled
**Engine Type:** Fusion Engine

**Tonnage:** 45
**Tech Base:** Inner Sphere (Experimental)
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Medium Rifle | T | 6 [DB,S] | 1 | 5 | 10 | 15 |

Ammo: (Medium Rifle) 18

**Cost:** **BV:** 386

### 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 ☐

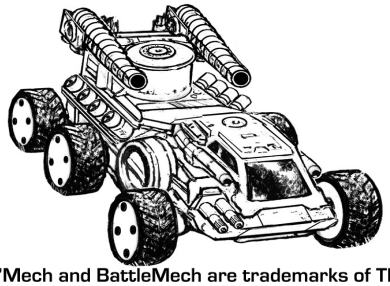
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

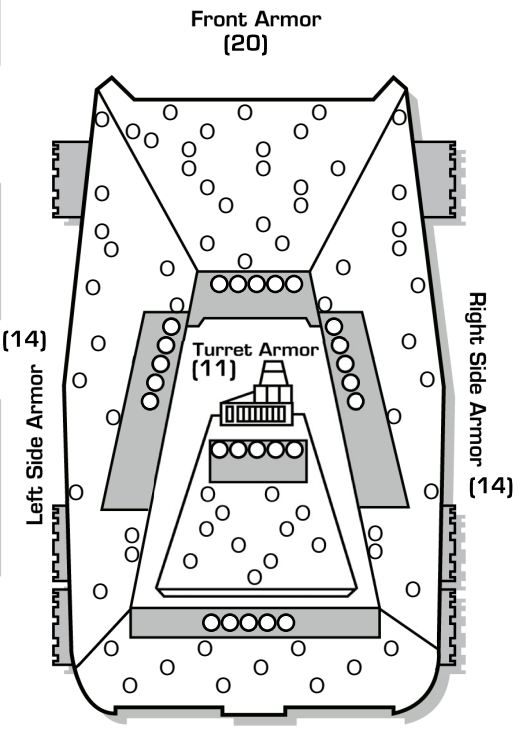
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



### ARMOR DIAGRAM




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Ranger VV1 Armored Fighting Vehicle

**Movement Points:**
**Cruising:** 6
**Flank:** 9
**Movement Type:** Wheeled
**Engine Type:** Fusion Engine

**Tonnage:** 45
**Tech Base:** Inner Sphere
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 2 | ER Small Laser | FR | 3 [DE] | — | 2 | 4 | 5 |
| 4 | Light Machine Gun | T | 1 [DB,AI] | — | 2 | 4 | 6 |
| 1 | Light Machine Gun Array | T | [T] | — | — | — | — |
| 4 | Machine Gun | T | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Machine Gun Array | T | [T] | — | — | — | — |

Ammo: (Machine Gun) 200, (Light Machine Gun) 300

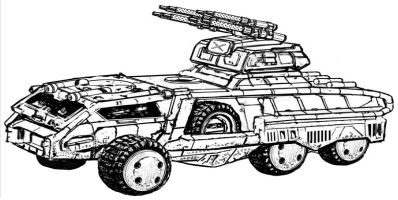
**Cost:** **BV:** 604

### CREW DATA

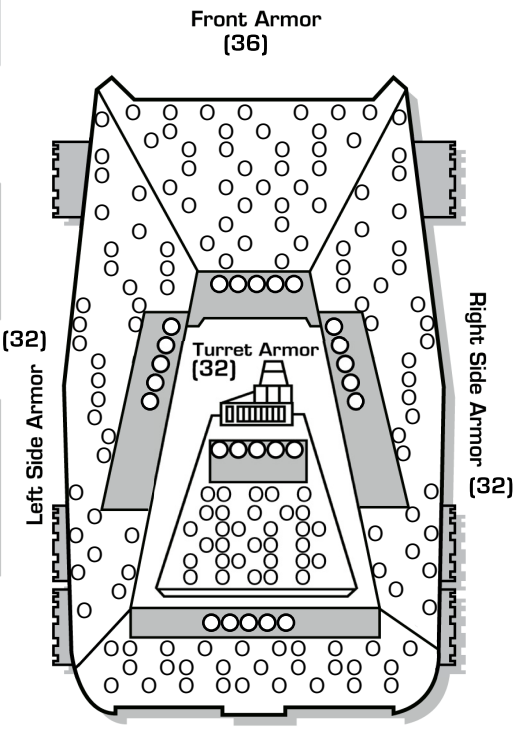
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Ranger VV1 Armored Fighting Vehicle (MG)

**Movement Points:**
**Cruising:** 6
**Flank:** 9
**Movement Type:** Wheeled
**Engine Type:** Fusion Engine

**Tonnage:** 45
**Tech Base:** Inner Sphere (Intro)
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 4 | Small Laser | FR | 3 [DE] | — | 1 | 2 | 3 |
| 8 | Machine Gun | T | 2 [DB,AI] | — | 1 | 2 | 3 |

Ammo: (Machine Gun) 500

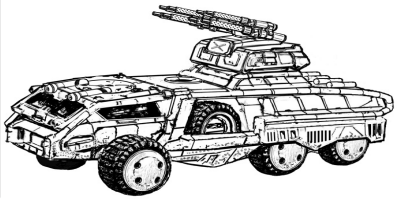
**Cost:** **BV:** 607

### CREW DATA

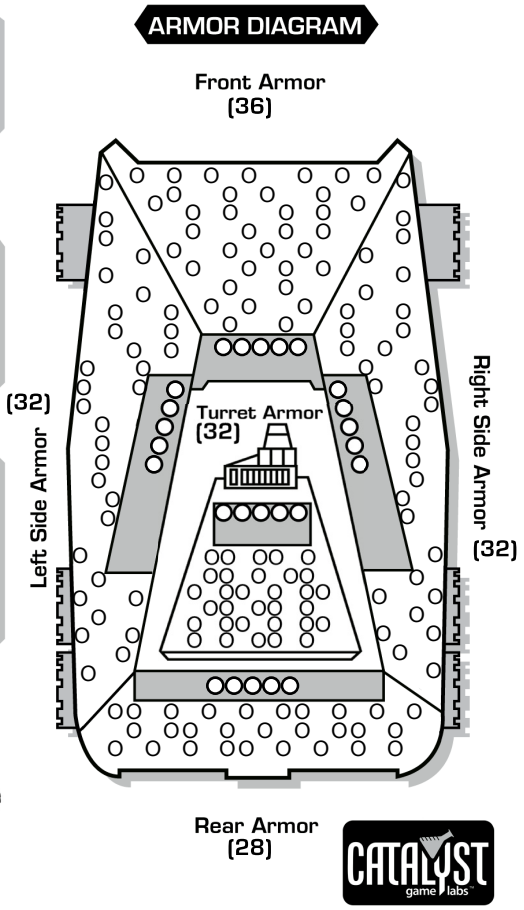
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Ranger VV2 Armored Fighting Vehicle

**Movement Points:**
**Cruising:** 6
**Flank:** 9
**Movement Type:** Wheeled
**Engine Type:** Fusion Engine

**Tonnage:** 45
**Tech Base:** Inner Sphere (Advanced)
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 2 | ER Small Laser | FR | 3 [DE] | — | 2 | 4 | 5 |
| 8 | MagShot | T | 2 [DB,X] | — | 3 | 6 | 9 |

Ammo: (Magshot) 200

**Cost:** **BV:** 711

### 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 ☐

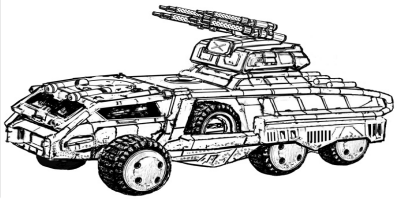
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

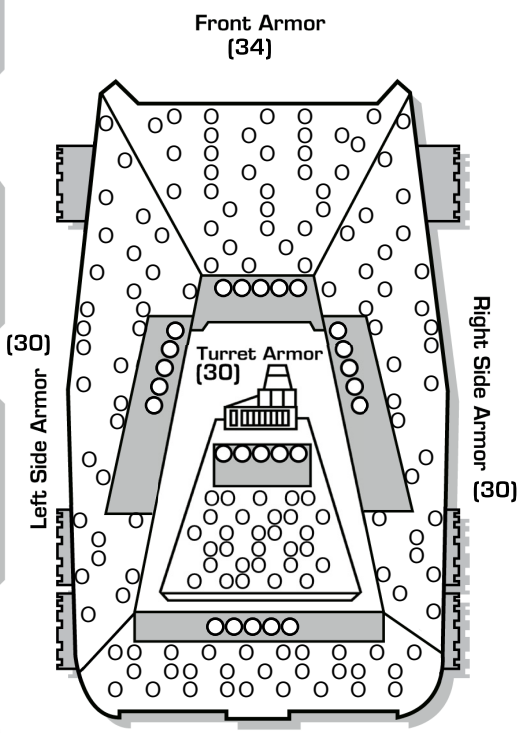
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



### ARMOR DIAGRAM




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## ADVANCED GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Ranger VV22 Armored Fighting Vehicle

**Movement Points:**
**Cruising:** 6
**Flank:** 9
**Movement Type:** Wheeled
**Engine Type:** Fusion Engine

**Tonnage:** 45
**Tech Base:** Inner Sphere (Experimental)
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 8 | MagShot | RT | 2 [DB,X] | — | 3 | 6 | 9 |
| 2 | ER Small Laser | FT | 3 [DE] | — | 2 | 4 | 5 |

Ammo: (Magshot) 150

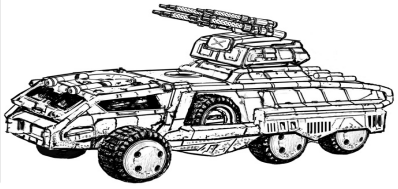
**Cost:** **BV:** 786

### CREW DATA

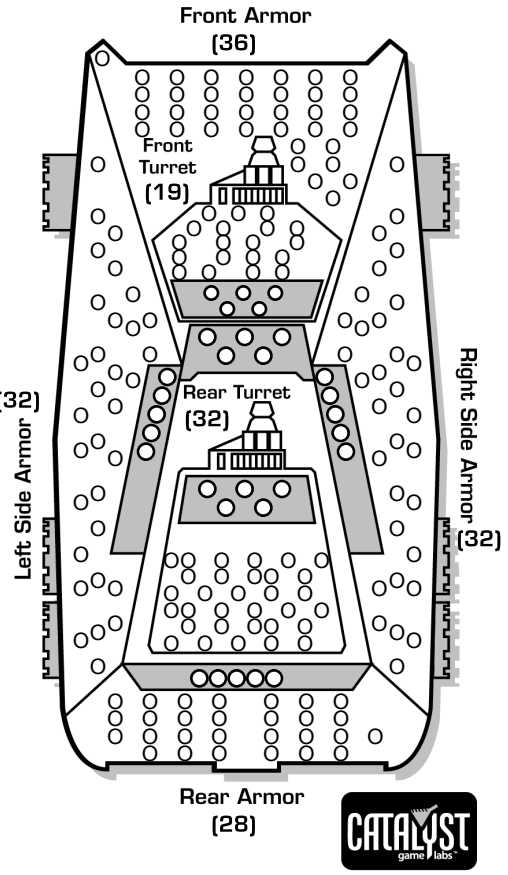
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



### ARMOR DIAGRAM




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Maxim Mk II Transport

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

**Tonnage:** 50
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

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

Infantry Bay (16 Tons)

Ammo (CASE): (MML 3/SRM) 33, (MML 3/LRM) 40

**Cost:** **BV:** 476

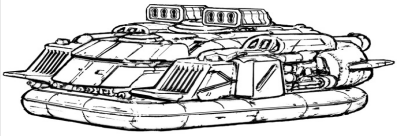
### CREW DATA

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

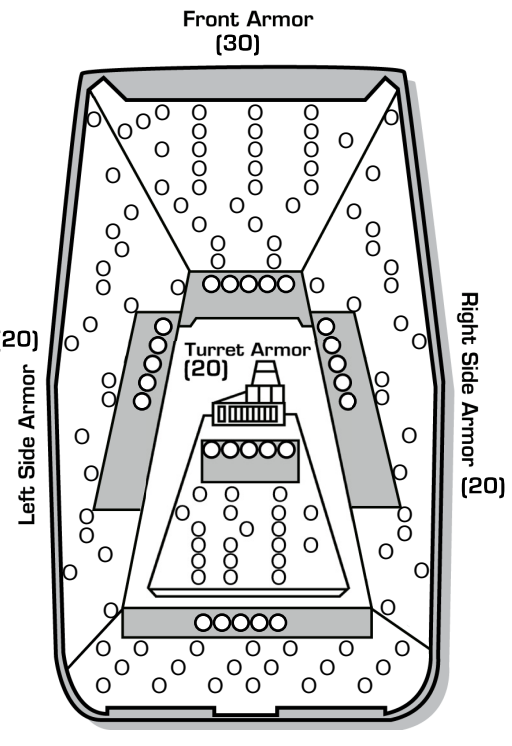
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Maxim Mk II Transport (Infantry Support) "Shiloh"

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

**Tonnage:** 50
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

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

Infantry Bay (8 Tons)

Ammo (CASE): (MML 3/SRM) 33, (Machine Gun) 100
(MML 3/LRM) 40

**Cost:** **BV:** 828

### CREW DATA

**Crew:** _____

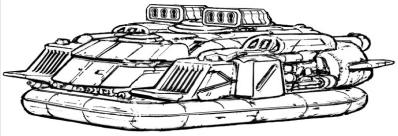
**Gunnery Skill:** ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

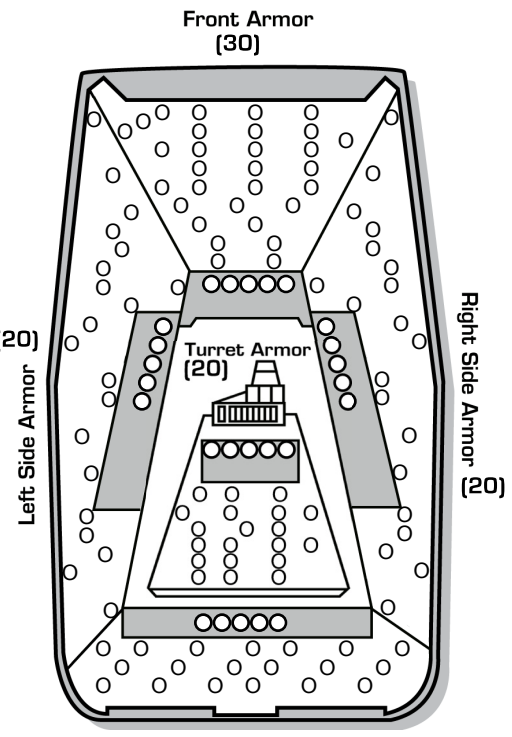
Driver Hit +2
Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Regulator II Hovertank

**Movement Points:**
**Cruising:** 10
**Flank:** 15
**Movement Type:** Hover
**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 | Gauss Rifle | T | 15 [DB,X] | 2 | 7 | 15 | 22 |

Ammo: (Gauss) 16

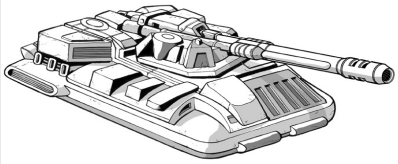
**Cost:** **BV:** 1,426

### CREW DATA

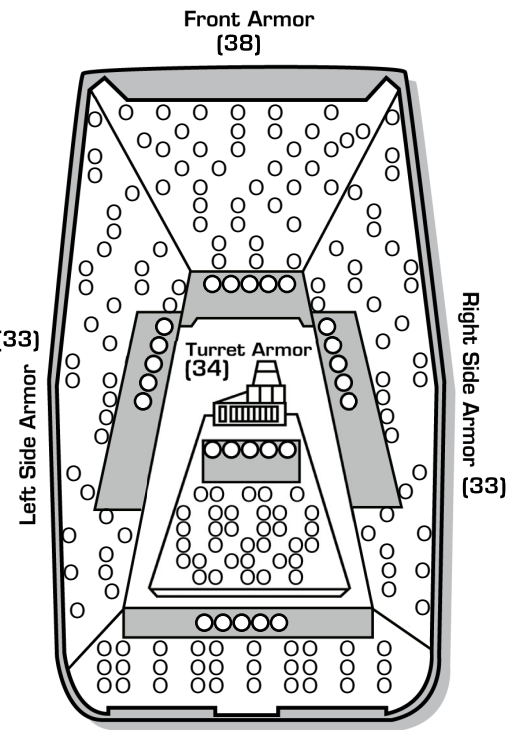
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 Modifier to all Skill rolls
Driver Hit +2 Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Regulator II Hovertank (RAC)

**Movement Points:**
**Cruising:** 10
**Flank:** 15
**Movement Type:** Hover
**Engine Type:** XL Fusion Engine

**Tonnage:** 50
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Guardian ECM Suite | BD | [E] | — | — | — | 6 |
| 1 | Targeting Computer | BD | [E] | — | — | — | — |
| 1 | Rotary AC/5 | T | 5/Sht [DB,R,C] | — | 5 | 10 | 15 |

Ammo: (RAC/5) 60

**Cost:** **BV:** 1,490

### CREW DATA

**Crew:** _____

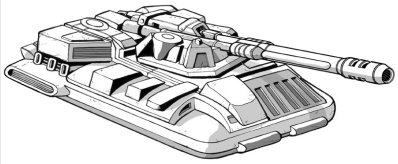
**Gunnery Skill:** ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

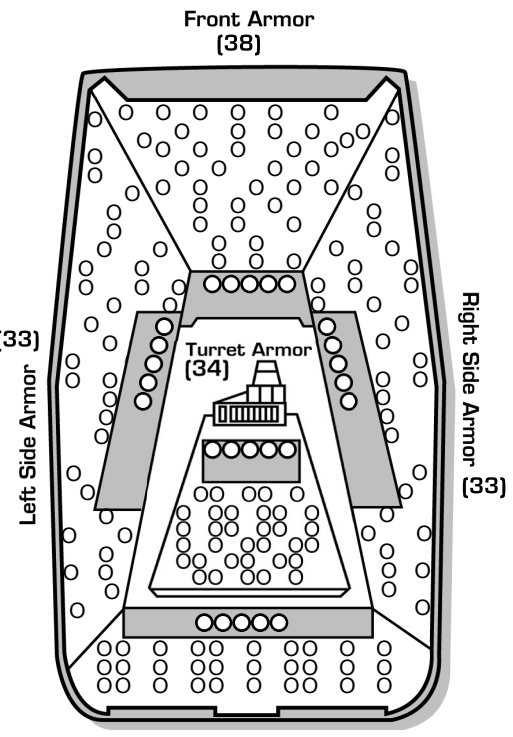
Driver Hit +2
Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Regulator II Hovertank (Stealth)

**Movement Points:**
**Cruising:** 10
**Flank:** 15
**Movement Type:** Hover
**Engine Type:** XL Fusion Engine

**Tonnage:** 50
**Tech Base:** Inner Sphere (Experimental)
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Guardian ECM Suite | BD | [E] | — | — | — | 6 |
| 1 | Targeting Computer | BD | [E] | — | — | — | — |
| 1 | Light Gauss Rifle | T | 8 [DB,X] | 3 | 8 | 17 | 25 |

Ammo: (Light Gauss) 16

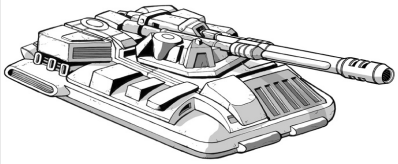
**Cost:** **BV:** 971

### CREW DATA

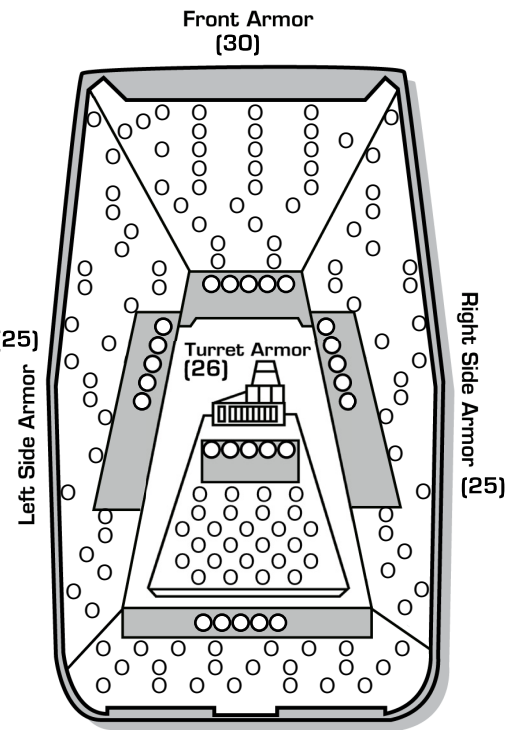
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Padilla Tube Artillery Tank

**Movement Points:**
**Cruising:** 3
**Flank:** 5
**Movement Type:** Wheeled
**Engine Type:** Light Fusion Engine

**Tonnage:** 55
**Tech Base:** Inner Sphere (Advanced)
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 2 | LRM 5 | T | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 2 | Small Pulse Laser | T | 3 [P] | — | 1 | 2 | 3 |
| 1 | Sniper | T | 20 [AE,S,F] | — | 1 | 2 | 18 |

Ammo: (LRM 5) 48, (Sniper) 20

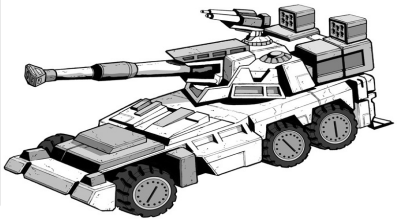
**Cost:** **BV:** 592

### CREW DATA

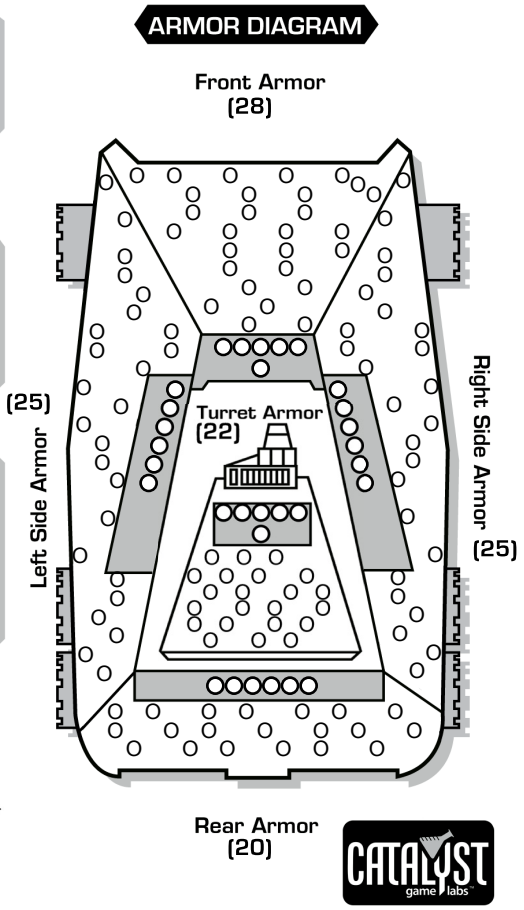
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Padilla Tube Artillery Tank (LTC)

**Movement Points:**
**Cruising:** 3
**Flank:** 5
**Movement Type:** Wheeled
**Engine Type:** Light Fusion Engine

**Tonnage:** 55
**Tech Base:** Inner Sphere (Experimental)
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Guardian ECM Suite | BD | [E] | — | — | — | 6 |
| 1 | Long Tom Cannon | T | 20 [DB,AE] | 4 | 6 | 13 | 20 |
| 1 | LRM 5 | T | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 2 | Small Pulse Laser | T | 3 [P] | — | 1 | 2 | 3 |

Ammo: (LRM 5) 24, (Long Tom Cannon) 20

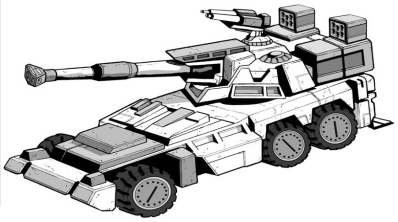
**Cost:** **BV:** 985

### CREW DATA

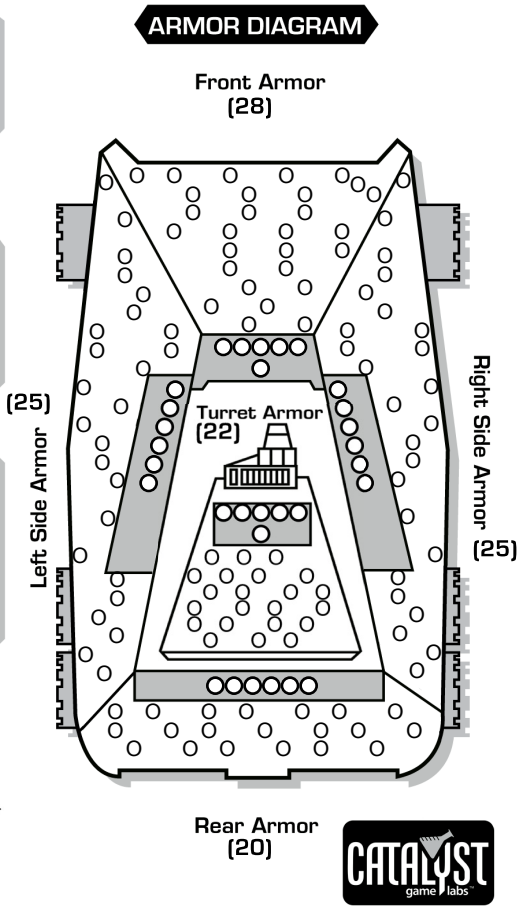
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Padilla Tube Artillery Tank (Thumper)

**Movement Points:**
**Cruising:** 3
**Flank:** 5
**Movement Type:** Wheeled
**Engine Type:** Light Fusion Engine

**Tonnage:** 55
**Tech Base:** Inner Sphere (Advanced)
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Guardian ECM Suite | BD | [E] | — | — | — | 6 |
| 2 | Medium Pulse Laser | T | 6 [P] | — | 2 | 4 | 6 |
| 4 | MML 3 | T | [M,S,C] | | | | |
| | LRM | | 1/Msl | 6 | 7 | 14 | 21 |
| | SRM | | 2/Msl | — | 3 | 6 | 9 |
| 1 | Thumper | T | 15 [AE,S,F] | — | 1 | 2 | 21 |

Ammo: (MML 3/SRM) 33, (Thumper) 40, (MML 3/LRM) 40

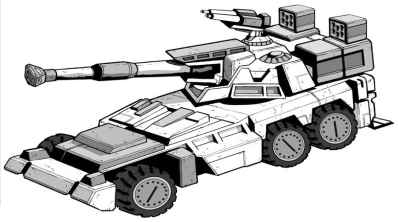
**Cost:** **BV:** 690

### CREW DATA

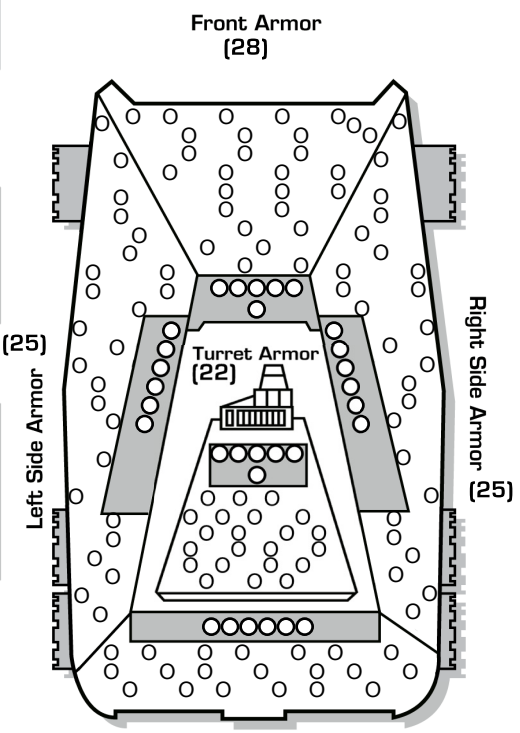
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Prowler Multi-Terrain Vehicle

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

**Tonnage:** 55
**Tech Base:** Inner Sphere (Advanced)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Beagle Active Probe | BD | [E] | — | — | — | 4 |
| 1 | Cargo (0.5 tons) | BD | [E] | — | — | — | — |
| 4 | Cargo (1 ton) | BD | [E] | — | — | — | — |
| 1 | SRM 2 | FR | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | LRM 10 | T | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 2 | Medium Pulse Laser | T | 6 [P] | — | 2 | 4 | 6 |

Chassis Modifications: Fully Amphibious

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

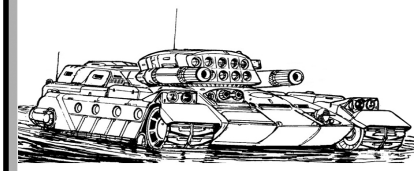
**Cost:** **BV:** 721

### CREW DATA

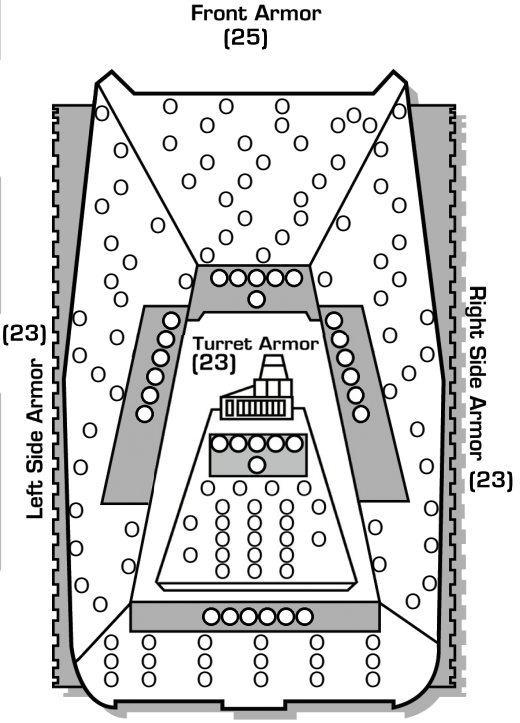
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Prowler Multi-Terrain Vehicle (ECM)

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

**Tonnage:** 55
**Tech Base:** Inner Sphere (Advanced)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Cargo (0.5 tons) | BD | [E] | — | — | — | — |
| 4 | Cargo (1 ton) | BD | [E] | — | — | — | — |
| 1 | Guardian ECM Suite | BD | [E] | — | — | — | 6 |
| 1 | SRM 2 | FR | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | LRM 10 | T | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 2 | Medium Pulse Laser | T | 6 [P] | — | 2 | 4 | 6 |

Chassis Modifications: Fully Amphibious

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

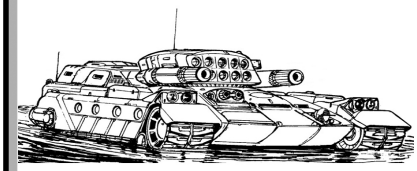
**Cost:** **BV:** 788

### CREW DATA

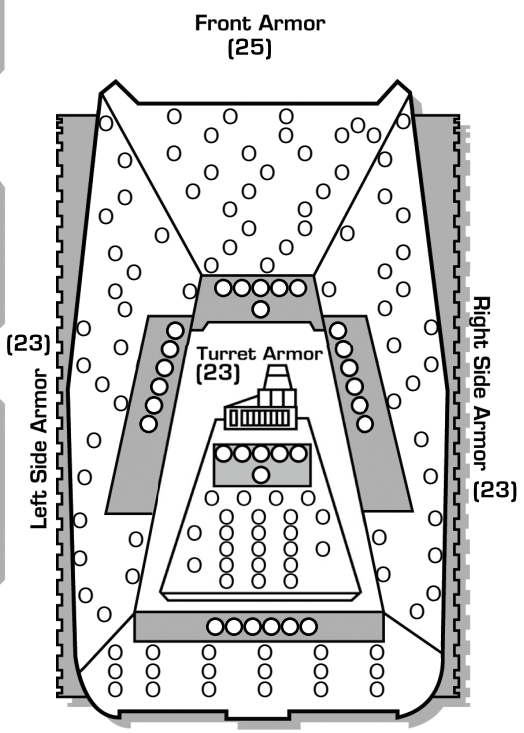
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Prowler Multi-Terrain Vehicle (RAF)

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

**Tonnage:** 55
**Tech Base:** Inner Sphere (Advanced)
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Beagle Active Probe | BD | [E] | — | — | — | 4 |
| 1 | C³ Slave | BD | [E] | — | — | — | — |
| 1 | M-Pod | FR | 15 [DB,X,OS] | — | 1 | 2 | 3 |
| 2 | Medium Pulse Laser | T | 6 [P] | — | 2 | 4 | 6 |
| 1 | MML 7 | T | [M,S,C] | | | | |
| | LRM | | 1/Msl | 6 | 7 | 14 | 21 |
| | SRM | | 2/Msl | — | 3 | 6 | 9 |

Infantry Bay (4 Tons)
Chassis Modifications: Fully Amphibious

Ammo: (MML 7/LRM) 17, (MML 7/SRM) 14

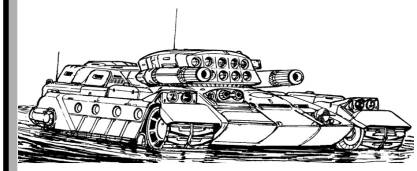
**Cost:** **BV:** 679

### CREW DATA

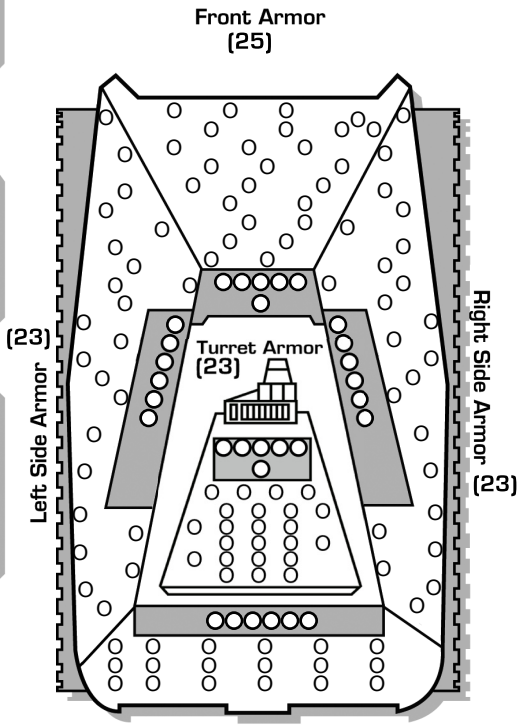
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Prowler Multi-Terrain Vehicle (Sealed)

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

**Tonnage:** 55
**Tech Base:** Inner Sphere (Advanced)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Beagle Active Probe | BD | [E] | — | — | — | 4 |
| 1 | Cargo (0.5 tons) | BD | [E] | — | — | — | — |
| 4 | Cargo (1 ton) | BD | [E] | — | — | — | — |
| 1 | SRM 2 | FR | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | LRM 10 | T | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 2 | Medium Pulse Laser | T | 6 [P] | — | 2 | 4 | 6 |

Chassis Modifications: Environmental Sealing

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

**Cost:** **BV:** 680

### 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 ☐

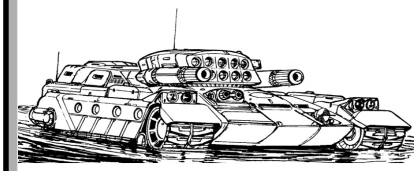
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

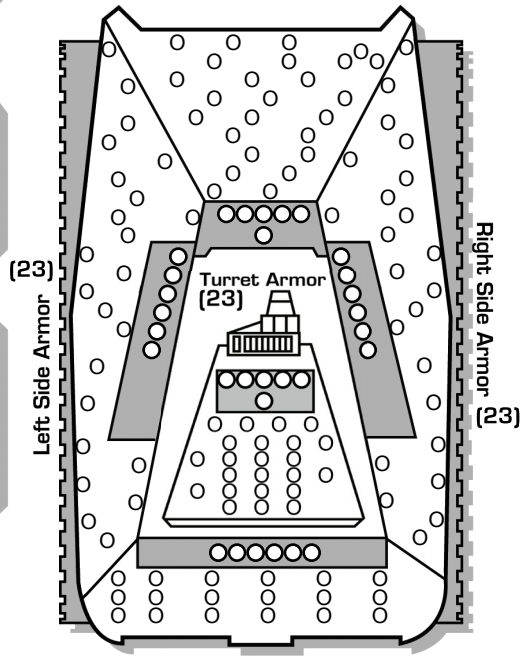
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



### ARMOR DIAGRAM




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Prowler Multi-Terrain Vehicle (Succession Wars)

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

**Tonnage:** 55
**Tech Base:** Inner Sphere (Advanced)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 8 | Cargo (1 ton) | BD | [E] | — | — | — | — |
| 1 | SRM 2 | FR | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | LRM 10 | T | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 2 | Medium Laser | T | 5 [DE] | — | 3 | 6 | 9 |

Chassis Modifications: Fully Amphibious

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

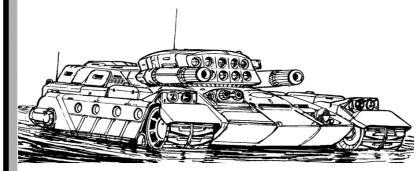
**Cost:** **BV:** 703

### CREW DATA

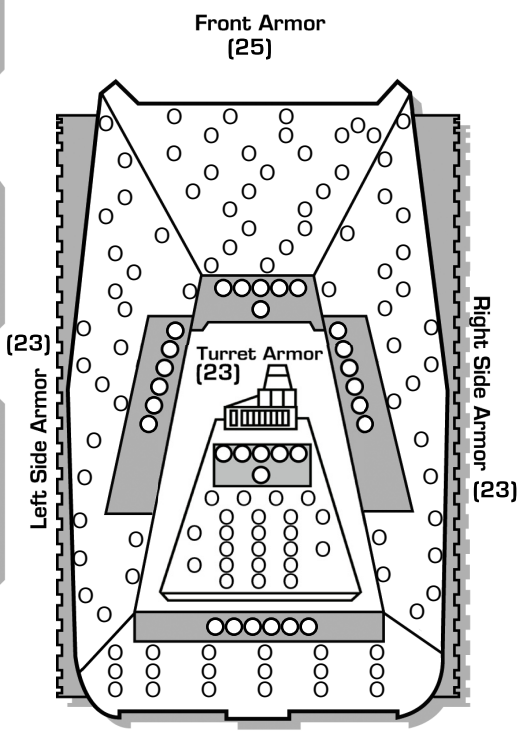
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Prowler Multi-Terrain Vehicle (Support)

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

**Tonnage:** 55
**Tech Base:** Inner Sphere (Advanced)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | SRM 2 | FR | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | LRM 15 | T | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 2 | Medium Laser | T | 5 [DE] | — | 3 | 6 | 9 |

Infantry Bay (4 Tons)
Chassis Modifications: Fully Amphibious

Ammo: (SRM 2) 50, (LRM 15) 24

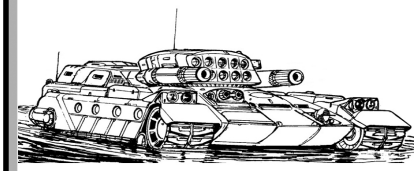
**Cost:** **BV:** 799

### CREW DATA

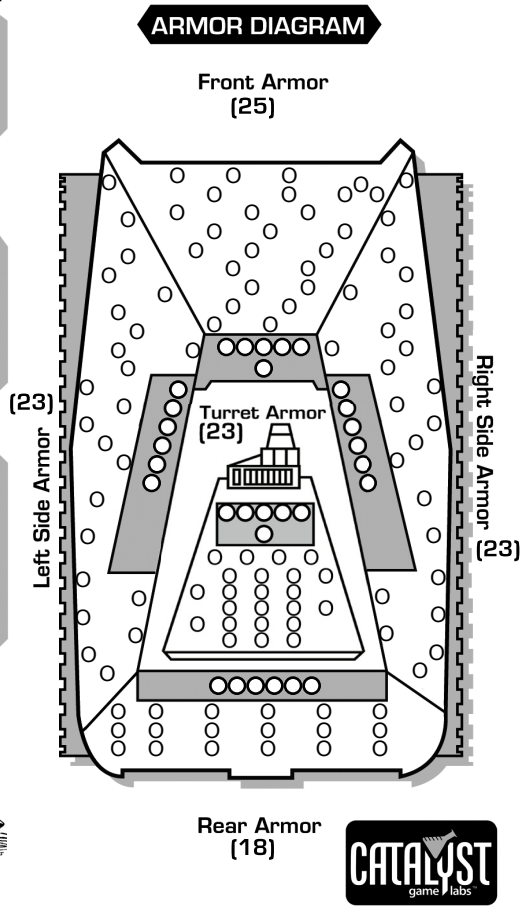
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Prowler Multi-Terrain Vehicle (WoB)

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

**Tonnage:** 55
**Tech Base:** Inner Sphere (Advanced)
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Improved C³CPU | BD | [E] | — | — | — | — |
| 1 | M-Pod | FR | 15 [DB,X,OS] | — | 1 | 2 | 3 |
| 2 | ER Medium Laser | T | 5 [DE] | — | 4 | 8 | 12 |
| 1 | MML 7 | T | [M,S,C] | | | | |
| | LRM | | 1/Msl | 6 | 7 | 14 | 21 |
| | SRM | | 2/Msl | — | 3 | 6 | 9 |

Infantry Bay (6 Tons)
Chassis Modifications: Fully Amphibious

Ammo: (MML 7/LRM) 17, (MML 7/SRM) 14

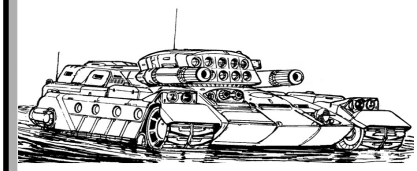
**Cost:** **BV:** 697

### CREW DATA

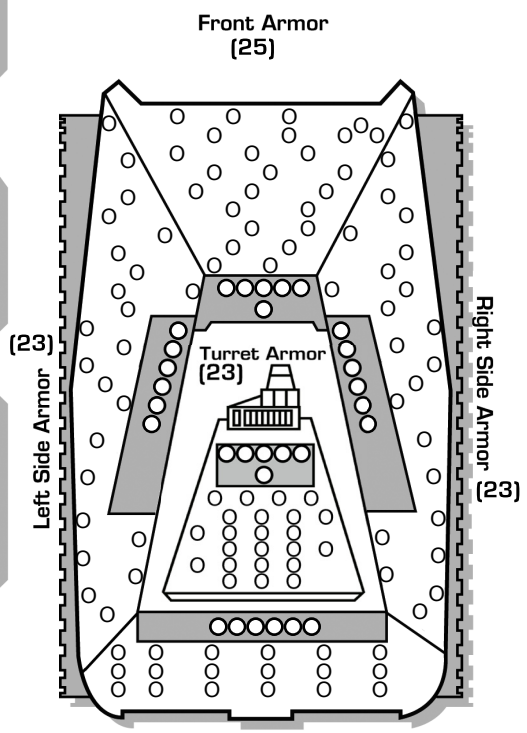
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Bolla Stealth Tank Prime

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

**Tonnage:** 60
**Tech Base:** Inner Sphere (Experimental)
**Era:** Dark Age

### Weapons & Equipment Inventory (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | $C^3$ Slave | BD | [E] | — | — | — | — |
| 1 | Guardian ECM Suite | BD | [E] | — | — | — | 6 |
| 2 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |
| 2 | MML 3 | T | [M,S,C] | | | | |
| | LRM | | 1/Msl | 6 | 7 | 14 | 21 |
| | SRM | | 2/Msl | — | 3 | 6 | 9 |
| 1 | Rotary AC/5 | T | 5/Sht [DB,R,C] | — | 5 | 10 | 15 |
| 1 | TAG | T | 0 [S] | — | 5 | 10 | 15 |

Infantry Bay (4 Tons)

Ammo: (MML 3/SRM) 33, (Machine Gun) 100, (RAC/5) 60 (MML 3/LRM) 40

**Cost:** **BV:** 1,243

### 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 ☐

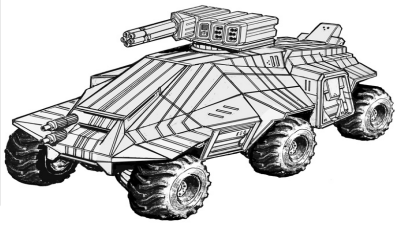
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers

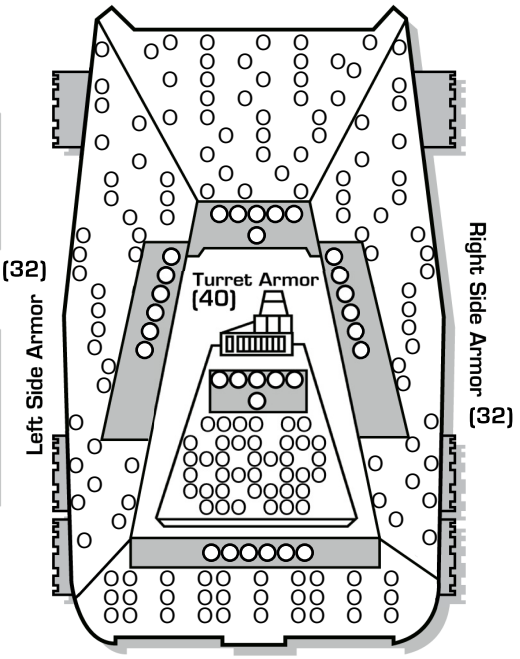
Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



### ARMOR DIAGRAM

Stealth
Front Armor
(34)




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Bolla Stealth Tank A

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

**Tonnage:** 60
**Tech Base:** Inner Sphere (Experimental)
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | $C^3$ Slave | BD | [E] | — | — | — | — |
| 1 | Guardian ECM Suite | BD | [E] | — | — | — | 6 |
| 1 | Targeting Computer | BD | [E] | — | — | — | — |
| 1 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | AMS | T | — | — | — | — | — |
| 1 | Light Gauss Rifle | T | 8 [DB,X] | 3 | 8 | 17 | 25 |
| 1 | TAG | T | 0 [S] | — | 5 | 10 | 15 |

Infantry Bay (4 Tons)

Ammo: (Machine Gun) 100, (Light Gauss) 32, (AMS) 12

**Cost:** **BV:** 1,059

### CREW DATA

**Crew:** _____

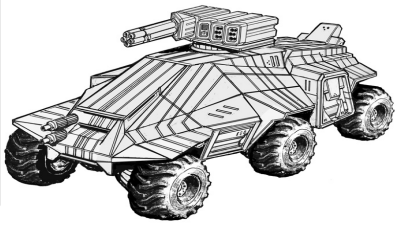
**Gunnery Skill:** ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

Driver Hit +2
Modifier to Driving Skill rolls

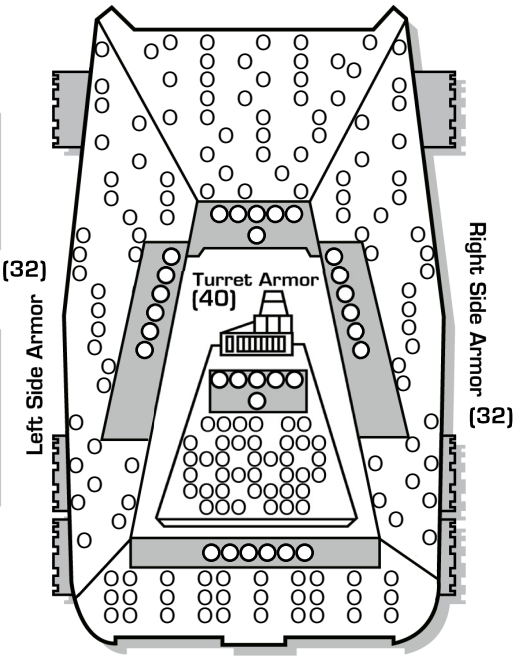
### CRITICAL DAMAGE

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



### ARMOR DIAGRAM

Stealth
Front Armor (34)




Rear Armor (30)

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Bolla Stealth Tank B

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

**Tonnage:** 60
**Tech Base:** Inner Sphere (Experimental)
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | $C^3$ Master | BD | [E] | — | 5 | 10 | 15 |
| 1 | $C^3$ Slave | BD | [E] | — | — | — | — |
| 1 | Guardian ECM Suite | BD | [E] | — | — | — | 6 |
| 1 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |
| 3 | MagShot | T | 2 [DB,X] | — | 3 | 6 | 9 |
| 2 | MML 7 | T | [M,S,C] | | | | |
| | LRM | | 1/Msl | 6 | 7 | 14 | 21 |
| | SRM | | 2/Msl | — | 3 | 6 | 9 |

Infantry Bay (4 Tons)

Ammo: (MML 7/LRM) 34, (Machine Gun) 100, (Magshot) 50 (MML 7/SRM) 14

**Cost:** **BV:** 961

### 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 ☐

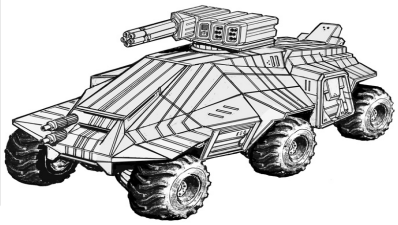
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

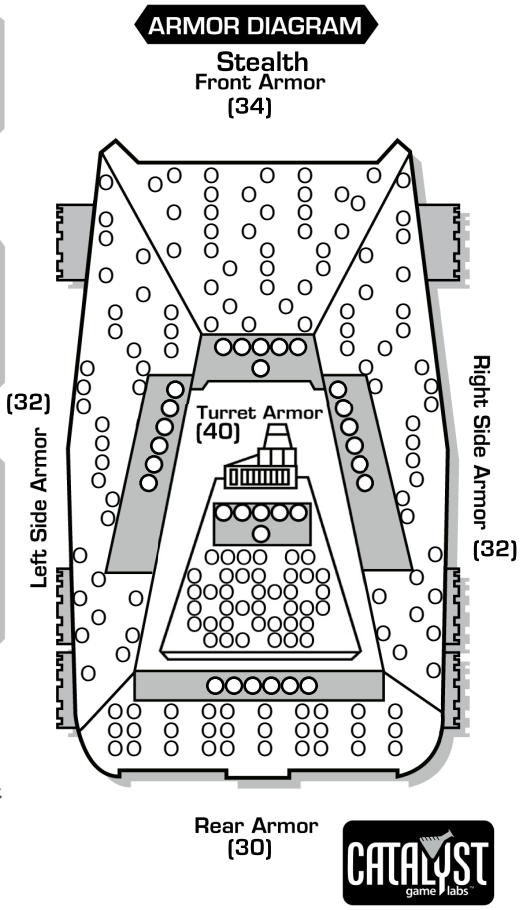
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



### ARMOR DIAGRAM




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Bolla Stealth Tank C

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

**Tonnage:** 60
**Tech Base:** Inner Sphere (Experimental)
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | $C^3$ Slave | BD | [E] | — | — | — | — |
| 1 | Guardian ECM Suite | BD | [E] | — | — | — | 6 |
| 2 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Light Auto Cannon/5 | T | 5 [DB,S] | — | 5 | 10 | 15 |
| 2 | Streak SRM 6 | T | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | TAG | T | 0 [S] | — | 5 | 10 | 15 |

Infantry Bay (4 Tons)

Ammo: (Machine Gun) 100, (LAC/5) 40, (Streak SRM 6) 30

**Cost:** **BV:** 1,068

### 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 ☐

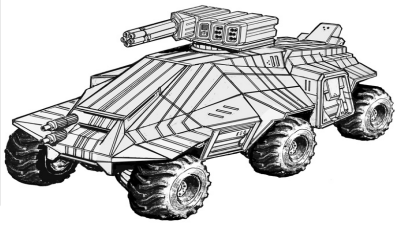
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers

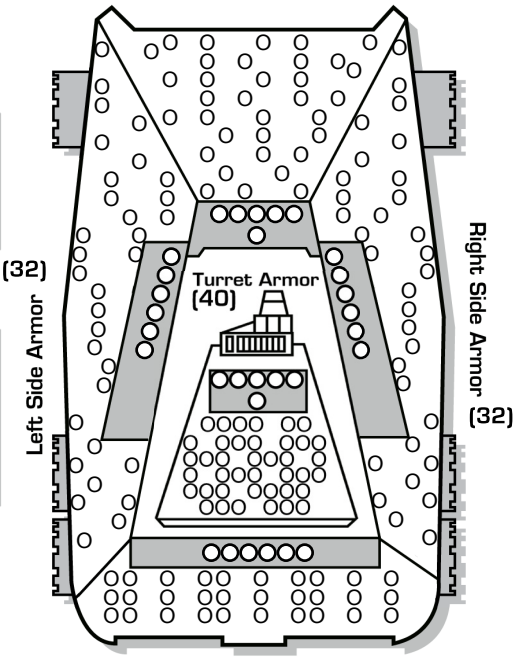
Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



### ARMOR DIAGRAM

Stealth
Front Armor
(34)




Rear Armor
(30)

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Bolla Stealth Tank Invictus

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

**Tonnage:** 60
**Tech Base:** Inner Sphere (Experimental)
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Improved C³CPU | BD | [E] | — | — | — | — |
| 1 | Guardian ECM Suite | BD | [E] | — | — | — | 6 |
| 1 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Machine Gun | T | 2 [DB,AI] | — | 1 | 2 | 3 |
| 2 | MML 9 | T | [M,S,C] | | | | |
| | LRM | | 1/Msl | 6 | 7 | 14 | 21 |
| | SRM | | 2/Msl | — | 3 | 6 | 9 |

Infantry Bay (6 Tons)

Ammo: (MML 9/SRM) 11, (Machine Gun) 200
(MML 9/LRM) 26

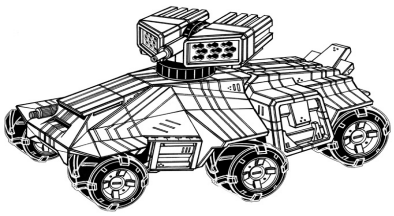
**Cost:** **BV:** 968

### CREW DATA

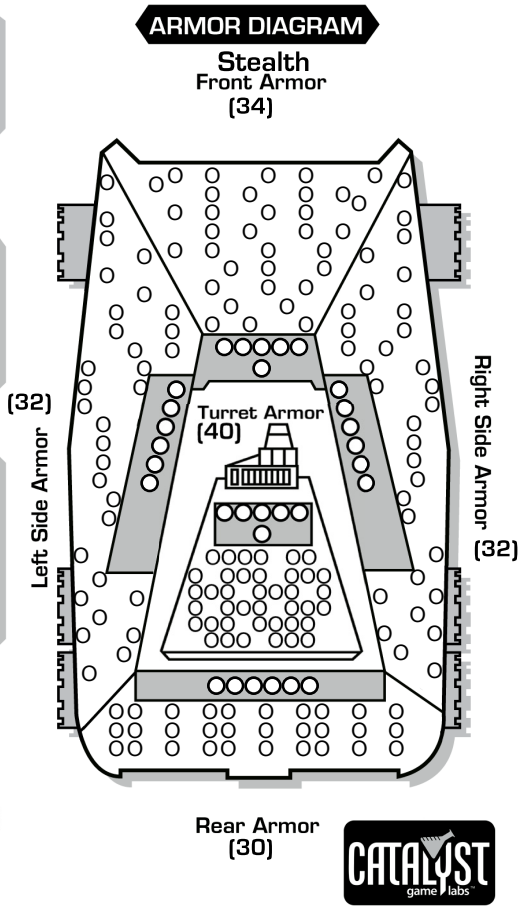
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Bolla Stealth Tank Dominus

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

**Tonnage:** 60
**Tech Base:** Inner Sphere (Experimental)
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Improved $C^3$CPU | BD | [E] | — | — | — | — |
| 1 | Guardian ECM Suite | BD | [E] | — | — | — | 6 |
| 1 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Heavy Flamer | T | 4 [S] | — | 2 | 4 | 6 |
| 2 | Light Auto Cannon/5 | T | 5 [DB,S] | — | 5 | 10 | 15 |

Infantry Bay (6 Tons)

Ammo: (Heavy Flamer) 20, (Machine Gun) 200, (LAC/5) 40

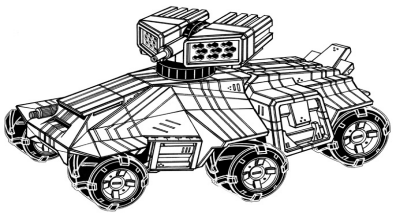
**Cost:** **BV:** 900

### CREW DATA

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

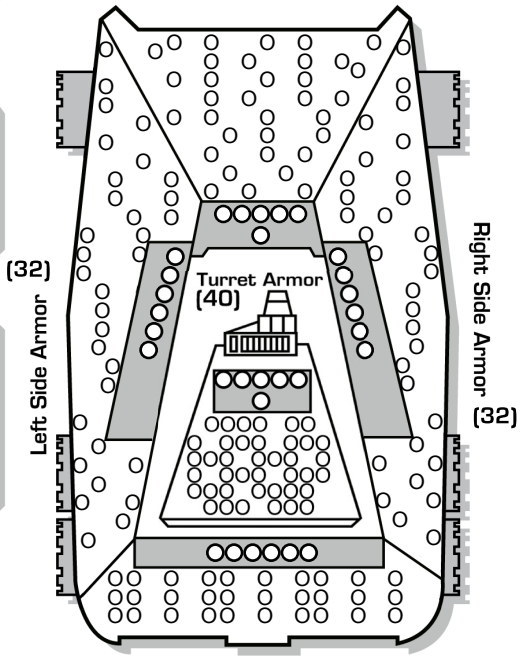
### CRITICAL DAMAGE

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



### ARMOR DIAGRAM

Stealth
Front Armor (34)




Rear Armor (30)

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Bolla Stealth Tank Infernus

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

**Tonnage:** 60
**Tech Base:** Inner Sphere (Experimental)
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Improved C³CPU | BD | [E] | — | — | — | — |
| 1 | Guardian ECM Suite | BD | [E] | — | — | — | 6 |
| 1 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |
| 3 | Streak SRM 6 | T | 2/Msl [M,C] | — | 3 | 6 | 9 |

Infantry Bay (6 Tons)

Ammo: (Machine Gun) 200, (Streak SRM 6) 30

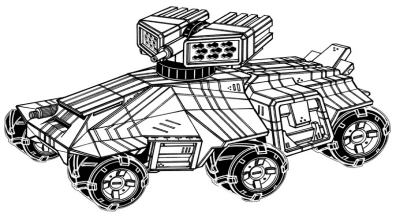
**Cost:** **BV:** 1,076

### CREW DATA

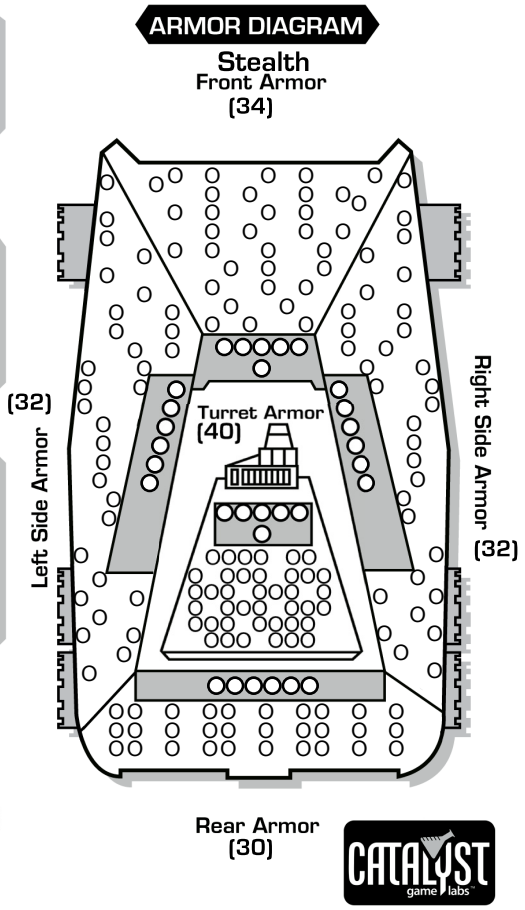
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Bolla Stealth Tank Comminus

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

**Tonnage:** 60
**Tech Base:** Inner Sphere (Experimental)
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Improved C³CPU | BD | [E] | — | — | — | — |
| 1 | Guardian ECM Suite | BD | [E] | — | — | — | 6 |
| 1 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | AMS | T | — | — | — | — | — |
| 1 | Light Gauss Rifle | T | 8 [DB,X] | 3 | 8 | 17 | 25 |

Infantry Bay (6 Tons)

Ammo: (Machine Gun) 200, (Light Gauss) 32, (AMS) 12

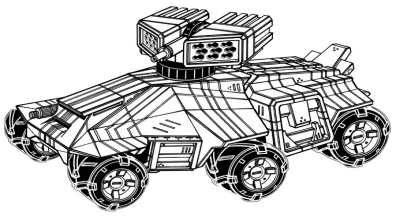
**Cost:** **BV:** 1,005

### CREW DATA

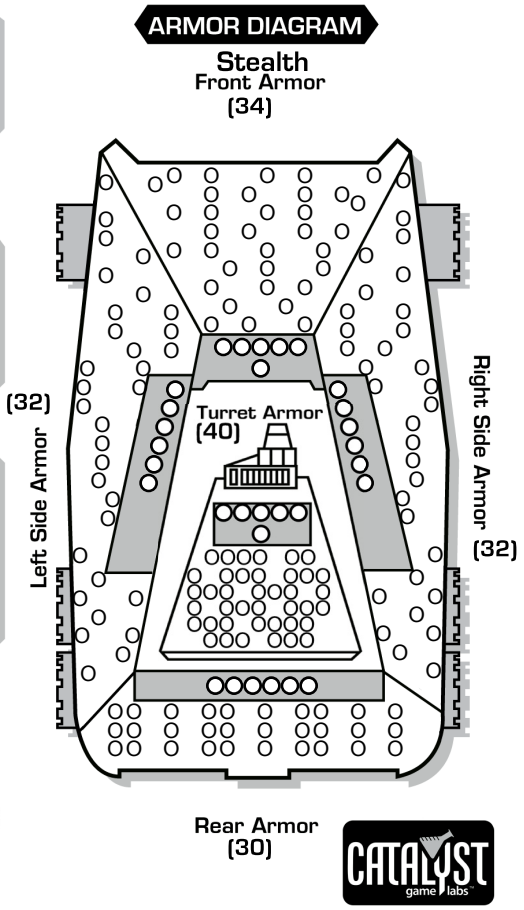
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Po II Heavy Tank

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

**Tonnage:** 60
**Tech Base:** Inner Sphere
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 2 | LRM 5 | T | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 2 | Machine Gun | T | 2 [DB,AI] | — | 1 | 2 | 3 |
| 2 | Streak SRM 2 | T | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Ultra AC/20 | T | 20/Sht [DB,R,C] | — | 3 | 7 | 10 |

Ammo: (Streak SRM 2) 50, (LRM 5) 24, (Machine Gun) 100
(Ultra AC/20) 15

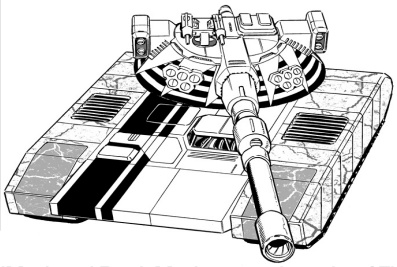
**Cost:** **BV:** 1,181

### CREW DATA

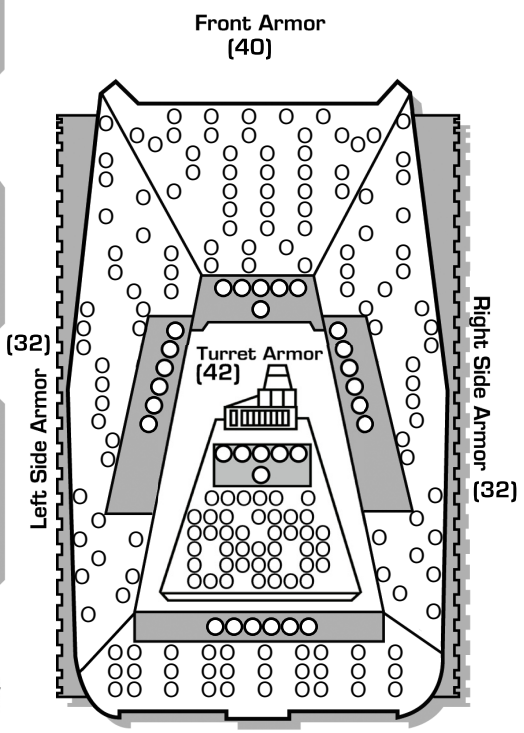
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Po II Heavy Tank (Arrow IV)

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

**Tonnage:** 60
**Tech Base:** Inner Sphere (Advanced)
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Arrow IV | T | 20 [AE,S,F] | — | 1 | 2 | 8 |
| 2 | LRM 5 | T | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 2 | Machine Gun | T | 2 [DB,AI] | — | 1 | 2 | 3 |
| 2 | Streak SRM 2 | T | 2/Msl [M,C] | — | 3 | 6 | 9 |

Ammo: (Streak SRM 2) 50, (LRM 5) 24, (Machine Gun) 100 (Arrow IV Homing) 5, (Arrow IV) 10

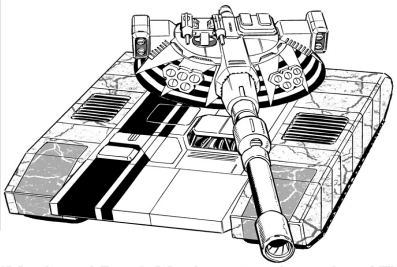
**Cost:** **BV:** 1,118

### CREW DATA

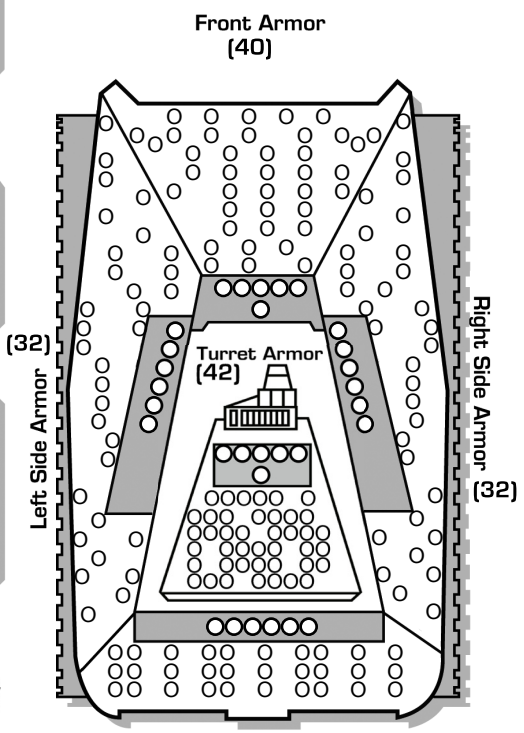
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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




CATALYST game labs™

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Kinnol MBT

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

**Tonnage:** 70
**Tech Base:** Inner Sphere
**Year:** 3083

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 2 | MML 5 | FR | [M,S,C] | | | | |
| | LRM | | 1/Msl | 6 | 7 | 14 | 21 |
| | SRM | | 2/Msl | — | 3 | 6 | 9 |
| 1 | ER Medium Laser | T | 5 [DE] | — | 4 | 8 | 12 |
| 1 | LB 10-X AC | T | 10 [DB,C,F,S] | — | 6 | 12 | 18 |

Ammo (CASE): (MML 5/LRM) 48, (MML 5/SRM) 20, (LB 10-X) 10

**Cost:** **BV:** 1,200

### 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 ☐

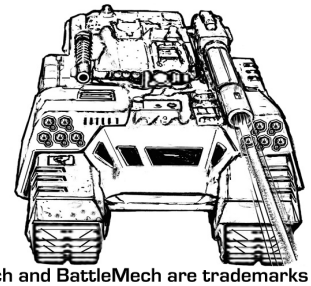
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

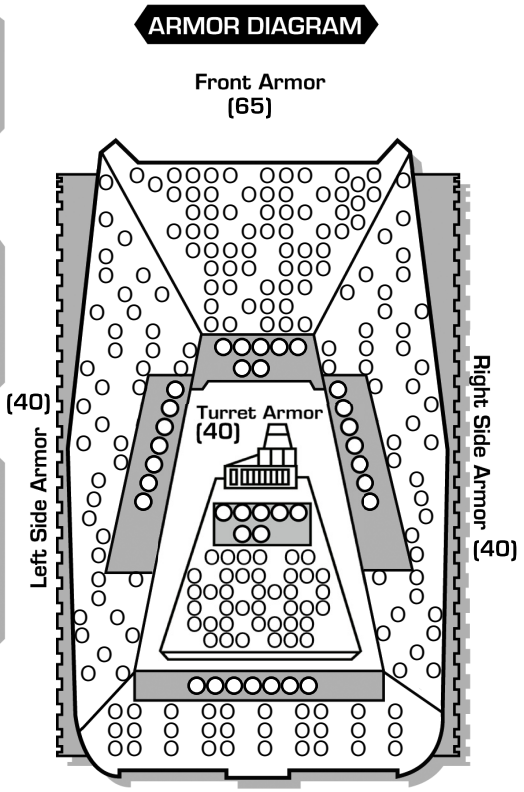
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



### ARMOR DIAGRAM




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Kinnol MBT (PPC)

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

**Tonnage:** 70
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | $C^3$ Slave | BD | [E] | — | — | — | — |
| 2 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |
| 2 | MML 5 | FR | [M,S,C] | | | | |
| | LRM | | 1/Msl | 6 | 7 | 14 | 21 |
| | SRM | | 2/Msl | — | 3 | 6 | 9 |
| 1 | Machine Gun | T | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Medium Laser | T | 5 [DE] | — | 3 | 6 | 9 |
| 1 | PPC | T | 10 [DE,X] | 3 | 6 | 12 | 18 |

Ammo (CASE): (MML 5/LRM) 48, (Machine Gun) 200
(MML 5/SRM) 20

**Cost:** **BV:** 1,212

### CREW DATA

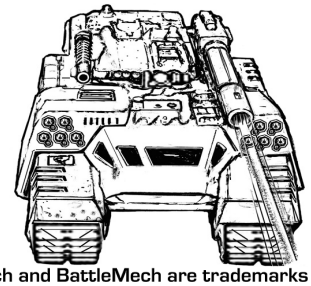
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

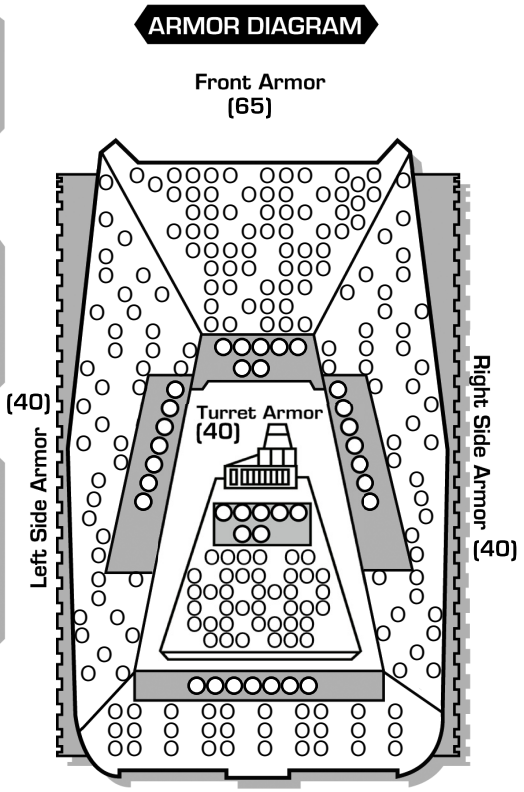
Driver Hit +2
Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Winston Combat Vehicle

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

**Tonnage:** 70
**Tech Base:** Inner Sphere
**Year:** 3086

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Targeting Computer | BD | [E] | — | — | — | — |
| 1 | AMS | FR | — | — | — | — | — |
| 1 | Streak SRM 6 | FR | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 2 | Light PPC | T | 5 [DE,X] | 3 | 6 | 12 | 18 |
| 2 | LRM 15 | T | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |

Ammo (CASE): (AMS) 12, (LRM 15) 24, (Streak SRM 6) 15

**Cost:** **BV:** 1,551

### CREW DATA

**Crew:** _____

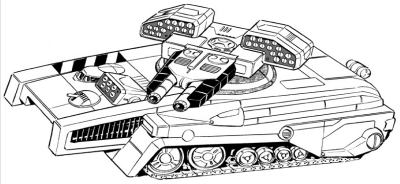
**Gunnery Skill:** ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

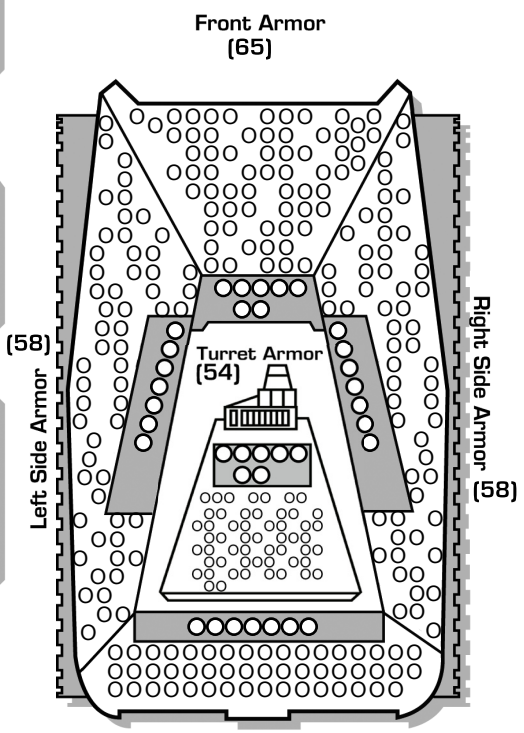
Driver Hit +2
Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Winston Combat Vehicle (LAC)

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

**Tonnage:** 70
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | AMS | FR | — | — | — | — | — |
| 1 | Streak SRM 6 | FR | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 2 | Light Auto Cannon/5 | T | 5 [DB,S] | — | 5 | 10 | 15 |
| 2 | MML 7 | T | [M,S,C] | | | | |
| | LRM | | 1/Msl | 6 | 7 | 14 | 21 |
| | SRM | | 2/Msl | — | 3 | 6 | 9 |

Ammo (CASE): (MML 7/LRM) 34, (AMS) 12, (LAC/5) 60 (Streak SRM 6) 15, (MML 7/SRM) 14

**Cost:** **BV:** 1,314

### 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 ☐

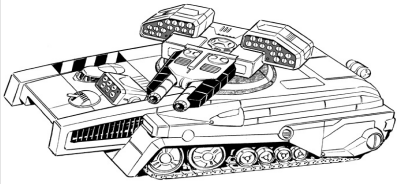
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

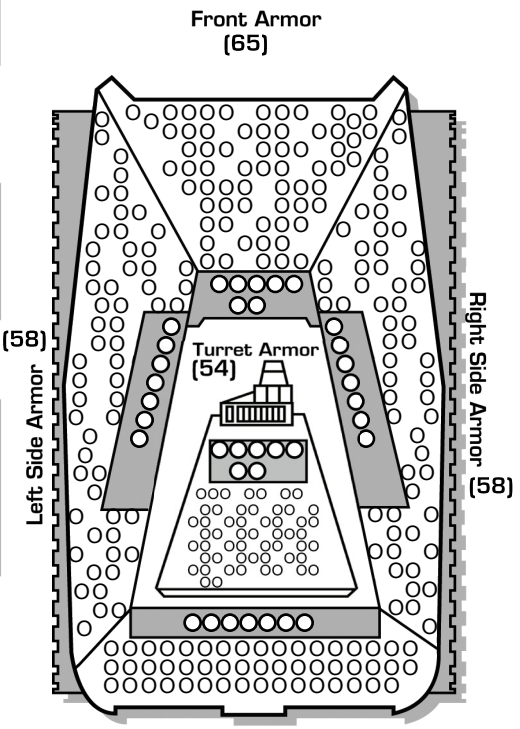
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



### ARMOR DIAGRAM




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Moltke M1 MBT

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

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

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | ER Large Laser | T | 8 [DE] | — | 7 | 14 | 19 |
| 2 | Light Gauss Rifle | T | 8 [DB,X] | 3 | 8 | 17 | 25 |

Ammo: (Light Gauss) 48

**Cost:** **BV:** 1,355

### CREW DATA

**Crew:** _____

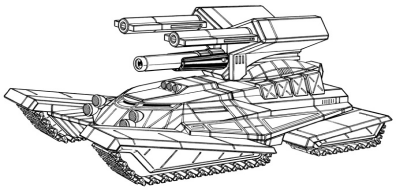
**Gunnery Skill:** ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

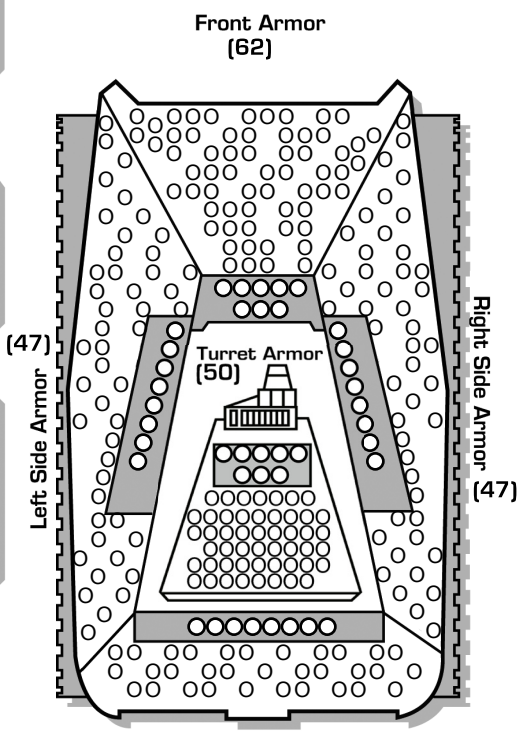
Driver Hit +2
Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Moltke M2 MBT

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

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

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | MML 7 | FR | [M,S,C] | | | | |
| | LRM | | 1/Msl | 6 | 7 | 14 | 21 |
| | SRM | | 2/Msl | — | 3 | 6 | 9 |
| 4 | MML 7 | T | [M,S,C] | | | | |
| | LRM | | 1/Msl | 6 | 7 | 14 | 21 |
| | SRM | | 2/Msl | — | 3 | 6 | 9 |
| 1 | Snub-Nose PPC | T | 10/8/5 [DE,V] | — | 9 | 13 | 15 |

Ammo: (MML 7/LRM) 51, (MML 7/SRM) 42

**Cost:** **BV:** 1,363

### 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 ☐

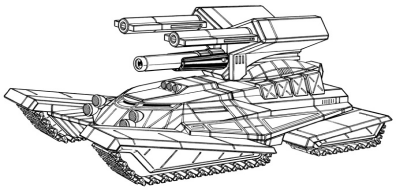
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

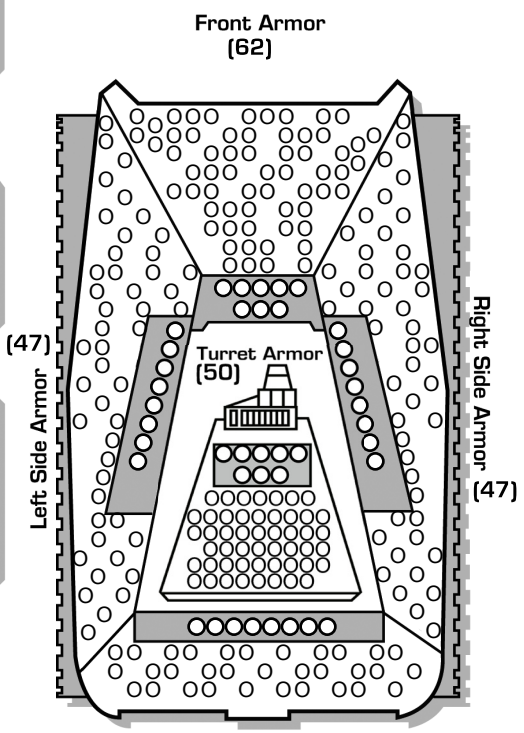
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



### ARMOR DIAGRAM




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Moltke M3 MBT

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

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

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 2 | LB 10-X AC | T | 10 [DB,C,F,S] | — | 6 | 12 | 18 |
| 1 | Plasma Rifle | T | 10 [DE,H,AI] | — | 5 | 10 | 15 |
| 1 | TAG | T | 0 [S] | — | 5 | 10 | 15 |

Ammo: (LB 10-X Cluster) 10, (LB 10-X) 20, (Plasma Rifle) 20

**Cost:** **BV:** 1,438

### CREW DATA

**Crew:** _____

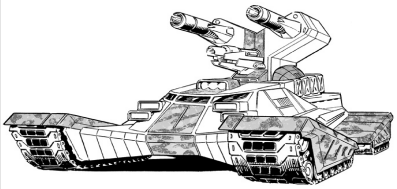
**Gunnery Skill:** ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

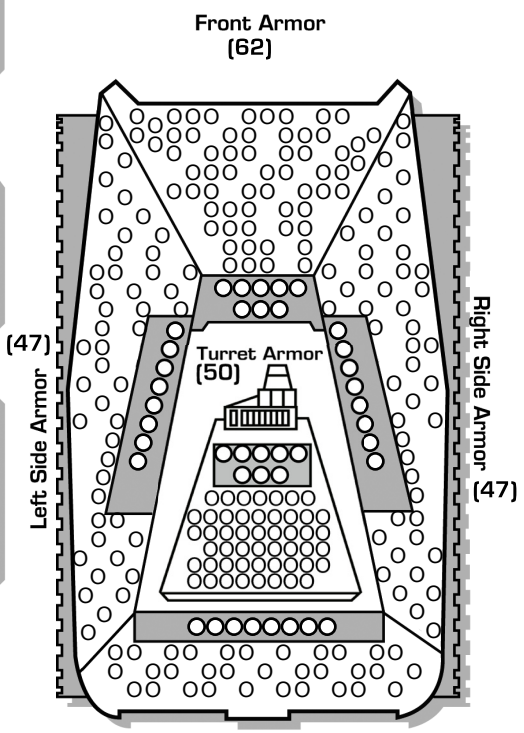
Driver Hit +2
Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Augustus A3 MBT

**Movement Points:**
**Cruising:** 3
**Flank:** 5
**Movement Type:** Tracked
**Engine Type:** I.C.E.

**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 | Cargo (1 ton) | BD | [E] | — | — | — | — |
| 1 | Communications Equipment (1 ton) | BD | [E] | — | — | — | — |
| 1 | Searchlight | FR | [E] | — | — | — | 170 |
| 2 | Autocannon/2 | T | 2 [DB,S] | 4 | 8 | 16 | 24 |
| 1 | Autocannon/5 | T | 5 [DB,S] | 3 | 6 | 12 | 18 |

Chassis Modifications: Armored Chassis

Ammo: (AC/2) 45, (AC/5) 20

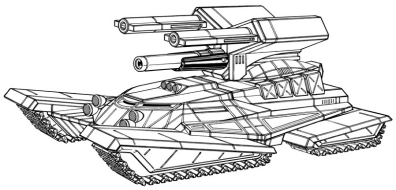
**Cost:** **BV:** 551

### CREW DATA

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

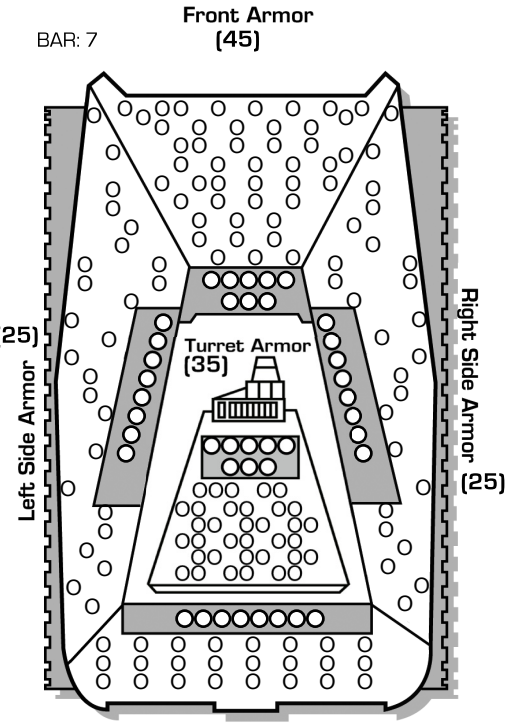
### CRITICAL DAMAGE

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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Trajan Assault Infantry Fighting Vehicle

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

**Tonnage:** 85
**Tech Base:** Inner Sphere
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | $C^3$ Slave | BD | [E] | — | — | — | — |
| 1 | Guardian ECM Suite | BD | [E] | — | — | — | 6 |
| 2 | AMS | FR | — | — | — | — | — |
| 1 | Light Machine Gun | FR | 1 [DB,AI] | — | 2 | 4 | 6 |
| 1 | Light Machine Gun | RS | 1 [DB,AI] | — | 2 | 4 | 6 |
| 1 | Light Machine Gun | LS | 1 [DB,AI] | — | 2 | 4 | 6 |
| 1 | Light Machine Gun | RR | 1 [DB,AI] | — | 2 | 4 | 6 |
| 1 | ER Medium Laser | T | 5 [DE] | — | 4 | 8 | 12 |
| 1 | Light Auto Cannon/5 | T | 5 [DB,S] | — | 5 | 10 | 15 |
| 2 | MML 7 | T | [M,S,C] | | | | |
| | LRM | | 1/Msl | 6 | 7 | 14 | 21 |
| | SRM | | 2/Msl | — | 3 | 6 | 9 |

Ammo: (MML 7/LRM) 34, (AMS) 24, (LAC/5) 40
(Light Machine Gun) 200, (MML 7/SRM) 28
Infantry Bay (6 Tons)

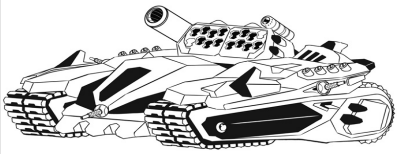
**Cost:** **BV:** 1,182

### CREW DATA

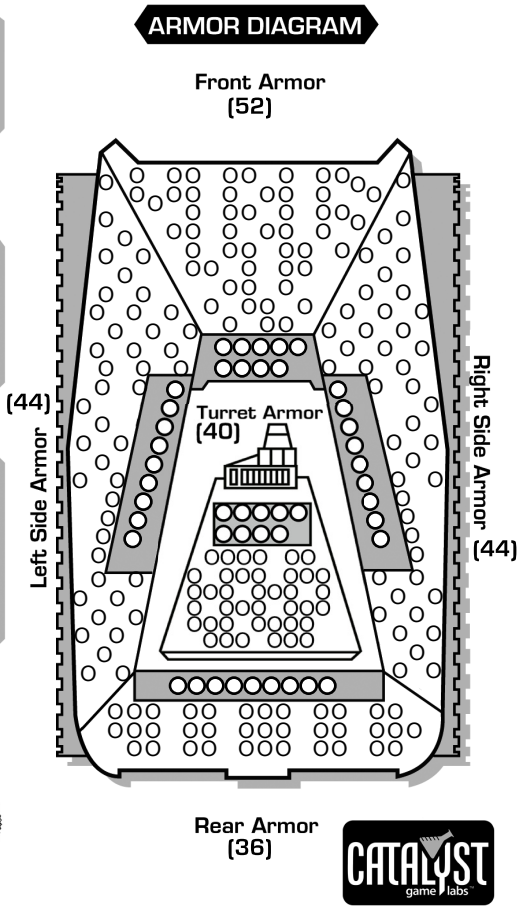
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Trajan Assault Infantry Fighting Vehicle (ICE)

**Movement Points:**
**Cruising:** 3
**Flank:** 5
**Movement Type:** Tracked
**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 | AMS | FR | — | — | — | — | — |
| 1 | Light Machine Gun | FR | 1 [DB,AI] | — | 2 | 4 | 6 |
| 1 | Light Machine Gun | RS | 1 [DB,AI] | — | 2 | 4 | 6 |
| 1 | Light Machine Gun | LS | 1 [DB,AI] | — | 2 | 4 | 6 |
| 1 | Light Machine Gun | RR | 1 [DB,AI] | — | 2 | 4 | 6 |
| 1 | Light Auto Cannon/5 | T | 5 [DB,S] | — | 5 | 10 | 15 |
| 1 | LRM 10 | T | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Streak SRM 6 | T | 2/Msl [M,C] | — | 3 | 6 | 9 |

Infantry Bay (8 Tons)

Ammo: (AMS) 12, (LAC/5) 40, (LRM 10) 12
(Light Machine Gun) 200, (Streak SRM 6) 15

**Cost:** **BV:** 1,043

### CREW DATA

**Crew:** _____

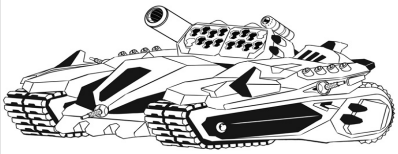
**Gunnery Skill:** ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

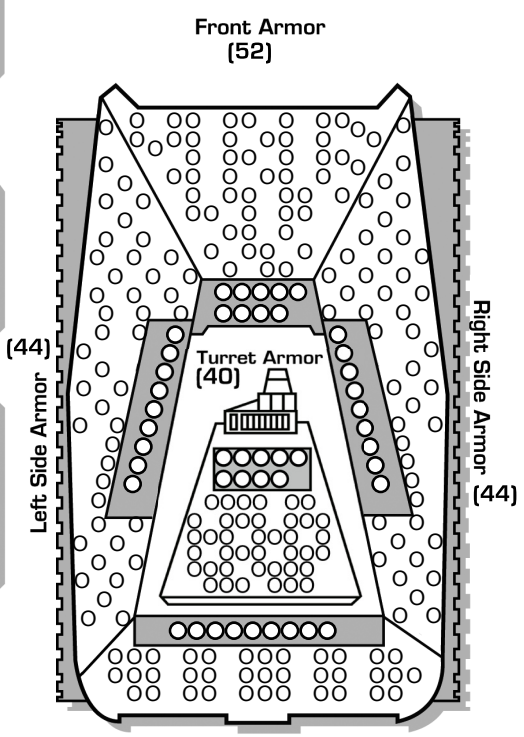
Driver Hit +2
Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Palmoni Assault Infantry Fighting Vehicle

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

**Tonnage:** 85
**Tech Base:** Inner Sphere
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Improved C³CPU | BD | [E] | — | — | — | — |
| 2 | AMS | FR | — | — | — | — | — |
| 1 | Light Machine Gun | FR | 1 [DB,AI] | — | 2 | 4 | 6 |
| 1 | Light Machine Gun | RS | 1 [DB,AI] | — | 2 | 4 | 6 |
| 1 | Light Machine Gun | LS | 1 [DB,AI] | — | 2 | 4 | 6 |
| 1 | Light Machine Gun | RR | 1 [DB,AI] | — | 2 | 4 | 6 |
| 1 | ER Medium Laser | T | 5 [DE] | — | 4 | 8 | 12 |
| 1 | Light Auto Cannon/5 | T | 5 [DB,S] | — | 5 | 10 | 15 |
| 2 | MML 7 | T | [M,S,C] | | | | |
| | LRM | | 1/Msl | 6 | 7 | 14 | 21 |
| | SRM | | 2/Msl | — | 3 | 6 | 9 |

Infantry Bay (8 Tons)
Ammo: (MML 7/LRM) 34, (AMS) 24, (LAC/5) 40
(Light Machine Gun) 200, (MML 7/SRM) 28

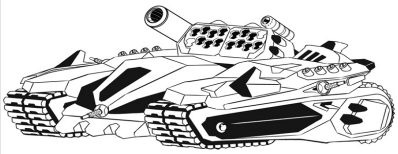
**Cost:** **BV:** 1,116

### CREW DATA

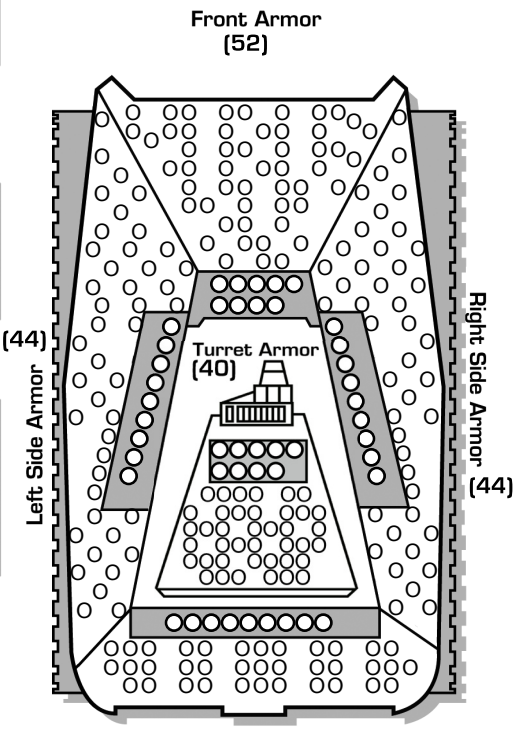
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** JES II Strategic Missile Carrier

**Movement Points:**
**Cruising:** 2
**Flank:** 3
**Movement Type:** Tracked
**Engine Type:** Fusion Engine

**Tonnage:** 95
**Tech Base:** Inner Sphere
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | $C^3$ Slave | BD | [E] | — | — | — | — |
| 1 | Guardian ECM Suite | BD | [E] | — | — | — | 6 |
| 1 | ER Medium Laser | FR | 5 [DE] | — | 4 | 8 | 12 |
| 4 | LRM 15 | FR | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | MML 9 | RS | [M,S,C] | | | | |
| | LRM | | 1/Msl | 6 | 7 | 14 | 21 |
| | SRM | | 2/Msl | — | 3 | 6 | 9 |
| 1 | MML 9 | LS | [M,S,C] | | | | |
| | LRM | | 1/Msl | 6 | 7 | 14 | 21 |
| | SRM | | 2/Msl | — | 3 | 6 | 9 |

Ammo: (MML 9/SRM) 22, (LRM 15) 88, (MML 9/LRM) 26

**Cost:** **BV:** 1,349

### CREW DATA

**Crew:** _____

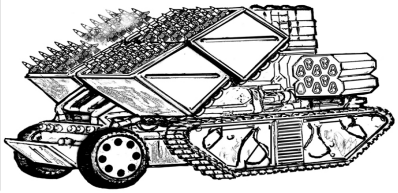
**Gunnery Skill:** ___ **Driving Skill:** ___

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 ☐



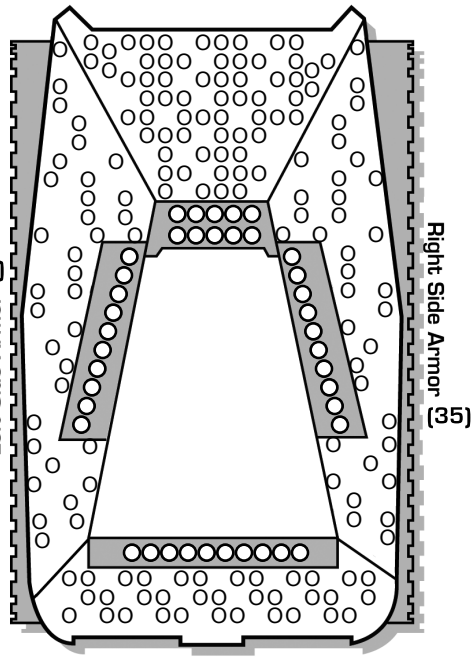
### ARMOR DIAGRAM

Front Armor (64)

Left Side Armor (35)

Right Side Armor (35)

Rear Armor (34)



CATALYST game labs™

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** JES II Strategic Missile Carrier (Ammo)

**Movement Points:**
**Cruising:** 2
**Flank:** 3
**Movement Type:** Tracked
**Engine Type:** Fusion Engine

**Tonnage:** 95
**Tech Base:** Inner Sphere
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Guardian ECM Suite | BD | [E] | — | — | — | 6 |
| 1 | ER Medium Laser | FR | 5 [DE] | — | 4 | 8 | 12 |
| 4 | LRM 15 | FR | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | MML 9 | RS | [M,S,C] | | | | |
| | LRM | | 1/Msl | 6 | 7 | 14 | 21 |
| | SRM | | 2/Msl | — | 3 | 6 | 9 |
| 1 | MML 9 | LS | [M,S,C] | | | | |
| | LRM | | 1/Msl | 6 | 7 | 14 | 21 |
| | SRM | | 2/Msl | — | 3 | 6 | 9 |

Ammo: (MML 9/SRM) 22, (LRM 15) 96, (MML 9/LRM) 26

**Cost:** **BV:** 1,362

### CREW DATA

**Crew:** _____

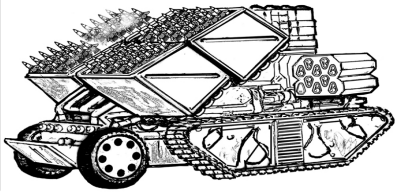
**Gunnery Skill:** ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

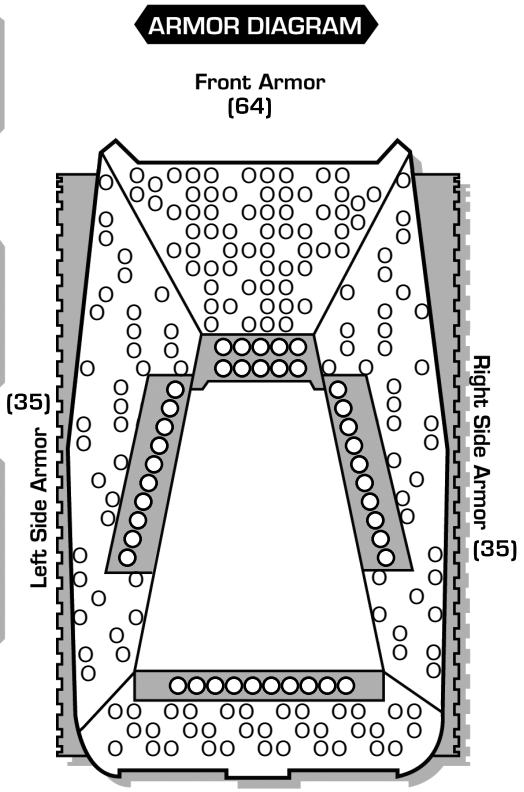
Driver Hit +2
Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Marksman M1 MBT

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

**Tonnage:** 95
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Gauss Rifle | T | 15 [DB,X] | 2 | 7 | 15 | 22 |
| 4 | Machine Gun | T | 2 [DB,AI] | — | 1 | 2 | 3 |
| 2 | MRM 10 | T | 1/Msl [M,C] | — | 3 | 8 | 15 |
| 2 | SRM 6 | T | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 2 | Streak SRM 4 | T | 2/Msl [M,C] | — | 3 | 6 | 9 |

Ammo: (Machine Gun) 100, (MRM 10) 24, (SRM 6) 15 (Streak SRM 4) 25, (Gauss) 16

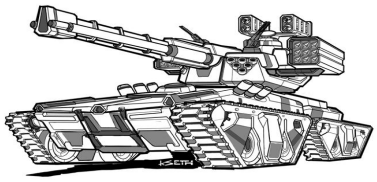
**Cost:** **BV:** 1,474

### CREW DATA

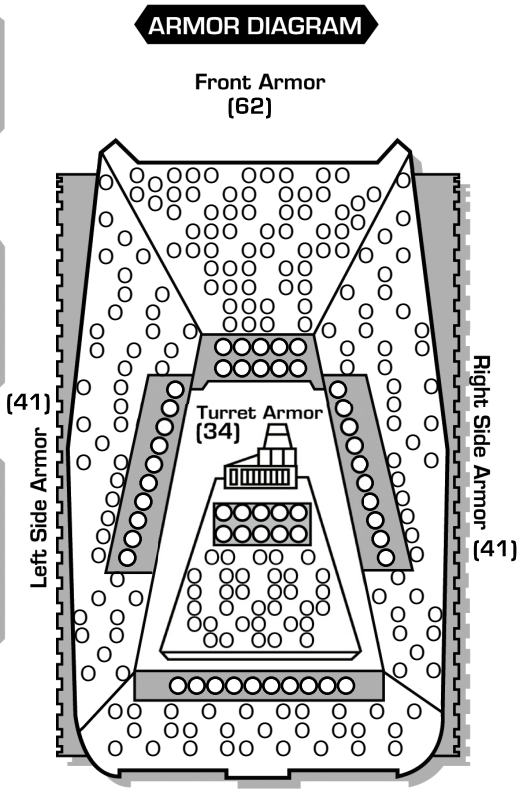
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Marksman M1A MBT

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

**Tonnage:** 95
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Gauss Rifle | T | 15 [DB,X] | 2 | 7 | 15 | 22 |
| 4 | Machine Gun | T | 2 [DB,AI] | — | 1 | 2 | 3 |
| 4 | Medium Laser | T | 5 [DE] | — | 3 | 6 | 9 |
| 2 | MML 9 | T | [M,S,C] | | | | |
| | LRM | | 1/Msl | 6 | 7 | 14 | 21 |
| | SRM | | 2/Msl | — | 3 | 6 | 9 |

Ammo (CASE): (MML 9/SRM) 22, (Machine Gun) 200
(MML 9/LRM) 26, (Gauss) 16

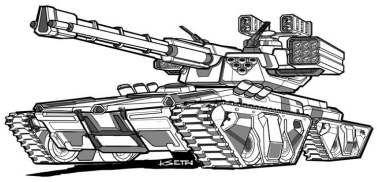
**Cost:** **BV:** 1,778

### CREW DATA

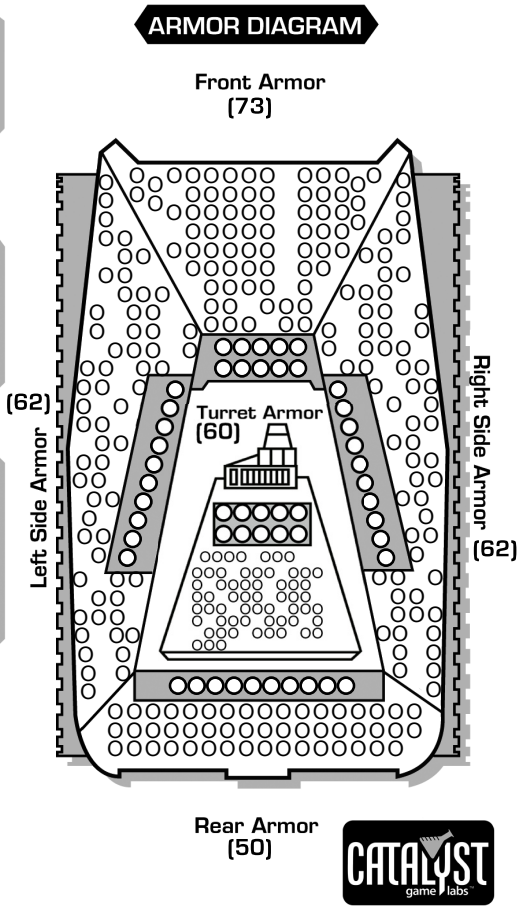
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Gürteltier MBT

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

**Tonnage:** 100
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | $C^3$ Slave | BD | [E] | — | — | — | — |
| 1 | Guardian ECM Suite | BD | [E] | — | — | — | 6 |
| 1 | Targeting Computer | BD | [E] | — | — | — | — |
| 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 | ER PPC | T | 10 [DE] | — | 7 | 14 | 23 |
| 1 | Gauss Rifle | T | 15 [DB,X] | 2 | 7 | 15 | 22 |
| 1 | MML 7 | T | [M,S,C] | | | | |
| | LRM | | 1/Msl | 6 | 7 | 14 | 21 |
| | SRM | | 2/Msl | — | 3 | 6 | 9 |

Ammo (CASE): (MML 7/LRM) 34, (Machine Gun) 100, (Gauss) 24 (MML 7/SRM) 14

**Cost:** **BV:** 2,125

### CREW DATA

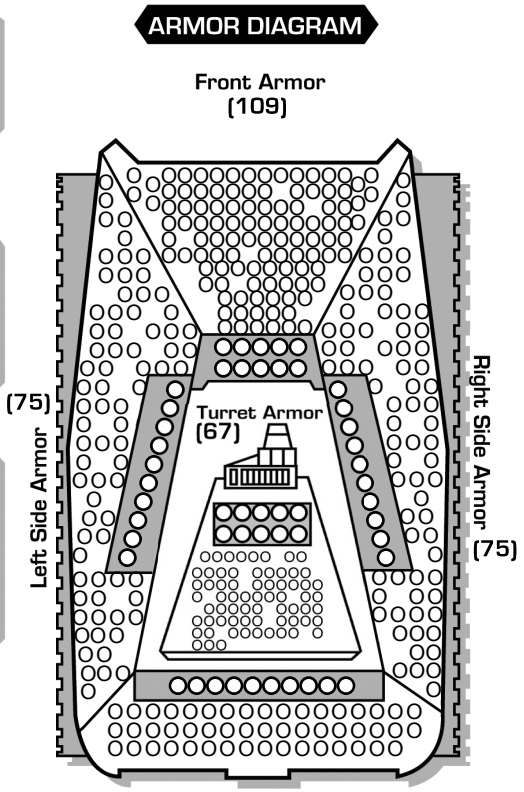
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



### ARMOR DIAGRAM




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Gürteltier MBT (C3M)

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

**Tonnage:** 100
**Tech Base:** Inner Sphere
**Era:** Dark Age

### Weapons & Equipment Inventory (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | C³ Master | BD | [E] | — | 5 | 10 | 15 |
| 1 | Guardian ECM Suite | BD | [E] | — | — | — | 6 |
| 1 | Targeting Computer | BD | [E] | — | — | — | — |
| 1 | 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 | ER PPC | T | 10 [DE] | — | 7 | 14 | 23 |
| 1 | LB 10-X AC | T | 10 [DB,C,F,S] | — | 6 | 12 | 18 |
| 1 | MML 7 | T | [M,S,C] | | | | |
| | LRM | | 1/Msl | 6 | 7 | 14 | 21 |
| | SRM | | 2/Msl | — | 3 | 6 | 9 |
| | w/Artemis IV FCS | | | | | | |

Ammo (CASE): (Machine Gun) 100, (LB 10-X Cluster) 10 (MML 7 LRM Artemis) 34, (LB 10-X) 20 (MML 7 SRM Artemis) 14

**Cost:** **BV:** 1,863

### 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

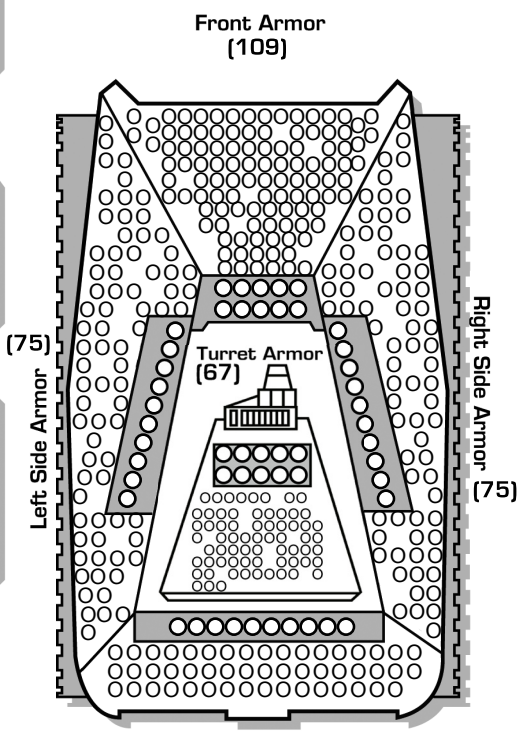
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



### ARMOR DIAGRAM




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** J-37 Ordnance Transport

**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 | Advanced Fire Control | BD | [E] | — | — | — | — |
| 17 | Cargo (1 ton) | BD | [E] | — | — | — | — |
| 1 | ER Small Laser | T | 3 [DE] | — | 2 | 4 | 5 |

Infantry Bay (1 Ton)
Chassis Modifications: Armored Chassis, Off-Road

**Cost:** **BV:** 535

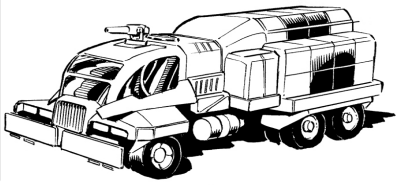
### CREW DATA

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

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

### CRITICAL DAMAGE

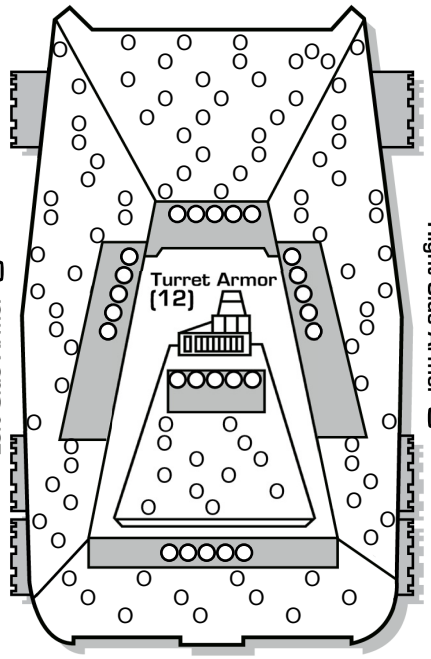
Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



### ARMOR DIAGRAM

BAR: 10

Front Armor (25)
Left Side Armor (25)
Turret Armor (12)
Right Side Armor (25)
Rear Armor (11)



© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** J-37 Ordnance Transport (Original)

**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 | Advanced Fire Control | BD | [E] | — | — | — | — |
| 21 | Cargo (1 ton) | BD | [E] | — | — | — | — |
| 1 | Small Laser | T | 3 [DE] | — | 1 | 2 | 3 |

Infantry Bay (1 Ton)
Chassis Modifications: Off-Road

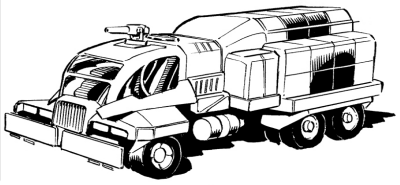
**Cost:** **BV:** 306

### CREW DATA

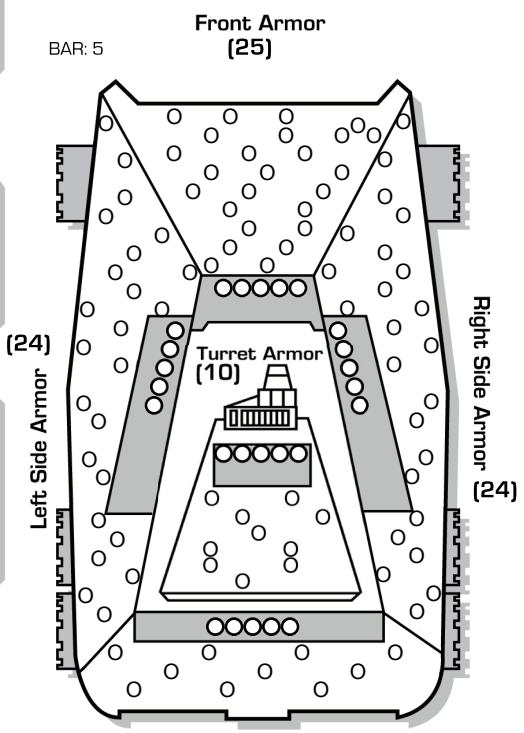
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

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

### VEHICLE DATA

**Type:** Tonbo Superheavy Transport

**Movement Points:**
**Cruising:** 6
**Flank:** 9
**Engine Type:** Fusion Engine

**Tonnage:** 56
**Tech Base:** Inner Sphere
**Era:** Clan Invasion

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Communications Equipment (7 ton) | BD | [E] | — | — | — | — |
| 4 | Lift Hoist | BD | [E] | — | — | — | — |

Cargo, Infantry (12 tons)

**Cost:** **BV:** 189

### CREW DATA

**Crew:** _____

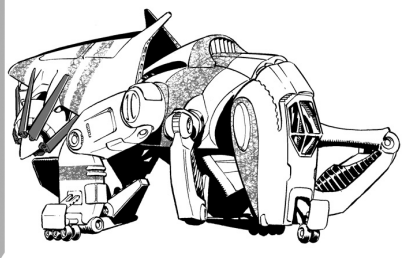
**Gunnery Skill:** ___ **Driving Skill:** ___

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

Pilot Hit +2
Modifier to Driving Skill rolls

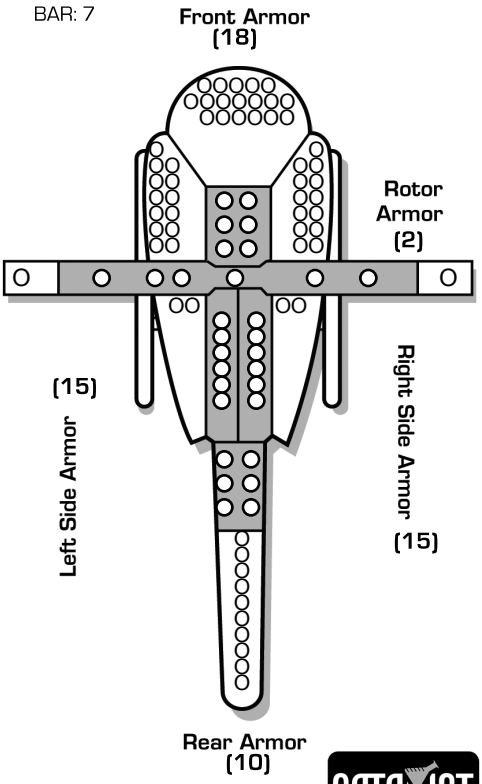
### CRITICAL DAMAGE

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



### ARMOR DIAGRAM

BAR: 7




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

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

### VEHICLE DATA

**Type:** Trireme Infantry Transport

**Movement Points:**
**Cruising:** 6
**Flank:** 9
**Engine Type:** Fusion Engine

**Tonnage:** 60
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| | Cargo, Infantry (36 tons) | | | | | | |

**Cost:** **BV:** 132

### CREW DATA

**Crew:** _____

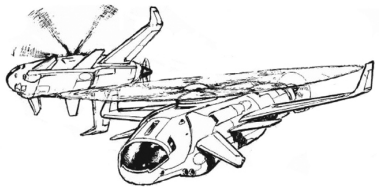
**Gunnery Skill:** ___ **Driving Skill:** ___

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

Pilot Hit +2
Modifier to Driving Skill rolls

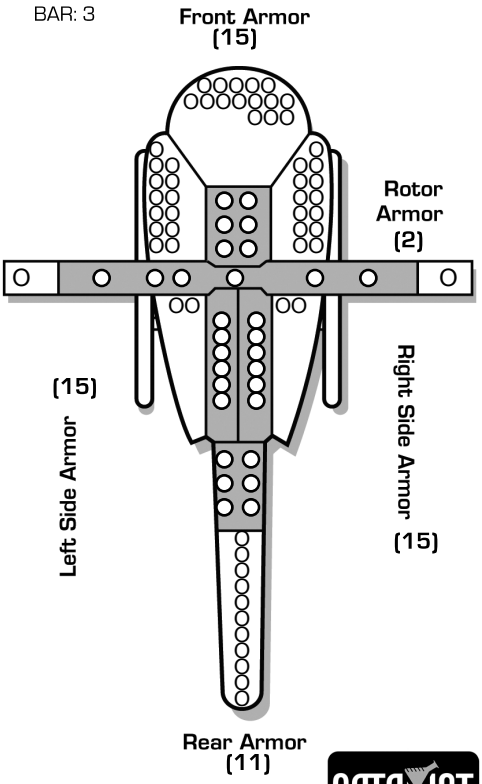
### CRITICAL DAMAGE

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



### ARMOR DIAGRAM

BAR: 3




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

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

### VEHICLE DATA

**Type:** Trireme Infantry Transport (CS)

**Movement Points:**
**Cruising:** 7
**Flank:** 11
**Engine Type:** Fusion Engine

**Tonnage:** 60
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Advanced Fire Control | | [E] | — | — | — | — |
| 1 | Communications Equipment (1 ton) | | [E] | — | — | — | — |
| 1 | Guardian ECM Suite | | [E] | — | — | — | 6 |
| 2 | SRM 2 | | 2/Msl [M,C] | — | 3 | 6 | 9 |

Infantry Bay (16 Tons)
Chassis Modifications: Armored Chassis

Ammo: (SRM 2) 100

**Cost:** **BV:** 417

### CREW DATA

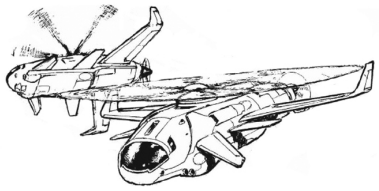
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___

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

Pilot Hit +2
Modifier to Driving Skill rolls

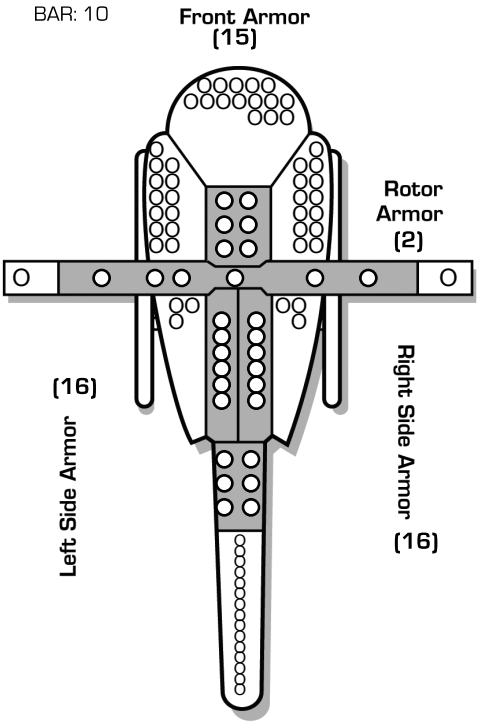
### CRITICAL DAMAGE

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



### ARMOR DIAGRAM

BAR: 10




CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** JI-100 Transportable Field Repair Unit

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

**Tonnage:** 70
**Tech Base:** Inner Sphere
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 33 | Cargo (1 ton) | BD | [E] | — | — | — | — |
| 3 | Lift Hoist | FR | [E] | — | — | — | — |
| 2 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |

Ammo: (Machine Gun) 100

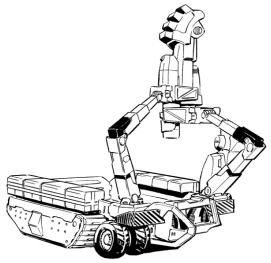
**Cost:** **BV:** 199

### CREW DATA

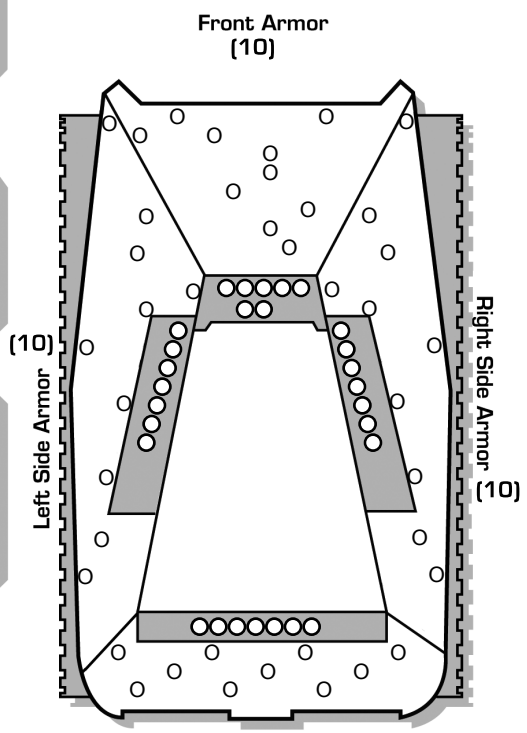
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## Fixed Wing Support Vehicle Record Sheet

### FIGHTER DATA

**Type:** Zugvogel Omni Support Aircraft Prime

**Thrust:**
**Safe Thrust:** 4
**Maximum Thrust:** 6
STOL

**Tonnage:** 200
**Tech Base:** Inner Sphere
**Era:** Dark Age

#### Weapons & Equipment Inventory

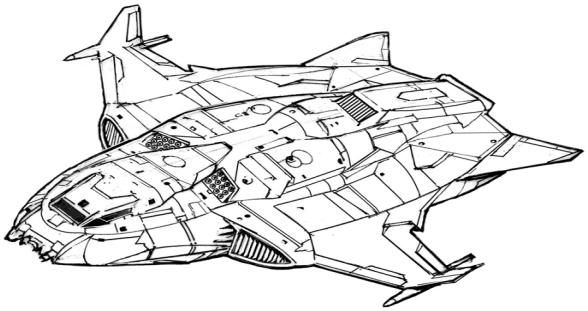
Standard Scale

| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 2 | Light Auto Cannon/2 [DB,S] | N | 1 | 2 | 2 | — | — |
| 2 | LRM 15 [M,C,S] | N | 5 | 9 | 9 | 9 | — |
| 1 | Medium Pulse Laser [P] | N | 4 | 6 | — | — | — |
| 1 | Light Gauss Rifle [DB,X] | A | 1 | 8 | 8 | 8 | 8 |
| 1 | Advanced Fire Control [E] | BD | 0 | — | — | — | — |
| 1 | Cargo (0.5 tons) [E] | BD | 0 | — | — | — | — |
| 23 | Cargo (1 ton) [E] | BD | 0 | — | — | — | — |

Chassis Modifications: Armored Chassis, STOL

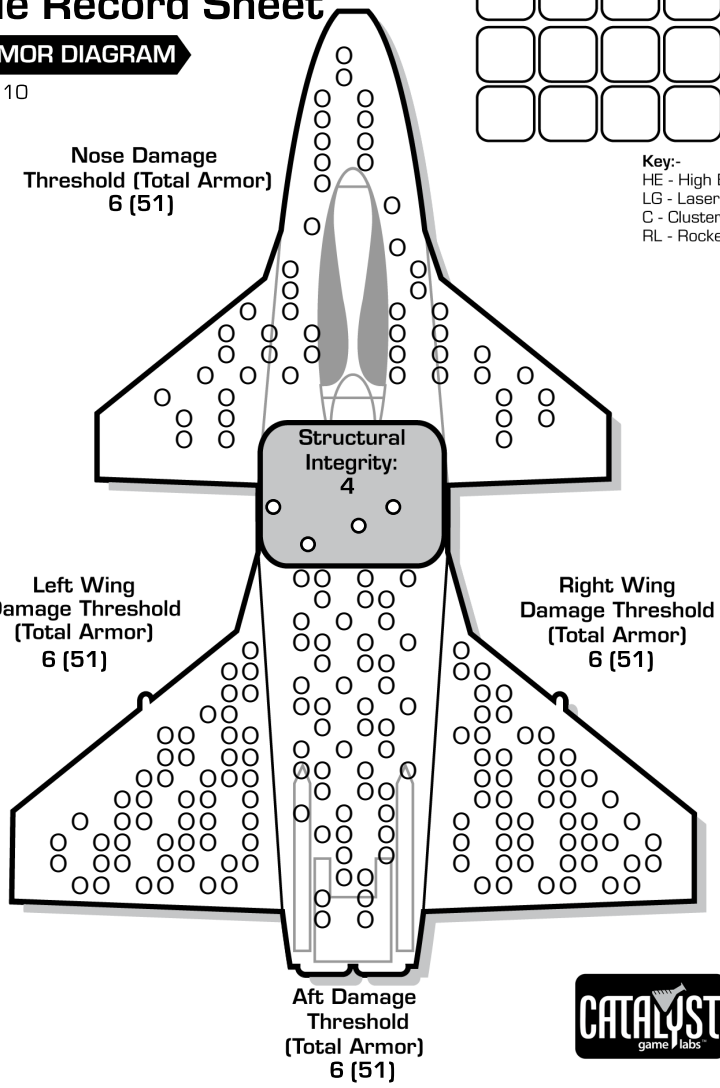
Ammo (CASE): (Light Gauss) 16, (LRM 15) 40, (LAC/2) 90
**Fuel:** 369 Points

**Cost:**
**BV:** 1,211



### 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 |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## Fixed Wing Support Vehicle Record Sheet

### FIGHTER DATA

**Type:** Zugvogel Omni Support Aircraft A

**Thrust:**
**Safe Thrust:** 4
**Maximum Thrust:** 6
STOL

**Tonnage:** 200
**Tech Base:** Inner Sphere (Advanced)
**Era:** Dark Age

#### Weapons & Equipment Inventory

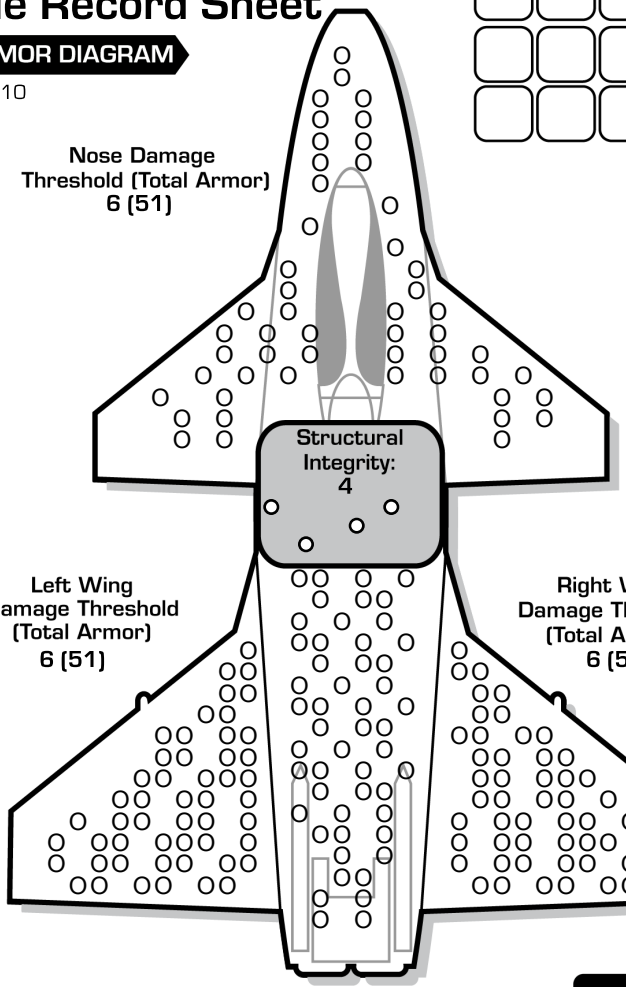
Standard Scale

| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | High-Resolution Imager [E] | N | 0 | — | — | — | — |
| 1 | Infrared Imager [E] | N | 0 | — | — | — | — |
| 1 | Look-Down Rader [E] | N | 0 | — | — | — | — |
| 1 | Medium VSP Laser [P,V] | N | 7 | 7 | — | — | — |
| 1 | High-Resolution Imager [E] | LW | 0 | — | — | — | — |
| 1 | High-Resolution Imager [E] | RW | 0 | — | — | — | — |
| 1 | High-Resolution Imager [E] | A | 0 | — | — | — | — |
| 2 | LB 2-X AC [DB,C,F,S] | A | 1 | 2 | 2 | 2 | 2 |
| 1 | Advanced Fire Control [E] | BD | 0 | — | — | — | — |
| 1 | C³ Master | BD | 0 | — | — | — | — |
| 1 | Cockpit Command Console [E] | BD | 0 | — | — | — | — |
| 1 | Communications Equipment (10 ton) [E] | BD | 0 | — | — | — | — |

Ammo: (CASE) (LB 2-X Cluster) 45, (LB 2-X) 90
**Fuel:** 369 Points
**Cost:**
Chassis Modifications: Armored Chassis (STC)
**BV:** 1,012

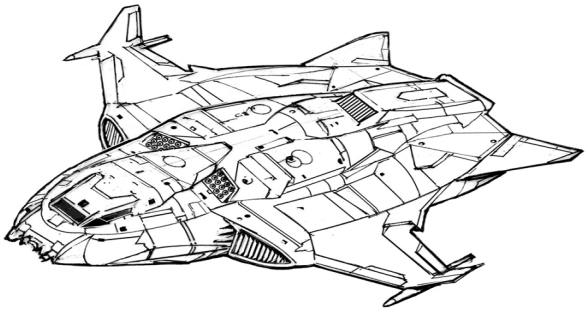
### ARMOR DIAGRAM

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 |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## Fixed Wing Support Vehicle Record Sheet

### FIGHTER DATA

**Type:** Zugvogel Omni Support Aircraft B

**Thrust:**
**Safe Thrust:** 4
**Maximum Thrust:** 6
STOL

**Tonnage:** 200
**Tech Base:** Inner Sphere
**Era:** Dark Age

#### Weapons & Equipment Inventory

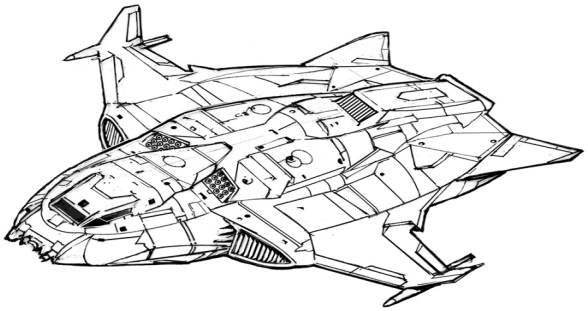
Standard Scale

| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Searchlight [E] | LW | 0 | — | — | 170 | — |
| 1 | Searchlight [E] | RW | 0 | — | — | 170 | — |
| 1 | Advanced Fire Control [E] | BD | 0 | — | — | — | — |
| 1 | Field Kitchen [E] | BD | 0 | — | — | — | — |
| 1 | MASH core component [E] | BD | 0 | — | — | — | — |
| 9 | MASH Operation Theater [E] | BD | 0 | — | — | — | — |
| 4 | Paramedic Equipment [E] | BD | 0 | — | — | — | — |

Chassis Modifications: Armored Chassis, STOL
**Cargo:**
Infantry Bay (4 Tons)
Light Vehicle Bay - 1 unit (1 door)

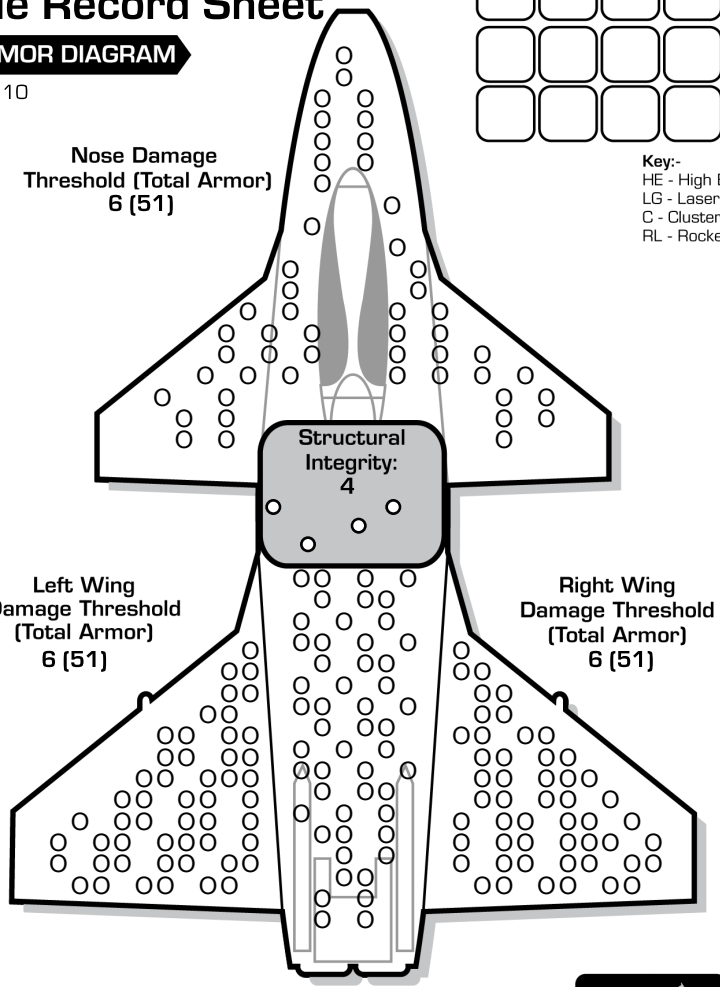
**Fuel:** 369 Points

**Cost:**
**BV:** 570



### 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 |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## Fixed Wing Support Vehicle Record Sheet

### FIGHTER DATA

**Type:** Zugvogel Omni Support Aircraft C

**Thrust:**
**Safe Thrust:** 4
**Maximum Thrust:** 6 STOL

**Tonnage:** 200
**Tech Base:** Inner Sphere (Advanced)
**Era:** Dark Age

**Weapons & Equipment Inventory**

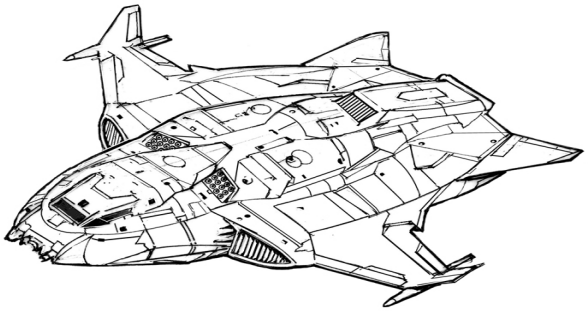
Standard Scale

| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Searchlight [E] | A | 0 | — | — | 170 | — |
| 1 | Advanced Fire Control [E] | BD | 0 | — | — | — | — |
| 20 | Cargo (1 ton) [E] | BD | 0 | — | — | — | — |
| 1 | Lift Hoist [E] | BD | 0 | — | — | — | — |
| 2 | Mobile Field Base [E] | BD | 0 | — | — | — | — |

Chassis Modifications: Armored Chassis, STOL
**Cargo:**
Infantry Bay (12 Tons)

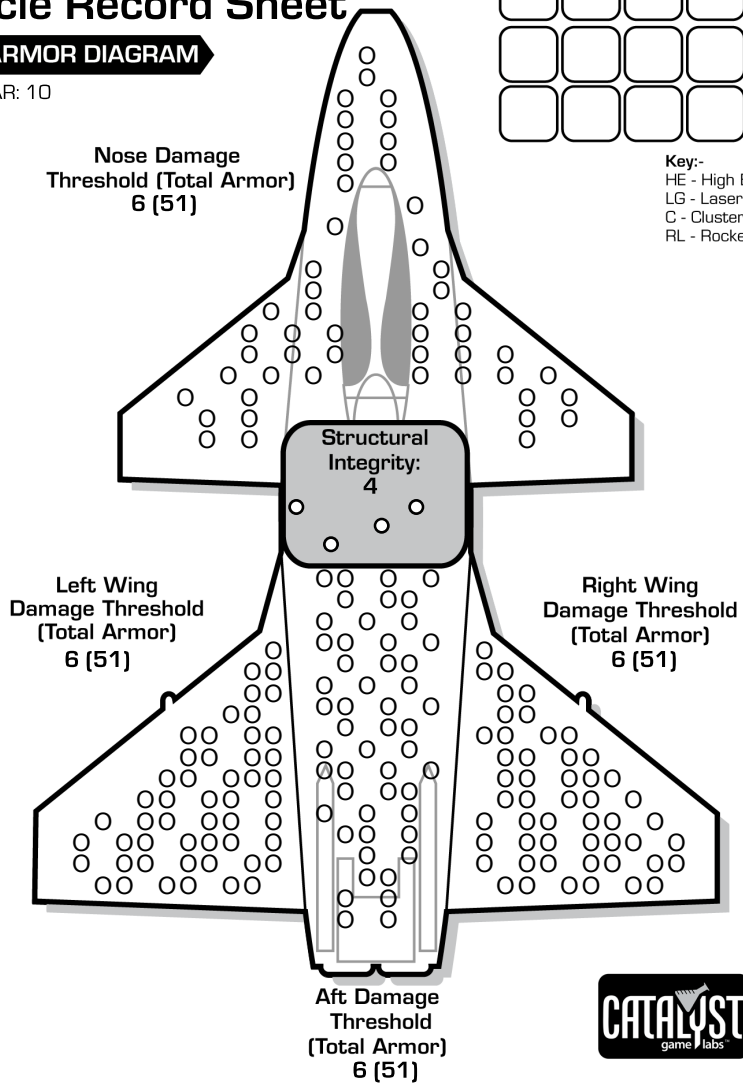
**Fuel:** 369 Points

**Cost:** **BV:** 570



### 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 |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## Fixed Wing Support Vehicle Record Sheet

### FIGHTER DATA

**Type:** Zugvogel Omni Support Aircraft D

**Thrust:**
**Safe Thrust:** 4
**Maximum Thrust:** 6
STOL

**Tonnage:** 200
**Tech Base:** Inner Sphere
**Era:** Dark Age

#### Weapons & Equipment Inventory

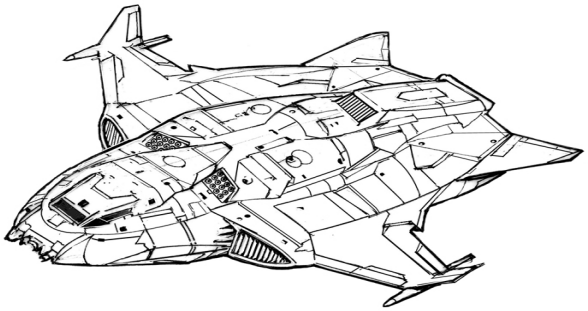
Standard Scale

| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 2 | Gauss Rifle [DB,X] | N | 1 | 15 | 15 | 15 | — |
| 1 | Heavy PPC [DE,X] | N | 15 | 15 | 15 | — | — |
| 1 | Rocket Launcher 10 [M,C] | N | 3 | 6 | 6 | — | — |
| 1 | Ultra AC/2 [DB,R,C] | A | 1 | 3 | 3 | 3 | 3 |
| 1 | Advanced Fire Control [E] | BD | 0 | — | — | — | — |

Chassis Modifications: Armored Chassis, STOL

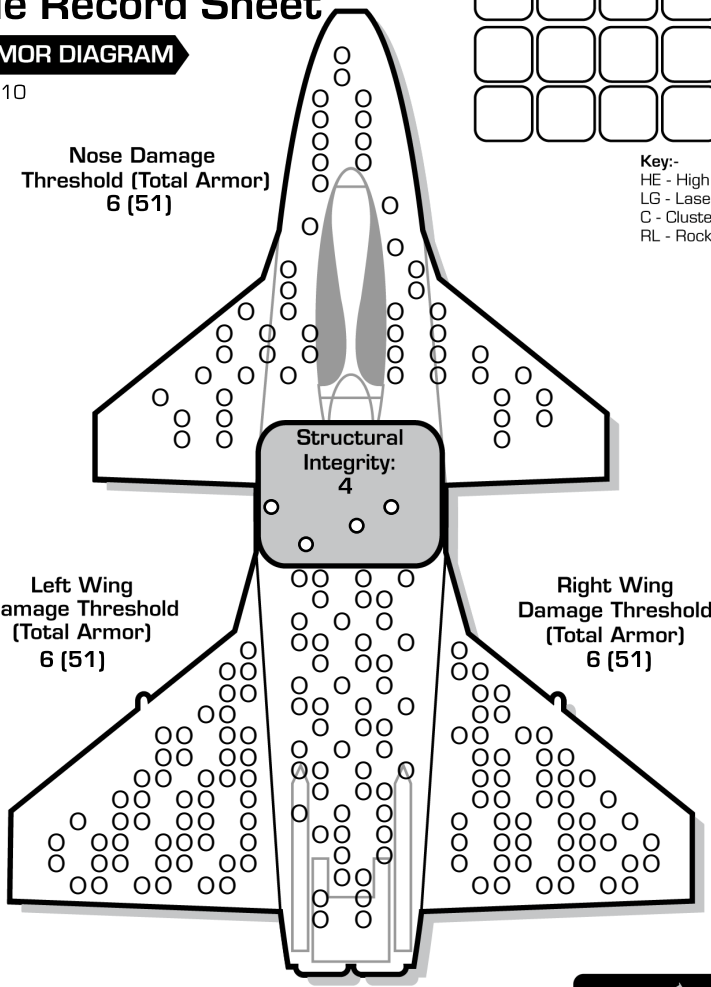
Ammo (CASE): (Ultra AC/2) 90, (Gauss) 56
**Fuel:** 369 Points

**Cost:** **BV:** 2,022



### 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 |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## Fixed Wing Support Vehicle Record Sheet

### FIGHTER DATA

**Type:** Zugvogel Omni Support Aircraft E

**Thrust:**
**Safe Thrust:** 4
**Maximum Thrust:** 6
STOL

**Tonnage:** 200
**Tech Base:** Inner Sphere
**Era:** Dark Age

#### Weapons & Equipment Inventory

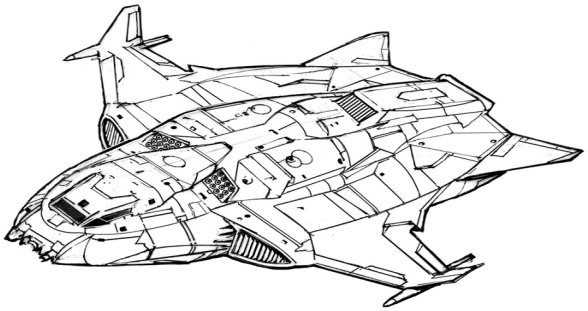
Standard Scale

| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 2 | AMS [DB,PD] | N | 1 | — | — | — | — |
| 2 | MML 5 | N | 3 | 3 | 3 | 3 | — |
| 2 | AMS [DB,PD] | A | 1 | — | — | — | — |
| 1 | Rotary AC/2 [DB,R,C] | A | 1 | 8 | 8 | — | — |
| 1 | Advanced Fire Control [E] | BD | 0 | — | — | — | — |
| 1 | Guardian ECM Suite [E] | BD | 0 | — | — | 6 | — |

Chassis Modifications: Armored Chassis, STOL
**Cargo:**
Infantry (48 tons)

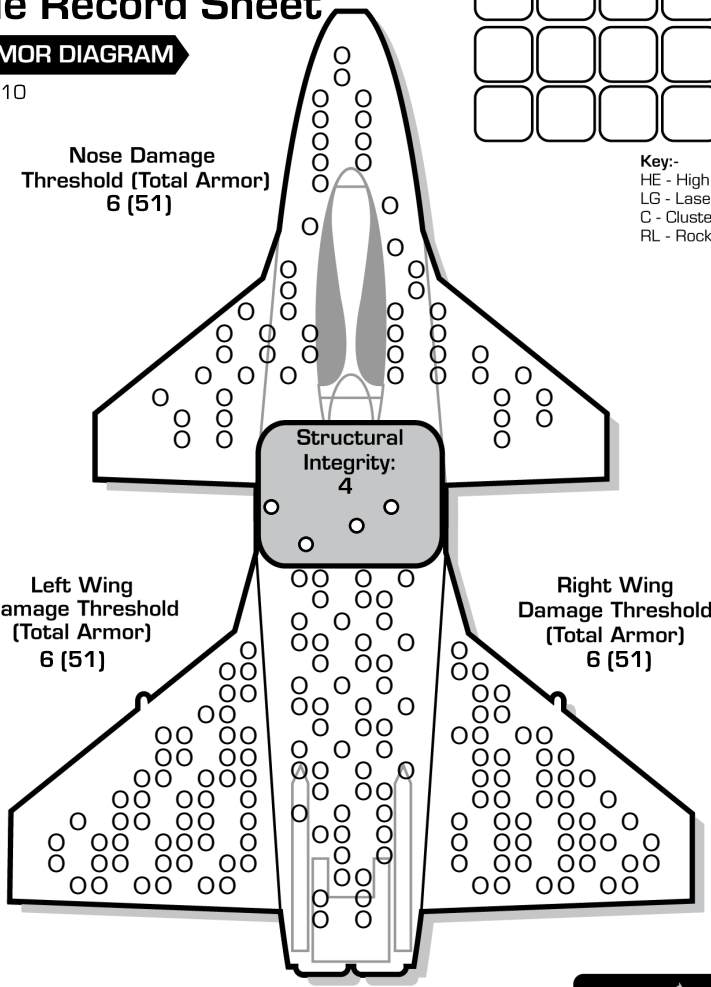
Ammo (CASE): (MML 5/LRM) 24, (AMS) 36, (RAC/2) 45
(MML 5/SRM) 20
**Fuel:** 369 Points

**Cost:** **BV:** 1,028



### 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 |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Ebony MEB-10

**Movement Points:**
- Walking: 10 [11]
- Running: 15 [17]
- Jumping: 0

**Tonnage:** 25
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Guardian ECM Suite | LT | — | [E] | — | — | — | 6 |
| 1 | ER Large Laser | RA | 12 | 8 [DE] | — | 7 | 14 | 19 |
| 1 | Sword | LA | — | 4 | — | — | — | — |

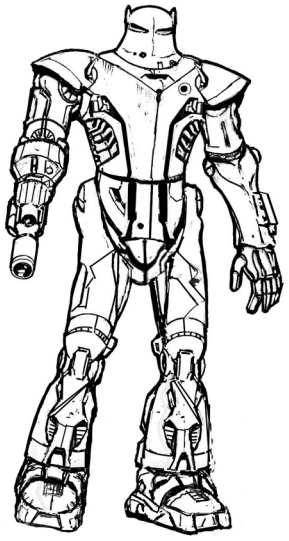
**Cost:** **BV:** 1,003

### WARRIOR DATA

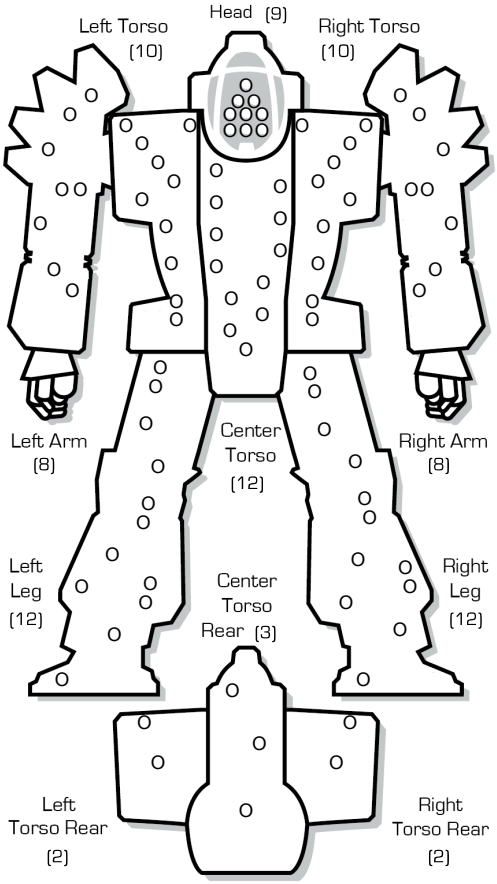
**Name:** _____

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

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

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

1-3
4. Hand Actuator
5. [ Sword
6. L Sword

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

#### Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. [ Guardian ECM Suite
5. L Guardian ECM Suite
6. Endo Steel

4-6
1. Endo Steel
2. Stealth
3. Stealth
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Triple-Strength Myomer

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

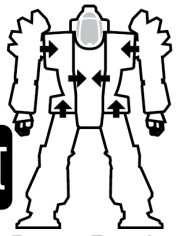
#### Head
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Roll Again
6. Roll Again

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

1-3
4. XL Gyro
5. XL Gyro
6. XL Gyro

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

1-3
4. [ ER Large Laser
5. L ER Large Laser
6. Endo Steel

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

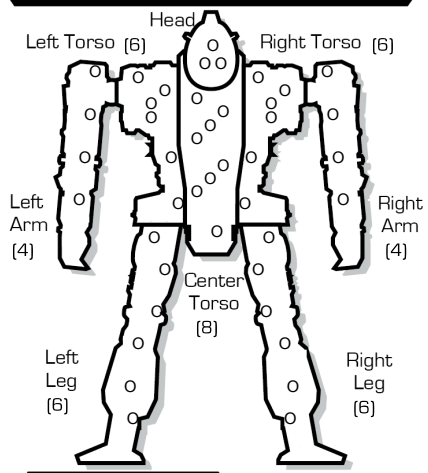
#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

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

4-6
1. Stealth
2. Stealth
3. Triple-Strength Myomer
4. Triple-Strength Myomer
5. Triple-Strength Myomer
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 | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Ebony MEB-11

**Movement Points:**
- Walking: 10 [11]
- Running: 15 [17]
- Jumping: 0

**Tonnage:** 25
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Guardian ECM Suite | LT | — | [E] | — | — | — | 6 |
| 1 | Plasma Rifle | RA | 10 | 10 [DE,H,AI] | — | 5 | 10 | 15 |

**Cost:**

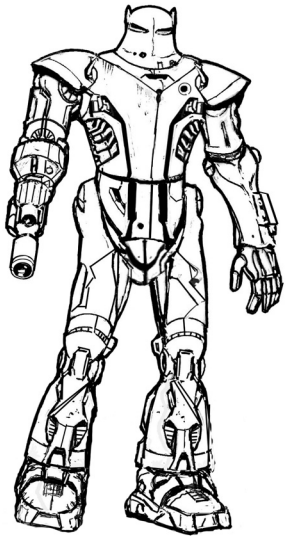
**BV:** 1,135

### WARRIOR DATA

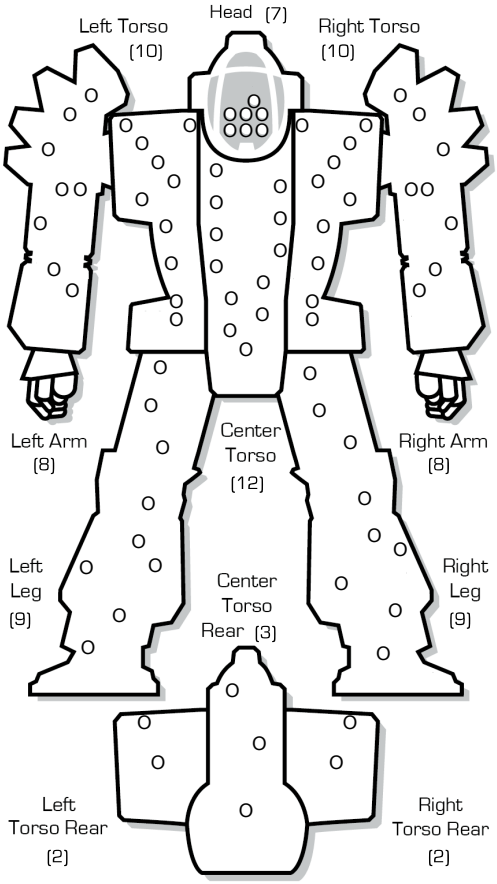
**Name:** _____

**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. | Stealth |
| | 4. | Stealth |
| | 5. | Roll Again |
| | 6. | Roll Again |

#### Left Torso

| | | |
|---|---|---|
| 1-3 | 1. | XL Fusion Engine |
| | 2. | XL Fusion Engine |
| | 3. | XL Fusion Engine |
| | 4. | Guardian ECM Suite |
| | 5. | Guardian ECM Suite |
| | 6. | Endo Steel |
| 4-6 | 1. | Endo Steel |
| | 2. | Endo Steel |
| | 3. | Endo Steel |
| | 4. | Endo Steel |
| | 5. | Stealth |
| | 6. | Stealth |

#### Left Leg

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

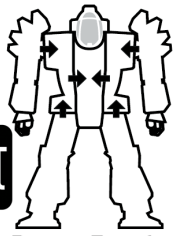
#### Head

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

#### Center Torso

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

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. | Plasma Rifle |
| | 5. | Plasma Rifle |
| | 6. | Endo Steel |
| 4-6 | 1. | Endo Steel |
| | 2. | Endo Steel |
| | 3. | Endo Steel |
| | 4. | Endo Steel |
| | 5. | Stealth |
| | 6. | Stealth |

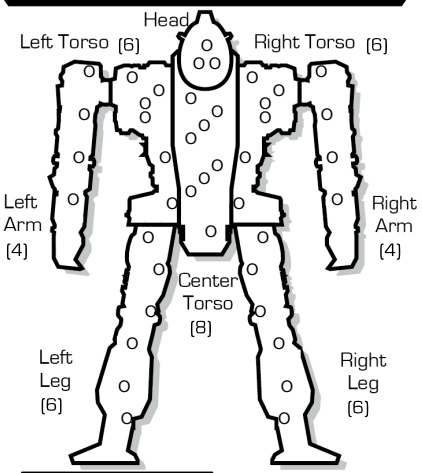
#### Right Torso

| | | |
|---|---|---|
| 1-3 | 1. | XL Fusion Engine |
| | 2. | XL Fusion Engine |
| | 3. | XL Fusion Engine |
| | 4. | Ammo (Plasma Rifle) 10 |
| | 5. | Triple-Strength Myomer |
| | 6. | Triple-Strength Myomer |
| 4-6 | 1. | Triple-Strength Myomer |
| | 2. | Triple-Strength Myomer |
| | 3. | Triple-Strength Myomer |
| | 4. | Triple-Strength Myomer |
| | 5. | Stealth |
| | 6. | Stealth |

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

**Heat Scale**

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Ebony MEB-9

**Movement Points:**
- Walking: 10 [11]
- Running: 15 [17]
- Jumping: 0

**Tonnage:** 25
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Guardian ECM Suite | LT | — | [E] | — | — | — | 6 |
| 1 | Snub-Nose PPC | RA | 10 | 10/8/5 [DE,V] | — | 9 | 13 | 15 |

**Cost:**

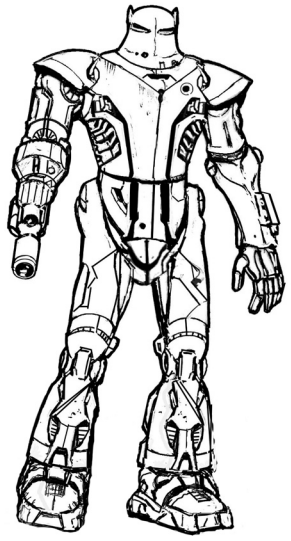
**BV:** 1,012

### WARRIOR DATA

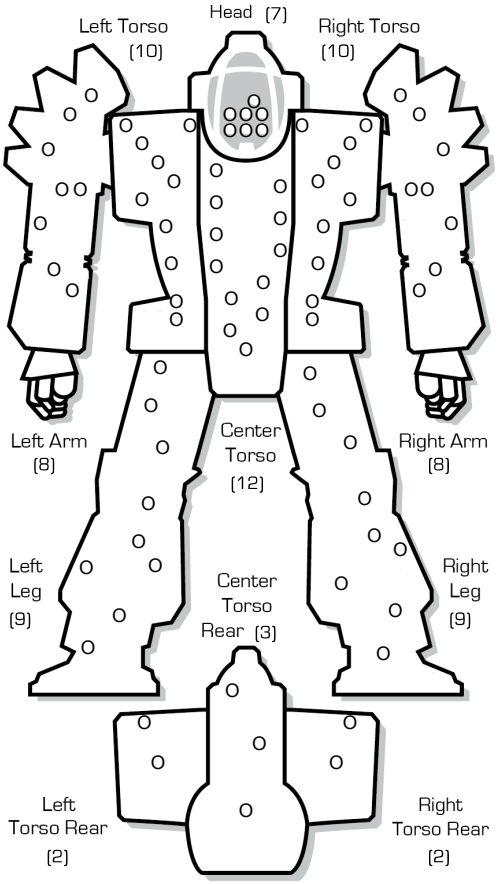
**Name:** _____

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

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

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

1-3
4. Hand Actuator
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel

4-6
4. Stealth
5. Stealth
6. Roll Again

#### Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Guardian ECM Suite
5. Guardian ECM Suite
6. Endo Steel

1. Endo Steel
2. Stealth
3. Stealth

4-6
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Triple-Strength Myomer

#### 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. Cockpit
4. Roll Again
5. Sensors
6. Life Support

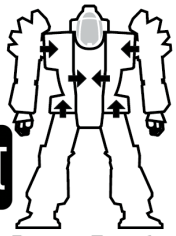
#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. XL Gyro
5. XL Gyro
6. XL Gyro

1. XL Gyro
2. XL Gyro
3. XL Gyro

4-6
4. XL Fusion Engine
5. XL Fusion Engine
6. XL 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

1-3
4. Snub-Nose PPC
5. Snub-Nose PPC
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel

4-6
4. Endo Steel
5. Stealth
6. Stealth

#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

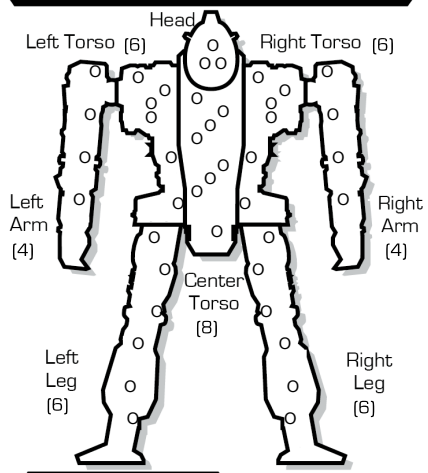
1-3
4. Endo Steel
5. Endo Steel
6. Stealth

1. Stealth
2. Triple-Strength Myomer
3. Triple-Strength Myomer

4-6
4. Triple-Strength Myomer
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 | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Mjolnir MLR-B2

**Movement Points:**
- Walking: 6 [7]
- Running: 9 [11]
- Jumping: 6

**Tonnage:** 25
**Tech Base:** Inner Sphere (Advanced)
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | ER Medium Laser | CT | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 1 | ER Small Laser | RA | 2 | 3 [DE] | — | 2 | 4 | 5 |
| 1 | Mace | LA | — | 6 | — | — | — | — |

**Cost:** **BV:** 655

### WARRIOR DATA

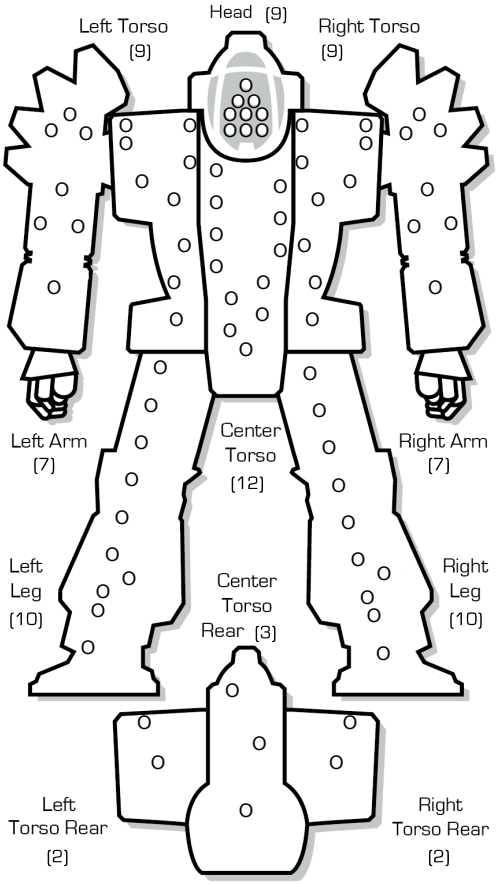
**Name:** _____

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

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Mace
6. Mace

1. Mace
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Triple-Strength Myomer

**Left Torso**
1. Heat Sink
2. Heat Sink
3. Jump Jet
4. Jump Jet
5. Ferro-Fibrous
6. Ferro-Fibrous

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

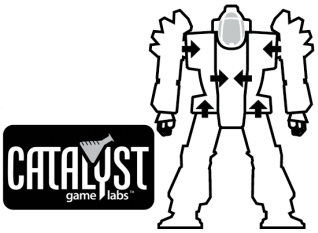
**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Ferro-Fibrous

**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. ER 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. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Small Laser
6. Ferro-Fibrous

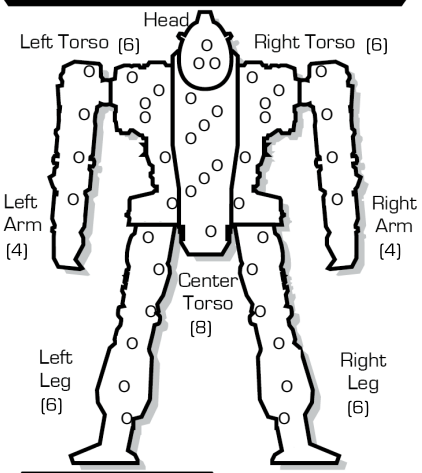
1. Ferro-Fibrous
2. Triple-Strength Myomer
3. Triple-Strength Myomer
4. Triple-Strength Myomer
5. Roll Again
6. Roll Again

**Right Torso**
1. Heat Sink
2. Heat Sink
3. Jump Jet
4. Jump Jet
5. Ferro-Fibrous
6. Ferro-Fibrous

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. Jump Jet
6. Ferro-Fibrous

### INTERNAL STRUCTURE DIAGRAM




### 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 | |

**Heat Scale**

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Mjolnir MLR-BX

**Movement Points:**
- Walking: 6 [7]
- Running: 9 [11]
- Jumping: 6

**Tonnage:** 25
**Tech Base:** Inner Sphere (Advanced)
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | SRM 4 | RA | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Mace | LA | — | 6 | — | — | — | — |

**Cost:** **BV:** 597

### WARRIOR DATA

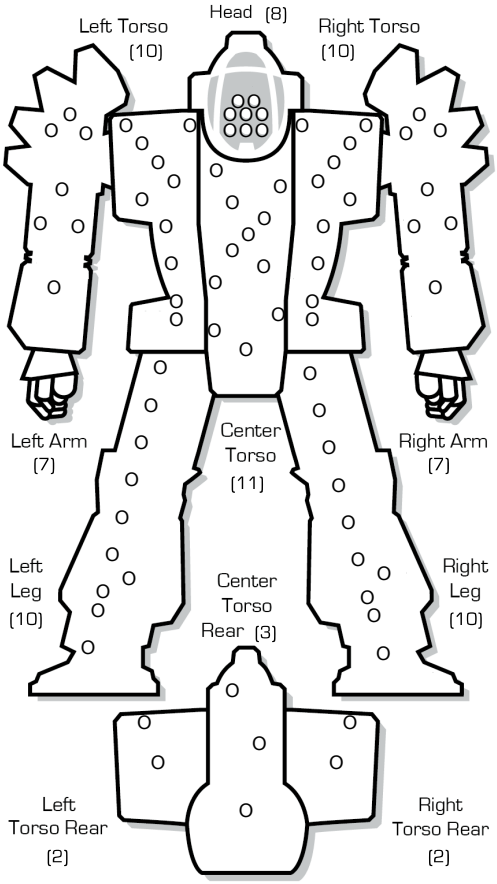
**Name:** _____

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

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

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

1-3
4. Hand Actuator
5. Mace
6. Mace

1. Mace
2. Ferro-Fibrous
3. Ferro-Fibrous

4-6
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Triple-Strength Myomer

#### Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Heat Sink
5. Heat Sink
6. Jump Jet

1. Jump Jet
2. Ferro-Fibrous
3. Ferro-Fibrous

4-6
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. Jump Jet
6. Ferro-Fibrous

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

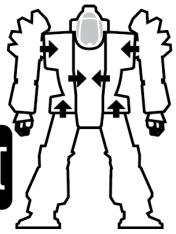
#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. XL Gyro
5. XL Gyro
6. XL Gyro

1. XL Gyro
2. XL Gyro
3. XL Gyro

4-6
4. XL Fusion Engine
5. XL Fusion Engine
6. XL 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

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

1. Ferro-Fibrous
2. Triple-Strength Myomer
3. Triple-Strength Myomer

4-6
4. Triple-Strength Myomer
5. Roll Again
6. Roll Again

#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

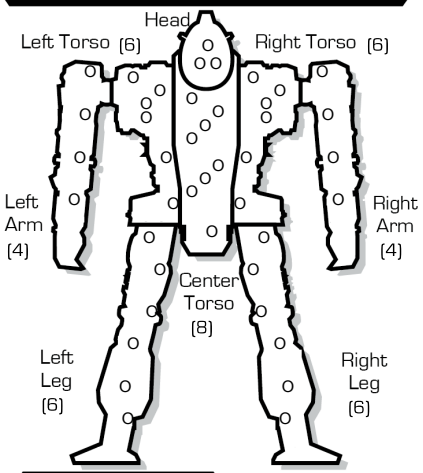
1-3
4. Heat Sink
5. Heat Sink
6. Jump Jet

1. Jump Jet
2. Ammo (SRM 4) 25
3. Ferro-Fibrous

4-6
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. 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 | 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Nyx NX-80

**Movement Points:**
- Walking: 10
- Running: 15
- Jumping: 0

**Tonnage:** 30
**Tech Base:** Inner Sphere
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | SRM 6 | CT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Beagle Active Probe | RT | — | [E] | — | — | — | 4 |
| 1 | ER Small Laser | LT | 2 | 3 [DE] | — | 2 | 4 | 5 |
| 1 | ER Medium Laser | RA | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 1 | ER Medium Laser | LA | 5 | 5 [DE] | — | 4 | 8 | 12 |

**Cost:**

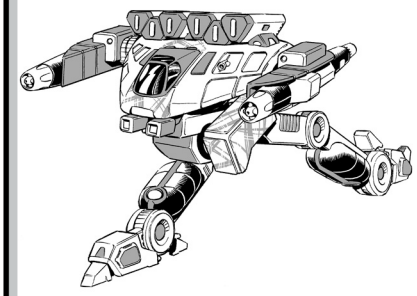
**BV:** 924

### WARRIOR DATA

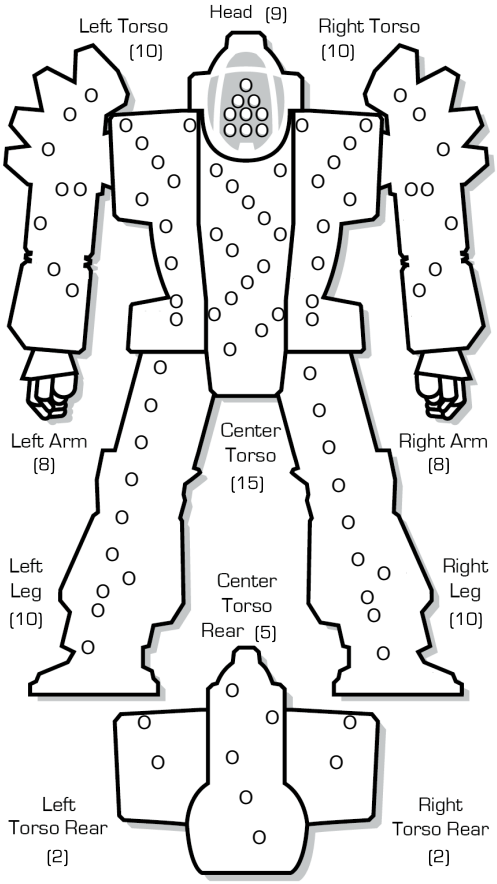
**Name:** _____

**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 Medium Laser
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous

4-6
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. ER Small Laser
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous

4-6
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. Endo Steel
6. Ferro-Fibrous

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

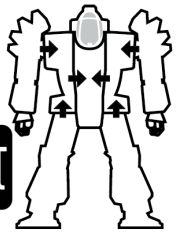
#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

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

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine

4-6
4. XL Fusion Engine
5. 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. Lower Arm Actuator

1-3
4. ER Medium Laser
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous

4-6
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

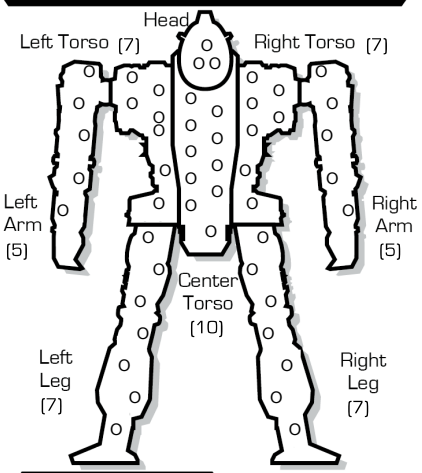
1-3
4. Ammo (SRM 6) 15
5. Beagle Active Probe
6. Beagle Active Probe

1. Endo Steel
2. Endo Steel
3. Endo Steel

4-6
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. 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 | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Nyx NX-80C

**Movement Points:**
- Walking: 10
- Running: 15
- Jumping: 0

**Tonnage:** 30
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | $C^3$ Slave | CT | — | [E] | — | — | — | — |
| 1 | SRM 4 | CT | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Beagle Active Probe | RT | — | [E] | — | — | — | 4 |
| 1 | ER Small Laser | LT | 2 | 3 [DE] | — | 2 | 4 | 5 |
| 1 | ER Medium Laser | RA | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 1 | ER Medium Laser | LA | 5 | 5 [DE] | — | 4 | 8 | 12 |

**Cost:**

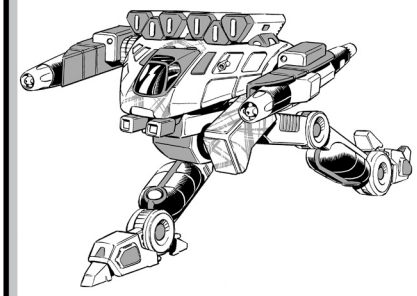
**BV:** 874

### WARRIOR DATA

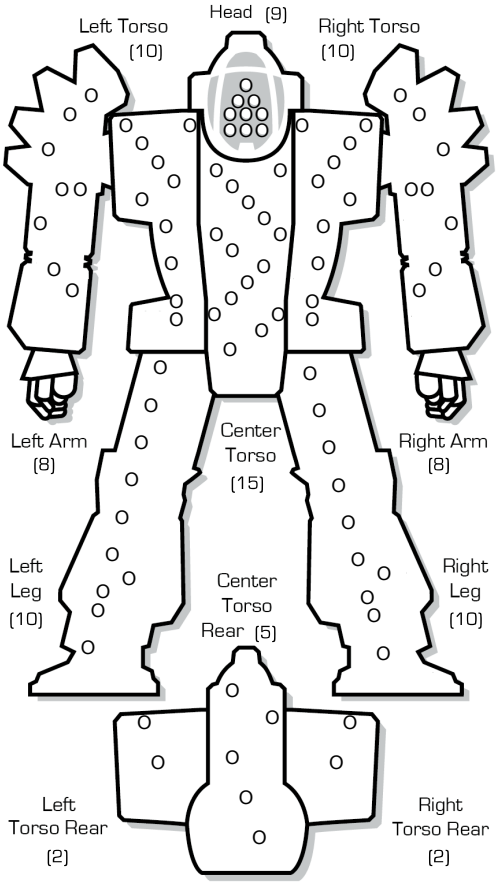
**Name:** _____

**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 Medium Laser
5. Endo Steel
6. Endo Steel

1-3

1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
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. ER Small Laser
5. Endo Steel
6. Endo Steel

1-3

1. Endo Steel
2. Ferro-Fibrous
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. Ferro-Fibrous

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

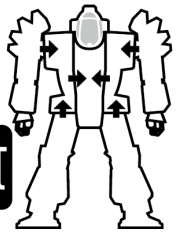
#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. SRM 4
6. $C^3$ Slave

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. ER Medium Laser
5. Endo Steel
6. Endo Steel

1-3

1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
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. Ammo (SRM 4) 25
5. Beagle Active Probe
6. Beagle Active Probe

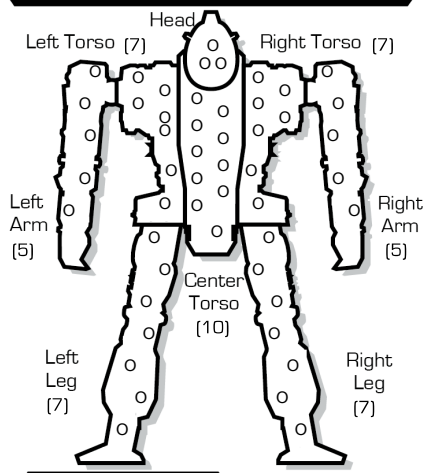
1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
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. 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 | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Nyx NX-90

**Movement Points:**
- Walking: 10
- Running: 15
- Jumping: 0

**Tonnage:** 30
**Tech Base:** Inner Sphere (Experimental)
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | SRM 6 | CT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Lance | RA | — | 6 | — | — | — | — |
| 1 | Lance | LA | — | 6 | — | — | — | — |

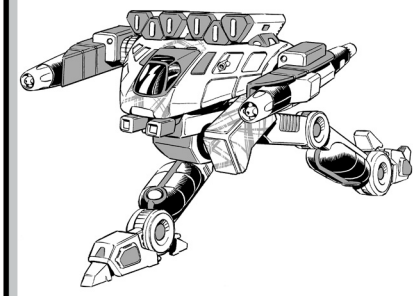
**Cost:** **BV:** 613

### WARRIOR DATA

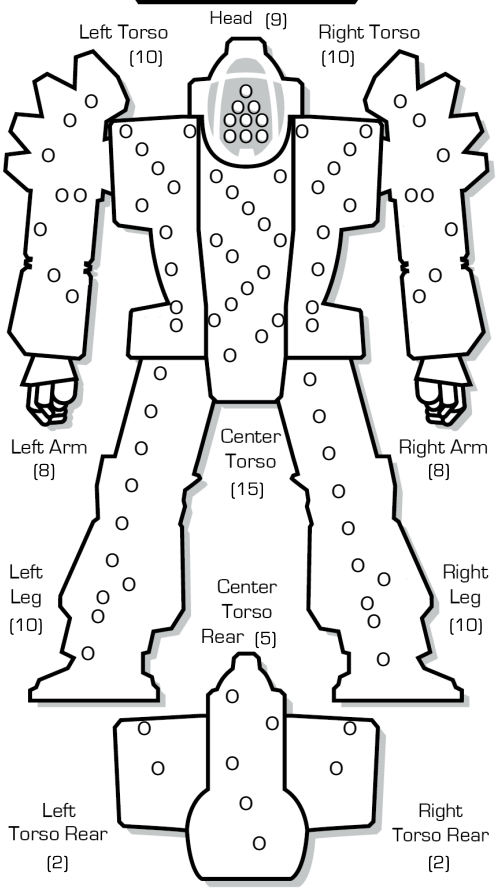
**Name:** _____

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

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Lance
6. Lance

1-3

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

4-6

#### Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Endo Steel
5. Endo Steel
6. Endo Steel

1-3

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

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

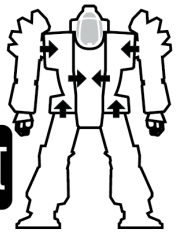
#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

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. Lance
6. Lance

1-3

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

4-6

#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Ammo (SRM 6) 15
5. Endo Steel
6. Endo Steel

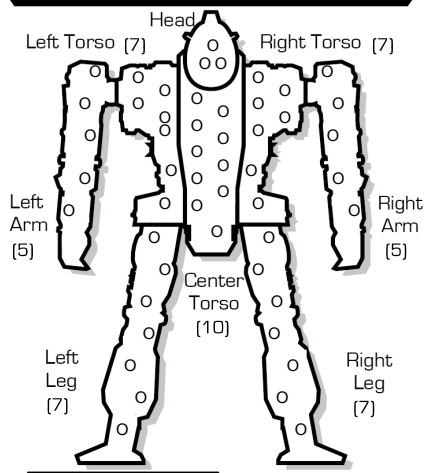
1-3

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

4-6

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
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 | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Spider SDR-7Kr

**Movement Points:**
- Walking: 8
- Running: 12
- Jumping: 8

**Tonnage:** 30
**Tech Base:** Inner Sphere (Experimental)
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Pulse Laser | CT | 4 | 6 [P] | — | 2 | 4 | 6 |
| 1 | Angel ECM Suite | RT | — | [E] | — | — | — | 6 |

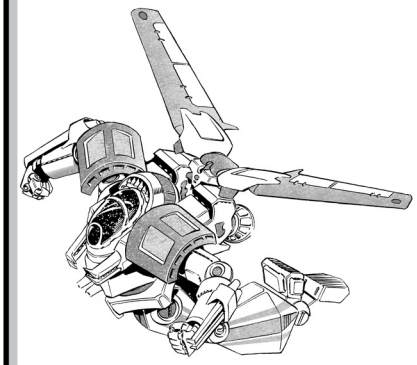
**Cost:** **BV:** 775

### WARRIOR DATA

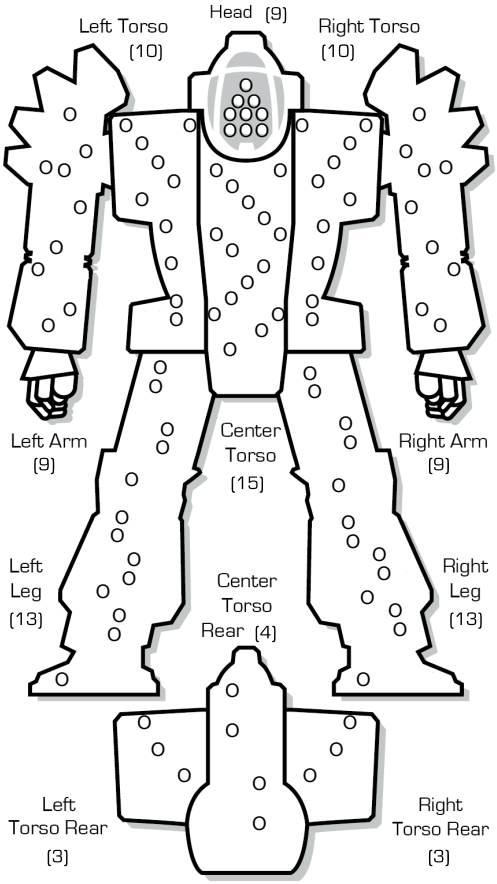
**Name:** _____

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

4-6

#### Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Jump Jet
4. Jump Jet
5. Jump Jet
6. Jump Jet

1-3

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

4-6

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

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
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

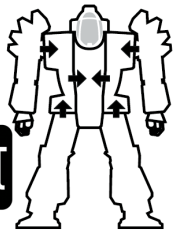
1-3

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

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. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

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

4-6

#### Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Jump Jet
4. Jump Jet
5. Jump Jet
6. Jump Jet

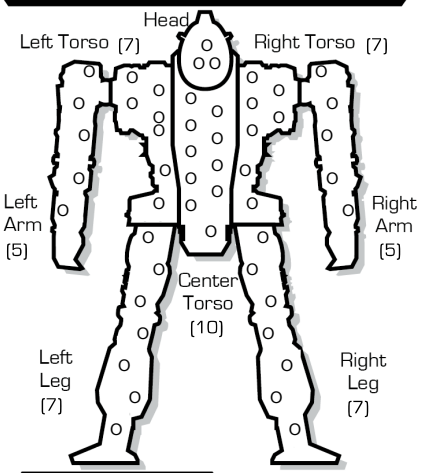
1-3

1. Angel ECM Suite
2. Angel ECM Suite
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

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

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

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

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 10 (20) Double |
|---|---|---|
| 30 | Shutdown | 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Spider SDR-8K

**Movement Points:**
- Walking: 8
- Running: 12
- Jumping: 8

**Tonnage:** 30
**Tech Base:** Inner Sphere (Experimental)
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | PPC Capacitor | CT | — | [E] | — | — | — | — |
| 1 | Snub-Nose PPC | CT | 10 | 10/8/5 [DE,V] | — | 9 | 13 | 15 |

**Cost:**

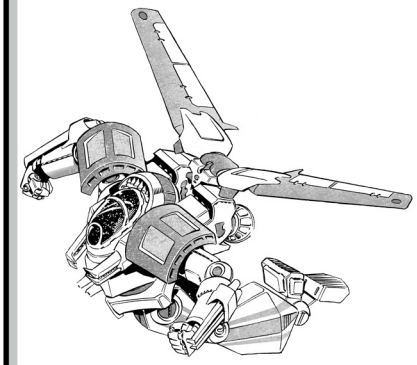
**BV:** 1,007

### WARRIOR DATA

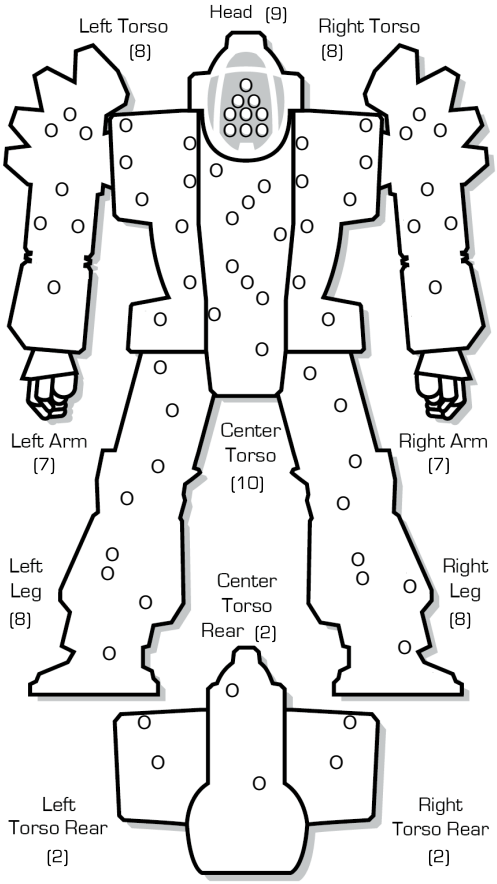
**Name:** _____

**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

1-3

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

4-6

#### 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

1-3

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

4-6

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

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

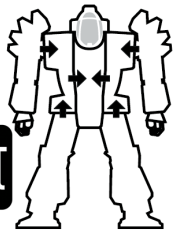
#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. XL Fusion Engine

1-3

1. XL Fusion Engine
2. XL Fusion Engine
3. Snub-Nose PPC
4. Snub-Nose PPC
5. PPC Capacitor
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. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

1-3

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

4-6

#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Jump Jet
6. Jump Jet

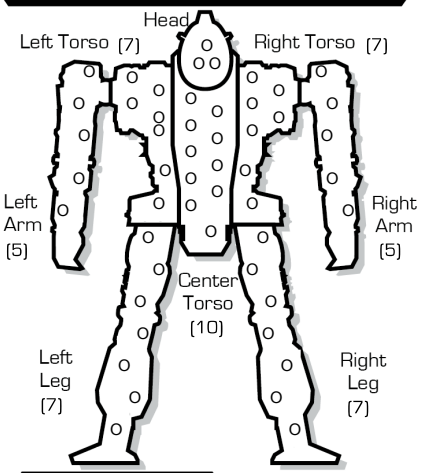
1-3

1. Jump Jet
2. Endo Steel
3. Endo Steel
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. 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 | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Spider SDR-8R

**Movement Points:**
Walking: 7
Running: 11
Jumping: 10

**Tonnage:** 30
**Tech Base:** Inner Sphere
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | ER Medium Laser | CT | 5 | 5 [DE] | — | 4 | 8 | 12 |

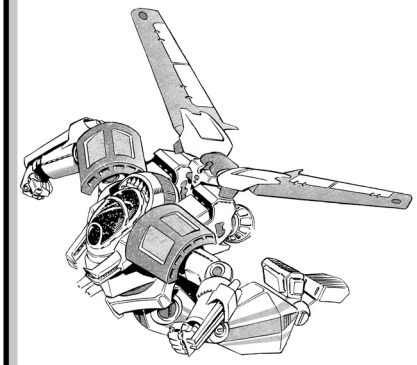
**Cost:** **BV:** 694

### WARRIOR DATA

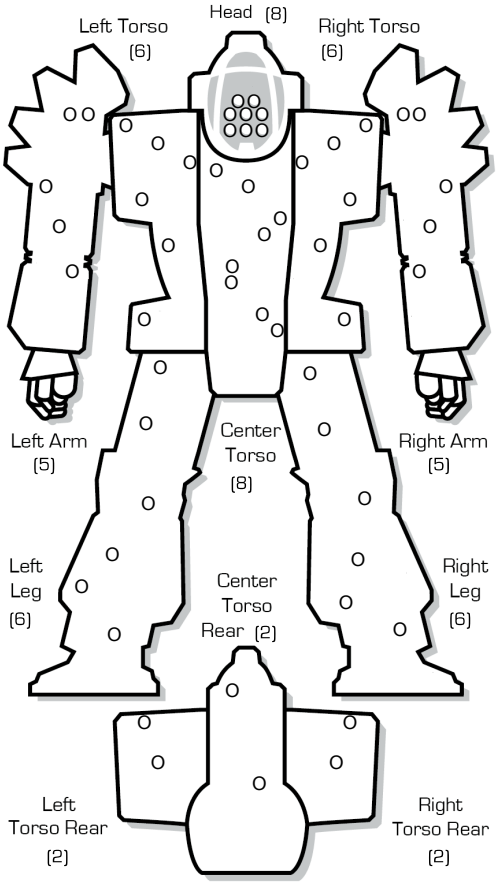
**Name:** _____

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

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

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

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

1. Double Heat Sink
2. Endo Steel

4-6
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

#### Left Torso

1. Light Fusion Engine
2. Light Fusion Engine

1-3
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

1. Improved Jump Jet
2. Improved Jump Jet

4-6
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

#### 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

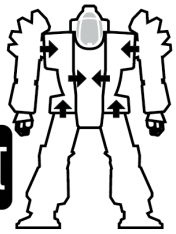
1. Light Fusion Engine
2. Light Fusion Engine

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. ER Medium Laser
6. ER 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. Lower Arm Actuator

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

1. Double Heat Sink
2. Endo Steel

4-6
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

#### Right Torso

1. Light Fusion Engine
2. Light Fusion Engine

1-3
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

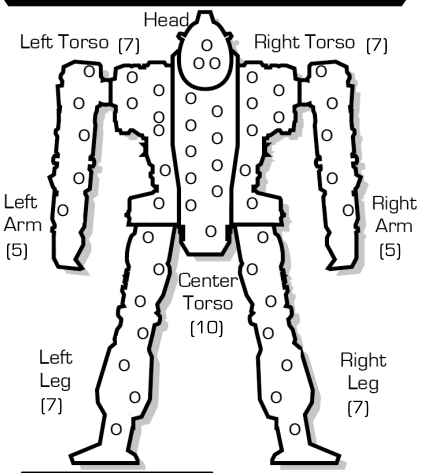
1. Improved Jump Jet
2. Improved Jump Jet

4-6
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

#### 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 | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

**Heat Scale**

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Spider SDR-8X

**Movement Points:**
- Walking: 8
- Running: 12
- Jumping: 10

**Tonnage:** 30
**Tech Base:** Inner Sphere (Experimental)
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

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

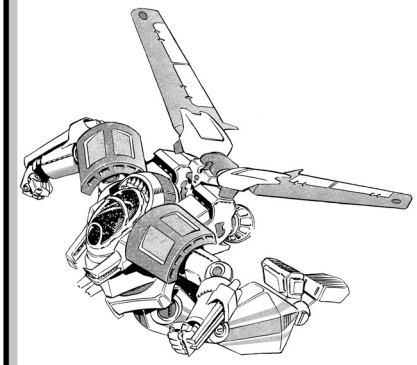
**Cost:** **BV:** 765

### WARRIOR DATA

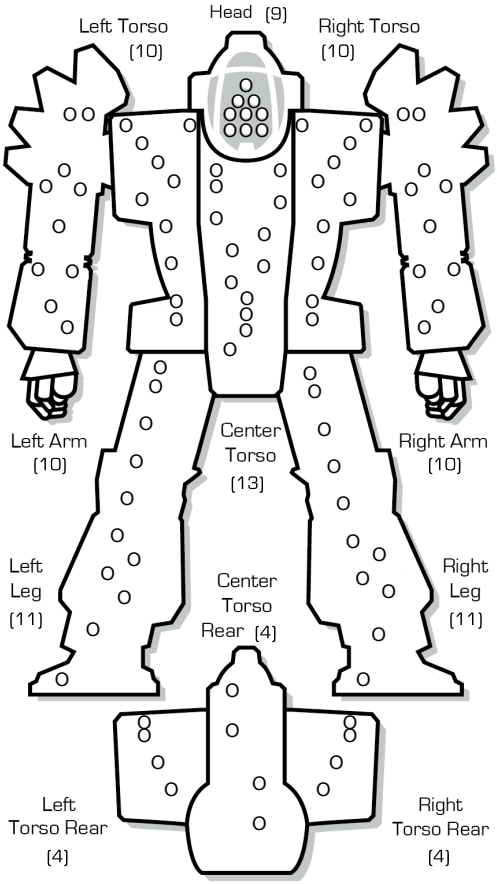
**Name:** _____

**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. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Partial Wing
5. Partial Wing
6. Partial Wing

1. Partial Wing
2. Jump Jet
3. Jump Jet
4. Jump Jet
5. Jump Jet
6. Endo Steel

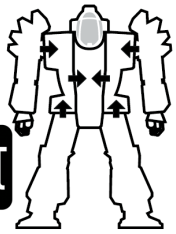
#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

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

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

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

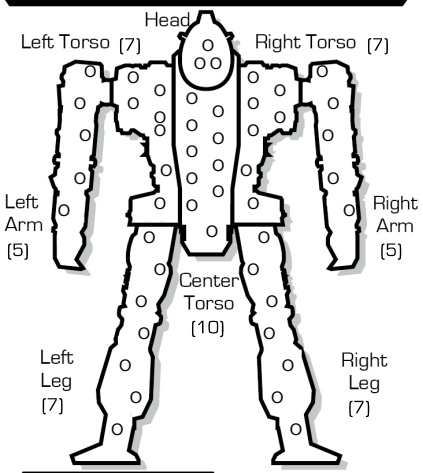
1. Double Heat Sink
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Partial Wing
5. Partial Wing
6. Partial Wing

1. Partial Wing
2. Jump Jet
3. Jump Jet
4. Jump Jet
5. Jump Jet
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 | Heat Sinks: 10 (23) Double |
|---|---|---|
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Blade BDL-XL

**Movement Points:**
- Walking: 7
- Running: 11
- Jumping: 0

**Tonnage:** 35
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | ER Medium Laser | RA | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 1 | Rotary AC/5 | RA | 1 | 5/Sht [DB,R,C] | — | 5 | 10 | 15 |

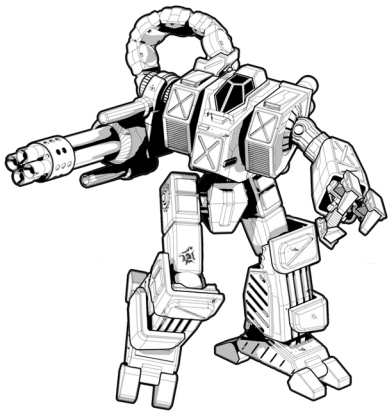
**Cost:** **BV:** 1,314

### WARRIOR DATA

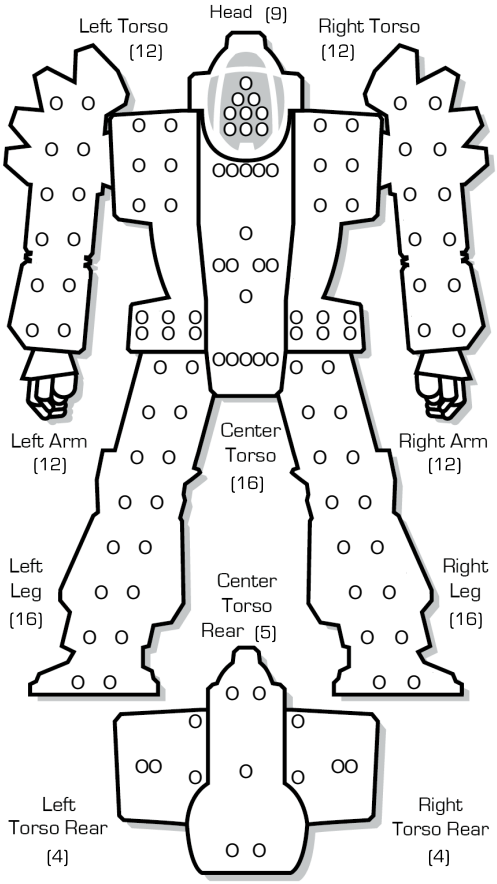
**Name:** _____

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

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

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

1-3
4. Hand Actuator
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

1. Light Ferro-Fibrous
2. Light Ferro-Fibrous

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

#### Left Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. XL Fusion Engine
4. Endo Steel
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Endo Steel

4-6
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

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

#### 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

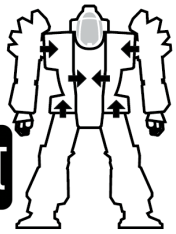
1-3
3. XL Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

1. XL Gyro
2. XL Gyro

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

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. Rotary AC/5
4. Rotary AC/5
5. Rotary AC/5
6. Rotary AC/5

1. Rotary AC/5
2. Rotary AC/5

4-6
3. ER Medium Laser
4. ER Medium Laser
5. Endo Steel
6. Endo Steel

#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine

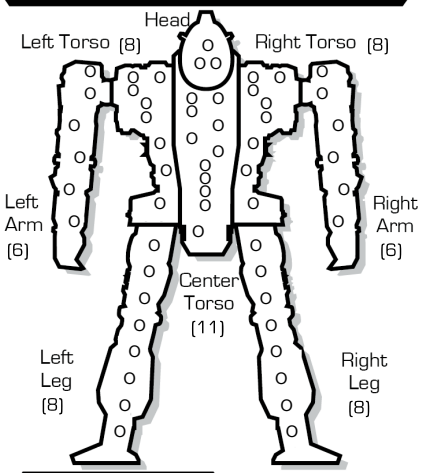
1-3
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Ammo (RAC/5) 20
2. Ammo (RAC/5) 20

4-6
3. Ammo (RAC/5) 20
4. CASE
5. Endo Steel
6. Endo Steel

#### 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 | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Blade BDL-XS

**Movement Points:**
- Walking: 7
- Running: 11
- Jumping: 0

**Tonnage:** 35
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Autocannon/10 | RA | 3 | 10 [DB,S] | — | 5 | 10 | 15 |
| 2 | ER Medium Laser | RA | 5 | 5 [DE] | — | 4 | 8 | 12 |

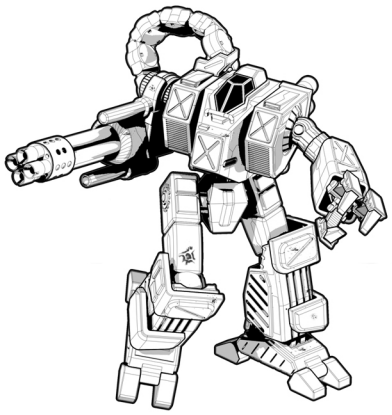
**Cost:** **BV:** 1,000

### WARRIOR DATA

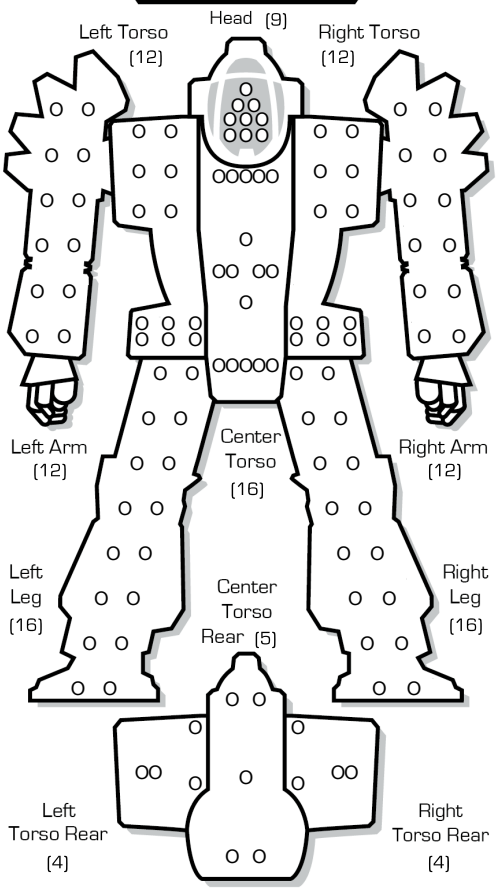
**Name:** _____

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

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

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

1-3
4. Hand Actuator
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

1. Light Ferro-Fibrous
2. Light Ferro-Fibrous
3. Light Ferro-Fibrous

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

#### Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

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

1. Endo Steel
2. Endo Steel
3. Endo Steel

4-6
4. Endo Steel
5. Endo Steel
6. Endo Steel

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

#### 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. XL Gyro
5. XL Gyro
6. XL Gyro

1. XL Gyro
2. XL Gyro

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

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. Autocannon/10
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10

1. Autocannon/10
2. Autocannon/10

4-6
3. Autocannon/10
4. ER Medium Laser
5. ER Medium Laser
6. Roll Again

#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

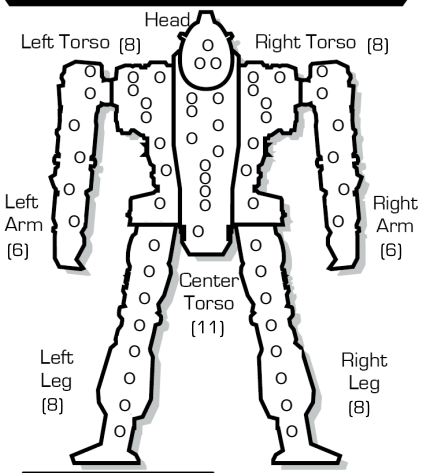
1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Ammo (AC/10) 10
2. CASE

4-6
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. 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 | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Blade BDL-XX

**Movement Points:**
- Walking: 7
- Running: 11
- Jumping: 0

**Tonnage:** 35
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | ER Medium Laser | RA | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 1 | LB 10-X AC | RA | 2 | 10 [DB,C,F,S] | — | 6 | 12 | 18 |

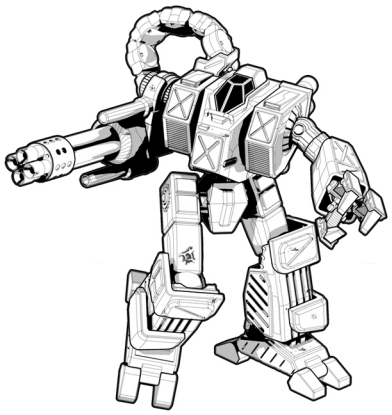
**Cost:** **BV:** 1,064

### WARRIOR DATA

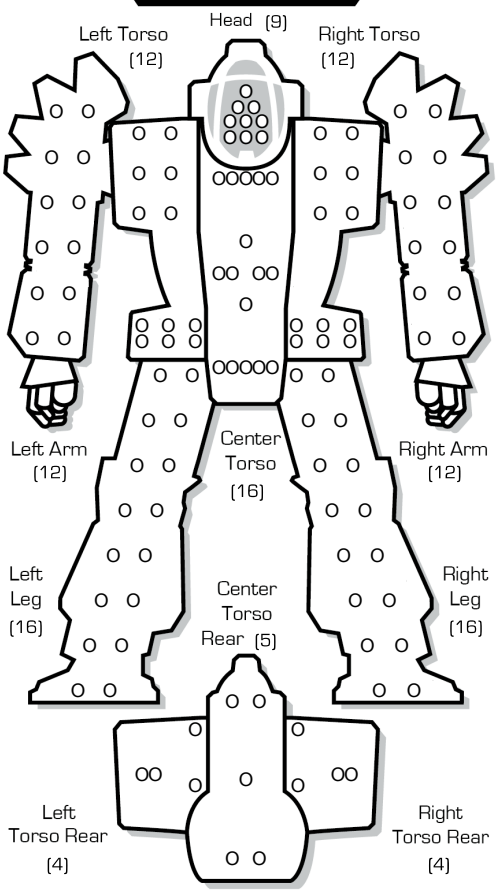
**Name:** _____

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

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

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

1-3
4. Hand Actuator
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

1. Light Ferro-Fibrous
2. Light Ferro-Fibrous
3. Light Ferro-Fibrous

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

#### Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

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

1. Endo Steel
2. Endo Steel
3. Endo Steel

4-6
4. Endo Steel
5. Endo Steel
6. Endo Steel

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

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

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

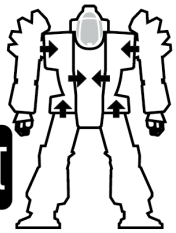
1-3
4. XL Gyro
5. XL Gyro
6. XL Gyro

1. XL Gyro
2. XL Gyro
3. XL Gyro

4-6
4. XL Fusion Engine
5. XL Fusion Engine
6. XL Fusion Engine

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. 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

4-6
3. ER Medium Laser
4. ER Medium Laser
5. Endo Steel
6. Roll Again

#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

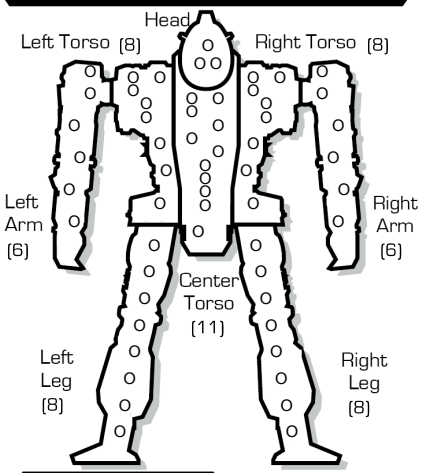
1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Ammo (LB 10-X) 10
2. Ammo (LB 10-X Cluster) 10

4-6
3. CASE
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. 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 | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Panther PNT-10K2

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

**Tonnage:** 35
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

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

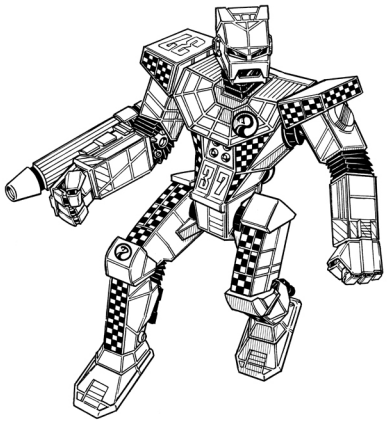
**Cost:** **BV:** 913

### WARRIOR DATA

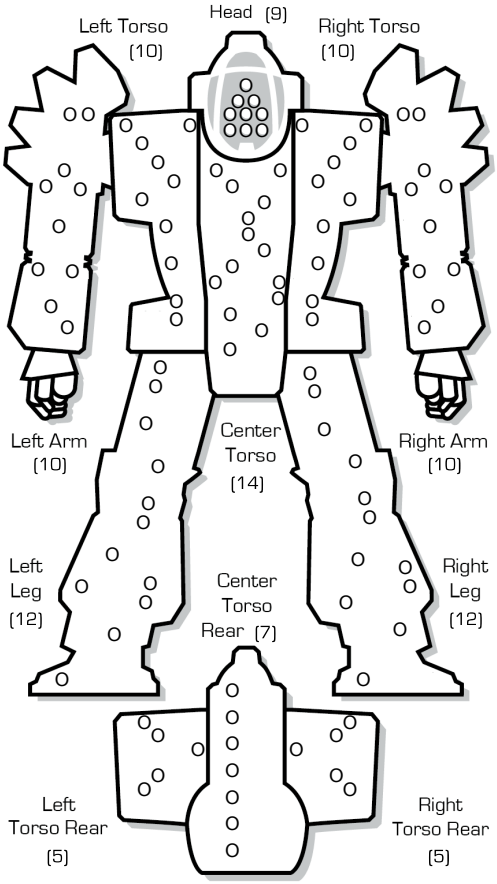
**Name:** _____

**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

4-6 5. Endo Steel
6. Endo Steel

#### Left 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. Ammo (SRM 4) 25
2. CASE

4-6 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

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

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

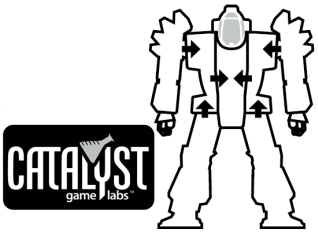
#### Center Torso
1. Fusion Engine
2. Fusion Engine

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. SRM 4
6. SRM 4

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
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink

4-6 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

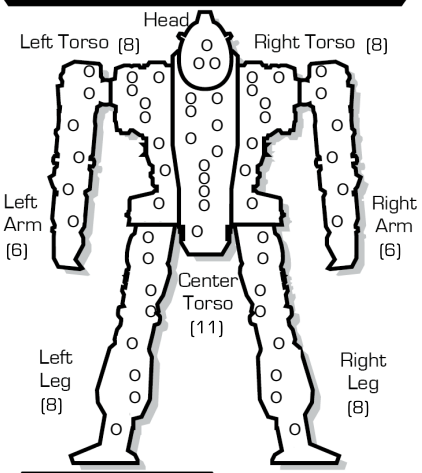
1-3 4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Endo Steel
2. Endo Steel

4-6 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. 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 | Heat Sinks: 12 (24) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Panther PNT-12K2

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

**Tonnage:** 35
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | MRM 10 | CT | 4 | 1/Msl [M,C] | — | 3 | 8 | 15 |
| 1 | ER PPC | RA | 15 | 10 [DE] | — | 7 | 14 | 23 |

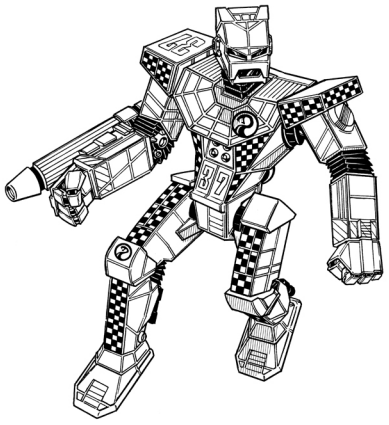
**Cost:** **BV:** 930

### WARRIOR DATA

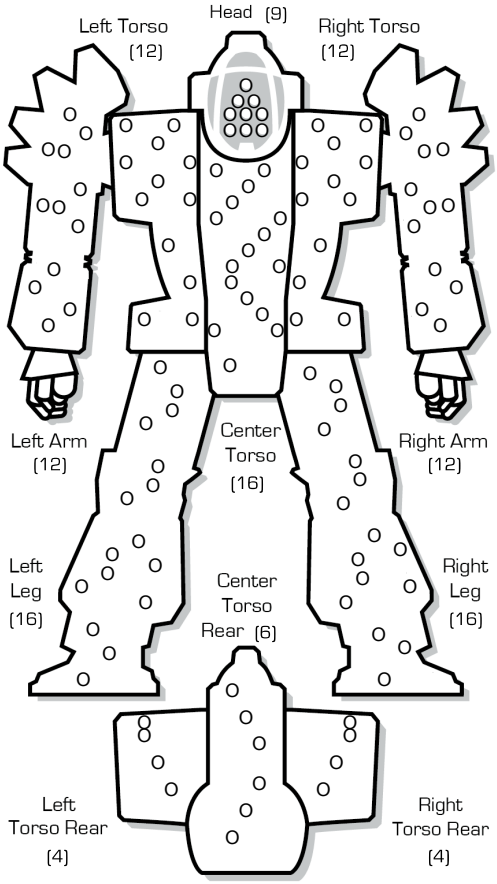
**Name:** _____

**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

**Left Arm 4-6**
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Endo Steel
6. Endo Steel

**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

**Left Torso 4-6**
1. Ammo (MRM 10) 24
2. CASE
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

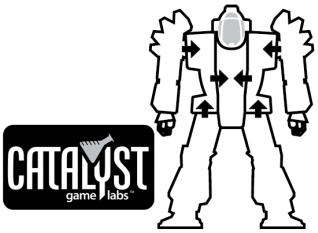
**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

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

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

**Center Torso 4-6**
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. MRM 10
6. MRM 10

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

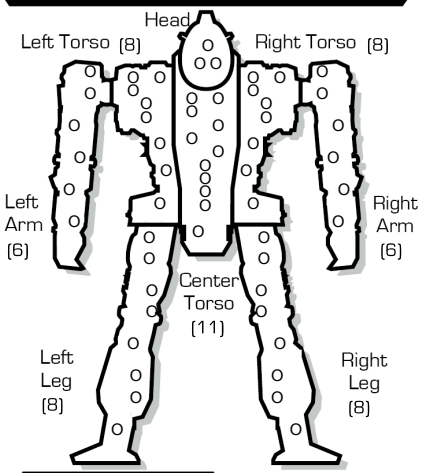
**Right Arm 4-6**
1. Double Heat Sink
2. ER PPC
3. ER PPC
4. ER PPC
5. Endo Steel
6. Endo Steel

**Right Torso**
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

**Right Torso 4-6**
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. 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 | Heat Sinks: 12 (24) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Panther PNT-13K

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

**Tonnage:** 35
**Tech Base:** Inner Sphere
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | SRM 4 | LT | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Plasma Rifle | RA | 10 | 10 [DE,H,AI] | — | 5 | 10 | 15 |

**Cost:**

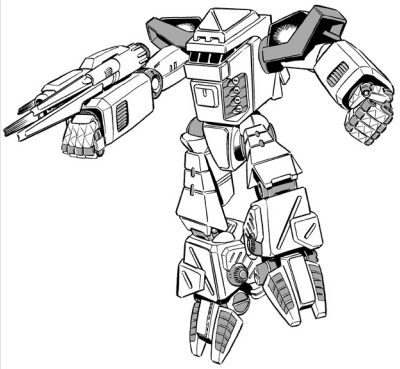
**BV:** 996

### WARRIOR DATA

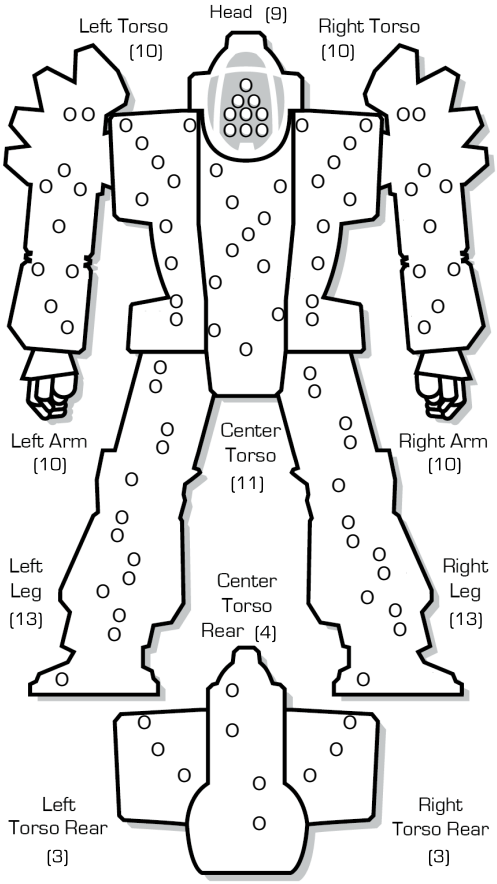
**Name:** _____

**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
1-3 4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink
1. Double Heat Sink
2. Roll Again
4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

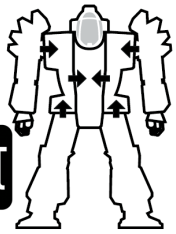
**Left Torso**
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
1-3 4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet
1. Improved Jump Jet
2. Improved Jump Jet
4-6 3. Improved Jump Jet
4. SRM 4
5. Ammo (SRM 4) 25
6. Roll Again

**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. Roll Again
5. Sensors
6. Life Support

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

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



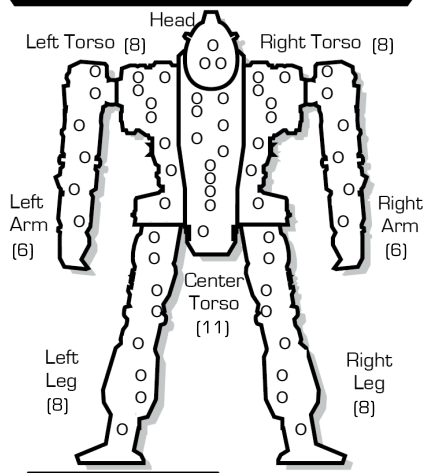
Damage Transfer Diagram

**Right Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink
1. Double Heat Sink
2. Double Heat Sink
4-6 3. Double Heat Sink
4. Double Heat Sink
5. Plasma Rifle
6. Plasma Rifle

**Right Torso**
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
1-3 4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet
1. Improved Jump Jet
2. Improved Jump Jet
4-6 3. Improved Jump Jet
4. Ammo (Plasma Rifle) 10
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 | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Wolfhound WLF-3M

**Movement Points:**
Walking: 6
Running: 9
Jumping: 0

**Tonnage:** 35
**Tech Base:** Inner Sphere
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Light Gauss Rifle | RA | 1 | 8 [DB,X] | 3 | 8 | 17 | 25 |

Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

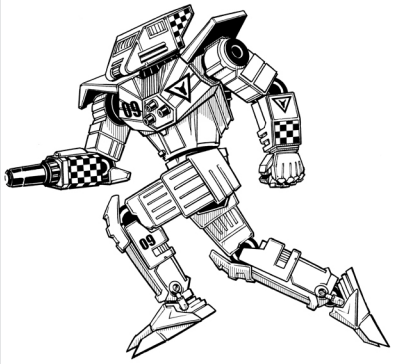
**Cost:** **BV:** 786

### WARRIOR DATA

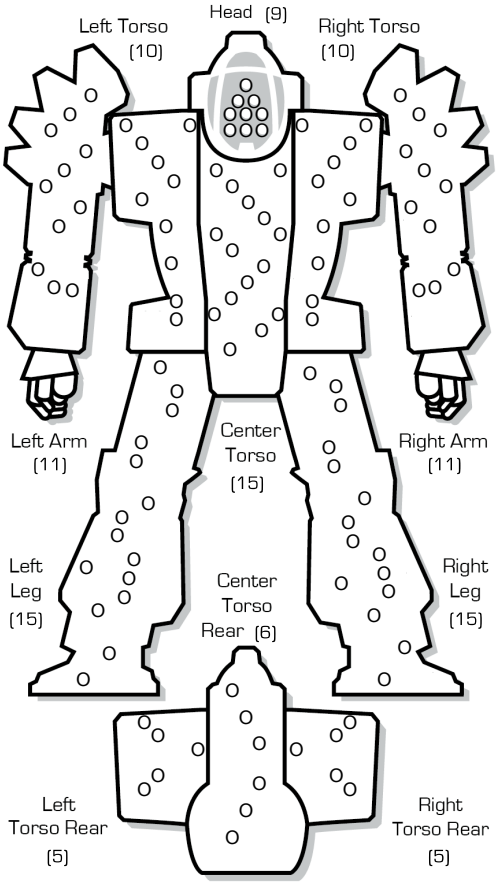
Name: _____

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. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Endo Steel

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. Roll Again
6. Roll Again

#### Head

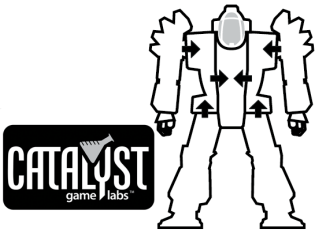
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

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

4-6
1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light 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. Light Gauss Rifle
6. Light Gauss Rifle

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

#### Right Torso

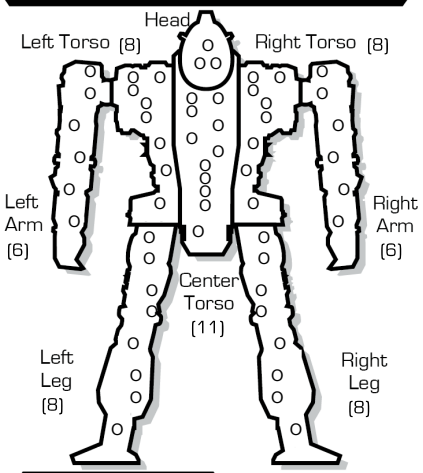
1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Ammo (Light Gauss) 16

4-6
1. Endo Steel
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. 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 | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Wolfhound WLF-5

**Movement Points:**
- Walking: 7
- Running: 11 [14]
- Jumping: 0

**Tonnage:** 35
**Tech Base:** Inner Sphere
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | Light PPC | RT | 5 | 5 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | Snub-Nose PPC | RA | 10 | 10/8/5 [DE,V] | — | 9 | 13 | 15 |

Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

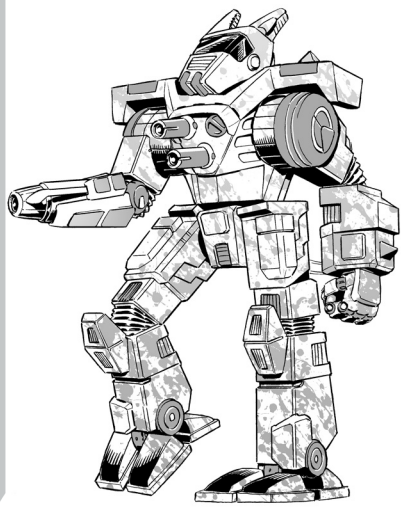
**Cost:** **BV:** 1,290

### WARRIOR DATA

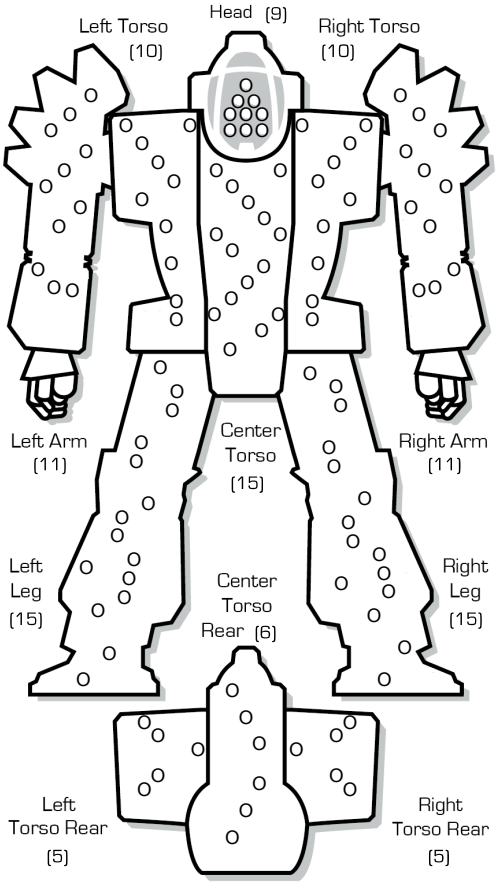
**Name:** _____

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

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

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

1-3

4-6
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. Endo Steel
5. Endo Steel
6. Endo Steel

1-3

4-6
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

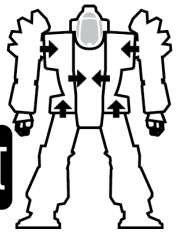
#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

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

1-3

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

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. Snub-Nose PPC
5. Snub-Nose PPC
6. Endo Steel

1-3

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

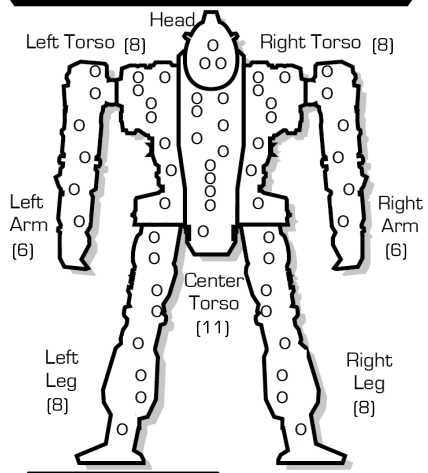
#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

4-6
1. Light PPC
2. Light PPC
3. Light PPC
4. Light PPC
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 | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Cuirass CDR-1X

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

**Tonnage:** 40
**Tech Base:** Inner Sphere
**Era:** Dark Age

**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 | Sword | RA | — | 5 | — | — | — | — |
| 1 | Rotary AC/5 | LA | 1 | 5/Sht [DB,R,C] | — | 5 | 10 | 15 |

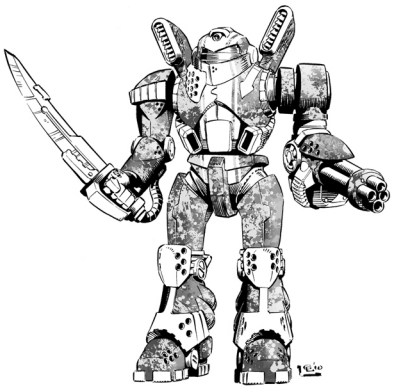
**Cost:** **BV:** 1,301

### WARRIOR DATA

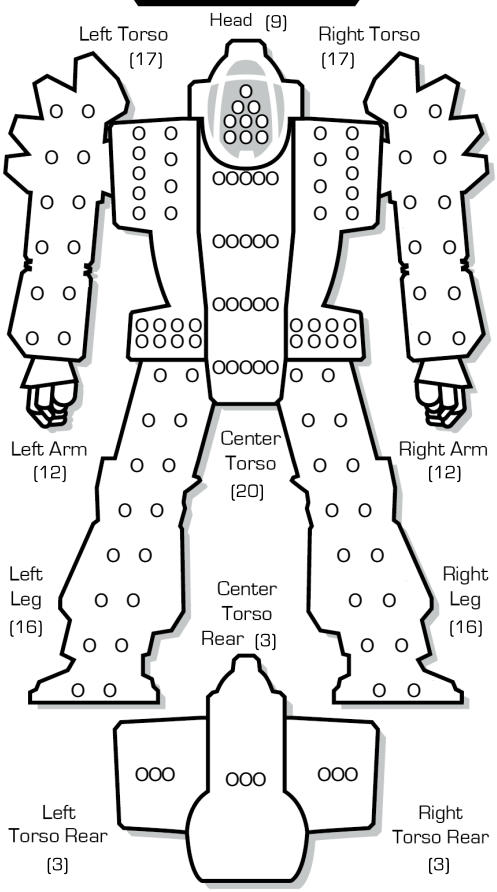
**Name:** _____

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

1-3:
4. Rotary AC/5
5. Rotary AC/5
6. Rotary AC/5

4-6:
1. Rotary AC/5
2. Rotary AC/5
3. Rotary AC/5
4. Ammo (RAC/5) 20
5. Ammo (RAC/5) 20
6. Ammo (RAC/5) 20

#### Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3:
4. Jump Jet
5. CASE
6. Endo Steel

4-6:
1. Endo Steel
2. Endo Steel
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. Jump Jet

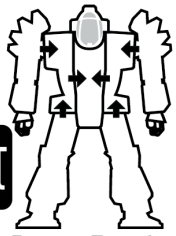
#### Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Medium Laser
5. Sensors
6. Life Support

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

1-3:
4. XL Gyro
5. XL Gyro
6. XL Gyro

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

1-3:
4. Hand Actuator
5. Sword
6. Sword

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

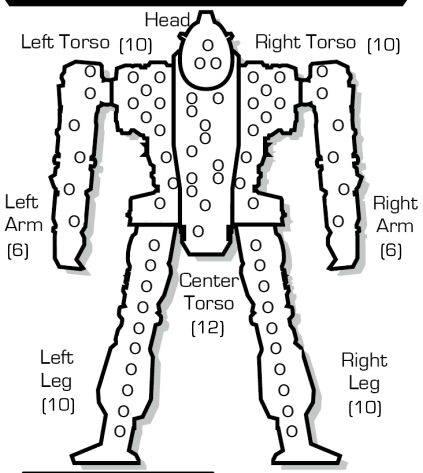
#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3:
4. Heat Sink
5. Jump Jet
6. Endo Steel

4-6:
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. 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 | 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Raptor II RPT-2X

**Movement Points:**
- Walking: 7
- Running: 11 [14]
- Jumping: 0

**Tonnage:** 40
**Tech Base:** Inner Sphere (Experimental)
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Guardian ECM Suite | HD | — | [E] | — | — | — | 6 |
| 1 | Medium VSP Laser | RT | 7 | 9/7/5 [P,V] | — | 2 | 5 | 9 |
| 1 | Medium VSP Laser | LT | 7 | 9/7/5 [P,V] | — | 2 | 5 | 9 |
| 1 | Mech Taser | RA | 6 | 1 [DB,S,X] | — | 1 | 2 | 4 |

**Cost:**

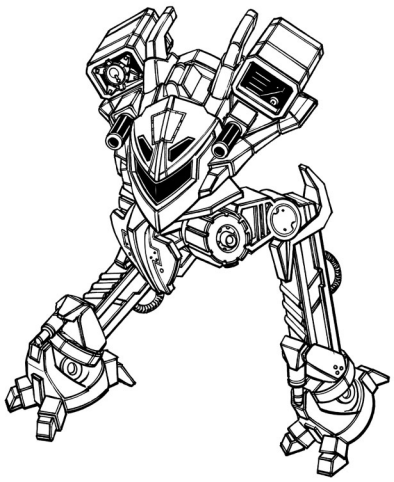
**BV:** 1,050

### WARRIOR DATA

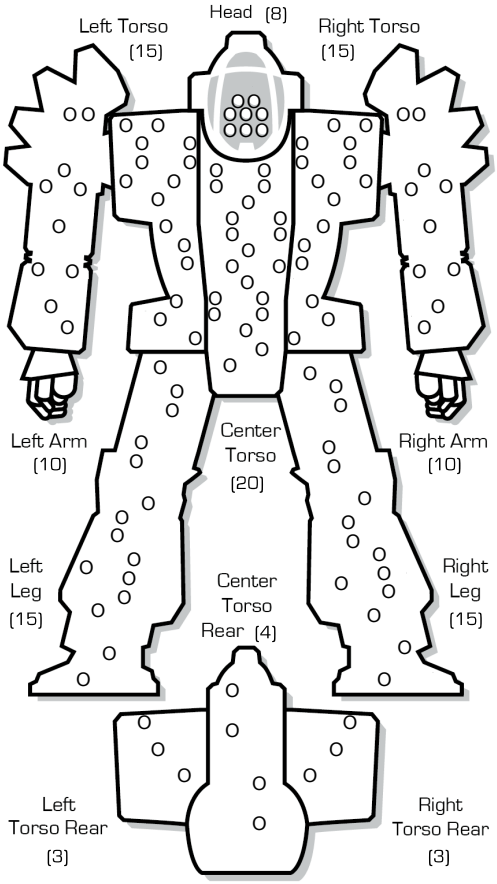
**Name:** _____

**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. Void Signature System

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

1. Light Ferro-Fibrous
2. Light Ferro-Fibrous
3. Light Ferro-Fibrous

4-6
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Medium VSP Laser
5. Medium VSP Laser
6. MASC

1. MASC
2. Void Signature System

4-6
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

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

#### Head
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Guardian ECM Suite
6. Guardian ECM Suite

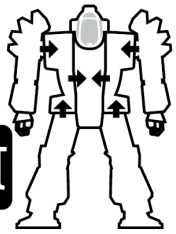
#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

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

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine

4-6
4. XL Fusion Engine
5. Void Signature System
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. Mech Taser
4. Mech Taser
5. Mech Taser
6. Ammo (Taser) 5

1. Ammo (Taser) 5
2. Void Signature System

4-6
3. Endo Steel
4. Endo Steel
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

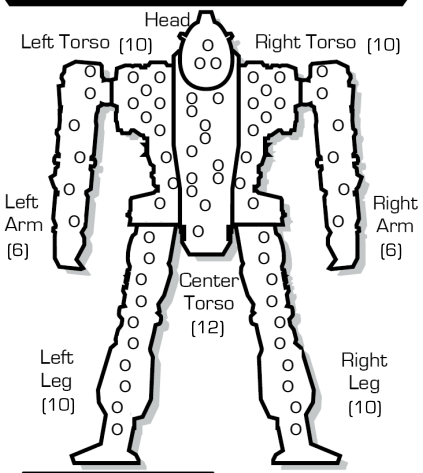
1-3
4. Medium VSP Laser
5. Medium VSP Laser
6. Void Signature System

1. CASE
2. Endo Steel
3. Endo Steel

4-6
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. Void Signature System
6. Endo Steel

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

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

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 10 (20) Double |
|---|---|---|
| 30 | Shutdown | 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Raptor II RPT-2X1

**Movement Points:**
- Walking: 7
- Running: 11 [14]
- Jumping: 0

**Tonnage:** 40
**Tech Base:** Inner Sphere (Experimental)
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Guardian ECM Suite | HD | — | [E] | — | — | — | 6 |
| 1 | ER Small Laser(R) | CT | 2 | 3 [DE] | — | 2 | 4 | 5 |
| 1 | ER Large Laser | RT | 12 | 8 [DE] | — | 7 | 14 | 19 |
| 1 | ER Medium Laser | RT | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 1 | Bloodhound Active Probe | RA | — | [E] | — | — | — | 6 |
| 1 | Streak SRM 6 | LA | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |

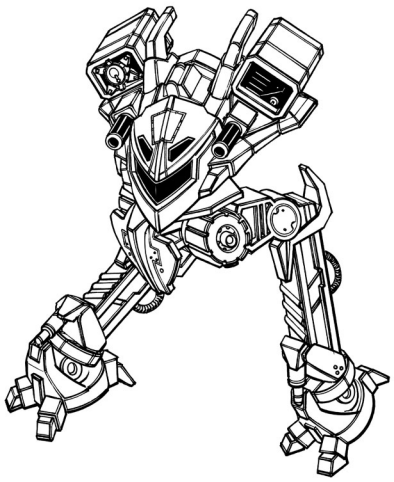
**Cost:** **BV:** 1,471

### WARRIOR DATA

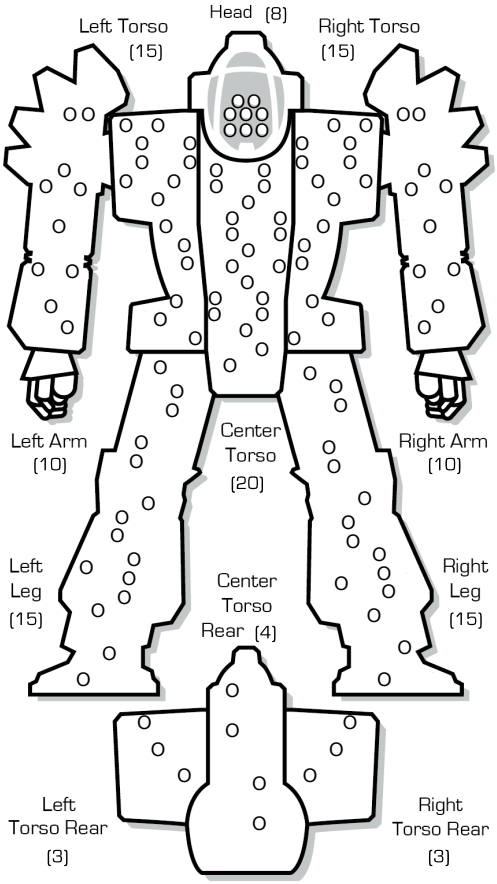
**Name:** _____

**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. [ Streak SRM 6 (1-3)
4. [ Streak SRM 6 (1-3)
5. Ammo (Streak SRM 6) 15
6. Void Signature System

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

#### Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. [ MASC (1-3)
5. [ MASC (1-3)
6. Void Signature System

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

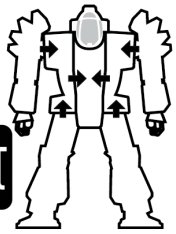
#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Void Signature System
6. Endo Steel

#### Head
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. [ Guardian ECM Suite (1-3)
6. [ Guardian ECM Suite (1-3)

#### 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. ER Small Laser (R)
6. Void Signature System

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. [ Bloodhound Active Probe (1-3)
4. [ Bloodhound Active Probe (1-3)
5. [ Bloodhound Active Probe (1-3)
6. Void Signature System

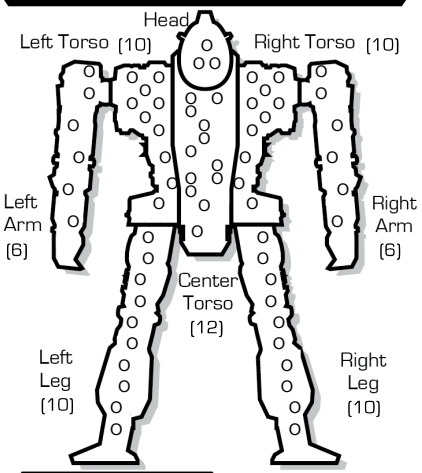
1. Endo Steel
2. Endo Steel
3. Light Ferro-Fibrous
4. Light Ferro-Fibrous
5. Roll Again
6. Roll Again

#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. [ ER Large Laser (1-3)
5. [ ER Large Laser (1-3)
6. ER Medium Laser

1. Void Signature System
2. Endo Steel
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. Void Signature System
6. Endo Steel

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

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

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 10 (20) Double |
|---|---|---|
| 30 | Shutdown | |
| 28 | Ammo Exp. avoid on 8+ | 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Raptor II RPT-3X

**Movement Points:**
- Walking: 7
- Running: 11 [14]
- Jumping: 0

**Tonnage:** 40
**Tech Base:** Inner Sphere (Experimental)
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Guardian ECM Suite | HD | — | [E] | — | — | — | 6 |
| 1 | Streak SRM 6 | RT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Streak SRM 6 | LT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | ER Medium Laser | RA | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 1 | ER Medium Laser | LA | 5 | 5 [DE] | — | 4 | 8 | 12 |

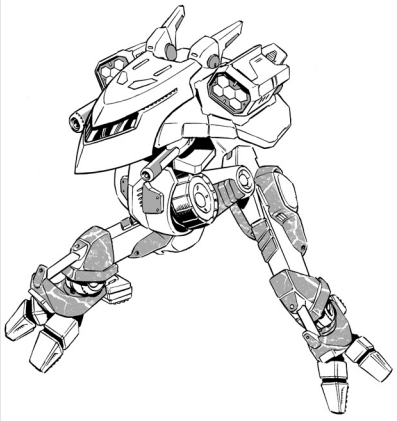
**Cost:** **BV:** 1,423

### WARRIOR DATA

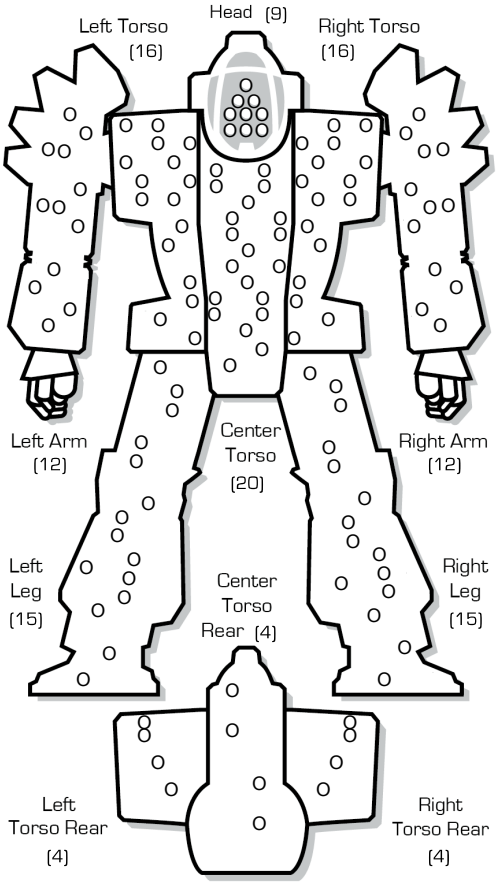
**Name:** _____

**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. ER Medium Laser

1-3
4. Void Signature System
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel

4-6
4. Endo Steel
5. Endo Steel
6. Light Ferro-Fibrous

#### Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Streak SRM 6
5. Streak SRM 6
6. Ammo (Streak SRM 6) 15

1. Void Signature System
2. Light Ferro-Fibrous
3. Roll Again

4-6
4. Roll Again
5. Roll Again
6. Roll Again

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

#### Head
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Guardian ECM Suite
6. Guardian ECM Suite

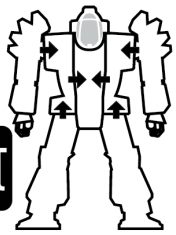
#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine

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. Void Signature System
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. ER Medium Laser

1-3
4. Void Signature System
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel

4-6
4. Endo Steel
5. Endo Steel
6. Light Ferro-Fibrous

#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

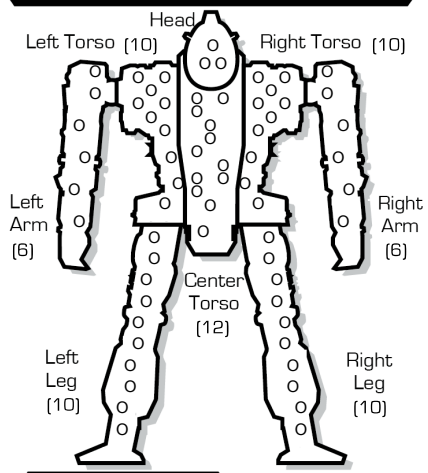
1-3
4. Streak SRM 6
5. Streak SRM 6
6. Ammo (Streak SRM 6) 15

1. MASC
2. MASC
3. Void Signature System

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

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

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 11 (22) Double |
|---|---|---|
| 30 | Shutdown | O 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 | |

**Heat Scale**

Overflow

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Raptor II RPT-5X

**Movement Points:**
- Walking: 7
- Running: 11
- Jumping: 5

**Tonnage:** 40
**Tech Base:** Inner Sphere (Experimental)
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Guardian ECM Suite | HD | — | [E] | — | — | — | 6 |
| 1 | MML 5 | RT | 3 | [M,S,C] | | | | |
| | LRM | | | 1/Msl | 6 | 7 | 14 | 21 |
| | SRM | | | 2/Msl | — | 3 | 6 | 9 |
| 1 | MML 5 | LT | 3 | [M,S,C] | | | | |
| | LRM | | | 1/Msl | 6 | 7 | 14 | 21 |
| | SRM | | | 2/Msl | — | 3 | 6 | 9 |
| 1 | ER Large Laser | RA | 12 | 8 [DE] | — | 7 | 14 | 19 |
| 1 | ER Medium Laser | LA | 5 | 5 [DE] | — | 4 | 8 | 12 |

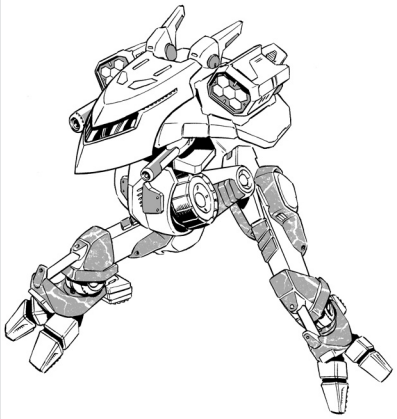
**Cost:** **BV:** 1,393

### WARRIOR DATA

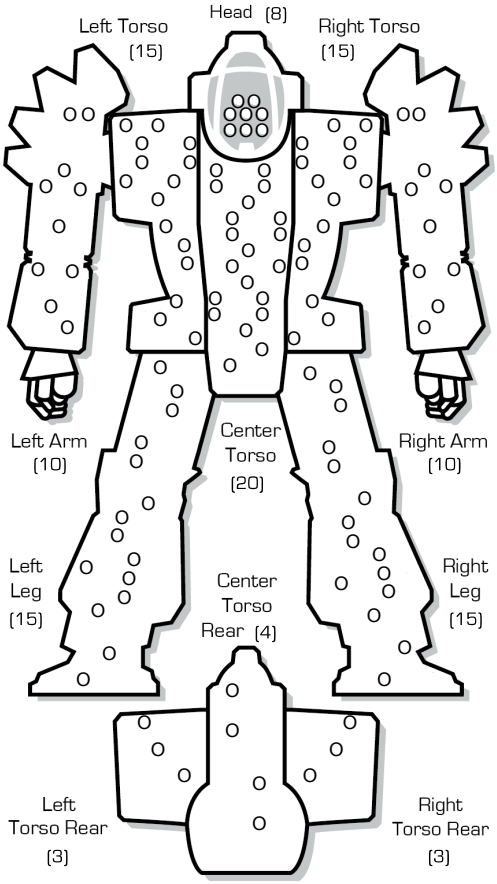
**Name:** _____

**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. ER Medium Laser
4. Void Signature System
5. Endo Steel
6. Endo Steel

#### Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. MML 5
6. MML 5

1. MML 5
2. Ammo (MML 5/LRM) 24
3. Ammo (MML 5/SRM) 20
4. Void Signature System
5. Endo Steel
6. Endo Steel

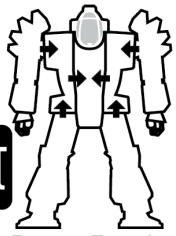
#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Void Signature System

#### Head
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Guardian ECM Suite
6. Guardian ECM Suite

#### 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. Jump Jet
6. Void Signature System

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. ER Large Laser
4. ER Large Laser
5. Void Signature System
6. Endo Steel

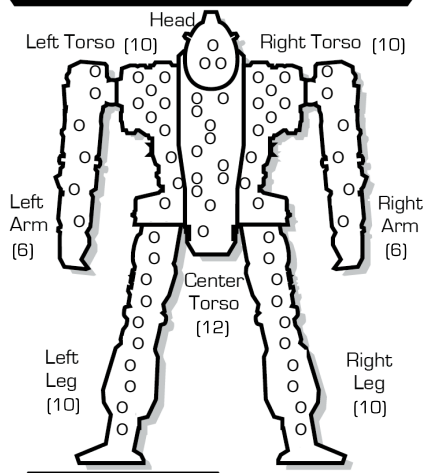
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. MML 5
6. MML 5

1. MML 5
2. Void Signature System
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. Jump Jet
6. Void Signature System

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

**Heat Scale**

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Targe TRG-1N

**Movement Points:**
- Walking: 8
- Running: 12 [16]
- Jumping: 0

**Tonnage:** 40
**Tech Base:** Inner Sphere
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | ER Small Laser | CT | 2 | 3 [DE] | — | 2 | 4 | 5 |
| 1 | ER Small Laser | RT | 2 | 3 [DE] | — | 2 | 4 | 5 |
| 1 | MRM 10 | RT | 4 | 1/Msl [M,C] | — | 3 | 8 | 15 |
| 1 | ER Small Laser | LT | 2 | 3 [DE] | — | 2 | 4 | 5 |

**Cost:**

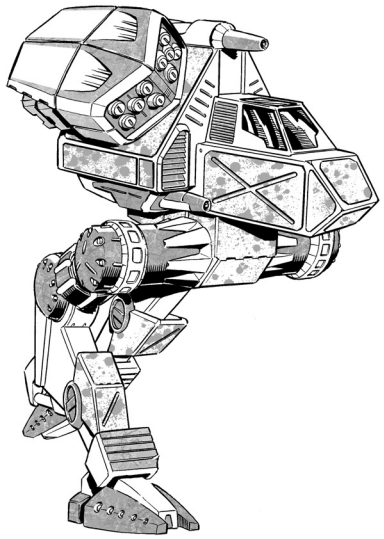
**BV:** 813

### WARRIOR DATA

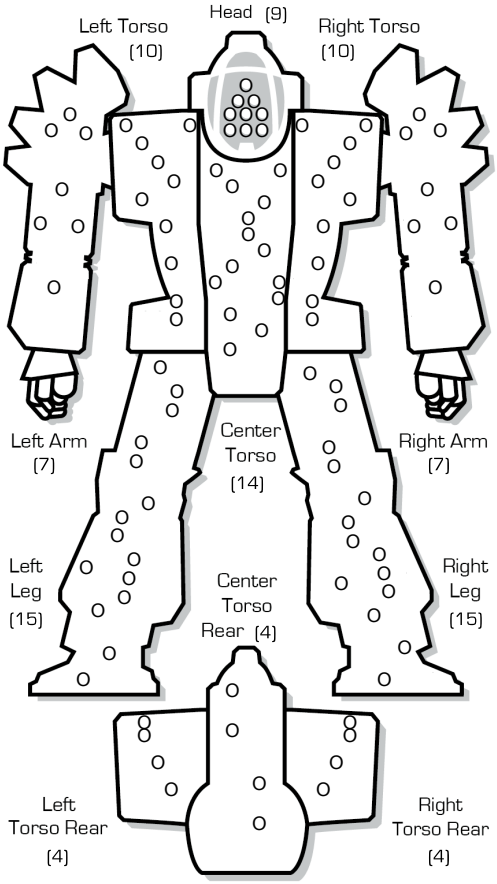
**Name:** _____

**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. Heavy Ferro-Fibrous |
| | 4. Heavy Ferro-Fibrous |
| | 5. Heavy Ferro-Fibrous |
| | 6. Heavy Ferro-Fibrous |
| 4-6 | 1. Heavy Ferro-Fibrous |
| | 2. Heavy Ferro-Fibrous |
| | 3. Heavy Ferro-Fibrous |
| | 4. Heavy Ferro-Fibrous |
| | 5. Heavy Ferro-Fibrous |
| | 6. Heavy Ferro-Fibrous |

#### Left Torso

| | |
|---|---|
| 1-3 | 1. Light Fusion Engine |
| | 2. Light Fusion Engine |
| | 3. ER Small Laser |
| | 4. MASC |
| | 5. MASC |
| | 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

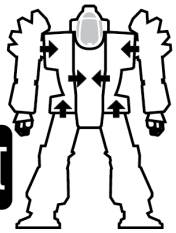
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Roll Again
6. Roll Again

#### Center Torso

| | |
|---|---|
| 1-3 | 1. Light Fusion Engine |
| | 2. Light Fusion Engine |
| | 3. Light Fusion Engine |
| | 4. Gyro |
| | 5. Gyro |
| | 6. Gyro |
| 4-6 | 1. Gyro |
| | 2. Light Fusion Engine |
| | 3. Light Fusion Engine |
| | 4. Light Fusion Engine |
| | 5. ER Small Laser |
| | 6. Heavy Ferro-Fibrous |

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

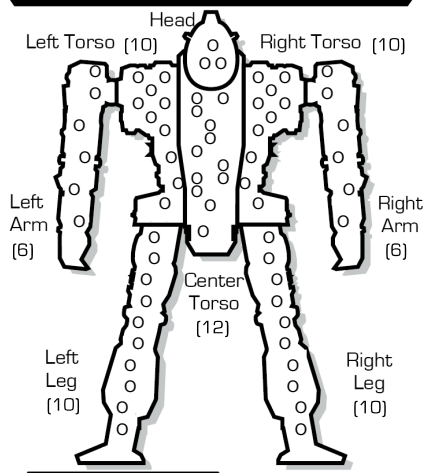
#### Right Torso

| | |
|---|---|
| 1-3 | 1. Light Fusion Engine |
| | 2. Light Fusion Engine |
| | 3. ER Small Laser |
| | 4. MRM 10 |
| | 5. MRM 10 |
| | 6. Ammo (MRM 10) 24 |
| 4-6 | 1. CASE |
| | 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 | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Targe TRG-2N

**Movement Points:**
- Walking: 7
- Running: 11 [14]
- Jumping: 0

**Tonnage:** 40
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

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

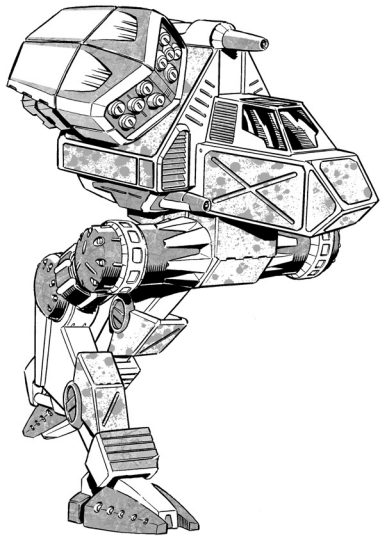
**Cost:** **BV:** 1,078

### WARRIOR DATA

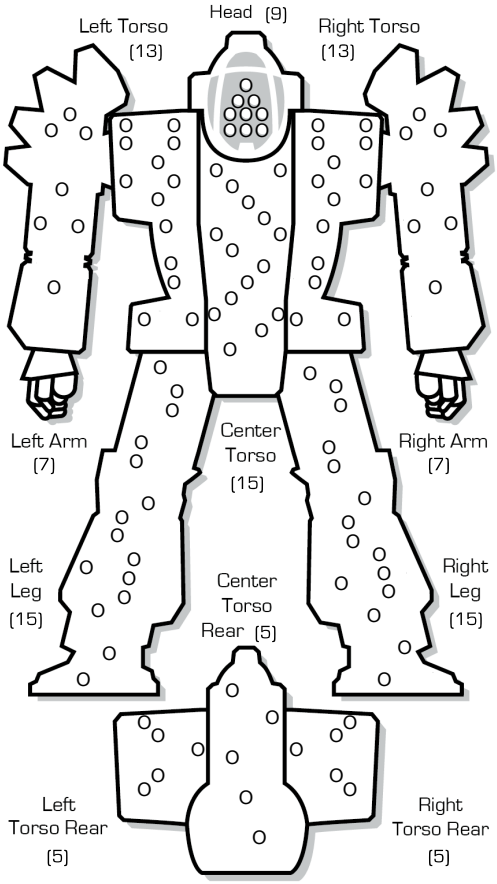
**Name:** _____

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

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

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

1-3:
3. Heavy Ferro-Fibrous
4. Heavy Ferro-Fibrous
5. Heavy Ferro-Fibrous
6. Heavy Ferro-Fibrous

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

#### Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. ER Medium Laser

1-3:
4. MASC
5. MASC
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. Ammo (MML 9/SRM) 11
6. Roll Again

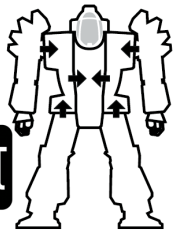
#### Head
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Roll Again
6. Roll Again

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

1-3:
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. ER Small Laser
6. Heavy Ferro-Fibrous

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. Heavy Ferro-Fibrous
4. Heavy Ferro-Fibrous
5. Heavy Ferro-Fibrous
6. Heavy Ferro-Fibrous

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

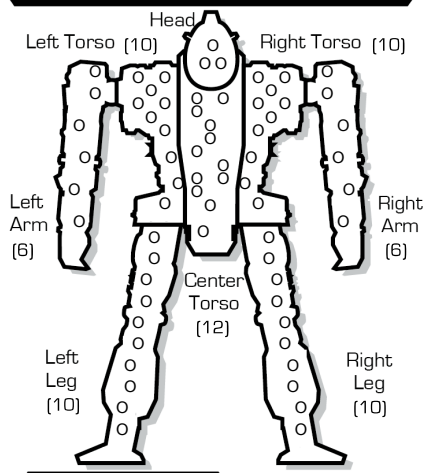
#### Right Torso
1. Light Fusion Engine
2. Light Fusion Engine

1-3:
3. MML 9
4. MML 9
5. MML 9
6. MML 9

4-6:
1. MML 9
2. Artemis IV FCS
3. ER Medium Laser
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. Ammo (MML 9/LRM) 13
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 |

Heat Sinks: 10 (20) Double
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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Eisenfaust EFT-4J

**Movement Points:**
- Walking: 3
- Running: 5
- Jumping: 0

**Tonnage:** 45
**Tech Base:** Inner Sphere (Intro)
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | Medium Laser | CT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Autocannon/10 | RT | 3 | 10 [DB,S] | — | 5 | 10 | 15 |
| 1 | Large Laser | LA | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Small Laser | LA | 1 | 3 [DE] | — | 1 | 2 | 3 |

**Cost:**

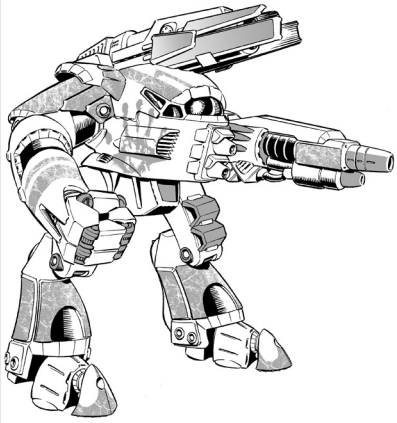
**BV:** 977

### WARRIOR DATA

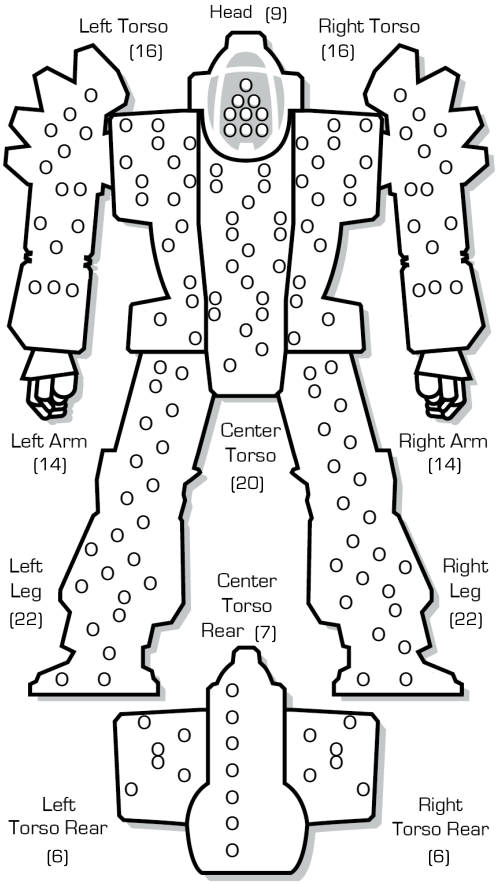
**Name:** _____

**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. Large Laser
5. Large Laser
6. Small Laser

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

#### Left Torso
1. Heat Sink
2. Heat Sink
3. Heat Sink

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

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

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

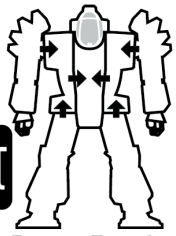
#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

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

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

4-6
1. Gyro
2. Fusion Engine
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
3. Lower Arm Actuator

1-3
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

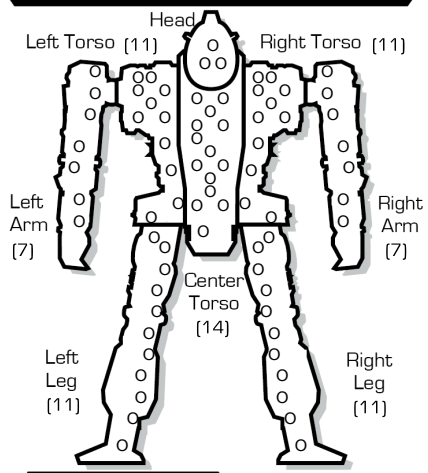
#### Right Torso
1. Autocannon/10
2. Autocannon/10
3. Autocannon/10

1-3
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10

4-6
1. Autocannon/10
2. Ammo (AC/10) 10
3. Ammo (AC/10) 10
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 | 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 | |

**Heat Scale**

Overflow

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Eisenfaust EFT-7X

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 0

**Tonnage:** 45
**Tech Base:** Inner Sphere
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | Medium Pulse Laser | CT | 4 | 6 [P] | — | 2 | 4 | 6 |
| 1 | Plasma Rifle | LT | 10 | 10 [DE,H,AI] | — | 5 | 10 | 15 |
| 1 | ER Large Laser | LA | 12 | 8 [DE] | — | 7 | 14 | 19 |
| 1 | ER Small Laser | LA | 2 | 3 [DE] | — | 2 | 4 | 5 |

**Cost:**

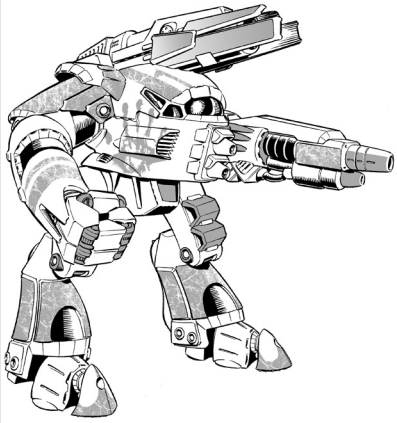
**BV:** 1,203

### WARRIOR DATA

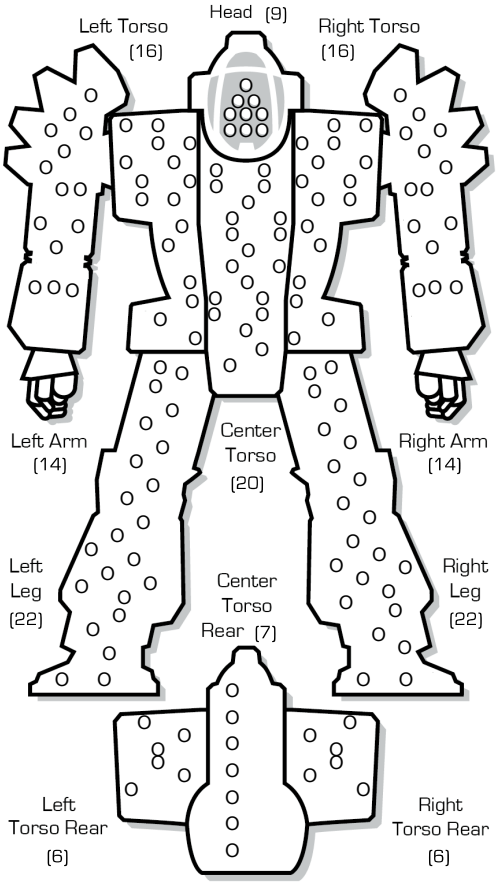
**Name:** _____

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

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. ER Large Laser
4. ER Large Laser
5. ER Small Laser
6. Roll Again

4-6

#### 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

1-3

1. Plasma Rifle
2. Plasma Rifle
3. Ammo (Plasma Rifle) 10
4. Ammo (Plasma Rifle) 10
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

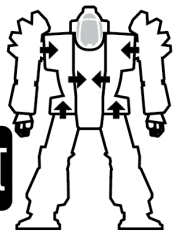
#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

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

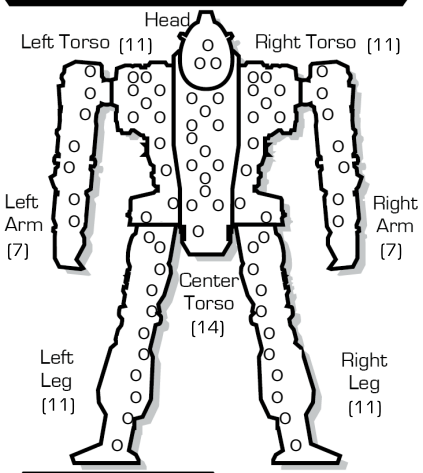
1-3

1. 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

#### 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 | Heat Sinks: 15 (30) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Eisenfaust EFT-8X

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 0

**Tonnage:** 45
**Tech Base:** Inner Sphere (Experimental)
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | Medium Pulse Laser | CT | 4 | 6 [P] | — | 2 | 4 | 6 |
| 1 | Blazer Cannon | RT | 16 | 12 [DE] | — | 5 | 10 | 15 |
| 1 | ER Small Laser | LA | 2 | 3 [DE] | — | 2 | 4 | 5 |
| 1 | Medium VSP Laser | LA | 7 | 9/7/5 [P,V] | — | 2 | 5 | 9 |

**Cost:**

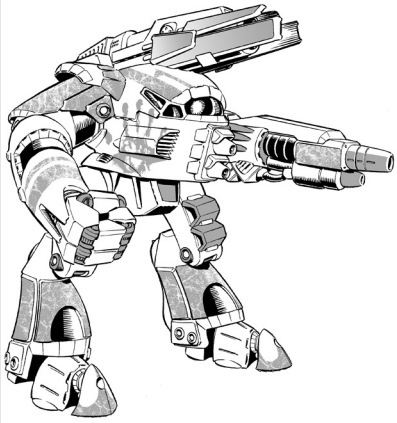
**BV:** 1,039

### WARRIOR DATA

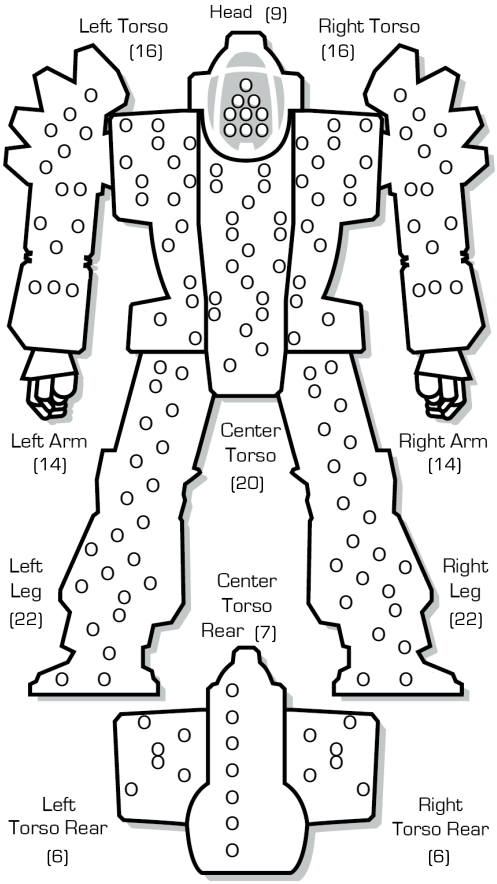
**Name:** _____

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

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
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. Medium VSP Laser
5. Medium VSP Laser
6. ER Small Laser

#### Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

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

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

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

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

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

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

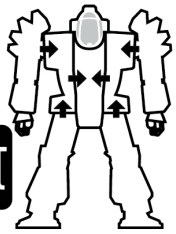
1-3
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine

4-6
4. XL Fusion Engine
5. Medium Pulse Laser
6. Medium Pulse Laser

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. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

4-6
4. Double Heat Sink
5. Roll Again
6. Roll Again

#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

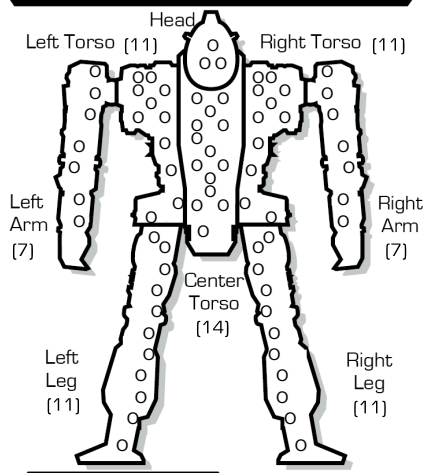
1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Blazer Cannon
2. Blazer Cannon
3. Blazer Cannon

4-6
4. Blazer Cannon
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 | Heat Sinks: 15 (30) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Hatchetman HCT-6M

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

**Tonnage:** 45
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Beagle Active Probe | CT | — | [E] | — | — | — | 4 |
| 1 | Heavy PPC | RT | 15 | 15 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | Medium Pulse Laser | LT | 4 | 6 [P] | — | 2 | 4 | 6 |
| 1 | Hatchet | RA | — | 9 | — | — | — | — |
| 1 | Medium Pulse Laser | RA | 4 | 6 [P] | — | 2 | 4 | 6 |
| 1 | Medium Pulse Laser | LA | 4 | 6 [P] | — | 2 | 4 | 6 |

Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

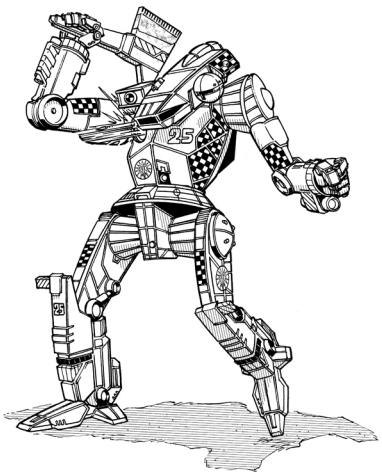
**Cost:** **BV:** 1,274

### WARRIOR DATA

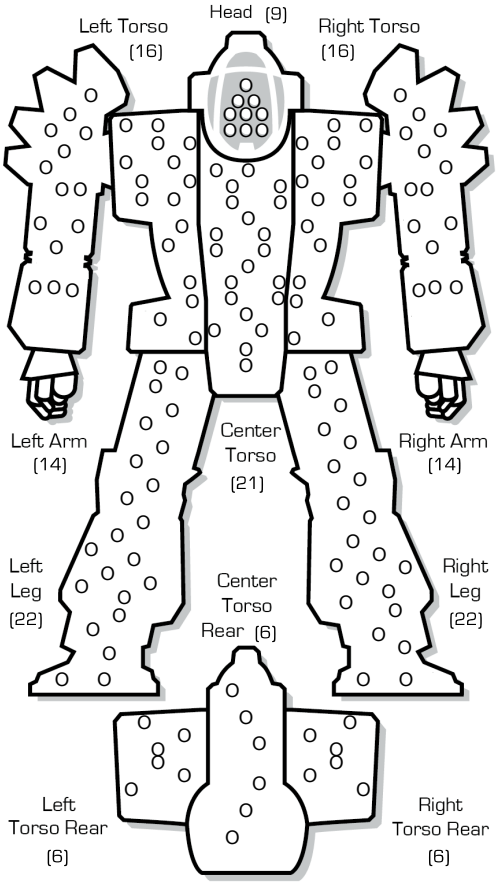
**Name:** _____

**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. Medium Pulse Laser
2. Ferro-Fibrous

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

#### Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

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

1. Double Heat Sink
2. Double Heat Sink

4-6
3. Double Heat Sink
4. Medium Pulse Laser
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. Ferro-Fibrous
5. Sensors
6. Life Support

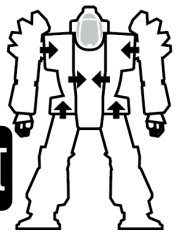
#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

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

1. Gyro
2. XL Fusion Engine

4-6
3. XL Fusion Engine
4. XL Fusion Engine
5. Beagle Active Probe
6. Beagle Active Probe

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
5. Medium Pulse Laser
6. Hatchet

1. Hatchet
2. Hatchet

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

#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

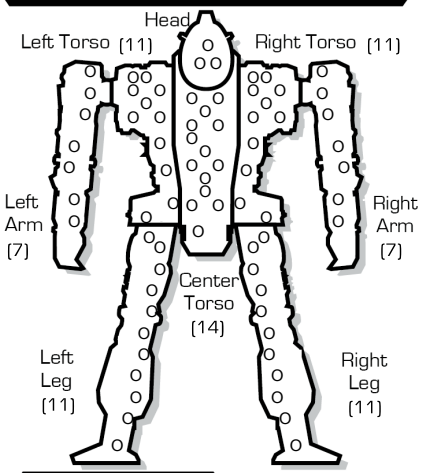
1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Heavy PPC
2. Heavy PPC

4-6
3. Heavy PPC
4. Heavy PPC
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 | Heat Sinks: 11 (22) Double |
|---|---|---|
| 30 | Shutdown | O 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Hatchetman HCT-7S

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

**Tonnage:** 45
**Tech Base:** Inner Sphere
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | MML 9 | RT | 5 | [M,S,C] | | | | |
| | LRM | | | 1/Msl | 6 | 7 | 14 | 21 |
| | SRM | | | 2/Msl | — | 3 | 6 | 9 |
| 1 | Guardian ECM Suite | LT | — | [E] | — | — | — | 6 |
| 1 | ER Medium Laser | RA | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 1 | Hatchet | RA | — | 9 | — | — | — | — |
| 1 | ER Medium Laser | LA | 5 | 5 [DE] | — | 4 | 8 | 12 |

Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

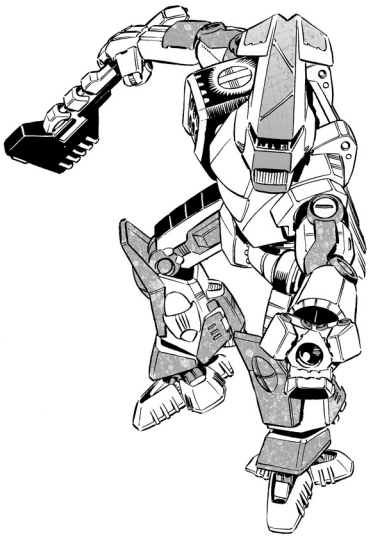
**Cost:** **BV:** 1,243

### WARRIOR DATA

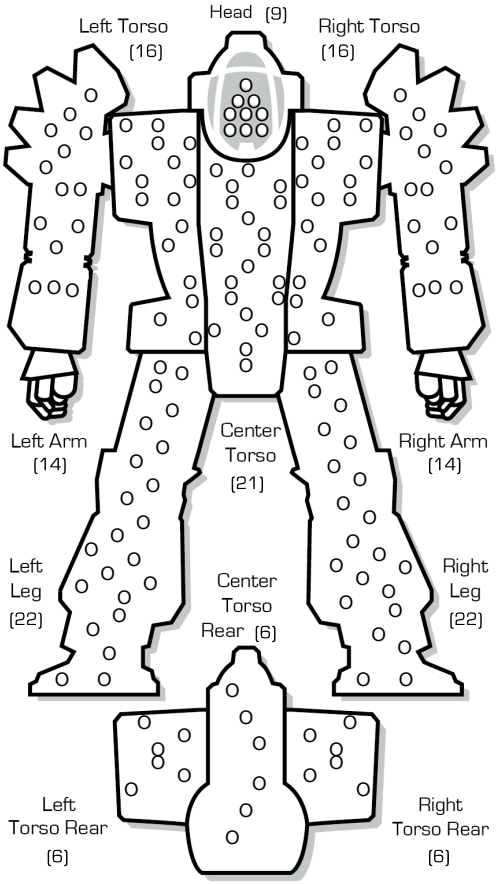
**Name:** _____

**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 Medium Laser
6. Ferro-Fibrous

1-3
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous

4-6
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso
1. Light Fusion Engine
2. Light Fusion Engine

1-3
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Guardian ECM Suite

1. Guardian ECM Suite

4-6
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. Jump Jet
6. Jump Jet

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

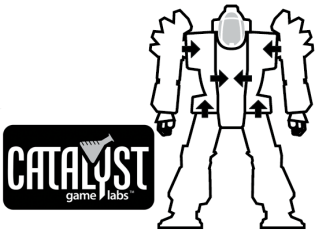
#### Center Torso
1. Light Fusion Engine
2. Light Fusion Engine

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

1. Gyro

4-6
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Jump Jet
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. ER Medium Laser

1-3
6. Hatchet

1. Hatchet
2. Hatchet

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

#### Right Torso
1. Light Fusion Engine
2. Light Fusion Engine

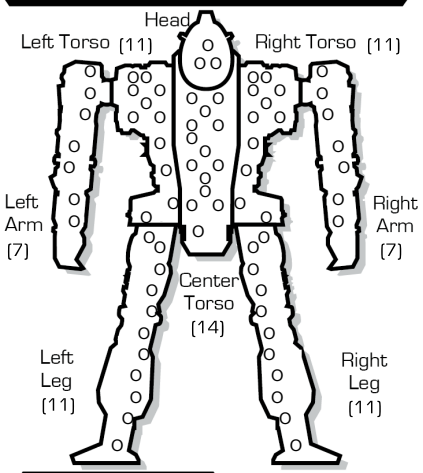
1-3
3. MML 9
4. MML 9
5. MML 9
6. MML 9

1. MML 9

4-6
2. Ammo (MML 9/LRM) 13
3. Ammo (MML 9/SRM) 11
4. Ammo (MML 9/SRM) 11
5. CASE
6. Roll Again

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

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

**Heat Scale**

Overflow

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Ghost GST-10

**Movement Points:**
- Walking: 6
- Running: 9
- Jumping: 0

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

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Light PPC | RT | 5 | 5 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | MML 3 | RT | 2 | [M,S,C] | | | | |
| | LRM | | | 1/Msl | 6 | 7 | 14 | 21 |
| | SRM | | | 2/Msl | — | 3 | 6 | 9 |
| 1 | Light PPC | LT | 5 | 5 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | MML 3 | LT | 2 | [M,S,C] | | | | |
| | LRM | | | 1/Msl | 6 | 7 | 14 | 21 |
| | SRM | | | 2/Msl | — | 3 | 6 | 9 |
| 1 | ER Medium Laser | RA | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 1 | Guardian ECM Suite | RA | — | [E] | — | — | — | 6 |
| 1 | Beagle Active Probe | LA | — | [E] | — | — | — | 4 |

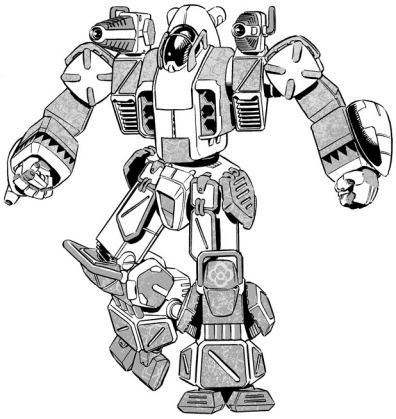
**Cost:** **BV:** 1,353

### WARRIOR DATA

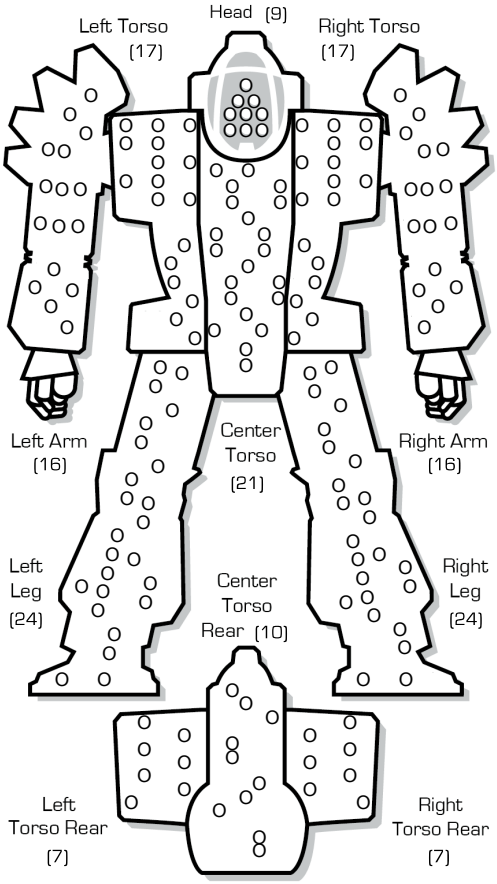
**Name:** _____

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

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

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

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

1. Double Heat Sink
2. Beagle Active Probe
3. Beagle Active Probe

4-6
4. Stealth
5. Stealth
6. Roll Again

**Left Torso**
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

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

1. MML 3
2. Ammo (MML 3/LRM) 40

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

**Center Torso**
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

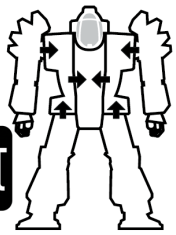
1-3
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine

4-6
3. XL Fusion Engine
4. XL 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. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

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

1. Double Heat Sink
2. ER Medium Laser

4-6
3. Guardian ECM Suite
4. Guardian ECM Suite
5. Stealth
6. Stealth

**Right Torso**
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

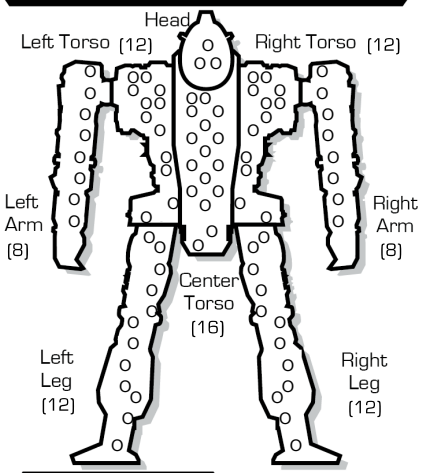
1-3
4. Light PPC
5. Light PPC
6. MML 3

1. MML 3
2. Ammo (MML 3/SRM) 33

4-6
3. Stealth
4. Stealth
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 | Heat Sinks: 14 (28) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 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 |
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Ghost GST-11

**Movement Points:**
Walking: 6
Running: 9
Jumping: 0

**Tonnage:** 50
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Light PPC | RT | 5 | 5 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | MML 3 | RT | 2 | [M,S,C] | | | | |
| | LRM | | | 1/Msl | 6 | 7 | 14 | 21 |
| | SRM | | | 2/Msl | — | 3 | 6 | 9 |
| 1 | Light PPC | LT | 5 | 5 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | MML 3 | LT | 2 | [M,S,C] | | | | |
| | LRM | | | 1/Msl | 6 | 7 | 14 | 21 |
| | SRM | | | 2/Msl | — | 3 | 6 | 9 |
| 1 | ER Medium Laser | RA | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 1 | Guardian ECM Suite | RA | — | [E] | — | — | — | 6 |
| 1 | Beagle Active Probe | LA | — | [E] | — | — | — | 4 |

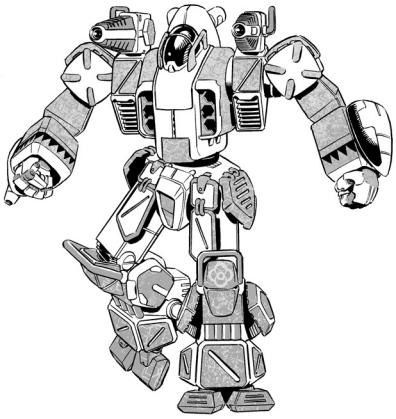
**Cost:** **BV:** 1,244

### WARRIOR DATA

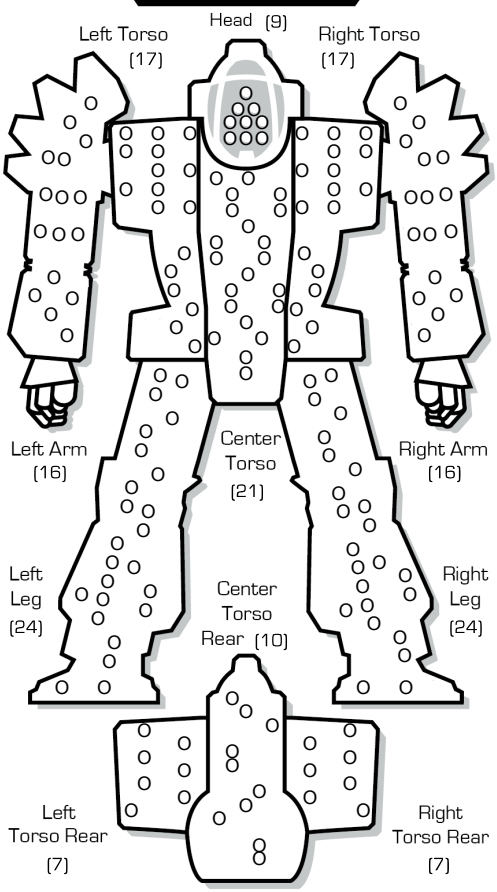
**Name:** _____

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

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

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

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

1. Double Heat Sink
2. Beagle Active Probe
3. Beagle Active Probe

4-6
4. Roll Again
5. Roll Again
6. Roll Again

**Left Torso**
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

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

1. MML 3
2. Ammo (MML 3/SRM) 33

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. Cockpit
4. Roll Again
5. Sensors
6. Life Support

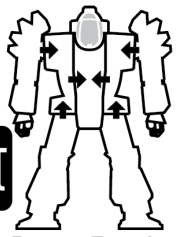
**Center Torso**
1. XL Fusion Engine
2. XL Fusion Engine

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. 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. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. ER Medium Laser

4-6
3. Guardian ECM Suite
4. Guardian ECM Suite
5. Roll Again
6. Roll Again

**Right Torso**
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

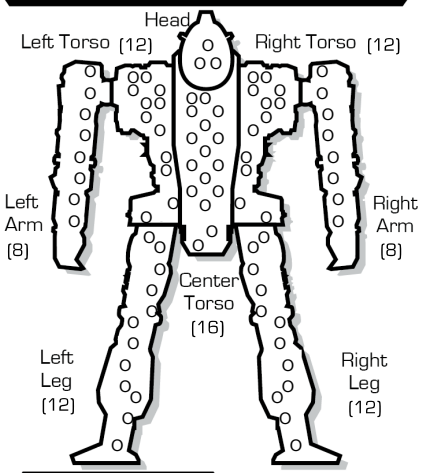
1-3
4. Light PPC
5. Light PPC
6. MML 3

1. MML 3
2. Ammo (MML 3/LRM) 40

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 | Heat Sinks: 14 (28) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 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 |
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Shockwave SKW-2F

**Movement Points:**
Walking: 5
Running: 8
Jumping: 0

Tonnage: 50
Tech Base: Inner Sphere
Era: Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | LRM 10 w/Artemis IV FCS | RT | 4 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Rotary AC/5 | RT | 1 | 5/Sht [DB,R,C] | — | 5 | 10 | 15 |
| 1 | ER Large Laser | LT | 12 | 8 [DE] | — | 7 | 14 | 19 |

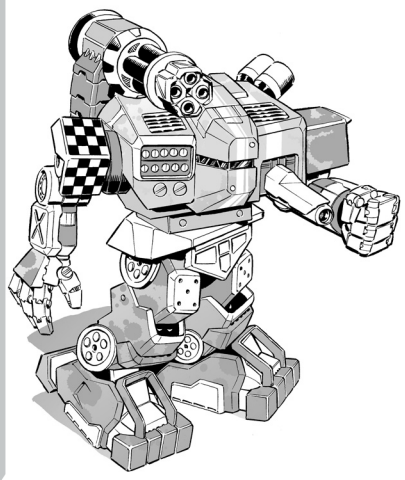
**Cost:** **BV:** 1,453

### WARRIOR DATA

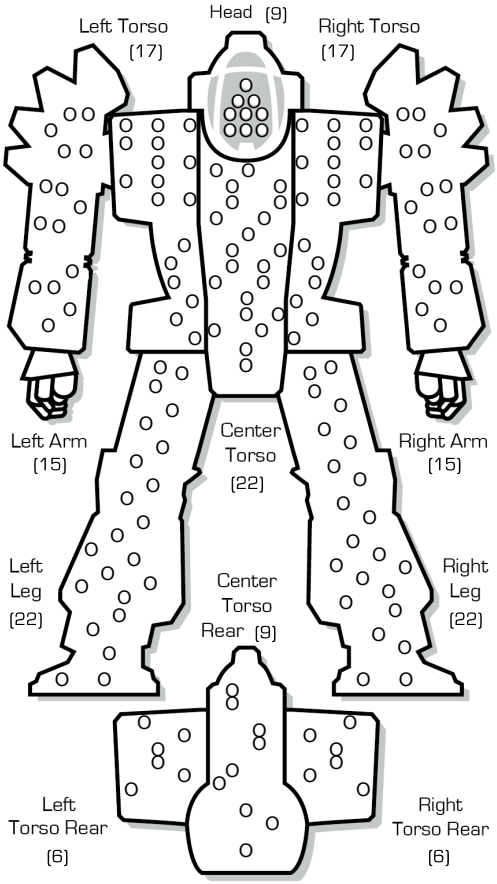
Name: _____

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

1-3

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

4-6

#### 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

1-3

1. ER Large Laser
2. ER Large Laser
3. Ammo (LRM 10) 12
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

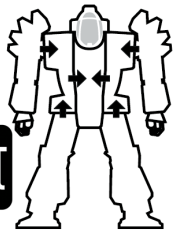
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ammo (RAC/5) 20
6. Ammo (RAC/5) 20

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. Endo Steel
6. Endo Steel

1-3

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

4-6

#### Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Rotary AC/5
5. Rotary AC/5
6. Rotary AC/5

1-3

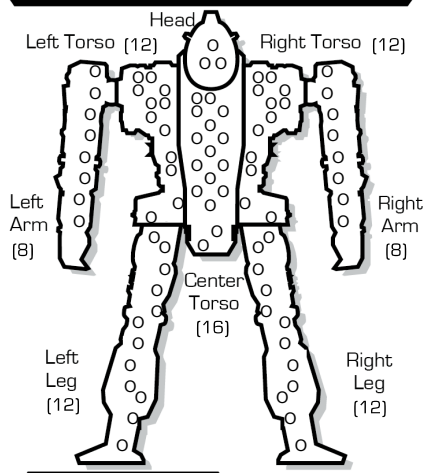
1. Rotary AC/5
2. Rotary AC/5
3. Rotary AC/5
4. LRM 10
5. LRM 10
6. Artemis IV FCS

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 | Heat Sinks: 11 (22) Double |
|---|---|---|
| 30 | Shutdown | O 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+ | |
| 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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Shockwave SKW-4G

**Movement Points:**
- Walking: 5
- Running: 8
- Jumping: 0

**Tonnage:** 50
**Tech Base:** Inner Sphere (Experimental)
**Era:** Dark Age

**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 | Rotary AC/5 | RT | 1 | 5/Sht [DB,R,C] | — | 5 | 10 | 15 |
| 1 | Large X-Pulse Laser | LT | 14 | 9 [P] | — | 5 | 10 | 15 |

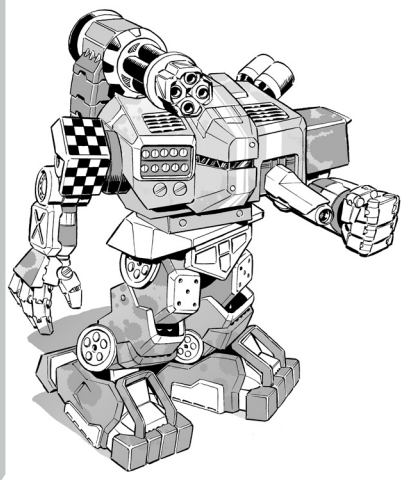
**Cost:** **BV:** 1,449

### WARRIOR DATA

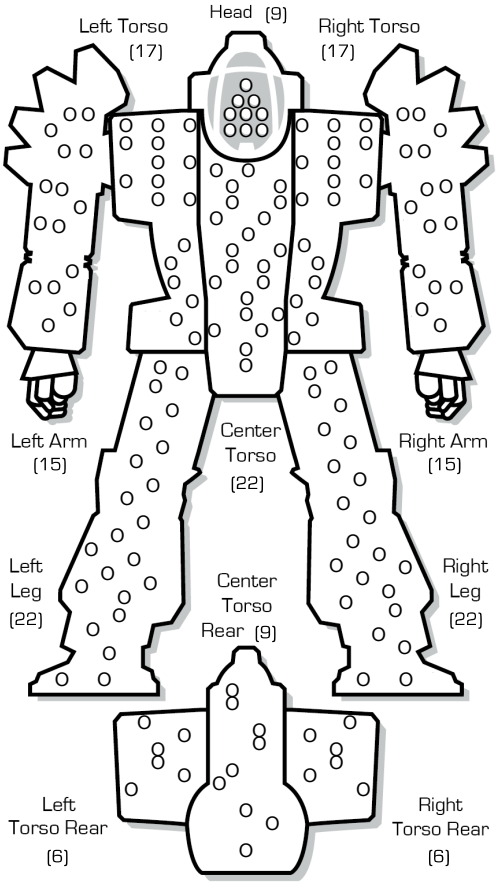
**Name:** _____

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

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### 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. Large X-Pulse Laser
5. Large X-Pulse Laser
6. Endo Steel

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

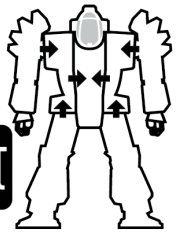
#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

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

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

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ammo (RAC/5) 20
6. Ammo (RAC/5) 20

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

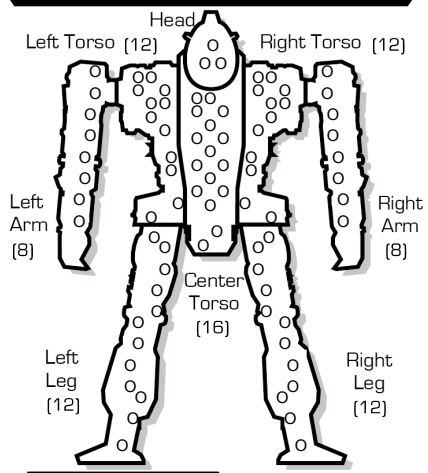
1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Rotary AC/5
5. Rotary AC/5
6. Rotary AC/5

1. Rotary AC/5
2. Rotary AC/5
3. Rotary AC/5
4. LRM 10
5. LRM 10
6. Ammo (LRM 10) 12

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

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

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

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 10 (20) Double |
|---|---|---|
| 30 | Shutdown | 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Fennec FEC-1CM

**Movement Points:**
- Walking: 6
- Running: 9
- Jumping: 0

**Tonnage:** 55
**Tech Base:** Inner Sphere
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | C³ Master | RT | 0 | [E] | — | 5 | 10 | 15 |
| 1 | Medium Pulse Laser | RA | 4 | 6 [P] | — | 2 | 4 | 6 |
| 1 | PPC | RA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | Medium Pulse Laser | LA | 4 | 6 [P] | — | 2 | 4 | 6 |
| 1 | PPC | LA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |

**Cost:**

**BV:** 1,395

### WARRIOR DATA

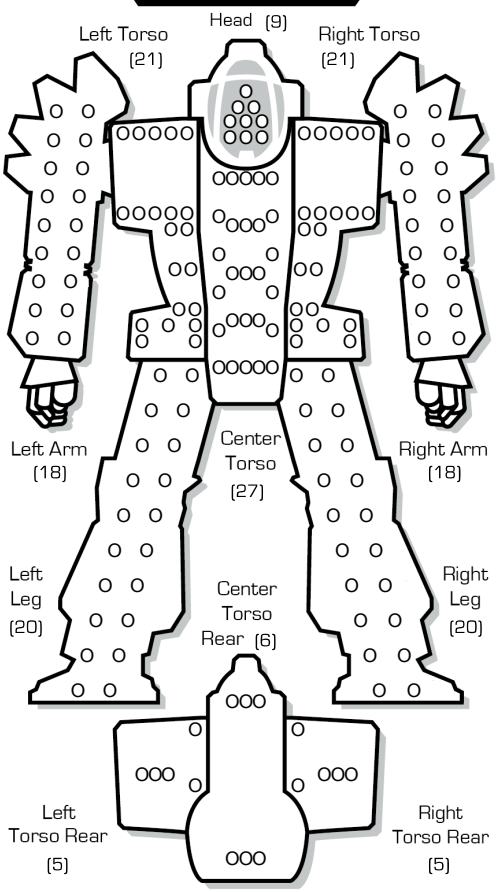
**Name:** _____

**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 (1-3)
4. PPC (1-3)
5. PPC (1-3)
6. Medium Pulse Laser

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

#### Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Endo Steel
5. Endo Steel
6. Endo Steel

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

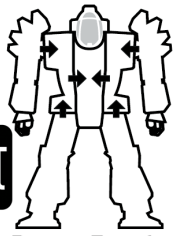
#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

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

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

1. Gyro (4-6)
2. XL Fusion Engine (4-6)
3. XL Fusion Engine (4-6)
4. XL Fusion Engine (4-6)
5. Endo Steel (4-6)
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. PPC (1-3)
4. PPC (1-3)
5. PPC (1-3)
6. Medium Pulse Laser

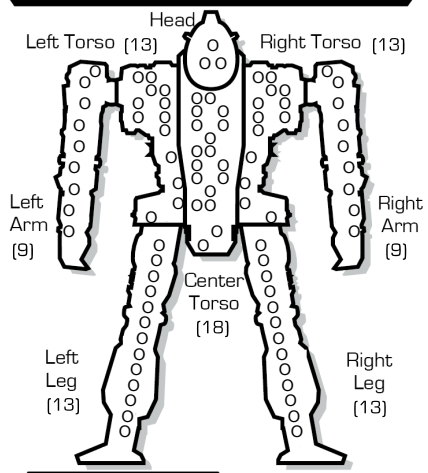
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous (4-6)
4. Ferro-Fibrous (4-6)
5. Ferro-Fibrous (4-6)
6. Ferro-Fibrous (4-6)

#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. C³ Master (1-3)
5. C³ Master (1-3)
6. C³ Master (1-3)

1. C³ Master (4-6)
2. C³ Master (4-6)
3. Endo Steel (4-6)
4. Endo Steel (4-6)
5. Endo Steel (4-6)
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 | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Fennec FEC-3C

**Movement Points:**
Walking: 6
Running: 9
Jumping: 0

**Tonnage:** 55
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | $C^3$ Slave | RT | — | [E] | — | — | — | — |
| 1 | Light PPC | RA | 5 | 5 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | PPC | RA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | Light PPC | LA | 5 | 5 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | PPC | LA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |

**Cost:** **BV:** 1,551

### WARRIOR DATA

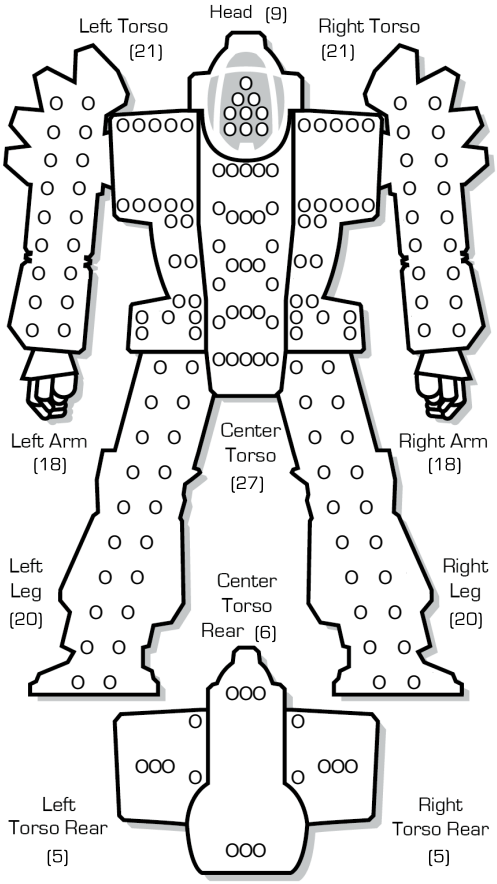
**Name:** _____

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

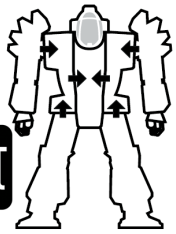
**Left Torso**
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Endo Steel
5. Endo Steel
6. Endo Steel
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

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

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

**Center Torso**
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

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



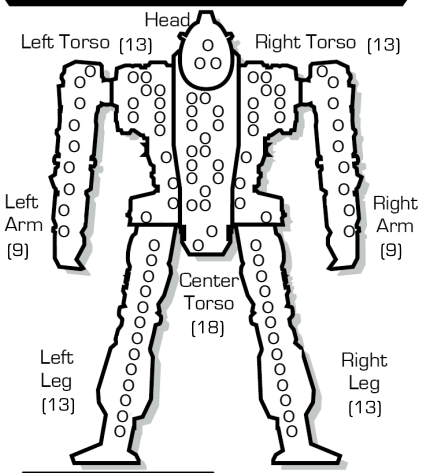
Damage Transfer Diagram

**Right Arm**
1. Shoulder
2. Upper Arm Actuator
3. PPC
4. PPC
5. PPC
6. Light PPC
1. Light PPC
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

**Right Torso**
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. $C^3$ Slave
5. Endo Steel
6. Endo Steel
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. 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 | Heat Sinks: 12 (24) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Osprey OSP-15

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

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

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Gauss Rifle | RT | 1 | 15 [DB,X] | 2 | 7 | 15 | 22 |
| 1 | LRM 10 | LT | 4 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 2 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

**Cost:**

**BV:** 1,564

### WARRIOR DATA

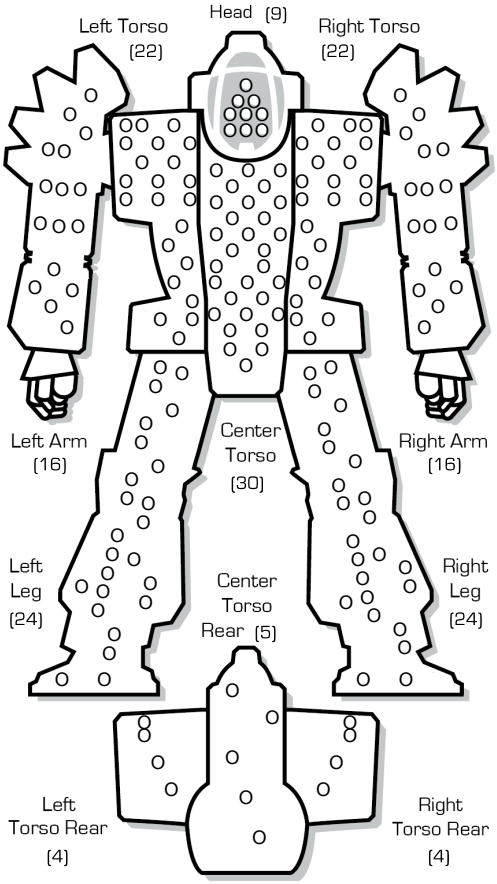
**Name:** _____

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

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Medium Laser

1-3

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

4-6

#### Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. LRM 10
6. LRM 10

1-3

1. Ammo (LRM 10) 12
2. Ammo (LRM 10) 12
3. Ammo (Gauss) 8
4. Ammo (Gauss) 8
5. CASE
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

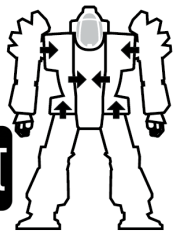
#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

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. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Medium Laser

1-3

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

4-6

#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Gauss Rifle
6. Gauss Rifle

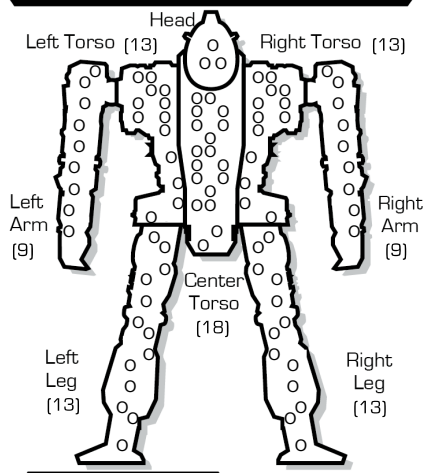
1-3

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. CASE

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 | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Osprey OSP-25

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

**Tonnage:** 55
**Tech Base:** Inner Sphere
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Gauss Rifle | RT | 1 | 15 [DB,X] | 2 | 7 | 15 | 22 |
| 1 | LRM 10 | LT | 4 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 2 | ER Medium Laser | RA | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 1 | ER Medium Laser | LA | 5 | 5 [DE] | — | 4 | 8 | 12 |

**Cost:**

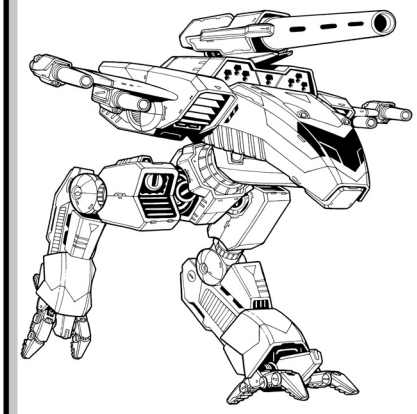
**BV:** 1,630

### WARRIOR DATA

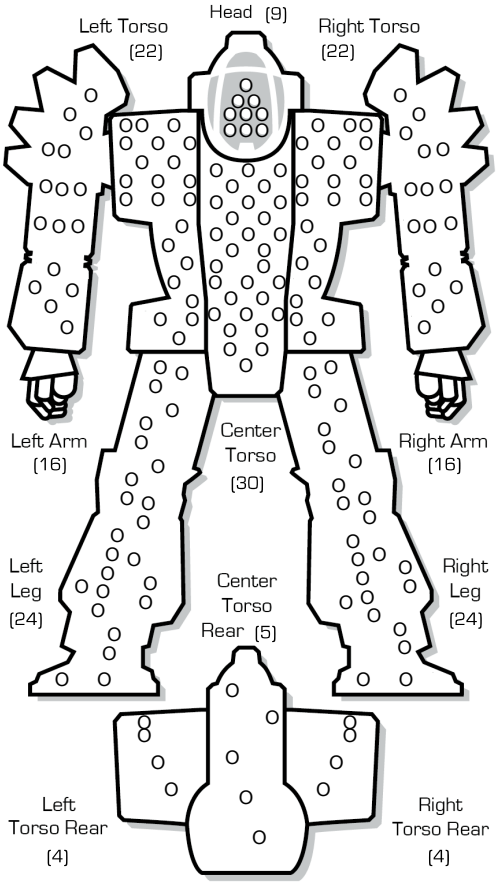
**Name:** _____

**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. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. ER Medium Laser

1-3

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

4-6

#### Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. LRM 10
6. LRM 10

1-3

1. Ammo (LRM 10) 12
2. Ammo (LRM 10) 12
3. Ammo (Gauss) 8
4. Ammo (Gauss) 8
5. CASE
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

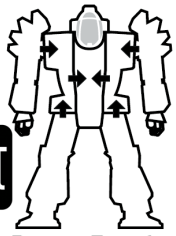
#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

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. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. ER Medium Laser

1-3

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

4-6

#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Gauss Rifle
6. Gauss Rifle

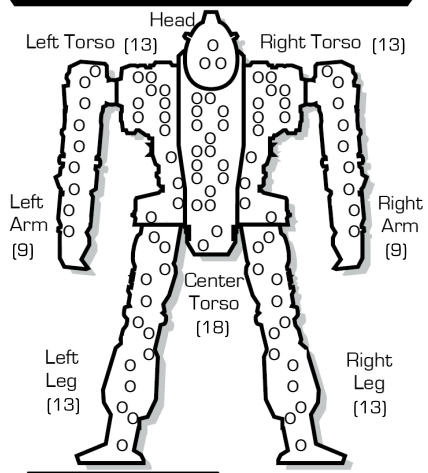
1-3

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. CASE

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 DATA

| Heat Level* | Effects | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

**Heat Scale**

Overflow

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Osprey OSP-26

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

**Tonnage:** 55
**Tech Base:** Inner Sphere
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Gauss Rifle | RT | 1 | 15 [DB,X] | 2 | 7 | 15 | 22 |
| 1 | MML 7 LRM | LT | 4 | [M,S,C] 1/Msl | 6 | 7 | 14 | 21 |
| | SRM | | | 2/Msl | — | 3 | 6 | 9 |
| 1 | Beagle Active Probe | RA | — | [E] | — | — | — | 4 |
| 1 | ER Medium Laser | RA | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 1 | ER Medium Laser | LA | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 1 | ER Small Laser | LA | 2 | 3 [DE] | — | 2 | 4 | 5 |

**Cost:**

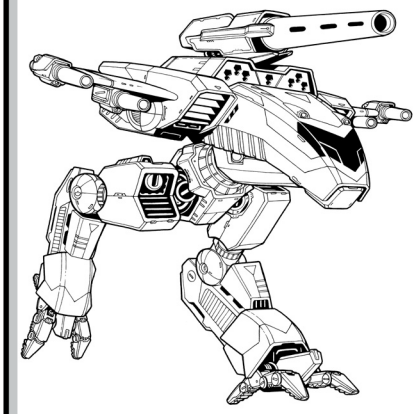
**BV:** 1,541

### WARRIOR DATA

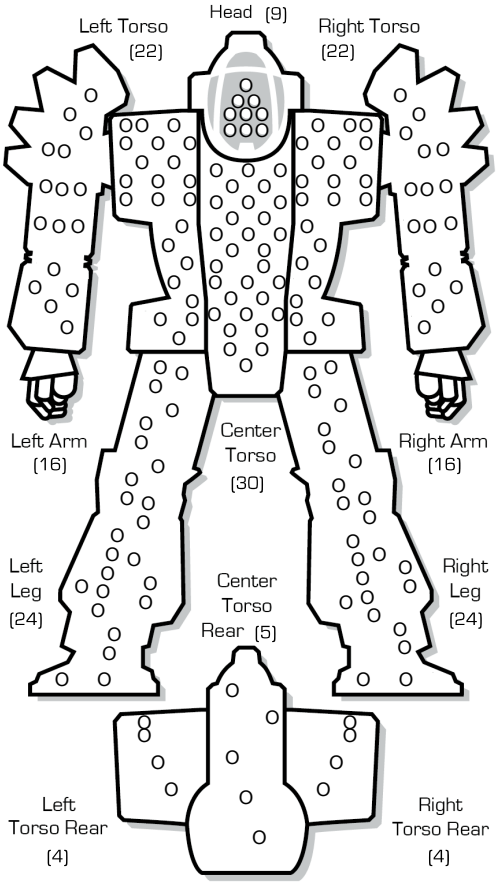
**Name:** _____

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

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. ER Medium Laser

1-3

1. ER Small Laser
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

#### Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. MML 7
6. MML 7

1-3

1. MML 7
2. MML 7
3. Ammo (MML 7/LRM) 17
4. Ammo (MML 7/SRM) 14
5. Ammo (Gauss) 8
6. CASE

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

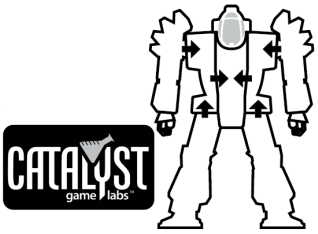
#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

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. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. ER Medium Laser

1-3

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

4-6

#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Gauss Rifle
6. Gauss Rifle

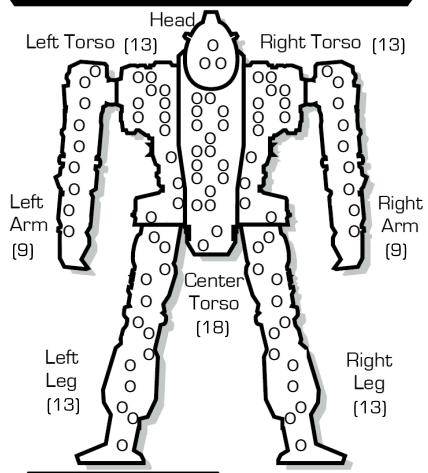
1-3

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Ammo (Gauss) 8

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 | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

(Primitive)

### 'MECH DATA

**Type:** Rook NH-1A

**Movement Points:**
- Walking: 3
- Running: 5
- Jumping: 3

**Tonnage:** 55
**Tech Base:** Inner Sphere
**Era:** Jihad

**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 | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser(R) | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | PPC | RT | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser(R) | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

**Cost:**

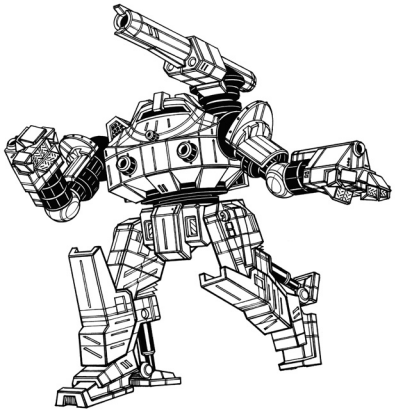
**BV:** 1,197

### WARRIOR DATA

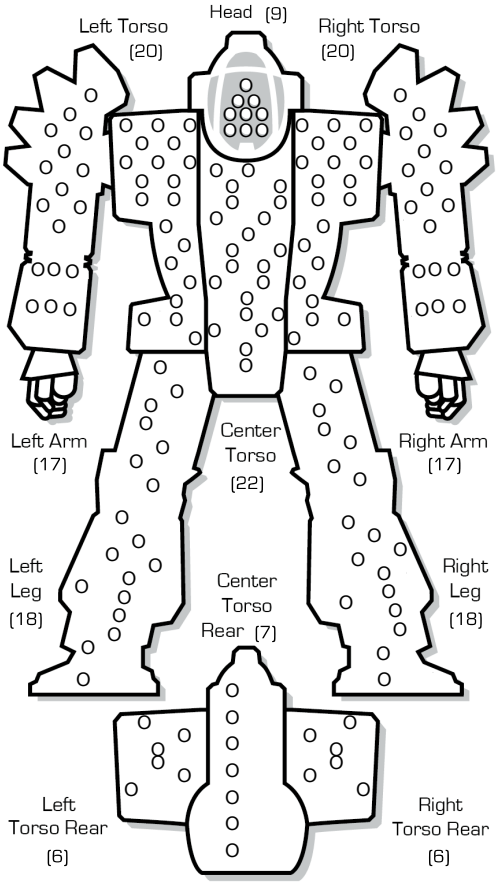
**Name:** _____

**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<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Hand Actuator<br>5. Medium Laser<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

#### Left Torso

| | |
|---|---|
| 1-3 | 1. Heat Sink<br>2. Jump Jet<br>3. Medium Laser<br>4. Medium Laser (R)<br>5. Roll Again<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

#### Left Leg

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

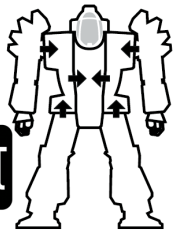
#### Head

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

#### Center Torso

| | |
|---|---|
| 1-3 | 1. Primitive Fusion Engine<br>2. Primitive Fusion Engine<br>3. Primitive Fusion Engine<br>4. Gyro<br>5. Gyro<br>6. Gyro |
| 4-6 | 1. Gyro<br>2. Primitive Fusion Engine<br>3. Primitive Fusion Engine<br>4. Primitive Fusion Engine<br>5. Jump Jet<br>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<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Hand Actuator<br>5. Medium Laser<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

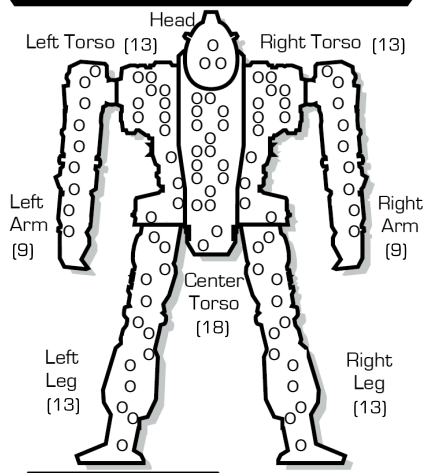
#### Right Torso

| | |
|---|---|
| 1-3 | 1. Heat Sink<br>2. Jump Jet<br>3. PPC<br>4. PPC<br>5. PPC<br>6. Medium Laser |
| 4-6 | 1. Medium Laser (R)<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>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 DATA

| Heat Level* | Effects | Heat Sinks: 14 (14) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 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 |
| 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 | |

**Heat Scale**

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Rook NH-1B

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 3

**Tonnage:** 55
**Tech Base:** Inner Sphere (Intro)
**Era:** Jihad

**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 | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser(R) | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | PPC | RT | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser(R) | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

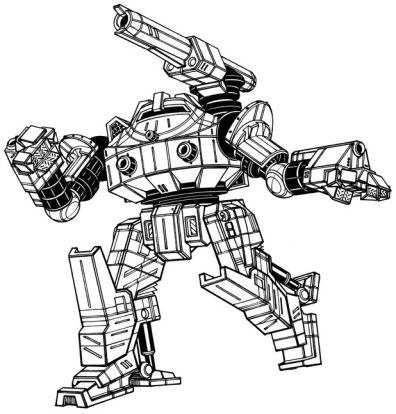
**Cost:**
**BV:** 1,227

### WARRIOR DATA

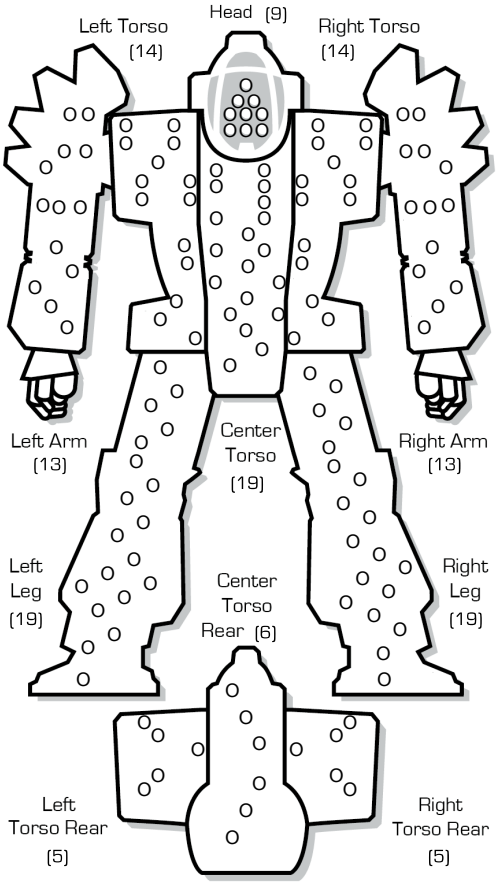
**Name:** _____

**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. 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. Heat Sink
3. Heat Sink
4. Jump Jet
5. Medium Laser
6. Medium Laser (R)

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

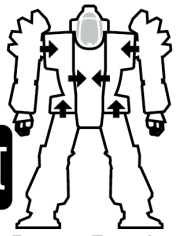
#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Small 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. 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
4. Hand Actuator
5. Medium Laser
6. Roll Again

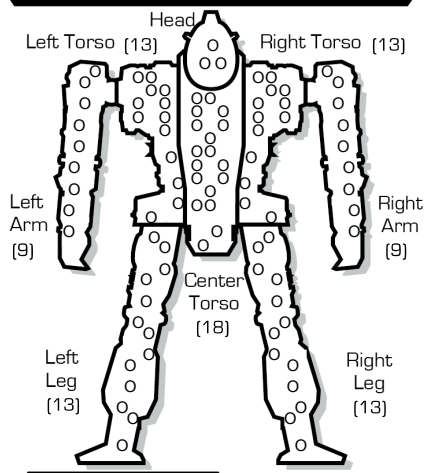
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Jump Jet
6. PPC

1. PPC
2. PPC
3. Medium Laser
4. Medium Laser (R)
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 | Heat Sinks: 20 (20) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 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 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 | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Rook NH-2

**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 | Small Pulse Laser | HD | 2 | 3 [P] | — | 1 | 2 | 3 |
| 1 | ER PPC | RT | 15 | 10 [DE] | — | 7 | 14 | 23 |
| 1 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

**Cost:**

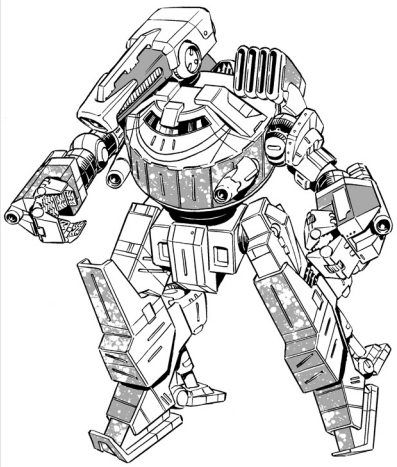
**BV:** 1,525

### WARRIOR DATA

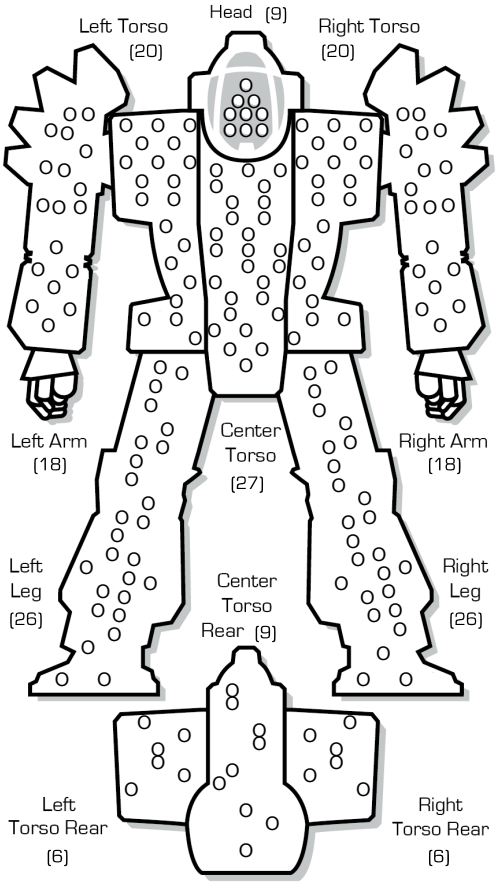
**Name:** _____

**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. 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. 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. Improved Jump Jet, 2. Improved Jump Jet, 3. Medium Laser, 4. Roll Again, 5. Roll Again, 6. Roll Again

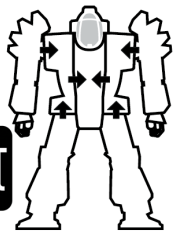
#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved Jump Jet

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

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

**4-6:** 1. Fusion Engine, 2. Fusion Engine, 3. Improved Jump Jet, 4. Improved Jump Jet, 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
4. Hand Actuator
5. Medium Laser
6. Roll Again

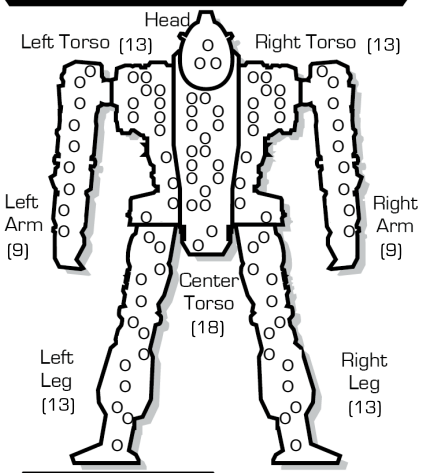
**4-6:** 1. Roll Again, 2. Roll Again, 3. Roll Again, 4. Roll Again, 5. Roll Again, 6. Roll Again

#### Right Torso
1. 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. Improved Jump Jet, 2. Improved Jump Jet, 3. ER PPC, 4. ER PPC, 5. ER PPC, 6. Medium Laser

#### 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 | Heat Sinks: 12 (24) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Rook NH-3X

**Movement Points:**
- Walking: 6
- Running: 9 [12]
- Jumping: 6

**Tonnage:** 55
**Tech Base:** Inner Sphere (Experimental)
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Small Laser | HD | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | Blazer Cannon | RT | 16 | 12 [DE] | — | 5 | 10 | 15 |
| 1 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

**Cost:**

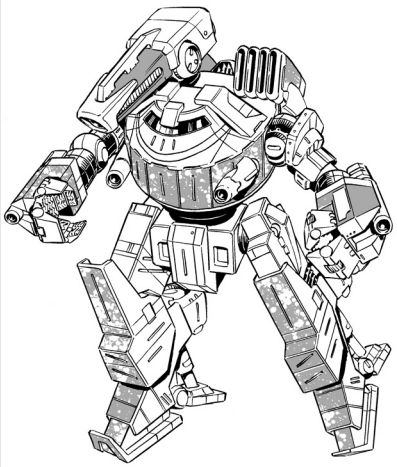
**BV:** 1,746

### WARRIOR DATA

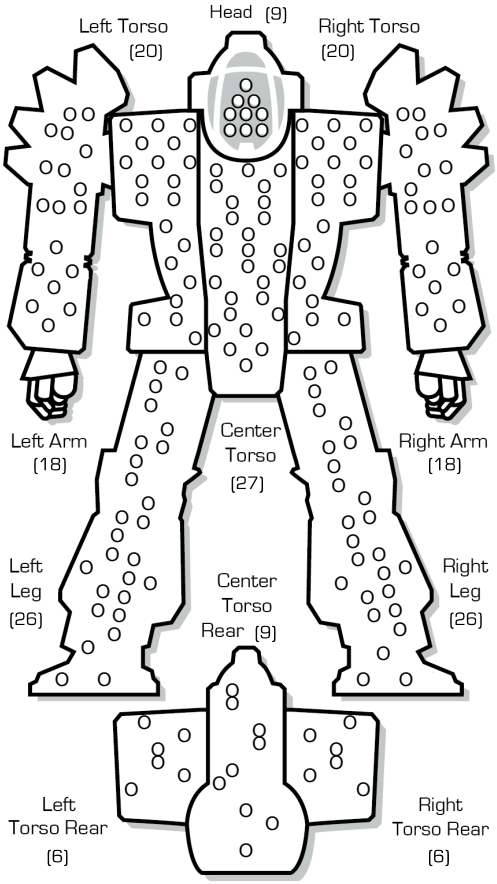
**Name:** _____

**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. Roll Again

1-3

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

4-6

#### Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Medium Laser
6. Roll Again

1-3

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

4-6

#### Left 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. Small Laser
5. Sensors
6. Life Support

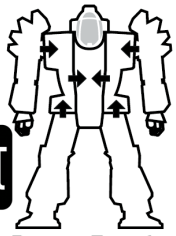
#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

1-3

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

4-6

#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Blazer Cannon
6. Blazer Cannon

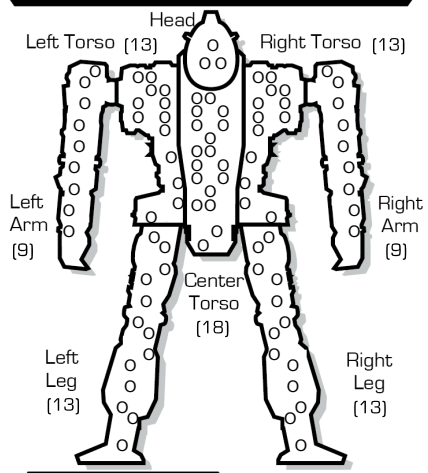
1-3

1. Blazer Cannon
2. Blazer Cannon
3. Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again

4-6

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

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

**Heat Scale**

Overflow

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## FOUR-LEGGED 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Thunder Fox TFT-A9

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 3

**Tonnage:** 55
**Tech Base:** Inner Sphere
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Light Gauss Rifle | RT | 1 | 8 [DB,X] | 3 | 8 | 17 | 25 |
| 1 | Streak SRM 4 | RT | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | ER Large Laser | LT | 12 | 8 [DE] | — | 7 | 14 | 19 |
| 1 | ER Small Laser | LT | 2 | 3 [DE] | — | 2 | 4 | 5 |

**Cost:**

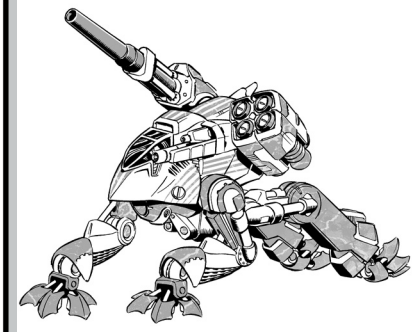
**BV:** 1,325

### WARRIOR DATA

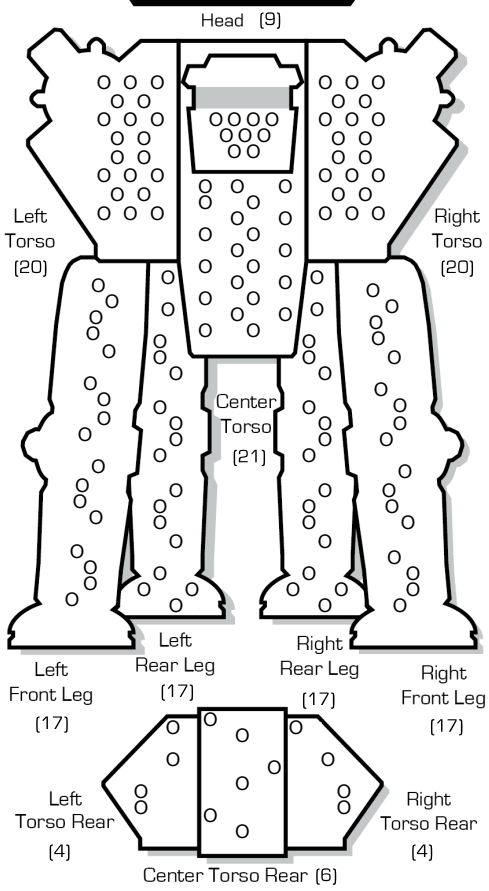
**Name:** _____

**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. Roll Again
5. Sensors
6. Life Support

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

#### 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. Light Ferro-Fibrous

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

#### 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. ER Small Laser

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

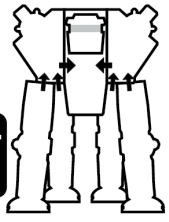
Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

#### Right Torso
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Light Gauss Rifle
5. Light Gauss Rifle
6. Light Gauss Rifle

4-6
1. Light Gauss Rifle
2. Light Gauss Rifle
3. Streak SRM 4
4. Ammo (Streak SRM 4) 25
5. Ammo (Light Gauss) 16
6. CASE

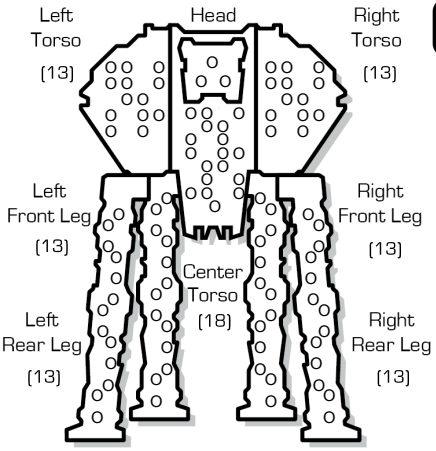
#### Left Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Jump Jet
6. Light Ferro-Fibrous

#### Right Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Jump Jet
6. Light Ferro-Fibrous



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

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

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 10 (20) Double |
|---|---|---|
| 30 | Shutdown | |
| 28 | Ammo Exp. avoid on 8+ | 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH

## FOUR-LEGGED 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Thunder Fox TFT-C3

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

**Tonnage:** 55

**Tech Base:** Inner Sphere (Experimental)

**Era:** Dark Age

**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 | C³ Master | LT | 0 | [E] | — | 5 | 10 | 15 |
| 1 | ER Medium Laser | LT | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 1 | Medium X-Pulse Laser | LT | 6 | 6 [P] | — | 3 | 6 | 9 |

**Cost:**

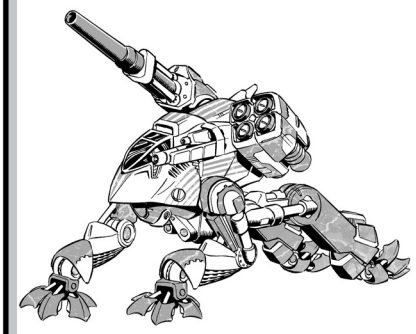
**BV:** 1,104

### WARRIOR DATA

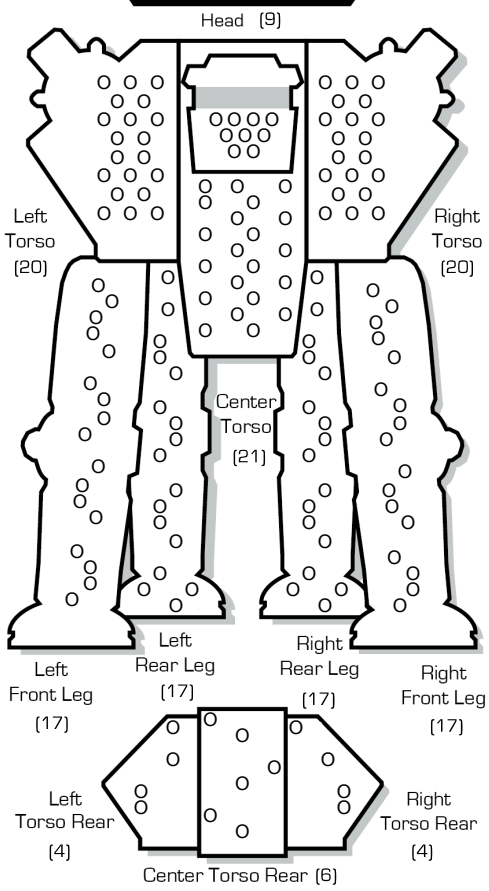
**Name:** _____

**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. Jump Booster
6. Jump Booster

**Center Torso**

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

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

**Right Front Leg**
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Jump Booster
6. Jump Booster

**Left Torso**

1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Medium X-Pulse Laser

4-6
1. ER Medium Laser
2. C³ Master
3. C³ Master
4. C³ Master
5. C³ Master
6. C³ Master

**Right Torso**

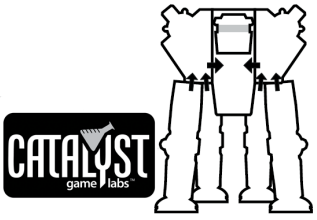
1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. ER Large Laser

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

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

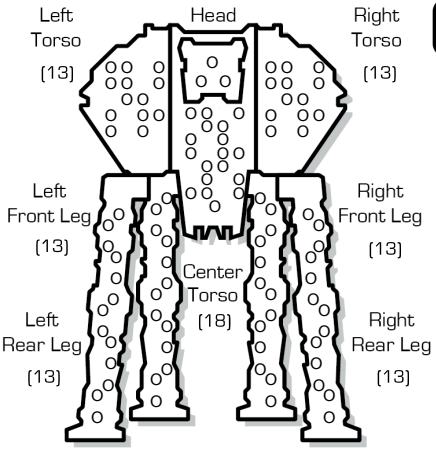
**Left Rear Leg**
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Jump Booster
6. Jump Booster

**Right Rear Leg**
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Jump Booster
6. Jump Booster



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

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

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 10 (20) Double |
|---|---|---|
| 30 | Shutdown | 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH

## FOUR-LEGGED 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Thunder Fox TFT-L8

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

**Tonnage:** 55
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | LB 10-X AC | RT | 2 | 10 [DB,C,F,S] | — | 6 | 12 | 18 |
| 2 | Snub-Nose PPC | LT | 10 | 10/8/5 [DE,V] | — | 9 | 13 | 15 |

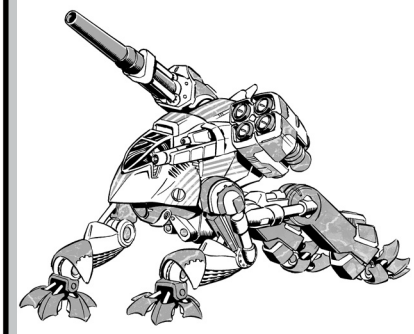
**Cost:** **BV:** 1,513

### WARRIOR DATA

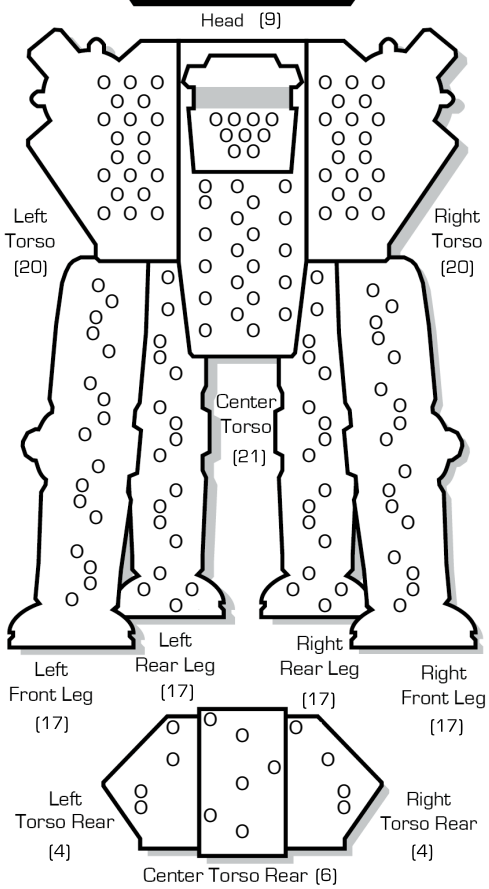
**Name:** _____

**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. Small Cockpit
4. Sensors
5. Light Ferro-Fibrous
6. Roll Again

#### Left Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Jump Jet
6. Roll Again

#### 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. Jump Jet
6. Light Ferro-Fibrous

#### Right Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Jump Jet
6. Roll Again

#### Left Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Snub-Nose PPC
5. Snub-Nose PPC
6. Snub-Nose PPC

4-6
1. Snub-Nose PPC
2. Light Ferro-Fibrous
3. Light Ferro-Fibrous
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

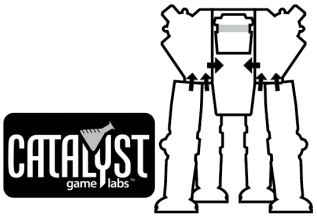
Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

#### Right Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

4-6
1. LB 10-X AC
2. LB 10-X AC
3. LB 10-X AC
4. Ammo (LB 10-X) 10
5. Ammo (LB 10-X Cluster) 10
6. Roll Again

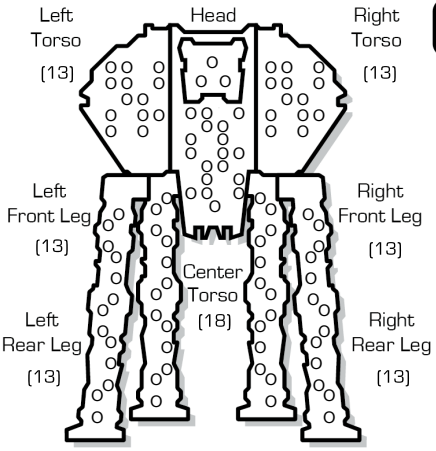
#### Left Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Jump Jet
6. Roll Again

#### Right Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Jump Jet
6. Roll Again



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

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

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Yao Lien YOL-4C

**Movement Points:**
Walking: 5
Running: 8
Jumping: 7

**Tonnage:** 55
**Tech Base:** Inner Sphere
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Guardian ECM Suite | HD | — | [E] | — | — | — | 6 |
| 1 | C³ Slave | RT | — | [E] | — | — | — | — |
| 2 | Snub-Nose PPC | RA | 10 | 10/8/5 [DE,V] | — | 9 | 13 | 15 |

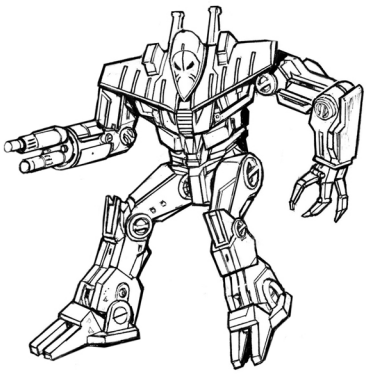
**Cost:** **BV:** 1,586

### WARRIOR DATA

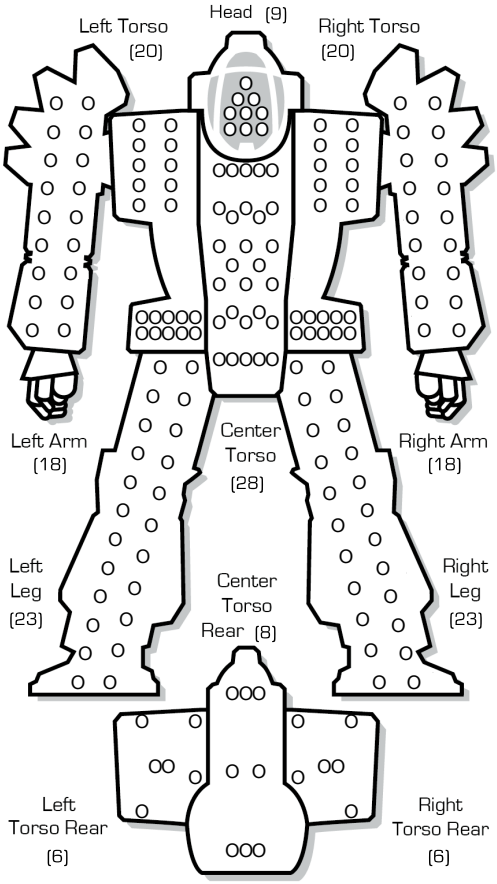
**Name:** _____

**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

1-3

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

4-6

**Left Torso**
1. [ Improved Jump Jet
2. ] Improved Jump Jet
3. [ Improved Jump Jet
4. ] Improved Jump Jet
5. [ Improved Jump Jet
6. ] Improved Jump Jet

1-3

1. Ferro-Fibrous
2. Ferro-Fibrous
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. Ferro-Fibrous

**Head**
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. [ Guardian ECM Suite
6. ] Guardian ECM Suite

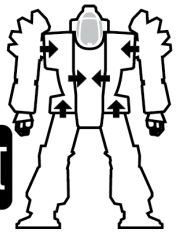
**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. [ Improved Jump Jet
6. ] Improved Jump Jet

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. [ Snub-Nose PPC
5. ] Snub-Nose PPC
6. [ Snub-Nose PPC

1-3

1. ] Snub-Nose PPC
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

**Right Torso**
1. [ Improved Jump Jet
2. ] Improved Jump Jet
3. [ Improved Jump Jet
4. ] Improved Jump Jet
5. [ Improved Jump Jet
6. ] Improved Jump Jet

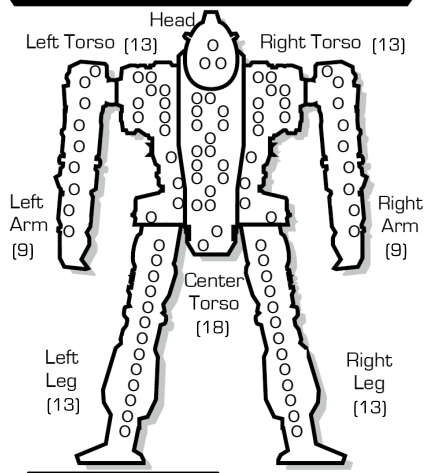
1-3

1. C³ Slave
2. Ferro-Fibrous
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. 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 | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Eidolon C-EID-001

**Movement Points:**
- Walking: 5
- Running: 8
- Jumping: 7

**Tonnage:** 55
**Tech Base:** Inner Sphere
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Improved C³CPU | HD | — | [E] | — | — | — | — |
| 2 | Snub-Nose PPC | RA | 10 | 10/8/5 [DE,V] | — | 9 | 13 | 15 |

**Cost:**

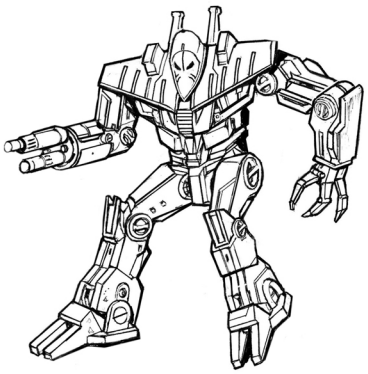
**BV:** 1,505

### WARRIOR DATA

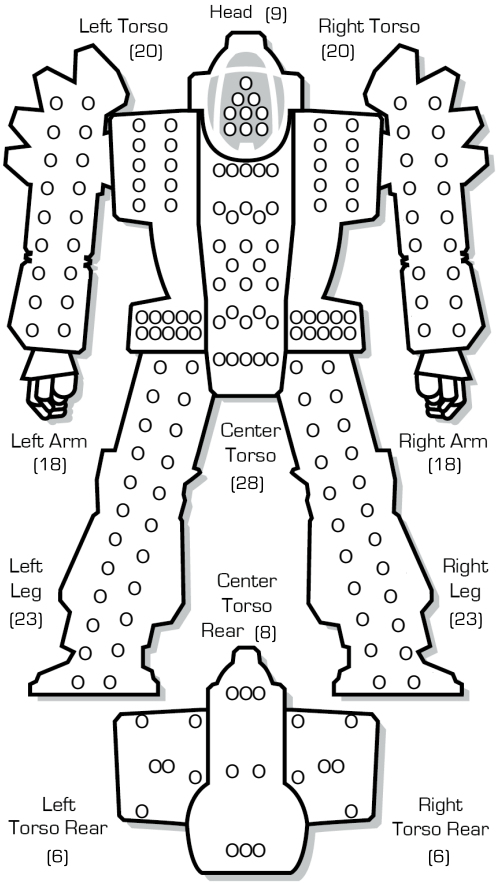
**Name:** _____

**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. Endo Steel |
| | 4. Endo Steel |
| | 5. Endo Steel |
| | 6. Roll Again |

#### Left Torso

| | |
|---|---|
| 1-3 | 1. Improved Jump Jet |
| | 2. Improved Jump Jet |
| | 3. Improved Jump Jet |
| | 4. Improved Jump Jet |
| | 5. Improved Jump Jet |
| | 6. Improved Jump Jet |
| 4-6 | 1. Ferro-Fibrous |
| | 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. Endo Steel
6. Ferro-Fibrous

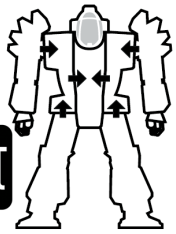
#### Head

1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Improved C³CPU
6. Improved C³CPU

#### 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. 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

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

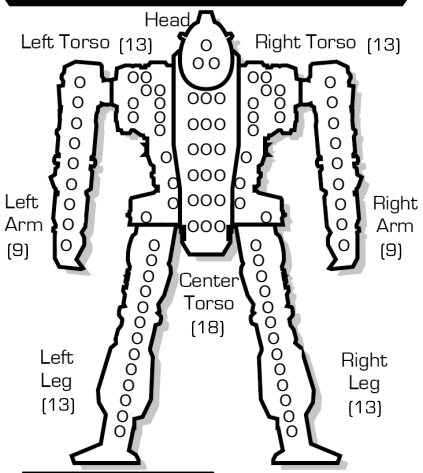
#### Right Torso

| | |
|---|---|
| 1-3 | 1. Improved Jump Jet |
| | 2. Improved Jump Jet |
| | 3. Improved Jump Jet |
| | 4. Improved Jump Jet |
| | 5. Improved Jump Jet |
| | 6. Improved Jump Jet |
| 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. Endo Steel
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 | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Brahma BRM-5A

**Movement Points:**
- Walking: 5
- Running: 8
- Jumping: 3

**Tonnage:** 60
**Tech Base:** Inner Sphere
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | AMS | HD | 1 | — | — | — | — | — |
| 1 | Light Auto Cannon/5 | RT | 1 | 5 [DB,S] | — | 5 | 10 | 15 |
| 1 | Streak SRM 6 | LT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Targeting Computer | LT | — | [E] | — | — | — | — |
| 3 | ER Medium Laser | RA | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 1 | Flamer | LA | 3 | 2 [DE,H,AI] | — | 1 | 2 | 3 |

**Cost:**

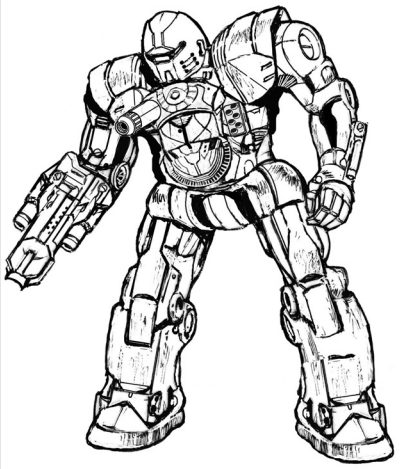
**BV:** 1,572

### WARRIOR DATA

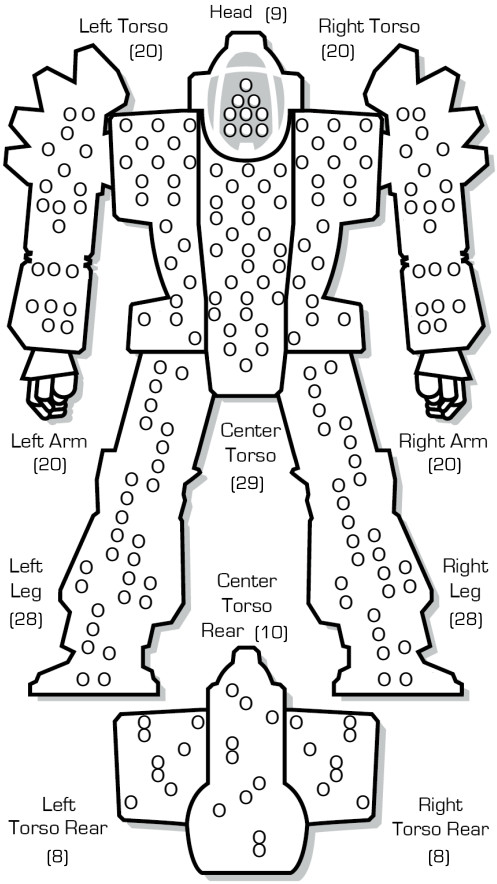
**Name:** _____

**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. Flamer
6. Roll Again

1-3

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

4-6

#### Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. [ Streak SRM 6
6. [ Streak SRM 6

1-3

1. Ammo (Streak SRM 6) 15
2. [ Targeting Computer
3. [ Targeting Computer
4. CASE
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. AMS
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

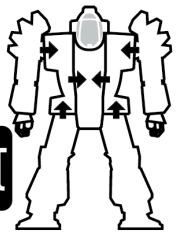
1-3

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

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 Medium Laser
5. ER Medium Laser
6. ER Medium Laser

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. [ Double Heat Sink
5. Double Heat Sink
6. [ Double Heat Sink

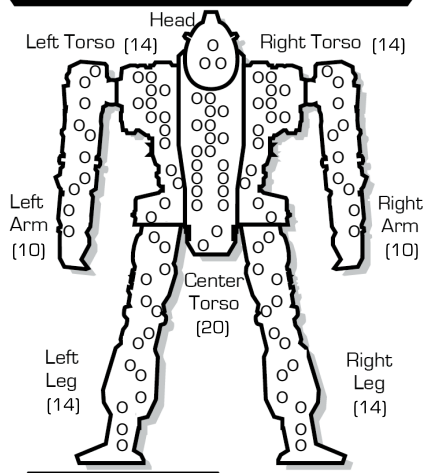
1-3

1. Jump Jet
2. [ Light Auto Cannon/5
3. [ Light Auto Cannon/5
4. Ammo (LAC/5) 20
5. CASE
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 | Heat Sinks: 13 (26) 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 |
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Brahma BRM-5B

**Movement Points:**
- Walking: 5
- Running: 8
- Jumping: 3

**Tonnage:** 60
**Tech Base:** Inner Sphere (Experimental)
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | ER Small Laser | RT | 2 | 3 [DE] | — | 2 | 4 | 5 |
| 1 | Large X-Pulse Laser | RT | 14 | 9 [P] | — | 5 | 10 | 15 |
| 1 | SRM 6 | LT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Targeting Computer | LT | — | [E] | — | — | — | — |
| 3 | ER Medium Laser | RA | 5 | 5 [DE] | — | 4 | 8 | 12 |

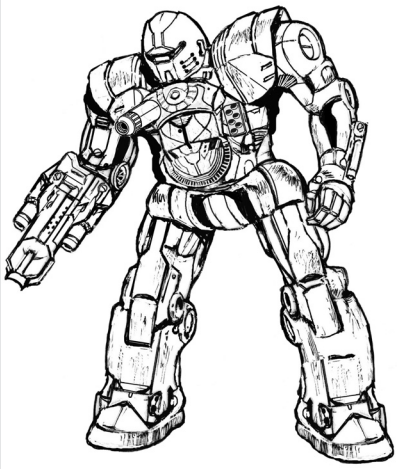
**Cost:** **BV:** 1,730

### WARRIOR DATA

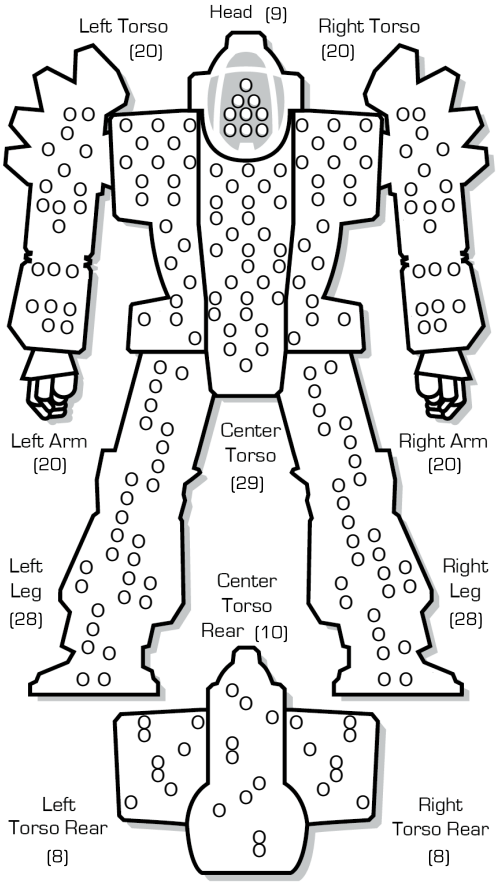
**Name:** _____

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

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

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

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

1. Double Heat Sink

4-6
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

1-3
4. Jump Jet
5. SRM 6
6. SRM 6

1. Ammo (SRM 6) 15

4-6
2. Targeting Computer
3. Targeting Computer
4. Targeting Computer
5. CASE
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

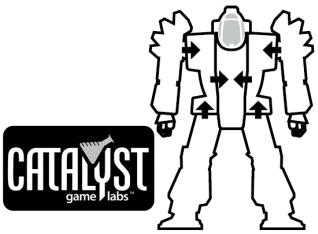
#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

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

1. Gyro

4-6
2. XL Fusion Engine
3. XL Fusion Engine
4. XL 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. Lower Arm Actuator

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

1. ER Medium Laser

4-6
2. ER Medium Laser
3. ER Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

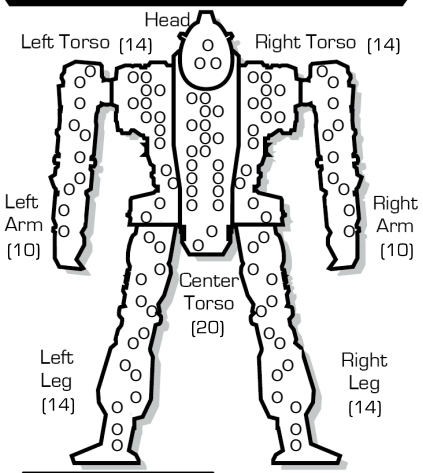
1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Jump Jet

4-6
2. Large X-Pulse Laser
3. Large X-Pulse Laser
4. ER Small Laser
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 | Heat Sinks: 15 (30) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

(Primitive)

### 'MECH DATA

**Type:** Ostwar OWR-2M

**Movement Points:**
- Walking: 3
- Running: 5
- Jumping: 0

**Tonnage:** 65
**Tech Base:** Inner Sphere
**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 Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | SRM 4 | RA | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | SRM 4 | LA | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |

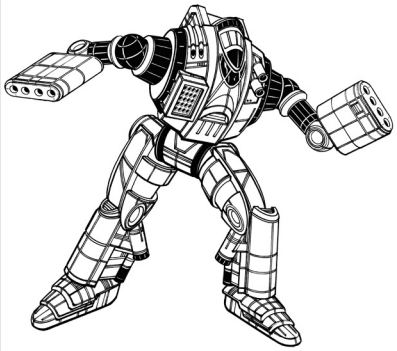
**Cost:** **BV:** 1,205

### WARRIOR DATA

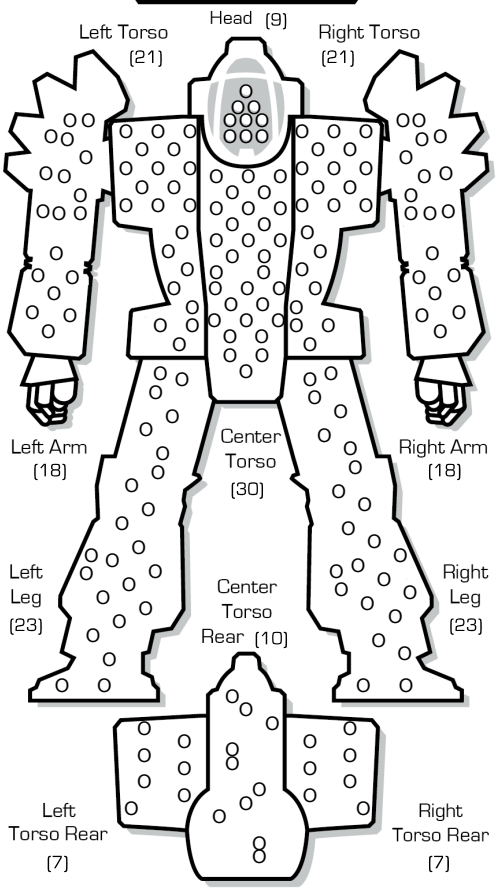
**Name:** _____

**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. SRM 4
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. Heat Sink
2. Heat Sink
3. Medium Laser
4. Medium Laser
5. Ammo (SRM 4) 25
6. Roll Again

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

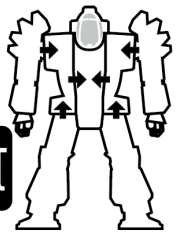
#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

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

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

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

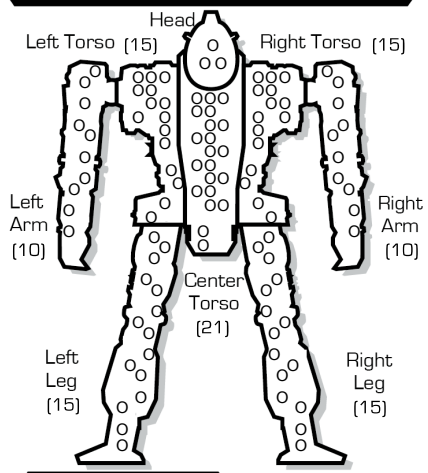
4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso
1-3:
1. Heat Sink
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

4-6:
1. Ammo (LRM 20) 6
2. Ammo (LRM 20) 6
3. Ammo (LRM 20) 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. 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 | Heat Sinks: 12 (12) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O 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+ | |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Ostwar OWR-2Mb

**Movement Points:**
- Walking: 5
- Running: 8
- Jumping: 0

**Tonnage:** 65
**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 | ER Large Laser | RT | 12 | 8 [DE] | — | 7 | 14 | 19 |
| 1 | ER Large Laser | LT | 12 | 8 [DE] | — | 7 | 14 | 19 |
| 1 | SRM 6 | RA | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | SRM 6 | LA | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |

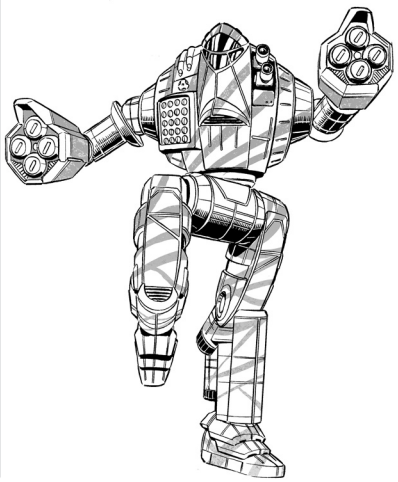
**Cost:** **BV:** 1,638

### WARRIOR DATA

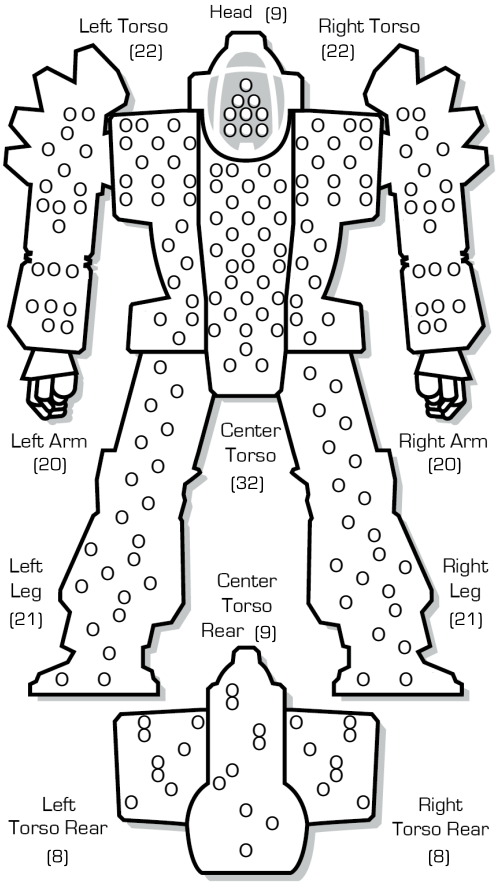
**Name:** _____

**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. SRM 6
2. SRM 6

4-6
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

#### Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

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

1. ER Large Laser
2. ER Large Laser

4-6
3. Ammo (SRM 6) 15
4. CASE
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. Roll Again

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

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

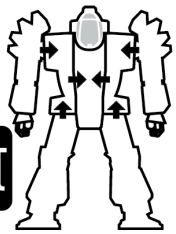
1-3
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine

4-6
4. XL Fusion Engine
5. ER Large Laser
6. ER Large Laser

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. SRM 6
2. SRM 6

4-6
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

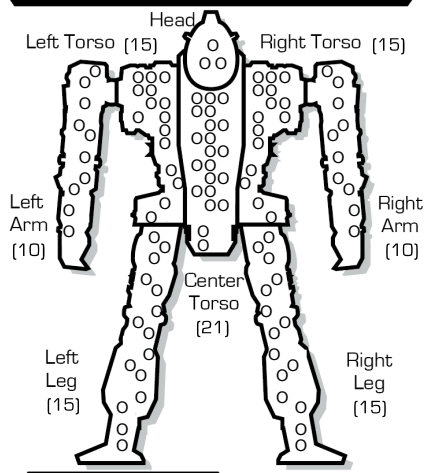
1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

4-6
4. ER Large Laser
5. ER Large Laser
6. Endo Steel

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

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

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

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 18 (36) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 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 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+ | |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Ostwar OWR-3M

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 0

**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 | LRM 20 w/Artemis IV FCS | RT | 6 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 2 | ER Medium Laser | LT | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 1 | Streak SRM 4 | RA | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Streak SRM 4 | LA | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |

**Cost:**

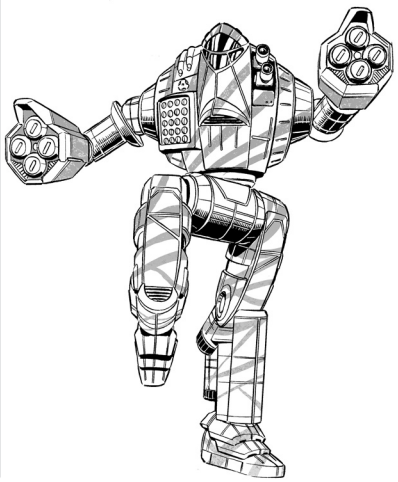
**BV:** 1,557

### WARRIOR DATA

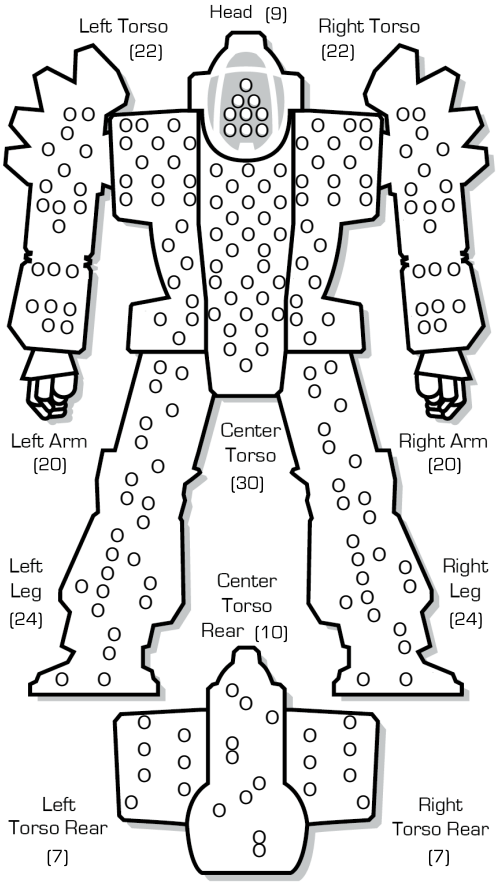
**Name:** _____

**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. Streak SRM 4
5. Light Ferro-Fibrous
6. Roll Again

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. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ER Medium Laser
2. ER Medium Laser
3. Ammo (Streak SRM 4) 25
4. CASE
5. Light Ferro-Fibrous
6. Roll Again

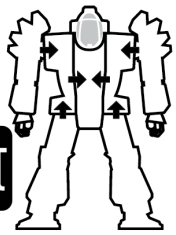
#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Light Ferro-Fibrous
6. Roll Again

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Light 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. 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. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Streak SRM 4
5. Light Ferro-Fibrous
6. Roll Again

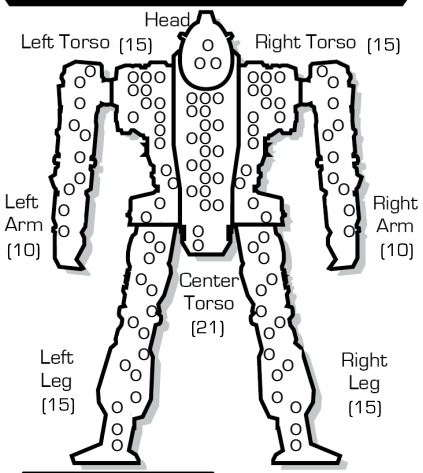
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso
1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. Artemis IV FCS

1. Ammo (LRM 20 Artemis) 6
2. Ammo (LRM 20 Artemis) 6
3. Ammo (LRM 20 Artemis) 6
4. CASE
5. Light Ferro-Fibrous
6. Roll Again

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

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow

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

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 12 (24) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Shen Yi SHY-3B

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 0

**Tonnage:** 65
**Tech Base:** Inner Sphere
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | MRM 20 | RT | 6 | 1/Msl [M,C] | — | 3 | 8 | 15 |
| 1 | MRM 20 | LT | 6 | 1/Msl [M,C] | — | 3 | 8 | 15 |
| 1 | ER Large Laser | RA | 12 | 8 [DE] | — | 7 | 14 | 19 |
| 2 | Medium Pulse Laser | RA | 4 | 6 [P] | — | 2 | 4 | 6 |
| 1 | Guardian ECM Suite | LA | — | [E] | — | — | — | 6 |

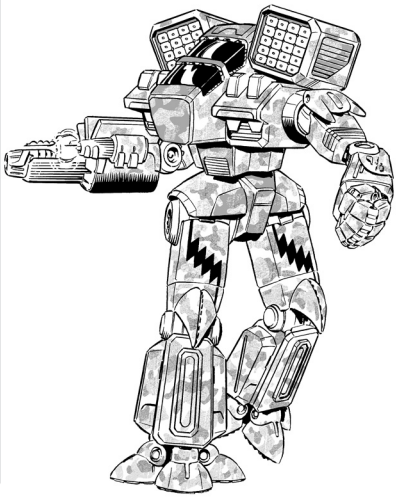
**Cost:** **BV:** 1,561

### WARRIOR DATA

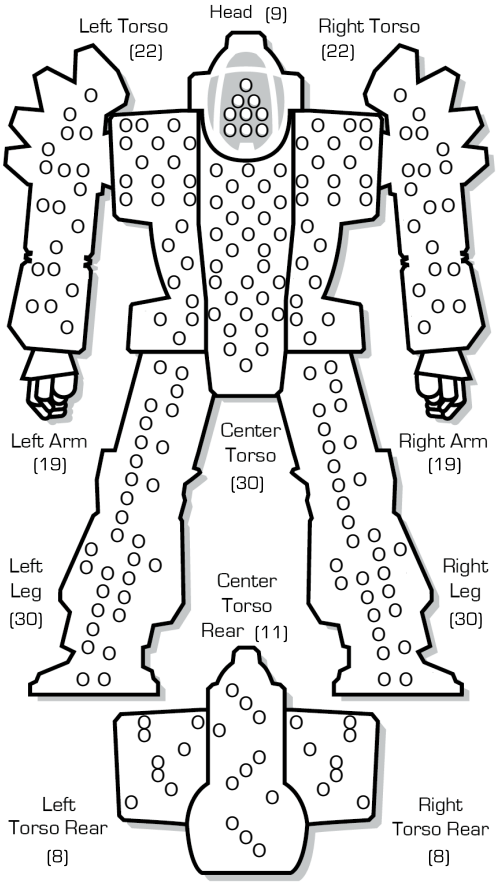
**Name:** _____

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

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

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

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

1. Double Heat Sink
2. Guardian ECM Suite
3. Guardian ECM Suite

4-6
4. Stealth
5. Stealth
6. Roll Again

#### Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

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

1. MRM 20
2. MRM 20
3. MRM 20

4-6
4. Ammo (MRM 20) 12
5. Stealth
6. Stealth

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

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

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

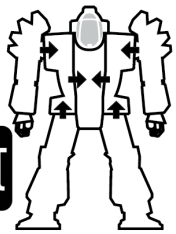
1-3
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine

4-6
4. XL Fusion Engine
5. Ammo (MRM 20) 12
6. Ammo (MRM 20) 12

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. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. ER Large Laser

1. ER Large Laser
2. Medium Pulse Laser
3. Medium Pulse Laser

4-6
4. Stealth
5. Stealth
6. Roll Again

#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

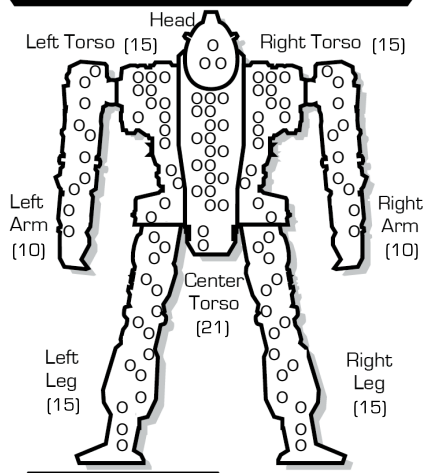
1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. MRM 20
2. MRM 20
3. MRM 20

4-6
4. Ammo (MRM 20) 12
5. Stealth
6. Stealth

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

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

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

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 14 (28) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 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 |
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Gallant GLT-7-0

**Movement Points:**
Walking: 3
Running: 5
Jumping: 5

**Tonnage:** 70
**Tech Base:** Inner Sphere
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Flamer | HD | 3 | 2 [DE,H,AI] | — | 1 | 2 | 3 |
| 1 | Streak SRM 2 | RT | 2 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | MRM 20 | LT | 6 | 1/Msl [M,C] | — | 3 | 8 | 15 |
| 2 | Large Pulse Laser | RA | 10 | 9 [P] | — | 3 | 7 | 10 |

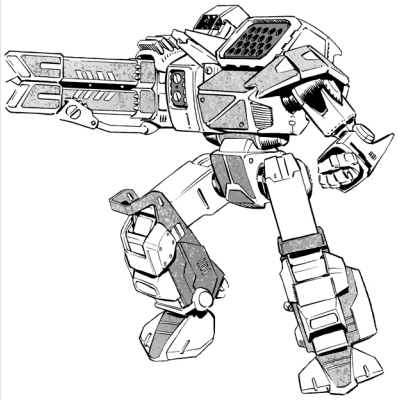
**Cost:** **BV:** 1,436

### WARRIOR DATA

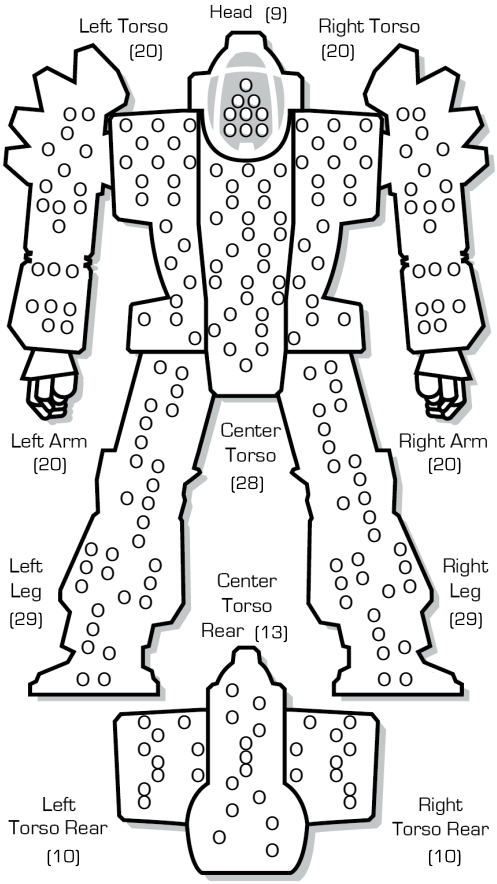
**Name:** _____

**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. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Roll Again
6. Roll Again

#### 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. Improved Jump Jet
2. Improved Jump Jet
3. MRM 20
4. MRM 20
5. MRM 20
6. Ammo (MRM 20) 12

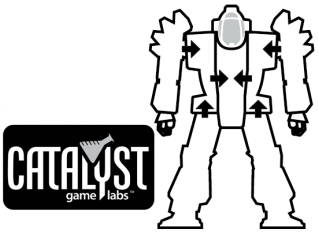
#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved Jump Jet

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Flamer
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. 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. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

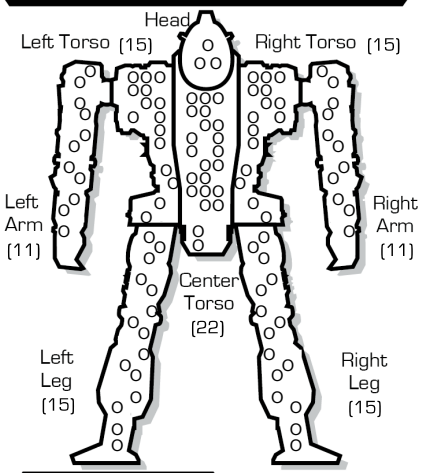
1. Double Heat Sink
2. Double Heat Sink
3. Large Pulse Laser
4. Large Pulse Laser
5. Large Pulse Laser
6. Large Pulse Laser

#### 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. Improved Jump Jet
2. Improved Jump Jet
3. Streak SRM 2
4. Ammo (Streak SRM 2) 50
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 | Heat Sinks: 14 (28) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 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 |
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Gallant GLT-8-0

**Movement Points:**
- Walking: 3
- Running: 5
- Jumping: 5

**Tonnage:** 70
**Tech Base:** Inner Sphere (Experimental)
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | Medium X-Pulse Laser | LT | 6 | 6 [P] | — | 3 | 6 | 9 |
| 2 | Medium X-Pulse Laser | RA | 6 | 6 [P] | — | 3 | 6 | 9 |
| 1 | Thunderbolt 10 | RA | 5 | 10[M] | 5 | 6 | 12 | 18 |
| 1 | Thunderbolt 10 | LA | 5 | 10[M] | 5 | 6 | 12 | 18 |

**Cost:**

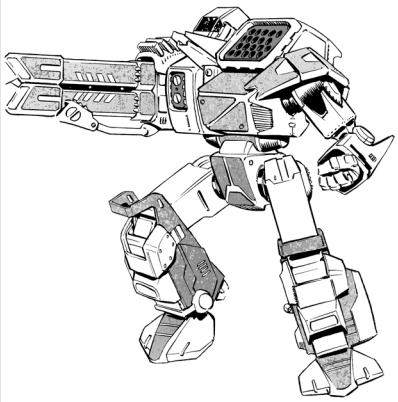
**BV:** 1,666

### WARRIOR DATA

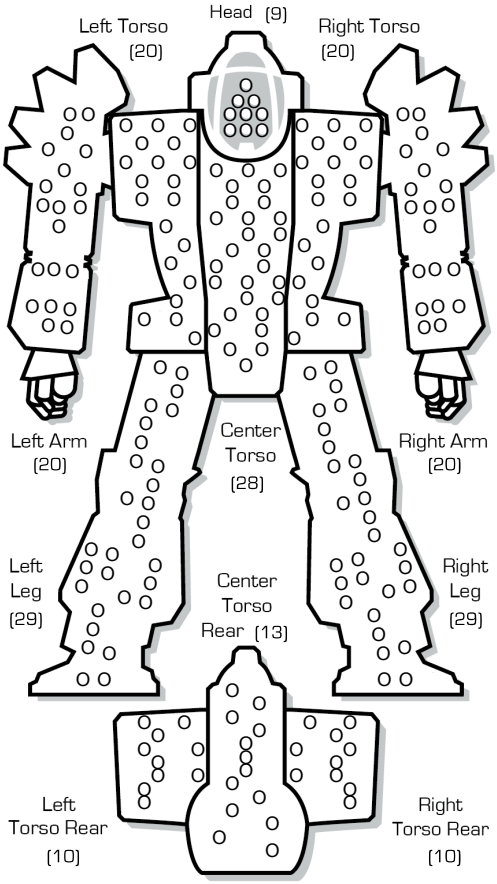
**Name:** _____

**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. Thunderbolt 10
5. Thunderbolt 10
6. Roll Again

#### Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

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

1. Improved Jump Jet
2. Improved Jump Jet

4-6
3. Medium X-Pulse Laser
4. Medium X-Pulse Laser
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. Roll Again
5. Sensors
6. Life Support

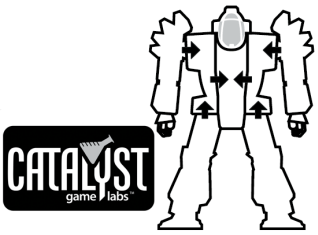
#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

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

1. Gyro
2. XL Fusion Engine

4-6
3. XL Fusion Engine
4. XL 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

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

1. Double Heat Sink
2. Double Heat Sink

4-6
3. Thunderbolt 10
4. Thunderbolt 10
5. Medium X-Pulse Laser
6. Medium X-Pulse Laser

#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

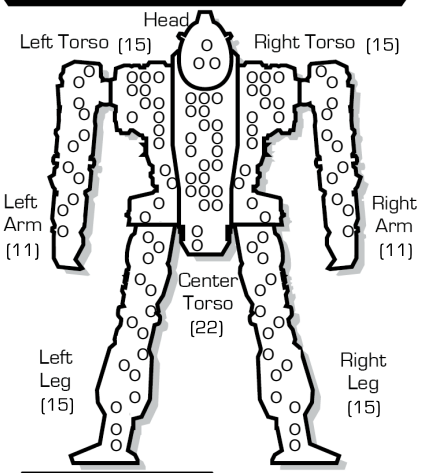
1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Improved Jump Jet
2. Improved Jump Jet

4-6
3. Ammo (Thunderbolt 10) 6
4. Ammo (Thunderbolt 10) 6
5. Ammo (Thunderbolt 10) 6
6. CASE

#### 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 DATA

| Heat Level* | Effects | Heat Sinks: 14 (28) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 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 |
| 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 | |

**Heat Scale**

Overflow

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Mangonel MNL-3L

**Movement Points:**
- Walking: 5
- Running: 8
- Jumping: 0

**Tonnage:** 70
**Tech Base:** Inner Sphere
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | Light Gauss Rifle | RT | 1 | 8 [DB,X] | 3 | 8 | 17 | 25 |
| 2 | ER Medium Laser | RA | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 2 | ER Medium Laser | LA | 5 | 5 [DE] | — | 4 | 8 | 12 |

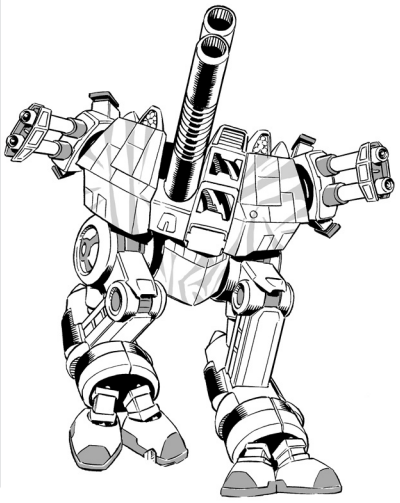
**Cost:** **BV:** 1,552

### WARRIOR DATA

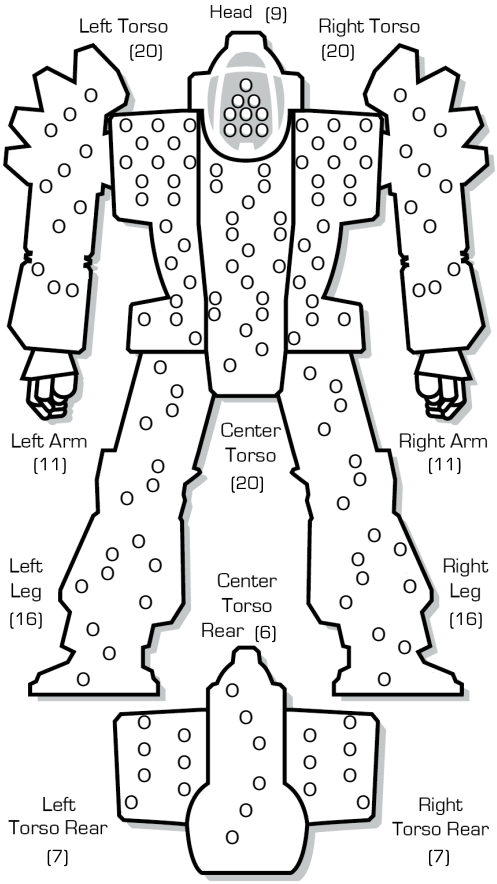
**Name:** _____

**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. ER Medium Laser (1-3)
4. ER Medium Laser (1-3)
5. Endo Steel (1-3)
6. Endo Steel (1-3)
1. Endo Steel (4-6)
2. Endo Steel (4-6)
3. Ferro-Fibrous (4-6)
4. Ferro-Fibrous (4-6)
5. Ferro-Fibrous (4-6)
6. Ferro-Fibrous (4-6)

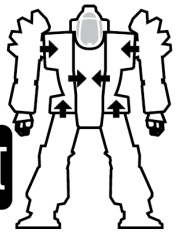
#### Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Ammo (Light Gauss) 16 (1-3)
4. Endo Steel (1-3)
5. Endo Steel (1-3)
6. Endo Steel (1-3)
1. Ferro-Fibrous (4-6)
2. Ferro-Fibrous (4-6)
3. Ferro-Fibrous (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

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

#### 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 (1-3)
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)
1. Gyro (4-6)
2. Light Fusion Engine (4-6)
3. Light Fusion Engine (4-6)
4. Light 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



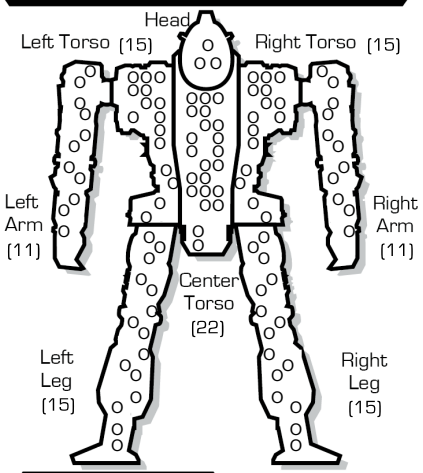
Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. ER Medium Laser (1-3)
4. ER Medium Laser (1-3)
5. Endo Steel (1-3)
6. Endo Steel (1-3)
1. Endo Steel (4-6)
2. Endo Steel (4-6)
3. Ferro-Fibrous (4-6)
4. Ferro-Fibrous (4-6)
5. Ferro-Fibrous (4-6)
6. Ferro-Fibrous (4-6)

#### Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Gauss Rifle (1-3)
4. Light Gauss Rifle (1-3)
5. Light Gauss Rifle (1-3)
6. Light Gauss Rifle (1-3)
1. Light Gauss Rifle (4-6)
2. Light Gauss Rifle (4-6)
3. Light Gauss Rifle (4-6)
4. Light Gauss Rifle (4-6)
5. Light Gauss Rifle (4-6)
6. Light Gauss Rifle (4-6)

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
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 | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Mangonel MNL-3W

**Movement Points:**
- Walking: 5
- Running: 8
- Jumping: 0

**Tonnage:** 70
**Tech Base:** Clan
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | ECM Suite | CT | — | [E] | — | — | — | 6 |
| 1 | Gauss Rifle | RT | 1 | 15 [DB,X] | 2 | 7 | 15 | 22 |
| 1 | Gauss Rifle | LT | 1 | 15 [DB,X] | 2 | 7 | 15 | 22 |
| 2 | ER Medium Laser | RA | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 2 | ER Medium Laser | LA | 5 | 7 [DE] | — | 5 | 10 | 15 |

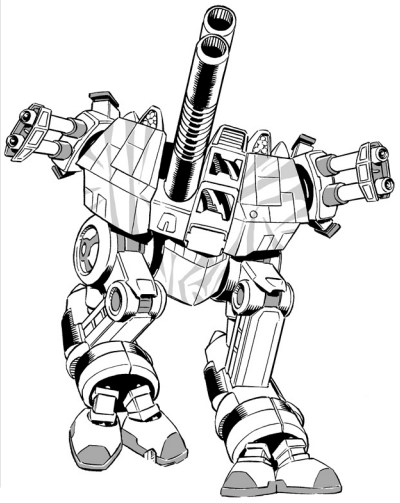
**Cost:** **BV:** 2,657

### WARRIOR DATA

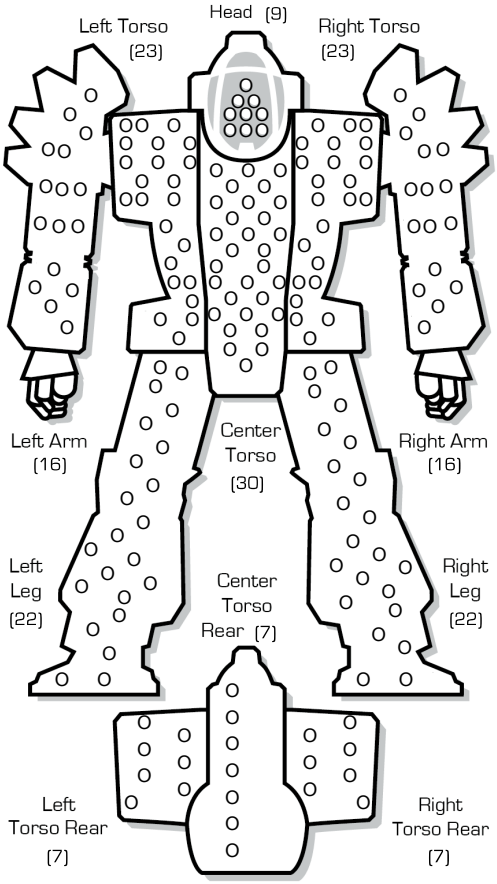
**Name:** _____

**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. ER Medium Laser
4. ER Medium Laser
5. Endo Steel
6. Endo Steel

1-3

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

4-6

#### Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1-3

1. Gauss Rifle
2. Gauss Rifle
3. Ammo (Gauss) 8
4. Ammo (Gauss) 8
5. Roll Again
6. Roll Again

4-6

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

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

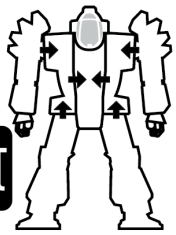
#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ECM Suite
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. ER Medium Laser
4. ER Medium Laser
5. Endo Steel
6. Endo Steel

1-3

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

4-6

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

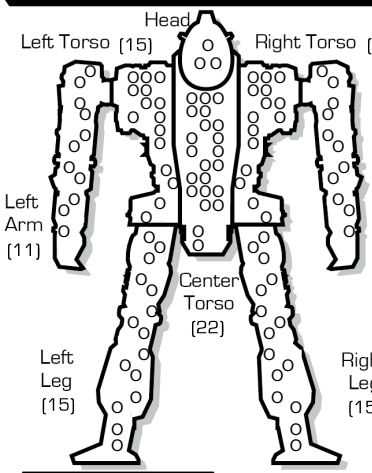
1-3

1. Gauss Rifle
2. Gauss Rifle
3. Ammo (Gauss) 8
4. Ammo (Gauss) 8
5. Roll Again
6. Roll Again

4-6

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
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 | 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+ | O |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Warhammer WHD-10CT

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 0

**Tonnage:** 70
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | $C^3$ Slave | HD | — | [E] | — | — | — | — |
| 1 | Medium Pulse Laser | RT | 4 | 6 [P] | — | 2 | 4 | 6 |
| 1 | Streak SRM 6 | RT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Medium Pulse Laser | LT | 4 | 6 [P] | — | 2 | 4 | 6 |
| 1 | Targeting Computer | LT | — | [E] | — | — | — | — |
| 1 | ER Medium Laser | RA | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 1 | Snub-Nose PPC | RA | 10 | 10/8/5 [DE,V] | — | 9 | 13 | 15 |
| 1 | ER Medium Laser | LA | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 1 | Snub-Nose PPC | LA | 10 | 10/8/5 [DE,V] | — | 9 | 13 | 15 |

**Cost:**

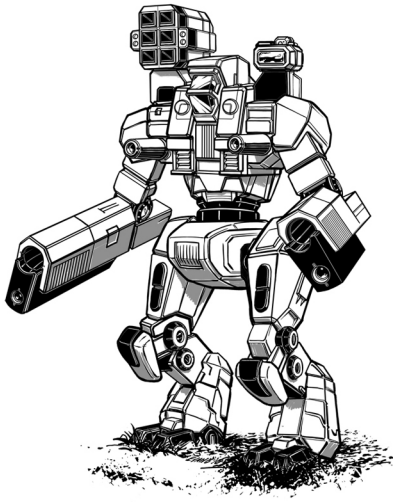
**BV:** 1,758

### WARRIOR DATA

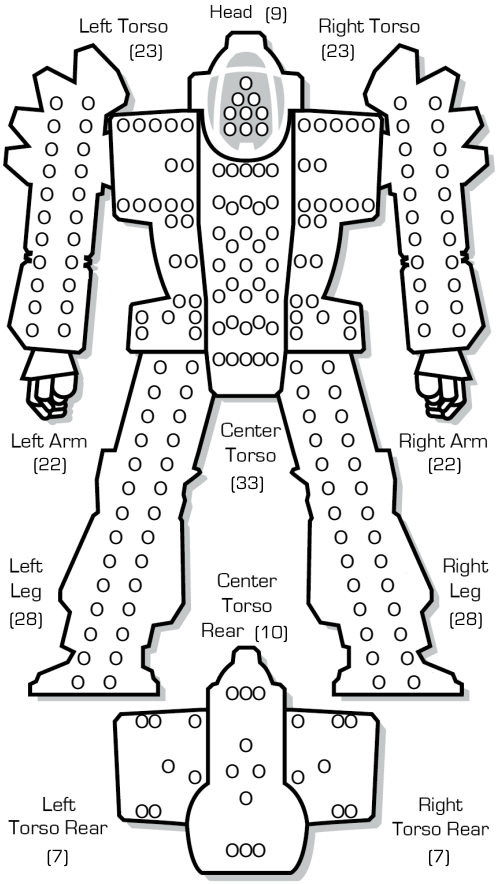
**Name:** _____

**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. Snub-Nose PPC
5. Snub-Nose PPC
6. ER Medium Laser

1. Endo Steel
2. Endo Steel
3. Endo Steel

4-6
4. Endo Steel
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

#### Left Torso
1. Light Fusion Engine
2. Light Fusion Engine

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

1. Targeting Computer
2. Targeting Computer

4-6
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Endo Steel

#### 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. $C^3$ Slave
5. Sensors
6. Life Support

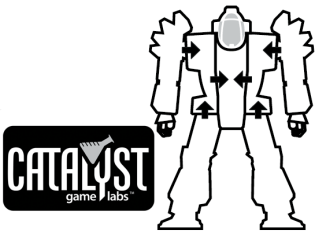
#### Center Torso
1. Light Fusion Engine
2. Light Fusion Engine

1-3
3. Light Fusion Engine
4. Heavy Duty Gyro
5. Heavy Duty Gyro
6. Heavy Duty Gyro

1. Heavy Duty Gyro
2. Light Fusion Engine

4-6
3. Light Fusion Engine
4. Light Fusion Engine
5. Endo Steel
6. Endo Steel

Engine Hits O O O
Gyro Hits O 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. Snub-Nose PPC
5. Snub-Nose PPC
6. ER Medium Laser

1. Endo Steel
2. Endo Steel
3. Endo Steel

4-6
4. Endo Steel
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

#### Right Torso
1. Light Fusion Engine
2. Light Fusion Engine

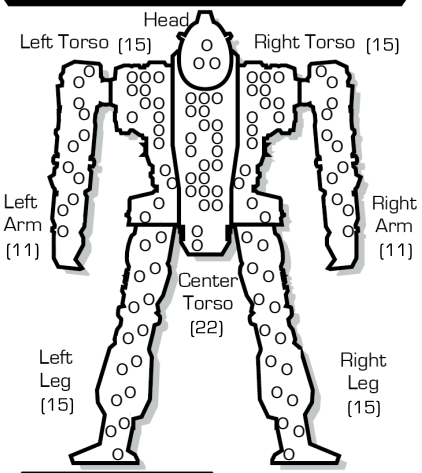
1-3
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Streak SRM 6

1. Streak SRM 6
2. Medium Pulse Laser

4-6
3. Ammo (Streak SRM 6) 15
4. CASE
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 DATA

| Heat Level* | Effects | Heat Sinks: 13 (26) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 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 | |

**Heat Scale**

Overflow

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Penthesilea PEN-2H

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 3

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

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 3 | ER Medium Laser | CT | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 1 | LB 10-X AC | RA | 2 | 10 [DB,C,F,S] | — | 6 | 12 | 18 |
| 1 | ER PPC | LA | 15 | 10 [DE] | — | 7 | 14 | 23 |
| 1 | Light PPC | LA | 5 | 5 [DE,X] | 3 | 6 | 12 | 18 |

**Cost:**

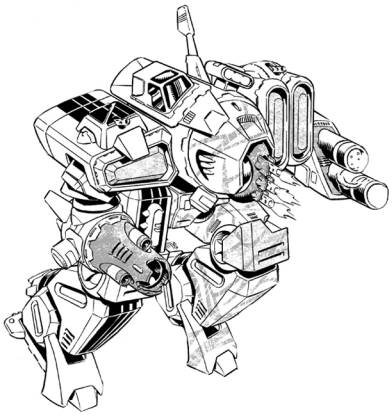
**BV:** 1,899

### WARRIOR DATA

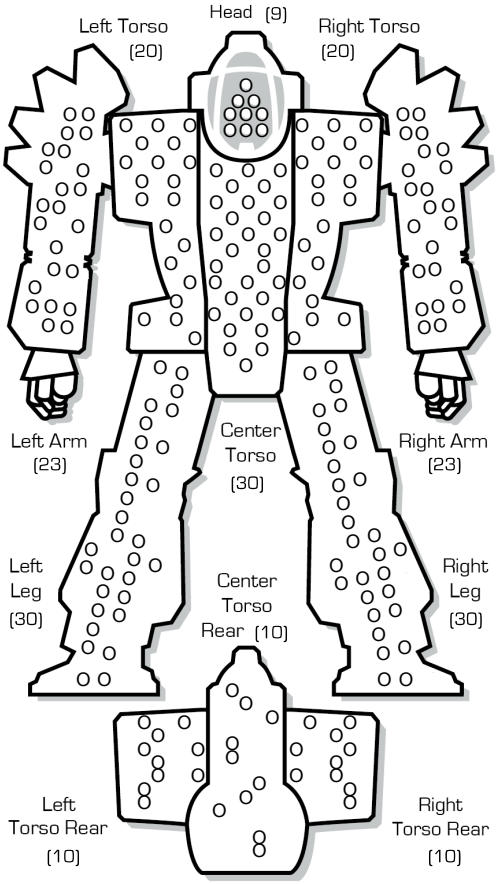
**Name:** _____

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

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

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

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

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

#### Left Torso
1. Endo Steel
2. Endo Steel

1-3
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. Roll Again
6. Roll Again

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

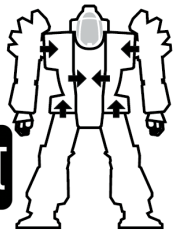
#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

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

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

4-6
1. Fusion Engine
2. Fusion Engine
3. Jump Jet
4. ER Medium Laser
5. ER Medium Laser
6. ER 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. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

4-6
1. LB 10-X AC
2. LB 10-X AC
3. Ammo (LB 10-X) 10
4. Ammo (LB 10-X Cluster) 10
5. Endo Steel
6. Ferro-Fibrous

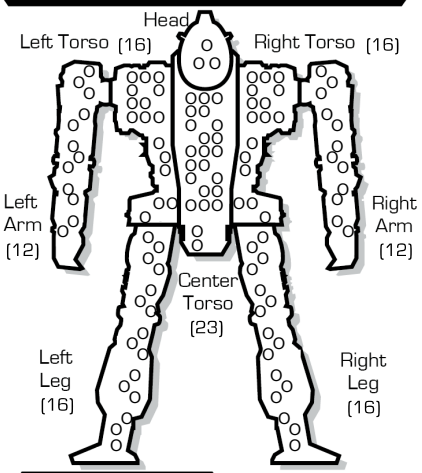
#### Right Torso
1. Double Heat Sink
2. Double Heat Sink

1-3
3. Double Heat Sink
4. CASE
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

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
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 | Heat Sinks: 13 (26) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Penthesilea PEN-2MAF

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 0

**Tonnage:** 75
**Tech Base:** Inner Sphere
**Era:** Dark Age

**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 | LB 20-X AC | RT/RA | 6 | 20 [DB,C,F,S] | — | 4 | 8 | 12 |
| 1 | ER Large Laser | LA | 12 | 8 [DE] | — | 7 | 14 | 19 |
| 1 | ER PPC | LA | 15 | 10 [DE] | — | 7 | 14 | 23 |

**Cost:**

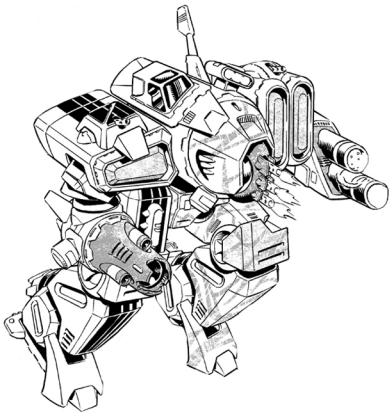
**BV:** 1,834

### WARRIOR DATA

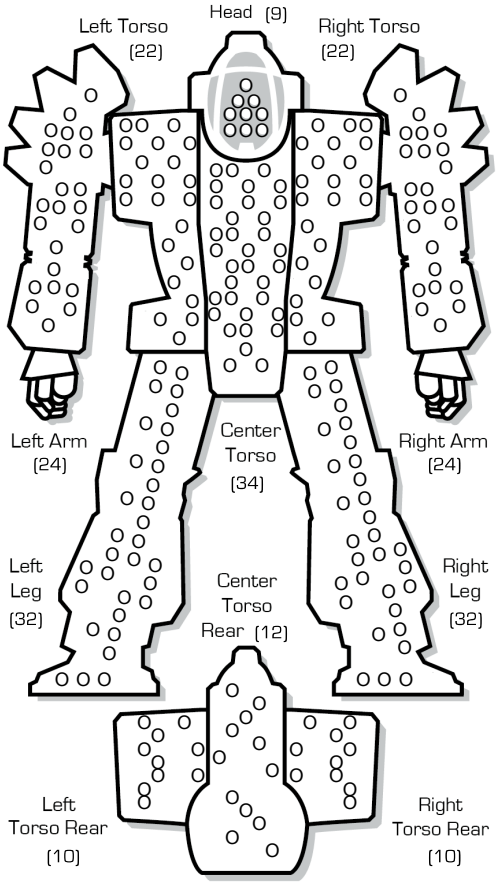
**Name:** _____

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

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

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

1-3:
3. ER PPC
4. ER PPC
5. ER PPC
6. ER Large Laser

4-6:
1. ER Large Laser
2. Endo Steel
3. Endo Steel
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
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. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

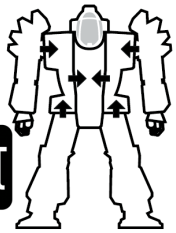
#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Light Ferro-Fibrous

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Medium Laser
5. Sensors
6. Life Support

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

4-6:
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

1-3:
3. LB 20-X AC
4. LB 20-X AC
5. LB 20-X AC
6. LB 20-X AC

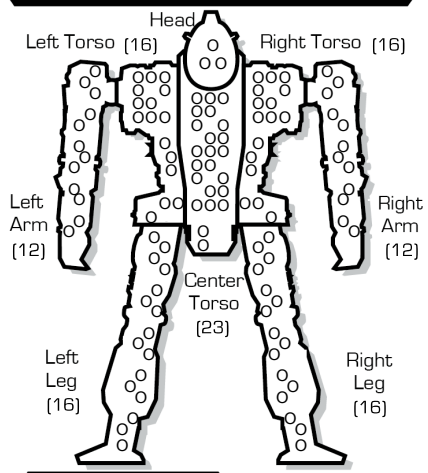
4-6:
1. LB 20-X AC
2. LB 20-X AC
3. LB 20-X AC
4. LB 20-X AC
5. LB 20-X AC
6. LB 20-X AC

#### Right Torso
1. LB 20-X AC
2. Ammo (LB 20-X) 5
3. Ammo (LB 20-X Cluster) 5
4. CASE
5. Endo Steel
6. Endo Steel

1-3:
1. Endo Steel
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 Scale**

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

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 14 (28) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 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 |
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Prefect PRF-1R

**Movement Points:**
Walking: 5
Running: 8
Jumping: 0

**Tonnage:** 75
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | ER Medium Laser | RT | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 1 | ER Medium Laser | LT | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 1 | Snub-Nose PPC | RA | 10 | 10/8/5 [DE,V] | — | 9 | 13 | 15 |
| 1 | Heavy PPC | LA | 15 | 15 [DE,X] | 3 | 6 | 12 | 18 |

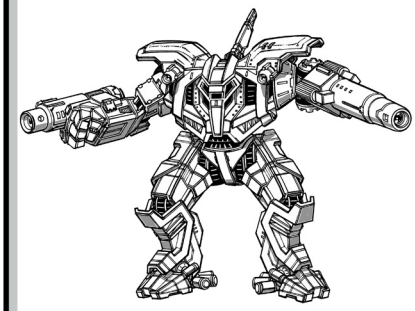
**Cost:** **BV:** 1,847

### WARRIOR DATA

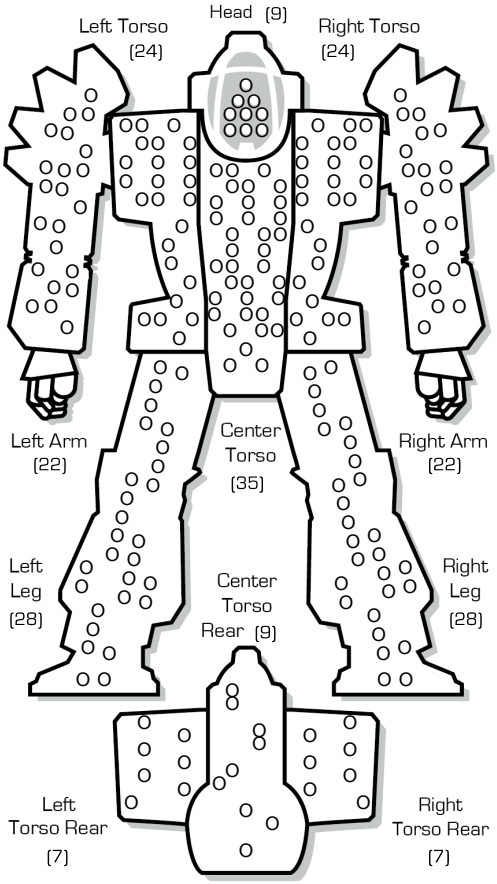
**Name:** _____

**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. Heavy PPC
4. Heavy PPC
5. Heavy PPC
6. Heavy PPC

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

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. ER Medium Laser

1-3
1. Endo Steel
2. Endo Steel
3. Endo Steel
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. Ferro-Fibrous

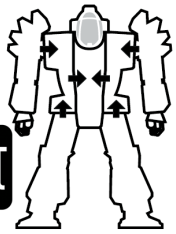
#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### 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



Damage Transfer Diagram

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

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

4-6

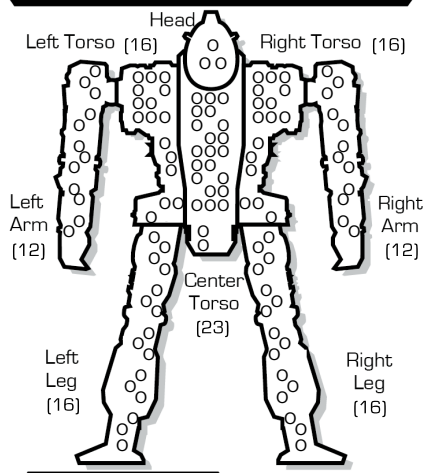
#### Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. ER Medium Laser

1-3
1. Endo Steel
2. Endo Steel
3. Endo Steel
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. 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 | Heat Sinks: 17 (34) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 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 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+ | |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Prefect PRF-2R

**Movement Points:**
Walking: 5
Running: 8
Jumping: 0

**Tonnage:** 75
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Light PPC | RT | 5 | 5 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | Light PPC | LT | 5 | 5 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | Snub-Nose PPC | RA | 10 | 10/8/5 [DE,V] | — | 9 | 13 | 15 |
| 1 | Snub-Nose PPC | LA | 10 | 10/8/5 [DE,V] | — | 9 | 13 | 15 |

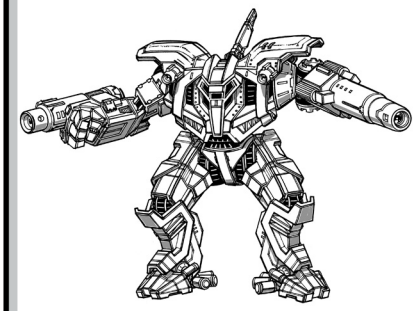
**Cost:** **BV:** 1,710

### WARRIOR DATA

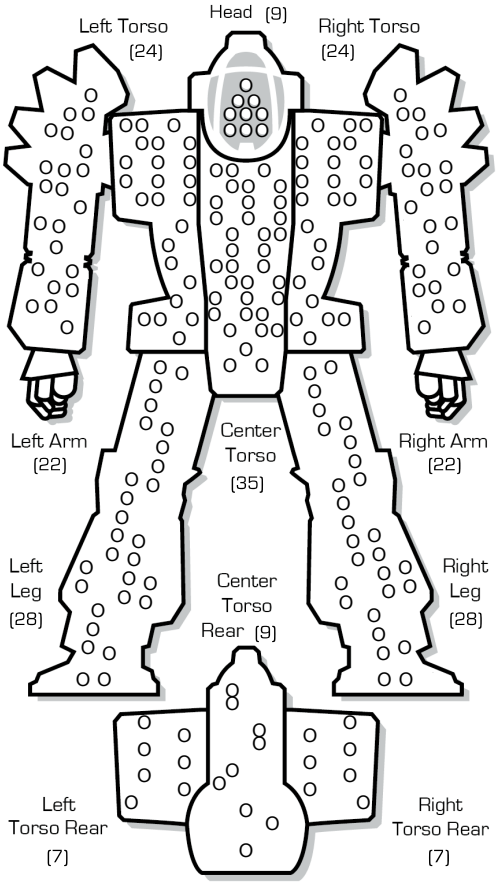
**Name:** _____

**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. Snub-Nose PPC
5. Snub-Nose PPC
6. Endo Steel

1. Endo Steel
2. Endo Steel

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

#### Left Torso
1. Light Fusion Engine
2. Light Fusion Engine

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

1. Light PPC

4-6
2. Endo Steel
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. Ferro-Fibrous

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

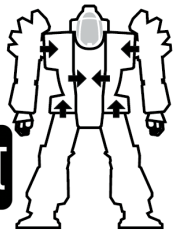
#### Center Torso
1. Light Fusion Engine
2. Light Fusion Engine

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

1. XL Gyro
2. XL Gyro

4-6
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



Damage Transfer Diagram

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

1-3
4. Hand Actuator
5. Snub-Nose PPC
6. Snub-Nose PPC

1. Endo Steel
2. Endo Steel

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

#### Right Torso
1. Light Fusion Engine
2. Light Fusion Engine

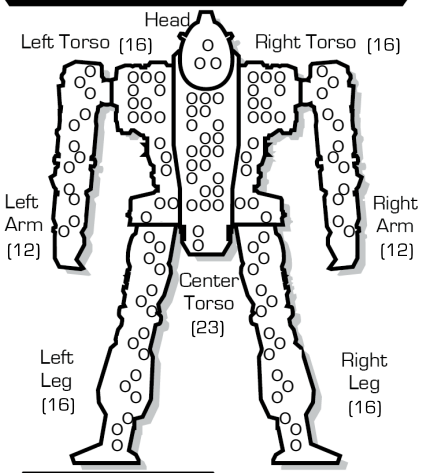
1-3
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Light PPC

1. Light PPC

4-6
2. Endo Steel
3. Endo Steel
4. Endo Steel
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. 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 | Heat Sinks: 17 (34) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 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 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+ | |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Orochi OR-2I

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 0

**Tonnage:** 90
**Tech Base:** Inner Sphere (Advanced)
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | ER Small Laser | HD | 2 | 3 [DE] | — | 2 | 4 | 5 |
| 1 | Streak SRM 4 | RA | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Thunderbolt 20 | RA | 8 | 20[M] | 5 | 6 | 12 | 18 |
| 1 | Streak SRM 4 | LA | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Thunderbolt 20 | LA | 8 | 20[M] | 5 | 6 | 12 | 18 |

**Cost:**

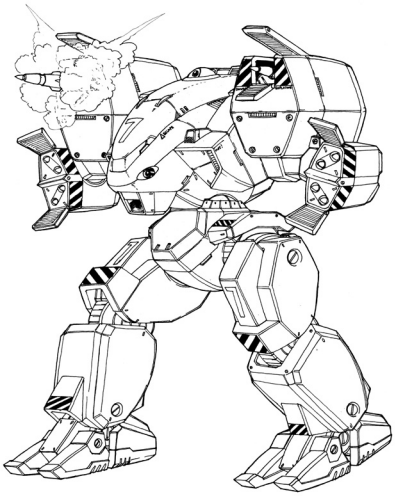
**BV:** 2,077

### WARRIOR DATA

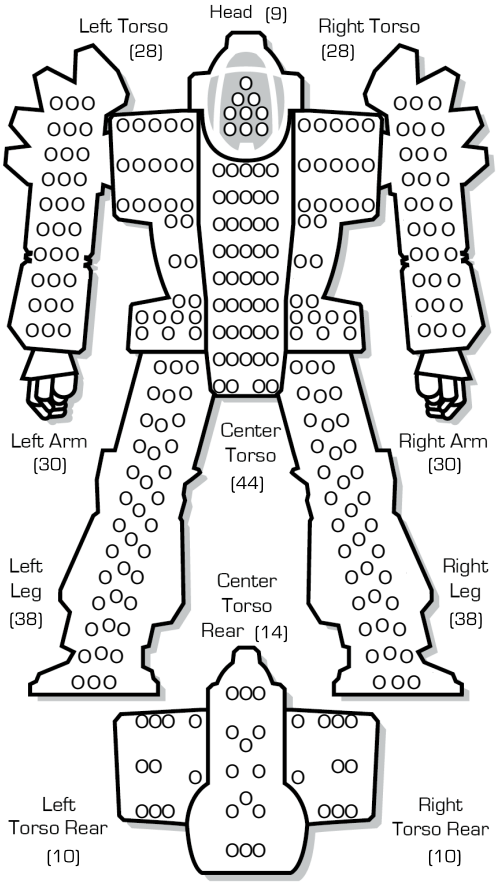
**Name:** _____

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

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

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

1-3:
3. Thunderbolt 20
4. Thunderbolt 20
5. Thunderbolt 20
6. Thunderbolt 20

1. Thunderbolt 20

4-6:
2. Streak SRM 4
3. Ammo (Streak SRM 4) 25
4. Ammo (Thunderbolt 20) 3
5. Ammo (Thunderbolt 20) 3
6. Ammo (Thunderbolt 20) 3

#### Left Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3:
3. XL Fusion Engine
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6:
1. Endo Steel
2. Endo Steel
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. Roll Again
6. Roll Again

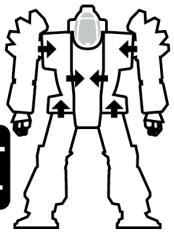
#### Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Small Laser
5. Sensors
6. Life Support

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

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

4-6:
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL 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. Thunderbolt 20
4. Thunderbolt 20
5. Thunderbolt 20
6. Thunderbolt 20

1. Thunderbolt 20

4-6:
2. Streak SRM 4
3. Ammo (Streak SRM 4) 25
4. Ammo (Thunderbolt 20) 3
5. Ammo (Thunderbolt 20) 3
6. Ammo (Thunderbolt 20) 3

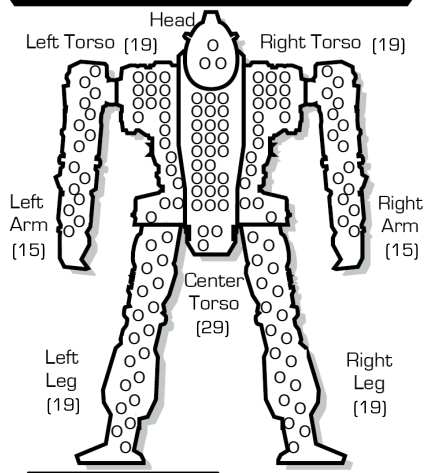
#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3:
3. XL Fusion Engine
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6:
1. Endo Steel
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. 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 | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Peacekeeper PKP-1A

**Movement Points:**
- Walking: 4 [5]
- Running: 6 [8]
- Jumping: 3

**Tonnage:** 95
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | $C^3$ Slave | HD | — | [E] | — | — | — | — |
| 1 | Plasma Rifle | RT | 10 | 10 [DE,H,AI] | — | 5 | 10 | 15 |
| 1 | SRM 2 | RT | 2 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | ER Large Laser | LT | 12 | 8 [DE] | — | 7 | 14 | 19 |
| 1 | Heavy PPC | RA | 15 | 15 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | ER PPC | LA | 15 | 10 [DE] | — | 7 | 14 | 23 |

**Cost:**

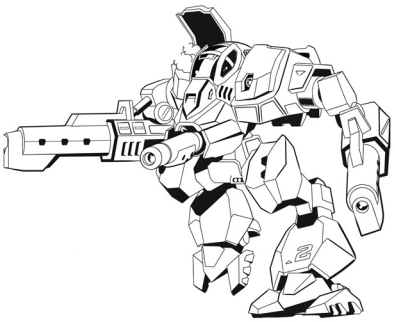
**BV:** 2,824

### WARRIOR DATA

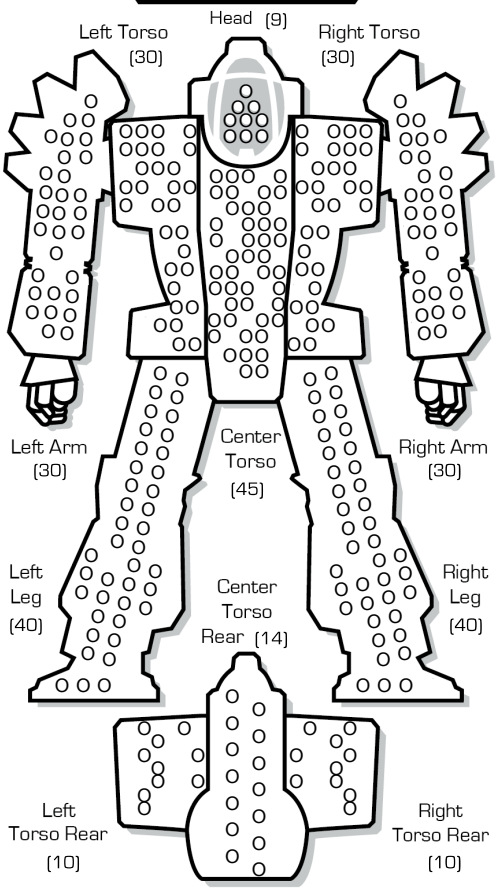
**Name:** _____

**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. ER PPC
4. ER PPC
5. ER PPC
6. Endo Steel

1-3

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

4-6

#### Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
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. Endo Steel
6. Roll Again

4-6

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Triple-Strength Myomer

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. $C^3$ Slave
5. Sensors
6. Life Support

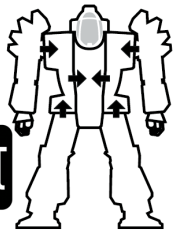
#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
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. Heavy PPC
4. Heavy PPC
5. Heavy PPC
6. Heavy PPC

1-3

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

4-6

#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Plasma Rifle
5. Plasma Rifle
6. SRM 2

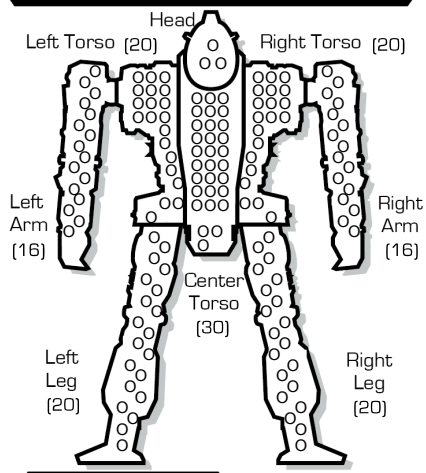
1-3

1. Ammo (SRM 2) 50
2. Ammo (Plasma Rifle) 10
3. Ammo (Plasma Rifle) 10
4. CASE
5. Endo Steel
6. Roll Again

4-6

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Triple-Strength Myomer

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

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

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 15 (30) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Peacekeeper PKP-1B

**Movement Points:**
- Walking: 4 [5]
- Running: 6 [8]
- Jumping: 3

**Tonnage:** 95
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | $C^3$ Slave | HD | — | [E] | — | — | — | — |
| 1 | Plasma Rifle | RT | 10 | 10 [DE,H,AI] | — | 5 | 10 | 15 |
| 1 | ER Large Laser | LT | 12 | 8 [DE] | — | 7 | 14 | 19 |
| 1 | Heavy PPC | RA | 15 | 15 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | Heavy PPC | LA | 15 | 15 [DE,X] | 3 | 6 | 12 | 18 |

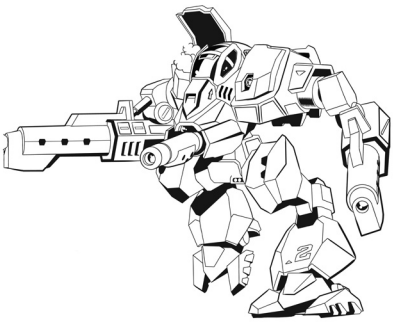
**Cost:** **BV:** 2,981

### WARRIOR DATA

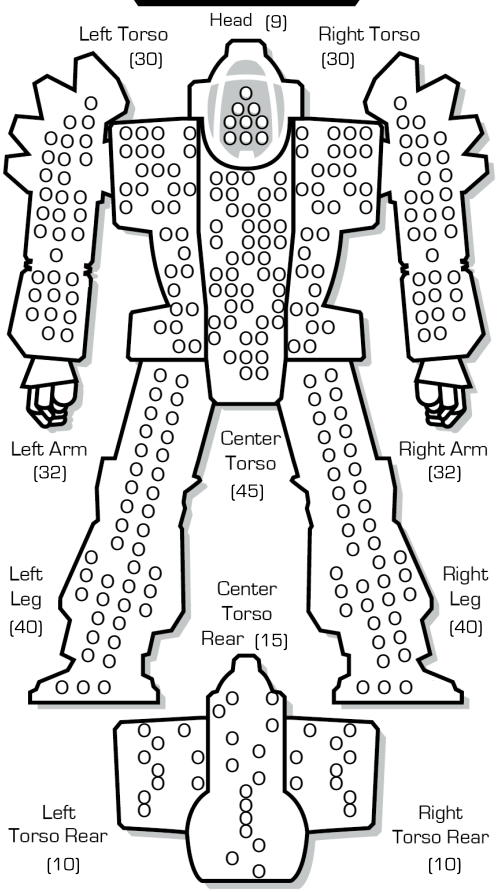
**Name:** _____

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

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

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

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

4-6:
1. Endo Steel
2. Endo Steel
3. Light Ferro-Fibrous
4. Light Ferro-Fibrous
5. Triple-Strength Myomer
6. Triple-Strength Myomer

#### Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3:
4. ER Large Laser
5. ER Large Laser
6. Endo Steel

4-6:
1. Endo Steel
2. Endo Steel
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. Triple-Strength Myomer

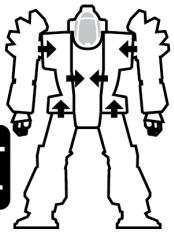
#### Head
1. Life Support
2. Sensors
3. Cockpit
4. $C^3$ Slave
5. Sensors
6. Life Support

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

1-3:
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL 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. Shoulder
2. Upper Arm Actuator

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

4-6:
1. Endo Steel
2. Endo Steel
3. Light Ferro-Fibrous
4. Light Ferro-Fibrous
5. Triple-Strength Myomer
6. Triple-Strength Myomer

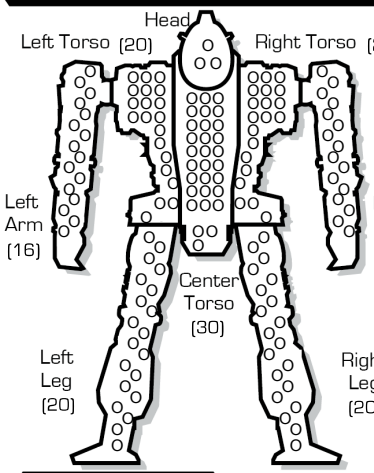
#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3:
4. Plasma Rifle
5. Plasma Rifle
6. Ammo (Plasma Rifle) 10

4-6:
1. Ammo (Plasma Rifle) 10
2. Endo Steel
3. Endo Steel
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. Triple-Strength Myomer

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

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

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 15 (30) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## FOUR-LEGGED 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Trebaruna TR-XB

**Movement Points:**
- Walking: 3
- Running: 5
- Jumping: 4

**Tonnage:** 95
**Tech Base:** Inner Sphere
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Gauss Rifle | RT | 1 | 15 [DB,X] | 2 | 7 | 15 | 22 |
| 3 | Light PPC | LT | 5 | 5 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | Targeting Computer | LT | — | [E] | — | — | — | — |

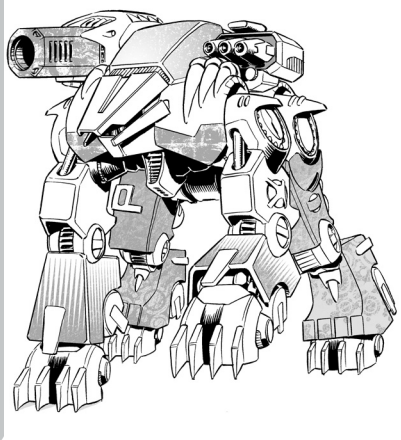
**Cost:** **BV:** 2,223

### WARRIOR DATA

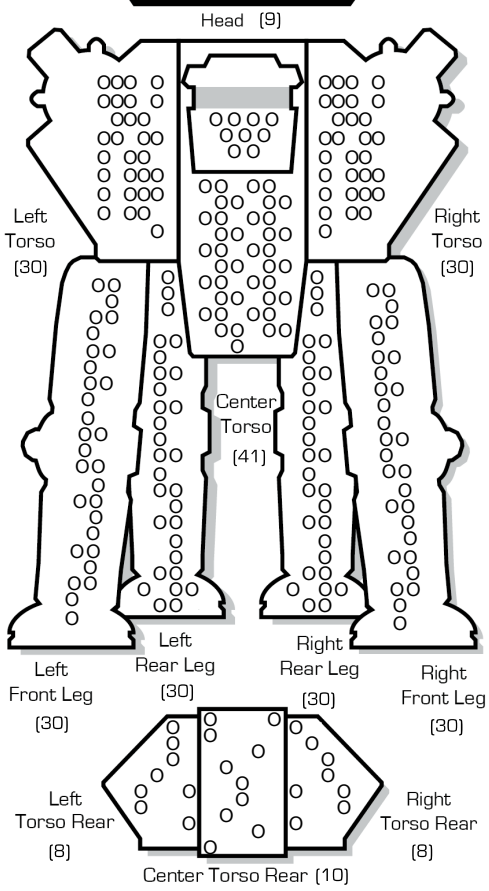
**Name:** _____

**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. Roll Again
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**

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

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

**Right Front Leg**
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Improved Jump Jet
6. Improved Jump Jet

**Left Torso**

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

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

**Right Torso**

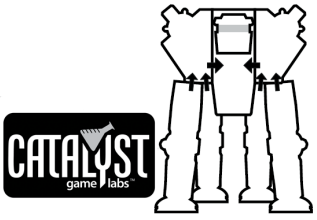
1-3
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

4-6
1. Gauss Rifle
2. Ammo (Gauss) 8
3. Ammo (Gauss) 8
4. CASE
5. Roll Again
6. Roll Again

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

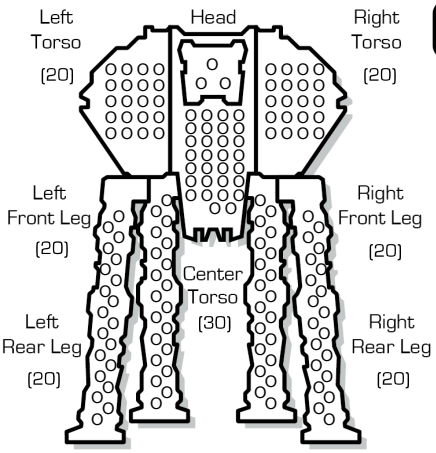
**Left Rear Leg**
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Improved Jump Jet
6. Improved Jump Jet

**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: 10 (20) Double |
|---|---|---|
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## FOUR-LEGGED 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Trebaruna TR-XJ

**Movement Points:**
- Walking: 3
- Running: 5
- Jumping: 4

**Tonnage:** 95
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Gauss Rifle | RT | 1 | 15 [DB,X] | 2 | 7 | 15 | 22 |
| 2 | Snub-Nose PPC | LT | 10 | 10/8/5 [DE,V] | — | 9 | 13 | 15 |

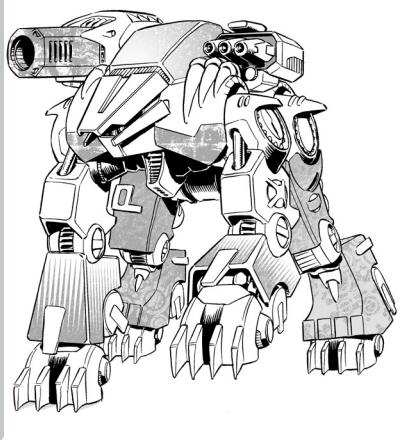
**Cost:** **BV:** 2,270

### WARRIOR DATA

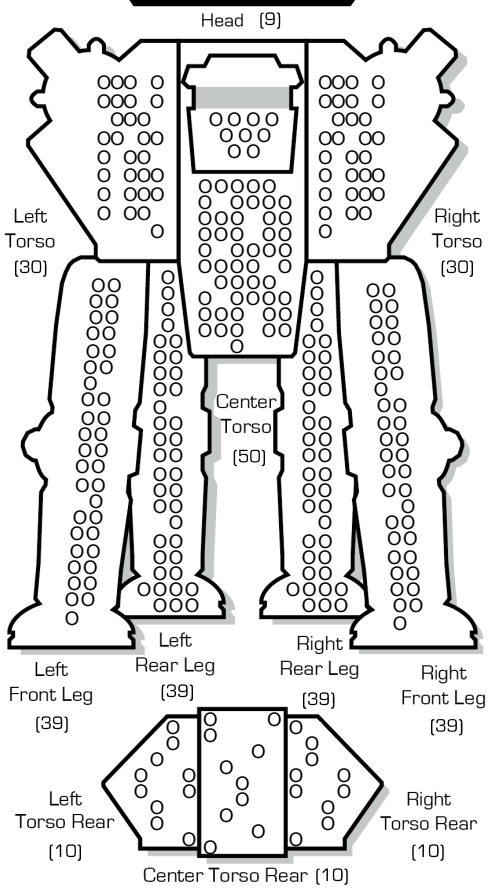
**Name:** _____

**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. Roll Again
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**

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

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

**Right Front Leg**
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Improved Jump Jet
6. Improved Jump Jet

**Left Torso**

1-3
1. Snub-Nose PPC
2. Snub-Nose PPC
3. Snub-Nose PPC
4. Snub-Nose PPC
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

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

**Right Torso**

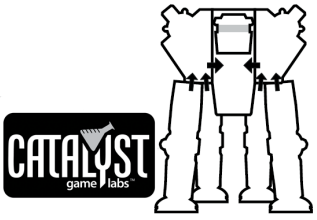
1-3
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

4-6
1. Gauss Rifle
2. Ammo (Gauss) 8
3. Ammo (Gauss) 8
4. CASE
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

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

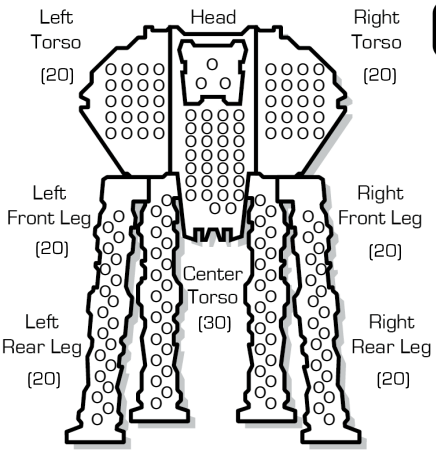
**Left Rear Leg**
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Improved Jump Jet
6. Improved Jump Jet

**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: 11 (22) Double |
|---|---|---|
| 30 | Shutdown | O 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+ | |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## FOUR-LEGGED 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Trebaruna TR-XL

**Movement Points:**
- Walking: 3
- Running: 5
- Jumping: 4

**Tonnage:** 95
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | LB 20-X AC | CT/RT | 6 | 20 [DB,C,F,S] | — | 4 | 8 | 12 |
| 2 | Plasma Rifle | LT | 10 | 10 [DE,H,AI] | — | 5 | 10 | 15 |

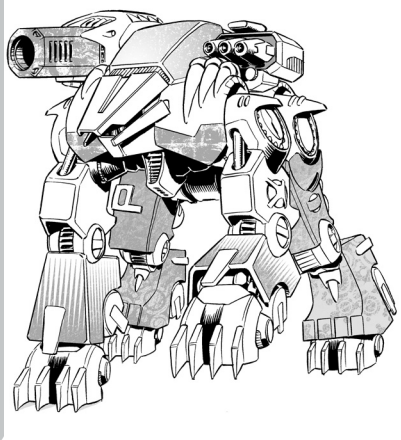
**Cost:** **BV:** 2,244

### WARRIOR DATA

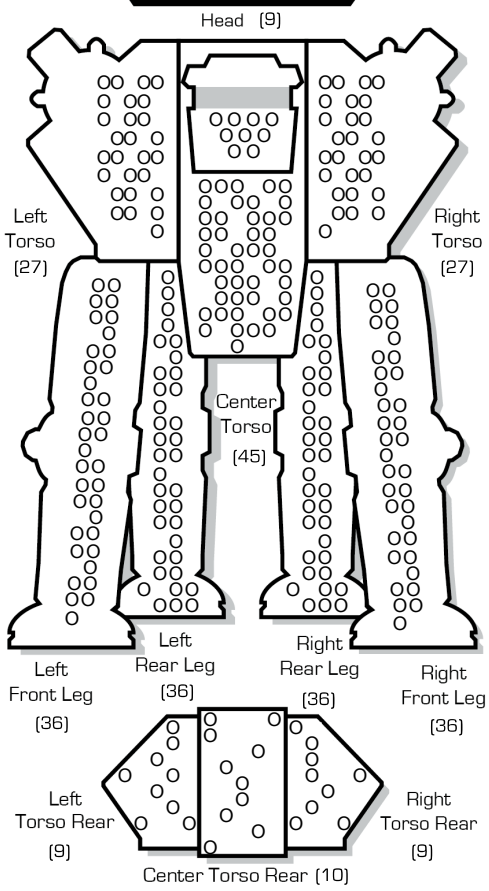
**Name:** _____

**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. Roll Again
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

**Right Front Leg**
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Improved Jump Jet
6. Improved Jump Jet

**Center Torso**

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

4-6
1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. LB 20-X AC
6. Ammo (Plasma Rifle) 10

**Left Torso**

1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Plasma Rifle
4. Plasma Rifle
5. Plasma Rifle
6. Plasma Rifle

4-6
1. Ammo (Plasma Rifle) 10
2. Ammo (Plasma Rifle) 10
3. Ammo (LB 20-X) 5
4. Ammo (LB 20-X) 5
5. Ammo (LB 20-X Cluster) 5
6. CASE

**Right Torso**

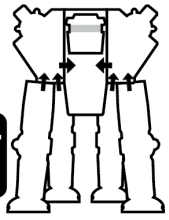
1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. LB 20-X AC
4. LB 20-X AC
5. LB 20-X AC
6. LB 20-X AC

4-6
1. LB 20-X AC
2. LB 20-X AC
3. LB 20-X AC
4. LB 20-X AC
5. LB 20-X AC
6. LB 20-X AC

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

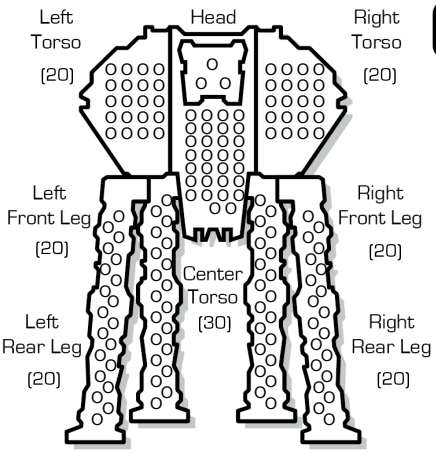
**Left Rear Leg**
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Improved Jump Jet
6. Improved Jump Jet

**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: 11 (22) Double |
|---|---|---|
| 30 | Shutdown | O 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+ | |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Atlas AS7-Dr

**Movement Points:**
Walking: 3
Running: 5
Jumping: 0

Tonnage: 100
Tech Base: Inner Sphere
Era: Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | Medium Laser(R) | CT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | $C^3$ Slave | RT | — | [E] | — | — | — | — |
| 1 | Guardian ECM Suite | RT | — | [E] | — | — | — | 6 |
| 1 | Heavy PPC | RT | 15 | 15 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | LRM 20 | LT | 6 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Streak SRM 6 | LT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

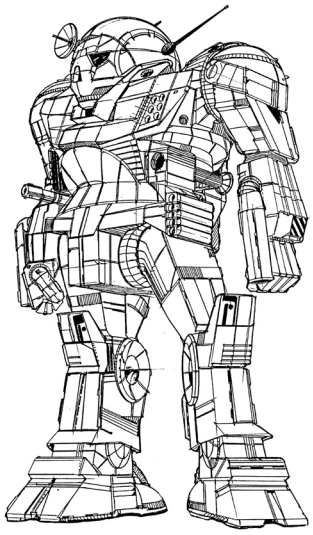
**Cost:** **BV:** 2,101

### WARRIOR DATA

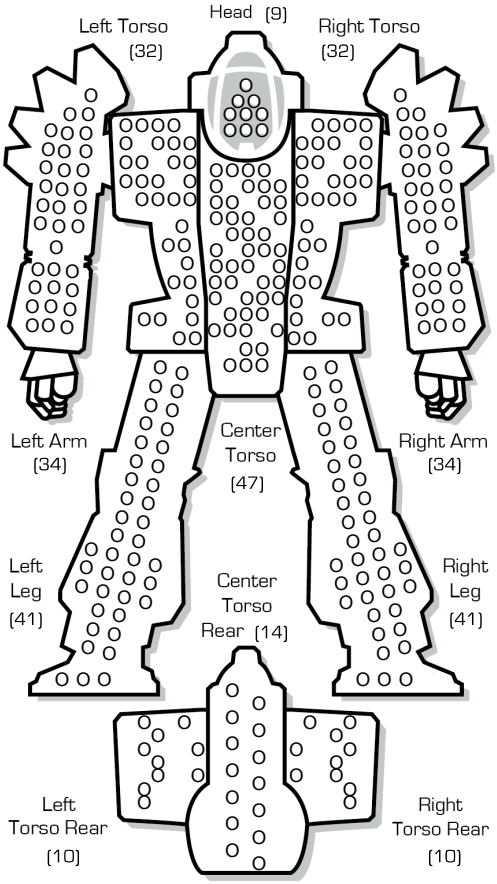
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heat Sink
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. Heat Sink
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

1-3

1. Streak SRM 6
2. Streak SRM 6
3. Ammo (Streak SRM 6) 15
4. Ammo (LRM 20) 6
5. Ammo (LRM 20) 6
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. Heat Sink
5. Sensors
6. Life Support

#### Center Torso

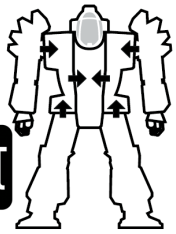
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser (R)
6. Medium Laser (R)

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. Heat Sink
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

#### Right Torso

1. Heat Sink
2. Heat Sink
3. Heavy PPC
4. Heavy PPC
5. Heavy PPC
6. Heavy PPC

1-3

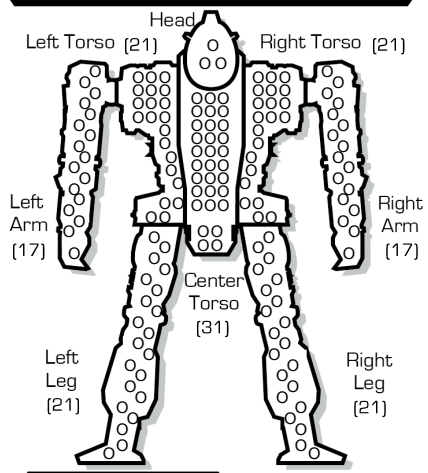
1. Guardian ECM Suite
2. Guardian ECM Suite
3. $C^3$ Slave
4. Roll Again
5. Roll Again
6. Roll Again

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 DATA

| Heat Level* | Effects | Heat Sinks: 22 (22) Single |
|---|---|---|
| 30 | Shutdown | O O O |
| 28 | Ammo Exp. avoid on 8+ | O 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 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+ | |
| 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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Atlas AS7-K2

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 0

**Tonnage:** 100
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Guardian ECM Suite | CT | — | [E] | — | — | — | 6 |
| 1 | Streak SRM 6 | RT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Gauss Rifle | LT | 1 | 15 [DB,X] | 2 | 7 | 15 | 22 |
| 1 | Streak SRM 6 | LT | 4 | 2/Msl [M,C] | — | 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 |

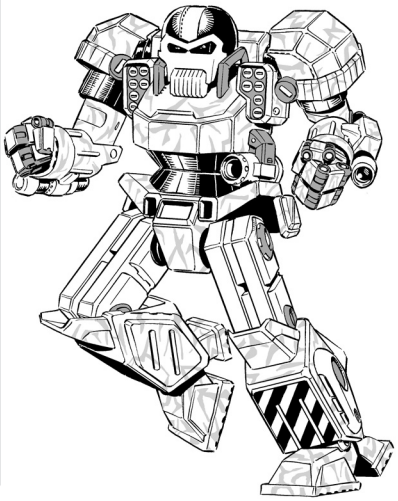
**Cost:** **BV:** 2,160

### WARRIOR DATA

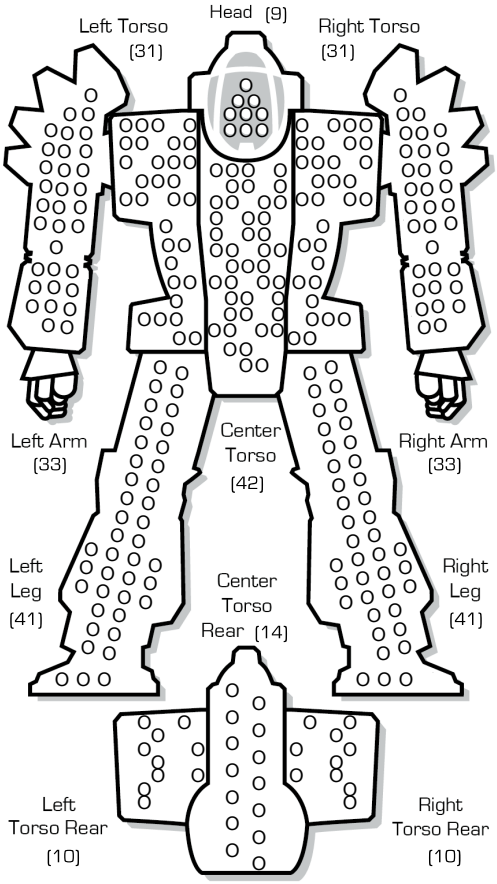
**Name:** _____

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

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

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

1-3
4. Hand Actuator
5. ER Large Laser
6. ER Large Laser

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous

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

#### Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle

4-6
4. Gauss Rifle
5. Streak SRM 6
6. Streak SRM 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. Roll Again
5. Sensors
6. Life Support

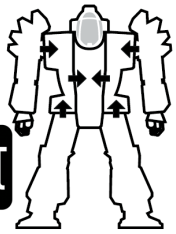
#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

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

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine

4-6
4. XL Fusion Engine
5. 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. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. ER Large Laser
6. ER Large Laser

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous

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

#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

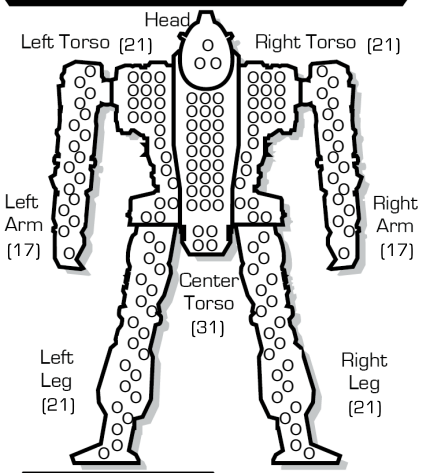
1-3
4. Streak SRM 6
5. Streak SRM 6
6. Ammo (Streak SRM 6) 15

1. Ammo (Streak SRM 6) 15
2. Ammo (Gauss) 8
3. Ammo (Gauss) 8

4-6
4. CASE
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 | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Atlas AS7-K3

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 3

**Tonnage:** 100
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Gauss Rifle | RT | 1 | 15 [DB,X] | 2 | 7 | 15 | 22 |
| 1 | Streak SRM 4 | RT | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Guardian ECM Suite | LT | — | [E] | — | — | — | 6 |
| 1 | ER Large Laser | RA | 12 | 8 [DE] | — | 7 | 14 | 19 |
| 1 | ER Large Laser | LA | 12 | 8 [DE] | — | 7 | 14 | 19 |

**Cost:**

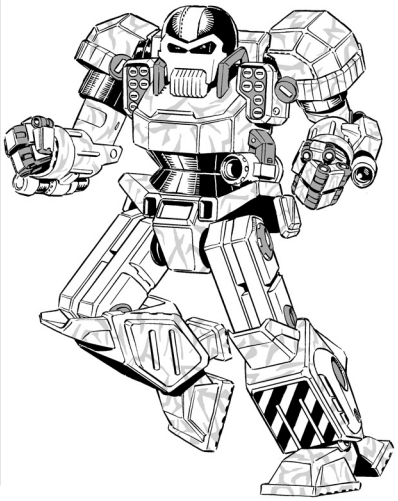
**BV:** 2,346

### WARRIOR DATA

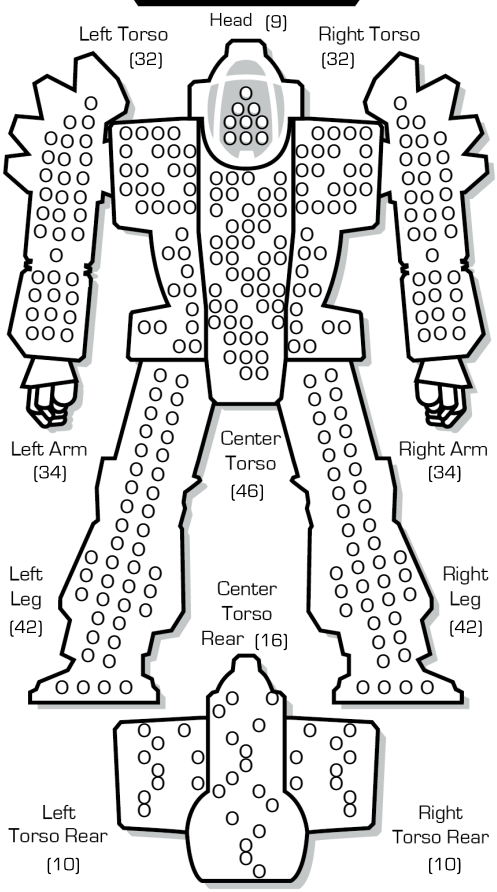
**Name:** _____

**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 Large Laser
6. ER Large Laser

1-3

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
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. Jump Jet
5. Ammo (Streak SRM 4) 25
6. Ammo (Gauss) 8

1-3

1. Ammo (Gauss) 8
2. Guardian ECM Suite
3. Guardian ECM Suite
4. CASE
5. Ferro-Fibrous
6. Ferro-Fibrous

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

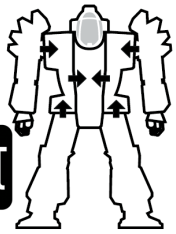
#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

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. ER Large Laser
6. ER Large Laser

1-3

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
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. Jump Jet
5. Gauss Rifle
6. Gauss Rifle

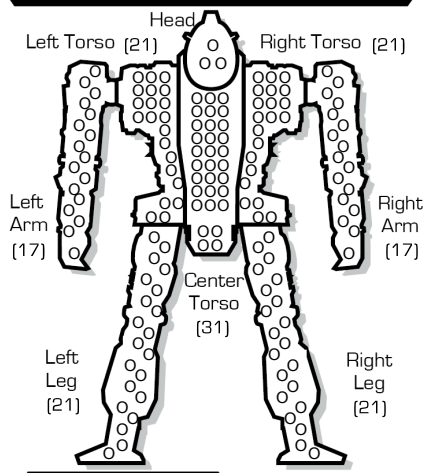
1-3

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Streak SRM 4

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Atlas AS8-D

**Movement Points:**
- Walking: 3 [4]
- Running: 5 [6]
- Jumping: 0

**Tonnage:** 100
**Tech Base:** Inner Sphere
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Snub-Nose PPC | CT | 10 | 10/8/5 [DE,V] | — | 9 | 13 | 15 |
| 1 | ER Small Laser | RT | 2 | 3 [DE] | — | 2 | 4 | 5 |
| 1 | MML 9 | RT | 5 | [M,S,C] | | | | |
| | LRM | | | 1/Msl | 6 | 7 | 14 | 21 |
| | SRM | | | 2/Msl | — | 3 | 6 | 9 |
| 1 | ER Small Laser | LT | 2 | 3 [DE] | — | 2 | 4 | 5 |
| 1 | MML 9 | LT | 5 | [M,S,C] | | | | |
| | LRM | | | 1/Msl | 6 | 7 | 14 | 21 |
| | SRM | | | 2/Msl | — | 3 | 6 | 9 |
| 1 | Rotary AC/5 | LT | 1 | 5/Sht [DB,R,C] | — | 5 | 10 | 15 |
| 1 | Light PPC | RA | 5 | 5 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | Light PPC | LA | 5 | 5 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | Small Laser | RL | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | Small Laser | LL | 1 | 3 [DE] | — | 1 | 2 | 3 |

**Cost:**

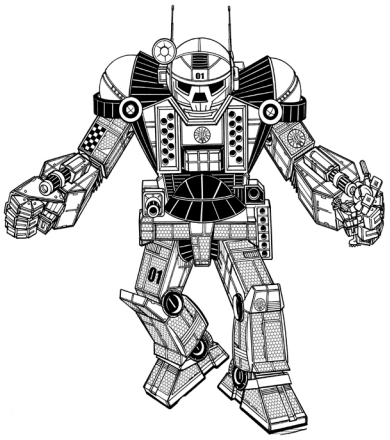
**BV:** 2,432

### WARRIOR DATA

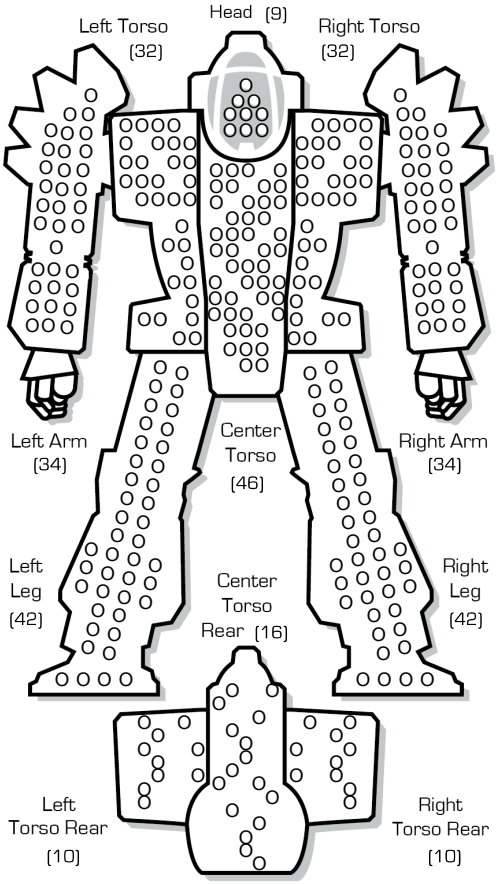
**Name:** _____

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

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

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

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

1. Double Heat Sink
2. Light PPC

4-6
3. Light PPC
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Roll Again

#### Left Torso
1-3
1. Rotary AC/5
2. Rotary AC/5
3. Rotary AC/5
4. Rotary AC/5
5. Rotary AC/5
6. Rotary AC/5

4-6
1. MML 9
2. MML 9
3. MML 9
4. MML 9
5. MML 9
6. ER Small Laser

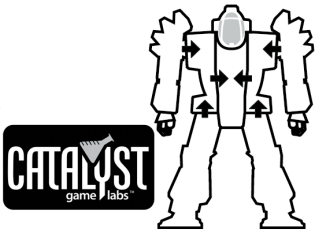
#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Small Laser
6. Triple-Strength Myomer

#### 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. Snub-Nose PPC
6. Snub-Nose PPC

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. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Light PPC

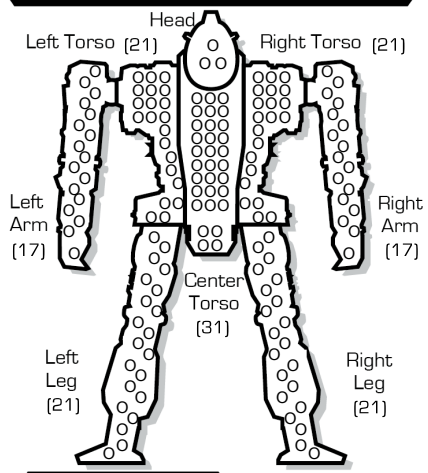
4-6
3. Light PPC
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Roll Again

#### Right Torso
1-3
1. MML 9
2. MML 9
3. MML 9
4. MML 9
5. MML 9
6. ER Small Laser

4-6
1. Ammo (RAC/5) 20
2. Ammo (RAC/5) 20
3. Ammo (RAC/5) 20
4. Ammo (MML 9/LRM) 13
5. Ammo (MML 9/SRM) 11
6. CASE

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Small Laser
6. Triple-Strength Myomer

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

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

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 14 (28) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 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 |
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

(Industrial)

### 'MECH DATA

**Type:** Sokuryou SKU-181 SurveyMech

| Movement Points: | | | |
|---|---|---|---|
| Walking: | 4 | Tonnage: | 25 |
| Running: | 6 | Tech Base: | Inner Sphere |
| Jumping: | 0 | Era: | Dark Age |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Ejection Seat | HD | — | [E] | — | — | — | — |
| 1 | Communications Equipment (2 ton) | RT | — | [E] | — | — | — | — |
| 1 | Extended Fuel Tank (1 ton) | LT | — | [E] | — | — | — | — |
| 1 | TAG | RA | 0 | 0 [S] | — | 5 | 10 | 15 |

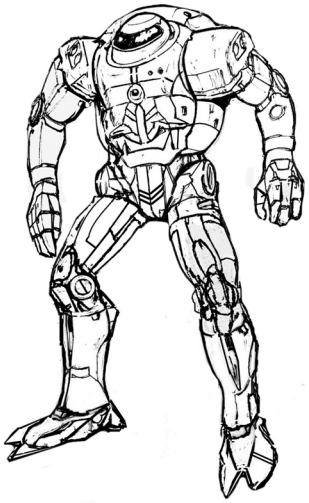
**Cost:** **BV:** 328

### WARRIOR DATA

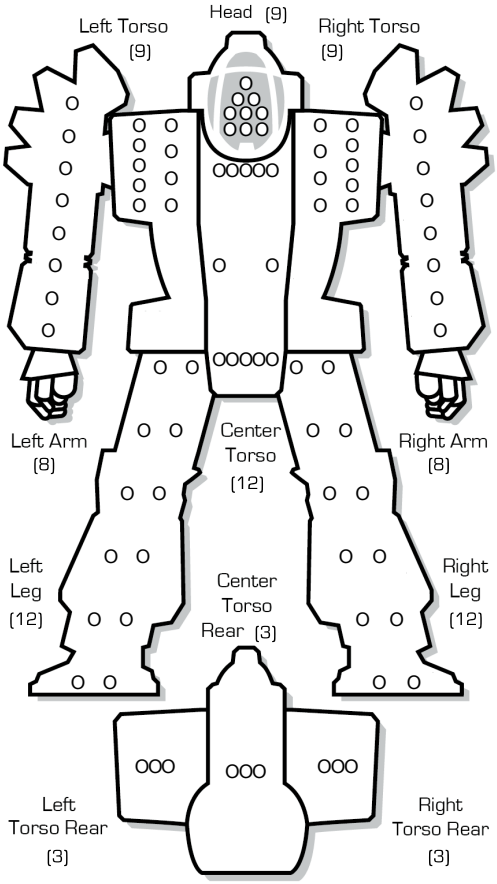
**Name:** _____

**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. Extended Fuel Tank (1 ton)
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

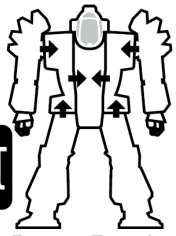
1. Life Support
2. Sensors
3. Cockpit
4. Ejection Seat
5. Sensors
6. Life Support

#### Center Torso

1-3
1. I.C.E.
2. I.C.E.
3. I.C.E.
4. Gyro
5. Gyro
6. Gyro

4-6
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

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

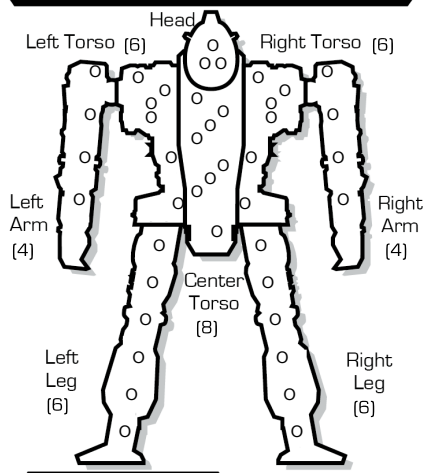
1-3
1. Communications Equipment (2 ton)
2. Communications Equipment (2 ton)
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

**Heat Sinks:** 0 (0) 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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

(Industrial)

### 'MECH DATA

**Type:** Sokuryou SKU-197 SurveyMech

**Movement Points:**
- Walking: 6
- Running: 9
- Jumping: 0

**Tonnage:** 25
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Ejection Seat | HD | — | [E] | — | — | — | — |
| 1 | Communications Equipment (1 ton) | RT | — | [E] | — | — | — | — |
| 1 | Beagle Active Probe | LT | — | [E] | — | — | — | 4 |
| 1 | TAG | RA | 0 | 0 [S] | — | 5 | 10 | 15 |

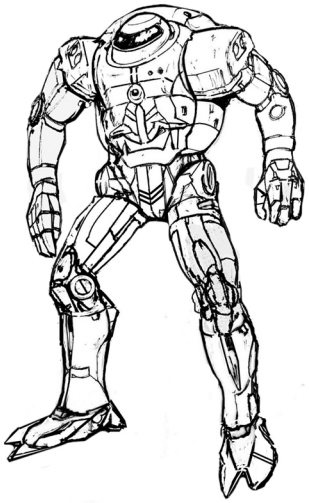
**Cost:** **BV:** 395

### WARRIOR DATA

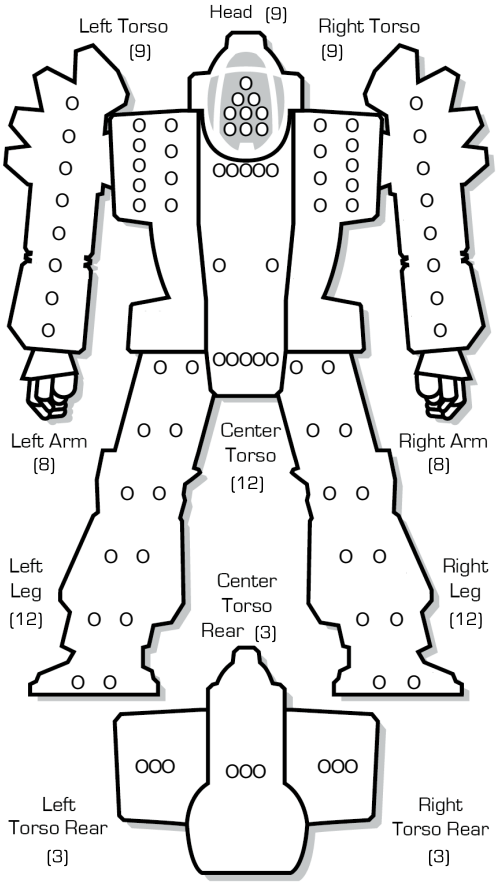
**Name:** _____

**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. Beagle Active Probe
2. Beagle Active Probe
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

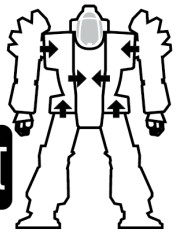
1. Life Support
2. Sensors
3. Cockpit
4. Ejection Seat
5. Sensors
6. Life Support

#### 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. Heat Sink

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. TAG
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

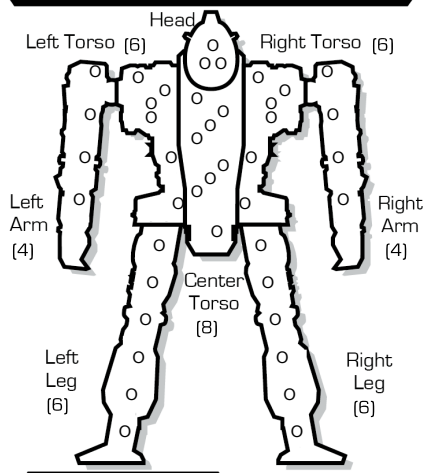
1-3
1. Communications Equipment (1 ton)
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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. Roll Again

### INTERNAL STRUCTURE DIAGRAM




### 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 | |

**Heat Scale**

Overflow

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

(Industrial)

### 'MECH DATA

**Type:** Sokuryous SKU-198 SurveyMech

| Movement Points: | | | |
|---|---|---|---|
| Walking: | 6 | Tonnage: | 25 |
| Running: | 9 | Tech Base: | Inner Sphere |
| Jumping: | 0 | Era: | Dark Age |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Ejection Seat | HD | — | [E] | — | — | — | — |
| 1 | ER Medium Laser | RT | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 1 | Beagle Active Probe | LT | — | [E] | — | — | — | 4 |
| 1 | ER Medium Laser | RA | 5 | 5 [DE] | — | 4 | 8 | 12 |

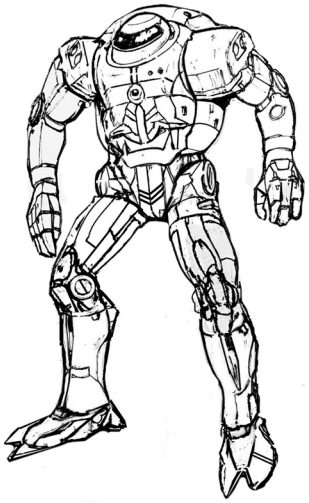
**Cost:** **BV:** 581

### WARRIOR DATA

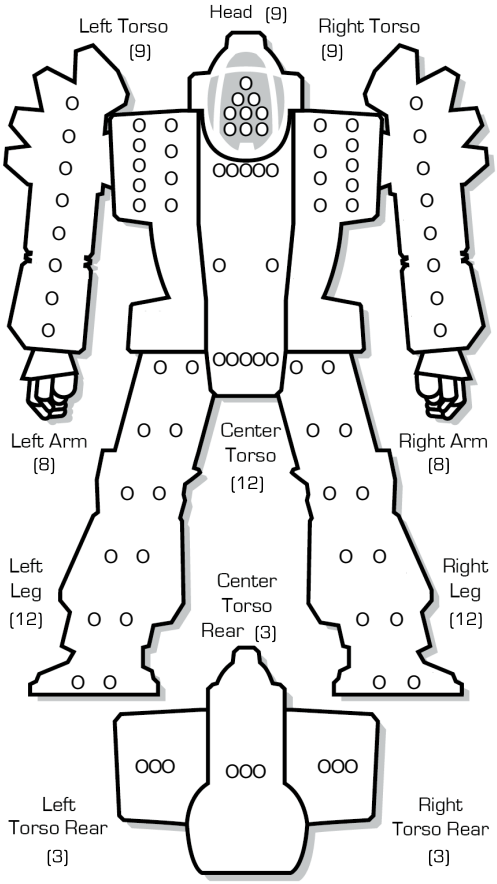
**Name:** _____

**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. Beagle Active Probe
2. Beagle Active Probe
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

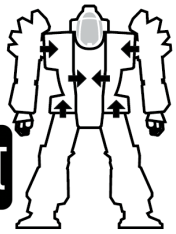
1. Life Support
2. Sensors
3. Cockpit
4. Ejection Seat
5. Sensors
6. Life Support

#### 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. Heat Sink

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 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

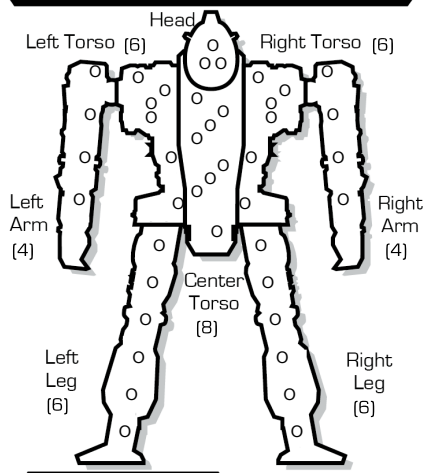
1-3
1. ER Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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. Roll Again

### INTERNAL STRUCTURE DIAGRAM




### 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 | |

**Heat Scale**

Overflow

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

(Industrial)

### 'MECH DATA

**Type:** Fwltur FWL-3R SalvageMech

**Movement Points:**
- Walking: 3
- Running: 5
- Underwater: 3

**Tonnage:** 35

**Tech Base:** Inner Sphere (Experimental)

**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Beagle Active Probe | RT | — | [E] | — | — | — | 4 |
| 1 | Searchlight | RT | — | [E] | — | — | — | 170 |
| 1 | Lift Hoist(R) | LT | — | [E] | — | — | — | — |
| 1 | Salvage Arm | RA | — | [E] | — | — | — | — |
| 1 | Salvage Arm | LA | — | [E] | — | — | — | — |

**Cost:**

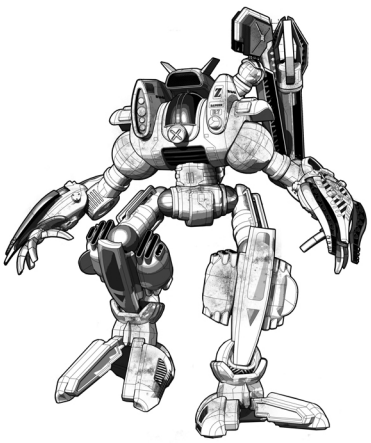
**BV:** 250

### WARRIOR DATA

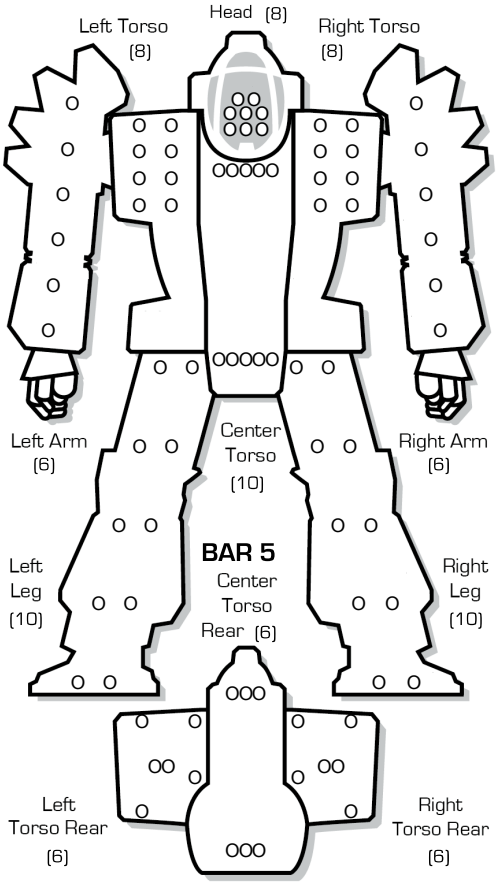
**Name:** _____

**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. Salvage Arm
6. Salvage Arm

1-3

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

4-6

#### Left Torso

1. Heat Sink
2. Heat Sink
3. Lift Hoist (R)
4. Lift Hoist (R)
5. Lift Hoist (R)
6. Environmental Sealing

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. UMU
6. Environmental Sealing

#### Head

1. Life Support
2. Sensors
3. Industrial Cockpit
4. Environmental Sealing
5. Sensors
6. Life Support

#### Center Torso

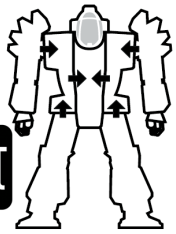
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. UMU
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. Heat Sink
5. Salvage Arm
6. Salvage Arm

1-3

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

4-6

#### Right Torso

1. Heat Sink
2. Heat Sink
3. Beagle Active Probe
4. Beagle Active Probe
5. Searchlight
6. Environmental Sealing

1-3

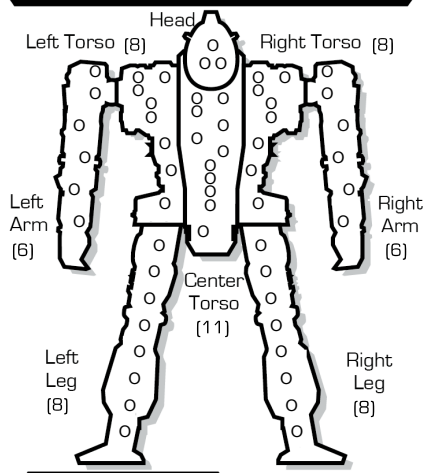
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. UMU
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 | 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

(Industrial)

### 'MECH DATA

**Type:** Fwltur FWL-3V SalvageMech

**Movement Points:**
- Walking: 3
- Running: 5
- Jumping: 2

**Tonnage:** 35

**Tech Base:** Inner Sphere (Experimental)

**Era:** Dark Age

**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 | Salvage Arm | RA | — | [E] | — | — | — | — |
| 1 | Salvage Arm | LA | — | [E] | — | — | — | — |

**Cost:**

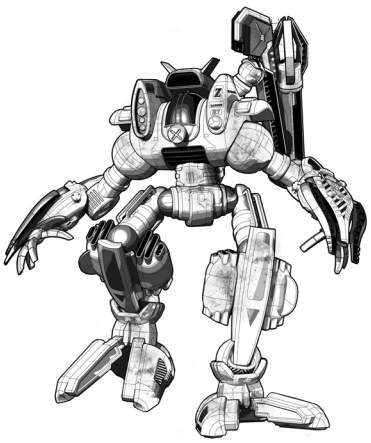
**BV:** 252

### WARRIOR DATA

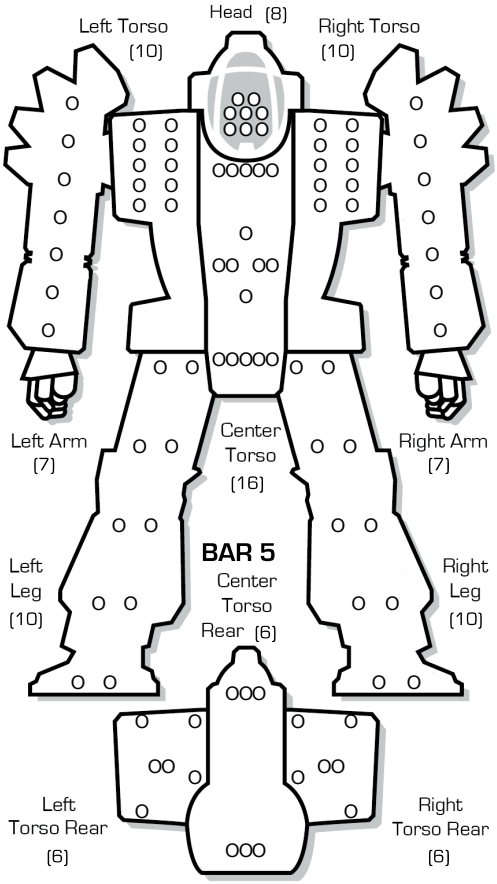
**Name:** _____

**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. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Heat Sink

1-3
5. [ Salvage Arm
6. L Salvage Arm

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

#### Left Torso

1. Heat Sink
2. Heat Sink

1-3
3. [ Lift Hoist (R)
4. Lift Hoist (R)
5. L Lift Hoist (R)
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 Booster
6. L Jump Booster

#### Head

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

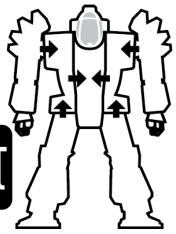
#### Center Torso

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. Heat Sink
5. [ Salvage Arm
6. L Salvage Arm

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

#### Right Torso

1. Heat Sink
2. Heat Sink

1-3
3. [ Lift Hoist (R)
4. Lift Hoist (R)
5. L Lift Hoist (R)
6. Roll Again

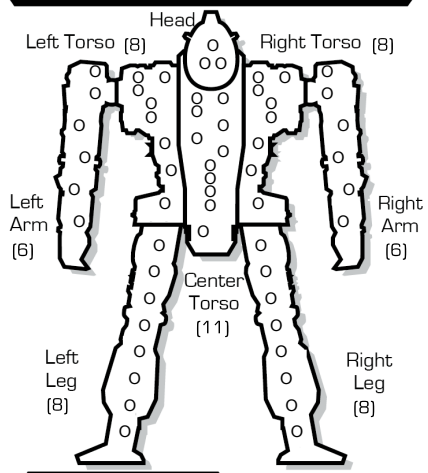
4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator

5. [ Jump Booster
6. L Jump Booster

### 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

(Industrial)

### 'MECH DATA

**Type:** Diomede D-M3D-3 ConstructionMech

**Movement Points:**
- Walking: 2
- Running: 3
- Jumping: 0

**Tonnage:** 100
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Ejection Seat | HD | — | [E] | — | — | — | — |
| 2 | Liquid Storage (1 ton) | CT | — | [E] | — | — | — | — |
| 1 | Lift Hoist(R) | RT | — | [E] | — | — | — | — |
| 1 | MML 7 | RT | 4 | [M,S,C] | | | | |
| | LRM | | | 1/Msl | 6 | 7 | 14 | 21 |
| | SRM | | | 2/Msl | — | 3 | 6 | 9 |
| 1 | Searchlight | RT | — | [E] | — | — | — | 170 |
| 1 | Sprayer | RT | — | [E] | — | — | — | 1 |
| 1 | Lift Hoist(R) | LT | — | [E] | — | — | — | — |
| 1 | MML 7 | LT | 4 | [M,S,C] | | | | |
| | LRM | | | 1/Msl | 6 | 7 | 14 | 21 |
| | SRM | | | 2/Msl | — | 3 | 6 | 9 |
| 1 | Searchlight | LT | — | [E] | — | — | — | 170 |
| 1 | Sprayer | LT | — | [E] | — | — | — | 1 |
| 2 | Nail Gun | RA | 0 | 0 [DB,S] | — | 1 | -1 | — |
| 1 | Pile Driver | LA | — | 10 | — | — | — | — |

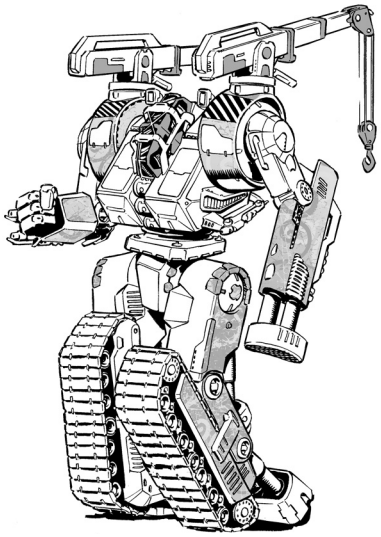
**Cost:** **BV:** 1,228

### WARRIOR DATA

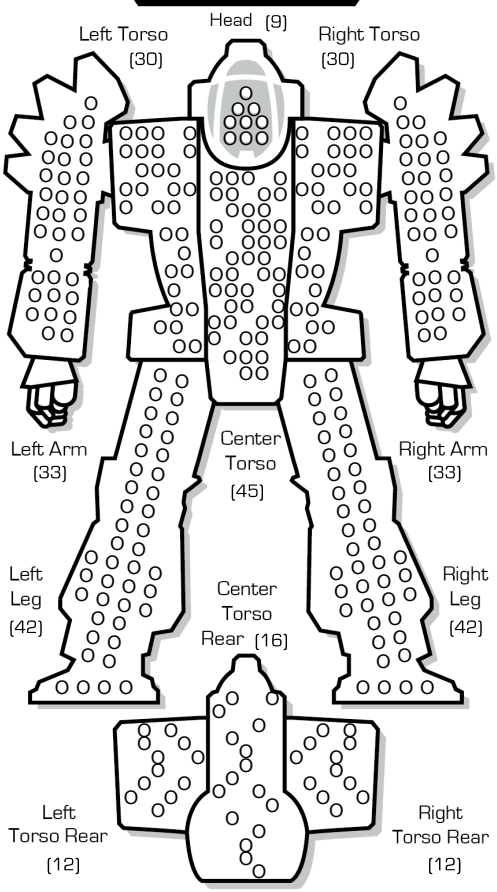
**Name:** _____

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

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

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

1-3:
3. Pile Driver
4. Pile Driver
5. Pile Driver
6. Pile Driver

4-6:
1. Pile Driver
2. Pile Driver
3. Pile Driver
4. Pile Driver
5. Roll Again
6. Roll Again

#### Left Torso
1-3:
1. MML 7
2. MML 7
3. MML 7
4. MML 7
5. Ammo (MML 7/LRM) 17
6. Ammo (MML 7/SRM) 14

4-6:
1. Sprayer
2. Lift Hoist (R)
3. Lift Hoist (R)
4. Lift Hoist (R)
5. Searchlight
6. CASE

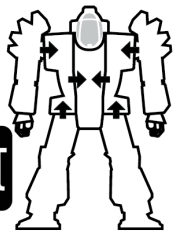
#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Tracks

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Ejection Seat
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. Liquid Storage (1 ton)
6. Liquid Storage (1 ton)

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. Nail Gun
6. Nail Gun

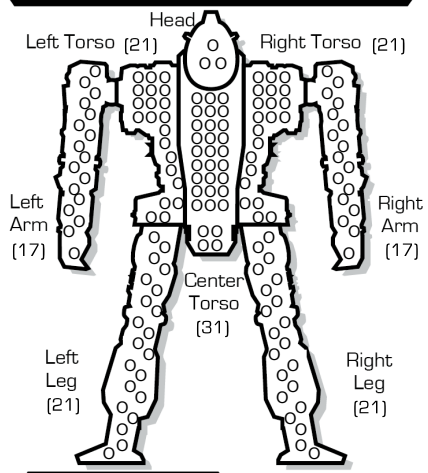
4-6:
1. Ammo (Nail/Rivet Gun) 300
2. Ammo (Nail/Rivet Gun) 300
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso
1-3:
1. MML 7
2. MML 7
3. MML 7
4. MML 7
5. Ammo (MML 7/LRM) 17
6. Ammo (MML 7/SRM) 14

4-6:
1. Sprayer
2. Lift Hoist (R)
3. Lift Hoist (R)
4. Lift Hoist (R)
5. Searchlight
6. CASE

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Tracks

### 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

(Industrial)

### 'MECH DATA

**Type:** Diomede D-M3D-4 DemolitionMech

**Movement Points:**
- Walking: 2
- Running: 3
- Jumping: 0

**Tonnage:** 100
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Ejection Seat | HD | — | [E] | — | — | — | — |
| 2 | Liquid Storage (1 ton) | CT | — | [E] | — | — | — | — |
| 1 | Lift Hoist(R) | RT | — | [E] | — | — | — | — |
| 1 | MML 7 | RT | 4 | [M,S,C] | | | | |
| | LRM | | | 1/Msl | 6 | 7 | 14 | 21 |
| | SRM | | | 2/Msl | — | 3 | 6 | 9 |
| 1 | Searchlight | RT | — | [E] | — | — | — | 170 |
| 1 | Sprayer | RT | — | [E] | — | — | — | 1 |
| 1 | Lift Hoist(R) | LT | — | [E] | — | — | — | — |
| 1 | MML 7 | LT | 4 | [M,S,C] | | | | |
| | LRM | | | 1/Msl | 6 | 7 | 14 | 21 |
| | SRM | | | 2/Msl | — | 3 | 6 | 9 |
| 1 | Searchlight | LT | — | [E] | — | — | — | 170 |
| 1 | Sprayer | LT | — | [E] | — | — | — | 1 |
| 2 | Nail Gun | RA | 0 | 0 [DB,S] | — | 1 | -1 | — |
| 1 | Spot Welder | RA | — | 20 | — | — | — | — |
| 1 | Dual Saw | LA | — | 7 | — | — | — | — |
| 1 | Liquid Storage (0.5 tons) | LA | — | [E] | — | — | — | — |
| 1 | Sprayer | LA | — | [E] | — | — | — | 1 |

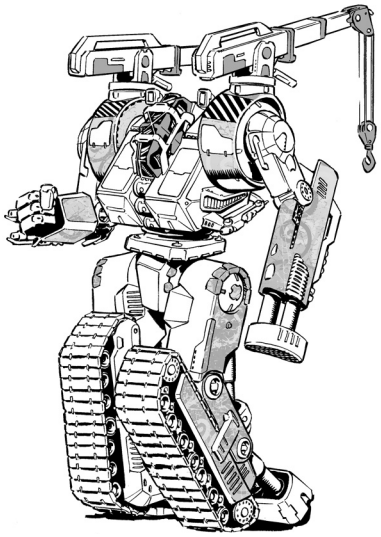
**Cost:** **BV:** 1,235

### WARRIOR DATA

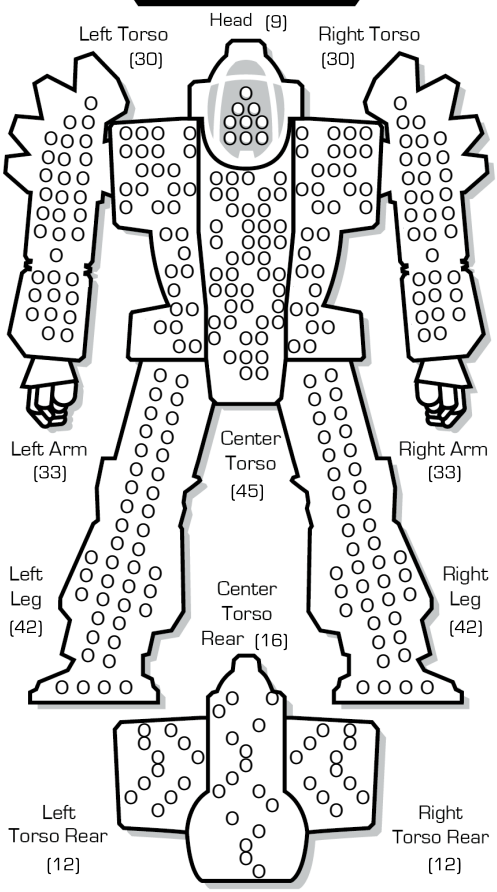
**Name:** _____

**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. Dual Saw
5. Dual Saw
6. Dual Saw

4-6
1. Dual Saw
2. Dual Saw
3. Dual Saw
4. Dual Saw
5. Sprayer
6. Liquid Storage (0.5 tons)

**Left Torso**

1-3
1. MML 7
2. MML 7
3. MML 7
4. MML 7
5. Ammo (MML 7/LRM) 17
6. Ammo (MML 7/SRM) 14

4-6
1. Sprayer
2. Lift Hoist (R)
3. Lift Hoist (R)
4. Lift Hoist (R)
5. Searchlight
6. CASE

**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Tracks

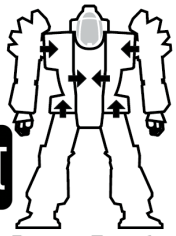
**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Ejection Seat
5. Sensors
6. Life Support

**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. Liquid Storage (1 ton)
6. Liquid Storage (1 ton)

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. Spot Welder
5. Nail Gun
6. Nail Gun

4-6
1. Ammo (Nail/Rivet Gun) 300
2. Ammo (Nail/Rivet Gun) 300
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

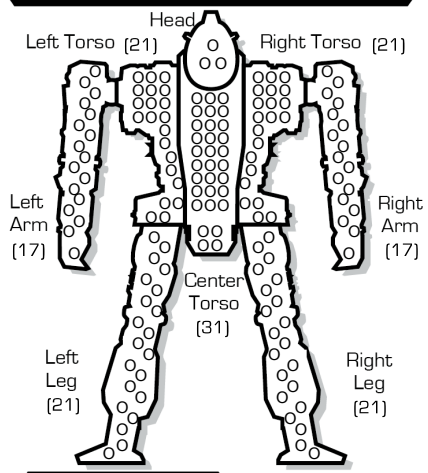
**Right Torso**

1-3
1. MML 7
2. MML 7
3. MML 7
4. MML 7
5. Ammo (MML 7/LRM) 17
6. Ammo (MML 7/SRM) 14

4-6
1. Sprayer
2. Lift Hoist (R)
3. Lift Hoist (R)
4. Lift Hoist (R)
5. Searchlight
6. CASE

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Tracks

### 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Poignard PGD-Y3

**Thrust:**
**Safe Thrust:** 9
**Maximum Thrust:** 14

**Tonnage:** 35
**Tech Base:** Inner Sphere
**Era:** Dark Age

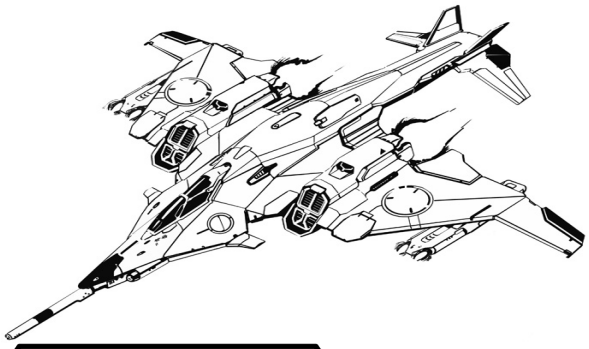
#### Weapons & Equipment Inventory

Standard Scale

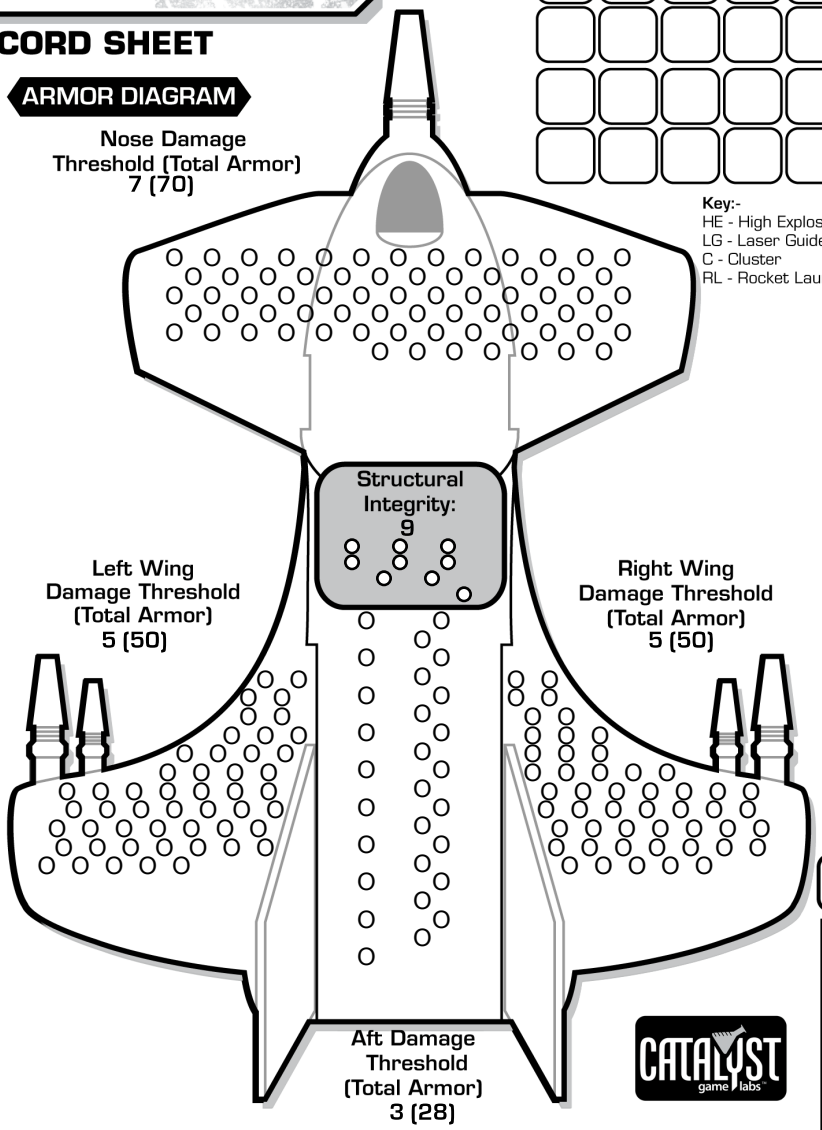
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Light Auto Cannon/5 [DB,S] | N | 1 | — | — | — | — |
| 1 | Small Pulse Laser [P] | N | 2 | 3 | — | — | — |
| 2 | ER Medium Laser [DE] | LW | 5 | 5 | 5 | — | — |
| 2 | ER Medium Laser [DE] | RW | 5 | 5 | 5 | — | — |

Ammo: (LAC/5) 20
**Fuel:** 320 Points

**Cost:** **BV:** 1,292



### 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:** 11 (22) **Double** 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 | | | | | | | | | | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Poignard PGD-L3

**Thrust:**
**Safe Thrust:** 9
**Maximum Thrust:** 14

**Tonnage:** 35
**Tech Base:** Inner Sphere
**Era:** Dark Age

**Weapons & Equipment Inventory**

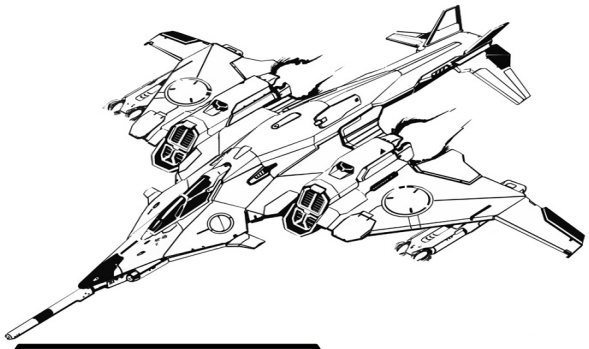
Standard Scale

| 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 | — |

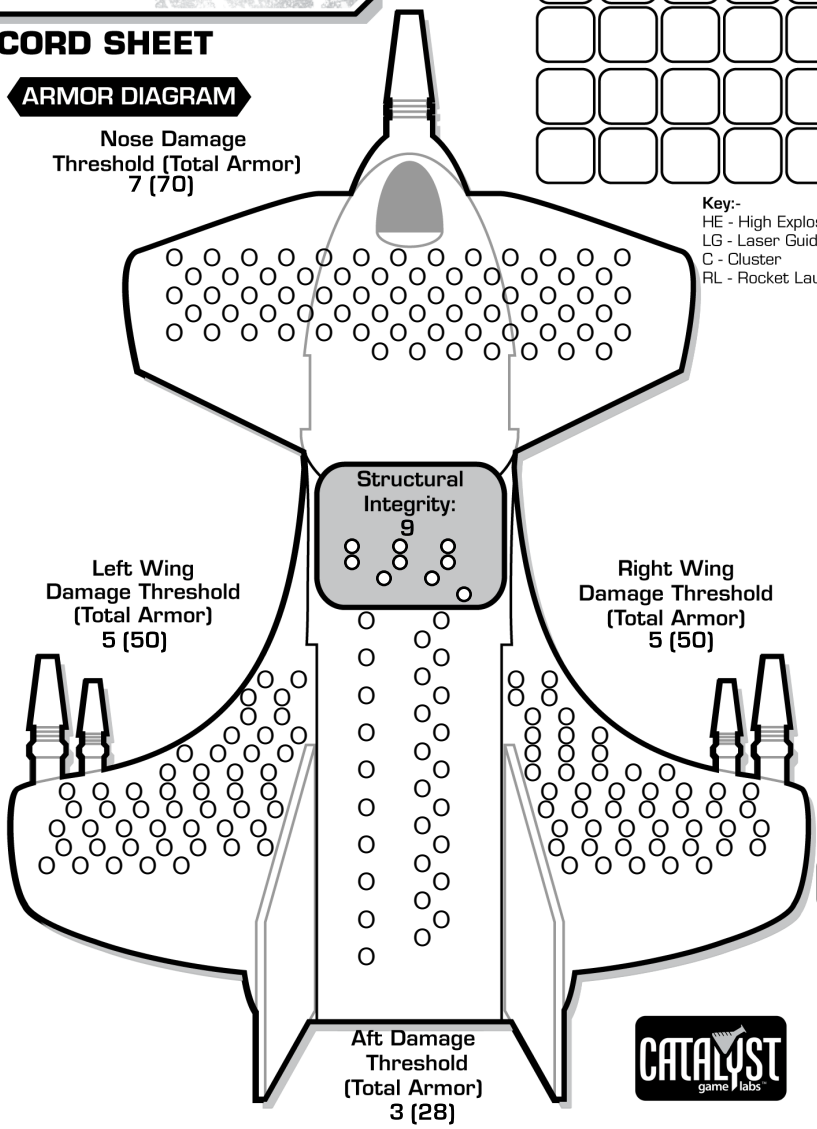
**Fuel:** 320 Points

**Cost:**

**BV:** 968



### 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 | | | | | | | | | | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Poignard PGD-R3

**Thrust:**
**Safe Thrust:** 9
**Maximum Thrust:** 14

**Tonnage:** 35
**Tech Base:** Inner Sphere
**Era:** Dark Age

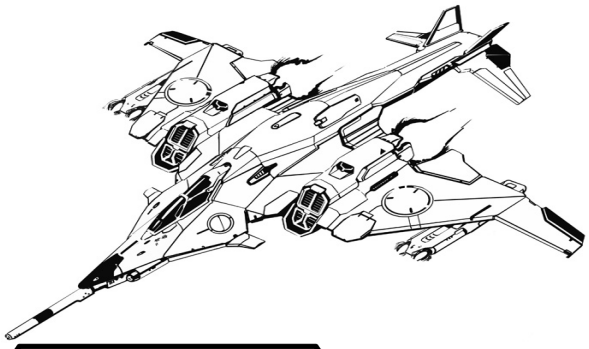
#### Weapons & Equipment Inventory

Standard Scale

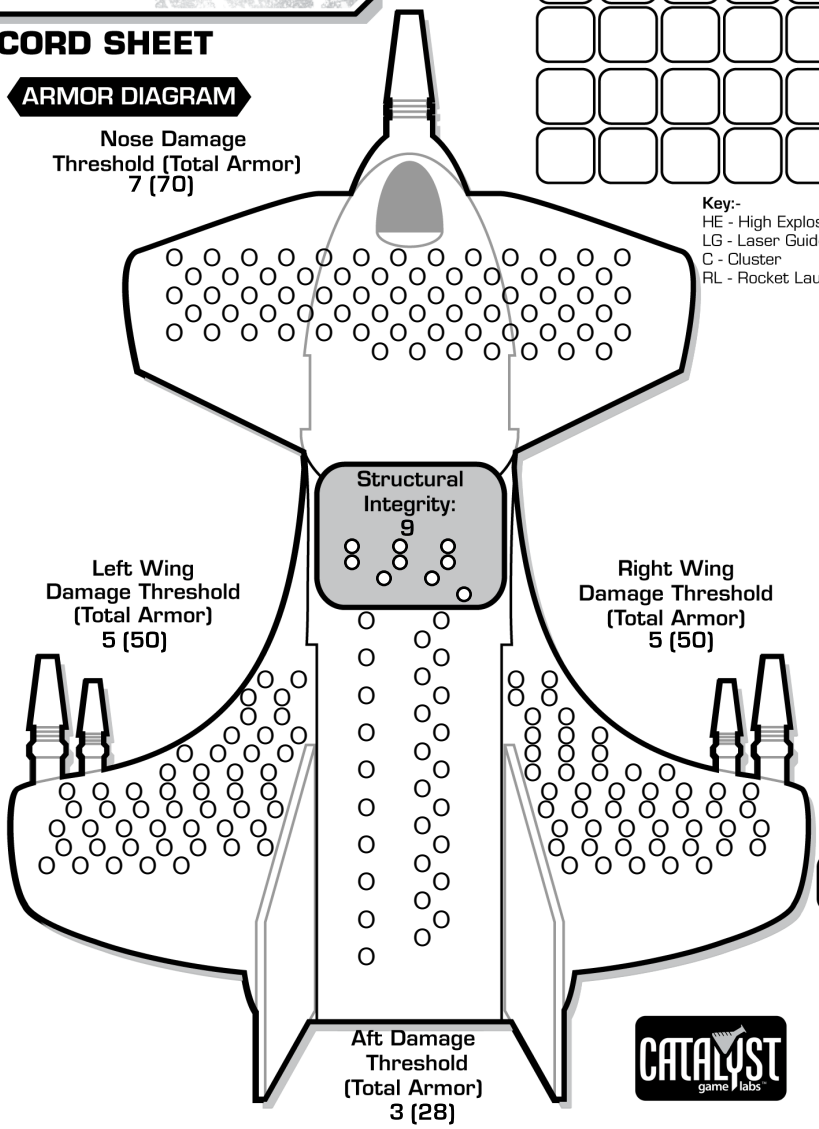
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | ER Medium Laser [DE] | N | 5 | 5 | 5 | — | — |
| 2 | Small Pulse Laser [P] | N | 2 | 3 | — | — | — |
| 1 | ER Medium Laser [DE] | LW | 5 | 5 | 5 | — | — |
| 2 | Small Pulse Laser [P] | LW | 2 | 3 | — | — | — |
| 1 | ER Medium Laser [DE] | RW | 5 | 5 | 5 | — | — |
| 2 | Small Pulse Laser [P] | RW | 2 | 3 | — | — | — |

**Fuel:** 320 Points

**Cost:**
**BV:** 1,173



### 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 | | | | | | | | | | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Sagittarii SGT-2R

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

**Tonnage:** 45
**Tech Base:** Inner Sphere
**Era:** Dark Age

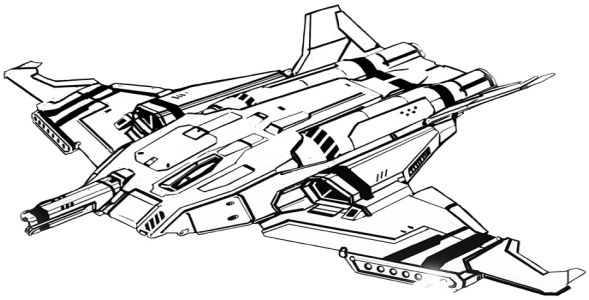
#### Weapons & Equipment Inventory

Standard Scale

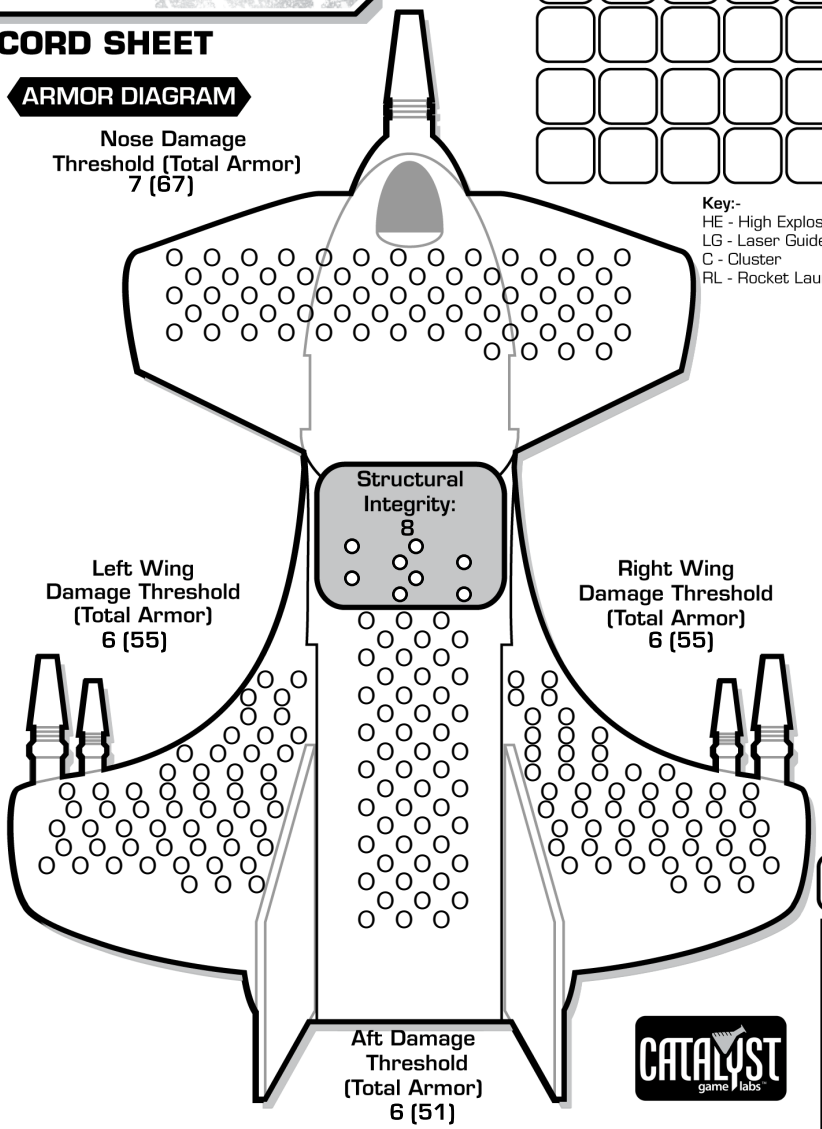
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Snub-Nose PPC [DE,V] | N | 10 | 10 | 8 | — | — |
| 1 | MML 7 | LW | 4 | 4 | 4 | 4 | — |
| 1 | MML 7 | RW | 4 | 4 | 4 | 4 | — |

Ammo: (MML 7/LRM) 34, (MML 7/SRM) 28
**Fuel:** 320 Points

**Cost:** **BV:** 1,311



### 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 | | | | | | | | | | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Sagittarii SGT-3R

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

**Tonnage:** 45
**Tech Base:** Inner Sphere
**Era:** Dark Age

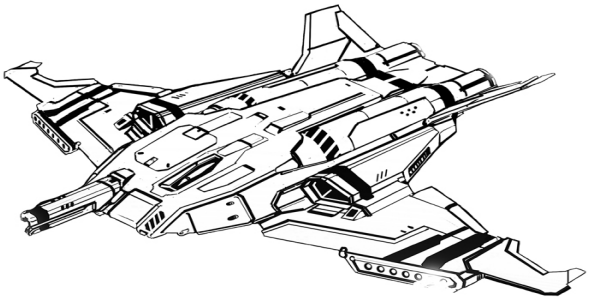
#### Weapons & Equipment Inventory

Standard Scale

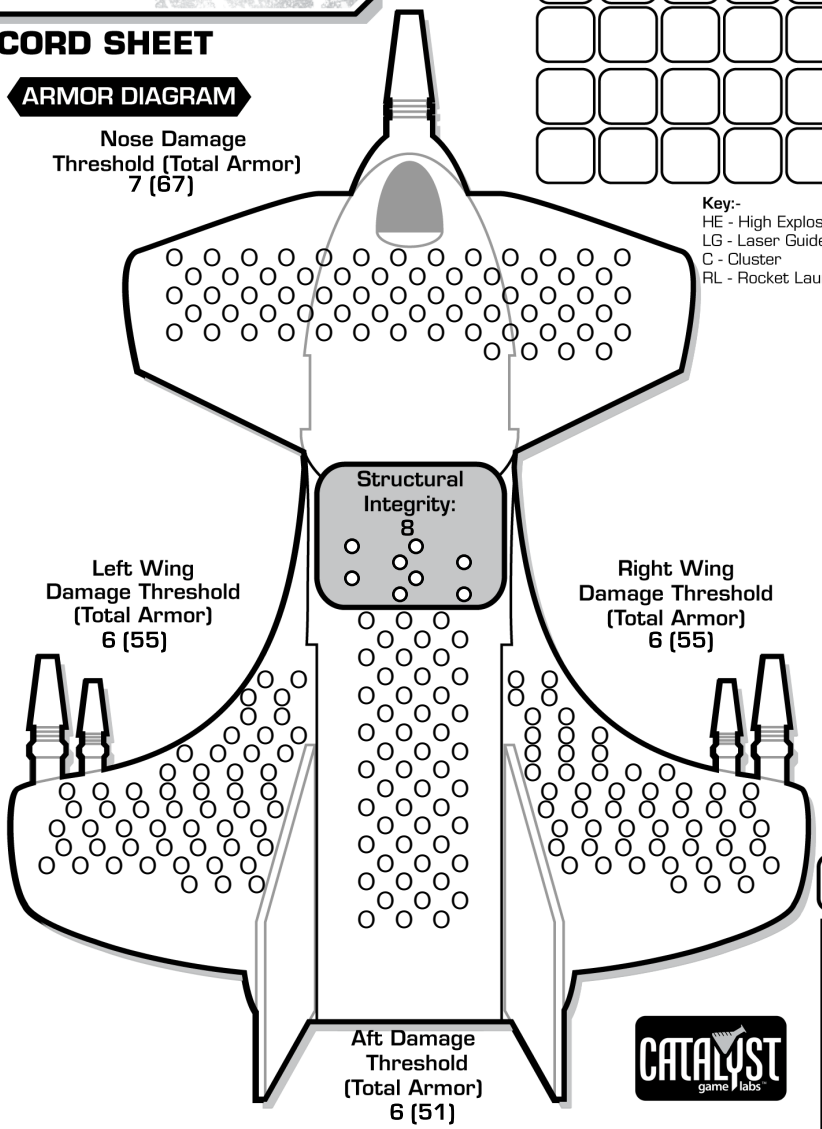
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Heavy PPC [DE,X] | N | 15 | 15 | 15 | — | — |
| 1 | MML 5 | LW | 3 | 3 | 3 | 3 | — |
| 1 | MML 5 | RW | 3 | 3 | 3 | 3 | — |

Ammo: (MML 5/LRM) 48, (MML 5/SRM) 20
**Fuel:** 320 Points

**Cost:** **BV:** 1,488



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

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

Heat Scale

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

### CRITICAL DAMAGE

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

### PILOT DATA

**Name:** _____

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

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

### HEAT DATA

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

### VELOCITY RECORD

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

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Morgenstern MR-1S

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

**Tonnage:** 70
**Tech Base:** Inner Sphere
**Era:** Dark Age

#### Weapons & Equipment Inventory

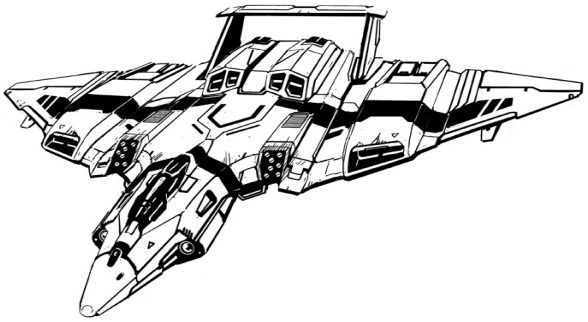
Standard Scale

| 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 | — |
| 2 | MML 7 w/Artemis IV FCS | N | 4 | 4 | 4 | 4 | — |
| 1 | ER Medium Laser [DE] | A | 5 | 5 | 5 | — | — |

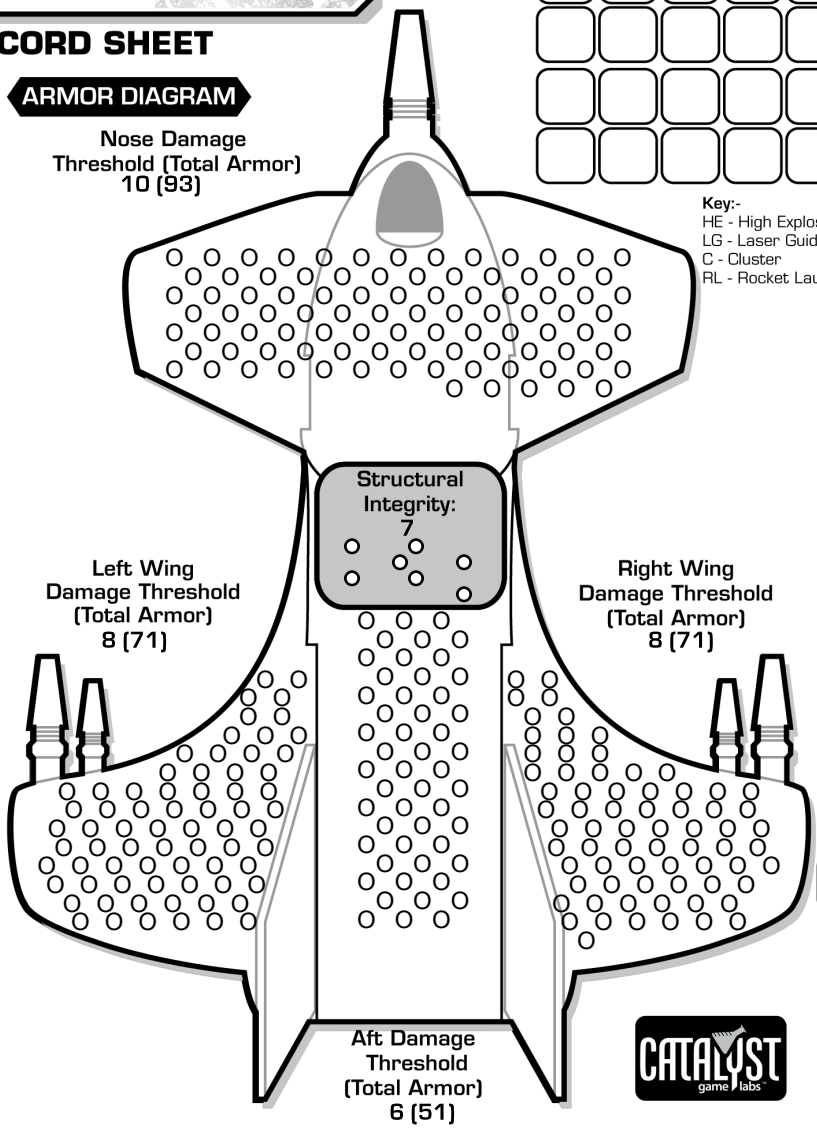
Ammo: (MML 7 LRM Artemis) 17, (MML 7 SRM Artemis) 14

**Fuel:** 320 Points

**Cost:** **BV:** 1,658



### 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:** 17 (34) Double

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 | | | | | | | | | | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Morgenstern MR-1SA

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

**Tonnage:** 70
**Tech Base:** Inner Sphere
**Era:** Dark Age

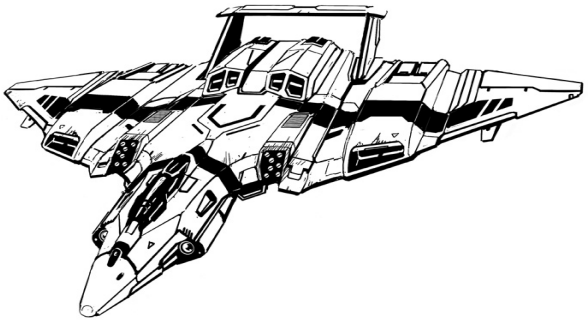
#### Weapons & Equipment Inventory

Standard Scale

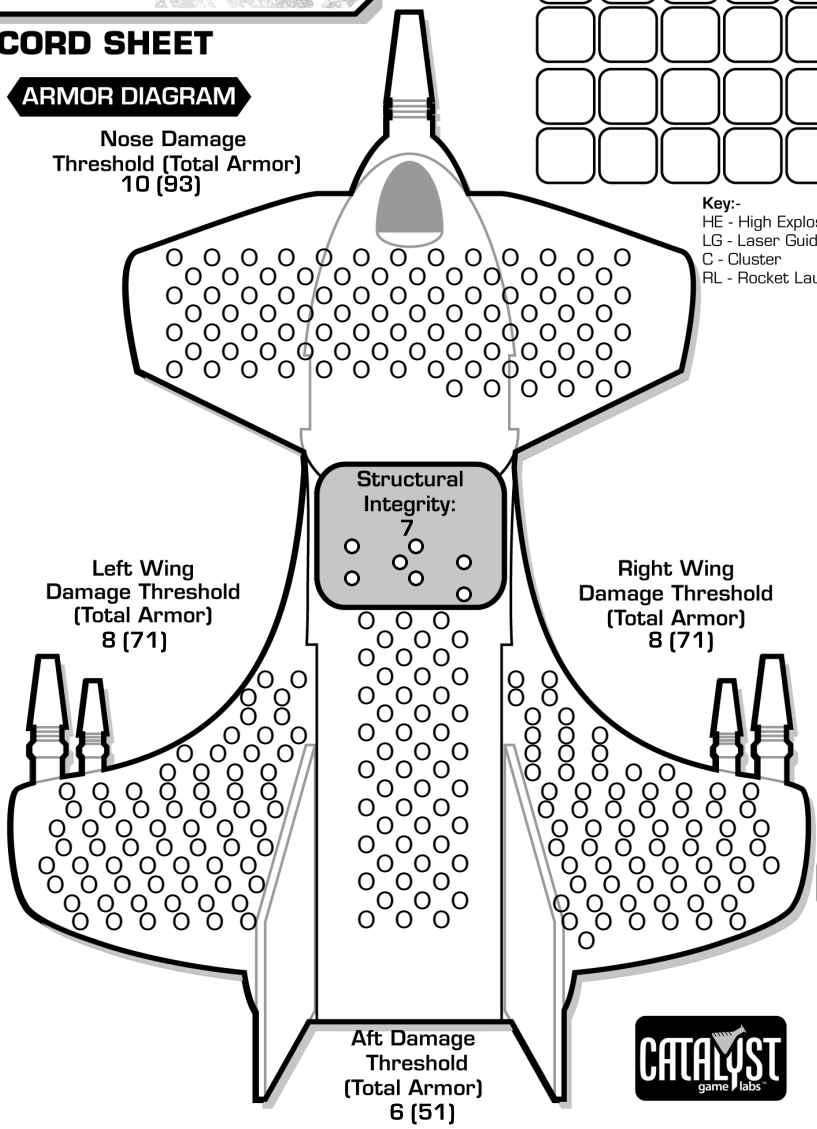
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | ER PPC [DE] | N | 15 | 10 | 10 | 10 | — |
| 2 | Plasma Rifle [DE,H,AI] | N | 10 | 10 | 10 | — | — |
| 1 | ER Medium Laser [DE] | A | 5 | 5 | 5 | — | — |

Ammo: (Plasma Rifle) 30
**Fuel:** 320 Points

**Cost:**
**BV:** 2,012



### 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:** 18 (36) 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 | | | | | | | | | | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Morgenstern MR-1SB

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

**Tonnage:** 70
**Tech Base:** Inner Sphere (Experimental)
**Era:** Dark Age

#### Weapons & Equipment Inventory

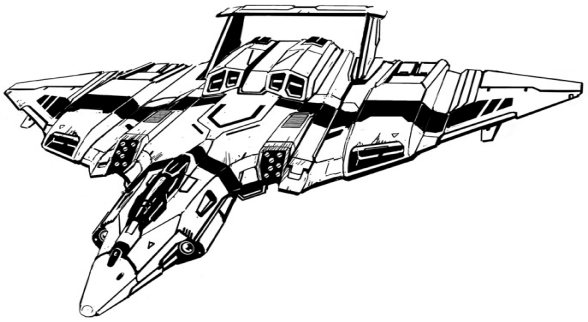
Standard Scale

| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Improved Heavy Gauss Rifle [DB,X] | N | 2 | 22 | 22 | 22 | — |
| 1 | MML 5 | N | 3 | 3 | 3 | 3 | — |
| 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 | — | — |

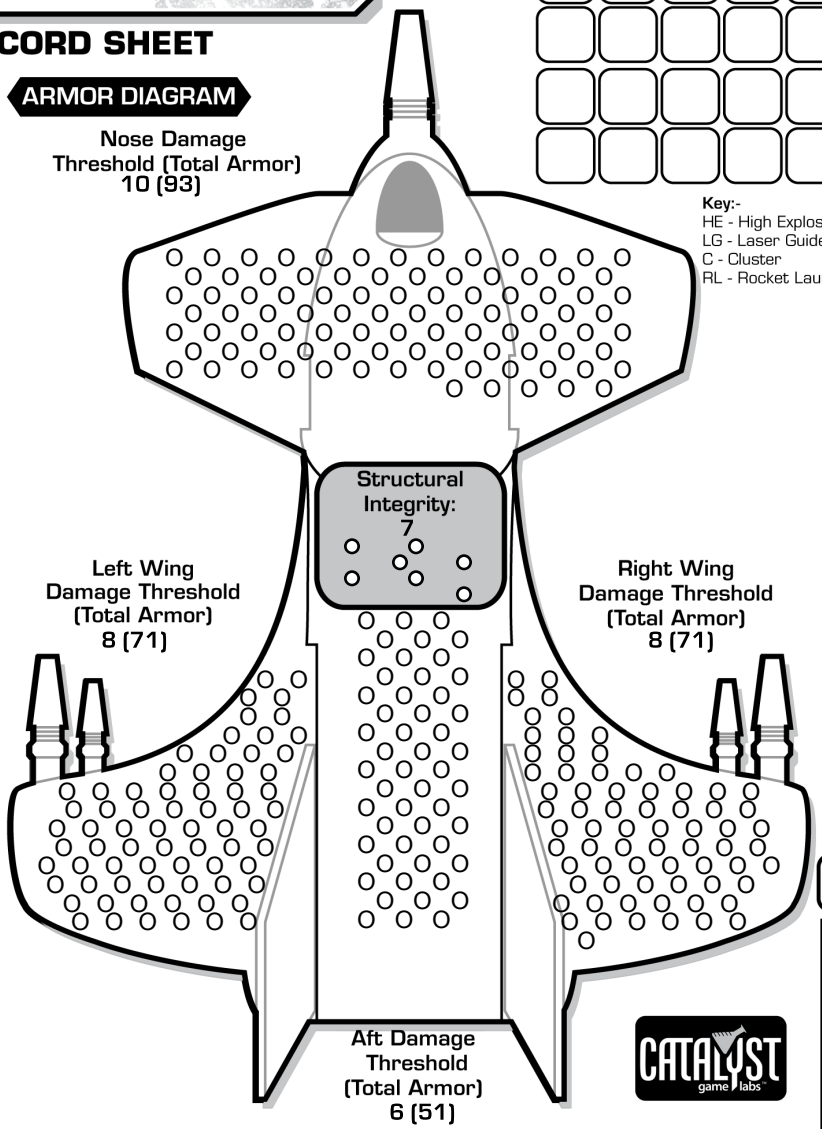
Ammo: (MML 5/LRM) 24, (MML 5/SRM) 20
(Heavy Gauss) 12

**Fuel:** 320 Points

**Cost:**
**BV:** 1,967



### 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 | | | | | | | | | | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Morgenstern MR-1SC

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

**Tonnage:** 70
**Tech Base:** Inner Sphere
**Era:** Dark Age

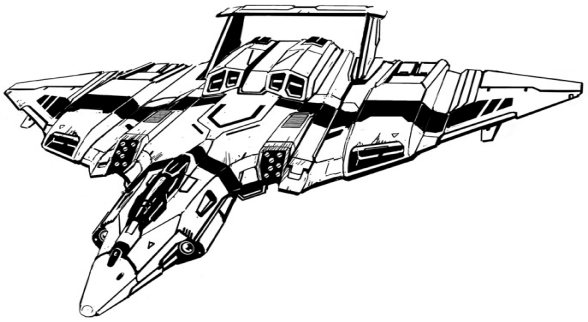
#### Weapons & Equipment Inventory

Standard Scale

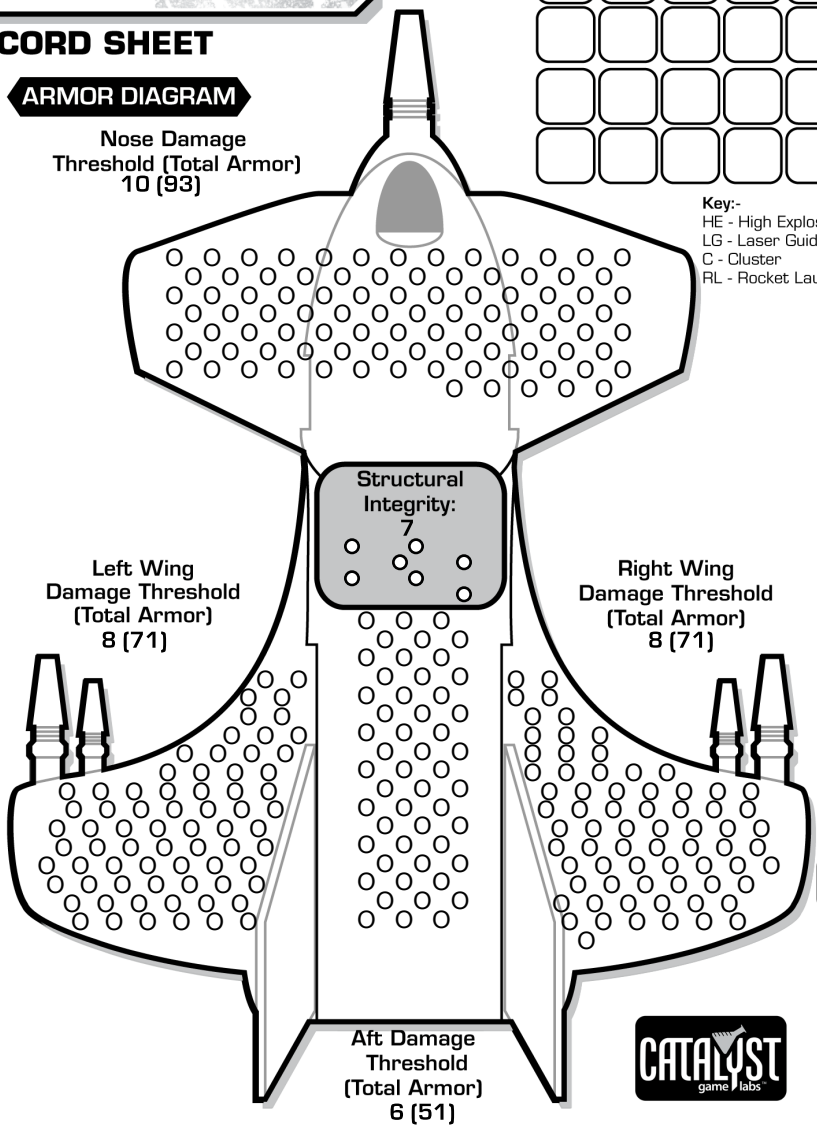
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 2 | ER Large Laser [DE] | N | 12 | 8 | 8 | 8 | — |
| 2 | ER Medium Laser [DE] | N | 5 | 5 | 5 | — | — |
| 1 | Large Pulse Laser [P] | N | 10 | 9 | 9 | — | — |
| 1 | ER Medium Laser [DE] | LW | 5 | 5 | 5 | — | — |
| 1 | ER Medium Laser [DE] | RW | 5 | 5 | 5 | — | — |
| 1 | ER Medium Laser [DE] | A | 5 | 5 | 5 | — | — |
| 1 | Medium Pulse Laser [P] | A | 4 | 6 | — | — | — |

**Fuel:** 320 Points

**Cost:**
**BV:** 1,863



### 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:** 17 (34) 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 | | | | | | | | | | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Morgenstern MR-1SD

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

**Tonnage:** 70
**Tech Base:** Inner Sphere
**Era:** Dark Age

#### Weapons & Equipment Inventory

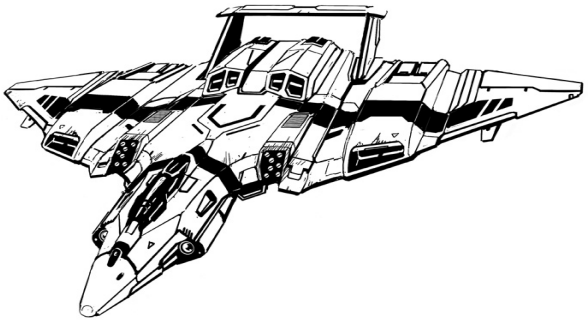
Standard Scale

| 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 Medium Laser [DE] | N | 5 | 5 | 5 | — | — |
| 1 | MML 7 w/Artemis IV FCS | N | 4 | 4 | 4 | 4 | — |
| 1 | MML 7 w/Artemis IV FCS | LW | 4 | 4 | 4 | 4 | — |
| 1 | MML 7 w/Artemis IV FCS | RW | 4 | 4 | 4 | 4 | — |
| 1 | ER Medium Laser [DE] | A | 5 | 5 | 5 | — | — |
| 1 | Small Laser [DE] | A | 1 | 3 | — | — | — |
| 1 | Targeting Computer [E] | A | 0 | — | — | — | — |

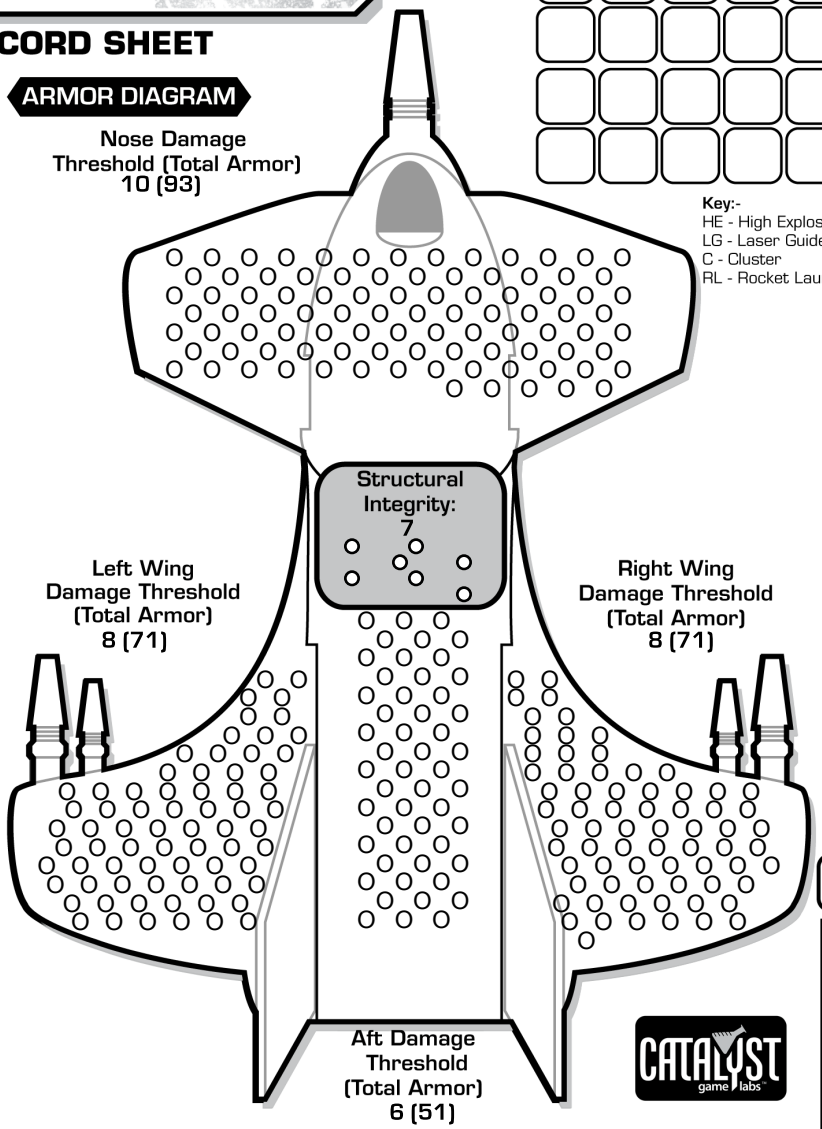
Ammo: (MML 7 LRM Artemis) 34, (MML 7 SRM Artemis) 28

**Fuel:** 320 Points

**Cost:** **BV:** 1,722



### 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 | | | | | | | | | | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Mengqín MNG-8L

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

**Tonnage:** 95
**Tech Base:** Inner Sphere
**Era:** Dark Age

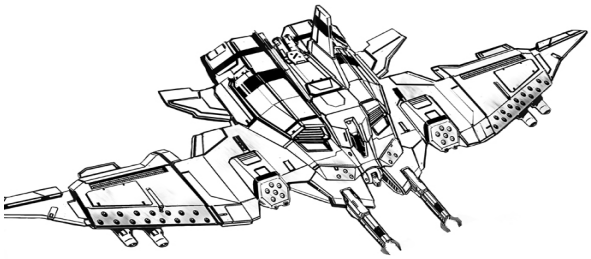
#### Weapons & Equipment Inventory

Standard Scale

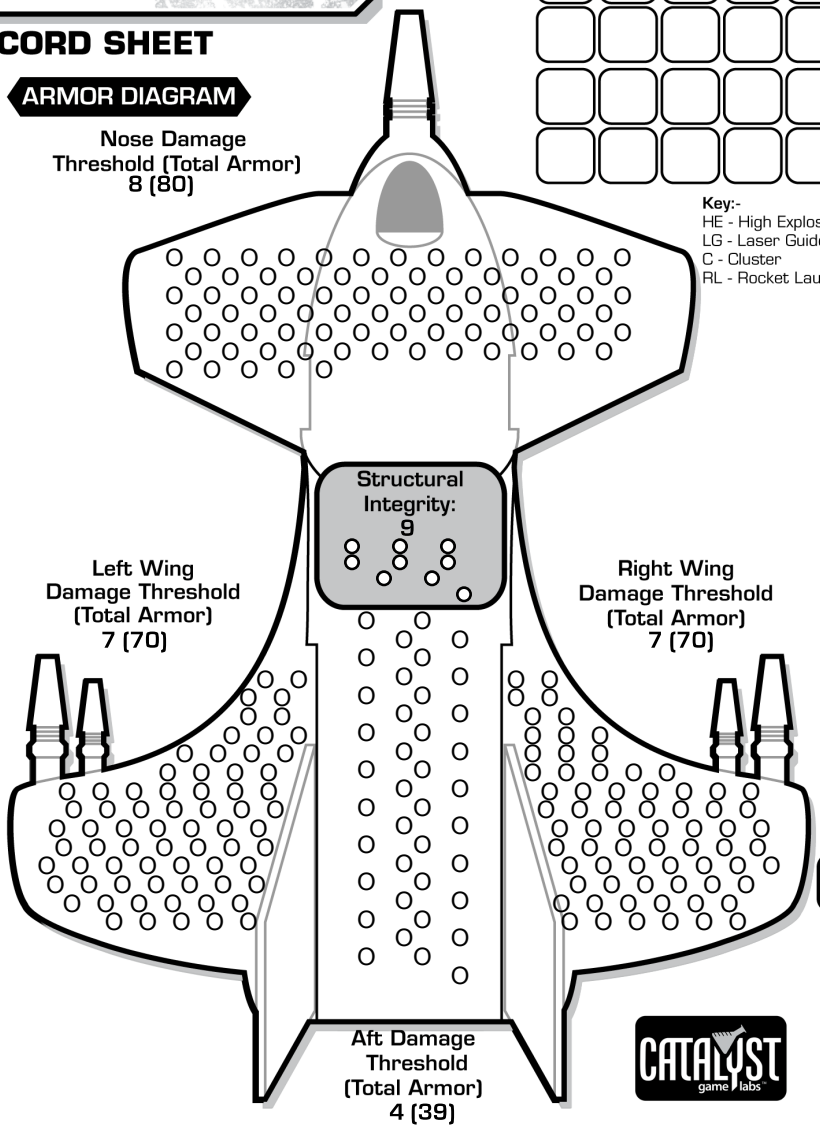
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 2 | Plasma Rifle [DE,H,AI] | N | 10 | 10 | 10 | — | — |
| 1 | Small Pulse Laser [P] | N | 2 | 3 | — | — | — |
| 1 | SRM 6 [M,C] | N | 4 | 8 | — | — | — |
| 2 | ER Medium Laser [DE] | LW | 5 | 5 | 5 | — | — |
| 1 | LRM 15 [M,C,S] | LW | 5 | 9 | 9 | 9 | — |
| 1 | SRM 6 [M,C] | LW | 4 | 8 | — | — | — |
| 2 | ER Medium Laser [DE] | RW | 5 | 5 | 5 | — | — |
| 1 | LRM 15 [M,C,S] | RW | 5 | 9 | 9 | 9 | — |
| 1 | SRM 6 [M,C] | RW | 4 | 8 | — | — | — |
| 2 | ER Medium Laser [DE] | A | 5 | 5 | 5 | — | — |

Ammo: (SRM 6) 30, (LRM 15) 24, (Plasma Rifle) 20
**Fuel:** 400 Points

**Cost:** **BV:** 2,298



### 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:** 17 (34) **Double**

| | |
|---|---|
| 30 | O O |
| 28 | O O |
| 27 | O O |
| 26 | O O |
| 25 | O O |
| 24 | O O |
| 23 | O O |
| 22 | O O |
| 21 | O |
| 20 | O |
| 19 | O |
| 18 | |
| 17 | |
| 15 | |
| 14 | |
| 13 | |
| 10 | |
| 8 | |
| 5 | |

**Heat Scale**

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.



# CLAN

# BATTLETECH™

## BATTLE ARMOR RECORD SHEET

### BATTLE ARMOR: SQUAD/POINT 1

**Type:** Thunderbird [AP Gauss] **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 1 **Jump:** 3

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| AP Gauss Rifle | 3 [S] | — | 3 | 6 | 9 |
| Basic Manipulator | [E] | — | — | — | — |
| Heavy Battle Vibro Claw | [E] | — | — | — | — |

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☐

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

Cost: BV: 350/50

### BATTLE ARMOR: SQUAD/POINT 2

**Type:** Thunderbird [AP Gauss] **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 1 **Jump:** 3

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| AP Gauss Rifle | 3 [S] | — | 3 | 6 | 9 |
| Basic Manipulator | [E] | — | — | — | — |
| Heavy Battle Vibro Claw | [E] | — | — | — | — |

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☐

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

Cost: BV: 350/50

### BATTLE ARMOR: SQUAD/POINT 3

**Type:** Thunderbird [AP Gauss] **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 1 **Jump:** 3

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| AP Gauss Rifle | 3 [S] | — | 3 | 6 | 9 |
| Basic Manipulator | [E] | — | — | — | — |
| Heavy Battle Vibro Claw | [E] | — | — | — | — |

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☐

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

Cost: BV: 350/50

### BATTLE ARMOR: SQUAD/POINT 4

**Type:** Thunderbird [AP Gauss] **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 1 **Jump:** 3

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| AP Gauss Rifle | 3 [S] | — | 3 | 6 | 9 |
| Basic Manipulator | [E] | — | — | — | — |
| Heavy Battle Vibro Claw | [E] | — | — | — | — |

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☐

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

Cost: BV: 350/50

### BATTLE ARMOR: SQUAD/POINT 5

**Type:** Thunderbird [AP Gauss] **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 1 **Jump:** 3

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| AP Gauss Rifle | 3 [S] | — | 3 | 6 | 9 |
| Basic Manipulator | [E] | — | — | — | — |
| Heavy Battle Vibro Claw | [E] | — | — | — | — |

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☐

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

Cost: BV: 350/50

### LEG ATTACKS TABLE

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

### SWARM ATTACKS TABLE

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

### SWARM ATTACK MODIFIERS TABLE

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

**BATTLE ARMOR EQUIPMENT**

| | |
|---|---|
| Claws with magnets | –1 |

**SITUATION***

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

*Modifiers are cumulative

### SWARM ATTACKS HIT LOCATION TABLE

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

### TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## BATTLE ARMOR RECORD SHEET

### BATTLE ARMOR: SQUAD/POINT 1

**Type:** Thunderbird [ER Laser] **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 1 **Jump:** 3

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Basic Manipulator | [E] | — | — | — | — |
| ER Small Laser | 5 [DE] | — | 2 | 4 | 6 |
| Heavy Battle Vibro Claw | [E] | — | — | — | — |

**Mechanized:** ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

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

**Cost:** **BV:** 404/58

### BATTLE ARMOR: SQUAD/POINT 2

**Type:** Thunderbird [ER Laser] **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 1 **Jump:** 3

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Basic Manipulator | [E] | — | — | — | — |
| ER Small Laser | 5 [DE] | — | 2 | 4 | 6 |
| Heavy Battle Vibro Claw | [E] | — | — | — | — |

**Mechanized:** ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

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

**Cost:** **BV:** 404/58

### BATTLE ARMOR: SQUAD/POINT 3

**Type:** Thunderbird [ER Laser] **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 1 **Jump:** 3

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Basic Manipulator | [E] | — | — | — | — |
| ER Small Laser | 5 [DE] | — | 2 | 4 | 6 |
| Heavy Battle Vibro Claw | [E] | — | — | — | — |

**Mechanized:** ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

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

**Cost:** **BV:** 404/58

### BATTLE ARMOR: SQUAD/POINT 4

**Type:** Thunderbird [ER Laser] **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 1 **Jump:** 3

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Basic Manipulator | [E] | — | — | — | — |
| ER Small Laser | 5 [DE] | — | 2 | 4 | 6 |
| Heavy Battle Vibro Claw | [E] | — | — | — | — |

**Mechanized:** ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

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

**Cost:** **BV:** 404/58

### BATTLE ARMOR: SQUAD/POINT 5

**Type:** Thunderbird [ER Laser] **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 1 **Jump:** 3

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Basic Manipulator | [E] | — | — | — | — |
| ER Small Laser | 5 [DE] | — | 2 | 4 | 6 |
| Heavy Battle Vibro Claw | [E] | — | — | — | — |

**Mechanized:** ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

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

**Cost:** **BV:** 404/58

### LEG ATTACKS TABLE

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

### SWARM ATTACKS TABLE

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

### SWARM ATTACK MODIFIERS TABLE

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

**BATTLE ARMOR EQUIPMENT**

| | |
|---|---|
| Claws with magnets | –1 |

**SITUATION***

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

*Modifiers are cumulative

### SWARM ATTACKS HIT LOCATION TABLE

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

### TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## BATTLE ARMOR RECORD SHEET

### BATTLE ARMOR: SQUAD/POINT 1

**Type:** Thunderbird [Pulse Laser] **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 1 **Jump:** 3

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Basic Manipulator | [E] | — | — | — | — |
| Heavy Battle Vibro Claw | [E] | — | — | — | — |
| Small Pulse Laser | 3 [P] | — | 2 | 4 | 6 |

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☐

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

Cost: BV: 366/52

### BATTLE ARMOR: SQUAD/POINT 2

**Type:** Thunderbird [Pulse Laser] **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 1 **Jump:** 3

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Basic Manipulator | [E] | — | — | — | — |
| Heavy Battle Vibro Claw | [E] | — | — | — | — |
| Small Pulse Laser | 3 [P] | — | 2 | 4 | 6 |

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☐

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

Cost: BV: 366/52

### BATTLE ARMOR: SQUAD/POINT 3

**Type:** Thunderbird [Pulse Laser] **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 1 **Jump:** 3

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Basic Manipulator | [E] | — | — | — | — |
| Heavy Battle Vibro Claw | [E] | — | — | — | — |
| Small Pulse Laser | 3 [P] | — | 2 | 4 | 6 |

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☐

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

Cost: BV: 366/52

### BATTLE ARMOR: SQUAD/POINT 4

**Type:** Thunderbird [Pulse Laser] **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 1 **Jump:** 3

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Basic Manipulator | [E] | — | — | — | — |
| Heavy Battle Vibro Claw | [E] | — | — | — | — |
| Small Pulse Laser | 3 [P] | — | 2 | 4 | 6 |

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☐

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

Cost: BV: 366/52

### BATTLE ARMOR: SQUAD/POINT 5

**Type:** Thunderbird [Pulse Laser] **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 1 **Jump:** 3

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Basic Manipulator | [E] | — | — | — | — |
| Heavy Battle Vibro Claw | [E] | — | — | — | — |
| Small Pulse Laser | 3 [P] | — | 2 | 4 | 6 |

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☐

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

Cost: BV: 366/52

### LEG ATTACKS TABLE

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

### SWARM ATTACKS TABLE

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

### SWARM ATTACK MODIFIERS TABLE

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

**BATTLE ARMOR EQUIPMENT**

| | |
|---|---|
| Claws with magnets | –1 |

**SITUATION***

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

*Modifiers are cumulative

### SWARM ATTACKS HIT LOCATION TABLE

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

### TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## BATTLE ARMOR RECORD SHEET

### BATTLE ARMOR: SQUAD/POINT 1

**Type:** Ironhold — **Era:** Jihad
**Gunnery Skill:** — **Anti-'Mech Skill:**
**Ground MP:** 1 — **Jump:** 2

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| AP Gauss Rifle | 3 [S] | — | 3 | 6 | 9 |
| AP Gauss Rifle | 3 [S] | — | 3 | 6 | 9 |
| Basic Manipulator (2) | [E] | — | — | — | — |

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

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

Cost: BV: 536/77

### BATTLE ARMOR: SQUAD/POINT 2

**Type:** Ironhold — **Era:** Jihad
**Gunnery Skill:** — **Anti-'Mech Skill:**
**Ground MP:** 1 — **Jump:** 2

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| AP Gauss Rifle | 3 [S] | — | 3 | 6 | 9 |
| AP Gauss Rifle | 3 [S] | — | 3 | 6 | 9 |
| Basic Manipulator (2) | [E] | — | — | — | — |

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

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

Cost: BV: 536/77

### BATTLE ARMOR: SQUAD/POINT 3

**Type:** Ironhold — **Era:** Jihad
**Gunnery Skill:** — **Anti-'Mech Skill:**
**Ground MP:** 1 — **Jump:** 2

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| AP Gauss Rifle | 3 [S] | — | 3 | 6 | 9 |
| AP Gauss Rifle | 3 [S] | — | 3 | 6 | 9 |
| Basic Manipulator (2) | [E] | — | — | — | — |

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

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

Cost: BV: 536/77

### BATTLE ARMOR: SQUAD/POINT 4

**Type:** Ironhold — **Era:** Jihad
**Gunnery Skill:** — **Anti-'Mech Skill:**
**Ground MP:** 1 — **Jump:** 2

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| AP Gauss Rifle | 3 [S] | — | 3 | 6 | 9 |
| AP Gauss Rifle | 3 [S] | — | 3 | 6 | 9 |
| Basic Manipulator (2) | [E] | — | — | — | — |

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

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

Cost: BV: 536/77

### BATTLE ARMOR: SQUAD/POINT 5

**Type:** Ironhold — **Era:** Jihad
**Gunnery Skill:** — **Anti-'Mech Skill:**
**Ground MP:** 1 — **Jump:** 2

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| AP Gauss Rifle | 3 [S] | — | 3 | 6 | 9 |
| AP Gauss Rifle | 3 [S] | — | 3 | 6 | 9 |
| Basic Manipulator (2) | [E] | — | — | — | — |

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

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

Cost: BV: 536/77

### LEG ATTACKS TABLE

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

### SWARM ATTACKS TABLE

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

### SWARM ATTACK MODIFIERS TABLE

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

**BATTLE ARMOR EQUIPMENT**

| | |
|---|---|
| Claws with magnets | –1 |

**SITUATION***

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

*Modifiers are cumulative

### SWARM ATTACKS HIT LOCATION TABLE

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

### TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## BATTLE ARMOR RECORD SHEET

### BATTLE ARMOR: SQUAD/POINT 1

**Type:** Ironhold (Fire) **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 1

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| AP Gauss Rifle | 3 [S] | — | 3 | 6 | 9 |
| AP Gauss Rifle | 3 [S] | — | 3 | 6 | 9 |
| AP Gauss Rifle (Body) | 3 [S] | — | 3 | 6 | 9 |
| AP Gauss Rifle (Body) | 3 [S] | — | 3 | 6 | 9 |
| Basic Manipulator [2] | [E] | — | — | — | — |

**Armor:** Fire Resistant
**Mechanized:** ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

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

**Cost:** **BV:** 756/108

### BATTLE ARMOR: SQUAD/POINT 2

**Type:** Ironhold (Fire) **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 1

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| AP Gauss Rifle | 3 [S] | — | 3 | 6 | 9 |
| AP Gauss Rifle | 3 [S] | — | 3 | 6 | 9 |
| AP Gauss Rifle (Body) | 3 [S] | — | 3 | 6 | 9 |
| AP Gauss Rifle (Body) | 3 [S] | — | 3 | 6 | 9 |
| Basic Manipulator [2] | [E] | — | — | — | — |

**Armor:** Fire Resistant
**Mechanized:** ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

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

**Cost:** **BV:** 756/108

### BATTLE ARMOR: SQUAD/POINT 3

**Type:** Ironhold (Fire) **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 1

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| AP Gauss Rifle | 3 [S] | — | 3 | 6 | 9 |
| AP Gauss Rifle | 3 [S] | — | 3 | 6 | 9 |
| AP Gauss Rifle (Body) | 3 [S] | — | 3 | 6 | 9 |
| AP Gauss Rifle (Body) | 3 [S] | — | 3 | 6 | 9 |
| Basic Manipulator [2] | [E] | — | — | — | — |

**Armor:** Fire Resistant
**Mechanized:** ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

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

**Cost:** **BV:** 756/108

### BATTLE ARMOR: SQUAD/POINT 4

**Type:** Ironhold (Fire) **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 1

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| AP Gauss Rifle | 3 [S] | — | 3 | 6 | 9 |
| AP Gauss Rifle | 3 [S] | — | 3 | 6 | 9 |
| AP Gauss Rifle (Body) | 3 [S] | — | 3 | 6 | 9 |
| AP Gauss Rifle (Body) | 3 [S] | — | 3 | 6 | 9 |
| Basic Manipulator [2] | [E] | — | — | — | — |

**Armor:** Fire Resistant
**Mechanized:** ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

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

**Cost:** **BV:** 756/108

### BATTLE ARMOR: SQUAD/POINT 5

**Type:** Ironhold (Fire) **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 1

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| AP Gauss Rifle | 3 [S] | — | 3 | 6 | 9 |
| AP Gauss Rifle | 3 [S] | — | 3 | 6 | 9 |
| AP Gauss Rifle (Body) | 3 [S] | — | 3 | 6 | 9 |
| AP Gauss Rifle (Body) | 3 [S] | — | 3 | 6 | 9 |
| Basic Manipulator [2] | [E] | — | — | — | — |

**Armor:** Fire Resistant
**Mechanized:** ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

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

**Cost:** **BV:** 756/108

### LEG ATTACKS TABLE

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

### SWARM ATTACKS TABLE

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

### SWARM ATTACK MODIFIERS TABLE

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

**BATTLE ARMOR EQUIPMENT**

| | |
|---|---|
| Claws with magnets | –1 |

**SITUATION***

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

*Modifiers are cumulative

### SWARM ATTACKS HIT LOCATION TABLE

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

### TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## BATTLE ARMOR RECORD SHEET

### BATTLE ARMOR: SQUAD/POINT 1

**Type:** Warg **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 1

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Basic Manipulator | [E] | — | — | — | — |
| Heavy Battle Claw | [E] | — | — | — | — |
| Light Machine Gun | 1 [DB,S] | — | 2 | 4 | 6 |
| Small Pulse Laser | 3 [P] | — | 2 | 4 | 6 |
| SRM 3 (Body) Ammo ○○○ | 2/Msl [M,C] | — | 3 | 6 | 9 |
| SRM 3 (Body) Ammo ○○○ | 2/Msl [M,C] | — | 3 | 6 | 9 |

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

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

Cost: BV: 655/94

### BATTLE ARMOR: SQUAD/POINT 2

**Type:** Warg **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 1

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Basic Manipulator | [E] | — | — | — | — |
| Heavy Battle Claw | [E] | — | — | — | — |
| Light Machine Gun | 1 [DB,S] | — | 2 | 4 | 6 |
| Small Pulse Laser | 3 [P] | — | 2 | 4 | 6 |
| SRM 3 (Body) Ammo ○○○ | 2/Msl [M,C] | — | 3 | 6 | 9 |
| SRM 3 (Body) Ammo ○○○ | 2/Msl [M,C] | — | 3 | 6 | 9 |

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

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

Cost: BV: 655/94

### BATTLE ARMOR: SQUAD/POINT 3

**Type:** Warg **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 1

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Basic Manipulator | [E] | — | — | — | — |
| Heavy Battle Claw | [E] | — | — | — | — |
| Light Machine Gun | 1 [DB,S] | — | 2 | 4 | 6 |
| Small Pulse Laser | 3 [P] | — | 2 | 4 | 6 |
| SRM 3 (Body) Ammo ○○○ | 2/Msl [M,C] | — | 3 | 6 | 9 |
| SRM 3 (Body) Ammo ○○○ | 2/Msl [M,C] | — | 3 | 6 | 9 |

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

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

Cost: BV: 655/94

### BATTLE ARMOR: SQUAD/POINT 4

**Type:** Warg **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 1

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Basic Manipulator | [E] | — | — | — | — |
| Heavy Battle Claw | [E] | — | — | — | — |
| Light Machine Gun | 1 [DB,S] | — | 2 | 4 | 6 |
| Small Pulse Laser | 3 [P] | — | 2 | 4 | 6 |
| SRM 3 (Body) Ammo ○○○ | 2/Msl [M,C] | — | 3 | 6 | 9 |
| SRM 3 (Body) Ammo ○○○ | 2/Msl [M,C] | — | 3 | 6 | 9 |

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

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

Cost: BV: 655/94

### BATTLE ARMOR: SQUAD/POINT 5

**Type:** Warg **Era:** Dark Age
**Gunnery Skill:** **Anti-'Mech Skill:**
**Ground MP:** 1

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| Basic Manipulator | [E] | — | — | — | — |
| Heavy Battle Claw | [E] | — | — | — | — |
| Light Machine Gun | 1 [DB,S] | — | 2 | 4 | 6 |
| Small Pulse Laser | 3 [P] | — | 2 | 4 | 6 |
| SRM 3 (Body) Ammo ○○○ | 2/Msl [M,C] | — | 3 | 6 | 9 |
| SRM 3 (Body) Ammo ○○○ | 2/Msl [M,C] | — | 3 | 6 | 9 |

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

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

Cost: BV: 655/94

### LEG ATTACKS TABLE

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

### SWARM ATTACKS TABLE

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

### SWARM ATTACK MODIFIERS TABLE

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

**BATTLE ARMOR EQUIPMENT**

| | |
|---|---|
| Claws with magnets | –1 |

**SITUATION***

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

*Modifiers are cumulative

### SWARM ATTACKS HIT LOCATION TABLE

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

### TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

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

### VEHICLE DATA

**Type:** Balac Strike VTOL

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

**Tonnage:** 25
**Tech Base:** Clan
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 2 | ATM 6 | FR | [M,S,C] | | | | |
| | Standard | | 2/Msl | 4 | 5 | 10 | 15 |
| | Extended-Range | | 1/Msl | 4 | 9 | 18 | 27 |
| | High-Explosive | | 3/Msl | — | 3 | 6 | 9 |
| 1 | ER Medium Laser | FR | 7 [DE] | — | 5 | 10 | 15 |

Ammo (CASE): (ATM 6 HE) 10, (ATM 6) 20, (ATM 6 ER) 10

**Cost:** **BV:** 1,271

### CREW DATA

**Crew:** _____

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

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

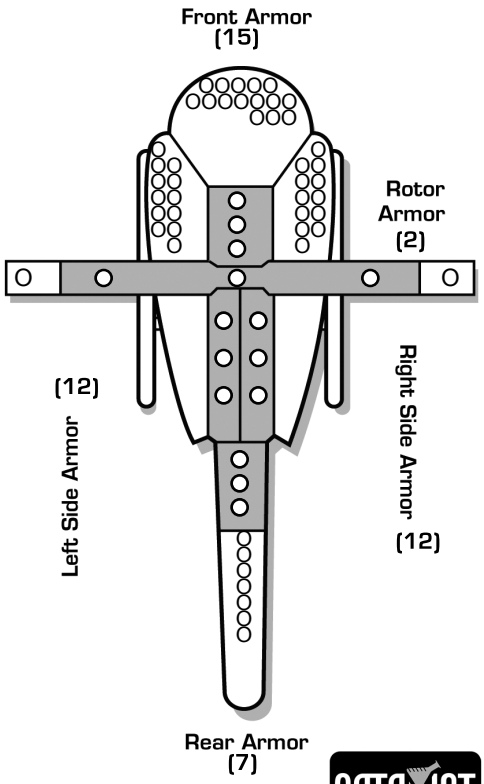
Pilot Hit +2
Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

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

### VEHICLE DATA

**Type:** Balac Strike VTOL (LRM)

**Movement Points:**
**Cruising:** 10
**Flank:** 15
**Engine Type:** Fusion Engine

**Tonnage:** 25
**Tech Base:** Clan
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Cargo (0.5 tons) | BD | [E] | — | — | — | — |
| 1 | ER Medium Laser | FR | 7 [DE] | — | 5 | 10 | 15 |
| 2 | LRM 15 | FR | 1/Msl [M,C,S] | — | 7 | 14 | 21 |

Ammo (CASE): (LRM 15) 16

**Cost:** **BV:** 1,278

### 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

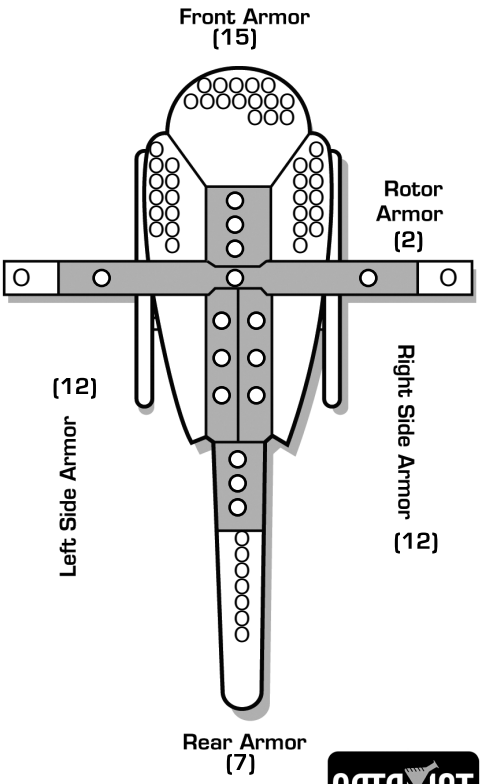
Stabilizers

Front ☐ Left ☐ Right ☐ Rear ☐

*Move at Cruising speed only



### ARMOR DIAGRAM




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

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

### VEHICLE DATA

**Type:** Balac Strike VTOL (Spotter)

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

**Tonnage:** 25
**Tech Base:** Clan
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Active Probe | BD | [E] | — | — | — | 5 |
| 1 | ECM Suite | BD | [E] | — | — | — | 6 |
| 2 | ATM 6 | FR | [M,S,C] | | | | |
| | Standard | | 2/Msl | 4 | 5 | 10 | 15 |
| | Extended-Range | | 1/Msl | 4 | 9 | 18 | 27 |
| | High-Explosive | | 3/Msl | — | 3 | 6 | 9 |
| 1 | Clan TAG | FR | 0 [S] | — | 5 | 10 | 15 |

Ammo (CASE): (ATM 6) 20

**Cost:** **BV:** 934

### CREW DATA

**Crew:** _____

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

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

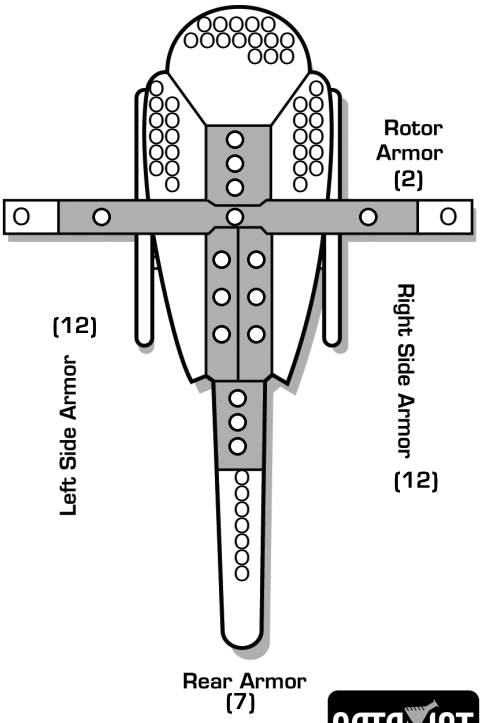
Pilot Hit +2
Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Zephyros Infantry Support Vehicle

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

**Tonnage:** 25
**Tech Base:** Clan
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | ECM Suite | BD | [E] | — | — | — | 6 |
| 2 | ER Medium Laser | T | 7 [DE] | — | 5 | 10 | 15 |
| 2 | Light Machine Gun | T | 1 [DB,AI] | — | 2 | 4 | 6 |

Ammo (CASE): (Light Machine Gun) 200

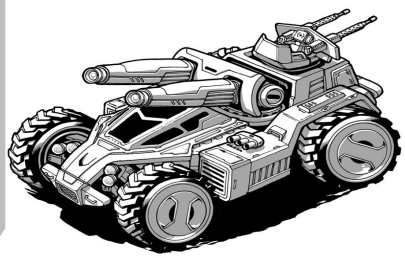
**Cost:** **BV:** 840

### CREW DATA

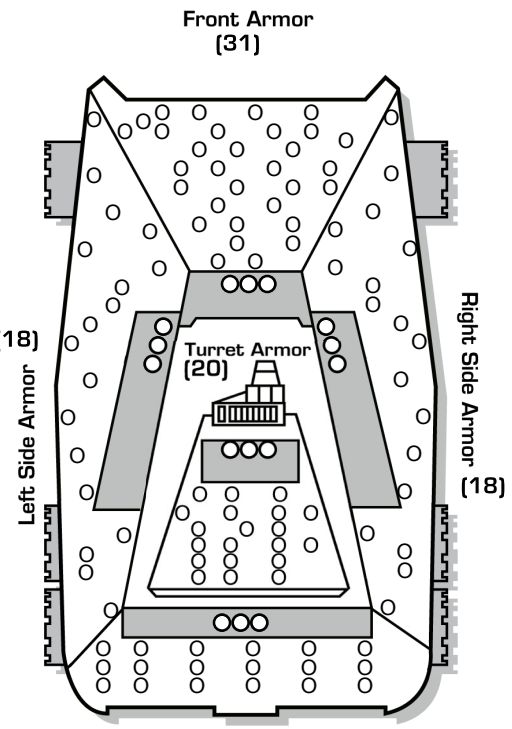
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## ADVANCED GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Zephyros Infantry Support Vehicle (Dual Turret)

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

**Tonnage:** 25
**Tech Base:** Clan (Experimental)
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | ECM Suite | BD | [E] | — | — | — | 6 |
| 2 | Light Machine Gun | RT | 1 [DB,AI] | — | 2 | 4 | 6 |
| 2 | ER Medium Laser | FT | 7 [DE] | — | 5 | 10 | 15 |

Ammo (CASE): (Light Machine Gun) 100

**Cost:** **BV:** 844

### CREW DATA

**Crew:** _____

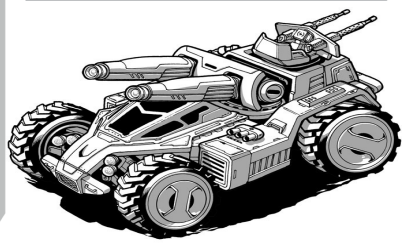
**Gunnery Skill:** ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

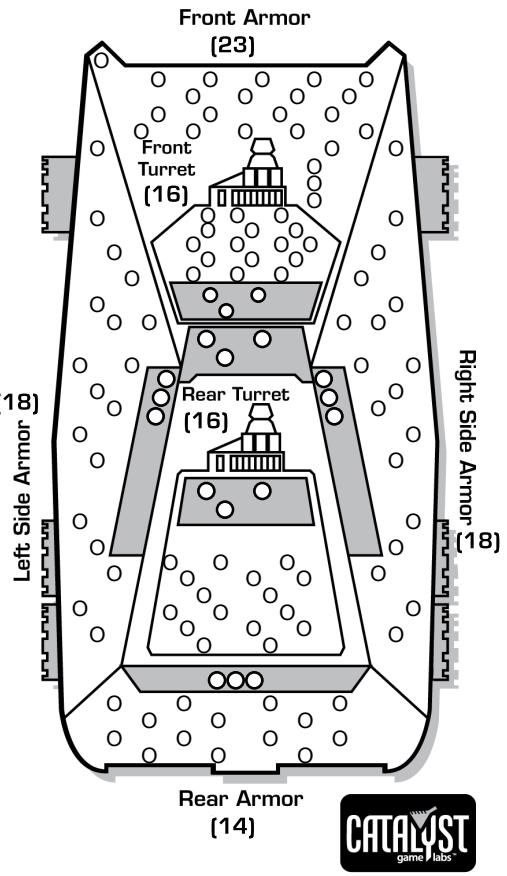
Driver Hit +2
Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



### ARMOR DIAGRAM




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Joust BE700 Medium Tank

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

**Tonnage:** 40
**Tech Base:** Clan
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Light Active Probe | FR | [E] | — | — | — | — |
| 1 | ATM 9 | T | [M,S,C] | | | | |
| | Standard | | 2/Msl | 4 | 5 | 10 | 15 |
| | Extended-Range | | 1/Msl | 4 | 9 | 18 | 27 |
| | High-Explosive | | 3/Msl | — | 3 | 6 | 9 |
| 1 | ER Large Laser | T | 10 [DE] | — | 8 | 15 | 25 |
| 4 | Light Machine Gun | T | 1 [DB,AI] | — | 2 | 4 | 6 |

Ammo (CASE): (ATM 9) 7, (Light Machine Gun) 200, (ATM 9 HE) 7 (ATM 9 ER) 7

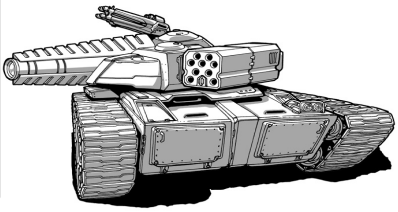
**Cost:** **BV:** 1,315

### CREW DATA

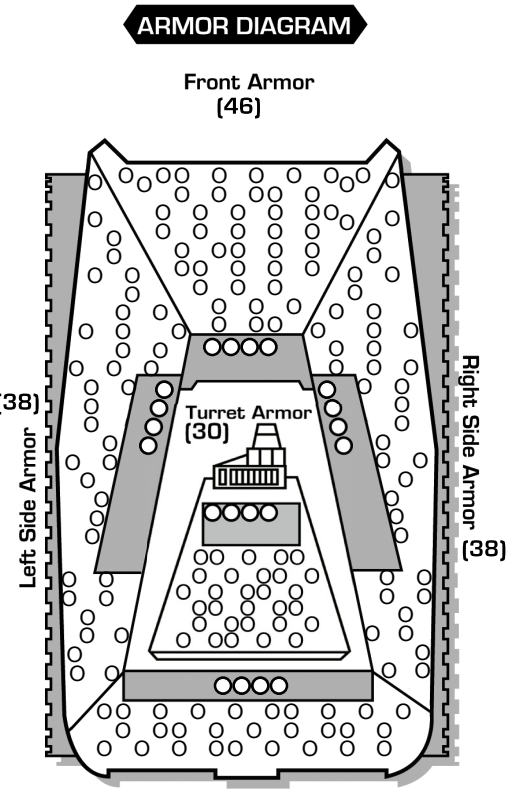
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Joust BE701 Medium Tank

**Movement Points:**
**Cruising:** 5
**Flank:** 8
**Movement Type:** Tracked
**Engine Type:** Fusion Engine

**Tonnage:** 40
**Tech Base:** Clan
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | ER Large Laser | T | 10 [DE] | — | 8 | 15 | 25 |
| 8 | Light Machine Gun | T | 1 [DB,AI] | — | 2 | 4 | 6 |
| 1 | LRM 10 | T | 1/Msl [M,C,S] | — | 7 | 14 | 21 |

Ammo (CASE): (LRM 10) 12, (Light Machine Gun) 100

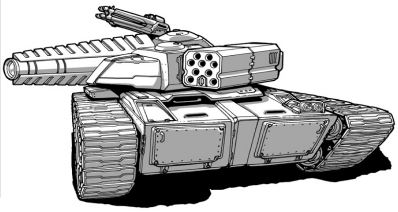
**Cost:** **BV:** 1,077

### CREW DATA

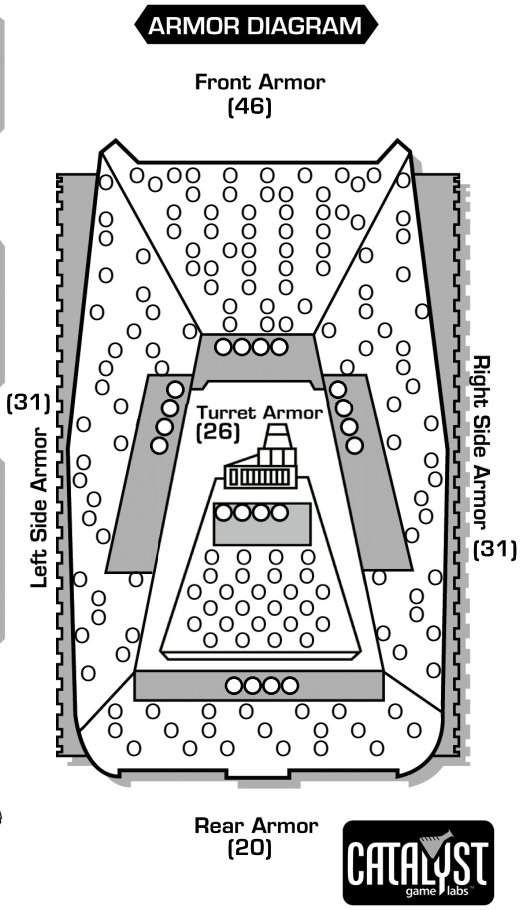
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Chalchiuhtotolin Support Tank

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

**Tonnage:** 50
**Tech Base:** Clan
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Light Machine Gun | FR | 1 [DB,AI] | — | 2 | 4 | 6 |
| 2 | Micro Pulse Laser | FR | 3 [P] | — | 1 | 2 | 3 |
| 1 | Light Machine Gun | RS | 1 [DB,AI] | — | 2 | 4 | 6 |
| 1 | Light Machine Gun | LS | 1 [DB,AI] | — | 2 | 4 | 6 |
| 1 | Light Machine Gun | RR | 1 [DB,AI] | — | 2 | 4 | 6 |
| 1 | Large Pulse Laser | T | 10 [P] | — | 6 | 14 | 20 |
| 2 | Streak SRM 4 | T | 2/Msl [M,C] | — | 4 | 8 | 12 |
| 1 | Vehicle Flamer | T | 2 [S] | — | 1 | 2 | 3 |

Ammo (CASE): (Light Machine Gun) 200, (Streak SRM 4) 25 (Vehicle Flamer) 40

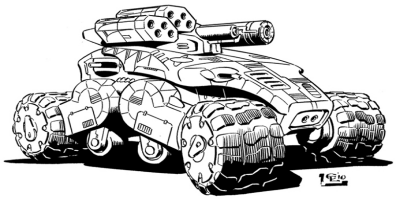
**Cost:** **BV:** 1,057

### CREW DATA

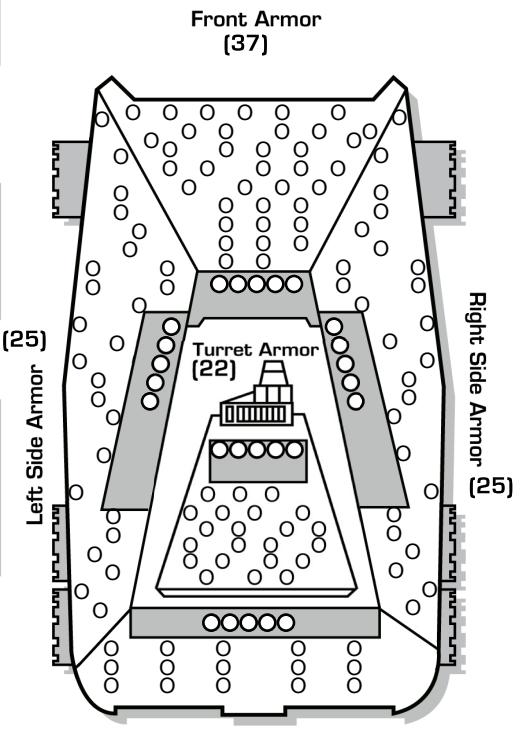
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Chalchiuhtotolin Support Tank (Bombast Laser)

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

**Tonnage:** 50
**Tech Base:** Clan (Experimental)
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Targeting Computer | BD | [E] | — | — | — | — |
| 1 | Light Machine Gun | FR | 1 [DB,AI] | — | 2 | 4 | 6 |
| 1 | Light Machine Gun | RS | 1 [DB,AI] | — | 2 | 4 | 6 |
| 1 | Light Machine Gun | LS | 1 [DB,AI] | — | 2 | 4 | 6 |
| 1 | Light Machine Gun | RR | 1 [DB,AI] | — | 2 | 4 | 6 |
| 1 | Bombast Laser (IS) | T | 12 [DE] | — | 5 | 10 | 15 |
| 2 | Streak SRM 4 | T | 2/Msl [M,C] | — | 4 | 8 | 12 |

Ammo (CASE): (Light Machine Gun) 200, (Streak SRM 4) 25

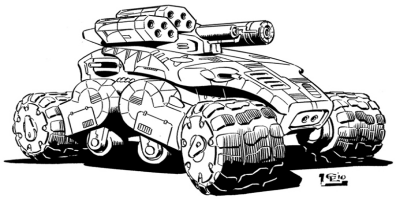
**Cost:** **BV:** 912

### CREW DATA

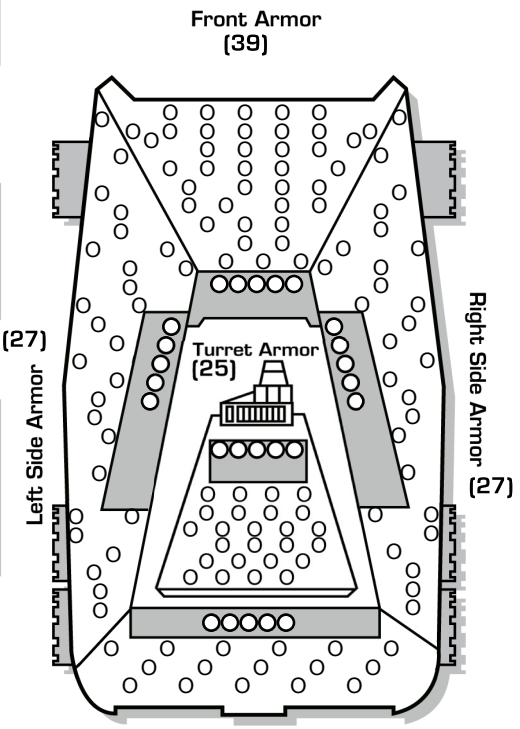
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Chalchiuhtotolin Support Tank (Chemical Laser)

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

**Tonnage:** 50
**Tech Base:** Clan (Experimental)
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Light Machine Gun | FR | 1 [DB,AI] | — | 2 | 4 | 6 |
| 1 | Light Machine Gun | RS | 1 [DB,AI] | — | 2 | 4 | 6 |
| 1 | Light Machine Gun | LS | 1 [DB,AI] | — | 2 | 4 | 6 |
| 1 | Light Machine Gun | RR | 1 [DB,AI] | — | 2 | 4 | 6 |
| 2 | Chaff Pod (IS) | T | [E] | — | — | — | — |
| 2 | ER Medium Laser | T | 7 [DE] | — | 5 | 10 | 15 |
| 1 | Large Chem Laser | T | 1 | — | 5 | 10 | 15 |
| 2 | Streak SRM 4 | T | 2/Msl [M,C] | — | 4 | 8 | 12 |

Ammo (CASE): (Light Machine Gun) 200, (Streak SRM 4) 25 (Large Chemical Laser) 20

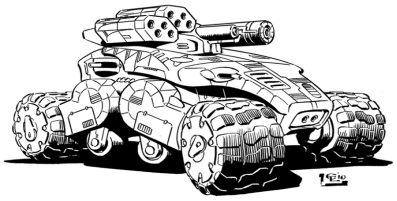
**Cost:** **BV:** 1,177

### CREW DATA

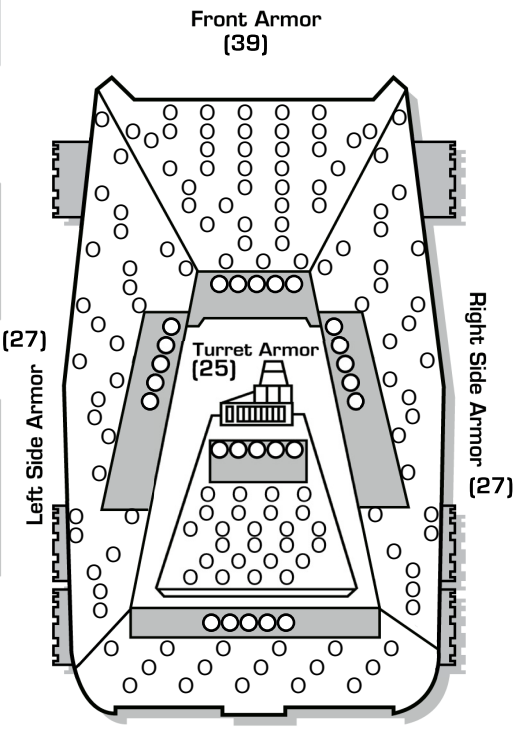
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Eldingar Hover Sled

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

**Tonnage:** 50
**Tech Base:** Clan
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | ECM Suite | BD | [E] | — | — | — | 6 |
| 1 | ATM 9 | T | [M,S,C] | | | | |
| | Standard | | 2/Msl | 4 | 5 | 10 | 15 |
| | Extended-Range | | 1/Msl | 4 | 9 | 18 | 27 |
| | High-Explosive | | 3/Msl | — | 3 | 6 | 9 |
| 3 | Streak SRM 2 | T | 2/Msl [M,C] | — | 4 | 8 | 12 |

Infantry Bay (5 Tons)

Ammo (CASE): (Streak SRM 2) 50, (ATM 9) 14, (ATM 9 HE) 7 (ATM 9 ER) 7

**Cost:** **BV:** 1,402

### 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 ☐

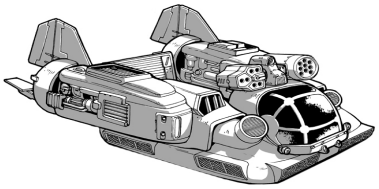
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

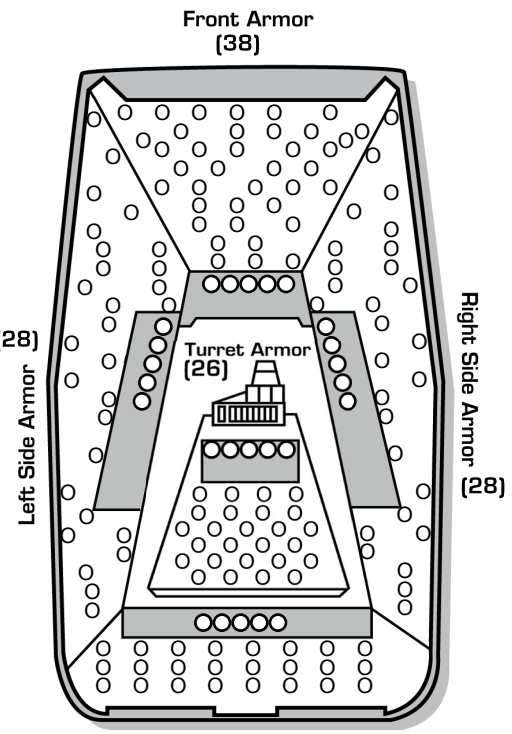
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



### ARMOR DIAGRAM




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Eldingar Hover Sled (Streak)

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

**Tonnage:** 50
**Tech Base:** Clan (Experimental)
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Angel ECM Suite | BD | [E] | — | — | — | 6 |
| 2 | Streak LRM 15 | T | 1/Msl [M,C,S] | — | 7 | 14 | 21 |

Ammo (CASE): (Streak LRM 15) 24

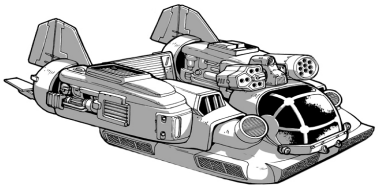
**Cost:** **BV:** 1,843

### CREW DATA

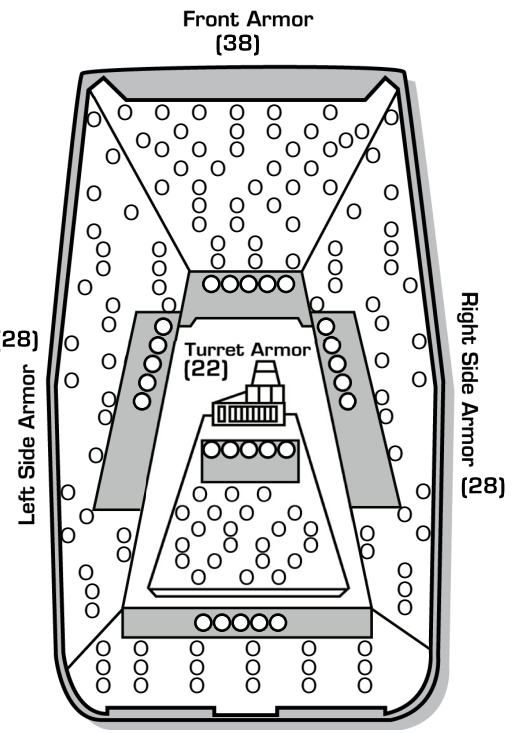
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Carnivore Assault Tank

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

**Tonnage:** 80
**Tech Base:** Clan
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | ECM Suite | BD | [E] | — | — | — | 6 |
| 2 | ER Medium Laser | FR | 7 [DE] | — | 5 | 10 | 15 |
| 1 | Heavy Machine Gun | RS | 3 [DB,AI] | — | 1 | 2 | — |
| 1 | Heavy Machine Gun | LS | 3 [DB,AI] | — | 1 | 2 | — |
| 2 | Gauss Rifle | T | 15 [DB,X] | 2 | 7 | 15 | 22 |

Ammo (CASE): (Heavy Machine Gun) 50, (Gauss) 32

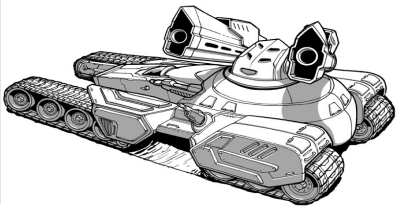
**Cost:** **BV:** 1,997

### CREW DATA

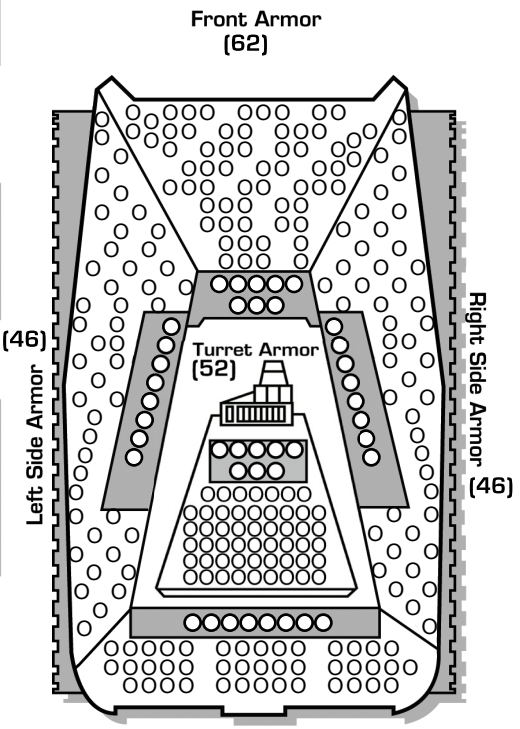
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Carnivore Assault Tank (HAG)

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

**Tonnage:** 80
**Tech Base:** Clan
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | ECM Suite | BD | [E] | — | — | — | 6 |
| 2 | Medium Pulse Laser | FR | 7 [P] | — | 4 | 8 | 12 |
| 2 | AP Gauss Rifle | RS | 3 [DB,X] | — | 3 | 6 | 9 |
| 2 | AP Gauss Rifle | LS | 3 [DB,X] | — | 3 | 6 | 9 |
| 2 | AMS | T | — | — | — | — | — |
| 1 | HAG/40 | T | 40 [C,F] | 2 | 8 | 16 | 24 |

Ammo (CASE): (AP Gauss) 80, (AMS) 48, (HAG 40) 15

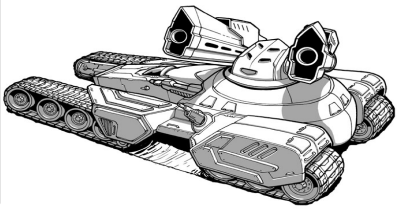
**Cost:** **BV:** 2,286

### CREW DATA

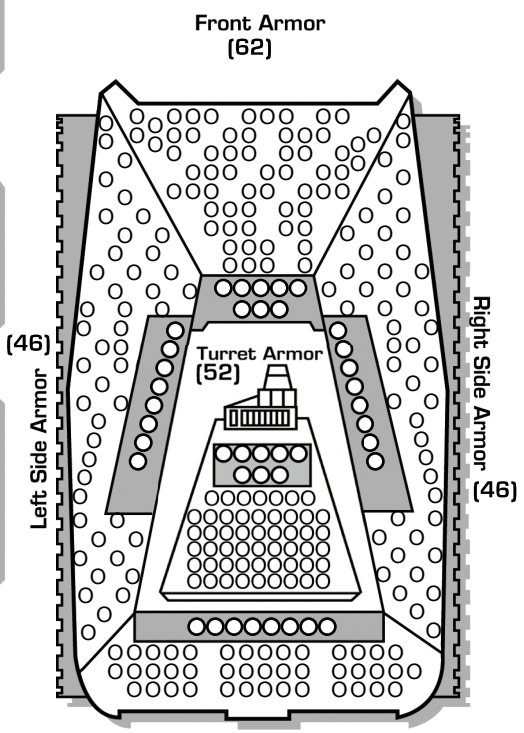
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Carnivore Assault Tank (Second Line)

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

**Tonnage:** 80
**Tech Base:** Clan
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 2 | Medium Pulse Laser | FR | 7 [P] | — | 4 | 8 | 12 |
| 1 | Light Machine Gun | RS | 1 [DB,AI] | — | 2 | 4 | 6 |
| 1 | Light Machine Gun | LS | 1 [DB,AI] | — | 2 | 4 | 6 |
| 1 | LB 10-X AC | T | 10 [DB,C,F,S] | — | 6 | 12 | 18 |

Ammo (CASE): (LB-10X) 10, (LB-10X Cluster) 10 (Light Machine Gun) 200

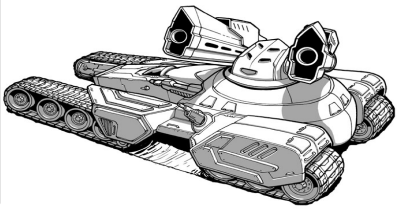
**Cost:** **BV:** 1,248

### CREW DATA

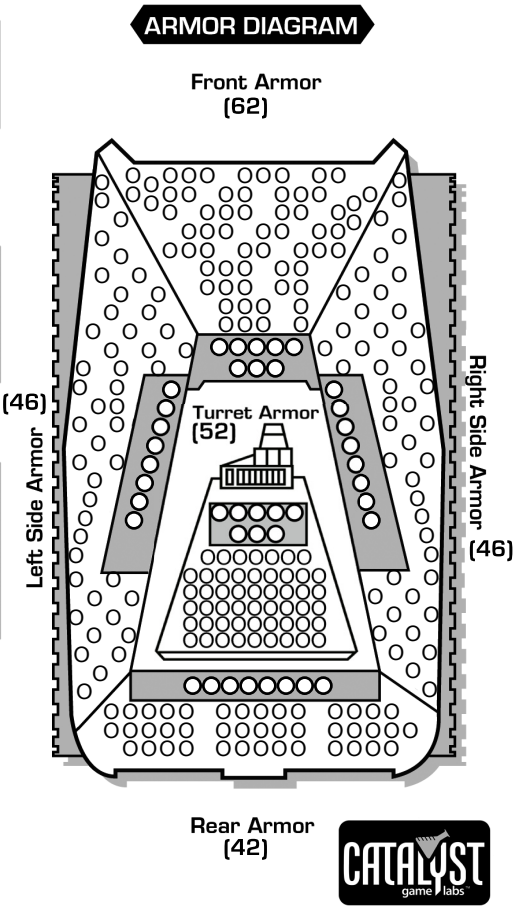
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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




© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

### 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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Arbalest

**Movement Points:**
- Walking: 5
- Running: 8
- Jumping: 0

**Tonnage:** 25
**Tech Base:** Clan
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | ECM Suite | HD | — | [E] | — | — | — | 6 |
| 1 | LRM 10 | RT | 4 | 1/Msl [M,C,S] | — | 7 | 14 | 21 |
| 1 | LRM 10 | LT | 4 | 1/Msl [M,C,S] | — | 7 | 14 | 21 |
| 1 | ER Medium Laser | RA | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 1 | ER Medium Laser | LA | 5 | 7 [DE] | — | 5 | 10 | 15 |

**Cost:**

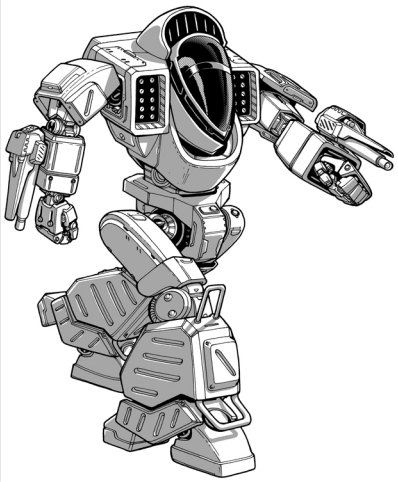
**BV:** 1,029

### WARRIOR DATA

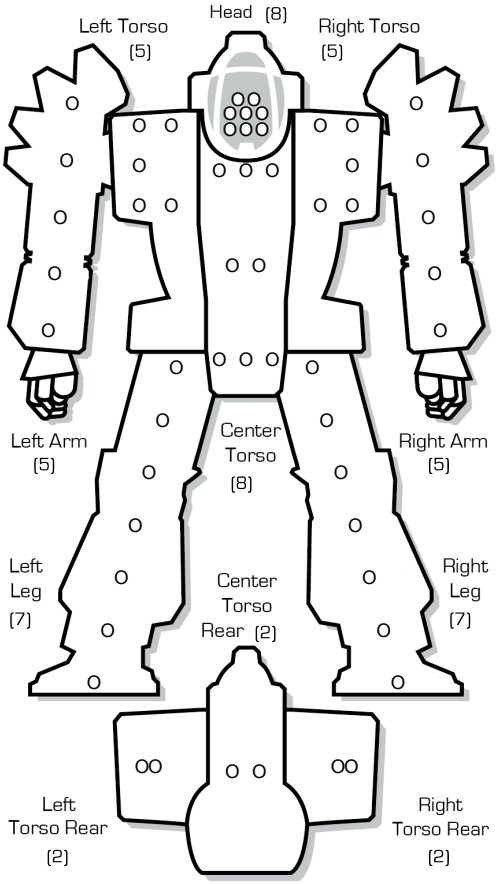
**Name:** _____

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

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER 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 (CASE)

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

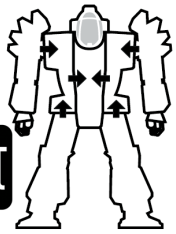
1. Life Support
2. Sensors
3. Cockpit
4. ECM Suite
5. Sensors
6. Life Support

#### 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. Double Heat Sink
6. Double Heat Sink

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 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 (CASE)

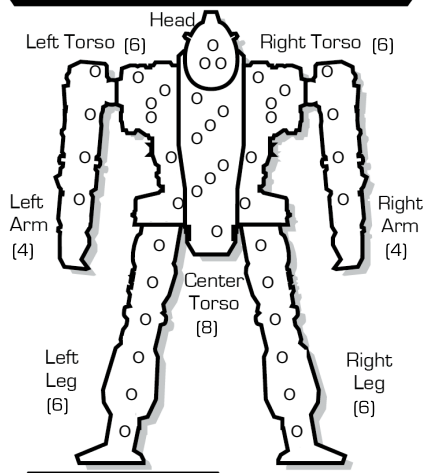
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. LRM 10
6. Ammo (LRM 10) 12

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

#### 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 | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Arbalest 2

**Movement Points:**
- Walking: 5
- Running: 8
- Jumping: 0

**Tonnage:** 25
**Tech Base:** Clan
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | ECM Suite | HD | — | [E] | — | — | — | 6 |
| 1 | LRM 10 | RT | 4 | 1/Msl [M,C,S] | — | 7 | 14 | 21 |
| 1 | ER Medium Laser | RA | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 1 | ER Medium Laser | LA | 5 | 7 [DE] | — | 5 | 10 | 15 |

**Cost:**

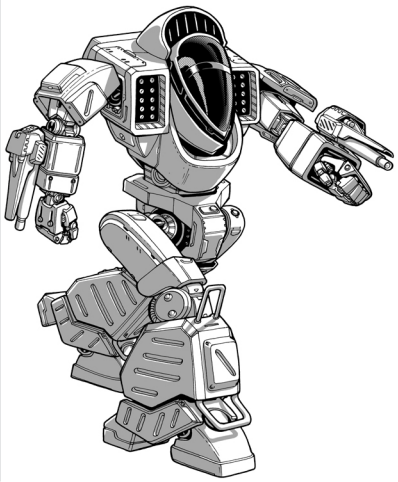
**BV:** 967

### WARRIOR DATA

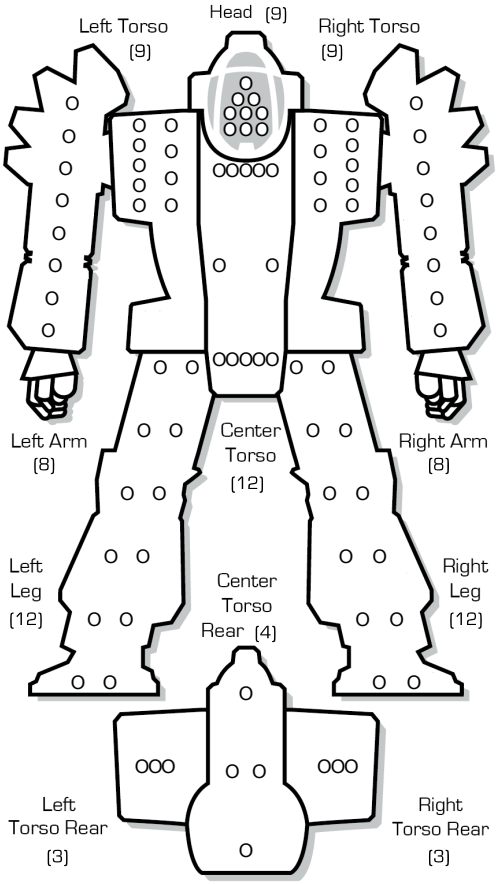
**Name:** _____

**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 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. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
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

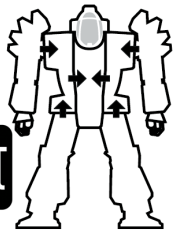
1. Life Support
2. Sensors
3. Cockpit
4. ECM Suite
5. Sensors
6. Life Support

#### 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. Double Heat Sink
6. Double Heat Sink

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 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 (CASE)

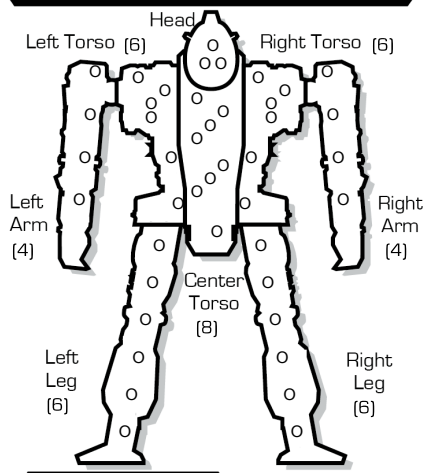
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. LRM 10
6. Ammo (LRM 10) 12

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

#### 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 | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

**Heat Scale**

Overflow

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Arbalest 3

**Movement Points:**
- Walking: 5
- Running: 8
- Jumping: 0

**Tonnage:** 25
**Tech Base:** Clan
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | LRM 10 | RT | 4 | 1/Msl [M,C,S] | — | 7 | 14 | 21 |
| 1 | LRM 10 | LT | 4 | 1/Msl [M,C,S] | — | 7 | 14 | 21 |
| 2 | ER Small Laser | RA | 2 | 5 [DE] | — | 2 | 4 | 6 |
| 2 | ER Small Laser | LA | 2 | 5 [DE] | — | 2 | 4 | 6 |

**Cost:**

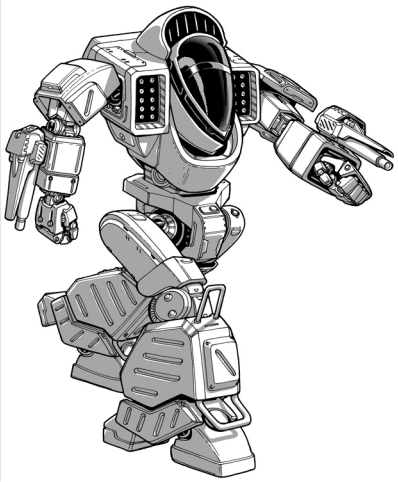
**BV:** 921

### WARRIOR DATA

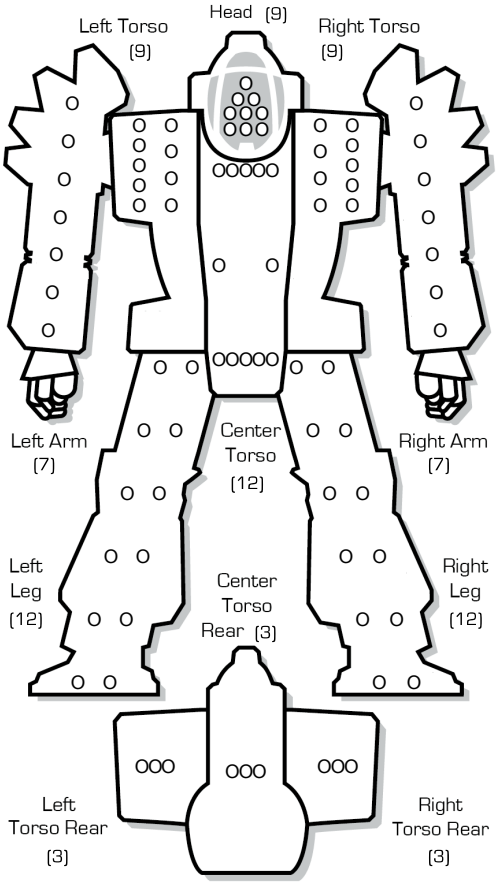
**Name:** _____

**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 Small Laser
6. ER Small Laser

1-3

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

4-6

#### Left Torso (CASE)
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. LRM 10
6. Ammo (LRM 10) 12

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. Roll Again

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

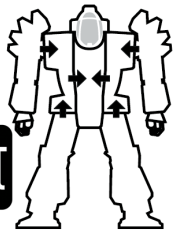
#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

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. ER Small Laser
6. ER Small Laser

1-3

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

4-6

#### Right Torso (CASE)
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. LRM 10
6. Ammo (LRM 10) 12

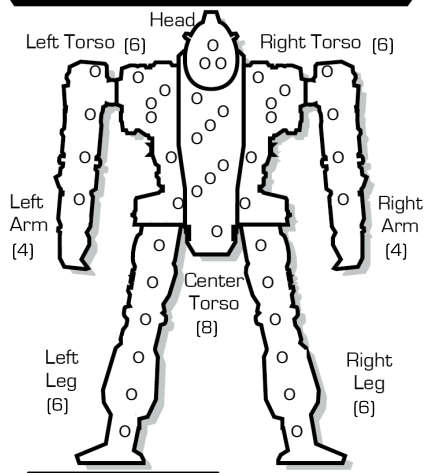
1-3

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. Roll Again

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

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

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Pack Hunter II

**Movement Points:**
- Walking: 7
- Running: 11
- Jumping: 7

**Tonnage:** 30
**Tech Base:** Clan
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | ER PPC | RT | 15 | 15 [DE] | — | 7 | 14 | 23 |
| 1 | ER Medium Laser | RA | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 1 | ER Medium Laser | LA | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 1 | B-Pod | RL | 0 | 1 [DB,PD,AI,X,OS] | — | 0 | 0 | — |
| 1 | B-Pod | LL | 0 | 1 [DB,PD,AI,X,OS] | — | 0 | 0 | — |

Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

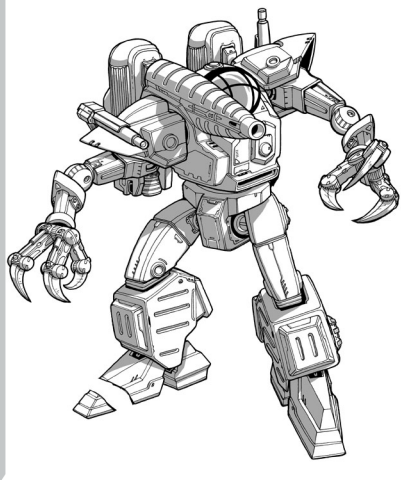
**Cost:** **BV:** 1,797

### WARRIOR DATA

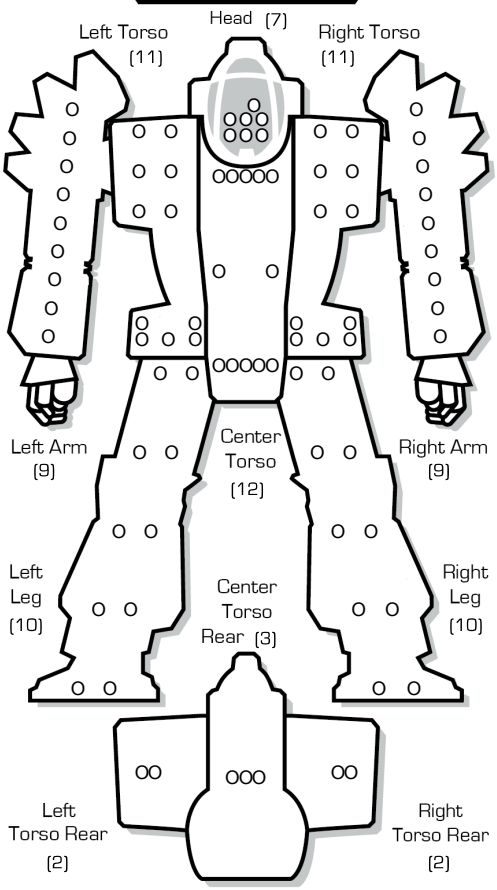
**Name:** _____

**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 Medium Laser
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. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Jump Jet

1-3

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

4-6

#### Left Leg (CASE)
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. B-Pod
6. Endo Steel

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

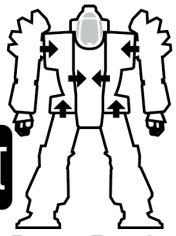
#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
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
4. Hand Actuator
5. ER Medium Laser
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 Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Jump Jet

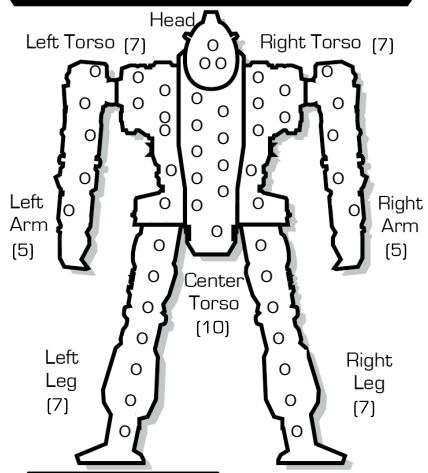
1-3

1. Jump Jet
2. ER PPC
3. ER PPC
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

4-6

#### Right Leg (CASE)
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. B-Pod
6. Endo Steel

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

**Heat Scale**

Overflow

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Pack Hunter II 2

**Movement Points:**
- Walking: 7
- Running: 11
- Jumping: 7

**Tonnage:** 30
**Tech Base:** Mixed Tech (Clan) (Experimental)
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | ER PPC | RT | 15 | 15 [DE] | — | 7 | 14 | 23 |
| 1 | A-Pod | RL | — | [PD,OS,AI] | — | — | — | — |
| 1 | A-Pod | LL | — | [PD,OS,AI] | — | — | — | — |

Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

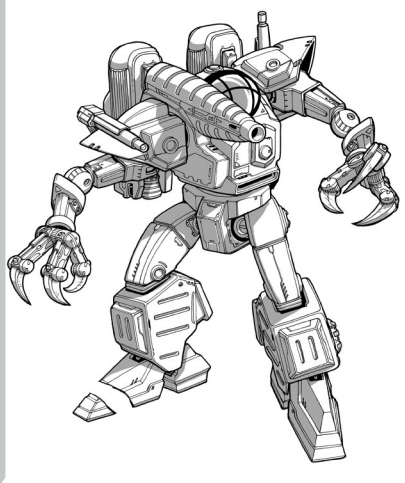
**Cost:** **BV:** 1,457

### WARRIOR DATA

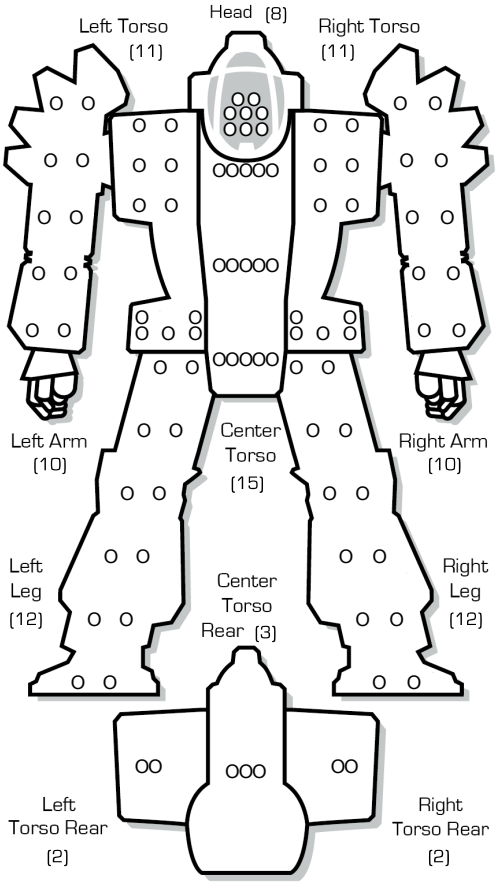
**Name:** _____

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

4-6

#### Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Jump Jet

1-3

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

4-6

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

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

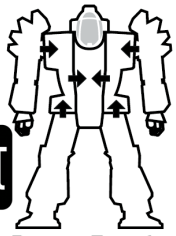
#### Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Jump Jet
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
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. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Jump Jet

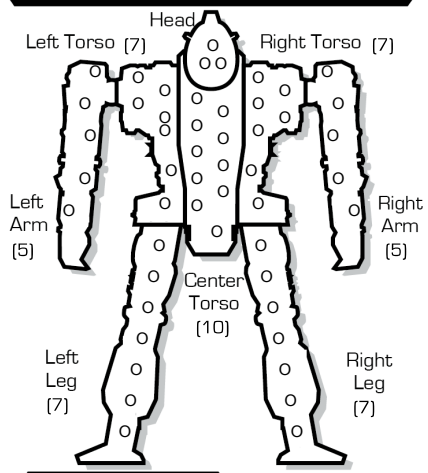
1-3

1. Jump Jet
2. ER PPC
3. ER PPC
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

4-6

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

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

**Heat Scale**

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Pack Hunter II 3

**Movement Points:**
- Walking: 7
- Running: 11
- Jumping: 10

**Tonnage:** 30
**Tech Base:** Mixed Tech (Clan) (Experimental)
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | ER PPC | RT | 15 | 15 [DE] | — | 7 | 14 | 23 |

Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

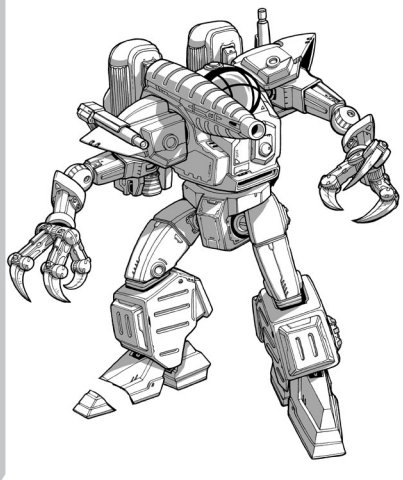
**Cost:** **BV:** 1,438

### WARRIOR DATA

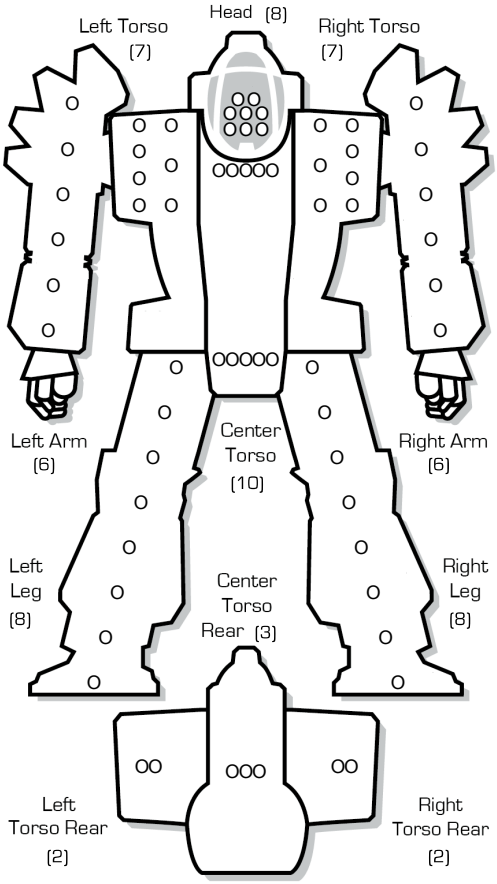
**Name:** _____

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

4-6

#### Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

1-3

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

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. Endo Steel
5. Sensors
6. Life Support

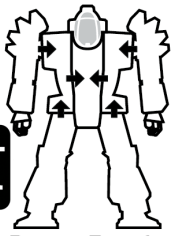
#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Gyro (IS)
5. XL Gyro (IS)
6. XL Gyro (IS)

1-3

1. XL Gyro (IS)
2. XL Gyro (IS)
3. XL Gyro (IS)
4. XL Fusion Engine
5. XL Fusion Engine
6. XL Fusion Engine

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. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

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

4-6

#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

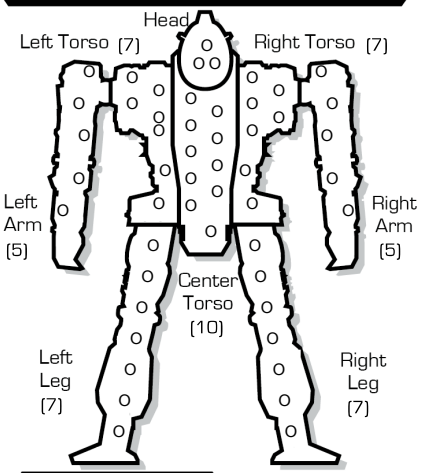
1-3

1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. ER PPC
6. ER PPC

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 DATA

| Heat Level* | Effects | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

**Heat Scale**

Overflow

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Morrigan

**Movement Points:**
- Walking: 8
- Running: 12
- Jumping: 0

**Tonnage:** 35
**Tech Base:** Clan
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | ATM 3 | CT | 2 | [M,S,C] | | | | |
| | Standard | | | 2/Msl | 4 | 5 | 10 | 15 |
| | Extended-Range | | | 1/Msl | 4 | 9 | 18 | 27 |
| | High-Explosive | | | 3/Msl | — | 3 | 6 | 9 |
| 1 | ATM 3 | RT | 2 | [M,S,C] | | | | |
| | Standard | | | 2/Msl | 4 | 5 | 10 | 15 |
| | Extended-Range | | | 1/Msl | 4 | 9 | 18 | 27 |
| | High-Explosive | | | 3/Msl | — | 3 | 6 | 9 |
| 1 | Targeting Computer | RT | — | [E] | — | — | — | — |
| 1 | Active Probe | LT | — | [E] | — | — | — | 5 |
| 1 | ATM 3 | LT | 2 | [M,S,C] | | | | |
| | Standard | | | 2/Msl | 4 | 5 | 10 | 15 |
| | Extended-Range | | | 1/Msl | 4 | 9 | 18 | 27 |
| | High-Explosive | | | 3/Msl | — | 3 | 6 | 9 |
| 1 | Heavy Large Laser | RA | 18 | 16 [DE] | — | 5 | 10 | 15 |

**Cost:**

**BV:** 1,523

### WARRIOR DATA

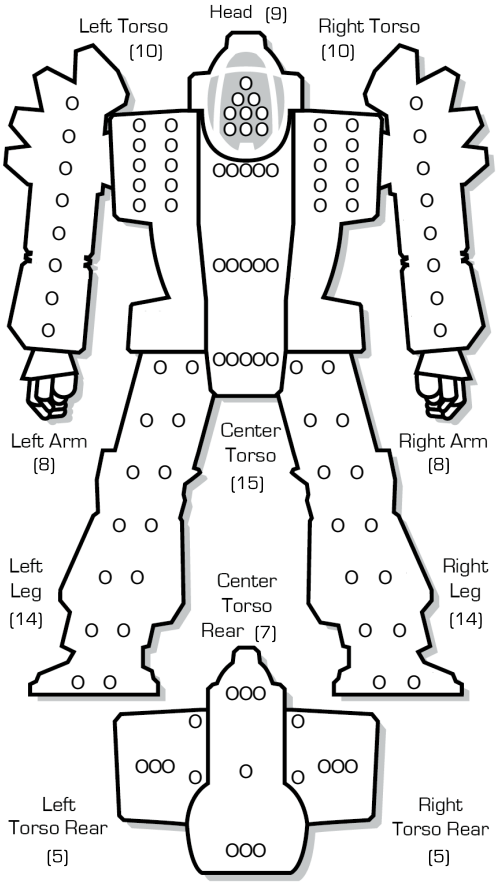
**Name:** _____

**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. Ferro-Fibrous

1-3

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

4-6

#### Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. ATM 3
4. ATM 3
5. Ammo (ATM 3) 20
6. Active Probe

1-3

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

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

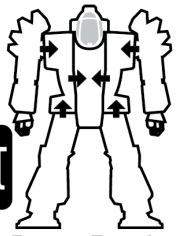
#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

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. Heavy Large Laser
5. Heavy Large Laser
6. Heavy Large Laser

1-3

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

4-6

#### Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. ATM 3
4. ATM 3
5. Ammo (ATM 3 ER) 20
6. Ammo (ATM 3 HE) 20

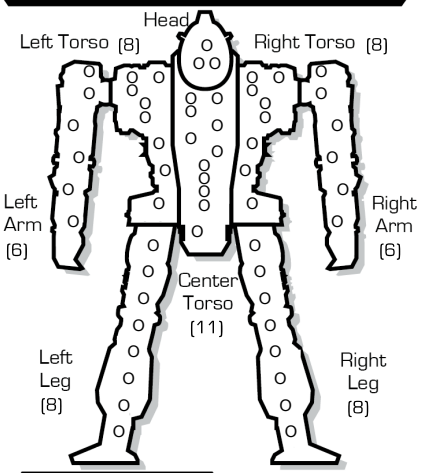
1-3

1. Targeting Computer
2. Endo Steel
3. Ferro-Fibrous
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. Endo Steel
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 | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Morrigan 2

**Movement Points:**
- Walking: 8
- Running: 12
- Jumping: 0

**Tonnage:** 35
**Tech Base:** Clan
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | ER Medium Laser | RT | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 2 | ER Small Laser | RT | 2 | 5 [DE] | — | 2 | 4 | 6 |
| 1 | Small Pulse Laser | RT | 2 | 3 [P] | — | 2 | 4 | 6 |
| 1 | Targeting Computer | RT | — | [E] | — | — | — | — |
| 1 | ER Medium Laser | LT | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 2 | ER Small Laser | LT | 2 | 5 [DE] | — | 2 | 4 | 6 |
| 1 | Small Pulse Laser | LT | 2 | 3 [P] | — | 2 | 4 | 6 |
| 1 | Heavy Large Laser | RA | 18 | 16 [DE] | — | 5 | 10 | 15 |

**Cost:**

**BV:** 1,874

### WARRIOR DATA

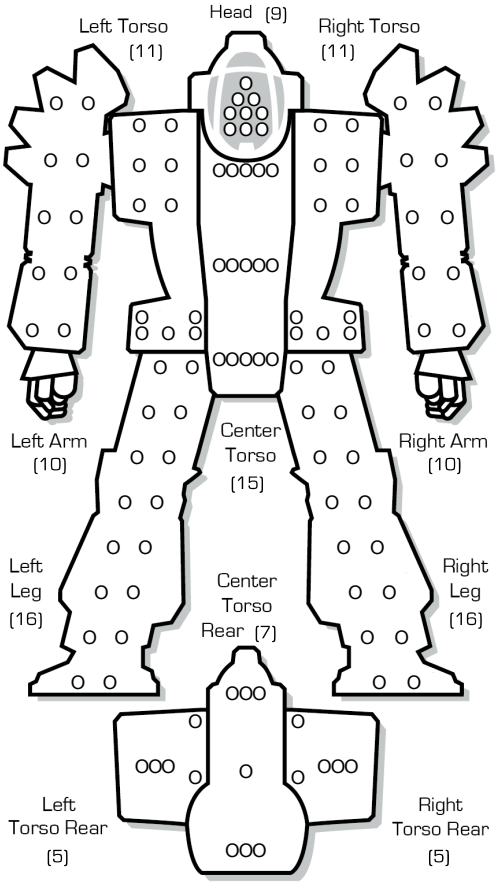
**Name:** _____

**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. Ferro-Fibrous

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. XL Fusion Engine
2. XL Fusion Engine
3. ER Medium Laser
4. ER Small Laser
5. ER Small Laser
6. Small Pulse Laser

1-3

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

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

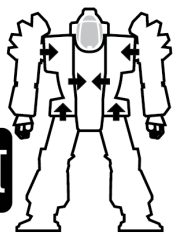
#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Roll Again
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. Heavy Large Laser
5. Heavy Large Laser
6. Heavy Large Laser

1-3

1. Endo Steel
2. Ferro-Fibrous
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. ER Medium Laser
4. ER Small Laser
5. ER Small Laser
6. Small Pulse Laser

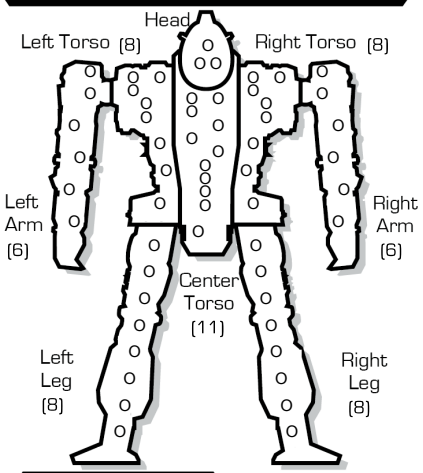
1-3

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

4-6

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
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 | Heat Sinks: 11 (22) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 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 | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Morrigan 3

**Movement Points:**
- Walking: 8
- Running: 12
- Jumping: 0

**Tonnage:** 35
**Tech Base:** Mixed Tech (Clan) (Experimental)
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | ER Medium Laser | RT | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 2 | ER Small Laser | RT | 2 | 5 [DE] | — | 2 | 4 | 6 |
| 1 | Small Pulse Laser | RT | 2 | 3 [P] | — | 2 | 4 | 6 |
| 1 | ER Medium Laser | LT | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 2 | ER Small Laser | LT | 2 | 5 [DE] | — | 2 | 4 | 6 |
| 1 | Small Pulse Laser | LT | 2 | 3 [P] | — | 2 | 4 | 6 |
| 1 | Mech Taser (IS) | RA | 6 | 1 [DB,S,X] | — | 1 | 2 | 4 |

**Cost:**

**BV:** 1,390

### WARRIOR DATA

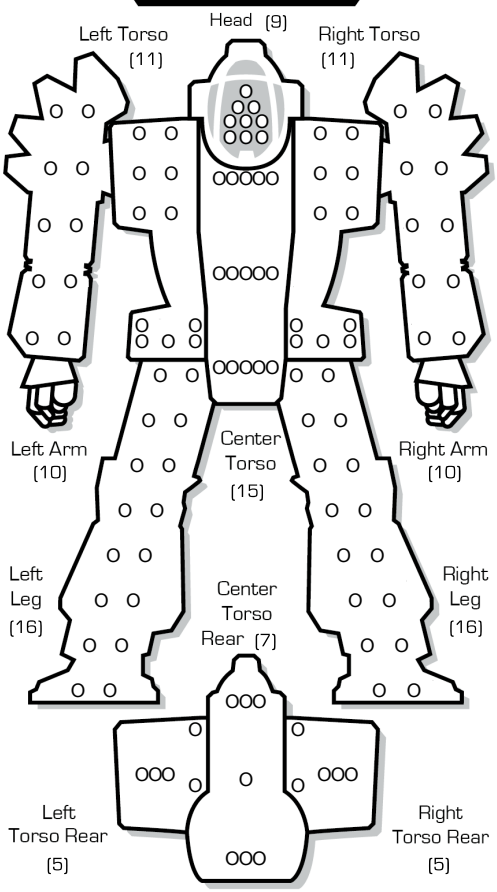
**Name:** _____

**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. Ferro-Fibrous

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. XL Fusion Engine
2. XL Fusion Engine
3. ER Medium Laser
4. ER Small Laser
5. ER Small Laser
6. Small Pulse Laser

1-3

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

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

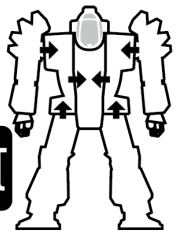
#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Roll Again
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 (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Mech Taser (IS)
5. Mech Taser (IS)
6. Mech Taser (IS)

1-3

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

4-6

#### Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. ER Medium Laser
4. ER Small Laser
5. ER Small Laser
6. Small Pulse Laser

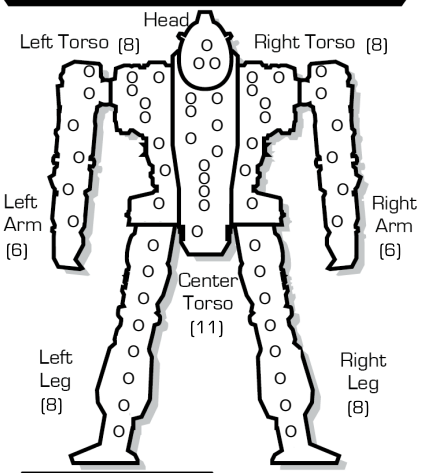
1-3

1. Ammo (Taser) 5
2. Ammo (Taser) 5
3. Endo Steel
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

4-6

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
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 | Heat Sinks: 11 (22) Double |
|---|---|---|
| 30 | Shutdown | O 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Parash

**Movement Points:**
- Walking: 7
- Running: 11
- Jumping: 7

**Tonnage:** 35
**Tech Base:** Clan
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Active Probe | RT | — | [E] | — | — | — | 5 |
| 1 | ECM Suite | LT | — | [E] | — | — | — | 6 |
| 1 | Large Pulse Laser | RA | 10 | 10 [P] | — | 6 | 14 | 20 |
| 1 | Clan TAG | LA | 0 | 0 [S] | — | 5 | 10 | 15 |

**Cost:** **BV:** 1,300

### WARRIOR DATA

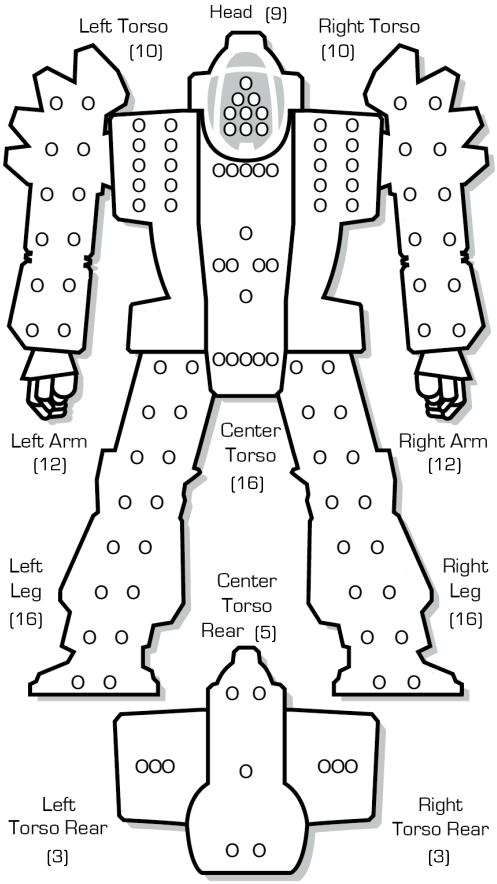
**Name:** _____

**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. Clan TAG
6. Roll Again

1-3

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

4-6

#### Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. ECM Suite
5. Roll Again
6. Roll Again

1-3

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

4-6

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

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

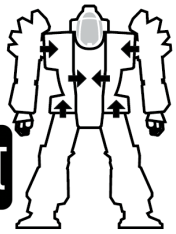
#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

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. Hand Actuator
5. Large Pulse Laser
6. Large Pulse Laser

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. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Active Probe

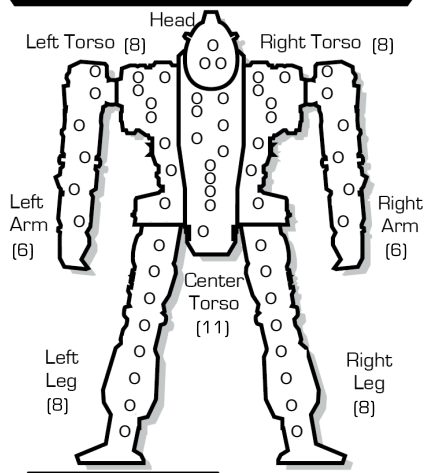
1-3

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

4-6

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 10 (20) Double |
|---|---|---|
| 30 | Shutdown | 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Parash 2

**Movement Points:**
- Walking: 7
- Running: 11
- Jumping: 7

**Tonnage:** 35
**Tech Base:** Clan (Experimental)
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Watchdog CEWS | LT | — | [E] | — | — | — | 4 |
| 1 | ER Large Pulse Laser | RA | 13 | 10 [P] | — | 7 | 15 | 23 |
| 1 | Clan Light TAG | LA | 0 | 0 [S] | — | 3 | 6 | 9 |
| 1 | Improved Heavy Medium Laser | LA | 7 | 10 [DE,X] | — | 3 | 6 | 9 |

**Cost:**

**BV:** 1,523

### WARRIOR DATA

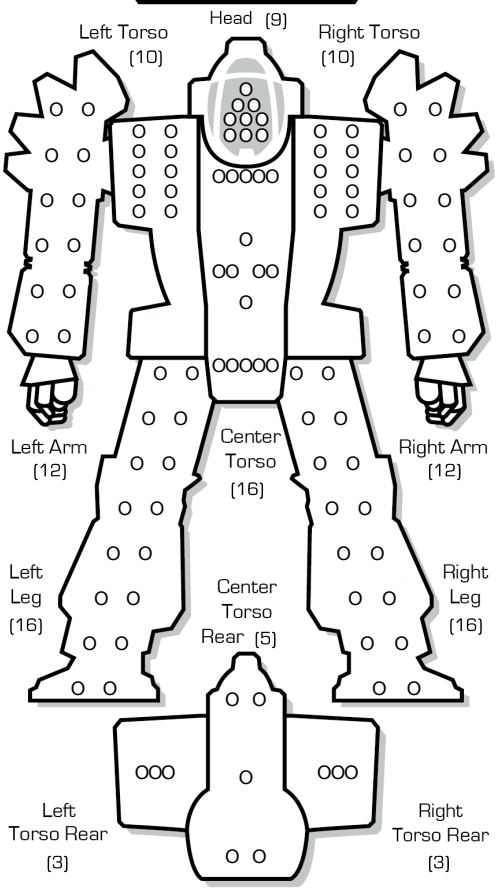
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm** (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. [ Improved Heavy Medium Laser
6. [ Improved Heavy Medium Laser

1. Clan Light TAG
2. Roll Again
3. Roll Again

4-6
4. Roll Again
5. Roll Again
6. Roll Again

**Left Torso**
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet

1-3
4. [ Watchdog CEWS
5. [ Watchdog CEWS
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again

4-6
4. Roll Again
5. Roll Again
6. Roll Again

**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

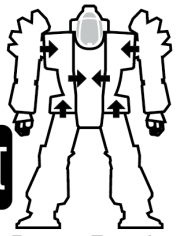
**Center Torso**
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine

4-6
4. XL Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits 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
5. [ ER Large Pulse Laser
6. [ ER Large Pulse Laser

1. [ ER Large Pulse Laser
2. Roll Again
3. Roll Again

4-6
4. Roll Again
5. Roll Again
6. Roll Again

**Right Torso**
1. XL Fusion Engine
2. XL Fusion Engine

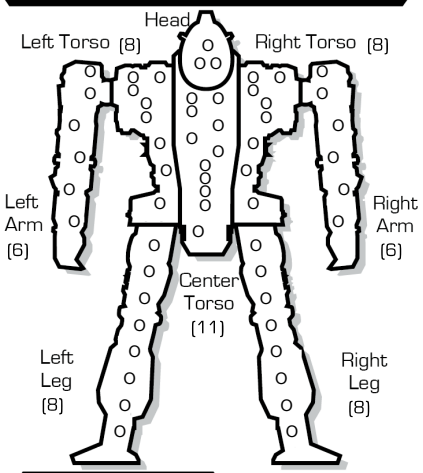
1-3
3. [ Double Heat Sink
4. [ Double Heat Sink
5. Jump Jet
6. Roll Again

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 | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Arctic Wolf II Prime

**Movement Points:**
- Walking: 7
- Running: 11
- Jumping: 7

**Tonnage:** 40
**Tech Base:** Clan
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | LRM 15 | RT | 5 | 1/Msl [M,C,S] | — | 7 | 14 | 21 |
| 1 | LRM 15 | LT | 5 | 1/Msl [M,C,S] | — | 7 | 14 | 21 |
| 1 | Small Pulse Laser | LT | 2 | 3 [P] | — | 2 | 4 | 6 |
| 1 | ER Medium Laser | RA | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 1 | ER Medium Laser | LA | 5 | 7 [DE] | — | 5 | 10 | 15 |

**Cost:**

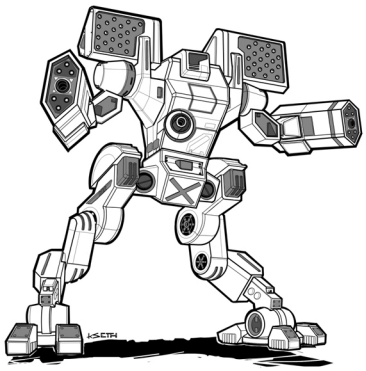
**BV:** 2,111

### WARRIOR DATA

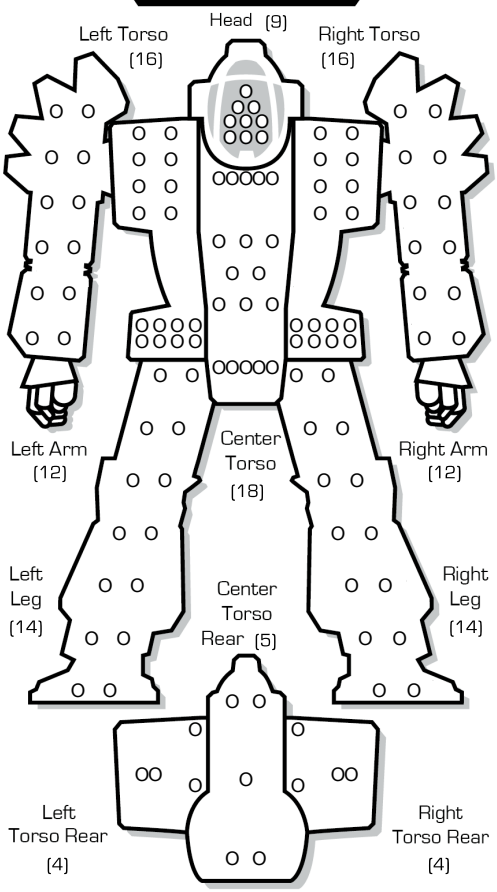
**Name:** _____

**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 Medium Laser
5. Endo Steel
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Roll Again
3. Roll Again

4-6
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Jump Jet

1. LRM 15
2. LRM 15

4-6
3. Small Pulse Laser
4. Endo Steel
5. Endo Steel
6. Roll Again

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
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

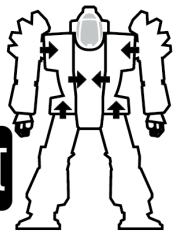
1-3
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine

4-6
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Endo Steel

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. ER Medium Laser
5. Endo Steel
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Roll Again
3. Roll Again

4-6
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

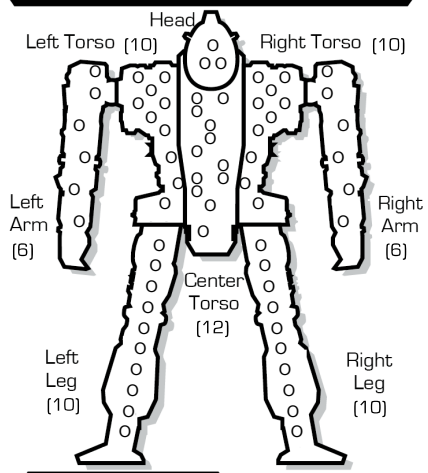
1-3
3. Jump Jet
4. Jump Jet
5. LRM 15
6. LRM 15

1. Ammo (LRM 15) 8
2. Ammo (LRM 15) 8

4-6
3. Ammo (LRM 15) 8
4. Endo Steel
5. Endo Steel
6. Roll Again

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Ferro-Fibrous

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 11 (22) Double |
|---|---|---|
| 30 | Shutdown | O 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 | |

**Heat Scale**

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Arctic Wolf II A

**Movement Points:**
- Walking: 7
- Running: 11
- Jumping: 7

**Tonnage:** 40
**Tech Base:** Clan
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | ECM Suite | RT | — | [E] | — | — | — | 6 |
| 2 | Small Pulse Laser | RT | 2 | 3 [P] | — | 2 | 4 | 6 |
| 1 | Streak SRM 4 | RT | 3 | 2/Msl [M,C] | — | 4 | 8 | 12 |
| 1 | Active Probe | LT | — | [E] | — | — | — | 5 |
| 1 | Streak SRM 4 | LT | 3 | 2/Msl [M,C] | — | 4 | 8 | 12 |
| 1 | Streak SRM 4 | RA | 3 | 2/Msl [M,C] | — | 4 | 8 | 12 |
| 1 | Streak SRM 4 | LA | 3 | 2/Msl [M,C] | — | 4 | 8 | 12 |

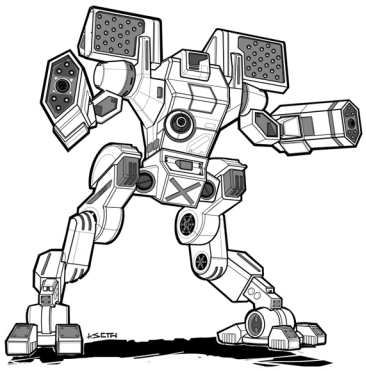
**Cost:** **BV:** 1,645

### WARRIOR DATA

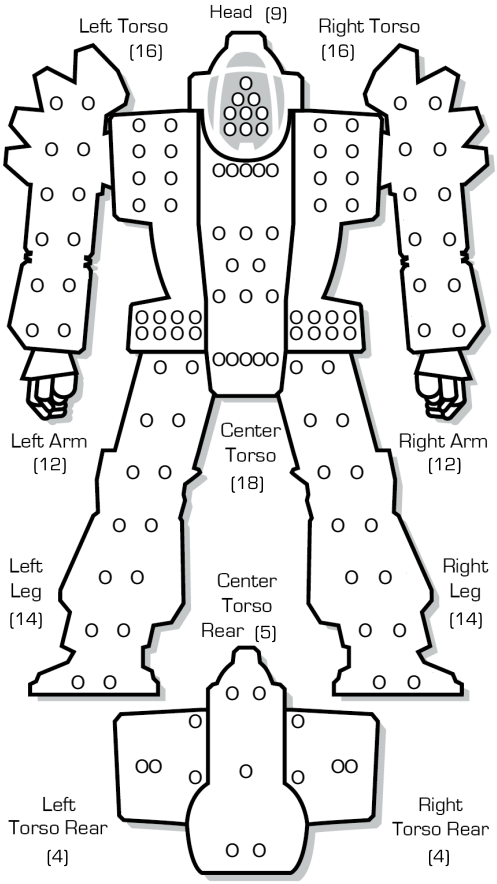
**Name:** _____

**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 4
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

#### Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. Streak SRM 4
6. Ammo (Streak SRM 4) 25

1-3

1. Ammo (Streak SRM 4) 25
2. Active Probe
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

4-6

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Ferro-Fibrous

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

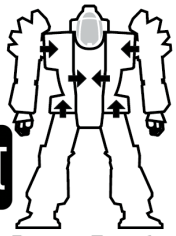
#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
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. Lower Arm Actuator
4. Streak SRM 4
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 Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. Streak SRM 4
6. Small Pulse Laser

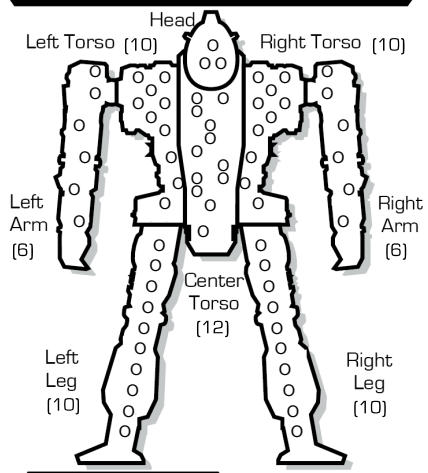
1-3

1. Small Pulse Laser
2. ECM Suite
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

4-6

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Ferro-Fibrous

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

**Heat Scale**

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Arctic Wolf II B

**Movement Points:**
Walking: 7
Running: 11
Jumping: 7

Tonnage: 40
Tech Base: Clan
Era: Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Large Pulse Laser | RT | 10 | 10 [P] | — | 6 | 14 | 20 |
| 1 | SRM 4 | RT | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Small Pulse Laser | LT | 2 | 3 [P] | — | 2 | 4 | 6 |
| 1 | SRM 4 | LT | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | SRM 4 | RA | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | SRM 4 | LA | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |

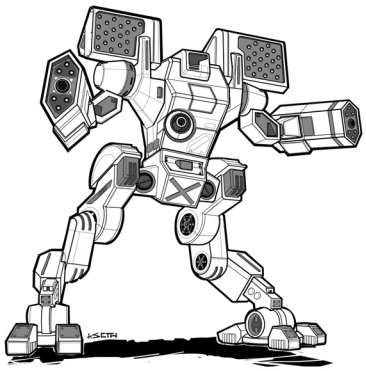
**Cost:** **BV:** 1,678

### WARRIOR DATA

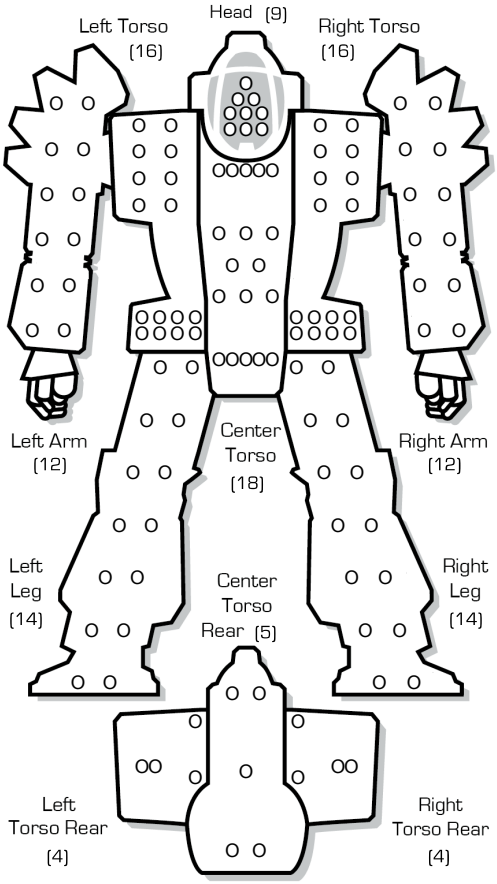
Name: _____

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. SRM 4
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

#### Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Jump Jet

1-3

1. Small Pulse Laser
2. SRM 4
3. Ammo (SRM 4) 25
4. Ammo (SRM 4) 25
5. Endo Steel
6. Endo Steel

4-6

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Ferro-Fibrous

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

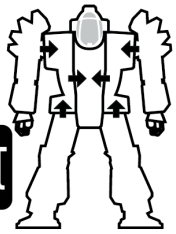
#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
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. Lower Arm Actuator
4. SRM 4
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 Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. Large Pulse Laser
6. Large Pulse Laser

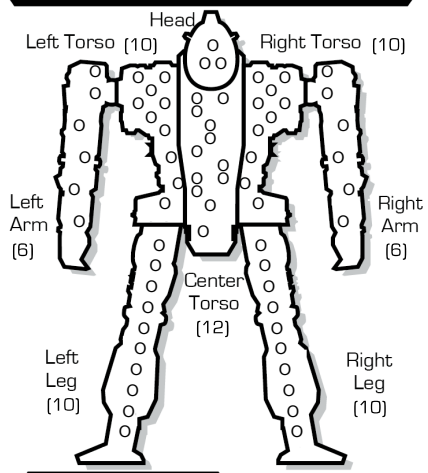
1-3

1. SRM 4
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Ferro-Fibrous

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 11 (22) Double |
|---|---|---|
| 30 | Shutdown | O 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 | |

Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Arctic Wolf II C

**Movement Points:**
- Walking: 7
- Running: 11
- Jumping: 7

**Tonnage:** 40
**Tech Base:** Clan
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | SRM 4 | RT | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | SRM 4 | LT | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | ER Large Laser | RA | 12 | 10 [DE] | — | 8 | 15 | 25 |
| 1 | ER Large Laser | LA | 12 | 10 [DE] | — | 8 | 15 | 25 |

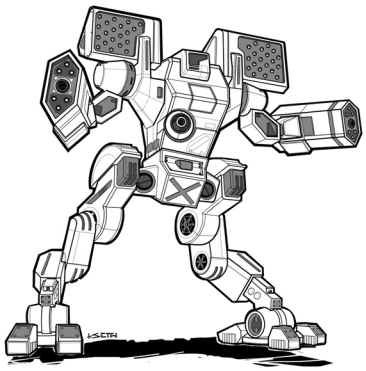
**Cost:** **BV:** 1,913

### WARRIOR DATA

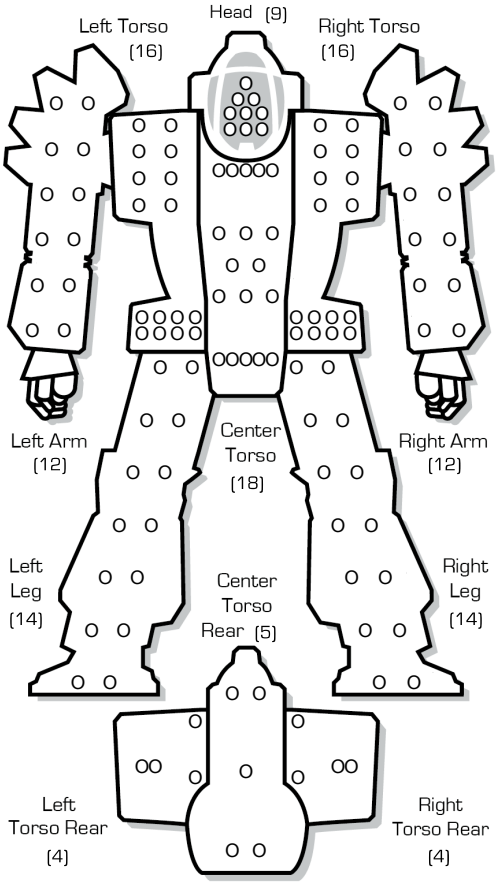
**Name:** _____

**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. 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

#### Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Jump Jet

1-3

1. SRM 4
2. Ammo (SRM 4) 25
3. Ammo (SRM 4) 25
4. Endo Steel
5. Endo Steel
6. Roll Again

4-6

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Ferro-Fibrous

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

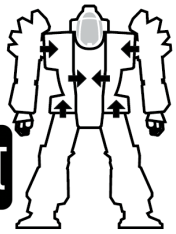
#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
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. Lower Arm Actuator
4. ER Large Laser
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 Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Jump Jet

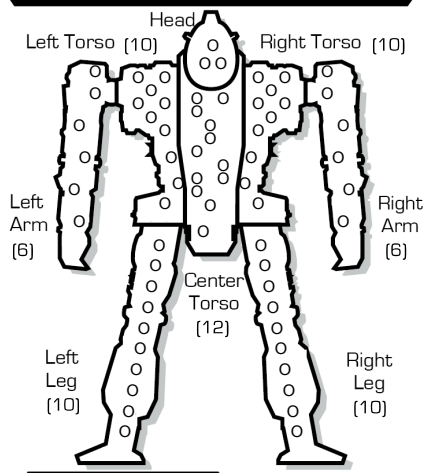
1-3

1. SRM 4
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Ferro-Fibrous

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 12 (24) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O 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 | |

**Heat Scale**

Overflow

30*, 29, 28*, 27, 26*, 25*, 24*, 23*, 22*, 21, 20*, 19*, 18*, 17*, 16, 15*, 14*, 13*, 12, 11, 10*, 9, 8*, 7, 6, 5*, 4, 3, 2, 1, 0

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Dasher II

**Movement Points:**
- Walking: 10
- Running: 15
- Jumping: 0

**Tonnage:** 40
**Tech Base:** Clan
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 3 | ER Micro Laser | RA | 1 | 2 [DE] | — | 1 | 2 | 4 |
| 3 | ER Micro Laser | LA | 1 | 2 [DE] | — | 1 | 2 | 4 |

**Cost:**

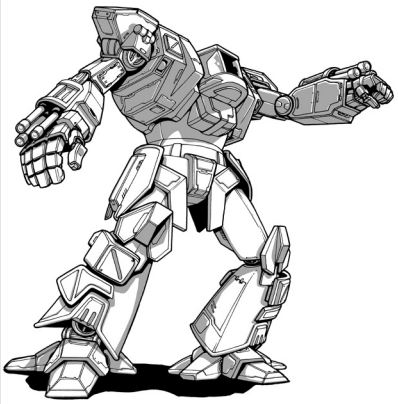
**BV:** 522

### WARRIOR DATA

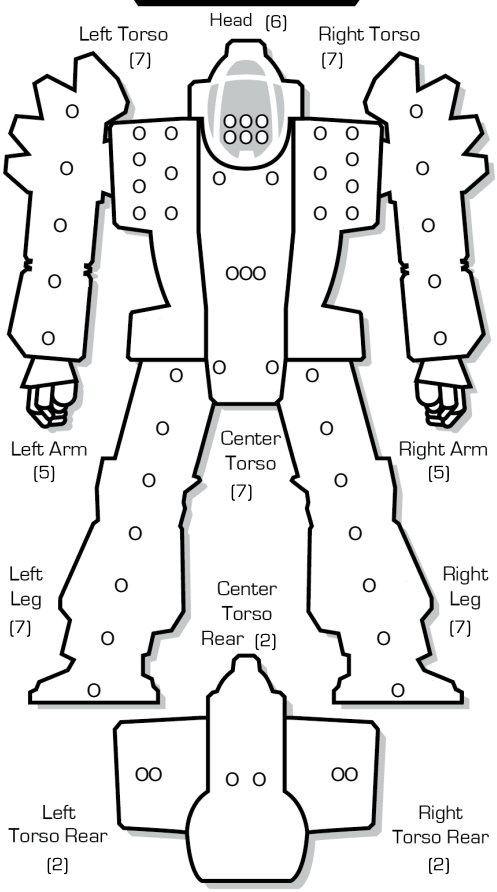
**Name:** _____

**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 Micro Laser
6. ER Micro Laser

1-3

1. ER Micro Laser
2. Endo Steel
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
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. Endo Steel
6. Roll Again

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

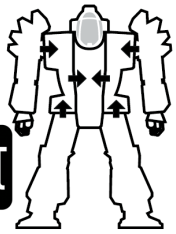
#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. 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. ER Micro Laser
6. ER Micro Laser

1-3

1. ER Micro Laser
2. Endo Steel
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

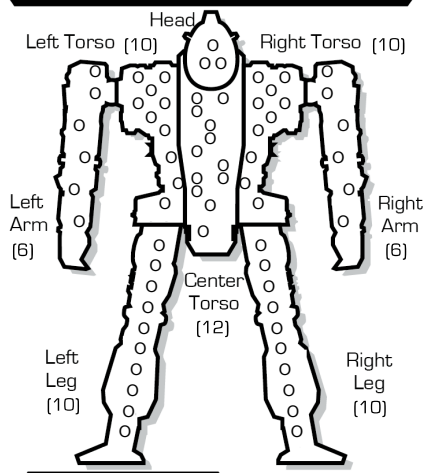
1-3

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. Endo Steel
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Dasher II 2

**Movement Points:**
- Walking: 10
- Running: 15 [20]
- Jumping: 0

**Tonnage:** 40
**Tech Base:** Clan (Experimental)
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 3 | ER Medium Laser | RA | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 3 | ER Medium Laser | LA | 5 | 7 [DE] | — | 5 | 10 | 15 |

**Cost:**

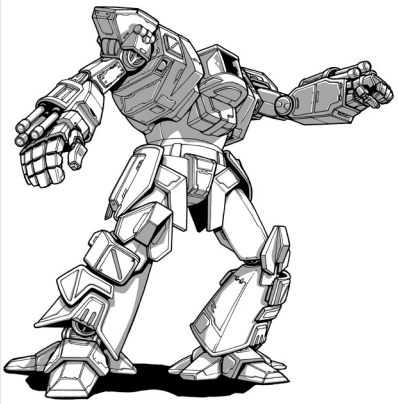
**BV:** 2,239

### WARRIOR DATA

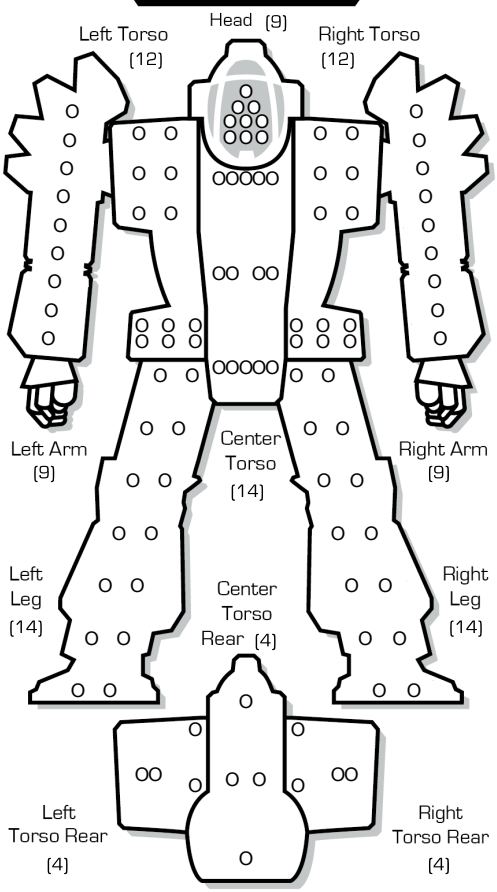
**Name:** _____

**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 Medium Laser
6. ER Medium Laser

1-3

1. ER Medium Laser
2. Endo Steel
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Torso
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Endo Steel
6. Endo Steel

1-3

1. Ferro-Fibrous
2. Ferro-Fibrous
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. Endo Steel
6. Roll Again

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

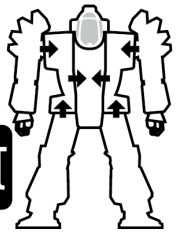
#### Center Torso
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. MASC
6. MASC

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. ER Medium Laser
6. ER Medium Laser

1-3

1. ER Medium Laser
2. Endo Steel
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Torso
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Endo Steel
6. Ferro-Fibrous

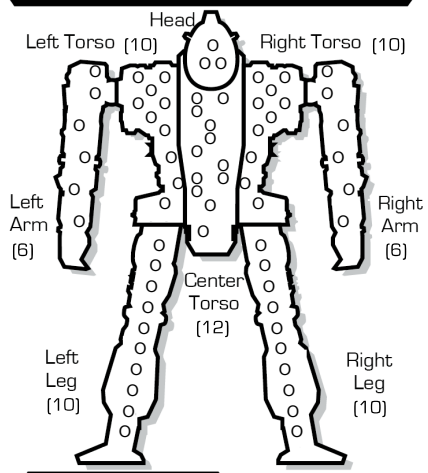
1-3

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. Endo Steel
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Goshawk II

**Movement Points:**
- Walking: 7
- Running: 11
- Jumping: 7

**Tonnage:** 45
**Tech Base:** Clan
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Micro Pulse Laser | HD | 1 | 3 [P] | — | 1 | 2 | 3 |
| 1 | ECM Suite | RT | — | [E] | — | — | — | 6 |
| 1 | Small Pulse Laser | LT | 2 | 3 [P] | — | 2 | 4 | 6 |
| 1 | Targeting Computer | LT | — | [E] | — | — | — | — |
| 1 | ER Large Laser | RA | 12 | 10 [DE] | — | 8 | 15 | 25 |
| 2 | Micro Pulse Laser | RA | 1 | 3 [P] | — | 1 | 2 | 3 |
| 3 | Micro Pulse Laser | LA | 1 | 3 [P] | — | 1 | 2 | 3 |
| 1 | Small Pulse Laser | LA | 2 | 3 [P] | — | 2 | 4 | 6 |

**Cost:**

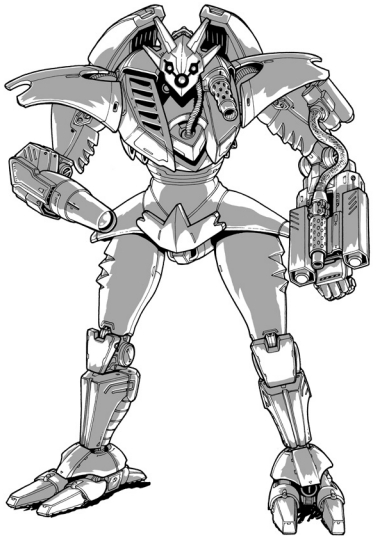
**BV:** 1,849

### WARRIOR DATA

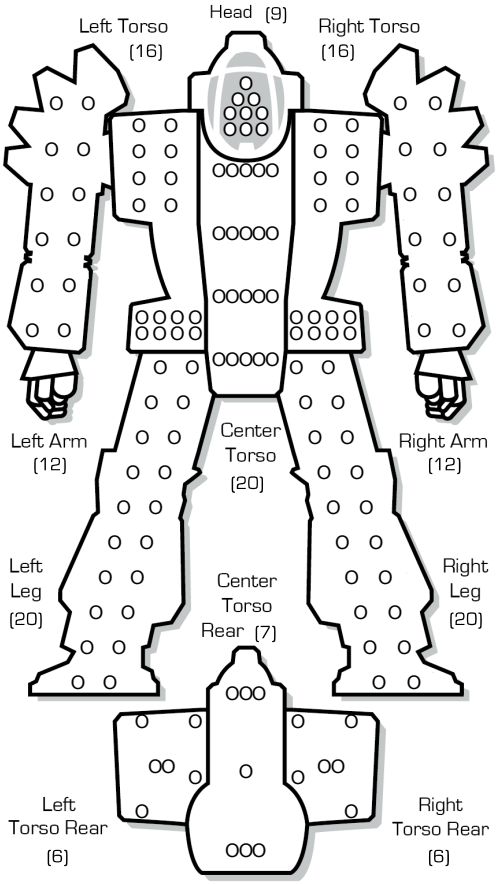
**Name:** _____

**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. Small Pulse Laser
6. Micro Pulse Laser

1-3

1. Micro Pulse Laser
2. Micro Pulse Laser
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. Jump Jet
6. Small Pulse Laser

1-3

1. Targeting Computer
2. Targeting Computer
3. Endo Steel
4. Endo Steel
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. Micro Pulse Laser
5. Sensors
6. Life Support

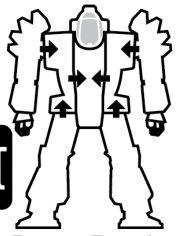
#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
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. Lower Arm Actuator
4. ER Large Laser
5. Micro Pulse Laser
6. Micro Pulse Laser

1-3

1. Endo Steel
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. Jump Jet
4. Jump Jet
5. Jump Jet
6. ECM Suite

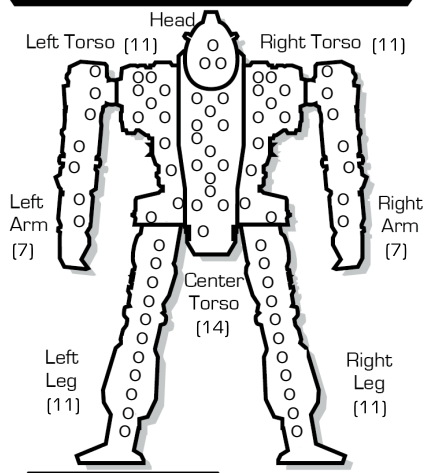
1-3

1. Endo Steel
2. Endo Steel
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 | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Goshawk II 2

**Movement Points:**
- Walking: 7
- Running: 11
- Jumping: 7

**Tonnage:** 45
**Tech Base:** Clan (Advanced)
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | ECM Suite | RT | — | [E] | — | — | — | 6 |
| 1 | ER Flamer | LT | 4 | 2 [DE,H,AI] | — | 3 | 5 | 7 |
| 1 | Targeting Computer | LT | — | [E] | — | — | — | — |
| 1 | ER Large Laser | RA | 12 | 10 [DE] | — | 8 | 15 | 25 |
| 2 | Micro Pulse Laser | RA | 1 | 3 [P] | — | 1 | 2 | 3 |
| 1 | ER Flamer | LA | 4 | 2 [DE,H,AI] | — | 3 | 5 | 7 |
| 1 | Streak SRM 2 | LA | 2 | 2/Msl [M,C] | — | 4 | 8 | 12 |

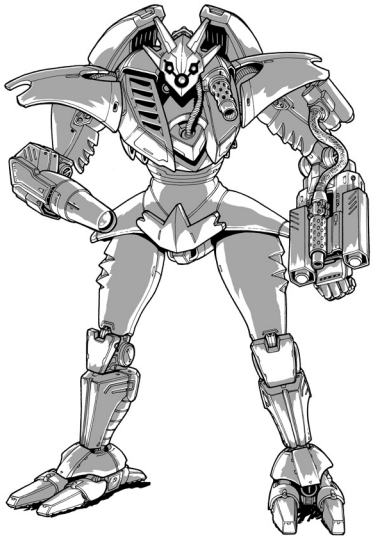
**Cost:** **BV:** 1,767

### WARRIOR DATA

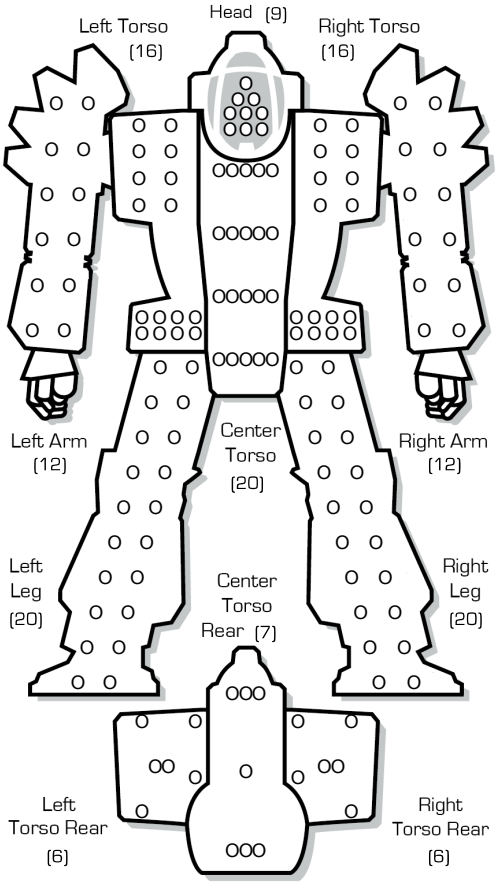
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm** (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Flamer
6. Streak SRM 2

1-3
1. Ammo (Streak SRM 2) 50
2. Endo Steel
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. Jump Jet
4. Jump Jet
5. Jump Jet
6. ER Flamer

1-3
1. Targeting Computer
2. Endo Steel
3. Endo Steel
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

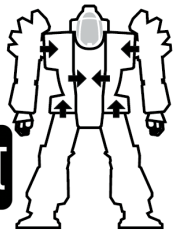
**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

**Center Torso**
1. 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. Jump Jet
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. Lower Arm Actuator
4. ER Large Laser
5. Micro Pulse Laser
6. Micro Pulse Laser

1-3
1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

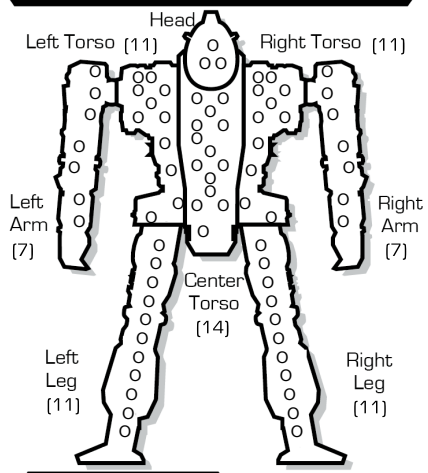
**Right Torso**
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. Jump Jet
6. ECM Suite

1-3
1. Endo Steel
2. Endo Steel
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 | Heat Sinks: 11 (22) Double |
|---|---|---|
| 30 | Shutdown | O 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Goshawk II 3

**Movement Points:**
- Walking: 7
- Running: 11
- Jumping: 7

**Tonnage:** 45
**Tech Base:** Clan (Experimental)
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Liquid Storage (1 ton) | CT | — | [E] | — | — | — | — |
| 1 | Medium Pulse Laser | RT | 4 | 7 [P] | — | 4 | 8 | 12 |
| 1 | Medium Pulse Laser | LT | 4 | 7 [P] | — | 4 | 8 | 12 |
| 1 | Targeting Computer | LT | — | [E] | — | — | — | — |
| 1 | ER Large Laser | RA | 12 | 10 [DE] | — | 8 | 15 | 25 |

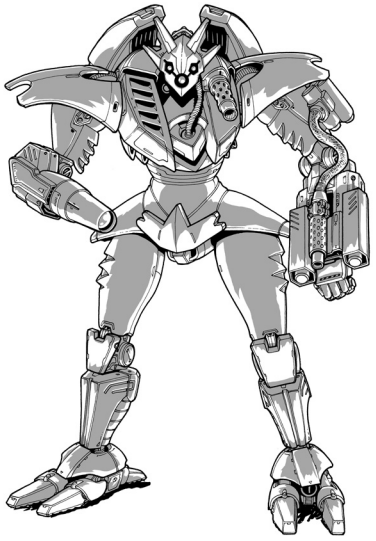
**Cost:** **BV:** 2,115

### WARRIOR DATA

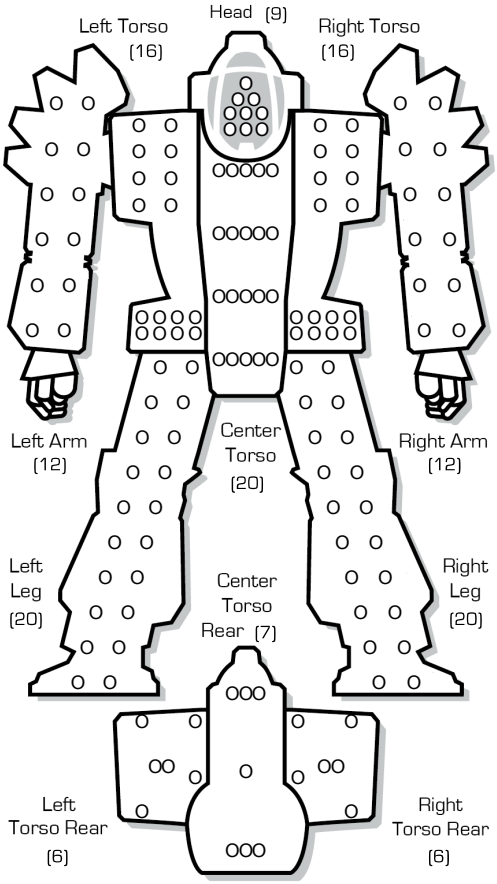
**Name:** _____

**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. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. Jump Jet
6. Medium Pulse Laser

1-3

1. Targeting Computer
2. Targeting Computer
3. Endo Steel
4. Endo Steel
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. O Cockpit
4. Endo Steel
5. Sensors
6. Life Support

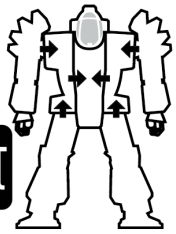
#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Liquid Storage (1 ton)

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. ER Large Laser
5. Endo Steel
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. Jump Jet
6. Medium Pulse Laser

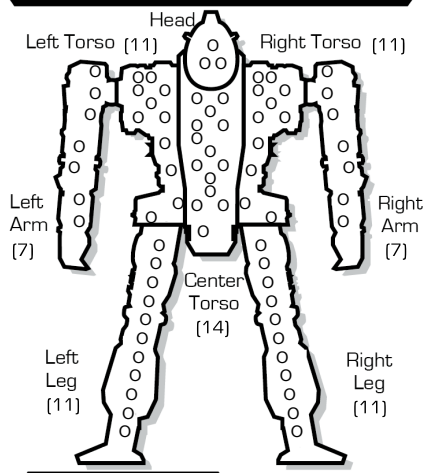
1-3

1. Endo Steel
2. Endo Steel
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 | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Ursus II

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 6

**Tonnage:** 50
**Tech Base:** Clan
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Streak SRM 6 | CT | 4 | 2/Msl [M,C] | — | 4 | 8 | 12 |
| 1 | ECM Suite | RT | — | [E] | — | — | — | 6 |
| 1 | ER Small Laser | RT | 2 | 5 [DE] | — | 2 | 4 | 6 |
| 1 | ER Small Laser | LT | 2 | 5 [DE] | — | 2 | 4 | 6 |
| 1 | ER Large Laser | RA | 12 | 10 [DE] | — | 8 | 15 | 25 |
| 2 | Medium Pulse Laser | RA | 4 | 7 [P] | — | 4 | 8 | 12 |
| 1 | LRM 10 w/Artemis IV FCS | LA | 4 | 1/Msl [M,C,S] | — | 7 | 14 | 21 |

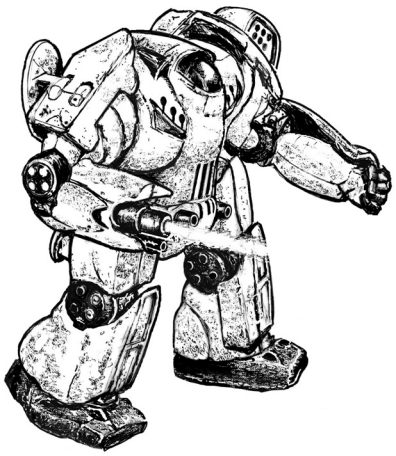
**Cost:** **BV:** 2,069

### WARRIOR DATA

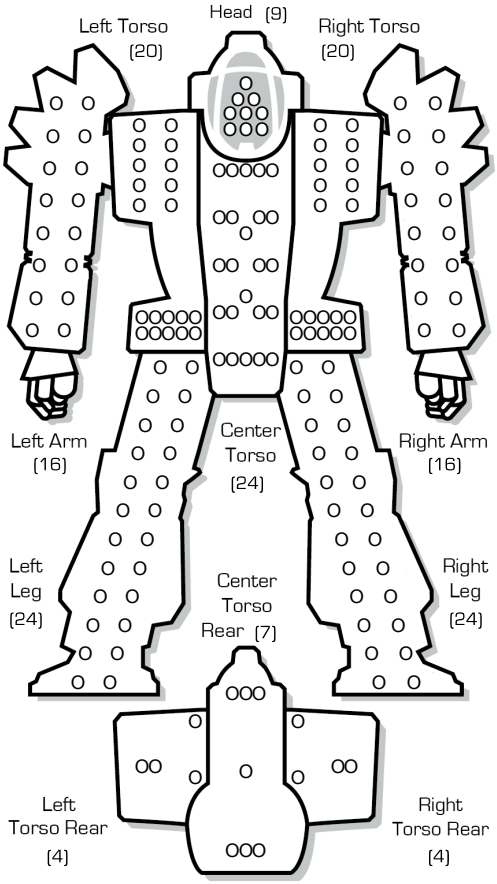
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink

4-6
3. LRM 10
4. Artemis IV FCS
5. Endo Steel
6. Roll Again

**Left Torso** (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Double Heat Sink
4. Double Heat Sink
5. Improved Jump Jet
6. Improved Jump Jet

1. Improved Jump Jet
2. Improved Jump Jet

4-6
3. ER Small Laser
4. Ammo (LRM 10 Artemis) 12
5. Ammo (Streak SRM 6) 15
6. Endo Steel

**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. Sensors
5. Life Support
6. Roll Again

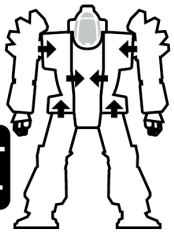
**Center Torso**
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine

4-6
4. XL Fusion Engine
5. Streak SRM 6
6. Streak 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. Lower Arm Actuator

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. ER Large Laser

4-6
3. Medium Pulse Laser
4. Medium Pulse Laser
5. Endo Steel
6. Roll Again

**Right Torso**
1. XL Fusion Engine
2. XL Fusion Engine

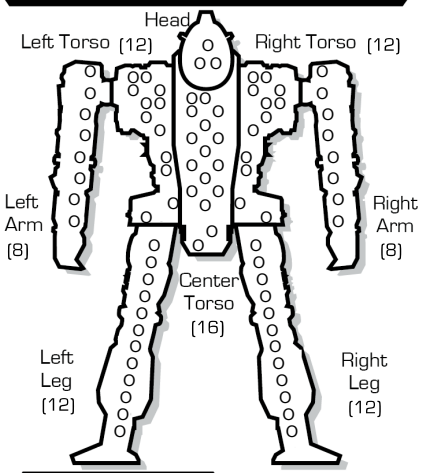
1-3
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

1. ER Small Laser
2. ECM Suite

4-6
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. 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 | Heat Sinks: 13 (26) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Dark Crow

**Movement Points:**
- Walking: 6
- Running: 9
- Jumping: 0

**Tonnage:** 55
**Tech Base:** Clan
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | SRM 6 | RT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | ER Large Laser | LT | 12 | 10 [DE] | — | 8 | 15 | 25 |
| 1 | Ultra AC/5 | RA | 1 | 5/Sht [DB,R,C] | — | 7 | 14 | 21 |
| 1 | Ultra AC/5 | LA | 1 | 5/Sht [DB,R,C] | — | 7 | 14 | 21 |

**Cost:**

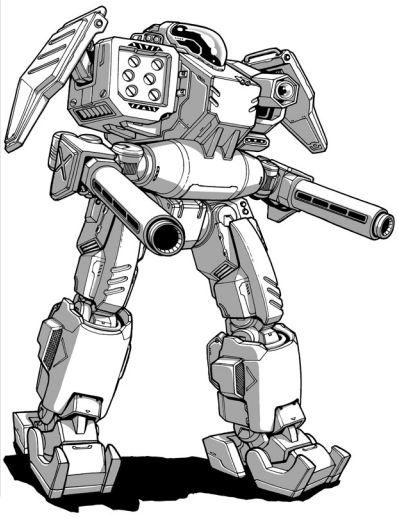
**BV:** 1,594

### WARRIOR DATA

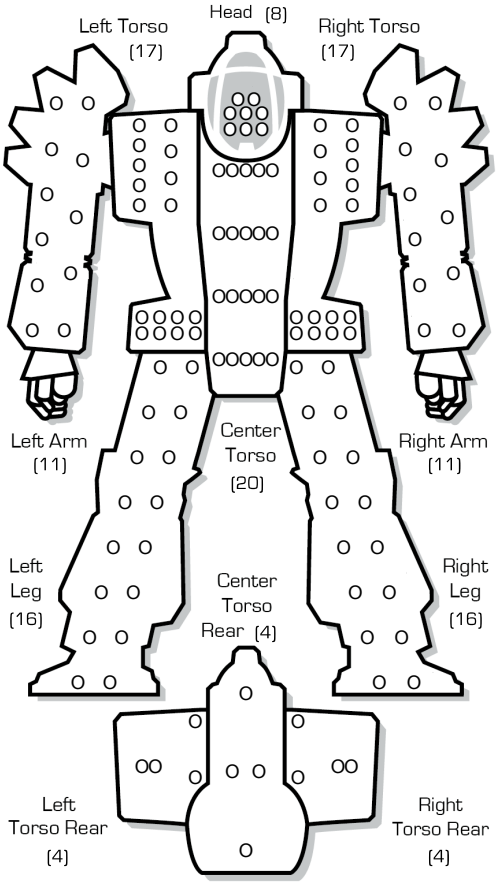
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAMOND




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Ultra AC/5
4. Ultra AC/5
5. Ultra AC/5
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. ER Large Laser
4. Ammo (Ultra AC/5) 20
5. Ammo (Ultra AC/5) 20
6. Endo Steel

1-3

1. Endo Steel
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. Endo Steel
5. Sensors
6. Life Support

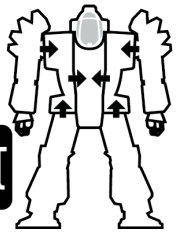
#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
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. Ultra AC/5
4. Ultra AC/5
5. Ultra AC/5
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. SRM 6
4. Ammo (SRM 6) 15
5. Ammo (Ultra AC/5) 20
6. Ammo (Ultra AC/5) 20

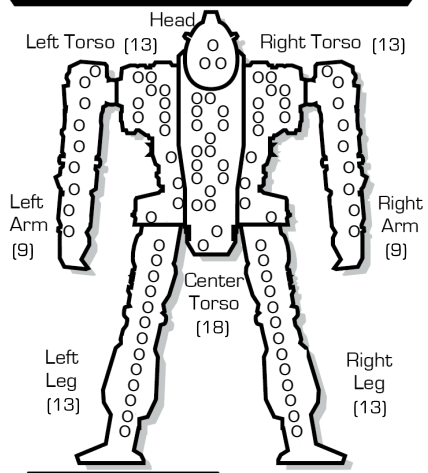
1-3

1. Endo Steel
2. Endo Steel
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 | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Dark Crow 4

**Movement Points:**
- Walking: 6
- Running: 9
- Jumping: 0

**Tonnage:** 55
**Tech Base:** Clan
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | SRM 6 | RT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Targeting Computer | RT | — | [E] | — | — | — | — |
| 1 | Heavy Medium Laser | LT | 7 | 10 [DE] | — | 3 | 6 | 9 |
| 1 | Ultra AC/5 | RA | 1 | 5/Sht [DB,R,C] | — | 7 | 14 | 21 |
| 1 | Ultra AC/5 | LA | 1 | 5/Sht [DB,R,C] | — | 7 | 14 | 21 |

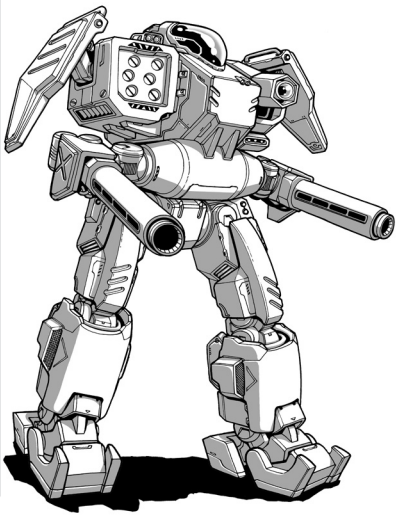
**Cost:** **BV:** 1,538

### WARRIOR DATA

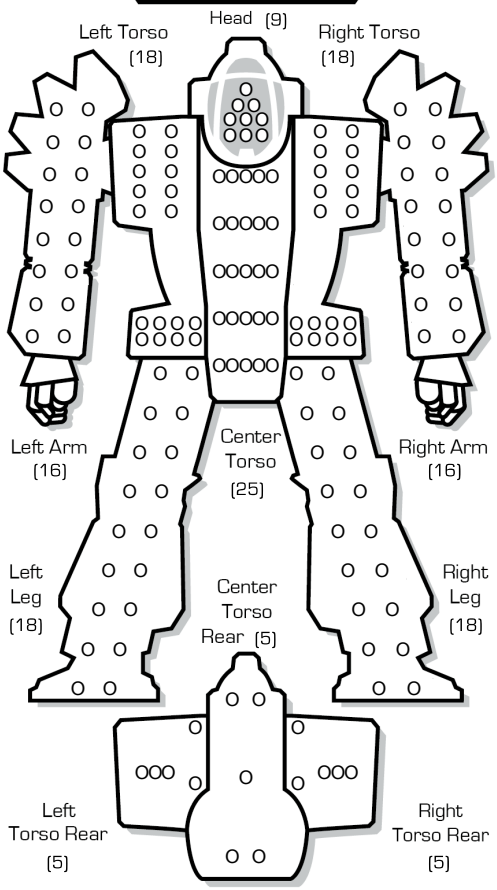
**Name:** _____

**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. Ultra AC/5 (1-3)
4. Ultra AC/5 (1-3)
5. Ultra AC/5 (1-3)
6. Roll Again

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 Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Heavy Medium Laser (1-3)
4. Heavy Medium Laser (1-3)
5. Ammo (Ultra AC/5) 20
6. Ammo (Ultra AC/5) 20

1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous (4-6)
4. Ferro-Fibrous (4-6)
5. Ferro-Fibrous (4-6)
6. Roll Again (4-6)

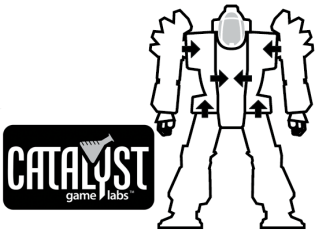
#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)

1. Gyro (4-6)
2. XL Fusion Engine (4-6)
3. XL Fusion Engine (4-6)
4. XL Fusion Engine (4-6)
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. Ultra AC/5 (1-3)
4. Ultra AC/5 (1-3)
5. Ultra AC/5 (1-3)
6. Roll Again

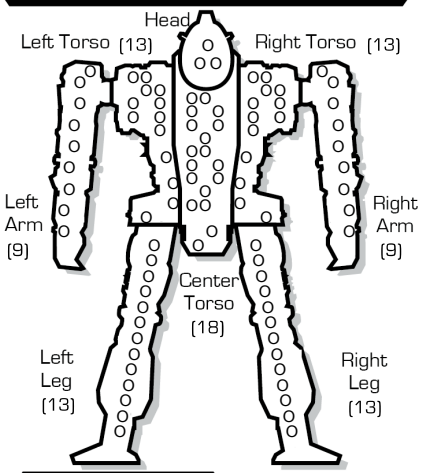
1. Roll Again
2. Roll Again
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

#### Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. SRM 6 (1-3)
4. Ammo (SRM 6) 15 (1-3)
5. Ammo (Ultra AC/5) 20 (1-3)
6. Ammo (Ultra AC/5) 20 (1-3)

1. Targeting Computer (4-6)
2. Targeting Computer (4-6)
3. Targeting Computer (4-6)
4. Endo Steel (4-6)
5. Endo Steel (4-6)
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 | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Dark Crow 2

**Movement Points:**
- Walking: 6
- Running: 9
- Jumping: 0

**Tonnage:** 55
**Tech Base:** Clan
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Targeting Computer | RT | — | [E] | — | — | — | — |
| 1 | ER Large Laser | LT | 12 | 10 [DE] | — | 8 | 15 | 25 |
| 1 | ER Small Laser | LT | 2 | 5 [DE] | — | 2 | 4 | 6 |
| 1 | LB 5-X AC | RA | 1 | 5 [DB,C,F,S] | 3 | 8 | 15 | 24 |
| 1 | LB 5-X AC | LA | 1 | 5 [DB,C,F,S] | 3 | 8 | 15 | 24 |

**Cost:**

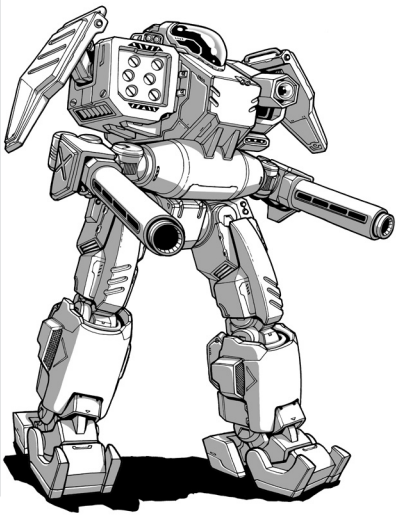
**BV:** 1,575

### WARRIOR DATA

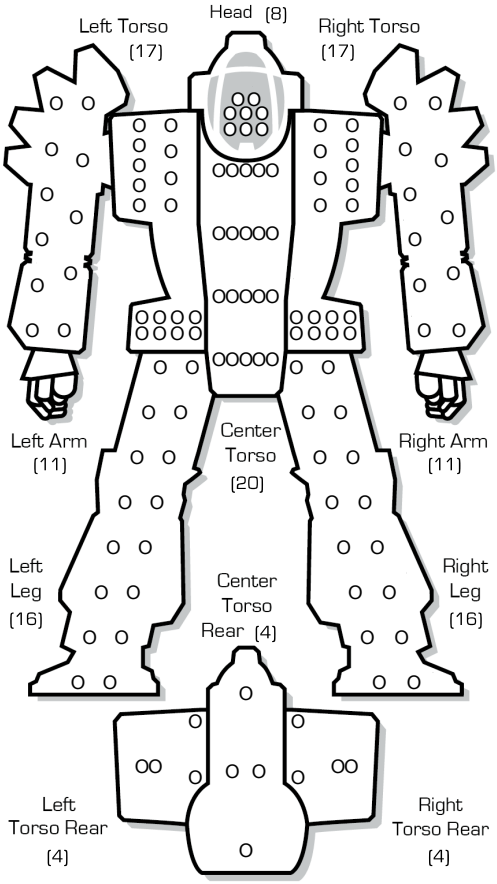
**Name:** _____

**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 5-X AC
4. LB 5-X AC
5. LB 5-X AC
6. LB 5-X AC

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. ER Large Laser
4. ER Small Laser
5. Ammo (LB-5X) 20
6. Endo Steel

1-3

1. Endo Steel
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. Endo Steel
5. Sensors
6. Life Support

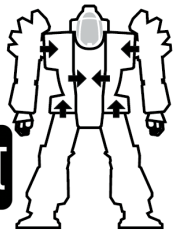
#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
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. LB 5-X AC
4. LB 5-X AC
5. LB 5-X AC
6. LB 5-X AC

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Targeting Computer

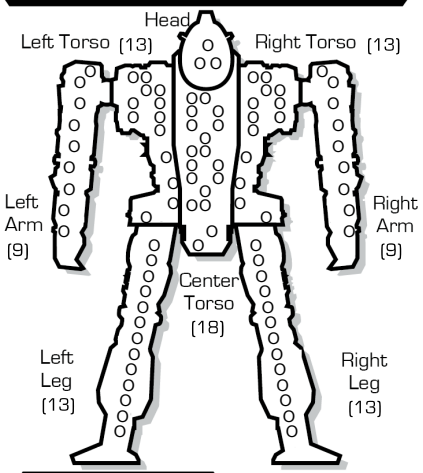
1-3

1. Ammo (LB-5X Cluster) 20
2. Endo Steel
3. Endo Steel
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 | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Dark Crow 3

**Movement Points:**
- Walking: 6
- Running: 9
- Jumping: 8

**Tonnage:** 55
**Tech Base:** Clan (Experimental)
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Liquid Storage (1 ton) | CT | — | [E] | — | — | — | — |
| 1 | Improved Heavy Medium Laser | RT | 7 | 10 [DE,X] | — | 3 | 6 | 9 |
| 1 | Improved Heavy Medium Laser | LT | 7 | 10 [DE,X] | — | 3 | 6 | 9 |
| 1 | Rotary AC/2 | RA | 1 | 2/Sht [DB,R,C] | 2 | 9 | 18 | 27 |
| 1 | Rotary AC/2 | LA | 1 | 2/Sht [DB,R,C] | 2 | 9 | 18 | 27 |

**Cost:**

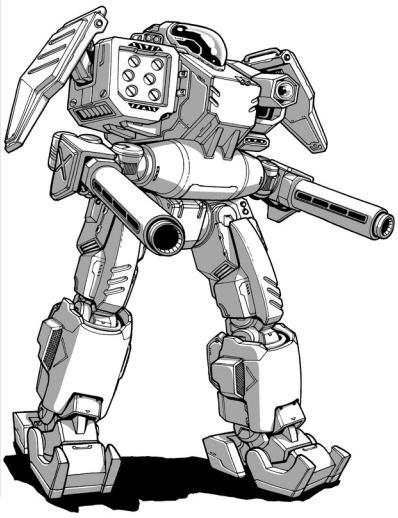
**BV:** 1,524

### WARRIOR DATA

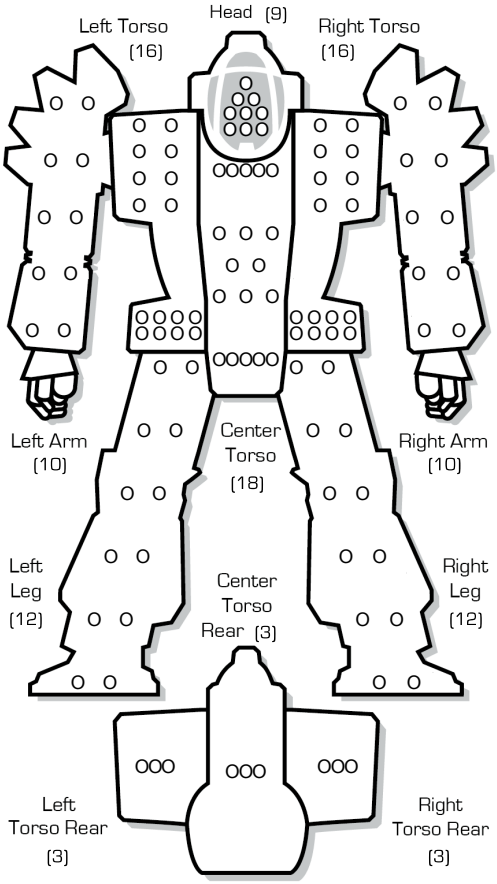
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm** (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Rotary AC/2
4. Rotary AC/2
5. Rotary AC/2
6. Rotary AC/2

1-3 (3–6)

1. Ferro-Lamellor
2. Ferro-Lamellor
3. Ferro-Lamellor
4. Ferro-Lamellor
5. Ferro-Lamellor
6. Ferro-Lamellor

4-6

**Left Torso** (CASE)
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Partial Wing
6. Partial Wing

1-3 (5–6)

1. Partial Wing
2. Jump Jet
3. Improved Heavy Medium Laser
4. Improved Heavy Medium Laser
5. Ammo (RAC/2) 45
6. Endo-Composite

4-6 (3–4)

**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-Composite
5. Sensors
6. Life Support

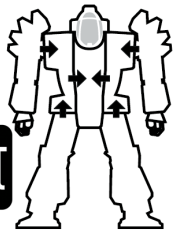
**Center Torso**
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Liquid Storage (1 ton)
6. Endo-Composite

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

**Right Arm** (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Rotary AC/2
4. Rotary AC/2
5. Rotary AC/2
6. Rotary AC/2

1-3 (3–6)

1. Ferro-Lamellor
2. Ferro-Lamellor
3. Ferro-Lamellor
4. Ferro-Lamellor
5. Ferro-Lamellor
6. Ferro-Lamellor

4-6

**Right Torso** (CASE)
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Partial Wing
6. Partial Wing

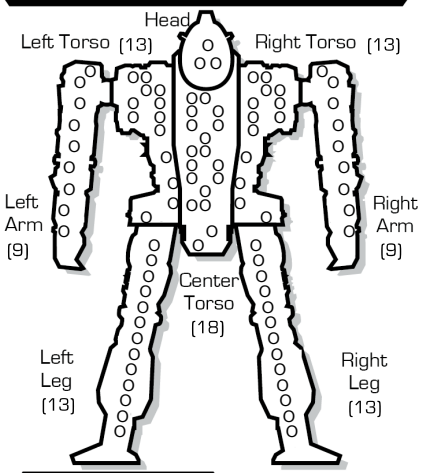
1-3 (5–6)

1. Partial Wing
2. Jump Jet
3. Improved Heavy Medium Laser
4. Improved Heavy Medium Laser
5. Ammo (RAC/2) 45
6. Endo-Composite

4-6 (3–4)

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 10 (23) Double |
|---|---|---|
| 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 | |

**Heat Scale**

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Kuma

**Movement Points:**
- Walking: 6
- Running: 9
- Jumping: 8

**Tonnage:** 60
**Tech Base:** Clan
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | ER Medium Laser | RA | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 1 | Heavy Large Laser | LA | 18 | 16 [DE] | — | 5 | 10 | 15 |

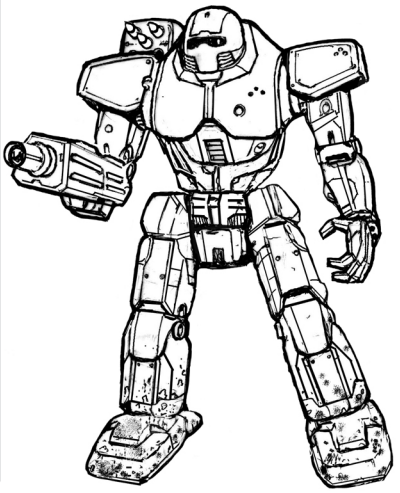
**Cost:** **BV:** 1,952

### WARRIOR DATA

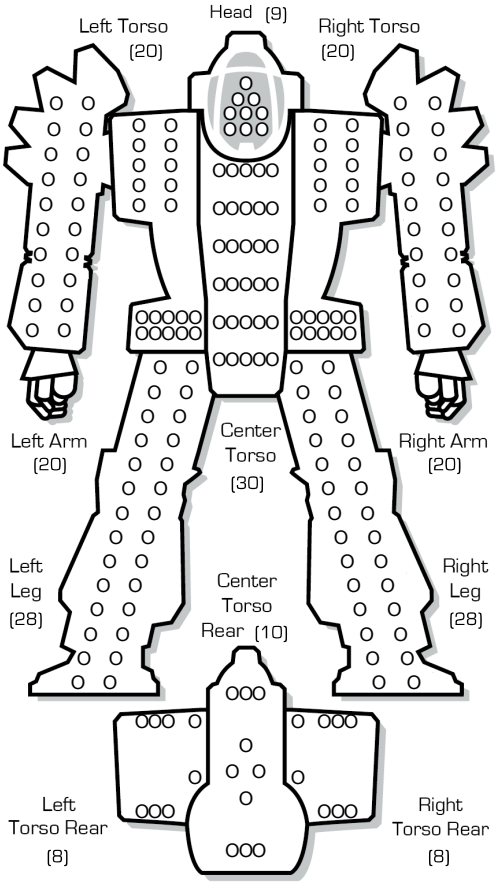
**Name:** _____

**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. Heavy Large Laser
5. Heavy Large Laser
6. Heavy Large Laser

4-6:
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

#### Left Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3:
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

4-6:
1. Improved Jump Jet
2. Improved Jump Jet
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator

5. Improved Jump Jet
6. Improved Jump Jet

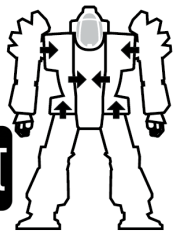
#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3:
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL 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. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

4-6:
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine

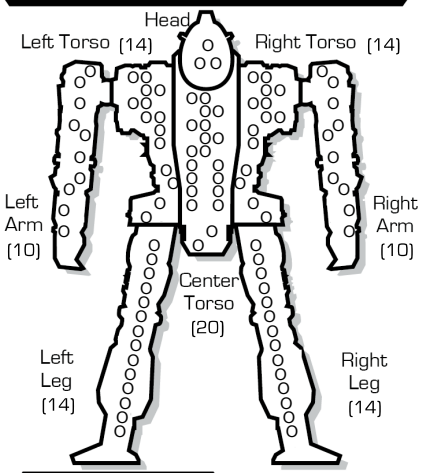
1-3:
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

4-6:
1. Improved Jump Jet
2. Improved Jump Jet
3. Ferro-Fibrous
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. Improved Jump Jet
6. Improved Jump Jet

### 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 |

Heat Sinks: 11 (22) Double
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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Kuma 2

**Movement Points:**
- Walking: 6
- Running: 9
- Jumping: 6

**Tonnage:** 60
**Tech Base:** Clan
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | ATM 9 | LT | 6 | [M,S,C] | | | | |
| | Standard | | | 2/Msl | 4 | 5 | 10 | 15 |
| | Extended-Range | | | 1/Msl | 4 | 9 | 18 | 27 |
| | High-Explosive | | | 3/Msl | — | 3 | 6 | 9 |
| 2 | ER Medium Laser | RA | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 1 | Plasma Cannon | LA | 7 | [DE,H,AI] | — | 6 | 12 | 18 |

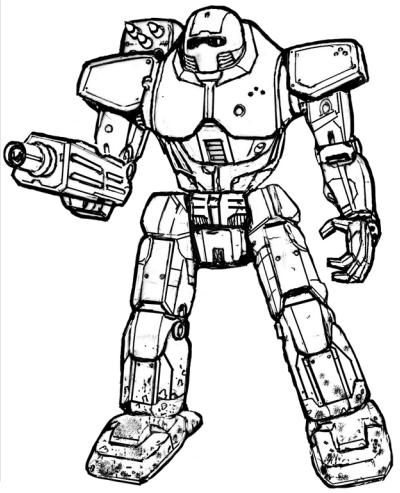
**Cost:** **BV:** 2,309

### WARRIOR DATA

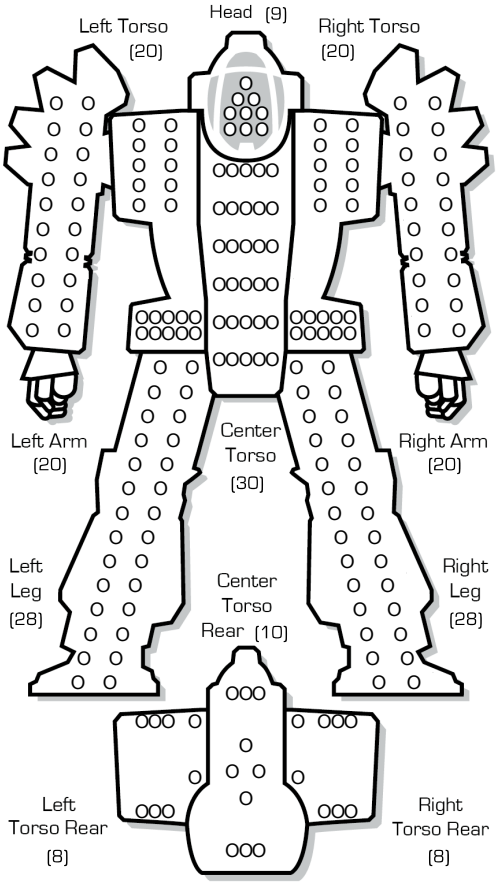
**Name:** _____

**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. Plasma Cannon
5. Endo Steel
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
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. Jump Jet
4. ATM 9
5. ATM 9
6. ATM 9

1-3

1. ATM 9
2. Ammo (Plasma Cannon) 10
3. Ammo (Plasma Cannon) 10
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

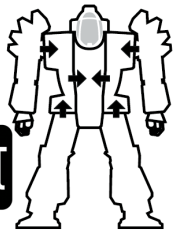
#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Roll Again
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. ER Medium Laser
6. ER Medium Laser

1-3

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

4-6

#### Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Ammo (ATM 9) 7
5. Ammo (ATM 9) 7
6. Ammo (ATM 9 ER) 7

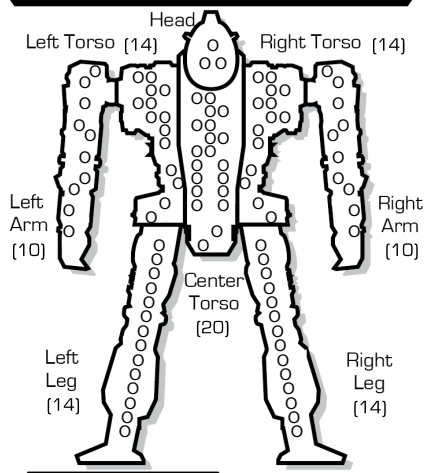
1-3

1. Ammo (ATM 9 HE) 7
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

4-6

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 11 (22) Double |
|---|---|---|
| 30 | Shutdown | O 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Kuma 3

**Movement Points:**
- Walking: 7
- Running: 11
- Jumping: 10

**Tonnage:** 60
**Tech Base:** Clan (Experimental)
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|

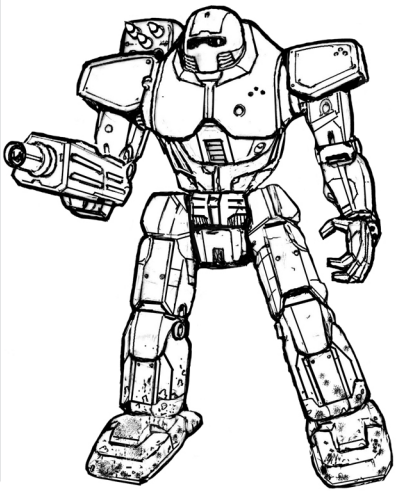
**Cost:** **BV:** 625

### WARRIOR DATA

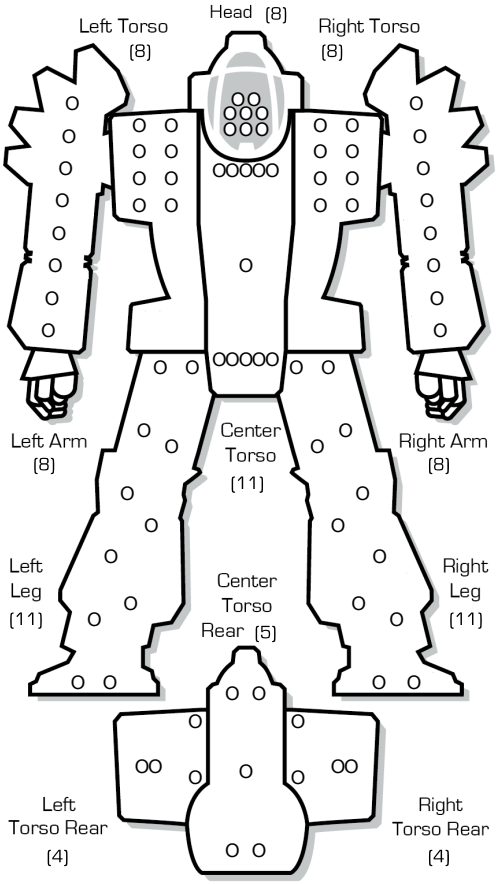
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### 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. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

#### Left Torso
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Improved Jump Jet
6. Improved Jump Jet

1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

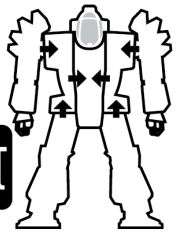
#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved Jump Jet

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL 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. Ferro-Fibrous
6. Ferro-Fibrous

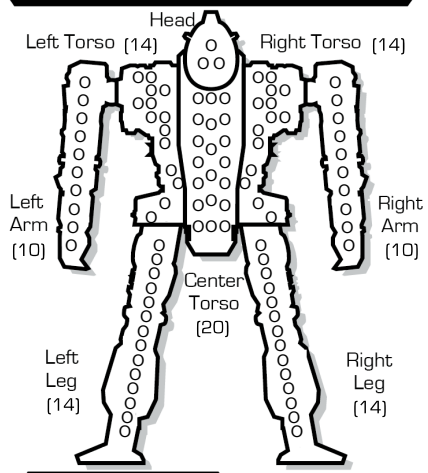
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

#### Right Torso
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Improved Jump Jet
6. Improved Jump Jet

1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

#### 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 | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Shadow Cat II

**Movement Points:**
Walking: 6
Running: 9
Jumping: 6

Tonnage: 60
Tech Base: Clan
Era: Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | ER Medium Laser | RT | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 1 | LRM 10 | RT | 4 | 1/Msl [M,C,S] | — | 7 | 14 | 21 |
| 1 | LRM 10 | LT | 4 | 1/Msl [M,C,S] | — | 7 | 14 | 21 |
| 1 | HAG/20 | RA | 4 | 20 [C,F] | 2 | 8 | 16 | 24 |

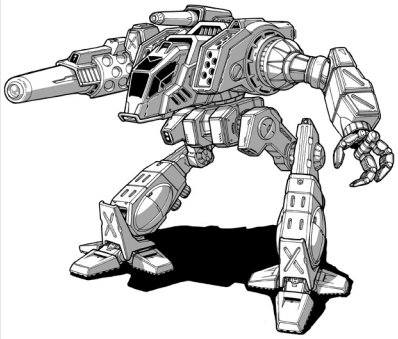
**Cost:** **BV:** 2,064

### WARRIOR DATA

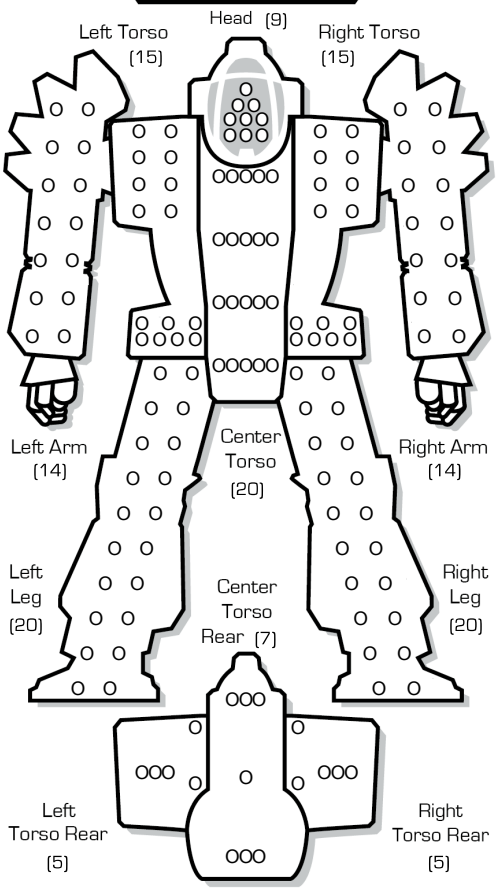
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. LRM 10
6. Ammo (LRM 10) 12

1-3

1. Ammo (LRM 10) 12
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. Roll Again
6. Roll Again

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

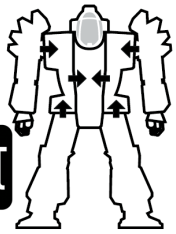
#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Jump Jet

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. HAG/20
4. HAG/20
5. HAG/20
6. HAG/20

1-3

1. HAG/20
2. HAG/20
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

4-6

#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. LRM 10
6. ER Medium Laser

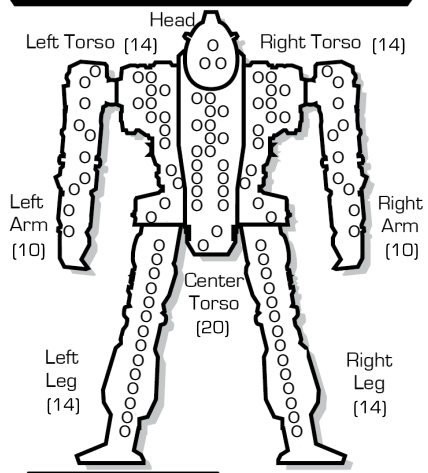
1-3

1. Ammo (HAG 20) 6
2. Ammo (HAG 20) 6
3. Endo Steel
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. Roll Again
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

**Heat Scale**

Overflow

30*, 29, 28*, 27, 26*, 25*, 24*, 23*, 22*, 21, 20*, 19*, 18*, 17*, 16, 15*, 14*, 13*, 12, 11, 10*, 9, 8*, 7, 6, 5*, 4, 3, 2, 1, 0

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Shadow Cat II 2

**Movement Points:**
- Walking: 6
- Running: 9
- Jumping: 7

**Tonnage:** 60
**Tech Base:** Clan (Experimental)
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | ER Medium Pulse Laser | RT | 6 | 7 [P] | — | 5 | 9 | 14 |
| 1 | Laser Insulator | RT | — | [E] | — | — | — | — |
| 1 | LRM 10 | RT | 4 | 1/Msl [M,C,S] | — | 7 | 14 | 21 |
| 1 | LRM 10 | LT | 4 | 1/Msl [M,C,S] | — | 7 | 14 | 21 |
| 1 | ER Large Pulse Laser | RA | 13 | 10 [P] | — | 7 | 15 | 23 |
| 1 | Laser Insulator | RA | — | [E] | — | — | — | — |

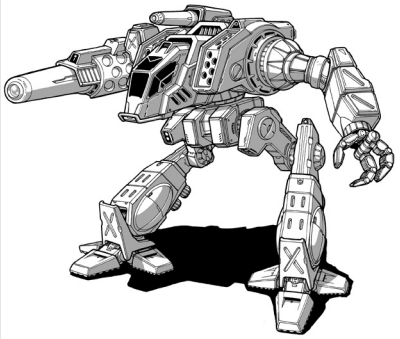
**Cost:** **BV:** 2,106

### WARRIOR DATA

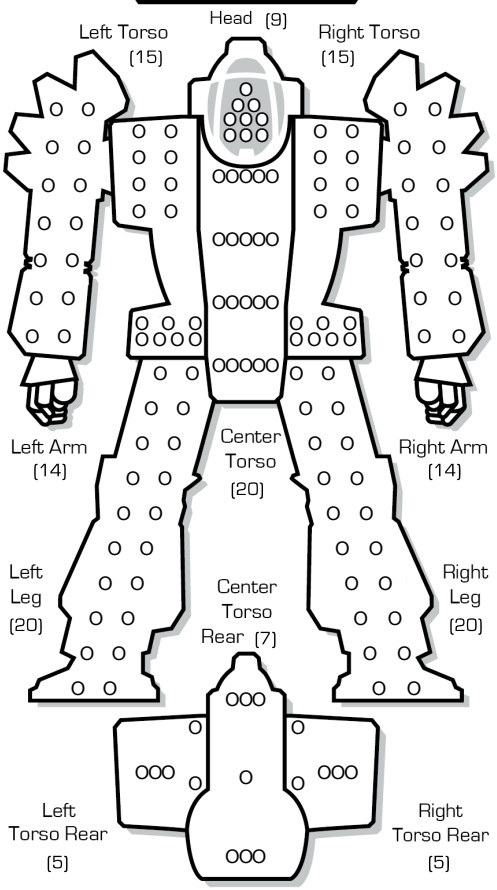
**Name:** _____

**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. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

1-3

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Partial Wing
4. Partial Wing
5. Partial Wing
6. Jump Jet

1-3

1. Jump Jet
2. LRM 10
3. Ammo (LRM 10) 12
4. Ammo (LRM 10) 12
5. Endo Steel
6. Endo Steel

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. Endo Steel
5. Sensors
6. Life Support

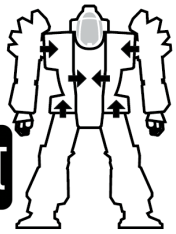
#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Jump Jet

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. ER Large Pulse Laser
4. ER Large Pulse Laser
5. ER Large Pulse Laser
6. Laser Insulator

1-3

1. Endo Steel
2. Endo Steel
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. Partial Wing
4. Partial Wing
5. Partial Wing
6. Jump Jet

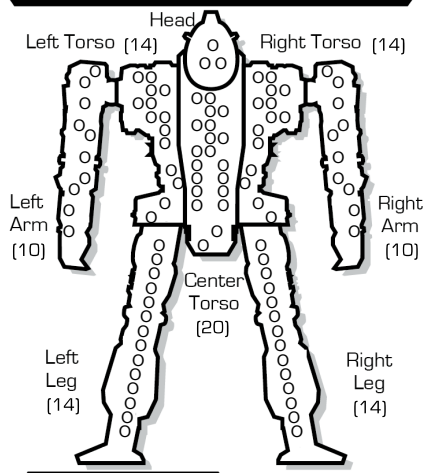
1-3

1. Jump Jet
2. LRM 10
3. ER Medium Pulse Laser
4. ER Medium Pulse Laser
5. Laser Insulator
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 | Heat Sinks: 11 (25) Double |
|---|---|---|
| 30 | Shutdown | O 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Karhu Prime

**Movement Points:**
- Walking: 5
- Running: 8
- Jumping: 5

**Tonnage:** 65
**Tech Base:** Clan
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Ultra AC/5 | RT | 1 | 5/Sht [DB,R,C] | — | 7 | 14 | 21 |
| 1 | Ultra AC/5 | LT | 1 | 5/Sht [DB,R,C] | — | 7 | 14 | 21 |
| 1 | Retractable Blade | RA | — | 7 | — | — | — | — |
| 1 | ER Large Laser | LA | 12 | 10 [DE] | — | 8 | 15 | 25 |
| 1 | ER Medium Laser | LA | 5 | 7 [DE] | — | 5 | 10 | 15 |

**Cost:**

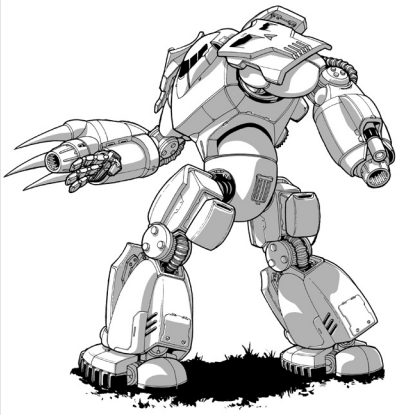
**BV:** 2,092

### WARRIOR DATA

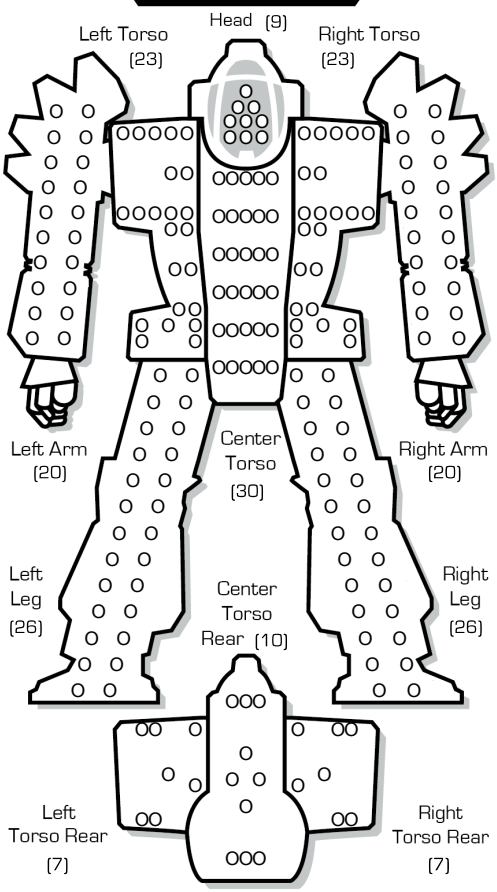
**Name:** _____

**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 Medium Laser
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. Ultra AC/5
6. Ultra AC/5

1-3

1. Ultra AC/5
2. Ammo (Ultra AC/5) 20
3. Ferro-Fibrous
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. Roll Again
6. Roll Again

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

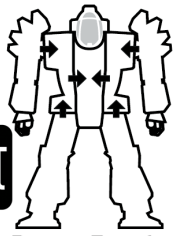
#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
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
4. Hand Actuator
5. Retractable Blade
6. Retractable Blade

1-3

1. Retractable Blade
2. Retractable Blade
3. Retractable Blade
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

#### Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. Ultra AC/5
6. Ultra AC/5

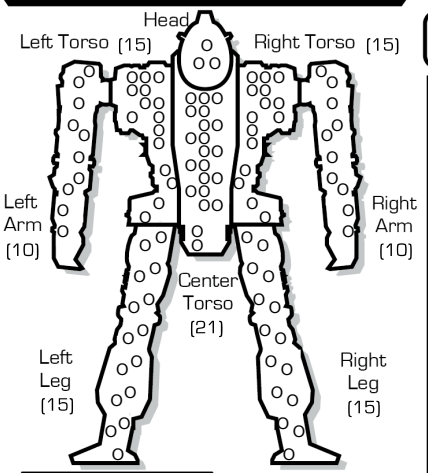
1-3

1. Ultra AC/5
2. Ammo (Ultra AC/5) 20
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
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 | 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+ | O |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Karhu A

**Movement Points:**
- Walking: 5
- Running: 8
- Jumping: 5

**Tonnage:** 65
**Tech Base:** Clan
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | LRM 10 | LT | 4 | 1/Msl [M,C,S] | — | 7 | 14 | 21 |
| 1 | ER Medium Laser | RA | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 1 | Large Pulse Laser | RA | 10 | 10 [P] | — | 6 | 14 | 20 |
| 1 | Micro Pulse Laser | RA | 1 | 3 [P] | — | 1 | 2 | 3 |
| 1 | Gauss Rifle | LA | 1 | 15 [DB,X] | 2 | 7 | 15 | 22 |

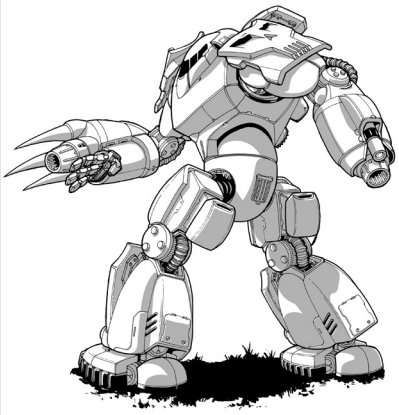
**Cost:** **BV:** 2,560

### WARRIOR DATA

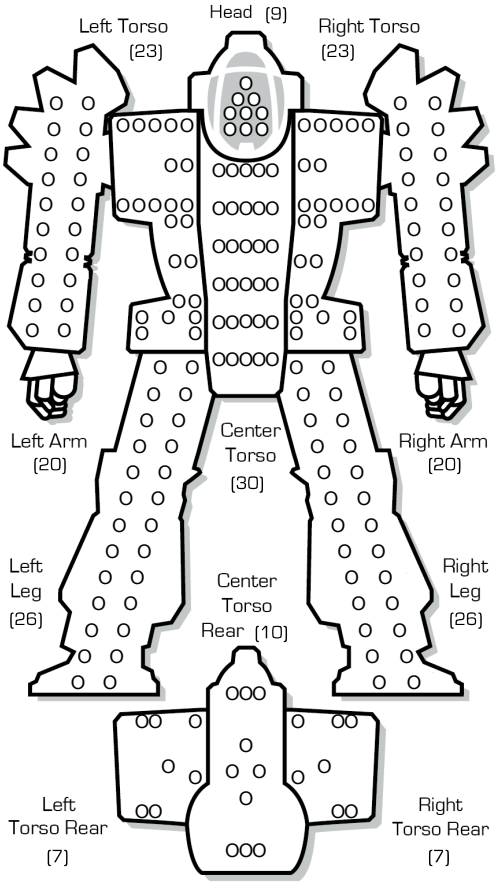
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator

1-3:
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

4-6:
1. Gauss Rifle
2. Gauss Rifle
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

#### Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet

1-3:
4. Jump Jet
5. LRM 10
6. Ammo (LRM 10) 12

4-6:
1. Ammo (Gauss) 8
2. Ammo (Gauss) 8
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. Roll Again
6. Roll Again

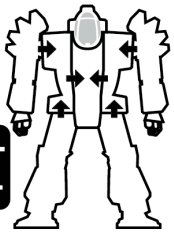
#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3:
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
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

1-3:
4. Hand Actuator
5. Large Pulse Laser
6. Large Pulse Laser

4-6:
1. ER Medium Laser
2. Micro Pulse Laser
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

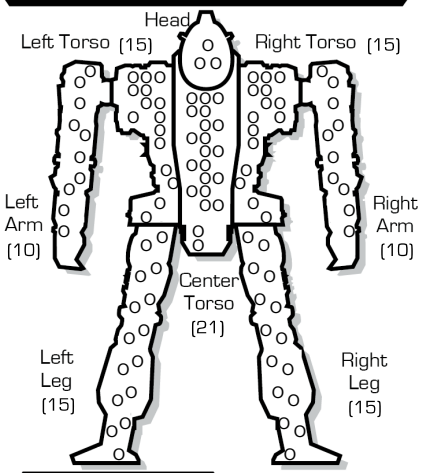
#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet

1-3:
4. Jump Jet
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. 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 | Heat Sinks: 12 (24) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O 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+ | |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Karhu B

**Movement Points:**
- Walking: 5
- Running: 8
- Jumping: 5

**Tonnage:** 65
**Tech Base:** Clan
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | ECM Suite | RT | — | [E] | — | — | — | 6 |
| 1 | Targeting Computer | RT | — | [E] | — | — | — | — |
| 1 | Ultra AC/20 | LT/LA | 7 | 20/Sht [DB,R,C] | — | 4 | 8 | 12 |
| 3 | ER Medium Laser | RA | 5 | 7 [DE] | — | 5 | 10 | 15 |

**Cost:**

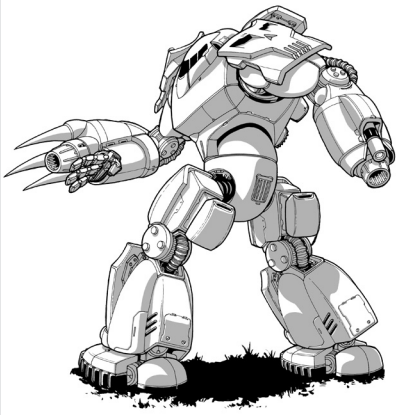
**BV:** 2,787

### WARRIOR DATA

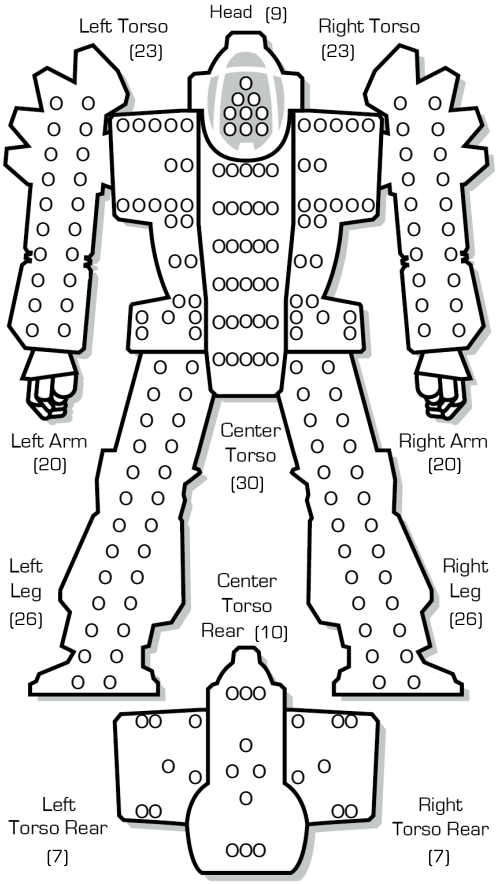
**Name:** _____

**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. Ultra AC/20 (1-3)
4. Ultra AC/20 (1-3)
5. Ultra AC/20 (1-3)
6. Ultra AC/20 (1-3)
1. Ultra AC/20 (4-6)
2. Ultra AC/20 (4-6)
3. Ultra AC/20 (4-6)
4. Endo Steel (4-6)
5. Endo Steel (4-6)
6. Endo Steel (4-6)

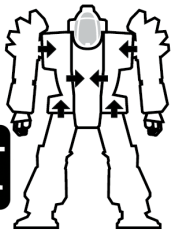
#### Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet (1-3)
4. Jump Jet (1-3)
5. Ultra AC/20 (1-3)
6. Ammo (Ultra AC/20) 5 (1-3)
1. Ammo (Ultra AC/20) 5 (4-6)
2. Ammo (Ultra AC/20) 5 (4-6)
3. Ammo (Ultra AC/20) 5 (4-6)
4. Ferro-Fibrous (4-6)
5. Ferro-Fibrous (4-6)
6. Ferro-Fibrous (4-6)

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)
1. Gyro (4-6)
2. XL Fusion Engine (4-6)
3. XL Fusion Engine (4-6)
4. XL Fusion Engine (4-6)
5. Jump Jet (4-6)
6. Ferro-Fibrous (4-6)

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



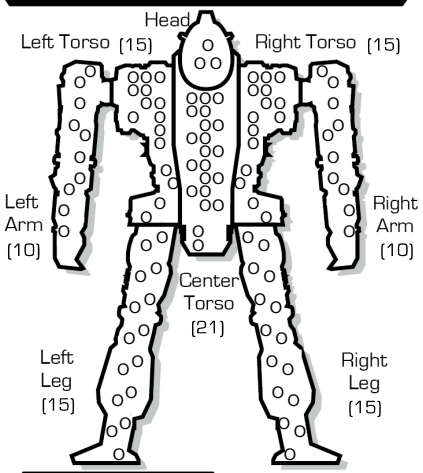
Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator (1-3)
4. Hand Actuator (1-3)
5. ER Medium Laser (1-3)
6. ER Medium Laser (1-3)
1. ER Medium Laser (4-6)
2. Endo Steel (4-6)
3. Endo Steel (4-6)
4. Endo Steel (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet (1-3)
4. Jump Jet (1-3)
5. Targeting Computer (1-3)
6. Targeting Computer (1-3)
1. Targeting Computer (4-6)
2. ECM Suite (4-6)
3. Ferro-Fibrous (4-6)
4. Ferro-Fibrous (4-6)
5. Ferro-Fibrous (4-6)
6. Roll Again (4-6)

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 14 (28) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 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 |
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Karhu C

**Movement Points:**
- Walking: 5
- Running: 8
- Jumping: 5

**Tonnage:** 65
**Tech Base:** Clan
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Active Probe | RT | — | [E] | — | — | — | 5 |
| 1 | ECM Suite | RT | — | [E] | — | — | — | 6 |
| 1 | Streak SRM 6 | LT | 4 | 2/Msl [M,C] | — | 4 | 8 | 12 |
| 3 | Medium Pulse Laser | RA | 4 | 7 [P] | — | 4 | 8 | 12 |
| 2 | Plasma Cannon | LA | 7 | [DE,H,AI] | — | 6 | 12 | 18 |
| 2 | B-Pod | RL | 0 | 1 [DB,PD,AI,X,OS] | — | 0 | 0 | — |
| 2 | B-Pod | LL | 0 | 1 [DB,PD,AI,X,OS] | — | 0 | 0 | — |

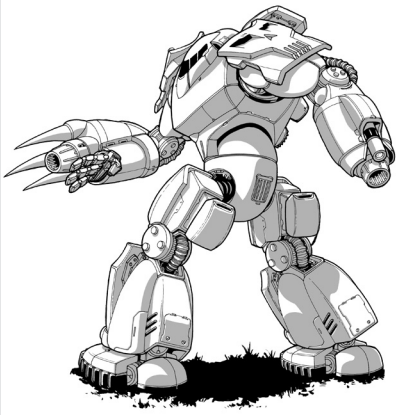
**Cost:** **BV:** 2,597

### WARRIOR DATA

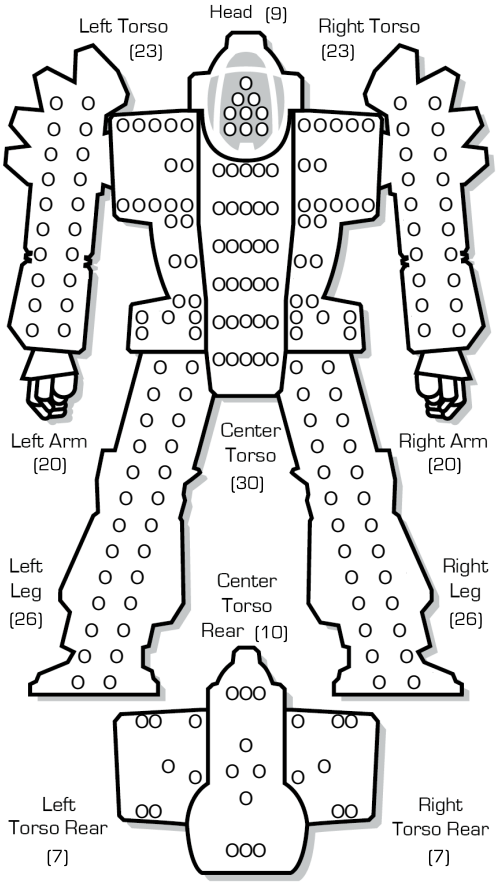
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Plasma Cannon
5. Plasma Cannon
6. Ammo (Plasma Cannon) 10

1. Ammo (Plasma Cannon) 10
2. Ammo (Plasma Cannon) 10
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

**Left Torso** (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. Streak SRM 6
6. Streak SRM 6

1. Ammo (Streak SRM 6) 15
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

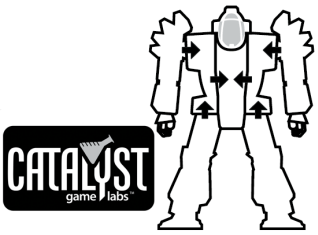
**Left Leg** (CASE)
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. B-Pod
6. B-Pod

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

**Center Torso**
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
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. Medium Pulse Laser
6. Medium Pulse Laser

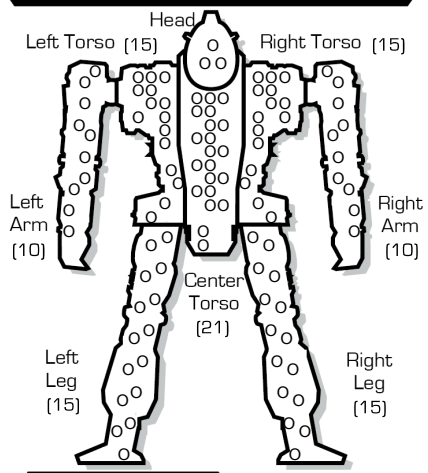
1. Medium Pulse Laser
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

**Right Torso**
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. Active Probe
6. ECM Suite

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

**Right Leg** (CASE)
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. B-Pod
6. B-Pod

### 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 | O O |
| 28 | Ammo Exp. avoid on 8+ | O 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+ | |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Karhu D

**Movement Points:**
- Walking: 5
- Running: 8
- Jumping: 0

**Tonnage:** 65
**Tech Base:** Clan
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | AMS | CT | 1 | — | — | — | — | — |
| 1 | Active Probe | RT | — | [E] | — | — | — | 5 |
| 1 | ECM Suite | RT | — | [E] | — | — | — | 6 |
| 1 | Targeting Computer | RT | — | [E] | — | — | — | — |
| 1 | AMS | LT | 1 | — | — | — | — | — |
| 1 | Streak SRM 6 | LT | 4 | 2/Msl [M,C] | — | 4 | 8 | 12 |
| 3 | ER Medium Laser | RA | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 2 | ER PPC | LA | 15 | 15 [DE] | — | 7 | 14 | 23 |

**Cost:**

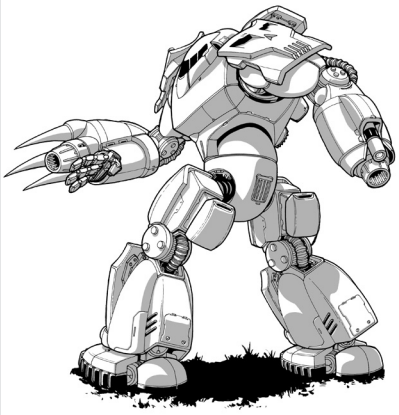
**BV:** 3,118

### WARRIOR DATA

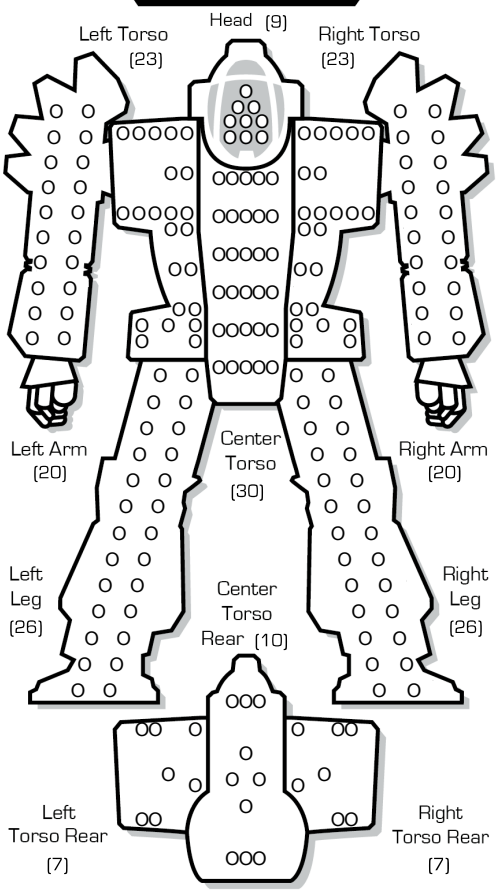
**Name:** _____

**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. ER PPC
4. ER PPC
5. ER PPC
6. ER PPC

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Streak SRM 6
6. Streak SRM 6

1-3

1. AMS
2. Ammo (AMS) 24
3. Ammo (Streak SRM 6) 15
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. Double Heat Sink
6. Double Heat Sink

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

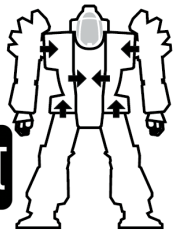
#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. AMS
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
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

1-3

1. ER Medium Laser
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

4-6

#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Active Probe
6. ECM Suite

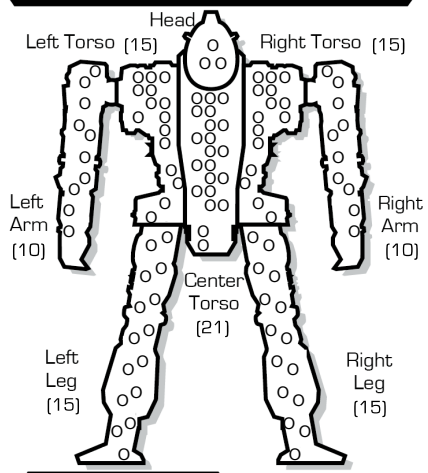
1-3

1. Targeting Computer
2. Targeting Computer
3. Targeting Computer
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. Double Heat Sink
6. Double Heat Sink

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 16 (32) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Blood Reaper

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 4

**Tonnage:** 70
**Tech Base:** Clan
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | ATM 6 | RT | 4 | [M,S,C] | | | | |
| | Standard | | | 2/Msl | 4 | 5 | 10 | 15 |
| | Extended-Range | | | 1/Msl | 4 | 9 | 18 | 27 |
| | High-Explosive | | | 3/Msl | — | 3 | 6 | 9 |
| 1 | ATM 6 | LT | 4 | [M,S,C] | | | | |
| | Standard | | | 2/Msl | 4 | 5 | 10 | 15 |
| | Extended-Range | | | 1/Msl | 4 | 9 | 18 | 27 |
| | High-Explosive | | | 3/Msl | — | 3 | 6 | 9 |
| 1 | ER PPC | RA | 15 | 15 [DE] | — | 7 | 14 | 23 |
| 1 | Heavy Medium Laser | RA | 7 | 10 [DE] | — | 3 | 6 | 9 |
| 1 | ER PPC | LA | 15 | 15 [DE] | — | 7 | 14 | 23 |
| 1 | Heavy Medium Laser | LA | 7 | 10 [DE] | — | 3 | 6 | 9 |

**Cost:**

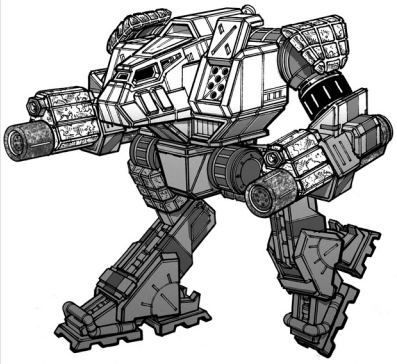
**BV:** 2,665

### WARRIOR DATA

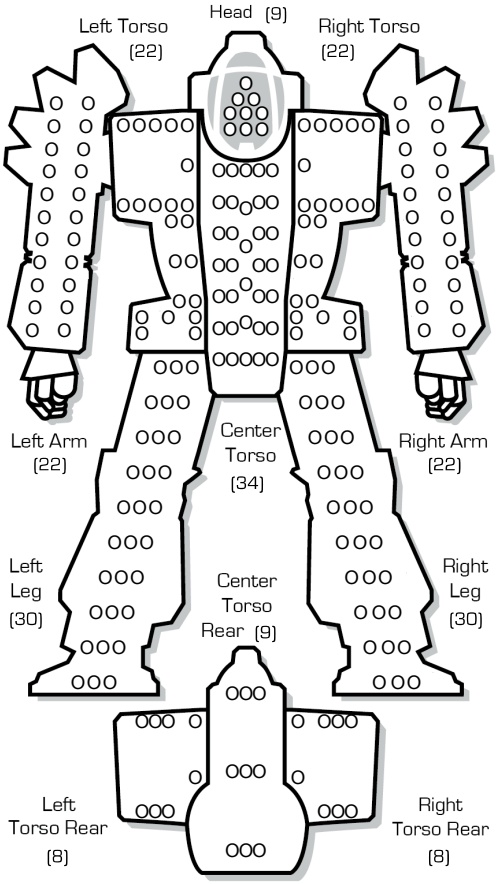
**Name:** _____

**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. ER PPC

1. ER PPC
2. Heavy Medium Laser
3. Heavy Medium Laser

4-6
4. Endo Steel
5. Endo Steel
6. Endo Steel

#### Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ATM 6
2. ATM 6

4-6
3. ATM 6
4. Ammo (ATM 6) 10
5. Ammo (ATM 6 ER) 10
6. Ammo (ATM 6 HE) 10

#### 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

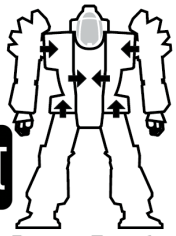
#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine

4-6
3. XL Fusion Engine
4. XL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

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. ER PPC

1. ER PPC
2. Heavy Medium Laser
3. Heavy Medium Laser

4-6
4. Endo Steel
5. Endo Steel
6. Endo Steel

#### Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

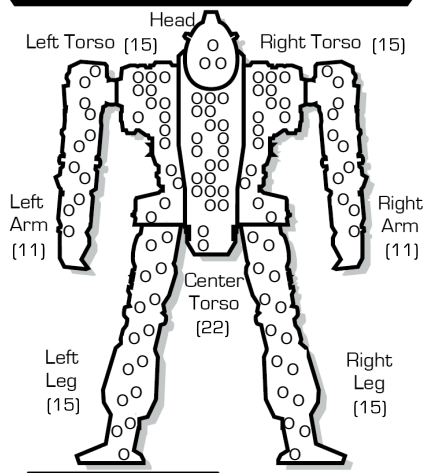
1-3
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ATM 6
2. ATM 6

4-6
3. ATM 6
4. Ammo (ATM 6) 10
5. Ammo (ATM 6 ER) 10
6. Ammo (ATM 6 HE) 10

#### 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 | Heat Sinks: 18 (36) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 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 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 | |
| 14 | Shutdown, avoid on 4+ | |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Blood Reaper 2

**Movement Points:**
Walking: 4
Running: 6
Jumping: 0

Tonnage: 70
Tech Base: Clan
Era: Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | ATM 6 | RT | 4 | [M,S,C] | | | | |
| | Standard | | | 2/Msl | 4 | 5 | 10 | 15 |
| | Extended-Range | | | 1/Msl | 4 | 9 | 18 | 27 |
| | High-Explosive | | | 3/Msl | — | 3 | 6 | 9 |
| 1 | ATM 6 | LT | 4 | [M,S,C] | | | | |
| | Standard | | | 2/Msl | 4 | 5 | 10 | 15 |
| | Extended-Range | | | 1/Msl | 4 | 9 | 18 | 27 |
| | High-Explosive | | | 3/Msl | — | 3 | 6 | 9 |
| 1 | ER PPC | RA | 15 | 15 [DE] | — | 7 | 14 | 23 |
| 1 | Heavy Medium Laser | RA | 7 | 10 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Pulse Laser | RA | 4 | 7 [P] | — | 4 | 8 | 12 |
| 1 | ER PPC | LA | 15 | 15 [DE] | — | 7 | 14 | 23 |
| 1 | Heavy Medium Laser | LA | 7 | 10 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Pulse Laser | LA | 4 | 7 [P] | — | 4 | 8 | 12 |

**Cost:**

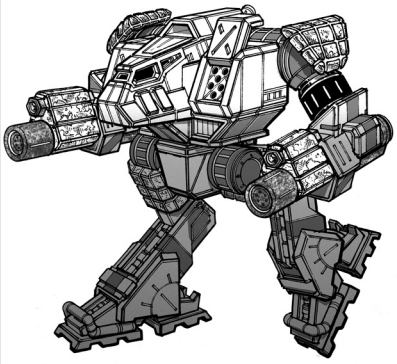
**BV:** 2,521

### WARRIOR DATA

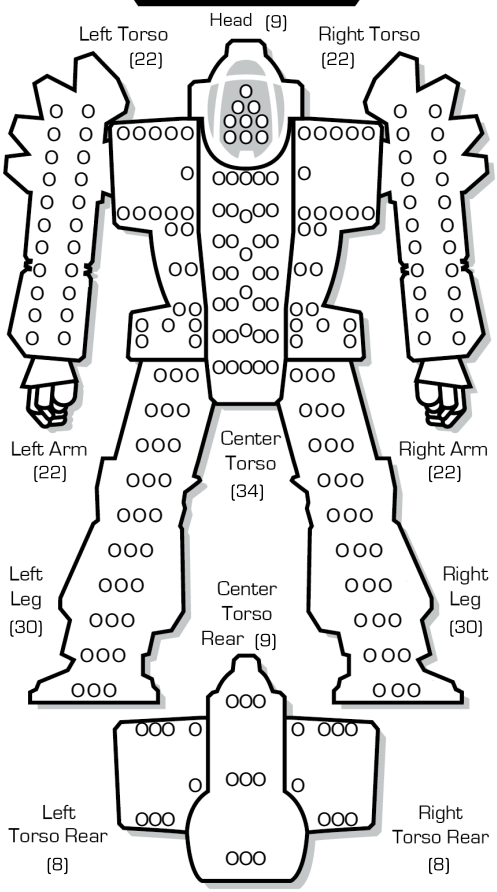
**Name:** _____

**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. ER PPC

1. ER PPC
2. Heavy Medium Laser
3. Heavy Medium Laser

4-6
4. Medium Pulse Laser
5. Endo Steel
6. Endo Steel

#### Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ATM 6
2. ATM 6

4-6
3. ATM 6
4. Ammo (ATM 6) 10
5. Ammo (ATM 6 ER) 10
6. Ammo (ATM 6 HE) 10

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

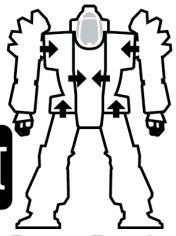
#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine

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. Double Heat Sink
6. Double Heat Sink

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. ER PPC

1. ER PPC
2. Heavy Medium Laser
3. Heavy Medium Laser

4-6
4. Medium Pulse Laser
5. Endo Steel
6. Endo Steel

#### Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

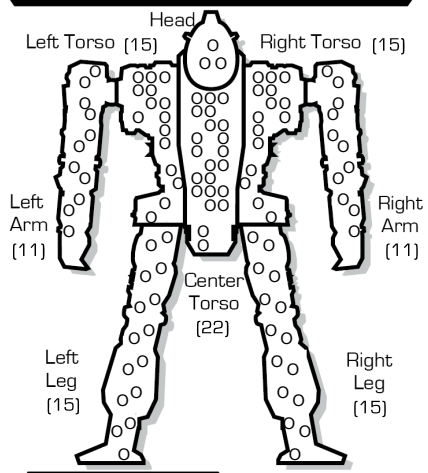
1-3
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ATM 6
2. ATM 6

4-6
3. ATM 6
4. Ammo (ATM 6) 10
5. Ammo (ATM 6 ER) 10
6. Ammo (ATM 6 HE) 10

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 18 (36) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 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 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+ | |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Flamberge Prime

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 6

**Tonnage:** 70
**Tech Base:** Clan
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | ATM 6 | RT | 4 | [M,S,C] | | | | |
| | Standard | | | 2/Msl | 4 | 5 | 10 | 15 |
| | Extended-Range | | | 1/Msl | 4 | 9 | 18 | 27 |
| | High-Explosive | | | 3/Msl | — | 3 | 6 | 9 |
| 1 | ATM 6 | LT | 4 | [M,S,C] | | | | |
| | Standard | | | 2/Msl | 4 | 5 | 10 | 15 |
| | Extended-Range | | | 1/Msl | 4 | 9 | 18 | 27 |
| | High-Explosive | | | 3/Msl | — | 3 | 6 | 9 |
| 2 | Medium Pulse Laser | RA | 4 | 7 [P] | — | 4 | 8 | 12 |
| 1 | SRM 6 | RA | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 2 | Medium Pulse Laser | LA | 4 | 7 [P] | — | 4 | 8 | 12 |
| 1 | SRM 6 | LA | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |

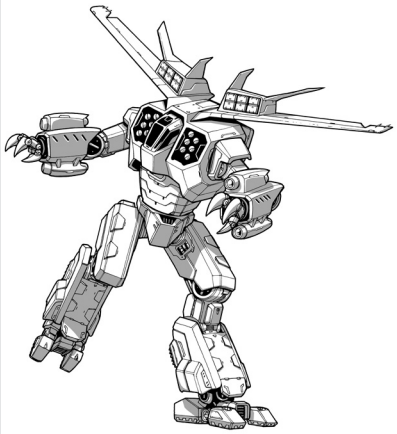
**Cost:** **BV:** 2,266

### WARRIOR DATA

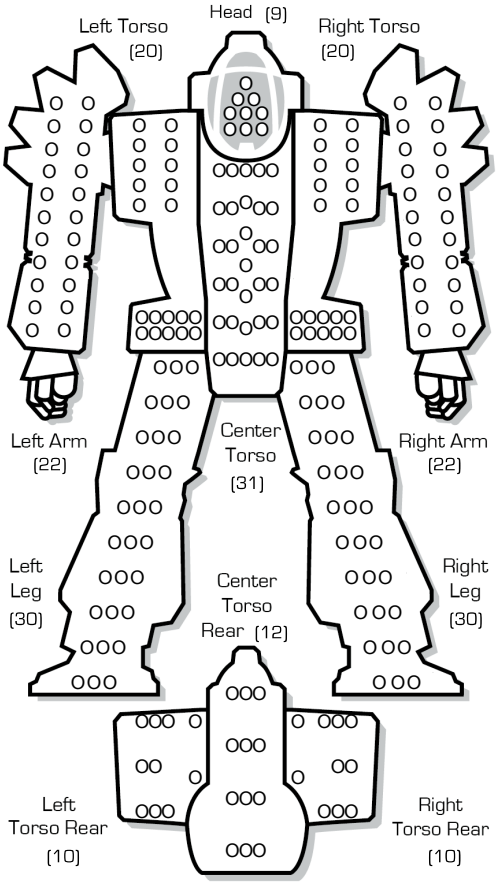
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm** (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. [ Double Heat Sink
6. L Double Heat Sink

1. SRM 6
2. Medium Pulse Laser

4-6
3. Medium Pulse Laser
4. Ammo (SRM 6) 15
5. Endo Steel
6. Endo Steel

**Left Torso** (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. [ Double Heat Sink
4. L Double Heat Sink
5. [ Improved Jump Jet
6. L Improved Jump Jet

1. [ Improved Jump Jet
2. L Improved Jump Jet

4-6
3. [ ATM 6
4. ATM 6
5. L ATM 6
6. Ammo (ATM 6) 10

**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. [ Improved Jump Jet
6. L Improved Jump Jet

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

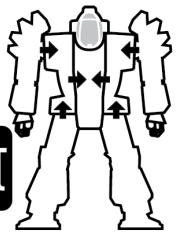
**Center Torso**
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine

4-6
3. XL Fusion Engine
4. XL Fusion Engine
5. [ Double Heat Sink
6. L Double Heat Sink

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



CATALYST game labs

Damage Transfer Diagram

**Right Arm** (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. [ Double Heat Sink
6. L Double Heat Sink

1. SRM 6
2. Medium Pulse Laser

4-6
3. Medium Pulse Laser
4. Ammo (SRM 6) 15
5. Endo Steel
6. Endo Steel

**Right Torso** (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

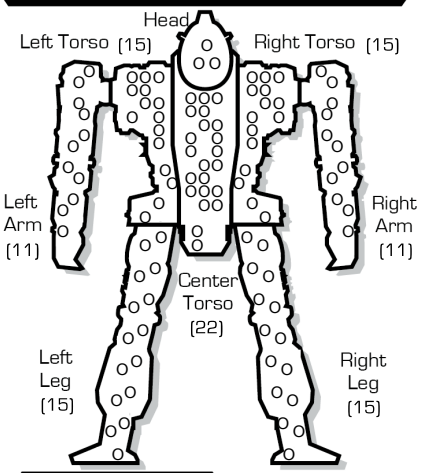
1-3
3. [ Improved Jump Jet
4. L Improved Jump Jet
5. [ Improved Jump Jet
6. L Improved Jump Jet

1. [ ATM 6
2. ATM 6

4-6
3. L ATM 6
4. Ammo (ATM 6) 10
5. Endo Steel
6. Endo Steel

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. [ Improved Jump Jet
6. L 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 | Heat Sinks: 15 (30) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Flamberge A

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 5

**Tonnage:** 70
**Tech Base:** Clan
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | SRM 6 | RT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Targeting Computer | RT | — | [E] | — | — | — | — |
| 1 | SRM 6 | LT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | ER PPC | RA | 15 | 15 [DE] | — | 7 | 14 | 23 |
| 1 | SRM 6 | RA | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Large Pulse Laser | LA | 10 | 10 [P] | — | 6 | 14 | 20 |
| 1 | SRM 6 | LA | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |

**Cost:**

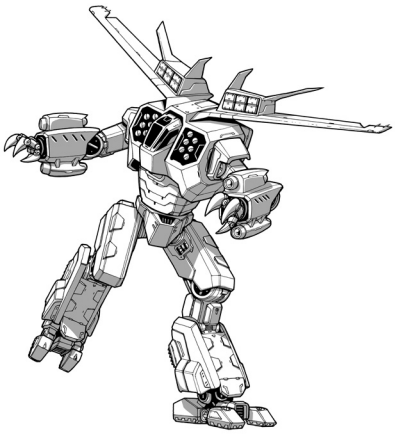
**BV:** 2,575

### WARRIOR DATA

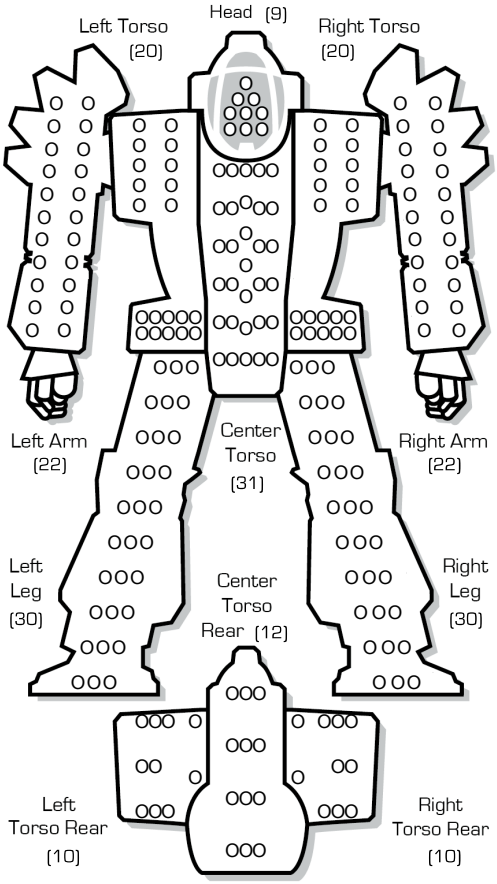
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm** (CASE)
1. Shoulder
2. Upper Arm Actuator

1-3
3. Double Heat Sink
4. Double Heat Sink
5. Large Pulse Laser
6. Large Pulse Laser

4-6
1. SRM 6
2. Ammo (SRM 6) 15
3. Ammo (SRM 6) 15
4. Endo Steel
5. Endo Steel
6. Roll Again

**Left Torso**
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

4-6
1. SRM 6
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. Double Heat Sink
6. Double Heat Sink

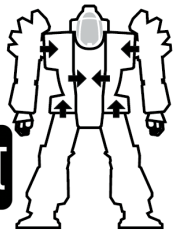
**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

**Center Torso**
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL 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** (CASE)
1. Shoulder
2. Upper Arm Actuator

1-3
3. Double Heat Sink
4. Double Heat Sink
5. ER PPC
6. ER PPC

4-6
1. SRM 6
2. Ammo (SRM 6) 15
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

**Right Torso**
1. XL Fusion Engine
2. XL Fusion Engine

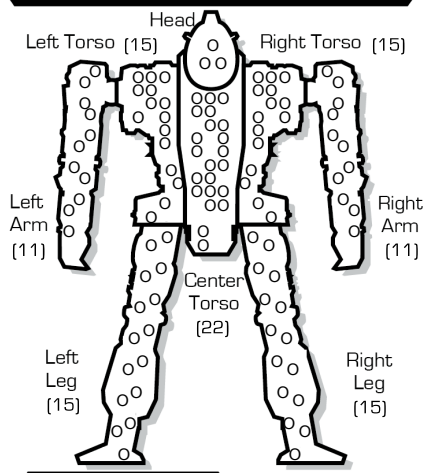
1-3
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

4-6
1. SRM 6
2. Targeting Computer
3. Targeting Computer
4. Targeting Computer
5. Endo Steel
6. Endo Steel

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator

5. Double Heat Sink
6. Double Heat Sink

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Flamberge B

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 4

**Tonnage:** 70
**Tech Base:** Clan
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Plasma Cannon | CT | 7 | [DE,H,AI] | — | 6 | 12 | 18 |
| 1 | ER Large Laser | RT | 12 | 10 [DE] | — | 8 | 15 | 25 |
| 1 | Targeting Computer | LT | — | [E] | — | — | — | — |
| 1 | ER Medium Laser | RA | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 1 | Plasma Cannon | RA | 7 | [DE,H,AI] | — | 6 | 12 | 18 |
| 1 | SRM 6 | RA | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | ER Medium Laser | LA | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 1 | Plasma Cannon | LA | 7 | [DE,H,AI] | — | 6 | 12 | 18 |
| 1 | SRM 6 | LA | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |

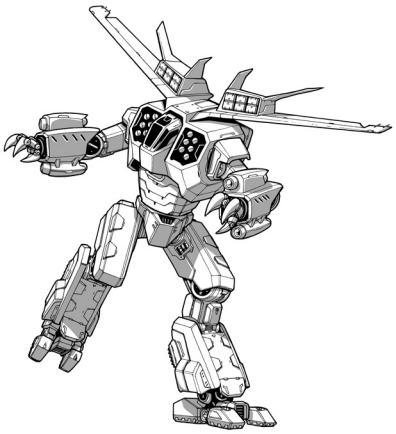
**Cost:** **BV:** 2,750

### WARRIOR DATA

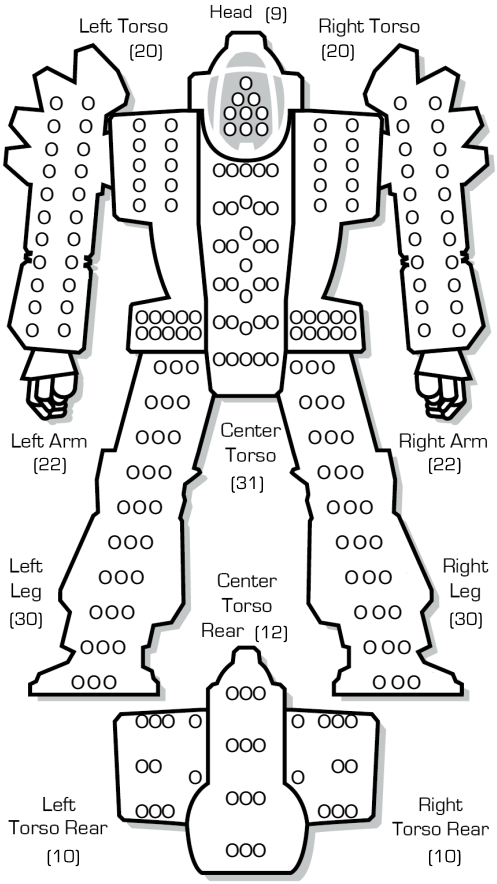
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm** (CASE)
1. Shoulder
2. Upper Arm Actuator
3. [ Double Heat Sink
4. L Double Heat Sink
5. SRM 6
6. ER Medium Laser

1-3

1. Plasma Cannon
2. Ammo (Plasma Cannon) 10
3. Ammo (SRM 6) 15
4. Endo Steel
5. Endo Steel
6. Roll Again

4-6

**Left Torso**
1. XL Fusion Engine
2. XL Fusion Engine
3. [ Double Heat Sink
4. L Double Heat Sink
5. [ Double Heat Sink
6. L Double Heat Sink

1-3

1. Jump Jet
2. Jump Jet
3. Ammo (Plasma Cannon) 10
4. [ Targeting Computer
5. Targeting Computer
6. L Targeting Computer

4-6

**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. [ Double Heat Sink
6. L Double Heat Sink

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

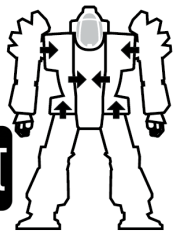
**Center Torso**
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Plasma Cannon
6. Ammo (Plasma Cannon) 10

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** (CASE)
1. Shoulder
2. Upper Arm Actuator
3. [ Double Heat Sink
4. L Double Heat Sink
5. SRM 6
6. ER Medium Laser

1-3

1. Plasma Cannon
2. Ammo (Plasma Cannon) 10
3. Ammo (SRM 6) 15
4. Endo Steel
5. Endo Steel
6. Roll Again

4-6

**Right Torso**
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. ER Large Laser
6. Ammo (Plasma Cannon) 10

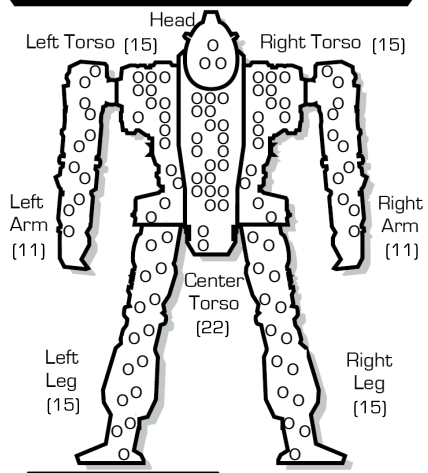
1-3

1. Endo Steel
2. Endo Steel
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. [ Double Heat Sink
6. L Double 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: 17 (34) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 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 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+ | |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Flamberge C

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 0

**Tonnage:** 70
**Tech Base:** Clan (Advanced)
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Arrow IV | CT/LT | 10 | 20 [AE,S,F] | — | 1 | 2 | 9 |
| 1 | Clan TAG | RT | 0 | 0 [S] | — | 5 | 10 | 15 |
| 1 | ER Medium Laser | RT | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 1 | Targeting Computer | RT | — | [E] | — | — | — | — |
| 1 | ER Large Laser | RA | 12 | 10 [DE] | — | 8 | 15 | 25 |
| 1 | Medium Pulse Laser | RA | 4 | 7 [P] | — | 4 | 8 | 12 |
| 1 | SRM 6 | RA | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Medium Pulse Laser | LA | 4 | 7 [P] | — | 4 | 8 | 12 |
| 1 | SRM 6 | LA | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |

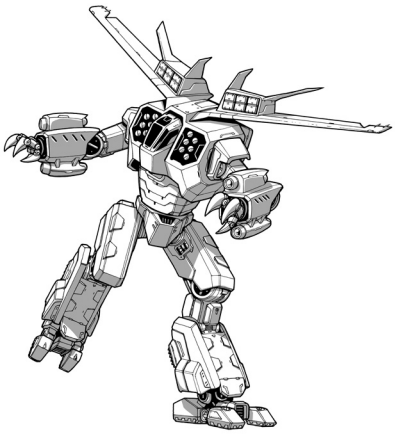
**Cost:** **BV:** 2,176

### WARRIOR DATA

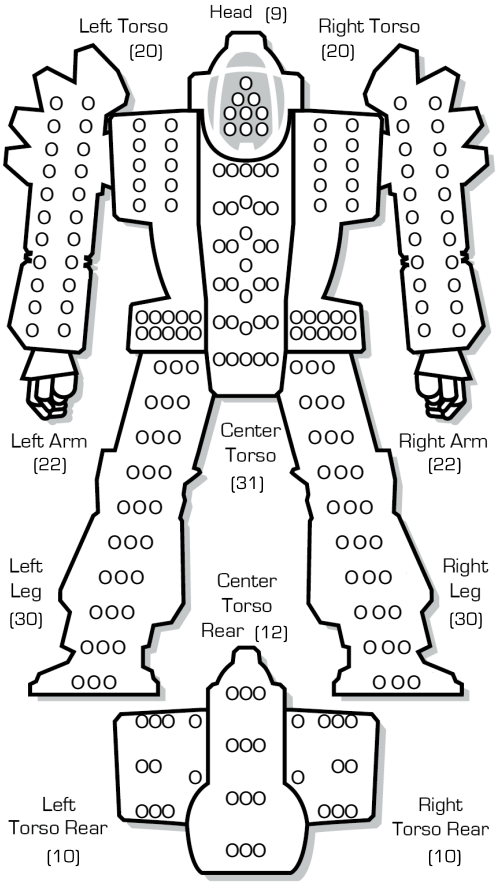
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm** (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. SRM 6
6. Medium Pulse Laser

1-3 (3–4: Double Heat Sink)

1. Ammo (SRM 6) 15
2. Ammo (Arrow IV) 5
3. Ammo (Arrow IV) 5
4. Ammo (Arrow IV Homing) 5
5. Endo Steel
6. Endo Steel

4-6

**Left Torso**
1. XL Fusion Engine
2. XL Fusion Engine
3. Arrow IV
4. Arrow IV
5. Arrow IV
6. Arrow IV

1-3 (3–6: Arrow IV)

1. Arrow IV
2. Arrow IV
3. Arrow IV
4. Arrow IV
5. Arrow IV
6. Arrow IV

4-6

**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

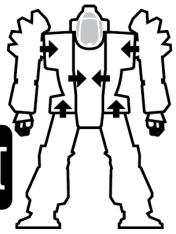
**Center Torso**
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Arrow IV
6. Arrow IV

4-6 (5–6: Arrow IV)

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

**Right Arm** (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. SRM 6
6. ER Large Laser

1-3 (3–4: Double Heat Sink)

1. Medium Pulse Laser
2. Ammo (SRM 6) 15
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

4-6

**Right Torso**
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

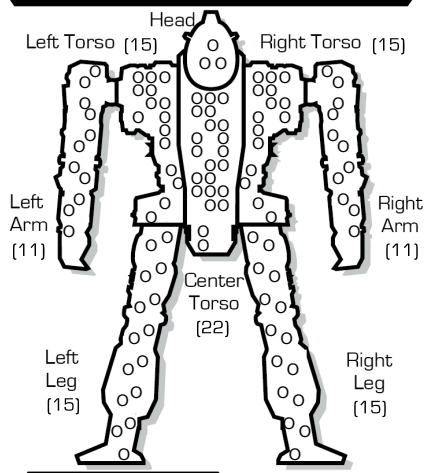
1-3 (3–6: Double Heat Sink)

1. ER Medium Laser
2. Clan TAG
3. Targeting Computer
4. Targeting Computer
5. Endo Steel
6. Endo Steel

4-6

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
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: 17 (34) Double |
|---|---|---|
| 30 | Shutdown | ○ ○ |
| 28 | Ammo Exp. avoid on 8+ | ○ ○ |
| 26 | Shutdown, avoid on 10+ | ○ ○ |
| 25 | -5 Movement Points | ○ ○ |
| 24 | +4 Modifier to Fire | ○ ○ |
| 23 | Ammo Exp. avoid on 6+ | ○ ○ |
| 22 | Shutdown, avoid on 8+ | ○ ○ |
| 20 | -4 Movement Points | ○ ○ |
| 19 | Ammo Exp. avoid on 4+ | ○ ○ |
| 18 | Shutdown, avoid on 6+ | ○ |
| 17 | +3 Modifier to Fire | ○ |
| 15 | -3 Movement Points | ○ |
| 14 | Shutdown, avoid on 4+ | |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Flamberge 2

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 7

**Tonnage:** 70
**Tech Base:** Clan (Experimental)
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Pulse Laser | CT | 4 | 7 [P] | — | 4 | 8 | 12 |
| 1 | Micro Pulse Laser | CT | 1 | 3 [P] | — | 1 | 2 | 3 |
| 1 | Medium Pulse Laser | RT | 4 | 7 [P] | — | 4 | 8 | 12 |
| 1 | Medium Pulse Laser | LT | 4 | 7 [P] | — | 4 | 8 | 12 |
| 1 | Medium Pulse Laser | RA | 4 | 7 [P] | — | 4 | 8 | 12 |
| 1 | SRM 6 | RA | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Large Pulse Laser | LA | 10 | 10 [P] | — | 6 | 14 | 20 |
| 1 | SRM 6 | LA | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |

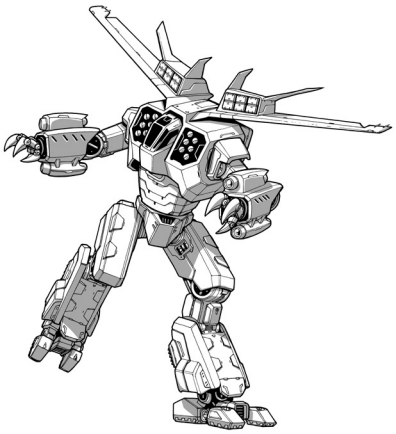
**Cost:** **BV:** 2,468

### WARRIOR DATA

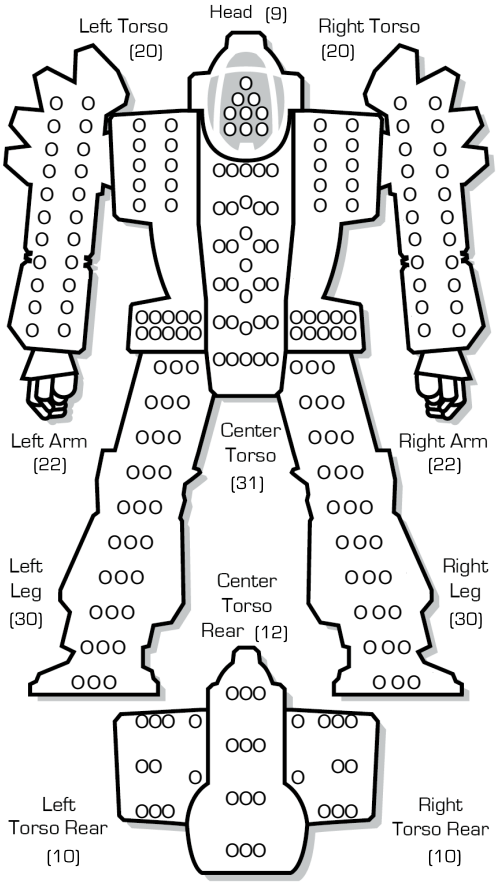
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm** (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. [ Double Heat Sink
6. L Double Heat Sink

1. SRM 6
2. [ Large Pulse Laser
3. L Large Pulse Laser

4-6
4. Ammo (SRM 6) 15
5. Endo Steel
6. Endo Steel

**Left Torso**
1. XL Fusion Engine
2. XL Fusion Engine
3. [ Partial Wing

1-3
4. Partial Wing
5. L Partial Wing
6. [ Double Heat Sink

1. L Double Heat Sink
2. [ Improved Jump Jet
3. L Improved Jump Jet

4-6
4. [ Improved Jump Jet
5. L Improved Jump Jet
6. Medium Pulse Laser

**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. [ Improved Jump Jet
6. L Improved Jump Jet

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

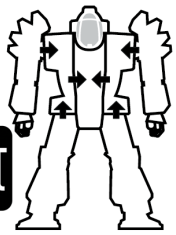
**Center Torso**
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine

4-6
4. XL Fusion Engine
5. Medium Pulse Laser
6. Micro Pulse Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

**Right Arm** (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. [ Double Heat Sink
6. L Double Heat Sink

1. SRM 6
2. Medium Pulse Laser
3. Ammo (SRM 6) 15

4-6
4. Endo Steel
5. Endo Steel
6. Roll Again

**Right Torso**
1. XL Fusion Engine
2. XL Fusion Engine
3. [ Partial Wing

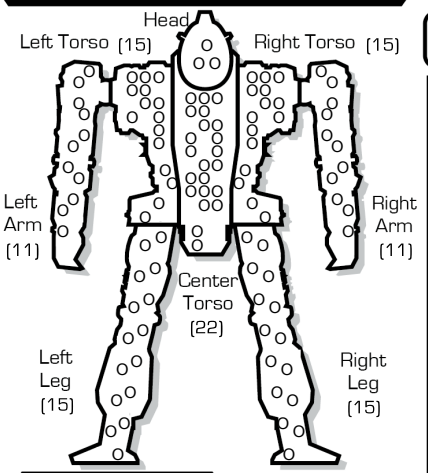
1-3
4. Partial Wing
5. L Partial Wing
6. [ Improved Jump Jet

1. L Improved Jump Jet
2. [ Improved Jump Jet
3. L Improved Jump Jet

4-6
4. Medium Pulse Laser
5. Endo Steel
6. Endo Steel

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. [ Improved Jump Jet
6. L 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 | Heat Sinks: 14 (31) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 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 |
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Flamberge 3

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 7

**Tonnage:** 70
**Tech Base:** Clan (Experimental)
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Pulse Laser | CT | 4 | 7 [P] | — | 4 | 8 | 12 |
| 1 | Micro Pulse Laser | CT | 1 | 3 [P] | — | 1 | 2 | 3 |
| 1 | Ultra AC/20 | LT/LA | 7 | 20/Sht [DB,R,C] | — | 4 | 8 | 12 |
| 1 | Medium Pulse Laser | RA | 4 | 7 [P] | — | 4 | 8 | 12 |
| 1 | SRM 4 | RA | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | SRM 4 | LA | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |

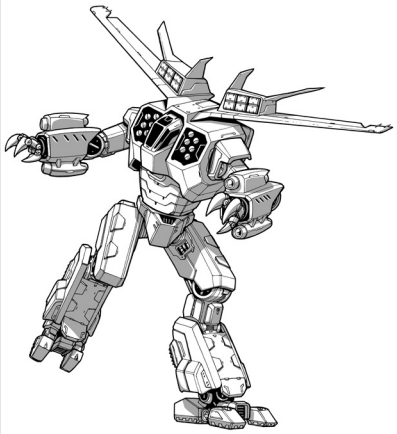
**Cost:** **BV:** 2,346

### WARRIOR DATA

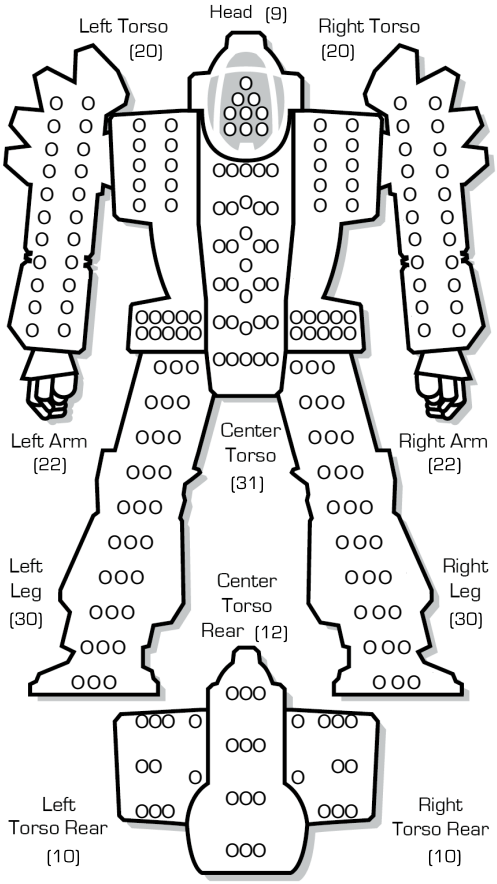
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. SRM 4
6. Ultra AC/20

1. Ultra AC/20
2. Ultra AC/20
3. Ultra AC/20

4-6
4. Ultra AC/20
5. Ammo (Ultra AC/20) 5
6. Ammo (Ultra AC/20) 5

#### Left Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Partial Wing
4. Partial Wing
5. Partial Wing
6. Improved Jump Jet

1. Improved Jump Jet

4-6
2. Improved Jump Jet
3. Improved Jump Jet
4. Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

#### 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. Endo Steel
5. Sensors
6. Life Support

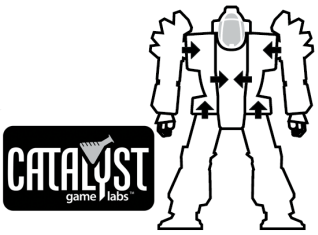
#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine

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. Medium Pulse Laser
6. Micro Pulse Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O




Damage Transfer Diagram

#### Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. Medium Pulse Laser
6. SRM 4

1. Ammo (SRM 4) 25
2. Endo Steel

4-6
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

#### Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

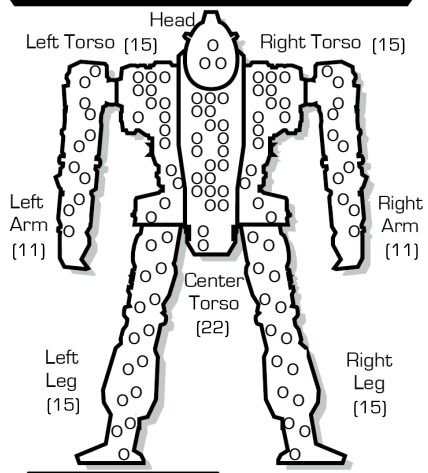
1-3
3. Partial Wing
4. Partial Wing
5. Partial Wing
6. Improved Jump Jet

1. Improved Jump Jet

4-6
2. Improved Jump Jet
3. Improved Jump Jet
4. Ammo (Ultra AC/20) 5
5. Endo Steel
6. Endo Steel

#### 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 | Heat Sinks: 11 (25) Double |
|---|---|---|
| 30 | Shutdown | O 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Sphinx

**Movement Points:**
Walking: 5
Running: 8
Jumping: 0

Tonnage: 75
Tech Base: Clan
Era: Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | ER Medium Laser | CT | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 4 | ER Medium Laser | RT | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 4 | ER Medium Laser | LT | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 1 | ER Large Laser | RA | 12 | 10 [DE] | — | 8 | 15 | 25 |
| 1 | ER Large Laser | LA | 12 | 10 [DE] | — | 8 | 15 | 25 |

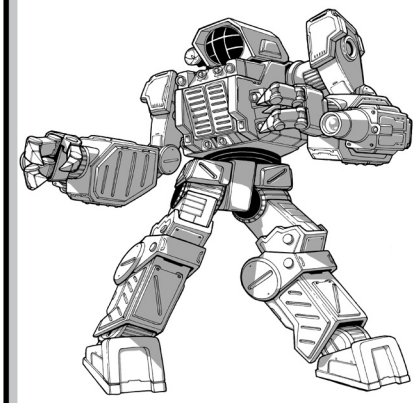
Cost: BV: 2,883

### WARRIOR DATA

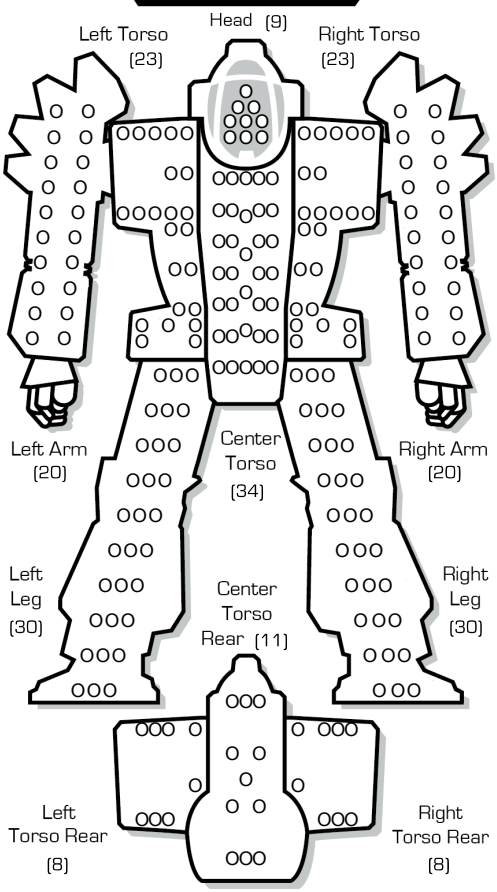
Name: _____

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 Large Laser
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
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. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. ER Medium Laser
4. ER Medium Laser
5. ER Medium Laser
6. ER Medium Laser

4-6

**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

**Center Torso**
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

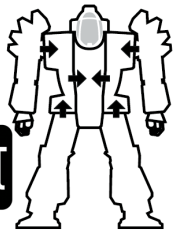
1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ER Medium Laser
6. ER Medium Laser

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. Hand Actuator
5. ER Large Laser
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
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. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

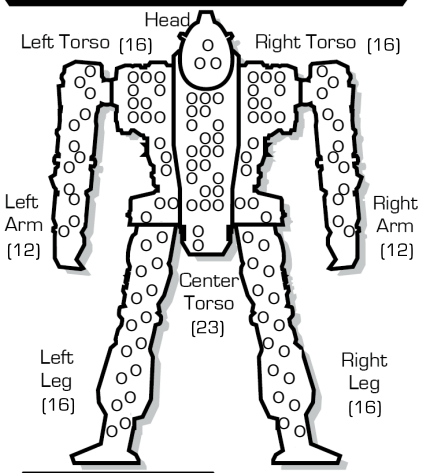
1-3

1. Double Heat Sink
2. Double Heat Sink
3. ER Medium Laser
4. ER Medium Laser
5. ER Medium Laser
6. ER Medium Laser

4-6

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
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 (46) Double |
|---|---|---|
| 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 | O O |
| 14 | Shutdown, avoid on 4+ | |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Sphinx 2

**Movement Points:**
Walking: 5
Running: 8 [10]
Jumping: 0

Tonnage: 75
Tech Base: Clan
Era: Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | ER Large Laser | CT | 12 | 10 [DE] | — | 8 | 15 | 25 |
| 5 | ER Small Laser | RT | 2 | 5 [DE] | — | 2 | 4 | 6 |
| 1 | Targeting Computer | RT | — | [E] | — | — | — | — |
| 5 | ER Small Laser | LT | 2 | 5 [DE] | — | 2 | 4 | 6 |

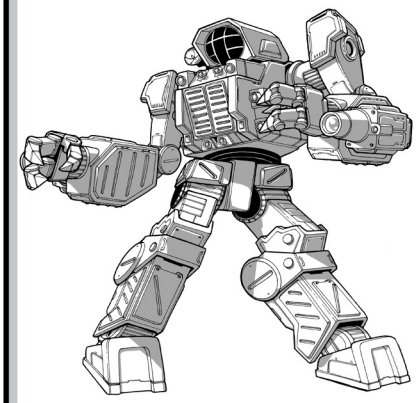
Cost: BV: 2,753

### WARRIOR DATA

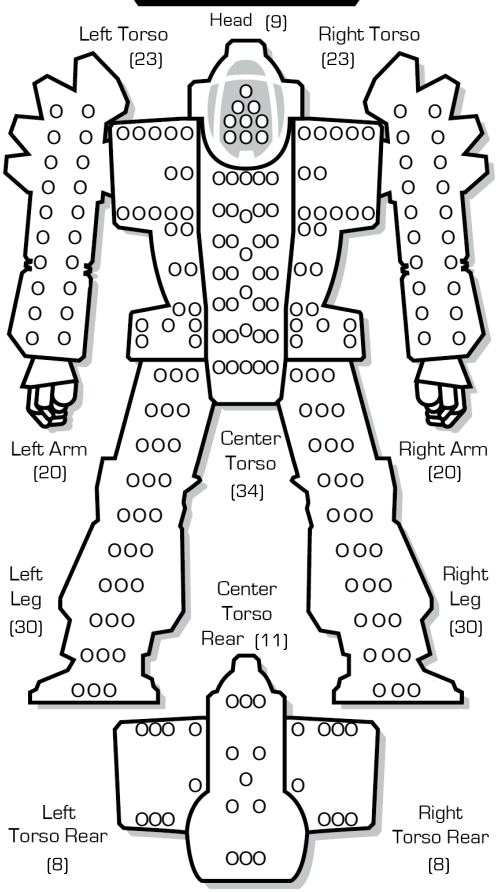
Name: _____

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. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

4-6

**Left Torso**
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. ER Small Laser
6. ER Small Laser

1-3

1. ER Small Laser
2. ER Small Laser
3. ER Small Laser
4. MASC
5. MASC
6. MASC

4-6

**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

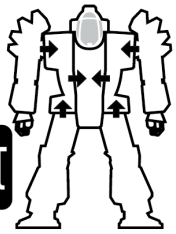
**Center Torso**
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. 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. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

4-6

**Right Torso**
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. ER Small Laser
6. ER Small Laser

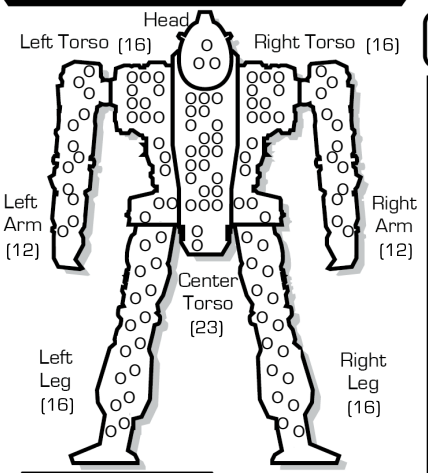
1-3

1. ER Small Laser
2. ER Small Laser
3. ER Small Laser
4. Targeting Computer
5. Targeting Computer
6. Targeting Computer

4-6

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
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 Sinks: 22 (44) Double

| Heat Level* | Effects | |
|---|---|---|
| 30 | Shutdown | O O O |
| 28 | Ammo Exp. avoid on 8+ | O 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 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+ | |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Tundra Wolf

**Movement Points:**
- Walking: 4
- Running: 6 [8]
- Jumping: 4

**Tonnage:** 75
**Tech Base:** Clan
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | ECM Suite | CT | — | [E] | — | — | — | 6 |
| 1 | LRM 20 | RT | 6 | 1/Msl [M,C,S] | — | 7 | 14 | 21 |
| 1 | ER Large Laser | LT | 12 | 10 [DE] | — | 8 | 15 | 25 |
| 1 | Streak SRM 4 | LT | 3 | 2/Msl [M,C] | — | 4 | 8 | 12 |
| 4 | ER Medium Laser | RA | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 1 | ATM 9 | LA | 6 | [M,S,C] | | | | |
| | Standard | | | 2/Msl | 4 | 5 | 10 | 15 |
| | Extended-Range | | | 1/Msl | 4 | 9 | 18 | 27 |
| | High-Explosive | | | 3/Msl | — | 3 | 6 | 9 |

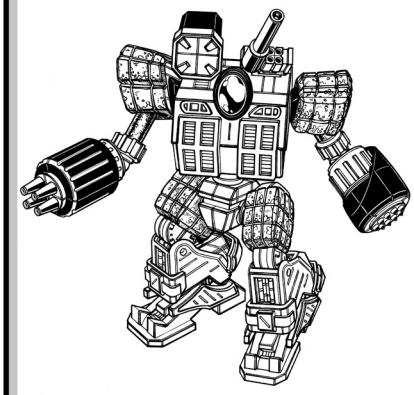
**Cost:** **BV:** 3,131

### WARRIOR DATA

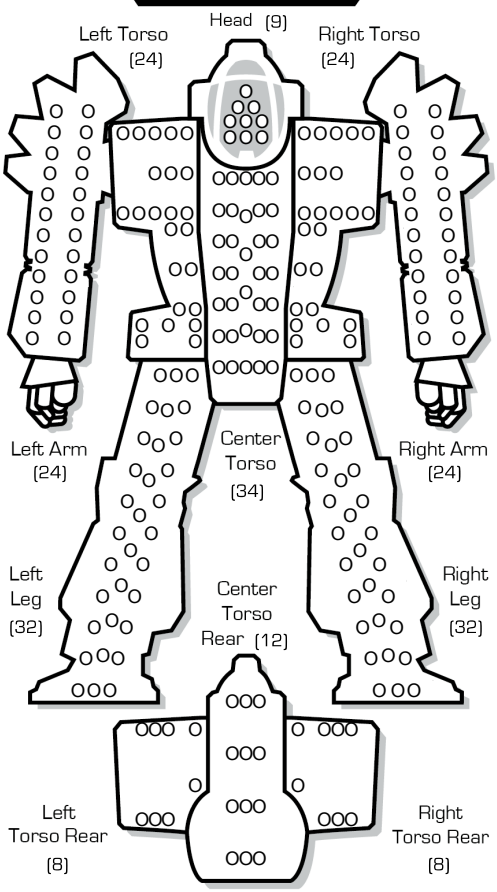
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3:
4. ATM 9
5. ATM 9
6. ATM 9

4-6:
1. ATM 9
2. Ammo (ATM 9) 7
3. Ammo (ATM 9 ER) 7
4. Ammo (ATM 9 HE) 7
5. Endo Steel
6. Endo Steel

#### Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

1-3:
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6:
1. ER Large Laser
2. Streak SRM 4
3. Ammo (Streak SRM 4) 25
4. MASC
5. MASC
6. MASC

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

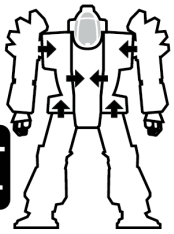
#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3:
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. 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. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3:
4. Double Heat Sink
5. Double Heat Sink
6. ER Medium Laser

4-6:
1. ER Medium Laser
2. ER Medium Laser
3. ER Medium Laser
4. Endo Steel
5. Endo Steel
6. Endo Steel

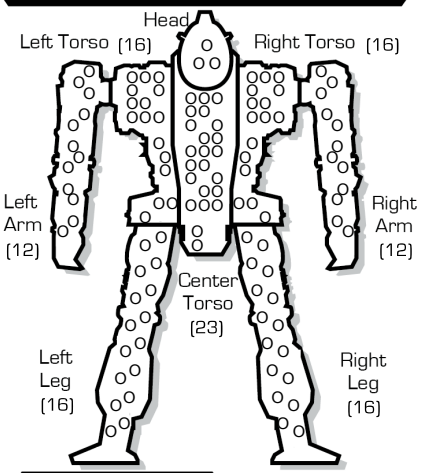
#### Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

1-3:
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6:
1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. Ammo (LRM 20) 6
6. Ammo (LRM 20) 6

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
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: 17 (34) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 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 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+ | |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Tundra Wolf 2

**Movement Points:**
Walking: 4
Running: 6 [8]
Jumping: 4

Tonnage: 75
Tech Base: Clan
Era: Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | LRM 15 | RT | 5 | 1/Msl [M,C,S] | — | 7 | 14 | 21 |
| 1 | ER Large Laser | LT | 12 | 10 [DE] | — | 8 | 15 | 25 |
| 1 | Targeting Computer | LT | — | [E] | — | — | — | — |
| 4 | ER Medium Laser | RA | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 2 | ER Medium Laser | LA | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 1 | ER PPC | LA | 15 | 15 [DE] | — | 7 | 14 | 23 |

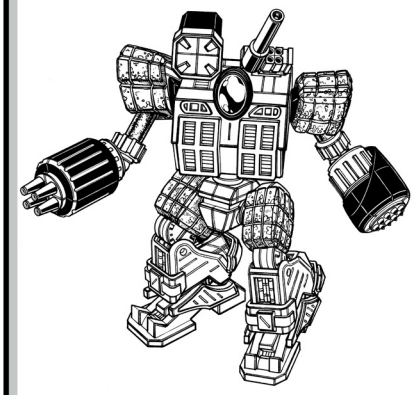
**Cost:** **BV:** 3,626

### WARRIOR DATA

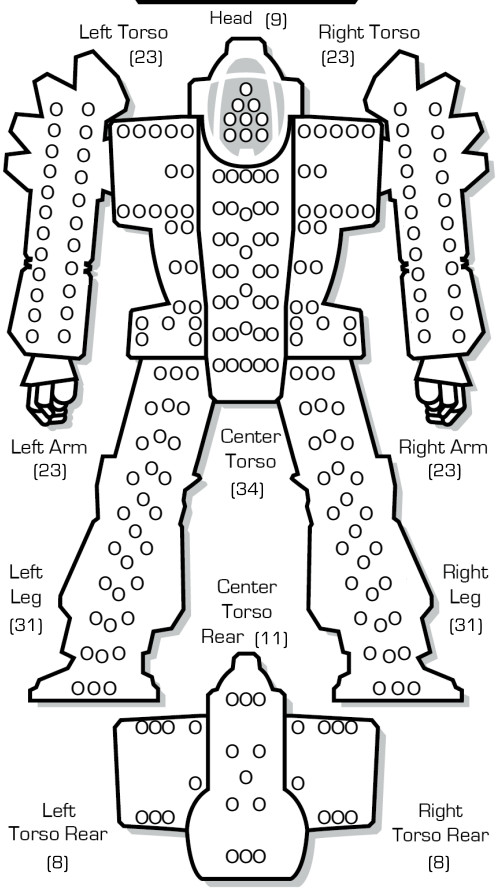
**Name:** _____

**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. ER PPC
4-6 3. ER PPC
4. ER Medium Laser
5. ER Medium Laser
6. Endo Steel

**Left Torso**
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. Double Heat Sink
4. Double Heat Sink
5. ER Large Laser
6. Targeting Computer
1. Targeting Computer
2. Targeting Computer
4-6 3. Targeting Computer
4. MASC
5. MASC
6. MASC

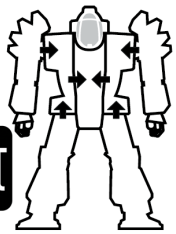
**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

**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. Gyro
5. Gyro
6. Gyro
1. Gyro
2. XL Fusion Engine
4-6 3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



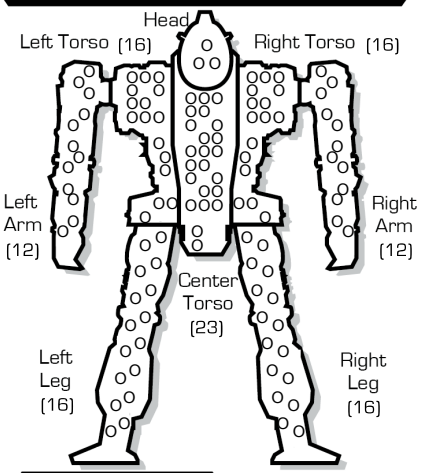
Damage Transfer Diagram

**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. Double Heat Sink
2. ER Medium Laser
4-6 3. ER Medium Laser
4. ER Medium Laser
5. ER Medium Laser
6. Endo Steel

**Right Torso** (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. LRM 15
2. LRM 15
4-6 3. Ammo (LRM 15) 8
4. Ammo (LRM 15) 8
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. Jump Jet

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 19 (38) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 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 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 |
| 14 | Shutdown, avoid on 4+ | |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Tundra Wolf 3

**Movement Points:**
Walking: 4
Running: 6 [8]
Jumping: 4

Tonnage: 75
Tech Base: Clan
Era: Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | LRM 15 | RT | 5 | 1/Msl [M,C,S] | — | 7 | 14 | 21 |
| 1 | ER Large Laser | LT | 12 | 10 [DE] | — | 8 | 15 | 25 |
| 1 | Streak SRM 4 | LT | 3 | 2/Msl [M,C] | — | 4 | 8 | 12 |
| 2 | ER Medium Laser | RA | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 1 | ER PPC | RA | 15 | 15 [DE] | — | 7 | 14 | 23 |
| 2 | ER Medium Laser | LA | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 1 | ER PPC | LA | 15 | 15 [DE] | — | 7 | 14 | 23 |

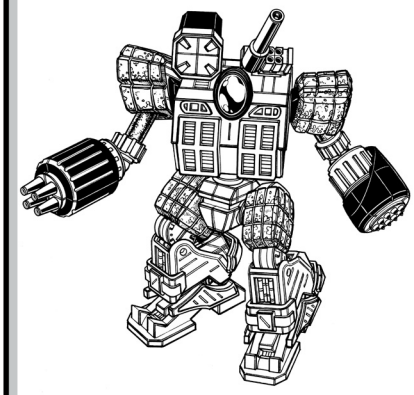
**Cost:** **BV:** 3,292

### WARRIOR DATA

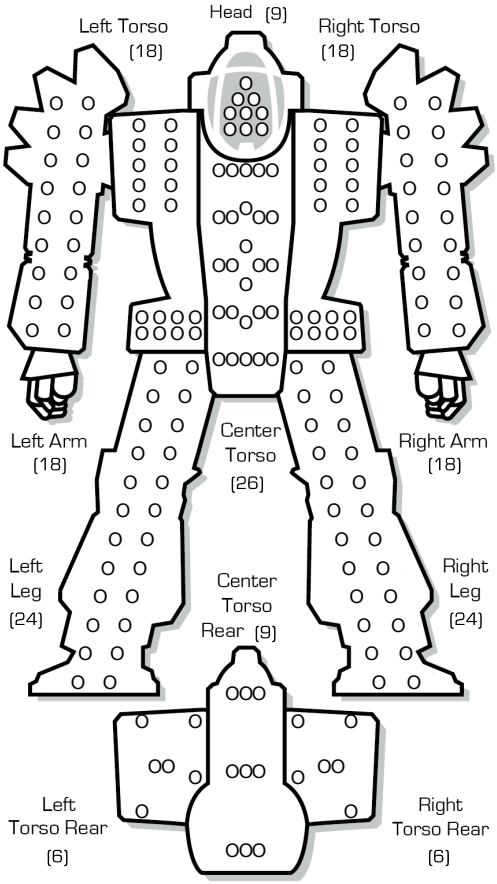
**Name:** _____

**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. ER PPC
4-6 3. ER PPC
4. ER Medium Laser
5. ER Medium Laser
6. Endo Steel

**Left Torso** (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. ER Large Laser
2. Streak SRM 4
4-6 3. Ammo (Streak SRM 4) 25
4. MASC
5. MASC
6. MASC

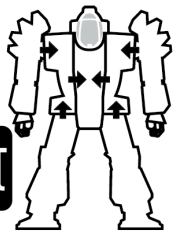
**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

**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. Gyro
5. Gyro
6. Gyro
1. Gyro
2. XL Fusion Engine
4-6 3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



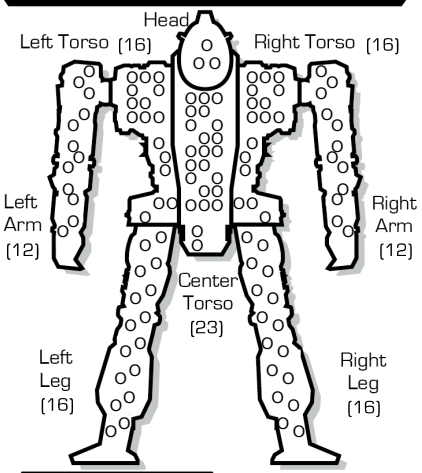
Damage Transfer Diagram

**Right Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. Double Heat Sink
5. Double Heat Sink
6. ER PPC
1. ER PPC
2. ER Medium Laser
4-6 3. ER Medium Laser
4. Endo Steel
5. Endo Steel
6. Roll Again

**Right Torso** (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. LRM 15
2. LRM 15
4-6 3. Ammo (LRM 15) 8
4. Ammo (LRM 15) 8
5. Endo Steel
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 | Heat Sinks: 19 (38) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 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 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 |
| 14 | Shutdown, avoid on 4+ | |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Tundra Wolf 4

**Movement Points:**
- Walking: 4
- Running: 6 [8]
- Jumping: 4

**Tonnage:** 75
**Tech Base:** Clan
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | ECM Suite | CT | — | [E] | — | — | — | 6 |
| 1 | Large Pulse Laser | RT | 10 | 10 [P] | — | 6 | 14 | 20 |
| 1 | Large Pulse Laser | LT | 10 | 10 [P] | — | 6 | 14 | 20 |
| 2 | AP Gauss Rifle | RA | 1 | 3 [DB,X] | — | 3 | 6 | 9 |
| 2 | ER Medium Laser | RA | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 1 | ATM 9 | LA | 6 | [M,S,C] | | | | |
| | Standard | | | 2/Msl | 4 | 5 | 10 | 15 |
| | Extended-Range | | | 1/Msl | 4 | 9 | 18 | 27 |
| | High-Explosive | | | 3/Msl | — | 3 | 6 | 9 |

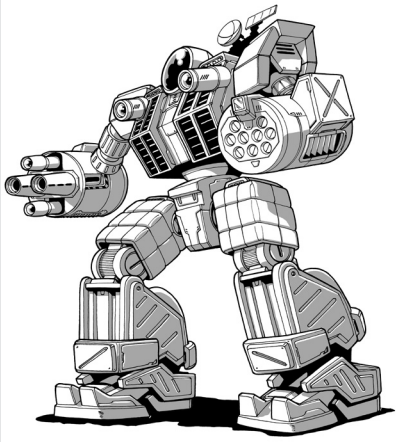
**Cost:** **BV:** 2,873

### WARRIOR DATA

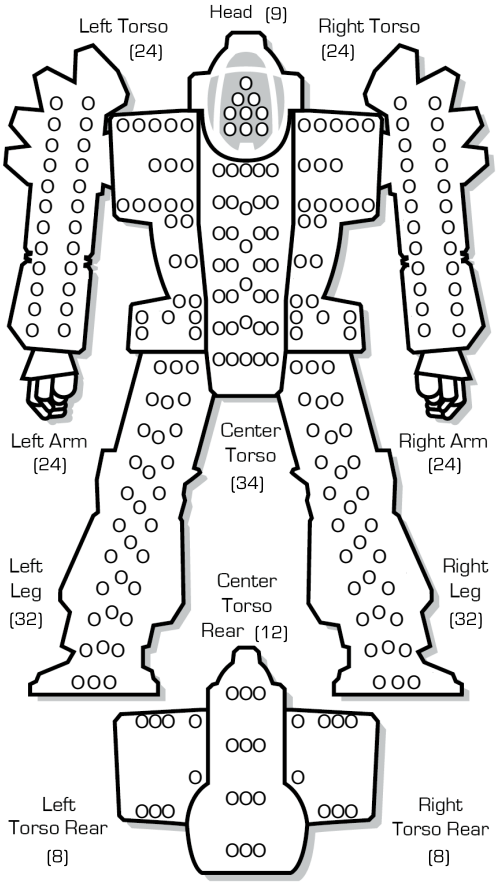
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm** (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. ATM 9
5. ATM 9
6. ATM 9

1. ATM 9
2. Ammo (ATM 9) 7

4-6
3. Ammo (ATM 9 ER) 7
4. Ammo (ATM 9 HE) 7
5. Endo Steel
6. Endo Steel

**Left Torso**
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Large Pulse Laser
2. Large Pulse Laser

4-6
3. MASC
4. MASC
5. MASC
6. Endo Steel

**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

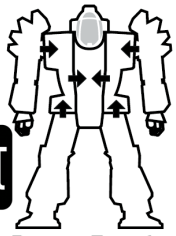
**Center Torso**
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine

4-6
3. XL Fusion Engine
4. XL Fusion Engine
5. 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** (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Double Heat Sink
5. Double Heat Sink
6. ER Medium Laser

1. ER Medium Laser
2. AP Gauss Rifle

4-6
3. AP Gauss Rifle
4. Ammo (AP Gauss) 40
5. Endo Steel
6. Endo Steel

**Right Torso**
1. XL Fusion Engine
2. XL Fusion Engine

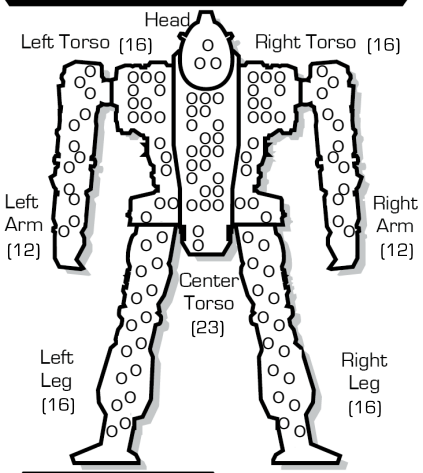
1-3
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink

4-6
3. Double Heat Sink
4. Double Heat Sink
5. Large Pulse Laser
6. Large Pulse Laser

**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 | Heat Sinks: 19 (38) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 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 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 |
| 14 | Shutdown, avoid on 4+ | |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Bruin

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 4

**Tonnage:** 80
**Tech Base:** Clan
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | LRM 10 | CT | 4 | 1/Msl [M,C,S] | — | 7 | 14 | 21 |
| 1 | Streak SRM 4 | RT | 3 | 2/Msl [M,C] | — | 4 | 8 | 12 |
| 1 | Streak SRM 4 | LT | 3 | 2/Msl [M,C] | — | 4 | 8 | 12 |
| 1 | ER Medium Laser | RA | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 1 | Gauss Rifle | RA | 1 | 15 [DB,X] | 2 | 7 | 15 | 22 |
| 1 | ER Medium Laser | LA | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 1 | Large Pulse Laser | LA | 10 | 10 [P] | — | 6 | 14 | 20 |

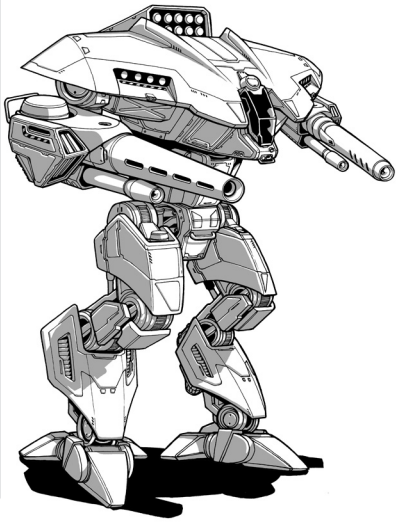
**Cost:** **BV:** 2,630

### WARRIOR DATA

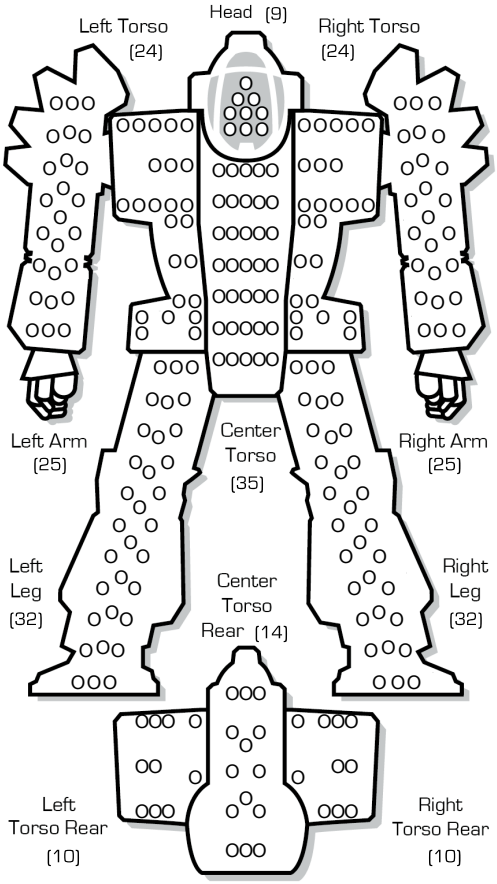
**Name:** _____

**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. Large Pulse Laser
5. Large Pulse Laser
6. ER Medium Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Double Heat Sink
4. Double Heat Sink
5. Streak SRM 4
6. Ammo (Streak SRM 4) 25

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

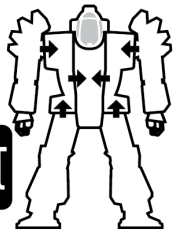
#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. LRM 10
6. Ammo (LRM 10) 12

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

4-6
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. ER Medium Laser
5. Ammo (Gauss) 8
6. Ammo (Gauss) 8

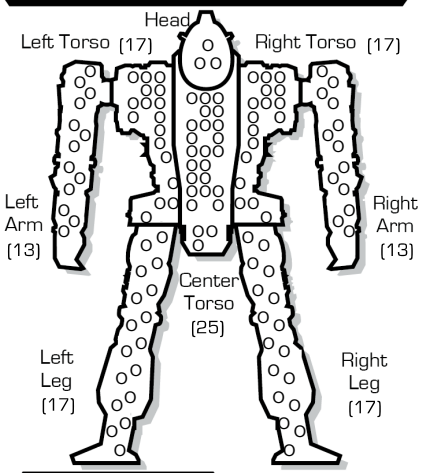
#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Double Heat Sink
4. Double Heat Sink
5. Streak SRM 4
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 Scale




### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 14 (28) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 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 |
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Bruin 2

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 4

**Tonnage:** 80
**Tech Base:** Clan
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | SRM 2 | CT | 2 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 3 | Machine Gun | RT | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |
| 3 | Machine Gun | LT | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Large Pulse Laser | RA | 10 | 10 [P] | — | 6 | 14 | 20 |
| 1 | Ultra AC/5 | RA | 1 | 5/Sht [DB,R,C] | — | 7 | 14 | 21 |
| 1 | Large Pulse Laser | LA | 10 | 10 [P] | — | 6 | 14 | 20 |
| 1 | Ultra AC/5 | LA | 1 | 5/Sht [DB,R,C] | — | 7 | 14 | 21 |

**Cost:**

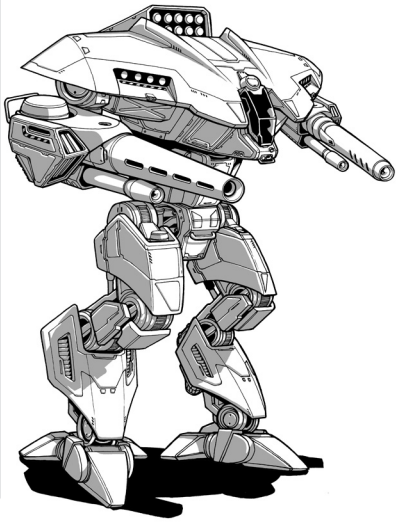
**BV:** 2,200

### WARRIOR DATA

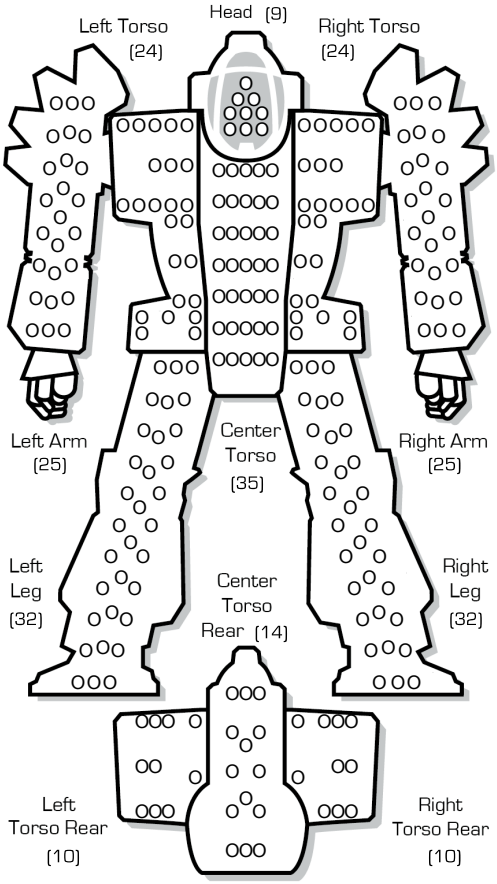
**Name:** _____

**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. Large Pulse Laser
5. Large Pulse Laser
6. Ultra AC/5

1. Ultra AC/5
2. Ultra AC/5

**4-6**
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Machine Gun

**1-3**
4. Machine Gun
5. Machine Gun
6. Ammo (Ultra AC/5) 20

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. Jump Jet
6. Jump Jet

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

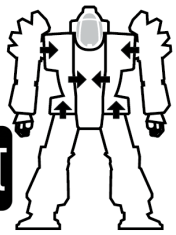
#### Center Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

**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. SRM 2
6. Ammo (SRM 2) 50

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. Large Pulse Laser
5. Large Pulse Laser
6. Ultra AC/5

1. Ultra AC/5
2. Ultra AC/5

**4-6**
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

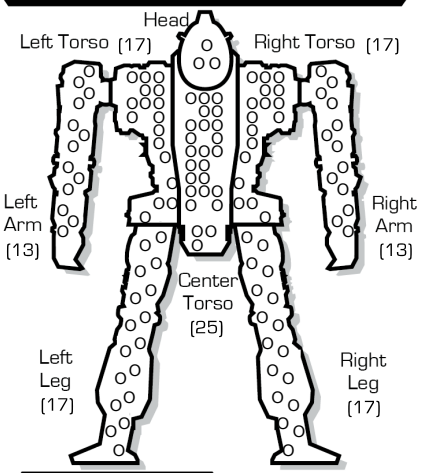
**1-3**
3. Double Heat Sink
4. Double Heat Sink
5. Machine Gun
6. Machine Gun

1. Machine Gun
2. Ammo (Machine Gun) 100

**4-6**
3. Ammo (Ultra AC/5) 20
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 | Heat Sinks: 13 (26) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Omen

**Movement Points:**
Walking: 3
Running: 5
Jumping: 3

Tonnage: 85
Tech Base: Clan
Era: Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | AMS | HD | 1 | — | — | — | — | — |
| 1 | ER Medium Laser | RT | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 1 | Medium Pulse Laser | RT | 4 | 7 [P] | — | 4 | 8 | 12 |
| 1 | ATM 12 | LT | 8 | [M,S,C] | | | | |
| | Standard | | | 2/Msl | 4 | 5 | 10 | 15 |
| | Extended-Range | | | 1/Msl | 4 | 9 | 18 | 27 |
| | High-Explosive | | | 3/Msl | — | 3 | 6 | 9 |
| 1 | ER Medium Laser | RA | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 1 | LB 10-X AC | RA | 2 | 10 [DB,C,F,S] | — | 6 | 12 | 18 |
| 1 | Large Pulse Laser | LA | 10 | 10 [P] | — | 6 | 14 | 20 |
| 1 | Medium Pulse Laser | LA | 4 | 7 [P] | — | 4 | 8 | 12 |

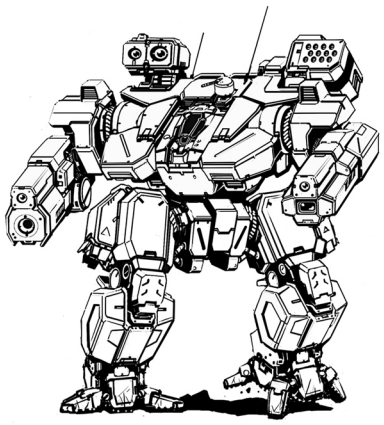
**Cost:** **BV:** 2,750

### WARRIOR DATA

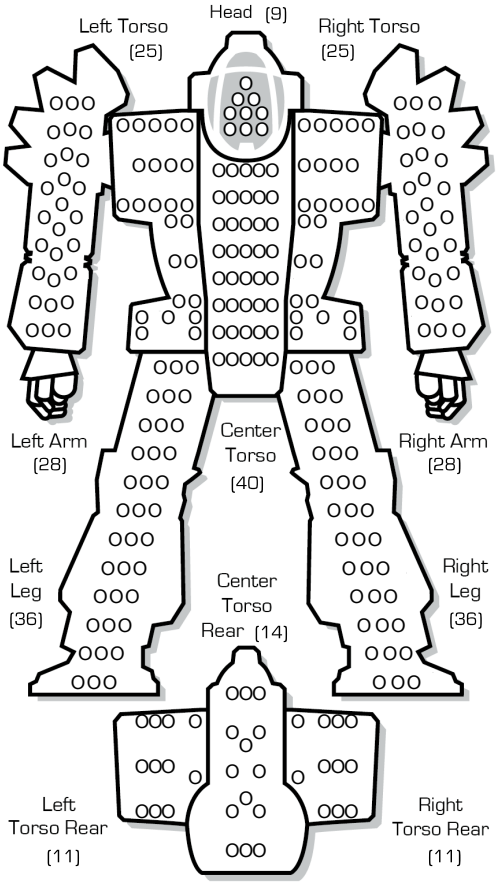
Name: _____

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. Large Pulse Laser
5. Large Pulse Laser
6. Medium Pulse Laser

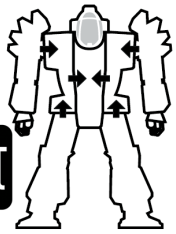
**Left Torso** (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. Double Heat Sink
4. Double Heat Sink
5. ATM 12
6. ATM 12
1. ATM 12
2. ATM 12
4-6 3. ATM 12
4. Ammo (ATM 12) 5
5. Ammo (ATM 12 ER) 5
6. Ammo (ATM 12 HE) 5

**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. AMS
5. Sensors
6. Life Support

**Center Torso** (CASE)
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. Jump Jet
6. Ammo (AMS) 24

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



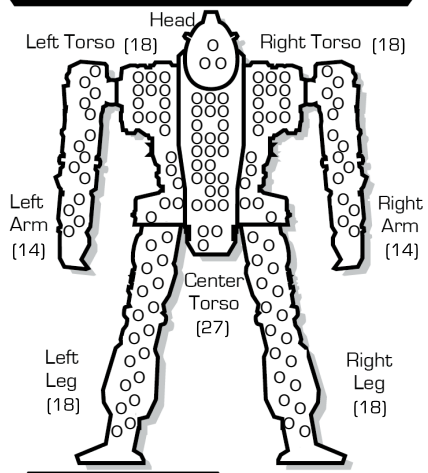
Damage Transfer Diagram

**Right Arm** (CASE)
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. ER Medium Laser
4. Ammo (LB-10X) 10
5. Ammo (LB-10X) 10
6. Ammo (LB-10X Cluster) 10

**Right Torso**
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. Double Heat Sink
2. Double Heat Sink
4-6 3. Double Heat Sink
4. Double Heat Sink
5. ER Medium Laser
6. Medium Pulse Laser

**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 Scale

Overflow
30*
29
28*
27
26*
25*
24*
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: 18 (36) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 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 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 | |
| 14 | Shutdown, avoid on 4+ | |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Night Wolf

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 4

**Tonnage:** 90
**Tech Base:** Clan
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | AMS | HD | 1 | — | — | — | — | — |
| 1 | ECM Suite | CT | — | [E] | — | — | — | 6 |
| 1 | Heavy Large Laser | RT | 18 | 16 [DE] | — | 5 | 10 | 15 |
| 1 | Targeting Computer | RT | — | [E] | — | — | — | — |
| 1 | ATM 9 | RA | 6 | [M,S,C] | | | | |
| | Standard | | | 2/Msl | 4 | 5 | 10 | 15 |
| | Extended-Range | | | 1/Msl | 4 | 9 | 18 | 27 |
| | High-Explosive | | | 3/Msl | — | 3 | 6 | 9 |
| 1 | ER Medium Laser | RA | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 1 | ATM 9 | LA | 6 | [M,S,C] | | | | |
| | Standard | | | 2/Msl | 4 | 5 | 10 | 15 |
| | Extended-Range | | | 1/Msl | 4 | 9 | 18 | 27 |
| | High-Explosive | | | 3/Msl | — | 3 | 6 | 9 |
| 1 | Plasma Cannon | LA | 7 | [DE,H,AI] | — | 6 | 12 | 18 |

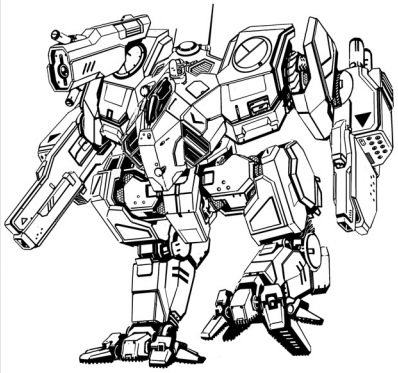
**Cost:** **BV:** 2,878

### WARRIOR DATA

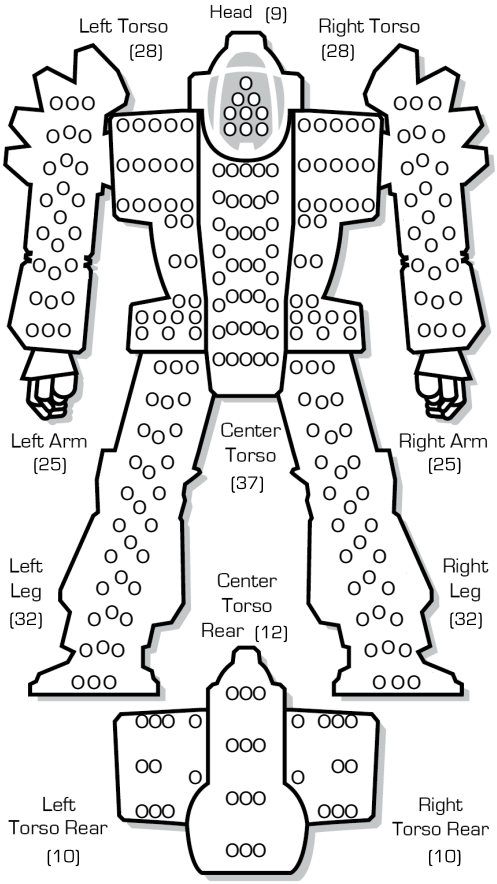
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3:
4. ATM 9
5. ATM 9
6. ATM 9

1. ATM 9

4-6:
2. Plasma Cannon
3. Ammo (ATM 9) 7
4. Ammo (ATM 9 ER) 7
5. Ammo (ATM 9 HE) 7
6. Endo Steel

#### Left Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3:
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. Ammo (Plasma Cannon) 10
4. Ammo (Plasma Cannon) 10
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. Jump Jet

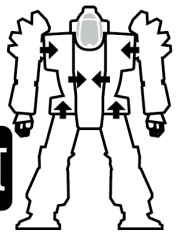
#### Head
1. Life Support
2. Sensors
3. Cockpit
4. AMS
5. Sensors
6. Life Support

#### Center Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3:
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ammo (AMS) 24
6. ECM Suite

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3:
4. ATM 9
5. ATM 9
6. ATM 9

1. ATM 9

4-6:
2. ER Medium Laser
3. Ammo (ATM 9) 7
4. Ammo (ATM 9 ER) 7
5. Ammo (ATM 9 HE) 7
6. Endo Steel

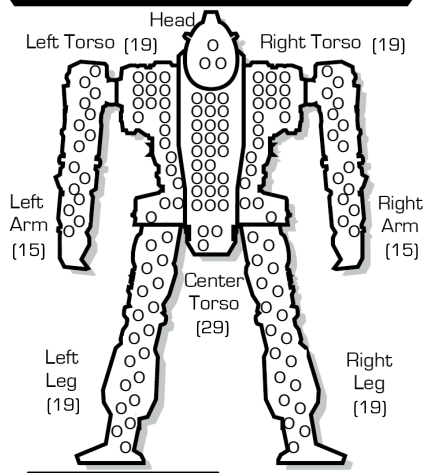
#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3:
3. Double Heat Sink
4. Double Heat Sink
5. Heavy Large Laser
6. Heavy Large Laser

4-6:
1. Heavy Large Laser
2. Targeting Computer
3. Targeting Computer
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. 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 | Heat Sinks: 18 (36) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 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 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+ | |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Onager

**Movement Points:**
- Walking: 3
- Running: 5
- Jumping: 5

**Tonnage:** 90
**Tech Base:** Clan
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Small Pulse Laser | HD | 2 | 3 [P] | — | 2 | 4 | 6 |
| 1 | Medium Pulse Laser | RT | 4 | 7 [P] | — | 4 | 8 | 12 |
| 2 | Micro Pulse Laser | RT | 1 | 3 [P] | — | 1 | 2 | 3 |
| 1 | SRM 6 | RT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Medium Pulse Laser | LT | 4 | 7 [P] | — | 4 | 8 | 12 |
| 1 | SRM 6 | LT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | HAG/30 | LA | 6 | 30 [C,F] | 2 | 8 | 16 | 24 |

**Cost:**

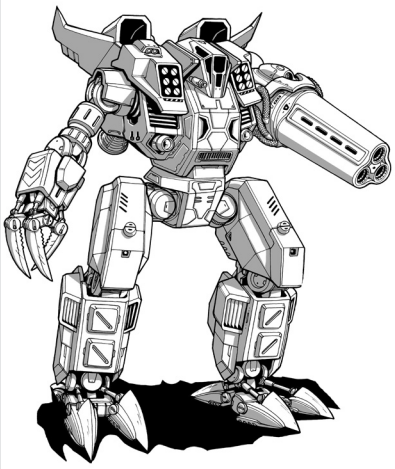
**BV:** 2,732

### WARRIOR DATA

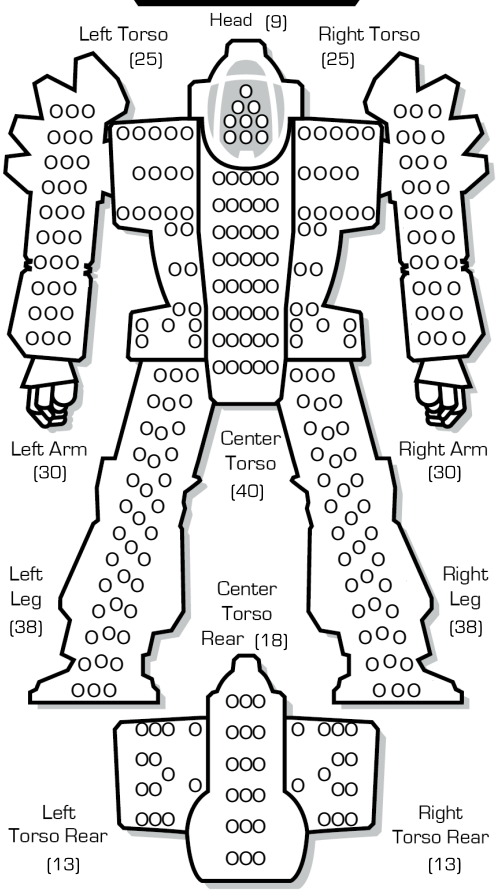
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator

1-3:
3. HAG/30
4. HAG/30
5. HAG/30
6. HAG/30

4-6:
1. HAG/30
2. HAG/30
3. HAG/30
4. HAG/30
5. Ammo (HAG 30) 4
6. Ammo (HAG 30) 4

#### Left Torso (CASE)
1-3:
1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. SRM 6
6. Medium Pulse Laser

4-6:
1. Ammo (SRM 6) 15
2. Ammo (SRM 6) 15
3. Ammo (HAG 30) 4
4. Ammo (HAG 30) 4
5. Endo Steel
6. Ferro-Fibrous

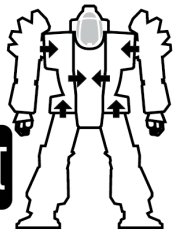
#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Small 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. 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. Hand Actuator
5. Endo Steel
6. Endo Steel

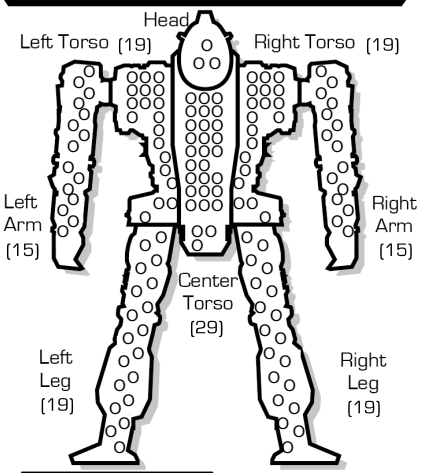
4-6:
1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

#### Right Torso
1-3:
1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. SRM 6
6. Medium Pulse Laser

4-6:
1. Micro Pulse Laser
2. Micro Pulse Laser
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
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+ | O |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Deimos Prime

**Movement Points:**
- Walking: 3
- Running: 5 [6]
- Jumping: 0

**Tonnage:** 85
**Tech Base:** Clan
**Era:** Civil War

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | AMS | HD | 1 | — | — | — | — | — |
| 1 | ER Medium Laser | RT | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 1 | LRM 15 | RT | 5 | 1/Msl [M,C,S] | — | 7 | 14 | 21 |
| 1 | ER Medium Laser | LT | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 1 | LRM 15 | LT | 5 | 1/Msl [M,C,S] | — | 7 | 14 | 21 |
| 3 | Ultra AC/2 | RA | 1 | 2/Sht [DB,R,C] | 2 | 9 | 18 | 27 |
| 3 | Ultra AC/2 | LA | 1 | 2/Sht [DB,R,C] | 2 | 9 | 18 | 27 |

**Cost:**

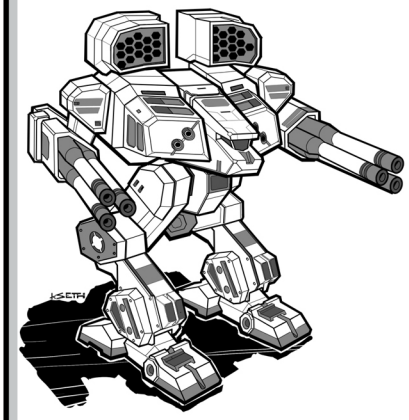
**BV:** 2,188

### WARRIOR DATA

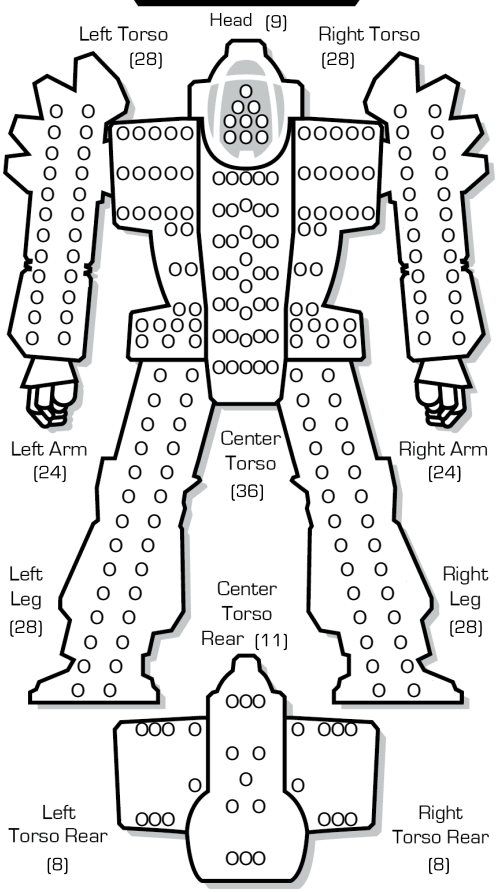
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm** (CASE)
1. Shoulder
2. Upper Arm Actuator

1-3:
3. Ultra AC/2
4. Ultra AC/2
5. Ultra AC/2
6. Ultra AC/2

4-6:
1. Ultra AC/2
2. Ultra AC/2
3. Ammo (Ultra AC/2) 45
4. Endo Steel
5. Endo Steel
6. Endo Steel

**Left Torso** (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

1-3:
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6:
1. LRM 15
2. LRM 15
3. ER Medium Laser
4. Ammo (LRM 15) 8
5. Ammo (LRM 15) 8
6. Roll Again

**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

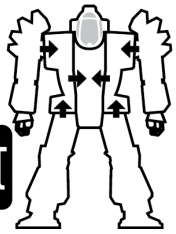
**Head**
1. Life Support
2. Sensors
3. Cockpit
4. AMS
5. Sensors
6. Life Support

**Center Torso** (CASE)

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. Ammo (AMS) 24
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

**Right Arm** (CASE)
1. Shoulder
2. Upper Arm Actuator

1-3:
3. Ultra AC/2
4. Ultra AC/2
5. Ultra AC/2
6. Ultra AC/2

4-6:
1. Ultra AC/2
2. Ultra AC/2
3. Ammo (Ultra AC/2) 45
4. Endo Steel
5. Endo Steel
6. Endo Steel

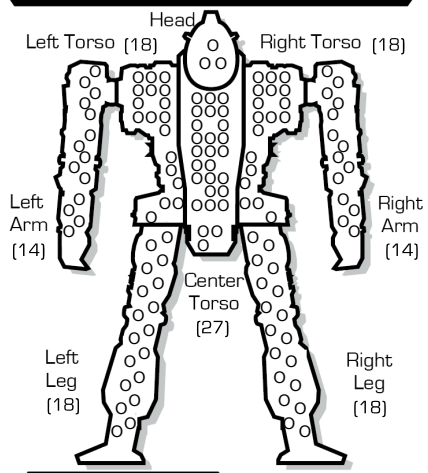
**Right Torso** (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

1-3:
3. LRM 15
4. LRM 15
5. ER Medium Laser
6. Ammo (LRM 15) 8

4-6:
1. Ammo (Ultra AC/2) 45
2. MASC
3. MASC
4. MASC
5. Endo Steel
6. Roll Again

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 14 (28) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 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 |
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Deimos A

**Movement Points:**
- Walking: 3
- Running: 5 [6]
- Jumping: 0

**Tonnage:** 85
**Tech Base:** Clan
**Era:** Civil War

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | AMS | HD | 1 | — | — | — | — | — |
| 1 | ECM Suite | CT | — | [E] | — | — | — | 6 |
| 1 | ER Medium Laser | RT | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 1 | ER PPC | RT | 15 | 15 [DE] | — | 7 | 14 | 23 |
| 1 | Medium Pulse Laser | RT | 4 | 7 [P] | — | 4 | 8 | 12 |
| 1 | ER Medium Laser | LT | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 1 | ER PPC | LT | 15 | 15 [DE] | — | 7 | 14 | 23 |
| 1 | Medium Pulse Laser | LT | 4 | 7 [P] | — | 4 | 8 | 12 |
| 1 | LB 10-X AC | RA | 2 | 10 [DB,C,F,S] | — | 6 | 12 | 18 |
| 1 | LB 10-X AC | LA | 2 | 10 [DB,C,F,S] | — | 6 | 12 | 18 |

**Cost:**

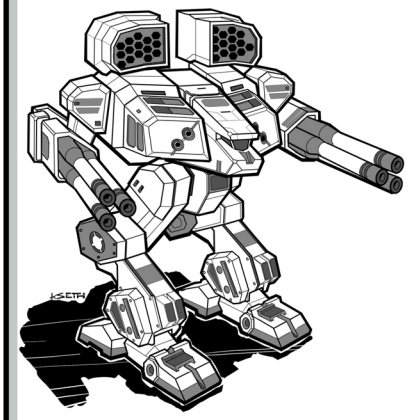
**BV:** 2,785

### WARRIOR DATA

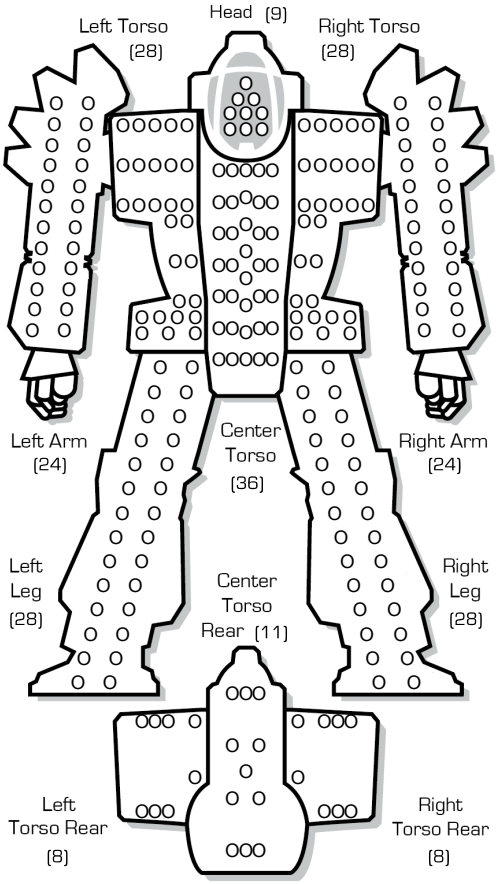
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm** (CASE)
1. Shoulder
2. Upper Arm Actuator

1-3:
3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

4-6:
1. LB 10-X AC
2. Ammo (LB-10X) 10
3. Ammo (LB-10X Cluster) 10
4. Endo Steel
5. Endo Steel
6. Endo Steel

**Left Torso**
1. XL Fusion Engine
2. XL Fusion Engine

1-3:
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. ER PPC
4. ER PPC
5. ER Medium Laser
6. Medium Pulse Laser

**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

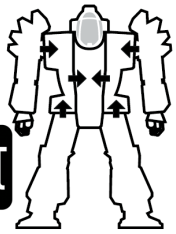
**Head**
1. Life Support
2. Sensors
3. Cockpit
4. AMS
5. Sensors
6. Life Support

**Center Torso** (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3:
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ammo (AMS) 24
6. ECM Suite

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

**Right Arm** (CASE)
1. Shoulder
2. Upper Arm Actuator

1-3:
3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

4-6:
1. LB 10-X AC
2. Ammo (LB-10X) 10
3. Ammo (LB-10X Cluster) 10
4. Endo Steel
5. Endo Steel
6. Endo Steel

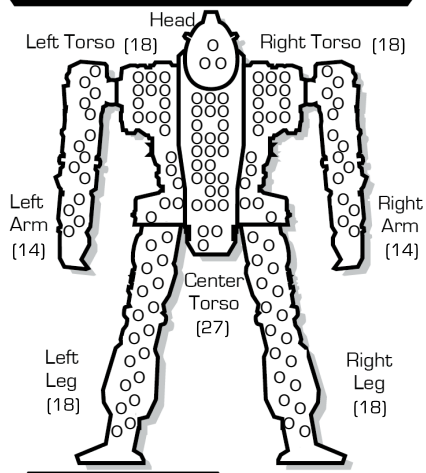
**Right Torso**
1. XL Fusion Engine
2. XL Fusion Engine

1-3:
3. Double Heat Sink
4. Double Heat Sink
5. ER PPC
6. ER PPC

4-6:
1. ER Medium Laser
2. Medium Pulse Laser
3. MASC
4. MASC
5. MASC
6. Endo Steel

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 16 (32) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 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 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Deimos B

**Movement Points:**
- Walking: 3
- Running: 5 [6]
- Jumping: 0

**Tonnage:** 85
**Tech Base:** Clan
**Era:** Civil War

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | AMS | HD | 1 | — | — | — | — | — |
| 1 | ECM Suite | CT | — | [E] | — | — | — | 6 |
| 1 | ER Medium Laser | RT | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 2 | LRM 10 | RT | 4 | 1/Msl [M,C,S] | — | 7 | 14 | 21 |
| 1 | ER Medium Laser | LT | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 2 | LRM 10 | LT | 4 | 1/Msl [M,C,S] | — | 7 | 14 | 21 |
| 1 | ER PPC | RA | 15 | 15 [DE] | — | 7 | 14 | 23 |
| 1 | Large Pulse Laser | RA | 10 | 10 [P] | — | 6 | 14 | 20 |
| 1 | ER PPC | LA | 15 | 15 [DE] | — | 7 | 14 | 23 |
| 1 | Large Pulse Laser | LA | 10 | 10 [P] | — | 6 | 14 | 20 |

**Cost:**

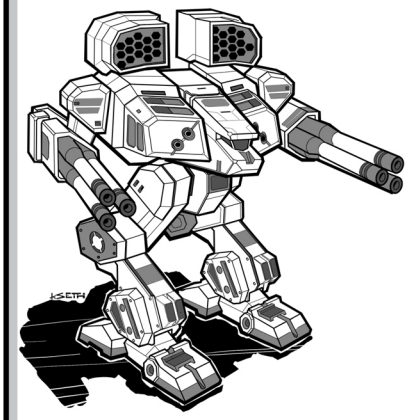
**BV:** 2,965

### WARRIOR DATA

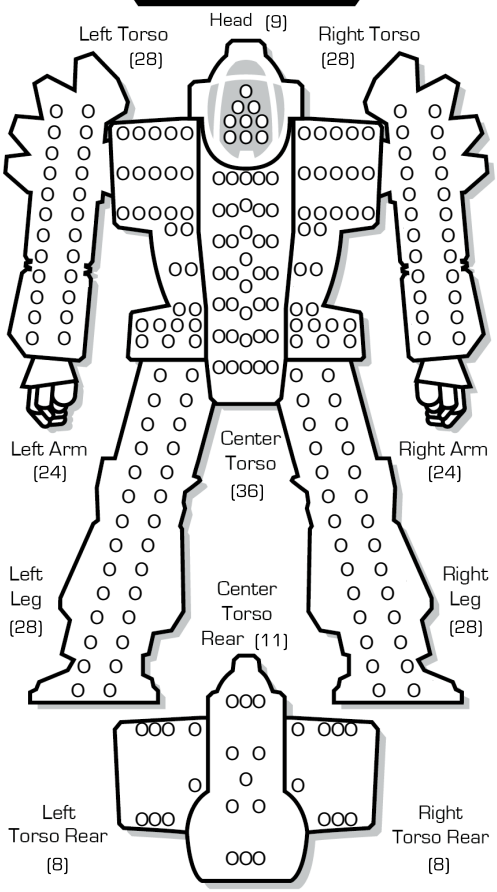
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm** (CASE)
1. Shoulder
2. Upper Arm Actuator
3. [ ER PPC
4. L ER PPC
5. [ Large Pulse Laser
6. L Large Pulse Laser

1-3
1. Ammo (LRM 10) 12
2. Ammo (LRM 10) 12
3. Ammo (LRM 10) 12
4. Endo Steel
5. Endo Steel
6. Endo Steel

**Left Torso**
1. XL Fusion Engine
2. XL Fusion Engine
3. [ Double Heat Sink
4. L Double Heat Sink
5. [ Double Heat Sink
6. L Double Heat Sink

1-3
1. [ Double Heat Sink
2. L Double Heat Sink
3. LRM 10
4. LRM 10
5. ER Medium Laser
6. Roll Again

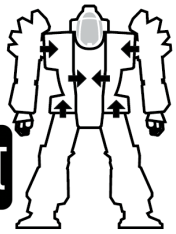
**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. [ Double Heat Sink
6. L Double Heat Sink

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. AMS
5. Sensors
6. Life Support

**Center Torso** (CASE)
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. Ammo (AMS) 24
6. ECM Suite

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

**Right Arm** (CASE)
1. Shoulder
2. Upper Arm Actuator
3. [ ER PPC
4. L ER PPC
5. [ Large Pulse Laser
6. L Large Pulse Laser

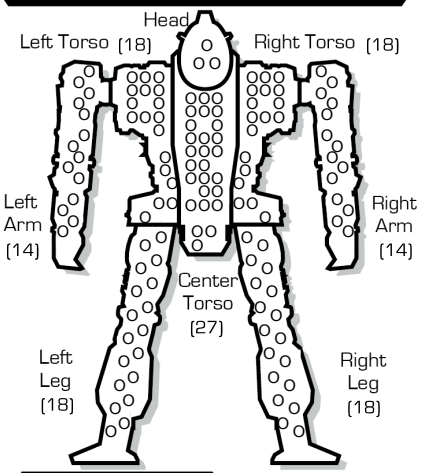
1-3
1. Ammo (LRM 10) 12
2. Ammo (LRM 10) 12
3. Ammo (LRM 10) 12
4. Endo Steel
5. Endo Steel
6. Endo Steel

**Right Torso**
1. XL Fusion Engine
2. XL Fusion Engine
3. [ Double Heat Sink
4. L Double Heat Sink
5. LRM 10
6. LRM 10

1-3
1. ER Medium Laser
2. [ MASC
3. MASC
4. L MASC
5. Endo Steel
6. Roll Again

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. [ Double Heat Sink
6. L Double Heat Sink

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 16 (32) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 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 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Deimos C

**Movement Points:**
- Walking: 3
- Running: 5 [6]
- Jumping: 4

**Tonnage:** 85
**Tech Base:** Clan
**Era:** Civil War

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | AMS | HD | 1 | — | — | — | — | — |
| 1 | ECM Suite | CT | — | [E] | — | — | — | 6 |
| 1 | ER Medium Laser | RT | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 1 | ER Medium Laser | LT | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 1 | ER Large Laser | RA | 12 | 10 [DE] | — | 8 | 15 | 25 |
| 1 | Small Pulse Laser | RA | 2 | 3 [P] | — | 2 | 4 | 6 |
| 1 | Ultra AC/10 | RA | 3 | 10/Sht [DB,R,C] | — | 6 | 12 | 18 |
| 1 | ER Large Laser | LA | 12 | 10 [DE] | — | 8 | 15 | 25 |
| 1 | Small Pulse Laser | LA | 2 | 3 [P] | — | 2 | 4 | 6 |
| 1 | Ultra AC/10 | LA | 3 | 10/Sht [DB,R,C] | — | 6 | 12 | 18 |

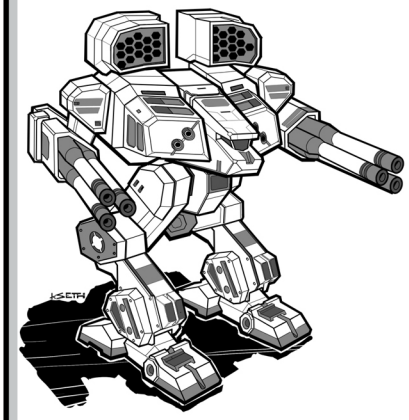
**Cost:** **BV:** 2,737

### WARRIOR DATA

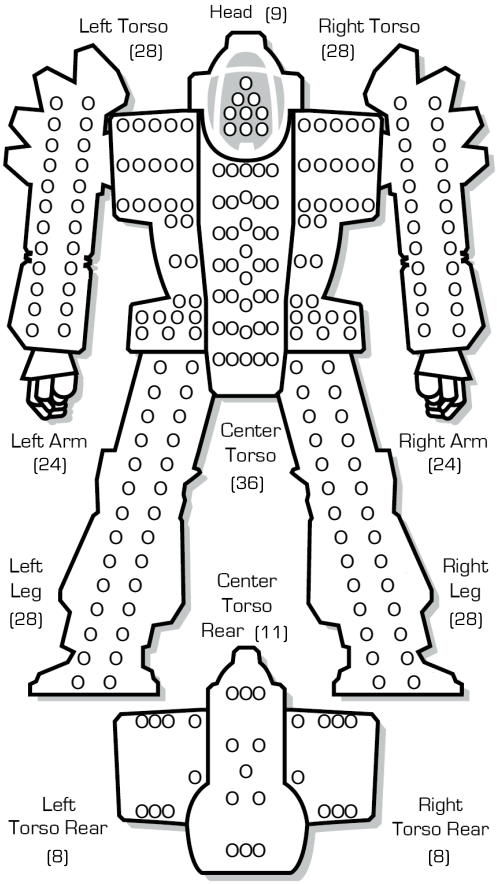
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm** (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Ultra AC/10
4. Ultra AC/10
5. Ultra AC/10
6. Ultra AC/10

1-3: 3–6

1. ER Large Laser
2. Small Pulse Laser
3. Ammo (Ultra AC/10) 10
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

**Left Torso** (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3: 3–6

1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. ER Medium Laser
6. Ammo (Ultra AC/10) 10

4-6

**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. AMS
5. Sensors
6. Life Support

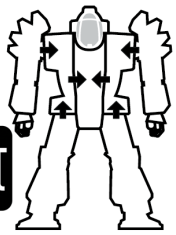
**Center Torso** (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3: 3–6

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ammo (AMS) 24
6. ECM Suite

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

**Right Arm** (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Ultra AC/10
4. Ultra AC/10
5. Ultra AC/10
6. Ultra AC/10

1-3: 3–6

1. ER Large Laser
2. Small Pulse Laser
3. Ammo (Ultra AC/10) 10
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

**Right Torso** (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

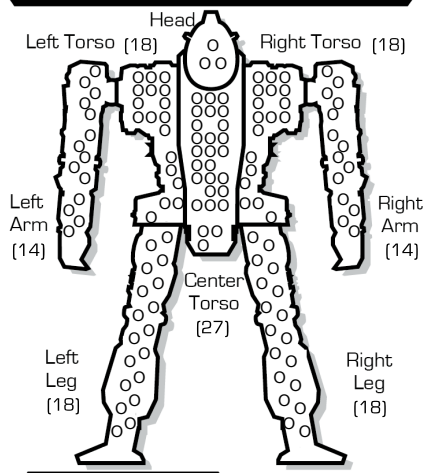
1-3: 3–6

1. ER Medium Laser
2. Ammo (Ultra AC/10) 10
3. MASC
4. MASC
5. MASC
6. Endo Steel

4-6

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 14 (28) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 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 |
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Deimos S

**Movement Points:**
- Walking: 3
- Running: 5 [6]
- Jumping: 4

**Tonnage:** 85
**Tech Base:** Clan
**Era:** Civil War

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | AMS | HD | 1 | — | — | — | — | — |
| 1 | Liquid Storage (1 ton) | CT | — | [E] | — | — | — | — |
| 1 | ER Medium Laser | RT | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 1 | ER Medium Laser | LT | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 1 | ER Large Laser | RA | 12 | 10 [DE] | — | 8 | 15 | 25 |
| 1 | Small Pulse Laser | RA | 2 | 3 [P] | — | 2 | 4 | 6 |
| 1 | Ultra AC/10 | RA | 3 | 10/Sht [DB,R,C] | — | 6 | 12 | 18 |
| 1 | ER Large Laser | LA | 12 | 10 [DE] | — | 8 | 15 | 25 |
| 1 | Small Pulse Laser | LA | 2 | 3 [P] | — | 2 | 4 | 6 |
| 1 | Ultra AC/10 | LA | 3 | 10/Sht [DB,R,C] | — | 6 | 12 | 18 |

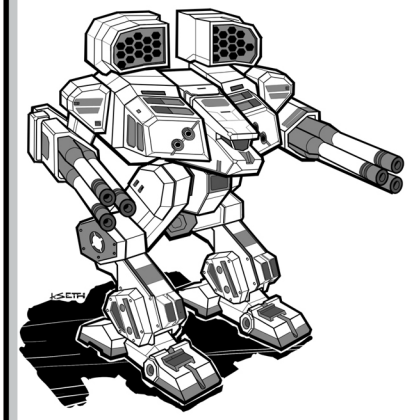
**Cost:** **BV:** 2,664

### WARRIOR DATA

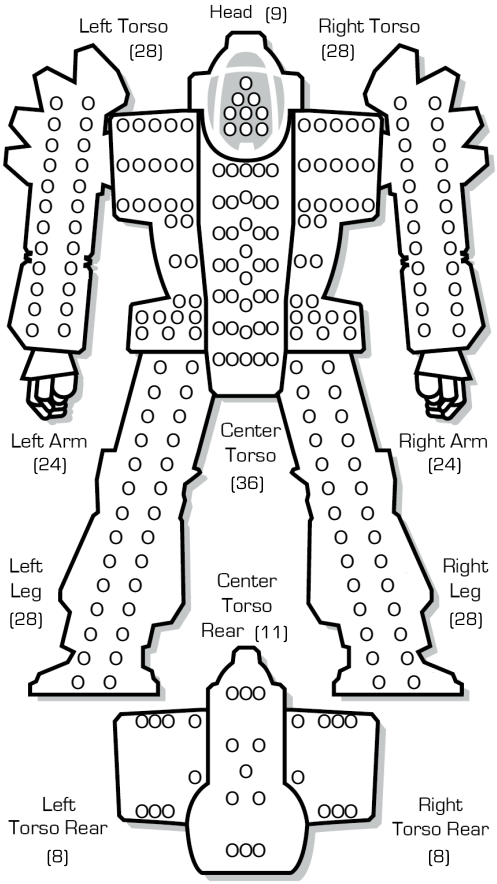
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm** (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Ultra AC/10
4. Ultra AC/10
5. Ultra AC/10
6. Ultra AC/10

1-3: 3–6

1. ER Large Laser
2. Small Pulse Laser
3. Ammo (Ultra AC/10) 10
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

**Left Torso** (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3: 3–6

1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. ER Medium Laser
6. Ammo (Ultra AC/10) 10

4-6

**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. AMS
5. Sensors
6. Life Support

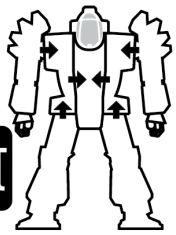
**Center Torso** (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3: 3–6

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ammo (AMS) 24
6. Liquid Storage (1 ton)

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

**Right Arm** (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Ultra AC/10
4. Ultra AC/10
5. Ultra AC/10
6. Ultra AC/10

1-3: 3–6

1. ER Large Laser
2. Small Pulse Laser
3. Ammo (Ultra AC/10) 10
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

**Right Torso** (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

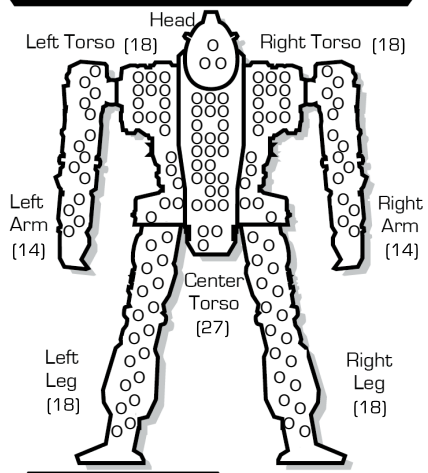
1-3: 3–6

1. ER Medium Laser
2. Ammo (Ultra AC/10) 10
3. MASC
4. MASC
5. MASC
6. Endo Steel

4-6

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 14 (28) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 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 |
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Deimos 2

**Movement Points:**
- Walking: 4
- Running: 6 [8]
- Jumping: 0

**Tonnage:** 85
**Tech Base:** Clan (Experimental)
**Era:** Dark Age

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Laser AMS | HD | 5 | — | — | — | — | — |
| 1 | ER Medium Laser | RT | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 1 | LRM 15 | RT | 5 | 1/Msl [M,C,S] | — | 7 | 14 | 21 |
| 1 | ER Medium Laser | LT | 5 | 7 [DE] | — | 5 | 10 | 15 |
| 1 | LRM 15 | LT | 5 | 1/Msl [M,C,S] | — | 7 | 14 | 21 |
| 3 | Ultra AC/2 | RA | 1 | 2/Sht [DB,R,C] | 2 | 9 | 18 | 27 |
| 3 | Ultra AC/2 | LA | 1 | 2/Sht [DB,R,C] | 2 | 9 | 18 | 27 |

**Cost:**

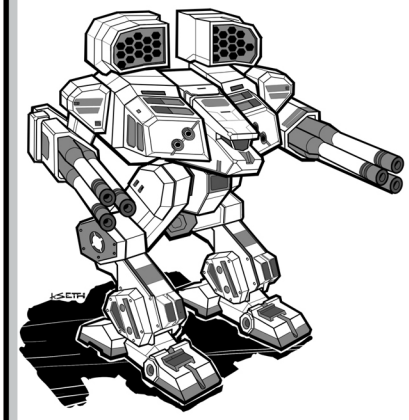
**BV:** 2,394

### WARRIOR DATA

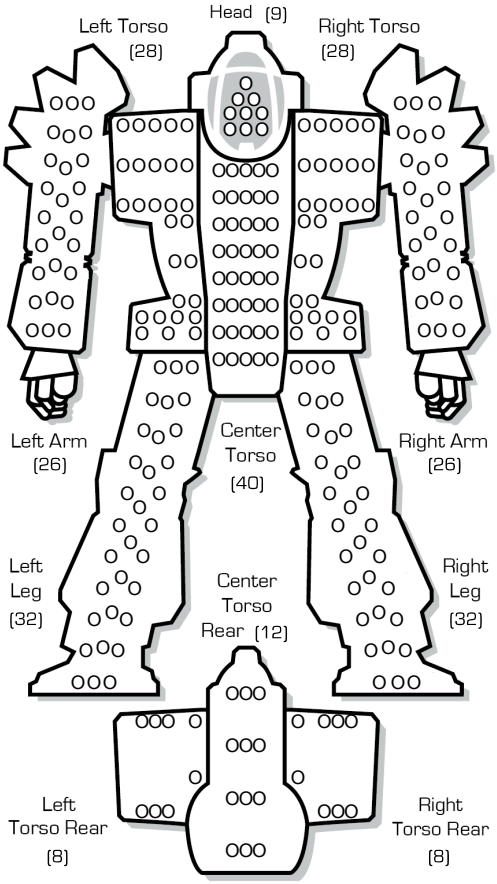
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator

1-3:
3. Ultra AC/2
4. Ultra AC/2
5. Ultra AC/2
6. Ultra AC/2

4-6:
1. Ultra AC/2
2. Ultra AC/2
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

#### Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

1-3:
3. LRM 15
4. LRM 15
5. ER Medium Laser
6. Ammo (LRM 15) 8

4-6:
1. Ammo (Ultra AC/2) 45
2. Ferro-Fibrous
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. Ferro-Fibrous
6. Ferro-Fibrous

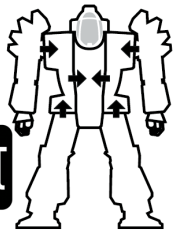
#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Laser AMS
5. Sensors
6. Life Support

#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3:
4. Gyro
5. Gyro
6. Gyro

4-6:
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

1-3:
3. Ultra AC/2
4. Ultra AC/2
5. Ultra AC/2
6. Ultra AC/2

4-6:
1. Ultra AC/2
2. Ultra AC/2
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

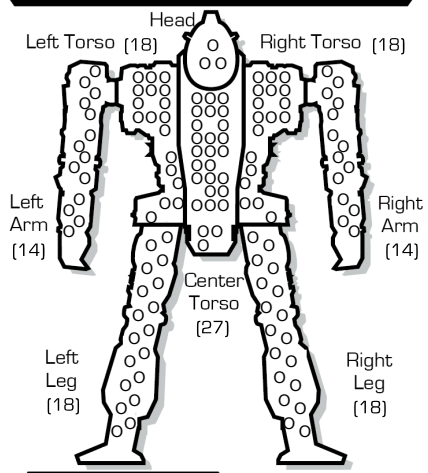
#### Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

1-3:
3. LRM 15
4. LRM 15
5. ER Medium Laser
6. Ammo (LRM 15) 8

4-6:
1. Ammo (Ultra AC/2) 45
2. MASC
3. MASC
4. MASC
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 | Heat Sinks: 10 (20) Double |
|---|---|---|
| 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Hellstar

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 0

**Tonnage:** 95
**Tech Base:** Clan
**Era:** Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | ER PPC | RT | 15 | 15 [DE] | — | 7 | 14 | 23 |
| 1 | ER PPC | LT | 15 | 15 [DE] | — | 7 | 14 | 23 |
| 1 | ER PPC | RA | 15 | 15 [DE] | — | 7 | 14 | 23 |
| 1 | ER PPC | LA | 15 | 15 [DE] | — | 7 | 14 | 23 |

**Cost:**

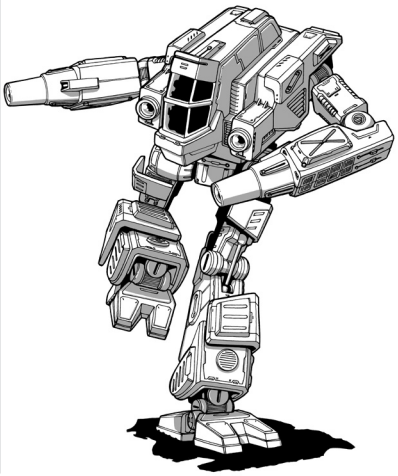
**BV:** 3,084

### WARRIOR DATA

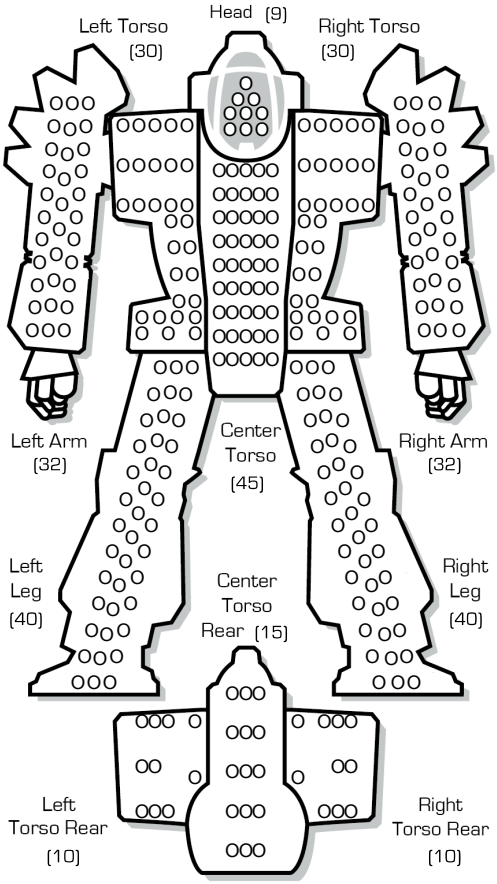
**Name:** _____

**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

4-6
2. ER PPC
3. ER PPC
4. Endo Steel
5. Endo Steel
6. Endo Steel

#### Left Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3
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. Double Heat Sink
5. ER PPC
6. ER PPC

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

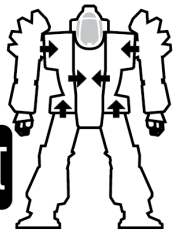
#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

#### Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

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

4-6
2. ER PPC
3. ER PPC
4. Endo Steel
5. Endo Steel
6. Endo Steel

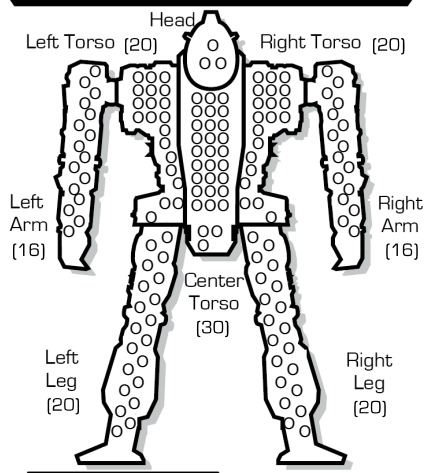
#### Right Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3
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. Double Heat Sink
5. ER PPC
6. ER PPC

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 30 (60) Double |
|---|---|---|
| 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 O |
| 24 | +4 Modifier to Fire | O O O |
| 23 | Ammo Exp. avoid on 6+ | O O O |
| 22 | Shutdown, avoid on 8+ | O O O |
| 20 | -4 Movement Points | O O O |
| 19 | Ammo Exp. avoid on 4+ | O O O |
| 18 | Shutdown, avoid on 6+ | O O O |
| 17 | +3 Modifier to Fire | O O O |
| 15 | -3 Movement Points | O O O |
| 14 | Shutdown, avoid on 4+ | |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Hellstar 2

**Movement Points:**
Walking: 4
Running: 6
Jumping: 0

Tonnage: 95
Tech Base: Clan
Era: Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | ER PPC | RT | 15 | 15 [DE] | — | 7 | 14 | 23 |
| 1 | ER PPC | LT | 15 | 15 [DE] | — | 7 | 14 | 23 |
| 1 | Targeting Computer | LT | — | [E] | — | — | — | — |
| 1 | ER PPC | RA | 15 | 15 [DE] | — | 7 | 14 | 23 |
| 1 | ER PPC | LA | 15 | 15 [DE] | — | 7 | 14 | 23 |

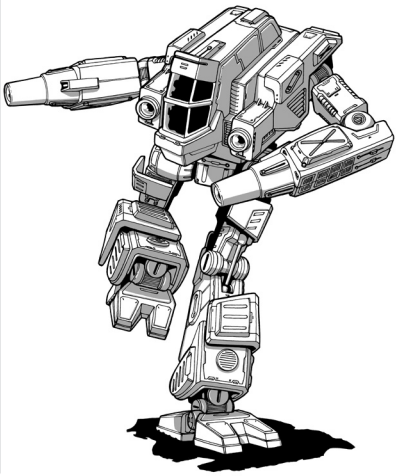
Cost: BV: 3,545

### WARRIOR DATA

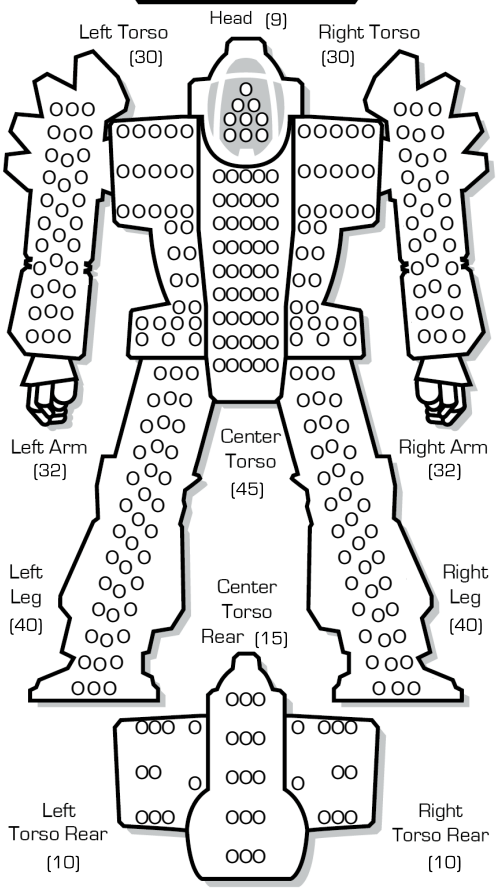
Name: _____

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. [ ER PPC

1. ] ER PPC
2. Endo Steel
3. Endo Steel

4-6
4. Endo Steel
5. Roll Again
6. Roll Again

**Left Torso**
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. [ Double Heat Sink
4. ] Double Heat Sink
5. [ ER PPC
6. ] ER PPC

1. [ Targeting Computer
2. Targeting Computer

4-6
3. Targeting Computer
4. Targeting Computer
5. ] Targeting Computer
6. Roll Again

**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator

5. [ Double Heat Sink
6. ] Double Heat Sink

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

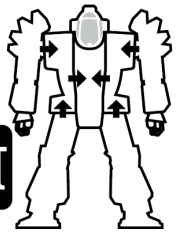
**Center Torso**
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine

4-6
3. XL Fusion Engine
4. XL Fusion Engine
5. [ Double Heat Sink
6. ] Double Heat Sink

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. [ ER PPC

1. ] ER PPC
2. Endo Steel
3. Endo Steel

4-6
4. Endo Steel
5. Roll Again
6. Roll Again

**Right Torso**
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. [ Double Heat Sink
4. ] Double Heat Sink
5. [ Double Heat Sink
6. ] Double Heat Sink

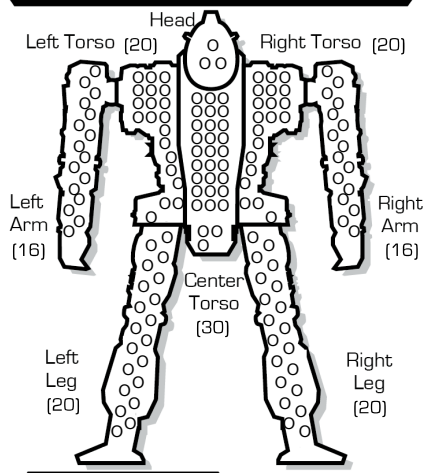
1. [ Double Heat Sink
2. ] Double Heat Sink

4-6
3. [ Double Heat Sink
4. ] Double Heat Sink
5. [ ER PPC
6. ] ER PPC

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator

5. [ Double Heat Sink
6. ] Double Heat Sink

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

| Overflow |
|---|
| 30* |
| 29 |
| 28* |
| 27 |
| 26* |
| 25* |
| 24* |
| 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: 25 (50) Double |
|---|---|---|
| 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 O |
| 24 | +4 Modifier to Fire | O O O |
| 23 | Ammo Exp. avoid on 6+ | O 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+ | |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Hellstar 3

**Movement Points:**
Walking: 4
Running: 6
Jumping: 0

Tonnage: 95
Tech Base: Clan
Era: Jihad

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | ECM Suite | HD | — | [E] | — | — | — | 6 |
| 2 | Medium Pulse Laser | CT | 4 | 7 [P] | — | 4 | 8 | 12 |
| 1 | Active Probe | RT | — | [E] | — | — | — | 5 |
| 1 | ER Large Laser | RT | 12 | 10 [DE] | — | 8 | 15 | 25 |
| 1 | ER Large Laser | LT | 12 | 10 [DE] | — | 8 | 15 | 25 |
| 1 | Targeting Computer | LT | — | [E] | — | — | — | — |
| 1 | ER Large Laser | RA | 12 | 10 [DE] | — | 8 | 15 | 25 |
| 1 | ER Large Laser | LA | 12 | 10 [DE] | — | 8 | 15 | 25 |

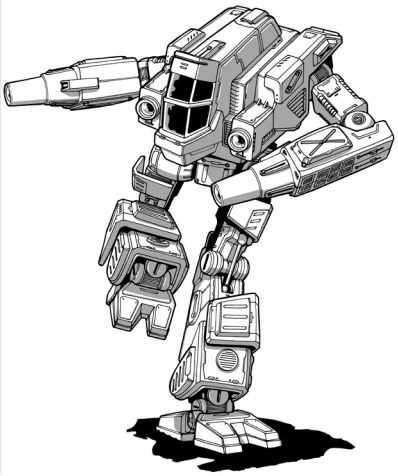
**Cost:** **BV:** 3,025

### WARRIOR DATA

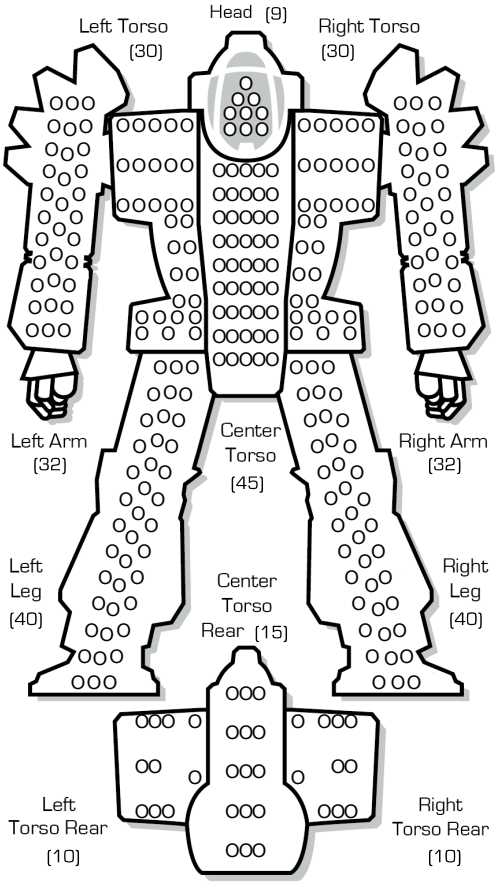
Name: _____

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

4-6: 1. Double Heat Sink; 2. Double Heat Sink; 3. Double Heat Sink; 4. ER Large Laser; 5. Endo Steel; 6. Endo Steel

**Left Torso**
1. XL Fusion Engine
2. XL Fusion Engine

1-3: 3. Double Heat Sink; 4. Double Heat Sink; 5. Double Heat Sink; 6. Double Heat Sink

4-6: 1. ER Large Laser; 2. Targeting Computer; 3. Targeting Computer; 4. Targeting Computer; 5. Targeting Computer; 6. Endo Steel

**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator

5. Double Heat Sink
6. Double Heat Sink

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. ECM Suite
5. Sensors
6. Life Support

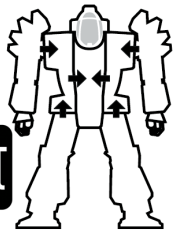
**Center Torso**
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3: 4. Gyro; 5. Gyro; 6. Gyro

4-6: 1. Gyro; 2. XL Fusion Engine; 3. XL Fusion Engine; 4. XL Fusion Engine; 5. Medium Pulse Laser; 6. Medium Pulse Laser

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

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

4-6: 1. Double Heat Sink; 2. Double Heat Sink; 3. Double Heat Sink; 4. ER Large Laser; 5. Endo Steel; 6. Endo Steel

**Right Torso**
1. XL Fusion Engine
2. XL Fusion Engine

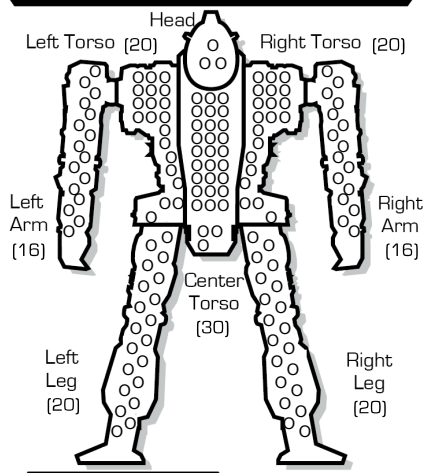
1-3: 3. Double Heat Sink; 4. Double Heat Sink; 5. Double Heat Sink; 6. Double Heat Sink

4-6: 1. Double Heat Sink; 2. Double Heat Sink; 3. ER Large Laser; 4. Active Probe; 5. Endo Steel; 6. Endo Steel

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator

5. Double Heat Sink
6. Double Heat Sink

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
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: 28 (56) 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 | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Wusun Prime

**Thrust:**
**Safe Thrust:** 8
**Maximum Thrust:** 12

**Tonnage:** 55
**Tech Base:** Clan
**Era:** Dark Age

#### Weapons & Equipment Inventory

Standard Scale

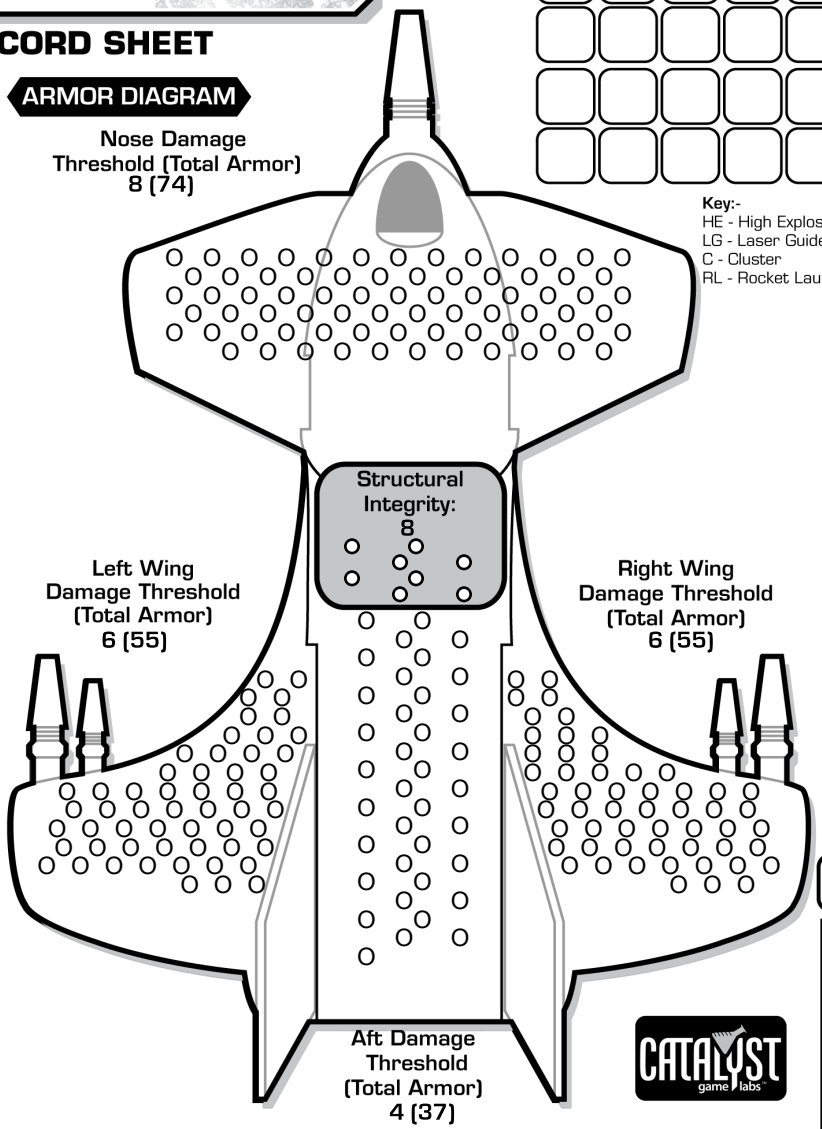
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 3 | ER Medium Laser [DE] | N | 5 | 7 | 7 | — | — |
| 1 | Targeting Computer [E] | N | 0 | — | — | — | — |
| 2 | Streak SRM 6 [M,C] | LW | 4 | 12 | 12 | — | — |
| 2 | Streak SRM 6 [M,C] | RW | 4 | 12 | 12 | — | — |

Ammo (CASE): (Streak SRM 6) 60
**Fuel:** 320 Points

**Cost:**
**BV:** 2,453



### 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**

Heat Scale: Overflow

30* 29 28* 27* 26* 25* 24* 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 | | | | | | | | | | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Wusun A

**Thrust:**
**Safe Thrust:** 8
**Maximum Thrust:** 12

**Tonnage:** 55
**Tech Base:** Clan
**Era:** Dark Age

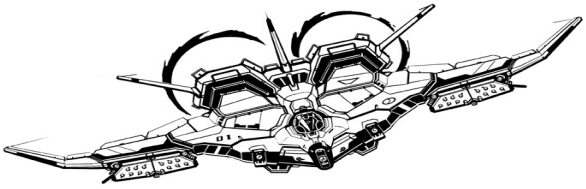
#### Weapons & Equipment Inventory

Standard Scale

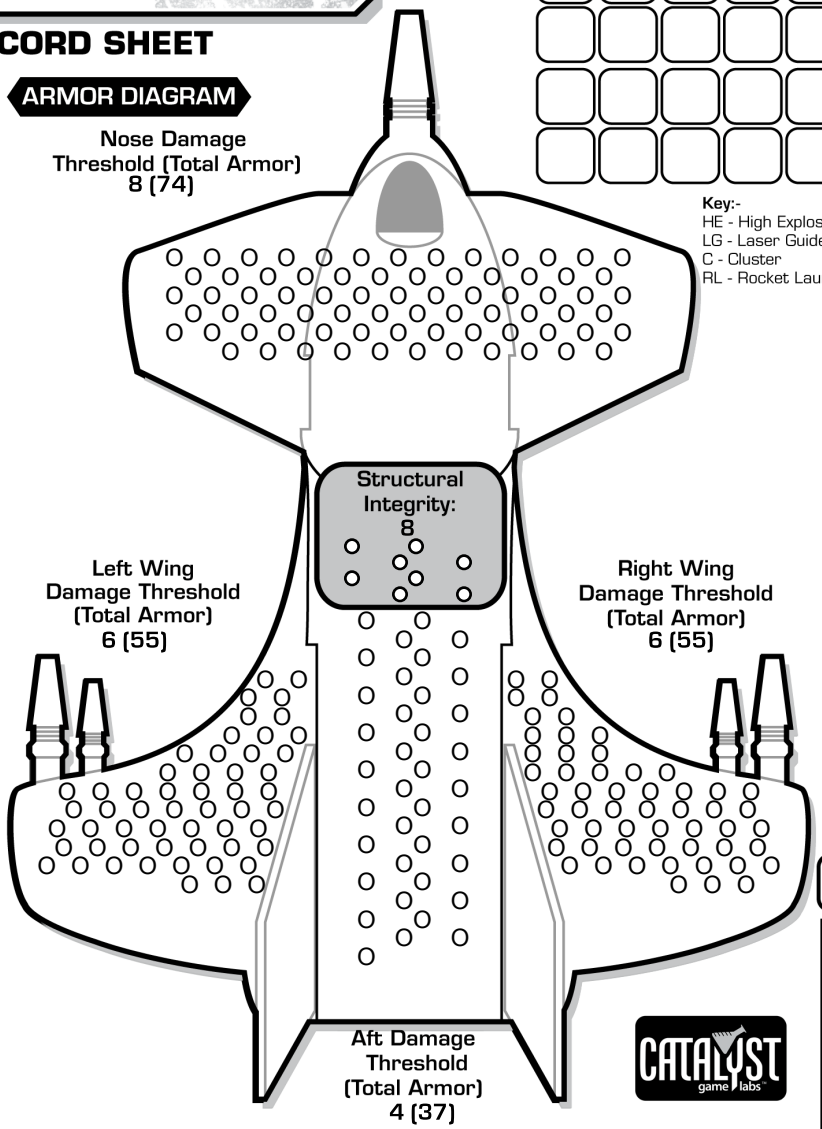
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 3 | Medium Pulse Laser [P] | N | 4 | 7 | 7 | — | — |
| 1 | Targeting Computer [E] | N | 0 | — | — | — | — |
| 1 | LRM 15 [M,C,S] w/Artemis IV FCS | LW | 5 | 9 | 9 | 9 | — |
| 1 | LRM 15 [M,C,S] w/Artemis IV FCS | RW | 5 | 9 | 9 | 9 | — |

Ammo (CASE): (LRM 15 Artemis) 32
**Fuel:** 320 Points

**Cost:**
**BV:** 2,372



### 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

### 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 | | | | | | | | | | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Wusun B

**Thrust:**
**Safe Thrust:** 8
**Maximum Thrust:** 12

**Tonnage:** 55
**Tech Base:** Clan
**Era:** Dark Age

#### Weapons & Equipment Inventory

Standard Scale

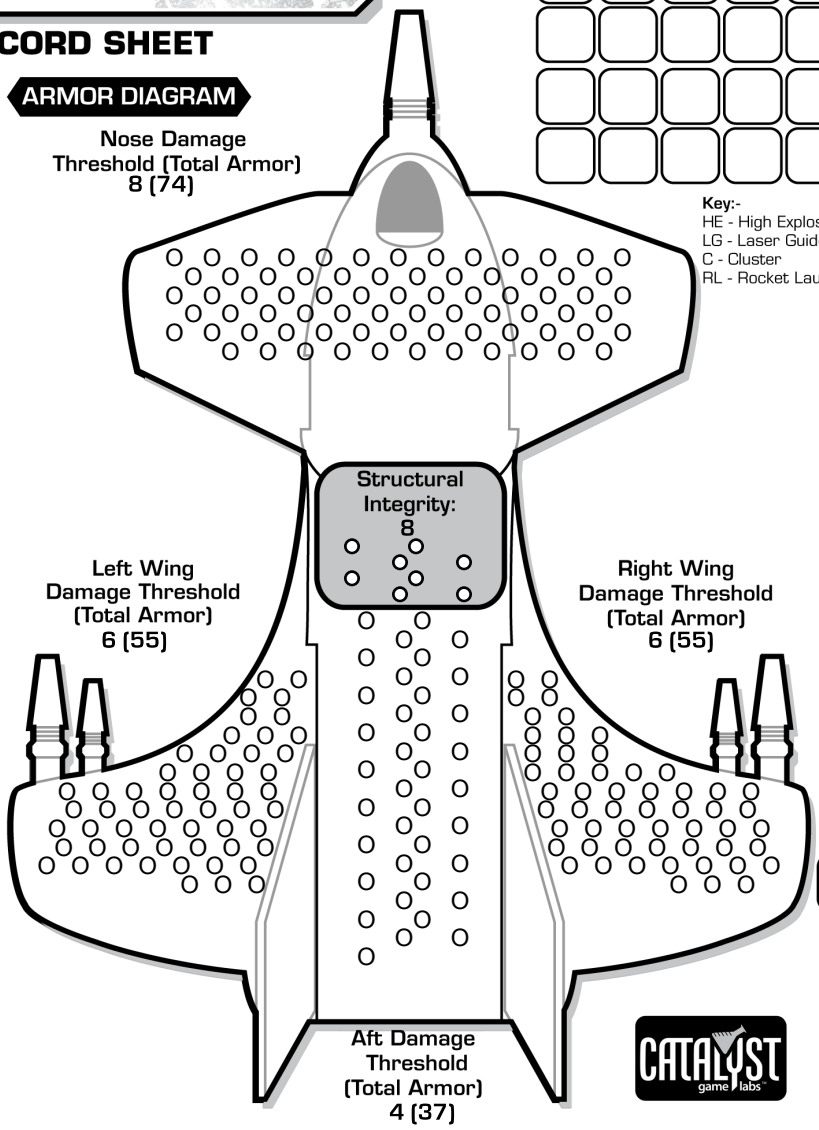
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | HAG/40 [C,F] | N | 8 | 32 | 24 | 24 | — |
| 1 | Targeting Computer [E] | N | 0 | — | — | — | — |

Ammo (CASE): (HAG 40) 12
**Fuel:** 320 Points

**Cost:**
**BV:** 2,453



### 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 | | | | | | | | | | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Wusun C

**Thrust:**
**Safe Thrust:** 8
**Maximum Thrust:** 12

**Tonnage:** 55
**Tech Base:** Clan
**Era:** Dark Age

#### Weapons & Equipment Inventory

Standard Scale

| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Active Probe [E] | N | 0 | — | — | 5 | — |
| 1 | ER Large Laser [DE] | N | 12 | 10 | 10 | 10 | 10 |
| 1 | Targeting Computer [E] | N | 0 | — | — | — | — |
| 3 | Heavy Medium Laser [DE] | LW | 7 | 10 | — | — | — |
| 3 | Heavy Medium Laser [DE] | RW | 7 | 10 | — | — | — |

**Fuel:** 320 Points

**Cost:**
**BV:** 2,368

### ARMOR DIAGRAM

Nose Damage Threshold (Total Armor)
8 (74)

Structural Integrity:
8

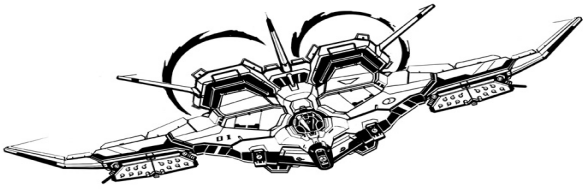
Left Wing Damage Threshold (Total Armor)
6 (55)

Right Wing Damage Threshold (Total Armor)
6 (55)

Aft Damage Threshold (Total Armor)
4 (37)

### 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 (42)
Double
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 | | | | | | | | | | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Ostrogoth Prime

**Thrust:**
**Safe Thrust:** 7
**Maximum Thrust:** 11

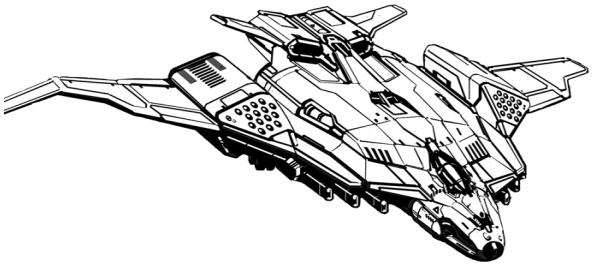
**Tonnage:** 75
**Tech Base:** Clan
**Era:** Jihad

#### Weapons & Equipment Inventory

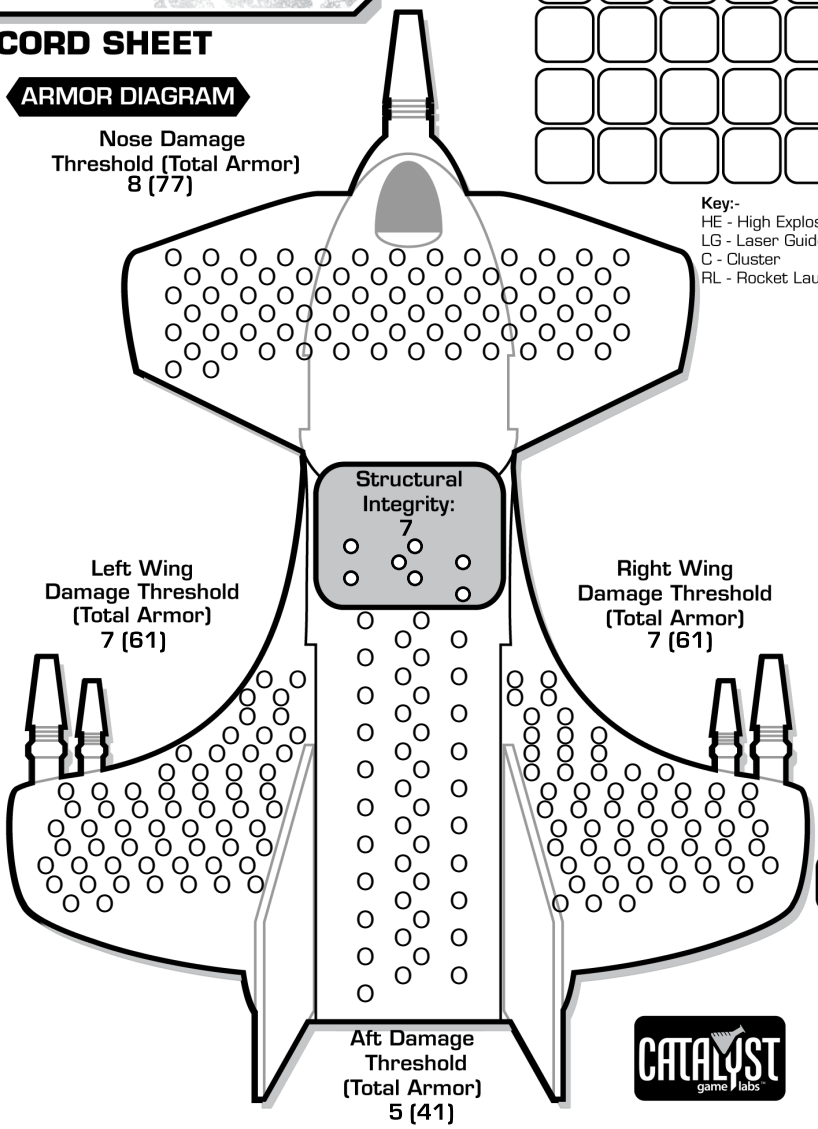
| Qty | Type | Loc. | Ht | Standard Scale (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | ER PPC [DE] | N | 15 | 15 | 15 | 15 | — |
| 1 | Targeting Computer [E] | N | 0 | — | — | — | — |
| 3 | ER Medium Laser [DE] | LW | 5 | 7 | 7 | — | — |
| 1 | LRM 15 [M,C,S] w/Artemis IV FCS | LW | 5 | 9 | 9 | 9 | — |
| 3 | ER Medium Laser [DE] | RW | 5 | 7 | 7 | — | — |
| 1 | LRM 15 [M,C,S] w/Artemis IV FCS | RW | 5 | 9 | 9 | 9 | — |
| 1 | ECM Suite [E] | A | 0 | — | — | 6 | — |
| 1 | ER Medium Laser [DE] | A | 5 | 7 | 7 | — | — |

Ammo (CASE): (LRM 15 Artemis) 32
**Fuel:** 400 Points

**Cost:**
**BV:** 3,720



### 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
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 | | | | | | | | | | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Ostrogoth A

**Thrust:**
**Safe Thrust:** 7
**Maximum Thrust:** 11

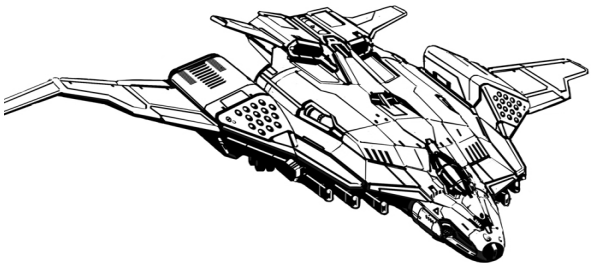
**Tonnage:** 75
**Tech Base:** Clan
**Era:** Jihad

#### Weapons & Equipment Inventory

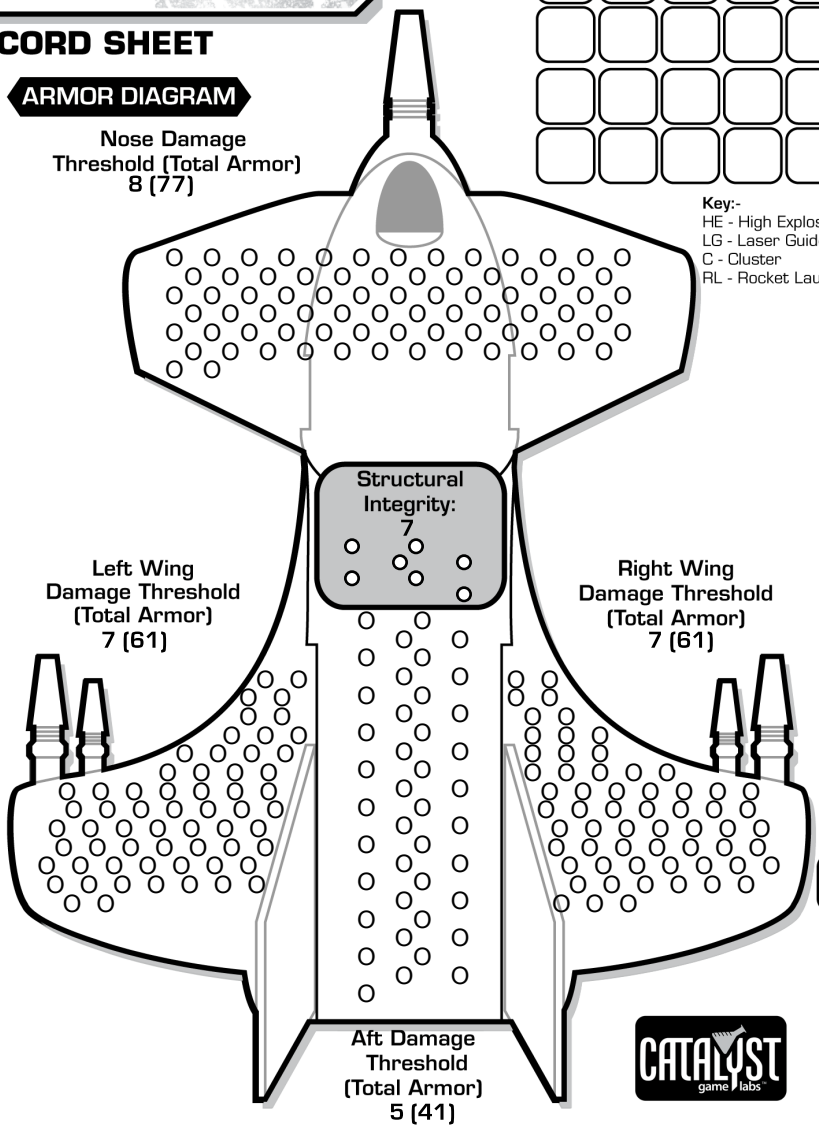
| Qty | Type | Loc. | Ht | Standard Scale (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Active Probe [E] | N | 0 | — | — | 5 | — |
| 2 | ER PPC [DE] | N | 15 | 15 | 15 | 15 | — |
| 1 | Targeting Computer [E] | N | 0 | — | — | — | — |
| 1 | Streak SRM 6 [M,C] | LW | 4 | 12 | 12 | — | — |
| 1 | Streak SRM 6 [M,C] | RW | 4 | 12 | 12 | — | — |
| 1 | ECM Suite [E] | A | 0 | — | — | 6 | — |
| 1 | ER Medium Laser [DE] | A | 5 | 7 | 7 | — | — |

Ammo (CASE): (Streak SRM 6) 30
**Fuel:** 400 Points

**Cost:**
**BV:** 3,265



### 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:** 19 (38) **Double**

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 | | | | | | | | | | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Ostrogoth B

**Thrust:**
**Safe Thrust:** 7
**Maximum Thrust:** 11

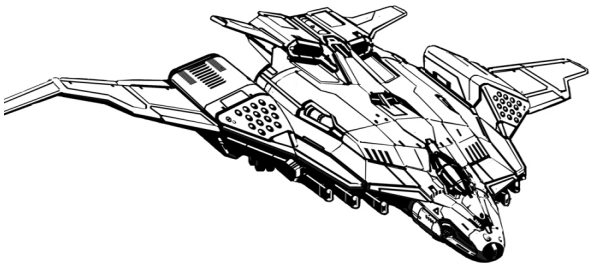
**Tonnage:** 75
**Tech Base:** Clan
**Era:** Jihad

#### Weapons & Equipment Inventory

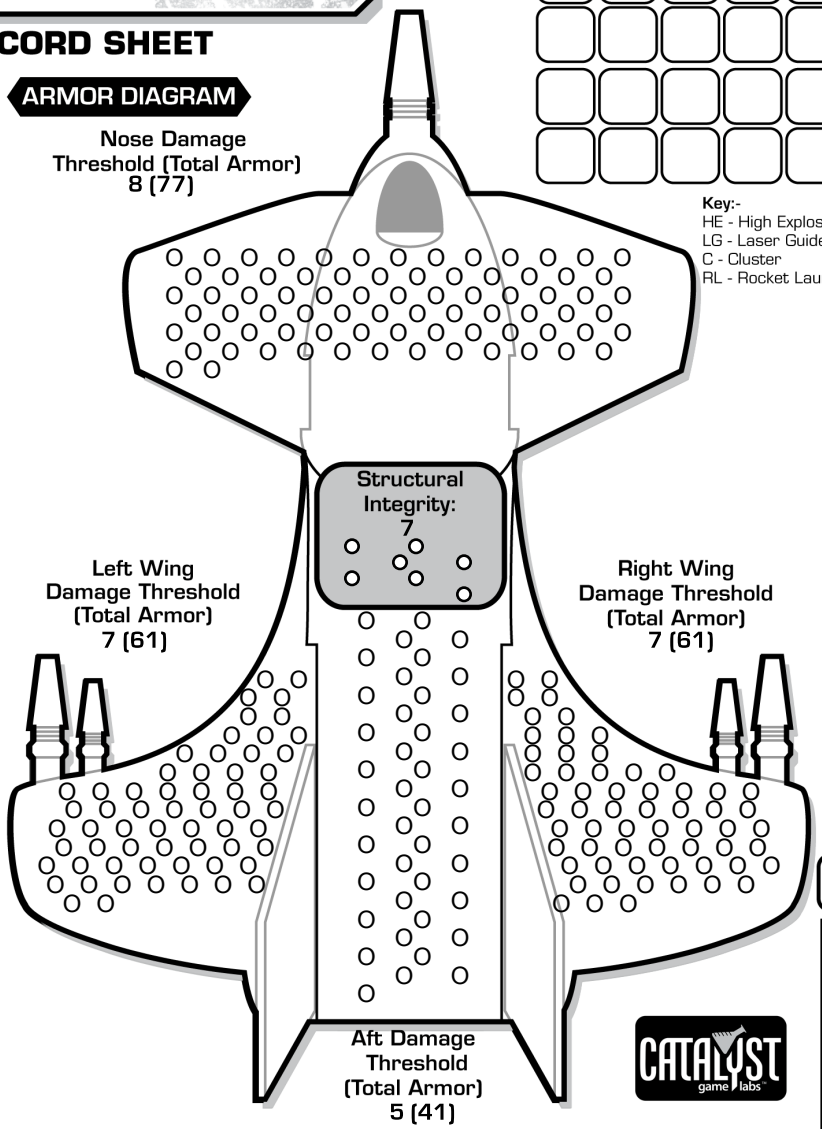
| Qty | Type | Loc. | Ht | Standard Scale (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 3 | ER Medium Laser [DE] | N | 5 | 7 | 7 | — | — |
| 1 | HAG/30 [C,F] | N | 6 | 24 | 18 | 18 | — |
| 1 | Targeting Computer [E] | N | 0 | — | — | — | — |
| 1 | Streak SRM 6 [M,C] | LW | 4 | 12 | 12 | — | — |
| 1 | Streak SRM 6 [M,C] | RW | 4 | 12 | 12 | — | — |
| 1 | ECM Suite [E] | A | 0 | — | — | 6 | — |

Ammo (CASE): (HAG 30) 12, (Streak SRM 6) 30
**Fuel:** 400 Points

**Cost:**
**BV:** 3,171



### 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 (26)
**Double**
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 | | | | | | | | | | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Ostrogoth C

**Thrust:**
**Safe Thrust:** 7
**Maximum Thrust:** 11

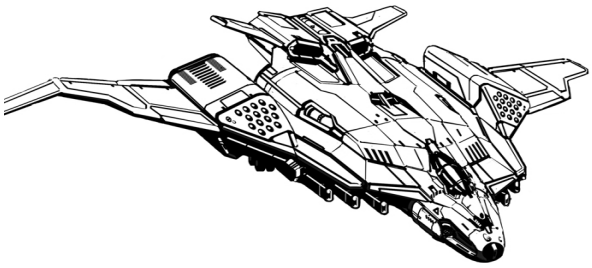
**Tonnage:** 75
**Tech Base:** Clan
**Era:** Jihad

#### Weapons & Equipment Inventory

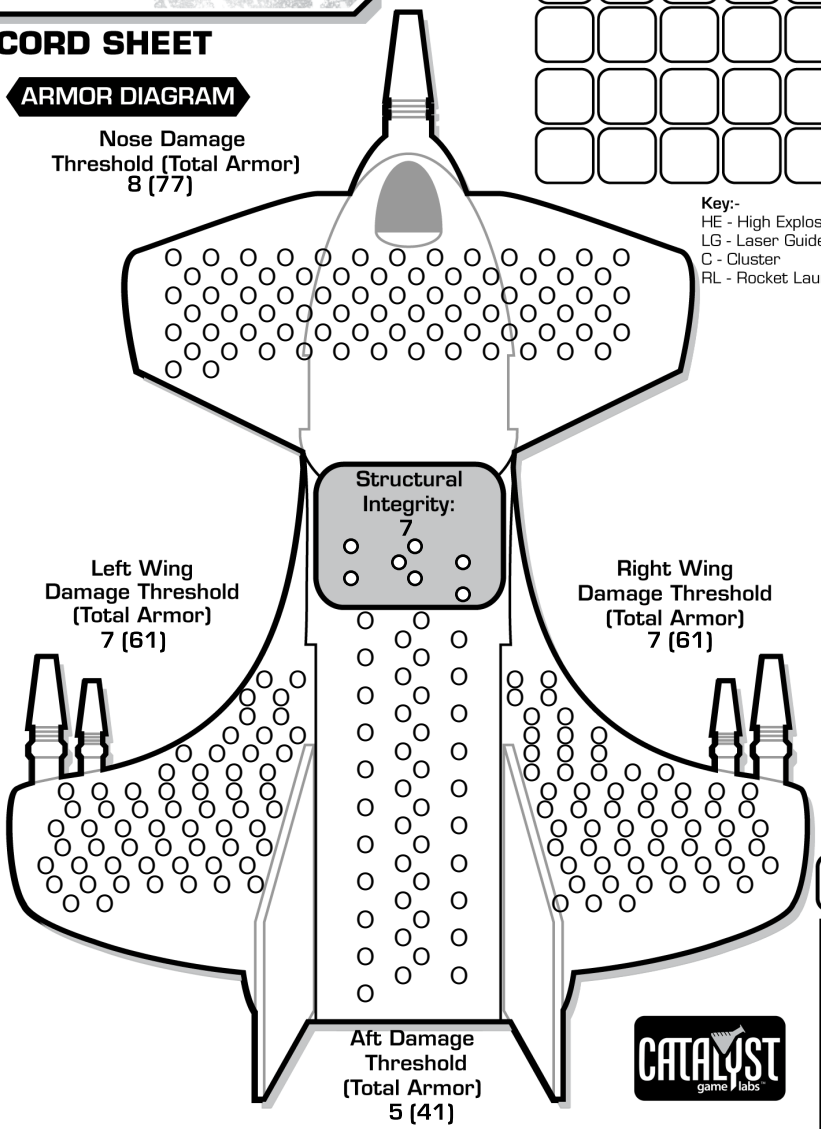
| Qty | Type | Loc. | Ht | Standard Scale (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | LRM 15 [M,C,S] w/Artemis IV FCS | N | 5 | 9 | 9 | 9 | — |
| 2 | LRM 15 [M,C,S] w/Artemis IV FCS | LW | 5 | 9 | 9 | 9 | — |
| 2 | LRM 15 [M,C,S] w/Artemis IV FCS | RW | 5 | 9 | 9 | 9 | — |
| 1 | ECM Suite [E] | A | 0 | — | — | 6 | — |
| 1 | ER Small Laser [DE] | A | 2 | 5 | — | — | — |

Ammo (CASE): (LRM 15 Artemis) 80
**Fuel:** 400 Points

**Cost:**
**BV:** 2,973



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 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**
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 | | | | | | | | | | |

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.



# CONVENTIONAL INFANTRY

# BATTLETECH™



## HEAVY JUMP INFANTRY RECORD SHEET

## HEAVY JUMP INFANTRY PLATOON 1

**Armor Type:** DEST Infiltration Suit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 8 8 7 7 6 6 6 5 5 5 4 4 3 3 3 2 2 2 1 1 0

**Notes:**

+1 to-hit modifier to attackers if unit does not move. Non-Infantry units suffer a +1/+1/+2 to-hit modifier at short/medium/long ranges.

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 95 **Transport Wt:** 4 tons **Movement MP:** 3 **Type:** Jump
**Movement MP:** 1 **Type:** Ground

## HEAVY JUMP INFANTRY PLATOON 2

**Armor Type:** DEST Infiltration Suit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 8 8 7 7 6 6 6 5 5 5 4 4 3 3 3 2 2 2 1 1 0

**Notes:**

+1 to-hit modifier to attackers if unit does not move. Non-Infantry units suffer a +1/+1/+2 to-hit modifier at short/medium/long ranges.

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 95 **Transport Wt:** 4 tons **Movement MP:** 3 **Type:** Jump
**Movement MP:** 1 **Type:** Ground

## HEAVY JUMP INFANTRY PLATOON 3

**Armor Type:** DEST Infiltration Suit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 8 8 7 7 6 6 6 5 5 5 4 4 3 3 3 2 2 2 1 1 0

**Notes:**

+1 to-hit modifier to attackers if unit does not move. Non-Infantry units suffer a +1/+1/+2 to-hit modifier at short/medium/long ranges.

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 95 **Transport Wt:** 4 tons **Movement MP:** 3 **Type:** Jump
**Movement MP:** 1 **Type:** Ground

## HEAVY JUMP INFANTRY PLATOON 4

**Armor Type:** DEST Infiltration Suit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 8 8 7 7 6 6 6 5 5 5 4 4 3 3 3 2 2 2 1 1 0

**Notes:**

+1 to-hit modifier to attackers if unit does not move. Non-Infantry units suffer a +1/+1/+2 to-hit modifier at short/medium/long ranges.

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 95 **Transport Wt:** 4 tons **Movement MP:** 3 **Type:** Jump
**Movement MP:** 1 **Type:** Ground

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## MECHANIZED FIELD ARTILLERY RECORD SHEET

## MECHANIZED FIELD ARTILLERY PLATOON 1

**Armor Type:** Draconis Combine Standard Infantry Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** | — | — | — | — | — | — | 13 | 12 | 12 | 11 | 11 | 10 | 10 | 9 | 9 | 8 | 8 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

**Notes:**
Thumper Artillery Piece requires15 men to operate. Burst Damage

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** Thumper Artillery Piece **Ammo:** 20 **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 79 **Transport Wt:** 40 tons **Movement MP:** 1 **Type:** Wheeled
**Movement MP:** N/A **Type:** N/A

## MECHANIZED FIELD ARTILLERY PLATOON 2

**Armor Type:** Draconis Combine Standard Infantry Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** | — | — | — | — | — | — | 13 | 12 | 12 | 11 | 11 | 10 | 10 | 9 | 9 | 8 | 8 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

**Notes:**
Thumper Artillery Piece requires15 men to operate. Burst Damage

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** Thumper Artillery Piece **Ammo:** 20 **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 79 **Transport Wt:** 40 tons **Movement MP:** 1 **Type:** Wheeled
**Movement MP:** N/A **Type:** N/A

## MECHANIZED FIELD ARTILLERY PLATOON 3

**Armor Type:** Draconis Combine Standard Infantry Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** | — | — | — | — | — | — | 13 | 12 | 12 | 11 | 11 | 10 | 10 | 9 | 9 | 8 | 8 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

**Notes:**
Thumper Artillery Piece requires15 men to operate. Burst Damage

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** Thumper Artillery Piece **Ammo:** 20 **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 79 **Transport Wt:** 40 tons **Movement MP:** 1 **Type:** Wheeled
**Movement MP:** N/A **Type:** N/A

## MECHANIZED FIELD ARTILLERY PLATOON 4

**Armor Type:** Draconis Combine Standard Infantry Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** | — | — | — | — | — | — | 13 | 12 | 12 | 11 | 11 | 10 | 10 | 9 | 9 | 8 | 8 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

**Notes:**
Thumper Artillery Piece requires15 men to operate. Burst Damage

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** Thumper Artillery Piece **Ammo:** 20 **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 79 **Transport Wt:** 40 tons **Movement MP:** 1 **Type:** Wheeled
**Movement MP:** N/A **Type:** N/A

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## RECON INFANTRY RECORD SHEET

## RECON INFANTRY PLATOON 1

**Armor Type:** Draconis Combine Standard Infantry Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
Equipped with Demolition Gear.

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 2 | 2 | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | 0 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 22 **Transport Wt:** 11 tons **Movement MP:** 5 **Type:** Hover
**Movement MP:** N/A **Type:** N/A

## RECON INFANTRY PLATOON 2

**Armor Type:** Draconis Combine Standard Infantry Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
Equipped with Demolition Gear.

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 2 | 2 | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | 0 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 22 **Transport Wt:** 11 tons **Movement MP:** 5 **Type:** Hover
**Movement MP:** N/A **Type:** N/A

## RECON INFANTRY PLATOON 3

**Armor Type:** Draconis Combine Standard Infantry Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
Equipped with Demolition Gear.

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 2 | 2 | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | 0 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 22 **Transport Wt:** 11 tons **Movement MP:** 5 **Type:** Hover
**Movement MP:** N/A **Type:** N/A

## RECON INFANTRY PLATOON 4

**Armor Type:** Draconis Combine Standard Infantry Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
Equipped with Demolition Gear.

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 2 | 2 | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | 0 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 22 **Transport Wt:** 11 tons **Movement MP:** 5 **Type:** Hover
**Movement MP:** N/A **Type:** N/A

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## CEREMONIAL GUARD RECORD SHEET

## CEREMONIAL GUARD PLATOON 1

**Armor Type:** Neo-Chainmail (Neo-Samurai) **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | 9 | 9 | 8 | 8 | 8 | 7 | 7 | 7 | 6 | 6 | 6 | 5 | 5 | 5 | 4 | 4 | 4 | 4 | 3 | 3 | 3 | 2 | 2 | 2 | 1 | 1 | 1 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 58 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

## CEREMONIAL GUARD PLATOON 2

**Armor Type:** Neo-Chainmail (Neo-Samurai) **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | 9 | 9 | 8 | 8 | 8 | 7 | 7 | 7 | 6 | 6 | 6 | 5 | 5 | 5 | 4 | 4 | 4 | 4 | 3 | 3 | 3 | 2 | 2 | 2 | 1 | 1 | 1 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 58 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

## CEREMONIAL GUARD PLATOON 3

**Armor Type:** Neo-Chainmail (Neo-Samurai) **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | 9 | 9 | 8 | 8 | 8 | 7 | 7 | 7 | 6 | 6 | 6 | 5 | 5 | 5 | 4 | 4 | 4 | 4 | 3 | 3 | 3 | 2 | 2 | 2 | 1 | 1 | 1 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 58 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

## CEREMONIAL GUARD PLATOON 4

**Armor Type:** Neo-Chainmail (Neo-Samurai) **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | 9 | 9 | 8 | 8 | 8 | 7 | 7 | 7 | 6 | 6 | 6 | 5 | 5 | 5 | 4 | 4 | 4 | 4 | 3 | 3 | 3 | 2 | 2 | 2 | 1 | 1 | 1 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 58 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## MOUNTAINEER RECORD SHEET

## MOUNTAINEER PLATOON 1

**Armor Type:** Federated Suns Standard Infanty Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 8 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

**Notes:**

Mountain climbing equipment. Unit can traverse 3 levels per hex. Unit is immune to the effects of Thin Atmosphere.

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 92 **Transport Wt:** 2 tons **Movement MP:** 1 **Type:** Foot (Mountain)
**Movement MP:** N/A **Type:** N/A

## MOUNTAINEER PLATOON 2

**Armor Type:** Federated Suns Standard Infanty Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 8 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

**Notes:**

Mountain climbing equipment. Unit can traverse 3 levels per hex. Unit is immune to the effects of Thin Atmosphere.

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 92 **Transport Wt:** 2 tons **Movement MP:** 1 **Type:** Foot (Mountain)
**Movement MP:** N/A **Type:** N/A

## MOUNTAINEER PLATOON 3

**Armor Type:** Federated Suns Standard Infanty Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 8 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

**Notes:**

Mountain climbing equipment. Unit can traverse 3 levels per hex. Unit is immune to the effects of Thin Atmosphere.

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 92 **Transport Wt:** 2 tons **Movement MP:** 1 **Type:** Foot (Mountain)
**Movement MP:** N/A **Type:** N/A

## MOUNTAINEER PLATOON 4

**Armor Type:** Federated Suns Standard Infanty Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 8 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

**Notes:**

Mountain climbing equipment. Unit can traverse 3 levels per hex. Unit is immune to the effects of Thin Atmosphere.

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 92 **Transport Wt:** 2 tons **Movement MP:** 1 **Type:** Foot (Mountain)
**Movement MP:** N/A **Type:** N/A

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## FIREFIGHTER RECORD SHEET

## FIREFIGHTER PLATOON 1

**Armor Type:** Federated Suns Standard Infanty Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

**Notes:**

Firefighting Equipment. Cannot conduct Anti-'Mech or Swarming Attacks.

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 74 **Transport Wt:** 5 tons **Movement MP:** 2 **Type:** Motorized
**Movement MP:** N/A **Type:** N/A

## FIREFIGHTER PLATOON 2

**Armor Type:** Federated Suns Standard Infanty Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

**Notes:**

Firefighting Equipment. Cannot conduct Anti-'Mech or Swarming Attacks.

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 74 **Transport Wt:** 5 tons **Movement MP:** 2 **Type:** Motorized
**Movement MP:** N/A **Type:** N/A

## FIREFIGHTER PLATOON 3

**Armor Type:** Federated Suns Standard Infanty Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

**Notes:**

Firefighting Equipment. Cannot conduct Anti-'Mech or Swarming Attacks.

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 74 **Transport Wt:** 5 tons **Movement MP:** 2 **Type:** Motorized
**Movement MP:** N/A **Type:** N/A

## FIREFIGHTER PLATOON 4

**Armor Type:** Federated Suns Standard Infanty Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

**Notes:**

Firefighting Equipment. Cannot conduct Anti-'Mech or Swarming Attacks.

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 74 **Transport Wt:** 5 tons **Movement MP:** 2 **Type:** Motorized
**Movement MP:** N/A **Type:** N/A

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



**FROGMEN RECORD SHEET**

## FROGMEN PLATOON 1

**Armor Type:** Flack Vest **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**

Weapon range is halved (round down) underwater.

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 9 | 8 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 2 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 64 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Foot
**Movement MP:** 2 **Type:** Motorized SCUBA

## FROGMEN PLATOON 2

**Armor Type:** Flack Vest **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**

Weapon range is halved (round down) underwater.

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 9 | 8 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 2 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 64 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Foot
**Movement MP:** 2 **Type:** Motorized SCUBA

## FROGMEN PLATOON 3

**Armor Type:** Flack Vest **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**

Weapon range is halved (round down) underwater.

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 9 | 8 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 2 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 64 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Foot
**Movement MP:** 2 **Type:** Motorized SCUBA

## FROGMEN PLATOON 4

**Armor Type:** Flack Vest **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**

Weapon range is halved (round down) underwater.

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 9 | 8 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 2 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 64 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Foot
**Movement MP:** 2 **Type:** Motorized SCUBA

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## SPECOPS PARATROOPER RECORD SHEET

## SPECOPS PARATROOPER PLATOON 1

**Armor Type:** Sneak Suit (Camo/ECM/IR) **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** —

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Notes:** +3 to-hit modifier to attackers if platoon doesn't move, +2 modifier to attackers if platoon expends 1 MP. Non-infantry units suffer a +1/+1/+2 to-hit modifier at short/medium/long ranges. Invisible to Standard/Light Active Probes. May use Atmospheric Drops rules.

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 101 **Transport Wt:** 4 tons **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** Paratrooper

## SPECOPS PARATROOPER PLATOON 2

**Armor Type:** Sneak Suit (Camo/ECM/IR) **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** —

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Notes:** +3 to-hit modifier to attackers if platoon doesn't move, +2 modifier to attackers if platoon expends 1 MP. Non-infantry units suffer a +1/+1/+2 to-hit modifier at short/medium/long ranges. Invisible to Standard/Light Active Probes. May use Atmospheric Drops rules.

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 101 **Transport Wt:** 4 tons **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** Paratrooper

## SPECOPS PARATROOPER PLATOON 3

**Armor Type:** Sneak Suit (Camo/ECM/IR) **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** —

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Notes:** +3 to-hit modifier to attackers if platoon doesn't move, +2 modifier to attackers if platoon expends 1 MP. Non-infantry units suffer a +1/+1/+2 to-hit modifier at short/medium/long ranges. Invisible to Standard/Light Active Probes. May use Atmospheric Drops rules.

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 101 **Transport Wt:** 4 tons **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** Paratrooper

## SPECOPS PARATROOPER PLATOON 4

**Armor Type:** Sneak Suit (Camo/ECM/IR) **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** —

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Notes:** +3 to-hit modifier to attackers if platoon doesn't move, +2 modifier to attackers if platoon expends 1 MP. Non-infantry units suffer a +1/+1/+2 to-hit modifier at short/medium/long ranges. Invisible to Standard/Light Active Probes. May use Atmospheric Drops rules.

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 101 **Transport Wt:** 4 tons **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** Paratrooper

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## COMMANDO RECORD SHEET

## COMMANDO PLATOON 1

**Armor Type:** Sneak Suit (Camo/ECM/IR) **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **Max Weapon Damage*** | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 3 | 3 | 3 | 2 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 1 | 0 | 0 |

*Damage is always applied in 2-point Damage Value groupings

| **RANGE IN HEXES (TO-HIT MODIFIER)** | | | | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **Range** | **0** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** | **13** | **14** | **15** | **16** | **17** | **18** | **19** | **20** | **21** |
| **Range Modifier** | **0** | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Notes:** +3 to-hit modifier to attackers if platoon doesn't move, +2 to-hit modifier to attackers if platoon expends 1 MP, +1 to-hit modifier to attackers if platoon expends 2 MP. Non-infantry units suffer +1/+1/+2 to-hit modifiers at short/medium/long ranges. Invisible to Standard/Light Active Probes. Demolition equipment.

**BV:** 44 **Transport Wt:** 4 tons **Movement MP:** 3 **Type:** Jump
**Movement MP:** 1 **Type:** Foot

## COMMANDO PLATOON 2

**Armor Type:** Sneak Suit (Camo/ECM/IR) **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **Max Weapon Damage*** | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 3 | 3 | 3 | 2 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 1 | 0 | 0 |

*Damage is always applied in 2-point Damage Value groupings

| **RANGE IN HEXES (TO-HIT MODIFIER)** | | | | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **Range** | **0** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** | **13** | **14** | **15** | **16** | **17** | **18** | **19** | **20** | **21** |
| **Range Modifier** | **0** | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Notes:** +3 to-hit modifier to attackers if platoon doesn't move, +2 to-hit modifier to attackers if platoon expends 1 MP, +1 to-hit modifier to attackers if platoon expends 2 MP. Non-infantry units suffer +1/+1/+2 to-hit modifiers at short/medium/long ranges. Invisible to Standard/Light Active Probes. Demolition equipment.

**BV:** 44 **Transport Wt:** 4 tons **Movement MP:** 3 **Type:** Jump
**Movement MP:** 1 **Type:** Foot

## COMMANDO PLATOON 3

**Armor Type:** Sneak Suit (Camo/ECM/IR) **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **Max Weapon Damage*** | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 3 | 3 | 3 | 2 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 1 | 0 | 0 |

*Damage is always applied in 2-point Damage Value groupings

| **RANGE IN HEXES (TO-HIT MODIFIER)** | | | | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **Range** | **0** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** | **13** | **14** | **15** | **16** | **17** | **18** | **19** | **20** | **21** |
| **Range Modifier** | **0** | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Notes:** +3 to-hit modifier to attackers if platoon doesn't move, +2 to-hit modifier to attackers if platoon expends 1 MP, +1 to-hit modifier to attackers if platoon expends 2 MP. Non-infantry units suffer +1/+1/+2 to-hit modifiers at short/medium/long ranges. Invisible to Standard/Light Active Probes. Demolition equipment.

**BV:** 44 **Transport Wt:** 4 tons **Movement MP:** 3 **Type:** Jump
**Movement MP:** 1 **Type:** Foot

## COMMANDO PLATOON 4

**Armor Type:** Sneak Suit (Camo/ECM/IR) **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **Max Weapon Damage*** | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 3 | 3 | 3 | 2 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 1 | 0 | 0 |

*Damage is always applied in 2-point Damage Value groupings

| **RANGE IN HEXES (TO-HIT MODIFIER)** | | | | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **Range** | **0** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** | **13** | **14** | **15** | **16** | **17** | **18** | **19** | **20** | **21** |
| **Range Modifier** | **0** | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Notes:** +3 to-hit modifier to attackers if platoon doesn't move, +2 to-hit modifier to attackers if platoon expends 1 MP, +1 to-hit modifier to attackers if platoon expends 2 MP. Non-infantry units suffer +1/+1/+2 to-hit modifiers at short/medium/long ranges. Invisible to Standard/Light Active Probes. Demolition equipment.

**BV:** 44 **Transport Wt:** 4 tons **Movement MP:** 3 **Type:** Jump
**Movement MP:** 1 **Type:** Foot

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



**HOUSE LIAO INFANTRY RECORD SHEET**

## MINELAYER INFANTRY PLATOON 1

**Armor Type:** Capellan Confederation Std. Infantry Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
Mine-laying equipment.

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 5 | 5 | 5 | 4 | 4 | 4 | 3 | 3 | 3 | 2 | 2 | 2 | 1 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +3 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 36 **Transport Wt:** 16 tons **Movement MP:** 3 **Type:** Mechanized/Tracked
**Movement MP:** N/A **Type:** N/A

## MINELAYER INFANTRY PLATOON 2

**Armor Type:** Capellan Confederation Std. Infantry Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
Mine-laying equipment.

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 5 | 5 | 5 | 4 | 4 | 4 | 3 | 3 | 3 | 2 | 2 | 2 | 1 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +3 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 36 **Transport Wt:** 16 tons **Movement MP:** 3 **Type:** Mechanized/Tracked
**Movement MP:** N/A **Type:** N/A

## MINELAYER INFANTRY PLATOON 3

**Armor Type:** Capellan Confederation Std. Infantry Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
Mine-laying equipment.

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 5 | 5 | 5 | 4 | 4 | 4 | 3 | 3 | 3 | 2 | 2 | 2 | 1 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +3 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 36 **Transport Wt:** 16 tons **Movement MP:** 3 **Type:** Mechanized/Tracked
**Movement MP:** N/A **Type:** N/A

## MINELAYER INFANTRY PLATOON 4

**Armor Type:** Capellan Confederation Std. Infantry Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
Mine-laying equipment.

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 5 | 5 | 5 | 4 | 4 | 4 | 3 | 3 | 3 | 2 | 2 | 2 | 1 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +3 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 36 **Transport Wt:** 16 tons **Movement MP:** 3 **Type:** Mechanized/Tracked
**Movement MP:** N/A **Type:** N/A

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## SNIPER RECORD SHEET

## SNIPER PLATOON 1

**Armor Type:** Sneak Suit (Camo) **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 2 | 2 | 1 | 1 | 1 | 1 | 0 |

**Notes:**

+3 modifier to attackers if squad doesn't move, +2 modifier to attackers if squad expends 1 MP.

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 21 **Transport Wt:** 1 ton **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

## SNIPER PLATOON 2

**Armor Type:** Sneak Suit (Camo) **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 2 | 2 | 1 | 1 | 1 | 1 | 0 |

**Notes:**

+3 modifier to attackers if squad doesn't move, +2 modifier to attackers if squad expends 1 MP.

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 21 **Transport Wt:** 1 ton **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

## SNIPER PLATOON 3

**Armor Type:** Sneak Suit (Camo) **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 2 | 2 | 1 | 1 | 1 | 1 | 0 |

**Notes:**

+3 modifier to attackers if squad doesn't move, +2 modifier to attackers if squad expends 1 MP.

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 21 **Transport Wt:** 1 ton **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

## SNIPER PLATOON 4

**Armor Type:** Sneak Suit (Camo) **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 2 | 2 | 1 | 1 | 1 | 1 | 0 |

**Notes:**

+3 modifier to attackers if squad doesn't move, +2 modifier to attackers if squad expends 1 MP.

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 21 **Transport Wt:** 1 ton **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## MISSILE ARTILLERY INFANTRY RECORD SHEET

## MISSILE ARTILLERY INFANTRY PLATOON 1

**Armor Type:** Capellan Confederation Std. Infantry Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | 16 | 15 | 15 | 14 | 13 | 13 | 12 | 11 | 11 | 10 | 9 | 9 | 8 | 7 | 7 | 6 | 5 | 5 | 4 | 3 | 3 | 2 | 1 | 1 |

**Notes:**

Arrow IV requires 15 men to operate.

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** Arrow IV — **Ammo:** 5 — **Disposable Weapon:** N/A — **Ammo:** N/A

**Disposable Weapon:** N/A — **Ammo:** N/A — **Disposable Weapon:** N/A — **Ammo:** N/A

**BV:** 210 **Transport Wt:** 40 tons **Movement MP:** 1 **Type:** Mechanized/Wheeled
**Movement MP:** N/A **Type:** N/A

## MISSILE ARTILLERY INFANTRY PLATOON 2

**Armor Type:** Capellan Confederation Std. Infantry Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | 16 | 15 | 15 | 14 | 13 | 13 | 12 | 11 | 11 | 10 | 9 | 9 | 8 | 7 | 7 | 6 | 5 | 5 | 4 | 3 | 3 | 2 | 1 | 1 |

**Notes:**

Arrow IV requires 15 men to operate.

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** Arrow IV — **Ammo:** 5 — **Disposable Weapon:** N/A — **Ammo:** N/A

**Disposable Weapon:** N/A — **Ammo:** N/A — **Disposable Weapon:** N/A — **Ammo:** N/A

**BV:** 210 **Transport Wt:** 40 tons **Movement MP:** 1 **Type:** Mechanized/Wheeled
**Movement MP:** N/A **Type:** N/A

## MISSILE ARTILLERY INFANTRY PLATOON 3

**Armor Type:** Capellan Confederation Std. Infantry Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | 16 | 15 | 15 | 14 | 13 | 13 | 12 | 11 | 11 | 10 | 9 | 9 | 8 | 7 | 7 | 6 | 5 | 5 | 4 | 3 | 3 | 2 | 1 | 1 |

**Notes:**

Arrow IV requires 15 men to operate.

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** Arrow IV — **Ammo:** 5 — **Disposable Weapon:** N/A — **Ammo:** N/A

**Disposable Weapon:** N/A — **Ammo:** N/A — **Disposable Weapon:** N/A — **Ammo:** N/A

**BV:** 210 **Transport Wt:** 40 tons **Movement MP:** 1 **Type:** Mechanized/Wheeled
**Movement MP:** N/A **Type:** N/A

## MISSILE ARTILLERY INFANTRY PLATOON 4

**Armor Type:** Capellan Confederation Std. Infantry Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | 16 | 15 | 15 | 14 | 13 | 13 | 12 | 11 | 11 | 10 | 9 | 9 | 8 | 7 | 7 | 6 | 5 | 5 | 4 | 3 | 3 | 2 | 1 | 1 |

**Notes:**

Arrow IV requires 15 men to operate.

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** Arrow IV — **Ammo:** 5 — **Disposable Weapon:** N/A — **Ammo:** N/A

**Disposable Weapon:** N/A — **Ammo:** N/A — **Disposable Weapon:** N/A — **Ammo:** N/A

**BV:** 210 **Transport Wt:** 40 tons **Movement MP:** 1 **Type:** Mechanized/Wheeled
**Movement MP:** N/A **Type:** N/A

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## HEAVY JUMP INFANTRY RECORD SHEET

## HEAVY JUMP INFANTRY PLATOON 1

**Armor Type:** Free Worlds League Std. Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**
Cannot conduct Anti-'Mech or Swarming Attacks

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | 7 | 7 | 6 | 6 | 6 | 5 | 5 | 5 | 4 | 4 | 4 | 3 | 3 | 3 | 2 | 2 | 2 | 1 | 1 | 1 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 97 **Transport Wt:** 4 tons **Movement MP:** 2 **Type:** Jump
**Movement MP:** 1 **Type:** Foot

## HEAVY JUMP INFANTRY PLATOON 2

**Armor Type:** Free Worlds League Std. Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**
Cannot conduct Anti-'Mech or Swarming Attacks

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | 7 | 7 | 6 | 6 | 6 | 5 | 5 | 5 | 4 | 4 | 4 | 3 | 3 | 3 | 2 | 2 | 2 | 1 | 1 | 1 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 97 **Transport Wt:** 4 tons **Movement MP:** 2 **Type:** Jump
**Movement MP:** 1 **Type:** Foot

## HEAVY JUMP INFANTRY PLATOON 3

**Armor Type:** Free Worlds League Std. Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**
Cannot conduct Anti-'Mech or Swarming Attacks

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | 7 | 7 | 6 | 6 | 6 | 5 | 5 | 5 | 4 | 4 | 4 | 3 | 3 | 3 | 2 | 2 | 2 | 1 | 1 | 1 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 97 **Transport Wt:** 4 tons **Movement MP:** 2 **Type:** Jump
**Movement MP:** 1 **Type:** Foot

## HEAVY JUMP INFANTRY PLATOON 4

**Armor Type:** Free Worlds League Std. Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**
Cannot conduct Anti-'Mech or Swarming Attacks

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | 7 | 7 | 6 | 6 | 6 | 5 | 5 | 5 | 4 | 4 | 4 | 3 | 3 | 3 | 2 | 2 | 2 | 1 | 1 | 1 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 97 **Transport Wt:** 4 tons **Movement MP:** 2 **Type:** Jump
**Movement MP:** 1 **Type:** Foot

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## XENOPLANETARY INFANTRY RECORD SHEET

## XENOPLANETARY INFANTRY PLATOON 1

**Armor Type:** Spacesuite, Combat **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**

Encumbered; cannot move and shoot in the same turn.
Cannot conduct Anti-'Mech or Swarming Attacks.
Xenoplanetary (Vacuum) Condition-Trained.

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | 13 | 12 | 12 | 12 | 11 | 11 | 10 | 10 | 9 | 9 | 8 | 8 | 7 | 7 | 6 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | 0 | 0 | +1 | +1 | +2 | +2 | +3 | +3 | +4 | +4 | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 88 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

## XENOPLANETARY INFANTRY PLATOON 2

**Armor Type:** Spacesuite, Combat **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**

Encumbered; cannot move and shoot in the same turn.
Cannot conduct Anti-'Mech or Swarming Attacks.
Xenoplanetary (Vacuum) Condition-Trained.

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | 13 | 12 | 12 | 12 | 11 | 11 | 10 | 10 | 9 | 9 | 8 | 8 | 7 | 7 | 6 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | 0 | 0 | +1 | +1 | +2 | +2 | +3 | +3 | +4 | +4 | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 88 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

## XENOPLANETARY INFANTRY PLATOON 3

**Armor Type:** Spacesuite, Combat **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**

Encumbered; cannot move and shoot in the same turn.
Cannot conduct Anti-'Mech or Swarming Attacks.
Xenoplanetary (Vacuum) Condition-Trained.

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | 13 | 12 | 12 | 12 | 11 | 11 | 10 | 10 | 9 | 9 | 8 | 8 | 7 | 7 | 6 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | 0 | 0 | +1 | +1 | +2 | +2 | +3 | +3 | +4 | +4 | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 88 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

## XENOPLANETARY INFANTRY PLATOON 4

**Armor Type:** Spacesuite, Combat **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**

Encumbered; cannot move and shoot in the same turn.
Cannot conduct Anti-'Mech or Swarming Attacks.
Xenoplanetary (Vacuum) Condition-Trained.

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | 13 | 12 | 12 | 12 | 11 | 11 | 10 | 10 | 9 | 9 | 8 | 8 | 7 | 7 | 6 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | 0 | 0 | +1 | +1 | +2 | +2 | +3 | +3 | +4 | +4 | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 88 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH



## AA JUMP INFANTRY RECORD SHEET

## AA JUMP INFANTRY PLATOON 1

**Armor Type:** Flack Vest **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**

Anti-Aircraft equipment; may attack airborne targets that attack their hex.

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | 13 | 12 | 12 | 11 | 11 | 10 | 9 | 9 | 8 | 7 | 7 | 6 | 6 | 5 | 4 | 4 | 3 | 2 | 2 | 1 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 86 **Transport Wt:** 4 tons **Movement MP:** 2 **Type:** Jump
**Movement MP:** 1 **Type:** Foot

## AA JUMP INFANTRY PLATOON 2

**Armor Type:** Flack Vest **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**

Anti-Aircraft equipment; may attack airborne targets that attack their hex.

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | 13 | 12 | 12 | 11 | 11 | 10 | 9 | 9 | 8 | 7 | 7 | 6 | 6 | 5 | 4 | 4 | 3 | 2 | 2 | 1 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 86 **Transport Wt:** 4 tons **Movement MP:** 2 **Type:** Jump
**Movement MP:** 1 **Type:** Foot

## AA JUMP INFANTRY PLATOON 3

**Armor Type:** Flack Vest **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**

Anti-Aircraft equipment; may attack airborne targets that attack their hex.

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | 13 | 12 | 12 | 11 | 11 | 10 | 9 | 9 | 8 | 7 | 7 | 6 | 6 | 5 | 4 | 4 | 3 | 2 | 2 | 1 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 86 **Transport Wt:** 4 tons **Movement MP:** 2 **Type:** Jump
**Movement MP:** 1 **Type:** Foot

## AA JUMP INFANTRY PLATOON 4

**Armor Type:** Flack Vest **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**

Anti-Aircraft equipment; may attack airborne targets that attack their hex.

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | 13 | 12 | 12 | 11 | 11 | 10 | 9 | 9 | 8 | 7 | 7 | 6 | 6 | 5 | 4 | 4 | 3 | 2 | 2 | 1 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 86 **Transport Wt:** 4 tons **Movement MP:** 2 **Type:** Jump
**Movement MP:** 1 **Type:** Foot

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## AERIAL BEAST INFANTRY RECORD SHEET

## AERIAL BEAST PLATOON 1

**Armor Type:** Free Worlds League Std. Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 1 | 1 | 1 | 0 | 0 | 0 | 0 |

**Notes:**

Cannot conduct Anti-'Mech or Swarming Attacks. +2D6 damage vs Infantry. +1 damage vs Vehicles/'Mechs.

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** Field Gun **Ammo:** Ammo **Disposable Weapon:** Disposable Weapon: **Ammo:** Ammo

**Disposable Weapon:** Disposable Weapon: **Ammo:** Ammo **Disposable Weapon:** Disposable Weapon: **Ammo:** Ammo

**BV:** 41 **Transport Wt:** 7 tons **Movement MP:** 5 **Type:** VOTL (Beast-Mounted, Branth)
**Movement MP:** 1 **Type:** Foot

## AERIAL BEAST PLATOON 2

**Armor Type:** Free Worlds League Std. Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 1 | 1 | 1 | 0 | 0 | 0 | 0 |

**Notes:**

Cannot conduct Anti-'Mech or Swarming Attacks. +2D6 damage vs Infantry. +1 damage vs Vehicles/'Mechs.

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** Field Gun **Ammo:** Ammo **Disposable Weapon:** Disposable Weapon: **Ammo:** Ammo

**Disposable Weapon:** Disposable Weapon: **Ammo:** Ammo **Disposable Weapon:** Disposable Weapon: **Ammo:** Ammo

**BV:** 41 **Transport Wt:** 7 tons **Movement MP:** 5 **Type:** VOTL (Beast-Mounted, Branth)
**Movement MP:** 1 **Type:** Foot

## AERIAL BEAST PLATOON 3

**Armor Type:** Free Worlds League Std. Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 1 | 1 | 1 | 0 | 0 | 0 | 0 |

**Notes:**

Cannot conduct Anti-'Mech or Swarming Attacks. +2D6 damage vs Infantry. +1 damage vs Vehicles/'Mechs.

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** Field Gun **Ammo:** Ammo **Disposable Weapon:** Disposable Weapon: **Ammo:** Ammo

**Disposable Weapon:** Disposable Weapon: **Ammo:** Ammo **Disposable Weapon:** Disposable Weapon: **Ammo:** Ammo

**BV:** 41 **Transport Wt:** 7 tons **Movement MP:** 5 **Type:** VOTL (Beast-Mounted, Branth)
**Movement MP:** 1 **Type:** Foot

## AERIAL BEAST PLATOON 4

**Armor Type:** Free Worlds League Std. Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 1 | 1 | 1 | 0 | 0 | 0 | 0 |

**Notes:**

Cannot conduct Anti-'Mech or Swarming Attacks. +2D6 damage vs Infantry. +1 damage vs Vehicles/'Mechs.

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** Field Gun **Ammo:** Ammo **Disposable Weapon:** Disposable Weapon: **Ammo:** Ammo

**Disposable Weapon:** Disposable Weapon: **Ammo:** Ammo **Disposable Weapon:** Disposable Weapon: **Ammo:** Ammo

**BV:** 41 **Transport Wt:** 7 tons **Movement MP:** 5 **Type:** VOTL (Beast-Mounted, Branth)
**Movement MP:** 1 **Type:** Foot

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## COMBAT ENGINEER RECORD SHEET

## COMBAT ENGINEER PLATOON 1

**Armor Type:** Lyran Alliance Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
Trench/Fieldwork equipment.

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 8 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | 0 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 46 **Transport Wt:** 5 tons **Movement MP:** 3 **Type:** Ground, Motorized
**Movement MP:** N/A **Type:** N/A

## COMBAT ENGINEER PLATOON 2

**Armor Type:** Lyran Alliance Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
Trench/Fieldwork equipment.

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 8 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | 0 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 46 **Transport Wt:** 5 tons **Movement MP:** 3 **Type:** Ground, Motorized
**Movement MP:** N/A **Type:** N/A

## COMBAT ENGINEER PLATOON 3

**Armor Type:** Lyran Alliance Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
Trench/Fieldwork equipment.

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 8 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | 0 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 46 **Transport Wt:** 5 tons **Movement MP:** 3 **Type:** Ground, Motorized
**Movement MP:** N/A **Type:** N/A

## COMBAT ENGINEER PLATOON 4

**Armor Type:** Lyran Alliance Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
Trench/Fieldwork equipment.

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 8 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | 0 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

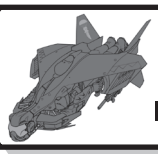
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 46 **Transport Wt:** 5 tons **Movement MP:** 3 **Type:** Ground, Motorized
**Movement MP:** N/A **Type:** N/A

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## HALO PARATROOPER RECORD SHEET

## HALO PARATROOPER PLATOON 1

**Armor Type:** Lyran Alliance Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** — — — — — — — — — 7 7 6 6 6 5 5 5 4 4 4 3 3 3 2 2 2 1 1 1 0
**Notes:**
May use Atmospheric Drops rules.

*Damage is always applied in 2-point Damage Value groupings

| RANGE IN HEXES (TO-HIT MODIFIER) | | | | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| Range Modifier | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 103 **Transport Wt:** 4 tons **Movement MP:** 1 **Type:** Ground
**Movement MP:** N/A **Type:** Paratroopers

## HALO PARATROOPER PLATOON 2

**Armor Type:** Lyran Alliance Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** — — — — — — — — — 7 7 6 6 6 5 5 5 4 4 4 3 3 3 2 2 2 1 1 1 0
**Notes:**
May use Atmospheric Drops rules.

*Damage is always applied in 2-point Damage Value groupings

| RANGE IN HEXES (TO-HIT MODIFIER) | | | | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| Range Modifier | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 103 **Transport Wt:** 4 tons **Movement MP:** 1 **Type:** Ground
**Movement MP:** N/A **Type:** Paratroopers

## HALO PARATROOPER PLATOON 3

**Armor Type:** Lyran Alliance Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** — — — — — — — — — 7 7 6 6 6 5 5 5 4 4 4 3 3 3 2 2 2 1 1 1 0
**Notes:**
May use Atmospheric Drops rules.

*Damage is always applied in 2-point Damage Value groupings

| RANGE IN HEXES (TO-HIT MODIFIER) | | | | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| Range Modifier | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 103 **Transport Wt:** 4 tons **Movement MP:** 1 **Type:** Ground
**Movement MP:** N/A **Type:** Paratroopers

## HALO PARATROOPER PLATOON 4

**Armor Type:** Lyran Alliance Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** — — — — — — — — — 7 7 6 6 6 5 5 5 4 4 4 3 3 3 2 2 2 1 1 1 0
**Notes:**
May use Atmospheric Drops rules.

*Damage is always applied in 2-point Damage Value groupings

| RANGE IN HEXES (TO-HIT MODIFIER) | | | | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| Range Modifier | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 103 **Transport Wt:** 4 tons **Movement MP:** 1 **Type:** Ground
**Movement MP:** N/A **Type:** Paratroopers

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## ANTI-INFANTRY UNIT RECORD SHEET

### ANTI-INFANTRY UNIT PLATOON 1

**Armor Type:** Lyran Alliance Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** — — 9 9 8 8 8 7 7 7 6 6 6 5 5 5 4 4 4 4 3 3 3 2 2 2 1 1 1 0

**Notes:** May set fire to target hex (5+), Flame-based weapon.

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | +1 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 88 **Transport Wt:** 6 tons **Movement MP:** 2 **Type:** Ground, Motorized
**Movement MP:** N/A **Type:** N/A

### ANTI-INFANTRY UNIT PLATOON 2

**Armor Type:** Lyran Alliance Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** — — 9 9 8 8 8 7 7 7 6 6 6 5 5 5 4 4 4 4 3 3 3 2 2 2 1 1 1 0

**Notes:** May set fire to target hex (5+), Flame-based weapon.

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | +1 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 88 **Transport Wt:** 6 tons **Movement MP:** 2 **Type:** Ground, Motorized
**Movement MP:** N/A **Type:** N/A

### ANTI-INFANTRY UNIT PLATOON 3

**Armor Type:** Lyran Alliance Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** — — 9 9 8 8 8 7 7 7 6 6 6 5 5 5 4 4 4 4 3 3 3 2 2 2 1 1 1 0

**Notes:** May set fire to target hex (5+), Flame-based weapon.

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | +1 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 88 **Transport Wt:** 6 tons **Movement MP:** 2 **Type:** Ground, Motorized
**Movement MP:** N/A **Type:** N/A

### ANTI-INFANTRY UNIT PLATOON 4

**Armor Type:** Lyran Alliance Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** — — 9 9 8 8 8 7 7 7 6 6 6 5 5 5 4 4 4 4 3 3 3 2 2 2 1 1 1 0

**Notes:** May set fire to target hex (5+), Flame-based weapon.

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | +1 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 88 **Transport Wt:** 6 tons **Movement MP:** 2 **Type:** Ground, Motorized
**Movement MP:** N/A **Type:** N/A

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



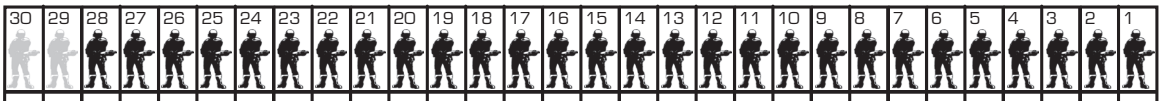
## HEAVY INFANTRY RECORD SHEET

## HEAVY INFANTRY PLATOON 1

**Armor Type:** Lyran Alliance Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**

Flame-Based Weapon (may inflict damage and heat to heat-tracking units).



| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | 23 | 22 | 21 | 21 | 20 | 19 | 18 | 17 | 16 | 16 | 15 | 14 | 13 | 12 | 11 | 11 | 10 | 9 | 8 | 7 | 7 | 6 | 5 | 4 | 3 | 2 | 2 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

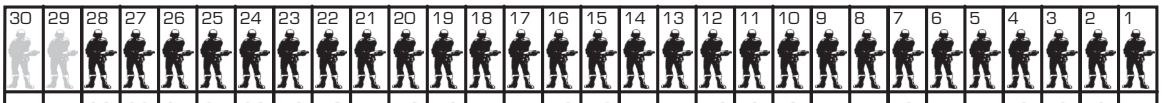
**BV:** 149 **Transport Wt:** 6 tons **Movement MP:** 2 **Type:** Ground, Motorized
**Movement MP:** N/A **Type:** N/A

## HEAVY INFANTRY PLATOON 2

**Armor Type:** Lyran Alliance Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**

Flame-Based Weapon (may inflict damage and heat to heat-tracking units).



| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | 23 | 22 | 21 | 21 | 20 | 19 | 18 | 17 | 16 | 16 | 15 | 14 | 13 | 12 | 11 | 11 | 10 | 9 | 8 | 7 | 7 | 6 | 5 | 4 | 3 | 2 | 2 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

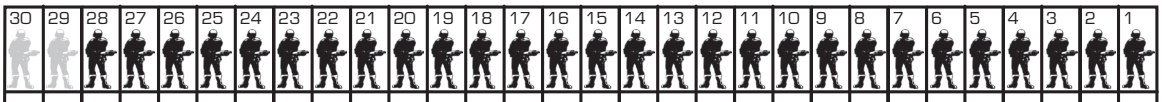
**BV:** 149 **Transport Wt:** 6 tons **Movement MP:** 2 **Type:** Ground, Motorized
**Movement MP:** N/A **Type:** N/A

## HEAVY INFANTRY PLATOON 3

**Armor Type:** Lyran Alliance Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**

Flame-Based Weapon (may inflict damage and heat to heat-tracking units).



| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | 23 | 22 | 21 | 21 | 20 | 19 | 18 | 17 | 16 | 16 | 15 | 14 | 13 | 12 | 11 | 11 | 10 | 9 | 8 | 7 | 7 | 6 | 5 | 4 | 3 | 2 | 2 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

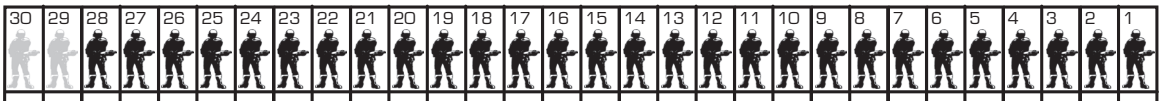
**BV:** 149 **Transport Wt:** 6 tons **Movement MP:** 2 **Type:** Ground, Motorized
**Movement MP:** N/A **Type:** N/A

## HEAVY INFANTRY PLATOON 4

**Armor Type:** Lyran Alliance Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**

Flame-Based Weapon (may inflict damage and heat to heat-tracking units).



| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | 23 | 22 | 21 | 21 | 20 | 19 | 18 | 17 | 16 | 16 | 15 | 14 | 13 | 12 | 11 | 11 | 10 | 9 | 8 | 7 | 7 | 6 | 5 | 4 | 3 | 2 | 2 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 149 **Transport Wt:** 6 tons **Movement MP:** 2 **Type:** Ground, Motorized
**Movement MP:** N/A **Type:** N/A

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## MOTORIZED XCT INFANTRY RECORD SHEET

## MOTORIZED XCT INFANTRY PLATOON 1

**Armor Type:** Enviromental Suite, Hostile **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | 7 | 6 | 6 | 6 | 5 | 5 | 5 | 4 | 4 | 3 | 3 | 3 | 2 | 2 | 2 | 1 | 1 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Notes:**
Cannot make Anti-'Mech or swarm attacks.
(All Environments) Condition Trained.
BV for 36-man Platoon.

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 121 **Transport Wt:** 4 tons **Movement MP:** 2 **Type:** Ground
**Movement MP:** N/A **Type:** N/A

## MOTORIZED XCT INFANTRY PLATOON 2

**Armor Type:** Enviromental Suite, Hostile **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | 7 | 6 | 6 | 6 | 5 | 5 | 5 | 4 | 4 | 3 | 3 | 3 | 2 | 2 | 2 | 1 | 1 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Notes:**
Cannot make Anti-'Mech or swarm attacks.
(All Environments) Condition Trained.
BV for 36-man Platoon.

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 121 **Transport Wt:** 4 tons **Movement MP:** 2 **Type:** Ground
**Movement MP:** N/A **Type:** N/A

## MOTORIZED XCT INFANTRY PLATOON 3

**Armor Type:** Enviromental Suite, Hostile **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | 7 | 6 | 6 | 6 | 5 | 5 | 5 | 4 | 4 | 3 | 3 | 3 | 2 | 2 | 2 | 1 | 1 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Notes:**
Cannot make Anti-'Mech or swarm attacks.
(All Environments) Condition Trained.
BV for 36-man Platoon.

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 121 **Transport Wt:** 4 tons **Movement MP:** 2 **Type:** Ground
**Movement MP:** N/A **Type:** N/A

## MOTORIZED XCT INFANTRY PLATOON 4

**Armor Type:** Enviromental Suite, Hostile **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | 7 | 6 | 6 | 6 | 5 | 5 | 5 | 4 | 4 | 3 | 3 | 3 | 2 | 2 | 2 | 1 | 1 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Notes:**
Cannot make Anti-'Mech or swarm attacks.
(All Environments) Condition Trained.
BV for 36-man Platoon.

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 121 **Transport Wt:** 4 tons **Movement MP:** 2 **Type:** Ground
**Movement MP:** N/A **Type:** N/A

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## SURVEILLANCE SPECIALISTS RECORD SHEET

## SURVEILLANCE SPECIALISTS PLATOON 1

**Armor Type:** ComStar Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
Sensor equipment

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 5 | 4 | 3 | 2 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 68 **Transport Wt:** 14 tons **Movement MP:** 5 **Type:** Mechanized, Hover
**Movement MP:** N/A **Type:** N/A

## SURVEILLANCE SPECIALISTS PLATOON 2

**Armor Type:** ComStar Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
Sensor equipment

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 5 | 4 | 3 | 2 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 68 **Transport Wt:** 14 tons **Movement MP:** 5 **Type:** Mechanized, Hover
**Movement MP:** N/A **Type:** N/A

## SURVEILLANCE SPECIALISTS PLATOON 3

**Armor Type:** ComStar Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
Sensor equipment

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 5 | 4 | 3 | 2 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 68 **Transport Wt:** 14 tons **Movement MP:** 5 **Type:** Mechanized, Hover
**Movement MP:** N/A **Type:** N/A

## SURVEILLANCE SPECIALISTS PLATOON 4

**Armor Type:** ComStar Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
Sensor equipment

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 5 | 4 | 3 | 2 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 68 **Transport Wt:** 14 tons **Movement MP:** 5 **Type:** Mechanized, Hover
**Movement MP:** N/A **Type:** N/A

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## SPACE MARINE RECORD SHEET

## SPACE MARINE PLATOON 1

**Armor Type:** Environment Suit, Marine **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | 7 | 7 | 6 | 6 | 6 | 6 | 5 | 5 | 5 | 4 | 4 | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 0 |

**Max Weapon Damage*:**

**Notes:**
None

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 121 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

## SPACE MARINE PLATOON 2

**Armor Type:** Environment Suit, Marine **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | 7 | 7 | 6 | 6 | 6 | 6 | 5 | 5 | 5 | 4 | 4 | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 0 |

**Max Weapon Damage*:**

**Notes:**
None

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 121 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

## SPACE MARINE PLATOON 3

**Armor Type:** Environment Suit, Marine **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | 7 | 7 | 6 | 6 | 6 | 6 | 5 | 5 | 5 | 4 | 4 | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 0 |

**Max Weapon Damage*:**

**Notes:**
None

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 121 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

## SPACE MARINE PLATOON 4

**Armor Type:** Environment Suit, Marine **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | 7 | 7 | 6 | 6 | 6 | 6 | 5 | 5 | 5 | 4 | 4 | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 0 |

**Max Weapon Damage*:**

**Notes:**
None

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 121 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## BRIDGE-BUILDER ENGINEERS RECORD SHEET

## BRIDGE-BUILDER ENGINEERS PLATOON 1

**Armor Type:** ComStar Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
Bridge-building equipment.

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 3 | 3 | 3 | 2 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 49 **Transport Wt:** 14 tons **Movement MP:** 3 **Type:** Mechanized, Tracked
**Movement MP:** N/A **Type:** N/A

## BRIDGE-BUILDER ENGINEERS PLATOON 2

**Armor Type:** ComStar Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
Bridge-building equipment.

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 3 | 3 | 3 | 2 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 49 **Transport Wt:** 14 tons **Movement MP:** 3 **Type:** Mechanized, Tracked
**Movement MP:** N/A **Type:** N/A

## BRIDGE-BUILDER ENGINEERS PLATOON 3

**Armor Type:** ComStar Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
Bridge-building equipment.

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 3 | 3 | 3 | 2 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 49 **Transport Wt:** 14 tons **Movement MP:** 3 **Type:** Mechanized, Tracked
**Movement MP:** N/A **Type:** N/A

## BRIDGE-BUILDER ENGINEERS PLATOON 4

**Armor Type:** ComStar Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
Bridge-building equipment.

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 3 | 3 | 3 | 2 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 49 **Transport Wt:** 14 tons **Movement MP:** 3 **Type:** Mechanized, Tracked
**Movement MP:** N/A **Type:** N/A

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## MECHANIZED ASSAULT XCT INFANTRY RECORD SHEET

## MECHANIZED ASSAULT XTC PLATOON 1

**Armor Type:** Environmental Suit, Marine **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | 19 | 18 | 17 | 17 | 16 | 15 | 14 | 13 | 13 | 12 | 11 | 10 | 9 | 9 | 8 | 7 | 6 | 6 | 5 | 4 | 3 | 2 | 2 | 1 |

**Notes:**
Xenoplanetary (All Environments) Contition-Trained.

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 134 **Transport Wt:** 24 tons **Movement MP:** 4 **Type:** Mechanized/Wheeled
**Movement MP:** N/A **Type:** XCT (None)

## MECHANIZED ASSAULT XTC PLATOON 2

**Armor Type:** Environmental Suit, Marine **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | 19 | 18 | 17 | 17 | 16 | 15 | 14 | 13 | 13 | 12 | 11 | 10 | 9 | 9 | 8 | 7 | 6 | 6 | 5 | 4 | 3 | 2 | 2 | 1 |

**Notes:**
Xenoplanetary (All Environments) Contition-Trained.

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 134 **Transport Wt:** 24 tons **Movement MP:** 4 **Type:** Mechanized/Wheeled
**Movement MP:** N/A **Type:** XCT (None)

## MECHANIZED ASSAULT XTC PLATOON 3

**Armor Type:** Environmental Suit, Marine **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | 19 | 18 | 17 | 17 | 16 | 15 | 14 | 13 | 13 | 12 | 11 | 10 | 9 | 9 | 8 | 7 | 6 | 6 | 5 | 4 | 3 | 2 | 2 | 1 |

**Notes:**
Xenoplanetary (All Environments) Contition-Trained.

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 134 **Transport Wt:** 24 tons **Movement MP:** 4 **Type:** Mechanized/Wheeled
**Movement MP:** N/A **Type:** XCT (None)

## MECHANIZED ASSAULT XTC PLATOON 4

**Armor Type:** Environmental Suit, Marine **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | 19 | 18 | 17 | 17 | 16 | 15 | 14 | 13 | 13 | 12 | 11 | 10 | 9 | 9 | 8 | 7 | 6 | 6 | 5 | 4 | 3 | 2 | 2 | 1 |

**Notes:**
Xenoplanetary (All Environments) Contition-Trained.

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 134 **Transport Wt:** 24 tons **Movement MP:** 4 **Type:** Mechanized/Wheeled
**Movement MP:** N/A **Type:** XCT (None)

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## RIOT POLICE INFANTRY RECORD SHEET

## RIOT POLICE PLATOON 1

**Armor Type:** Word of Blake Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | 2 | 2 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 |

**Notes:**
Can only damage conventional infantry units.
BV for 36-man Platoon.

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | 0 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 99 **Transport Wt:** 4 tons **Movement MP:** 3 **Type:** Motorized
**Movement MP:** N/A **Type:** N/A

## RIOT POLICE PLATOON 2

**Armor Type:** Word of Blake Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | 2 | 2 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 |

**Notes:**
Can only damage conventional infantry units.
BV for 36-man Platoon.

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | 0 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 99 **Transport Wt:** 4 tons **Movement MP:** 3 **Type:** Motorized
**Movement MP:** N/A **Type:** N/A

## RIOT POLICE PLATOON 3

**Armor Type:** Word of Blake Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | 2 | 2 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 |

**Notes:**
Can only damage conventional infantry units.
BV for 36-man Platoon.

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | 0 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 99 **Transport Wt:** 4 tons **Movement MP:** 3 **Type:** Motorized
**Movement MP:** N/A **Type:** N/A

## RIOT POLICE PLATOON 4

**Armor Type:** Word of Blake Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | 2 | 2 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 |

**Notes:**
Can only damage conventional infantry units.
BV for 36-man Platoon.

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | 0 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 99 **Transport Wt:** 4 tons **Movement MP:** 3 **Type:** Motorized
**Movement MP:** N/A **Type:** N/A

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## TAU ZOMBIE INFANTRY RECORD SHEET

## TAU ZOMBIE PLATOON 1

**Armor Type:** Word of Blake Standard Infantry Kit **Divisor:** 3

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 7 | 6 | 5 | 3 | 2 | 1 |
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 8 | 7 | 6 | 4 | 2 | 1 |
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 9 | 8 | 6 | 5 | 3 | 2 |

**Max Weapon Damage*** | **Range 0*** | **Range 0 vs Conventional Infantry Only**

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | -1 | -1 | -1 | -1 | -1 | +0 | +0 | +1 | +1 | +1 | +2 | +2 | +3 | +3 | +3 | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 93 **Transport Wt:** 1 ton **Movement MP:** 1 **Type:** Ground (Foot, Cybernetically Enhanced)
+ MD Modifier of 1.75 **Movement MP:** N/A **Type:** N/A

**Notes:** Cybernetically enhanced infantry: Features Pain Shunt (reduces damage from fire and fire-based attacks by half, round down), Improved enhanced Prosthetic Arms with TK enforcer and Magnet accessories (tK enforcers add +0.20 damage per trooper at range 0; Magnets provide –2 tN modifier for Anti-'Mech Swarm and leg Attacks), Multi-Modal Cybernetic eyes (IR/laser targeting; IR provides Active Probe capabilities at 2-hex range; laser provides –1 to-hit modifier), Full-Body Dermal Armor and triple- Strength Myomer Implants (Combination provides +1 Damage Divisor; unit does not suffer double damage effects when attacked in open terrain; reduce all Burst-Fire damage sustained by 1D6—to a minimum of 1 point; +0.14 Damage per trooper vs other conventional infantry at Range 0; +2 Support Weapon maximum per Squad; –2 crew needs per Support Weapon, to minimum of 1; MP not reduced by support weapons, support weapons are not encumbering). Also features Suicide Implants (delivers 0.4 damage to all hostile units in the same hex per trooper killed by combat damage).

## TAU ZOMBIE PLATOON 2

**Armor Type:** Word of Blake Standard Infantry Kit **Divisor:** 3

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 7 | 6 | 5 | 3 | 2 | 1 |
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 8 | 7 | 6 | 4 | 2 | 1 |
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 9 | 8 | 6 | 5 | 3 | 2 |

**Max Weapon Damage*** | **Range 0*** | **Range 0 vs Conventional Infantry Only**

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | -1 | -1 | -1 | -1 | -1 | +0 | +0 | +1 | +1 | +1 | +2 | +2 | +3 | +3 | +3 | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 93 **Transport Wt:** 1 ton **Movement MP:** 1 **Type:** Ground (Foot, Cybernetically Enhanced)
+ MD Modifier of 1.75 **Movement MP:** N/A **Type:** N/A

**Notes:** Cybernetically enhanced infantry: Features Pain Shunt (reduces damage from fire and fire-based attacks by half, round down), Improved enhanced Prosthetic Arms with TK enforcer and Magnet accessories (tK enforcers add +0.20 damage per trooper at range 0; Magnets provide –2 tN modifier for Anti-'Mech Swarm and leg Attacks), Multi-Modal Cybernetic eyes (IR/laser targeting; IR provides Active Probe capabilities at 2-hex range; laser provides –1 to-hit modifier), Full-Body Dermal Armor and triple- Strength Myomer Implants (Combination provides +1 Damage Divisor; unit does not suffer double damage effects when attacked in open terrain; reduce all Burst-Fire damage sustained by 1D6—to a minimum of 1 point; +0.14 Damage per trooper vs other conventional infantry at Range 0; +2 Support Weapon maximum per Squad; –2 crew needs per Support Weapon, to minimum of 1; MP not reduced by support weapons, support weapons are not encumbering). Also features Suicide Implants (delivers 0.4 damage to all hostile units in the same hex per trooper killed by combat damage).

## TAU ZOMBIE PLATOON 2

**Armor Type:** Word of Blake Standard Infantry Kit **Divisor:** 3

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 7 | 6 | 5 | 3 | 2 | 1 |
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 8 | 7 | 6 | 4 | 2 | 1 |
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 9 | 8 | 6 | 5 | 3 | 2 |

**Max Weapon Damage*** | **Range 0*** | **Range 0 vs Conventional Infantry Only**

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | -1 | -1 | -1 | -1 | -1 | +0 | +0 | +1 | +1 | +1 | +2 | +2 | +3 | +3 | +3 | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 93 **Transport Wt:** 1 ton **Movement MP:** 1 **Type:** Ground (Foot, Cybernetically Enhanced)
+ MD Modifier of 1.75 **Movement MP:** N/A **Type:** N/A

**Notes:** Cybernetically enhanced infantry: Features Pain Shunt (reduces damage from fire and fire-based attacks by half, round down), Improved enhanced Prosthetic Arms with TK enforcer and Magnet accessories (tK enforcers add +0.20 damage per trooper at range 0; Magnets provide –2 tN modifier for Anti-'Mech Swarm and leg Attacks), Multi-Modal Cybernetic eyes (IR/laser targeting; IR provides Active Probe capabilities at 2-hex range; laser provides –1 to-hit modifier), Full-Body Dermal Armor and triple- Strength Myomer Implants (Combination provides +1 Damage Divisor; unit does not suffer double damage effects when attacked in open terrain; reduce all Burst-Fire damage sustained by 1D6—to a minimum of 1 point; +0.14 Damage per trooper vs other conventional infantry at Range 0; +2 Support Weapon maximum per Squad; –2 crew needs per Support Weapon, to minimum of 1; MP not reduced by support weapons, support weapons are not encumbering). Also features Suicide Implants (delivers 0.4 damage to all hostile units in the same hex per trooper killed by combat damage).

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## TAU WRAITH RECORD SHEET

## TAU WRAITH PLATOON 1

**Armor Type:** Sneak Suite (Camo/ECM/IR) **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____

| | 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **Max Weapon Damage*** | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 4 | 3 | 3 | 2 | 1 | 1 |
| **Range 0 vs Conventional Infantry Only** | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 6 | 5 | 4 | 3 | 2 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| **Range** | **0** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** | **13** | **14** | **15** | **16** | **17** | **18** | **19** | **20** | **21** |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **Range Modifier** | **-3** | **-1** | **-1** | **+1** | **+1** | **+3** | **+3** | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 26 **Transport Wt:** 1 ton **Movement MP:** 1 **Type:** Ground (Foot, Cybernetically Enhanced)
+ MD Modifier of 1.75 + C³i Modifier **Movement MP:** N/A **Type:** N/A

**Notes:** Cybernetically enhanced infantry: Features Cosmetic enhancements (No effect in combat), Pheromone effuser (No effect in combat), toxin effuser (+0.27 damage per trooper vs other conventional infantry at Range 0, Negated by enviro suits), Multi-Modal Cybernetic eyes (IR/laser targeting; IR provides Active Probe capabilities at 2-hex range; laser provides –1 to-hit modifier), Boosted Communicator Implants (Provides +1 non-cumulative Initiative modi- fier for friendly force; Allows unit to act as part of C3i network). Paratroop equip- ment allows unit to employ Atmospheric Drop rules. Sneak Suits apply Mimetic to-hit modifiers (applied to attacker based on number of hexes the unit moves: +3 to-hit when stationary; +2 to-hit when moved 1 hex; +1 to-hit when moved 2 hexes; +0 to-hit when moved 3+ hexes) and additional range modifiers to non-infantry attackers (+1 to-hit at short and medium range; +2 to-hit at long range). Unit cannot be spotted by light and Standard Active Probes.

## TAU WRAITH PLATOON 2

**Armor Type:** Sneak Suite (Camo/ECM/IR) **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____

| | 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **Max Weapon Damage*** | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 4 | 3 | 3 | 2 | 1 | 1 |
| **Range 0 vs Conventional Infantry Only** | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 6 | 5 | 4 | 3 | 2 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| **Range** | **0** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** | **13** | **14** | **15** | **16** | **17** | **18** | **19** | **20** | **21** |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **Range Modifier** | **-3** | **-1** | **-1** | **+1** | **+1** | **+3** | **+3** | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 26 **Transport Wt:** 1 ton **Movement MP:** 1 **Type:** Ground (Foot, Cybernetically Enhanced)
+ MD Modifier of 1.75 + C³i Modifier **Movement MP:** N/A **Type:** N/A

**Notes:** Cybernetically enhanced infantry: Features Cosmetic enhancements (No effect in combat), Pheromone effuser (No effect in combat), toxin effuser (+0.27 damage per trooper vs other conventional infantry at Range 0, Negated by enviro suits), Multi-Modal Cybernetic eyes (IR/laser targeting; IR provides Active Probe capabilities at 2-hex range; laser provides –1 to-hit modifier), Boosted Communicator Implants (Provides +1 non-cumulative Initiative modi- fier for friendly force; Allows unit to act as part of C3i network). Paratroop equip- ment allows unit to employ Atmospheric Drop rules. Sneak Suits apply Mimetic to-hit modifiers (applied to attacker based on number of hexes the unit moves: +3 to-hit when stationary; +2 to-hit when moved 1 hex; +1 to-hit when moved 2 hexes; +0 to-hit when moved 3+ hexes) and additional range modifiers to non-infantry attackers (+1 to-hit at short and medium range; +2 to-hit at long range). Unit cannot be spotted by light and Standard Active Probes.

## TAU WRAITH PLATOON 3

**Armor Type:** Sneak Suite (Camo/ECM/IR) **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____

| | 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **Max Weapon Damage*** | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 4 | 3 | 3 | 2 | 1 | 1 |
| **Range 0 vs Conventional Infantry Only** | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 6 | 5 | 4 | 3 | 2 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| **Range** | **0** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** | **13** | **14** | **15** | **16** | **17** | **18** | **19** | **20** | **21** |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **Range Modifier** | **-3** | **-1** | **-1** | **+1** | **+1** | **+3** | **+3** | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 26 **Transport Wt:** 1 ton **Movement MP:** 1 **Type:** Ground (Foot, Cybernetically Enhanced)
+ MD Modifier of 1.75 + C³i Modifier **Movement MP:** N/A **Type:** N/A

**Notes:** Cybernetically enhanced infantry: Features Cosmetic enhancements (No effect in combat), Pheromone effuser (No effect in combat), toxin effuser (+0.27 damage per trooper vs other conventional infantry at Range 0, Negated by enviro suits), Multi-Modal Cybernetic eyes (IR/laser targeting; IR provides Active Probe capabilities at 2-hex range; laser provides –1 to-hit modifier), Boosted Communicator Implants (Provides +1 non-cumulative Initiative modi- fier for friendly force; Allows unit to act as part of C3i network). Paratroop equip- ment allows unit to employ Atmospheric Drop rules. Sneak Suits apply Mimetic to-hit modifiers (applied to attacker based on number of hexes the unit moves: +3 to-hit when stationary; +2 to-hit when moved 1 hex; +1 to-hit when moved 2 hexes; +0 to-hit when moved 3+ hexes) and additional range modifiers to non-infantry attackers (+1 to-hit at short and medium range; +2 to-hit at long range). Unit cannot be spotted by light and Standard Active Probes.

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## CLAN ASSAULT INFANTRY RECORD SHEET

## CLAN ASSAULT INFANTRY POINT 1

**Armor Type:** Clan Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | 0 | 0 | +2 | +2 | +2 | +2 | +4 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 186 **Transport Wt:** 4 tons **Movement MP:** 2 **Type:** Jump
**Movement MP:** 1 **Type:** Ground

## CLAN ASSAULT INFANTRY POINT 2

**Armor Type:** Clan Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | 0 | 0 | +2 | +2 | +2 | +2 | +4 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 186 **Transport Wt:** 4 tons **Movement MP:** 2 **Type:** Jump
**Movement MP:** 1 **Type:** Ground

## CLAN ASSAULT INFANTRY POINT 3

**Armor Type:** Clan Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | 0 | 0 | +2 | +2 | +2 | +2 | +4 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 186 **Transport Wt:** 4 tons **Movement MP:** 2 **Type:** Jump
**Movement MP:** 1 **Type:** Ground

## CLAN ASSAULT INFANTRY POINT 4

**Armor Type:** Clan Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | 0 | 0 | +2 | +2 | +2 | +2 | +4 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 186 **Transport Wt:** 4 tons **Movement MP:** 2 **Type:** Jump
**Movement MP:** 1 **Type:** Ground

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## MOTORIZED HEAVY INFANTRY RECORD SHEET

### MOTOTIZED HEAVY INFANTRY POINT 1

**Armor Type:** FRR Std. Infantry Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** — — 13 12 12 12 11 11 10 10 9 9 8 8 7 7 6 6 6 5 5 4 4 3 3 2 2 1 1 0
**Notes:**
None

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 80 **Transport Wt:** 6 tons **Movement MP:** 3 **Type:** Ground, Motorized
**Movement MP:** N/A **Type:** N/A

### MOTOTIZED HEAVY INFANTRY POINT 2

**Armor Type:** FRR Std. Infantry Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** — — 13 12 12 12 11 11 10 10 9 9 8 8 7 7 6 6 6 5 5 4 4 3 3 2 2 1 1 0
**Notes:**
None

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 80 **Transport Wt:** 6 tons **Movement MP:** 3 **Type:** Ground, Motorized
**Movement MP:** N/A **Type:** N/A

### MOTOTIZED HEAVY INFANTRY POINT 3

**Armor Type:** FRR Std. Infantry Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** — — 13 12 12 12 11 11 10 10 9 9 8 8 7 7 6 6 6 5 5 4 4 3 3 2 2 1 1 0
**Notes:**
None

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 80 **Transport Wt:** 6 tons **Movement MP:** 3 **Type:** Ground, Motorized
**Movement MP:** N/A **Type:** N/A

### MOTOTIZED HEAVY INFANTRY POINT 4

**Armor Type:** FRR Std. Infantry Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** — — 13 12 12 12 11 11 10 10 9 9 8 8 7 7 6 6 6 5 5 4 4 3 3 2 2 1 1 0
**Notes:**
None

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 80 **Transport Wt:** 6 tons **Movement MP:** 3 **Type:** Ground, Motorized
**Movement MP:** N/A **Type:** N/A

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## CLAN MECHANIZED INFANTRY RECORD SHEET

## CLAN MECHANIZED INFANTRY POINT 1

**Armor Type:** Clan Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
+1D6 against infantry

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | 12 | 11 | 11 | 10 | 10 | 9 | 8 | 8 | 7 | 7 | 6 | 5 | 5 | 4 | 4 | 3 | 2 | 2 | 1 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 106 **Transport Wt:** 20 tons **Movement MP:** 3 **Type:** Ground, Tracked
**Movement MP:** N/A **Type:** N/A

## CLAN MECHANIZED INFANTRY POINT 2

**Armor Type:** Clan Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
+1D6 against infantry

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | 12 | 11 | 11 | 10 | 10 | 9 | 8 | 8 | 7 | 7 | 6 | 5 | 5 | 4 | 4 | 3 | 2 | 2 | 1 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 106 **Transport Wt:** 20 tons **Movement MP:** 3 **Type:** Ground, Tracked
**Movement MP:** N/A **Type:** N/A

## CLAN MECHANIZED INFANTRY POINT 3

**Armor Type:** Clan Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
+1D6 against infantry

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | 12 | 11 | 11 | 10 | 10 | 9 | 8 | 8 | 7 | 7 | 6 | 5 | 5 | 4 | 4 | 3 | 2 | 2 | 1 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 106 **Transport Wt:** 20 tons **Movement MP:** 3 **Type:** Ground, Tracked
**Movement MP:** N/A **Type:** N/A

## CLAN MECHANIZED INFANTRY POINT 4

**Armor Type:** Clan Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
+1D6 against infantry

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | 12 | 11 | 11 | 10 | 10 | 9 | 8 | 8 | 7 | 7 | 6 | 5 | 5 | 4 | 4 | 3 | 2 | 2 | 1 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 106 **Transport Wt:** 20 tons **Movement MP:** 3 **Type:** Ground, Tracked
**Movement MP:** N/A **Type:** N/A

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## ANTI-'MECH JUMP INFANTRY RECORD SHEET

### ANTI-MECH JUMP INFANTRY POINT 1

**Armor Type:** FRR Std. Infantry Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | 11 | 10 | 10 | 9 | 9 | 8 | 8 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 158 **Transport Wt:** 6 tons **Movement MP:** 3 **Type:** Jump
**Movement MP:** 1 **Type:** Foot

### ANTI-MECH JUMP INFANTRY POINT 2

**Armor Type:** FRR Std. Infantry Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | 11 | 10 | 10 | 9 | 9 | 8 | 8 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 158 **Transport Wt:** 6 tons **Movement MP:** 3 **Type:** Jump
**Movement MP:** 1 **Type:** Foot

### ANTI-MECH JUMP INFANTRY POINT 3

**Armor Type:** FRR Std. Infantry Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | 11 | 10 | 10 | 9 | 9 | 8 | 8 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 158 **Transport Wt:** 6 tons **Movement MP:** 3 **Type:** Jump
**Movement MP:** 1 **Type:** Foot

### ANTI-MECH JUMP INFANTRY POINT 4

**Armor Type:** FRR Std. Infantry Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | 11 | 10 | 10 | 9 | 9 | 8 | 8 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 158 **Transport Wt:** 6 tons **Movement MP:** 3 **Type:** Jump
**Movement MP:** 1 **Type:** Foot

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## FAST RECON RECORD SHEET

## FAST RECON POINT 1

**Armor Type:** Clan Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | 18 | 17 | 16 | 15 | 14 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 114 **Transport Wt:** 20 tons **Movement MP:** 5 **Type:** Mechanized, Hover
**Movement MP:** N/A **Type:** N/A

## FAST RECON POINT 2

**Armor Type:** Clan Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | 18 | 17 | 16 | 15 | 14 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 114 **Transport Wt:** 20 tons **Movement MP:** 5 **Type:** Mechanized, Hover
**Movement MP:** N/A **Type:** N/A

## FAST RECON POINT 3

**Armor Type:** Clan Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | 18 | 17 | 16 | 15 | 14 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 114 **Transport Wt:** 20 tons **Movement MP:** 5 **Type:** Mechanized, Hover
**Movement MP:** N/A **Type:** N/A

## FAST RECON POINT 4

**Armor Type:** Clan Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | 18 | 17 | 16 | 15 | 14 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 114 **Transport Wt:** 20 tons **Movement MP:** 5 **Type:** Mechanized, Hover
**Movement MP:** N/A **Type:** N/A

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## AA MECHANIZED INFANTRY RECORD SHEET

## AA MECHANIZED INFANTRY POINT 1

**Armor Type:** Clan Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

**Notes:**

Anti-Aircraft equipment; may attack airborne targets that attack their hex.

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 99 **Transport Wt:** 20 tons **Movement MP:** 3 **Type:** Mechanized, Wheeled
**Movement MP:** N/A **Type:** N/A

## AA MECHANIZED INFANTRY POINT 2

**Armor Type:** Clan Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

**Notes:**

Anti-Aircraft equipment; may attack airborne targets that attack their hex.

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 99 **Transport Wt:** 20 tons **Movement MP:** 3 **Type:** Mechanized, Wheeled
**Movement MP:** N/A **Type:** N/A

## AA MECHANIZED INFANTRY POINT 3

**Armor Type:** Clan Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

**Notes:**

Anti-Aircraft equipment; may attack airborne targets that attack their hex.

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 99 **Transport Wt:** 20 tons **Movement MP:** 3 **Type:** Mechanized, Wheeled
**Movement MP:** N/A **Type:** N/A

## AA MECHANIZED INFANTRY POINT 4

**Armor Type:** Clan Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

**Notes:**

Anti-Aircraft equipment; may attack airborne targets that attack their hex.

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 99 **Transport Wt:** 20 tons **Movement MP:** 3 **Type:** Mechanized, Wheeled
**Movement MP:** N/A **Type:** N/A

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## CLAN HEAVY JUMP INFANTRY RECORD SHEET

## CLAN HEAVY JUMP INFANTRY POINT 1

**Armor Type:** Clan Armor Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** — — — — — — — — — — 24 23 22 20 19 18 17 16 14 13 12 11 10 8 7 6 5 4 2 1

**Notes:**

Heavy Burst Damage (+1D6 damage to conventional infantry).

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 136 **Transport Wt:** 4 tons **Movement MP:** 3 **Type:** Jump
**Movement MP:** 1 **Type:** Foot

## CLAN HEAVY JUMP INFANTRY POINT 2

**Armor Type:** Clan Armor Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** — — — — — — — — — — 24 23 22 20 19 18 17 16 14 13 12 11 10 8 7 6 5 4 2 1

**Notes:**

Heavy Burst Damage (+1D6 damage to conventional infantry).

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 136 **Transport Wt:** 4 tons **Movement MP:** 3 **Type:** Jump
**Movement MP:** 1 **Type:** Foot

## CLAN HEAVY JUMP INFANTRY POINT 3

**Armor Type:** Clan Armor Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** — — — — — — — — — — 24 23 22 20 19 18 17 16 14 13 12 11 10 8 7 6 5 4 2 1

**Notes:**

Heavy Burst Damage (+1D6 damage to conventional infantry).

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 136 **Transport Wt:** 4 tons **Movement MP:** 3 **Type:** Jump
**Movement MP:** 1 **Type:** Foot

## CLAN HEAVY JUMP INFANTRY POINT 4

**Armor Type:** Clan Armor Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** — — — — — — — — — — 24 23 22 20 19 18 17 16 14 13 12 11 10 8 7 6 5 4 2 1

**Notes:**

Heavy Burst Damage (+1D6 damage to conventional infantry).

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 136 **Transport Wt:** 4 tons **Movement MP:** 3 **Type:** Jump
**Movement MP:** 1 **Type:** Foot

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## CLAN FOOT INFANTRY RECORD SHEET

## CLAN FOOT INFANTRY POINT 1

**Armor Type:** Clan Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** —
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | 12 | 12 | 11 | 11 | 10 | 10 | 9 | 9 | 8 | 8 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 108 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

## CLAN FOOT INFANTRY POINT 2

**Armor Type:** Clan Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** —
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | 12 | 12 | 11 | 11 | 10 | 10 | 9 | 9 | 8 | 8 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 108 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

## CLAN FOOT INFANTRY POINT 3

**Armor Type:** Clan Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** —
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | 12 | 12 | 11 | 11 | 10 | 10 | 9 | 9 | 8 | 8 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 108 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

## CLAN FOOT INFANTRY POINT 4

**Armor Type:** Clan Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** —
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | 12 | 12 | 11 | 11 | 10 | 10 | 9 | 9 | 8 | 8 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 108 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## CLAN HEAVY FOOT INFANTRY RECORD SHEET

### CLAN HEAVY FOOT INFANTRY POINT 1

**Armor Type:** Clan Standard infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 5 | 4 | 3 | 2 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 26 **Transport Wt:** 1 ton **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A


### CLAN HEAVY FOOT INFANTRY POINT 1

**Armor Type:** Clan Standard infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 5 | 4 | 3 | 2 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 26 **Transport Wt:** 1 ton **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

### CLAN HEAVY FOOT INFANTRY POINT 1

**Armor Type:** Clan Standard infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 5 | 4 | 3 | 2 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 26 **Transport Wt:** 1 ton **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

### CLAN HEAVY FOOT INFANTRY POINT 1

**Armor Type:** Clan Standard infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 5 | 4 | 3 | 2 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 26 **Transport Wt:** 1 ton **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A


CATALYST game labs


© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## CLAN SPACE MARINE RECORD SHEET

## CLAN SPACE MARINE POINT 1

**Armor Type:** Environment Suit, Marine **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | 18 | 17 | 16 | 15 | 14 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 138 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Foot (Marine)
**Movement MP:** N/A **Type:** N/A

## CLAN SPACE MARINE POINT 2

**Armor Type:** Environment Suit, Marine **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | 18 | 17 | 16 | 15 | 14 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 138 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Foot (Marine)
**Movement MP:** N/A **Type:** N/A

## CLAN SPACE MARINE POINT 3

**Armor Type:** Environment Suit, Marine **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | 18 | 17 | 16 | 15 | 14 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 138 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Foot (Marine)
**Movement MP:** N/A **Type:** N/A

## CLAN SPACE MARINE POINT 4

**Armor Type:** Environment Suit, Marine **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | 18 | 17 | 16 | 15 | 14 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 138 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Foot (Marine)
**Movement MP:** N/A **Type:** N/A

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## CLAN ANTI-INFANTRY RECORD SHEET

### CLAN ANTI-INFANTRY POINT 1

**Armor Type:** Clan Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**
Can only damage conventional infantry units

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | 5 | 5 | 5 | 4 | 4 | 4 | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | 0 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 65 **Transport Wt:** 20 tons **Movement MP:** 4 **Type:** Mechanized, Wheeled
**Movement MP:** N/A **Type:** N/A

### CLAN ANTI-INFANTRY POINT 2

**Armor Type:** Clan Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**
Can only damage conventional infantry units

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | 5 | 5 | 5 | 4 | 4 | 4 | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | 0 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 65 **Transport Wt:** 20 tons **Movement MP:** 4 **Type:** Mechanized, Wheeled
**Movement MP:** N/A **Type:** N/A

### CLAN ANTI-INFANTRY POINT 3

**Armor Type:** Clan Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**
Can only damage conventional infantry units

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | 5 | 5 | 5 | 4 | 4 | 4 | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | 0 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 65 **Transport Wt:** 20 tons **Movement MP:** 4 **Type:** Mechanized, Wheeled
**Movement MP:** N/A **Type:** N/A

### CLAN ANTI-INFANTRY POINT 4

**Armor Type:** Clan Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**
Can only damage conventional infantry units

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | 5 | 5 | 5 | 4 | 4 | 4 | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | 0 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 65 **Transport Wt:** 20 tons **Movement MP:** 4 **Type:** Mechanized, Wheeled
**Movement MP:** N/A **Type:** N/A

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## CLAN MOTORIZED INFANTRY RECORD SHEET

## CLAN MOTORIZED INFANTRY POINT 1

**Armor Type:** Clothing, Leather/Synthetic Hide **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** — — — — — 6 6 6 5 5 5 5 4 4 4 4 3 3 3 3 2 2 2 2 1 1 1 1 0 0
**Notes:**
None

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 72 **Transport Wt:** 6 tons **Movement MP:** 3 **Type:** Motorized
**Movement MP:** N/A **Type:** N/A

## CLAN MOTORIZED INFANTRY POINT 2

**Armor Type:** Clothing, Leather/Synthetic Hide **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** — — — — — 6 6 6 5 5 5 5 4 4 4 4 3 3 3 3 2 2 2 2 1 1 1 1 0 0
**Notes:**
None

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 72 **Transport Wt:** 6 tons **Movement MP:** 3 **Type:** Motorized
**Movement MP:** N/A **Type:** N/A

## CLAN MOTORIZED INFANTRY POINT 3

**Armor Type:** Clothing, Leather/Synthetic Hide **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** — — — — — 6 6 6 5 5 5 5 4 4 4 4 3 3 3 3 2 2 2 2 1 1 1 1 0 0
**Notes:**
None

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 72 **Transport Wt:** 6 tons **Movement MP:** 3 **Type:** Motorized
**Movement MP:** N/A **Type:** N/A

## CLAN MOTORIZED INFANTRY POINT 4

**Armor Type:** Clothing, Leather/Synthetic Hide **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** — — — — — 6 6 6 5 5 5 5 4 4 4 4 3 3 3 3 2 2 2 2 1 1 1 1 0 0
**Notes:**
None

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 72 **Transport Wt:** 6 tons **Movement MP:** 3 **Type:** Motorized
**Movement MP:** N/A **Type:** N/A

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## SRM FOOT INFANTRY RECORD SHEET

### SRM FOOT INFANTRY PLATOON 1

**Armor Type:** Fatigues/Civilian/Non-Armored **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 8 8 8 7 7 7 6 6 6 6 5 5 5 5 4 4 4 4 3 3 3 2 2 2 2 1 1 1 1 0
**Notes:**
None

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 68 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

### SRM FOOT INFANTRY PLATOON 2

**Armor Type:** Fatigues/Civilian/Non-Armored **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 8 8 8 7 7 7 6 6 6 6 5 5 5 5 4 4 4 4 3 3 3 2 2 2 2 1 1 1 1 0
**Notes:**
None

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 68 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

### SRM FOOT INFANTRY PLATOON 3

**Armor Type:** Fatigues/Civilian/Non-Armored **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 8 8 8 7 7 7 6 6 6 6 5 5 5 5 4 4 4 4 3 3 3 2 2 2 2 1 1 1 1 0
**Notes:**
None

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 68 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

### SRM FOOT INFANTRY PLATOON 4

**Armor Type:** Fatigues/Civilian/Non-Armored **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 8 8 8 7 7 7 6 6 6 6 5 5 5 5 4 4 4 4 3 3 3 2 2 2 2 1 1 1 1 0
**Notes:**
None

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 68 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## XCT MARINE RECORD SHEET

## XTC MARINE PLATOON 1

**Armor Type:** Environment Suit, Marine **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**

Xenoplanetary (Vacuum)
Condition-Trained

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 8 | 8 | 8 | 7 | 7 | 7 | 6 | 6 | 6 | 6 | 5 | 5 | 5 | 5 | 4 | 4 | 4 | 4 | 3 | 3 | 3 | 2 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 150 **Transport Wt:** Wt **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** XCT

## XTC MARINE PLATOON 2

**Armor Type:** Environment Suit, Marine **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**

Xenoplanetary (Vacuum)
Condition-Trained

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 8 | 8 | 8 | 7 | 7 | 7 | 6 | 6 | 6 | 6 | 5 | 5 | 5 | 5 | 4 | 4 | 4 | 4 | 3 | 3 | 3 | 2 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 150 **Transport Wt:** Wt **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** XCT

## XTC MARINE PLATOON 3

**Armor Type:** Environment Suit, Marine **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**

Xenoplanetary (Vacuum)
Condition-Trained

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 8 | 8 | 8 | 7 | 7 | 7 | 6 | 6 | 6 | 6 | 5 | 5 | 5 | 5 | 4 | 4 | 4 | 4 | 3 | 3 | 3 | 2 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 150 **Transport Wt:** Wt **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** XCT

## XTC MARINE PLATOON 4

**Armor Type:** Environment Suit, Marine **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**

Xenoplanetary (Vacuum)
Condition-Trained

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 8 | 8 | 8 | 7 | 7 | 7 | 6 | 6 | 6 | 6 | 5 | 5 | 5 | 5 | 4 | 4 | 4 | 4 | 3 | 3 | 3 | 2 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 150 **Transport Wt:** Wt **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** XCT

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## MINESWEEPER INFANTRY RECORD SHEET

## MINESWEEPER INFANTRY PLATOON 1

**Armor Type:** TC/Calderon Std. Infantry Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
Minesweeper equipment

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | 10 | 10 | 9 | 9 | 8 | 8 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 72 **Transport Wt:** 6.5 tons **Movement MP:** 1 **Type:** Motorized
**Movement MP:** N/A **Type:** Type

## MINESWEEPER INFANTRY PLATOON 2

**Armor Type:** TC/Calderon Std. Infantry Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
Minesweeper equipment

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | 10 | 10 | 9 | 9 | 8 | 8 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 72 **Transport Wt:** 6.5 tons **Movement MP:** 1 **Type:** Motorized
**Movement MP:** N/A **Type:** Type

## MINESWEEPER INFANTRY PLATOON 3

**Armor Type:** TC/Calderon Std. Infantry Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
Minesweeper equipment

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | 10 | 10 | 9 | 9 | 8 | 8 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 72 **Transport Wt:** 6.5 tons **Movement MP:** 1 **Type:** Motorized
**Movement MP:** N/A **Type:** Type

## MINESWEEPER INFANTRY PLATOON 4

**Armor Type:** TC/Calderon Std. Infantry Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
Minesweeper equipment

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | 10 | 10 | 9 | 9 | 8 | 8 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 72 **Transport Wt:** 6.5 tons **Movement MP:** 1 **Type:** Motorized
**Movement MP:** N/A **Type:** Type

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## FIELD GUN INFANTRY RECORD SHEET

## FIELD GUN INFANTRY PLATOON 1

**Armor Type:** TC/Calderon Std. Infantry Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 22 | 21 | 20 | 20 | 19 | 18 | 18 | 17 | 16 | 15 | 15 | 14 | 13 | 12 | 12 | 11 | 10 | 9 | 9 | 8 | 7 | 7 | 6 | 5 | 4 | 4 | 3 | 2 | 1 | 1 |

**Notes:**

Each LAC/5 requires 5 men to operate.

Cannot make Anti-'Mech or Swarm Attacks

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** 6 Light Autocannon-5 pieces **Ammo:** 20 each **Disposable Weapon:** Disposable Weapon: **Ammo:** Ammo

**Disposable Weapon:** Disposable Weapon: **Ammo:** Ammo **Disposable Weapon:** Disposable Weapon: **Ammo:** Ammo

**BV:** 300 **Transport Wt:** 37 tons **Movement MP:** 2 **Type:** Motorised
**Movement MP:** N/A **Type:** N/A

## FIELD GUN INFANTRY PLATOON 2

**Armor Type:** TC/Calderon Std. Infantry Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 22 | 21 | 20 | 20 | 19 | 18 | 18 | 17 | 16 | 15 | 15 | 14 | 13 | 12 | 12 | 11 | 10 | 9 | 9 | 8 | 7 | 7 | 6 | 5 | 4 | 4 | 3 | 2 | 1 | 1 |

**Notes:**

Each LAC/5 requires 5 men to operate.

Cannot make Anti-'Mech or Swarm Attacks

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** 6 Light Autocannon-5 pieces **Ammo:** 20 each **Disposable Weapon:** Disposable Weapon: **Ammo:** Ammo

**Disposable Weapon:** Disposable Weapon: **Ammo:** Ammo **Disposable Weapon:** Disposable Weapon: **Ammo:** Ammo

**BV:** 300 **Transport Wt:** 37 tons **Movement MP:** 2 **Type:** Motorised
**Movement MP:** N/A **Type:** N/A

## FIELD GUN INFANTRY PLATOON 3

**Armor Type:** TC/Calderon Std. Infantry Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 22 | 21 | 20 | 20 | 19 | 18 | 18 | 17 | 16 | 15 | 15 | 14 | 13 | 12 | 12 | 11 | 10 | 9 | 9 | 8 | 7 | 7 | 6 | 5 | 4 | 4 | 3 | 2 | 1 | 1 |

**Notes:**

Each LAC/5 requires 5 men to operate.

Cannot make Anti-'Mech or Swarm Attacks

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** 6 Light Autocannon-5 pieces **Ammo:** 20 each **Disposable Weapon:** Disposable Weapon: **Ammo:** Ammo

**Disposable Weapon:** Disposable Weapon: **Ammo:** Ammo **Disposable Weapon:** Disposable Weapon: **Ammo:** Ammo

**BV:** 300 **Transport Wt:** 37 tons **Movement MP:** 2 **Type:** Motorised
**Movement MP:** N/A **Type:** N/A

## FIELD GUN INFANTRY PLATOON 4

**Armor Type:** TC/Calderon Std. Infantry Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 22 | 21 | 20 | 20 | 19 | 18 | 18 | 17 | 16 | 15 | 15 | 14 | 13 | 12 | 12 | 11 | 10 | 9 | 9 | 8 | 7 | 7 | 6 | 5 | 4 | 4 | 3 | 2 | 1 | 1 |

**Notes:**

Each LAC/5 requires 5 men to operate.

Cannot make Anti-'Mech or Swarm Attacks

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** 6 Light Autocannon-5 pieces **Ammo:** 20 each **Disposable Weapon:** Disposable Weapon: **Ammo:** Ammo

**Disposable Weapon:** Disposable Weapon: **Ammo:** Ammo **Disposable Weapon:** Disposable Weapon: **Ammo:** Ammo

**BV:** 300 **Transport Wt:** 37 tons **Movement MP:** 2 **Type:** Motorised
**Movement MP:** N/A **Type:** N/A

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## ASSAULT COMMANDO RECORD SHEET

## ASSAULT COMMANDO PLATOON 1

**Armor Type:** MoC Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 6 | 5 | 4 | 3 | 3 | 2 | 1 |

*Damage is always applied in 2-point Damage Value groupings

| RANGE IN HEXES (TO-HIT MODIFIER) | | | | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **Range** | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| **Range Modifier** | -3 | -1 | -1 | +1 | +1 | +3 | +3 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** Field Gun **Ammo:** Ammo **Disposable Weapon:** Disposable Weapon: **Ammo:** Ammo

**Disposable Weapon:** Disposable Weapon: **Ammo:** Ammo **Disposable Weapon:** Disposable Weapon: **Ammo:** Ammo

**Notes:** Cybernetically enhanced infantry: Features Multi-Modal Cybernetic Eyes (IR/Laser Targeting; IR provides Active Probe capabilities at 2-hex range; Laser provides –1 to-hit modifier), Full-Body Dermal Armor (+1 Damage Divisor; reduce all Burst-Fire damage sustained by 1D6 – to min of 1 point; +1 Support Weapon maximum per Squad; –1 crew needs per Support Weapon, to minimum of 1). Flame-Based Weapon (may inflict damage and heat to heat-tracking units).

**BV:** 81 **Transport Wt:** 1 ton **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

## ASSAULT COMMANDO PLATOON 2

**Armor Type:** MoC Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 6 | 5 | 4 | 3 | 3 | 2 | 1 |

*Damage is always applied in 2-point Damage Value groupings

| RANGE IN HEXES (TO-HIT MODIFIER) | | | | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **Range** | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| **Range Modifier** | -3 | -1 | -1 | +1 | +1 | +3 | +3 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** Field Gun **Ammo:** Ammo **Disposable Weapon:** Disposable Weapon: **Ammo:** Ammo

**Disposable Weapon:** Disposable Weapon: **Ammo:** Ammo **Disposable Weapon:** Disposable Weapon: **Ammo:** Ammo

**Notes:** Cybernetically enhanced infantry: Features Multi-Modal Cybernetic Eyes (IR/Laser Targeting; IR provides Active Probe capabilities at 2-hex range; Laser provides –1 to-hit modifier), Full-Body Dermal Armor (+1 Damage Divisor; reduce all Burst-Fire damage sustained by 1D6 – to min of 1 point; +1 Support Weapon maximum per Squad; –1 crew needs per Support Weapon, to minimum of 1). Flame-Based Weapon (may inflict damage and heat to heat-tracking units).

**BV:** 81 **Transport Wt:** 1 ton **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

## ASSAULT COMMANDO PLATOON 3

**Armor Type:** MoC Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 6 | 5 | 4 | 3 | 3 | 2 | 1 |

*Damage is always applied in 2-point Damage Value groupings

| RANGE IN HEXES (TO-HIT MODIFIER) | | | | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **Range** | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| **Range Modifier** | -3 | -1 | -1 | +1 | +1 | +3 | +3 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** Field Gun **Ammo:** Ammo **Disposable Weapon:** Disposable Weapon: **Ammo:** Ammo

**Disposable Weapon:** Disposable Weapon: **Ammo:** Ammo **Disposable Weapon:** Disposable Weapon: **Ammo:** Ammo

**Notes:** Cybernetically enhanced infantry: Features Multi-Modal Cybernetic Eyes (IR/Laser Targeting; IR provides Active Probe capabilities at 2-hex range; Laser provides –1 to-hit modifier), Full-Body Dermal Armor (+1 Damage Divisor; reduce all Burst-Fire damage sustained by 1D6 – to min of 1 point; +1 Support Weapon maximum per Squad; –1 crew needs per Support Weapon, to minimum of 1). Flame-Based Weapon (may inflict damage and heat to heat-tracking units).

**BV:** 81 **Transport Wt:** 1 ton **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

## ASSAULT COMMANDO PLATOON 4

**Armor Type:** MoC Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 6 | 5 | 4 | 3 | 3 | 2 | 1 |

*Damage is always applied in 2-point Damage Value groupings

| RANGE IN HEXES (TO-HIT MODIFIER) | | | | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **Range** | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| **Range Modifier** | -3 | -1 | -1 | +1 | +1 | +3 | +3 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** Field Gun **Ammo:** Ammo **Disposable Weapon:** Disposable Weapon: **Ammo:** Ammo

**Disposable Weapon:** Disposable Weapon: **Ammo:** Ammo **Disposable Weapon:** Disposable Weapon: **Ammo:** Ammo

**Notes:** Cybernetically enhanced infantry: Features Multi-Modal Cybernetic Eyes (IR/Laser Targeting; IR provides Active Probe capabilities at 2-hex range; Laser provides –1 to-hit modifier), Full-Body Dermal Armor (+1 Damage Divisor; reduce all Burst-Fire damage sustained by 1D6 – to min of 1 point; +1 Support Weapon maximum per Squad; –1 crew needs per Support Weapon, to minimum of 1). Flame-Based Weapon (may inflict damage and heat to heat-tracking units).

**BV:** 81 **Transport Wt:** 1 ton **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## FIELD MEDIC RECORD SHEET

## FIELD MEDIC PLATOON 1

**Armor Type:** MoC Standard Infantry Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**

2 Paramedics per squad.
Paramedic equipment.

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 2 | 2 | 1 | 1 | 0 | 0 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 15 **Transport Wt:** 1 ton **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

## FIELD MEDIC PLATOON 2

**Armor Type:** MoC Standard Infantry Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**

2 Paramedics per squad.
Paramedic equipment.

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 2 | 2 | 1 | 1 | 0 | 0 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 15 **Transport Wt:** 1 ton **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

## FIELD MEDIC PLATOON 3

**Armor Type:** MoC Standard Infantry Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**

2 Paramedics per squad.
Paramedic equipment.

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 2 | 2 | 1 | 1 | 0 | 0 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 15 **Transport Wt:** 1 ton **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

## FIELD MEDIC PLATOON 4

**Armor Type:** MoC Standard Infantry Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**

2 Paramedics per squad.
Paramedic equipment.

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 2 | 2 | 1 | 1 | 0 | 0 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 15 **Transport Wt:** 1 ton **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## HEAVY MOUNTAIN INFANTRY RECORD SHEET

## HEAVY MOUNTAIN INFANTRY PLATOON 1

**Armor Type:** MoC Standard Infantry Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Notes:**

Mountain climbing equipment. Unit can traverse 3 levels per hex. Unit is immune to the effects of thin Atmosphere. Cannot make Anti-Mech or Swarm Attacks.

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 36 **Transport Wt:** 1.5 tons **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

## HEAVY MOUNTAIN INFANTRY PLATOON 2

**Armor Type:** MoC Standard Infantry Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Notes:**

Mountain climbing equipment. Unit can traverse 3 levels per hex. Unit is immune to the effects of thin Atmosphere. Cannot make Anti-Mech or Swarm Attacks.

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 36 **Transport Wt:** 1.5 tons **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

## HEAVY MOUNTAIN INFANTRY PLATOON 3

**Armor Type:** MoC Standard Infantry Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Notes:**

Mountain climbing equipment. Unit can traverse 3 levels per hex. Unit is immune to the effects of thin Atmosphere. Cannot make Anti-Mech or Swarm Attacks.

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 36 **Transport Wt:** 1.5 tons **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

## HEAVY MOUNTAIN INFANTRY PLATOON 4

**Armor Type:** MoC Standard Infantry Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Notes:**

Mountain climbing equipment. Unit can traverse 3 levels per hex. Unit is immune to the effects of thin Atmosphere. Cannot make Anti-Mech or Swarm Attacks.

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 36 **Transport Wt:** 1.5 tons **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



**FOOT INFANTRY RECORD SHEET**

## FOOT INFANTRY PLATOON 1

**Armor Type:** MoC Standard Infantry Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | 15 | 14 | 14 | 13 | 13 | 12 | 12 | 11 | 11 | 10 | 10 | 9 | 8 | 8 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | +2 | +3 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 82 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

## FOOT INFANTRY PLATOON 2

**Armor Type:** MoC Standard Infantry Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | 15 | 14 | 14 | 13 | 13 | 12 | 12 | 11 | 11 | 10 | 10 | 9 | 8 | 8 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | +2 | +3 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 82 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

## FOOT INFANTRY PLATOON 3

**Armor Type:** MoC Standard Infantry Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | 15 | 14 | 14 | 13 | 13 | 12 | 12 | 11 | 11 | 10 | 10 | 9 | 8 | 8 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | +2 | +3 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 82 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

## FOOT INFANTRY PLATOON 4

**Armor Type:** MoC Standard Infantry Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | 15 | 14 | 14 | 13 | 13 | 12 | 12 | 11 | 11 | 10 | 10 | 9 | 8 | 8 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | +2 | +3 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 82 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## CEREMONIAL GUARD RECORD SHEET

## CEREMONIAL GUARD PLATOON 1

**Armor Type:** Ballistic Plate, Standard **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** — — — — — 14 13 13 12 12 11 11 10 10 9 8 8 7 7 6 6 5 4 4 3 3 2 2 1 1

**Notes:**
Cannot make Anti-'Mech or Swarm Attacks.
BV applies to 100-man platoon

*Damage is always applied in 2-point Damage Value groupings

| RANGE IN HEXES (TO-HIT MODIFIER) | | | | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| Range Modifier | -1 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 467 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

## CEREMONIAL GUARD PLATOON 2

**Armor Type:** Ballistic Plate, Standard **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** — — — — — 14 13 13 12 12 11 11 10 10 9 8 8 7 7 6 6 5 4 4 3 3 2 2 1 1

**Notes:**
Cannot make Anti-'Mech or Swarm Attacks.
BV applies to 100-man platoon

*Damage is always applied in 2-point Damage Value groupings

| RANGE IN HEXES (TO-HIT MODIFIER) | | | | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| Range Modifier | -1 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 467 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

## CEREMONIAL GUARD PLATOON 3

**Armor Type:** Ballistic Plate, Standard **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** — — — — — 14 13 13 12 12 11 11 10 10 9 8 8 7 7 6 6 5 4 4 3 3 2 2 1 1

**Notes:**
Cannot make Anti-'Mech or Swarm Attacks.
BV applies to 100-man platoon

*Damage is always applied in 2-point Damage Value groupings

| RANGE IN HEXES (TO-HIT MODIFIER) | | | | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| Range Modifier | -1 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 467 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

## CEREMONIAL GUARD PLATOON 4

**Armor Type:** Ballistic Plate, Standard **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** — — — — — 14 13 13 12 12 11 11 10 10 9 8 8 7 7 6 6 5 4 4 3 3 2 2 1 1

**Notes:**
Cannot make Anti-'Mech or Swarm Attacks.
BV applies to 100-man platoon

*Damage is always applied in 2-point Damage Value groupings

| RANGE IN HEXES (TO-HIT MODIFIER) | | | | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| Range Modifier | -1 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 467 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** N/A

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



**PIRATE RECORD SHEET**

## PIRATE PLATOON 1

**Armor Type:** Other Periphery/Generic Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**

Flame-Based Weapon (may inflict damage and heat to heat-tracking units).

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | 11 | 11 | 10 | 10 | 9 | 9 | 9 | 8 | 8 | 7 | 7 | 7 | 6 | 6 | 5 | 5 | 5 | 4 | 4 | 4 | 3 | 3 | 2 | 2 | 2 | 1 | 1 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | +1 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 56 **Transport Wt:** 6 tons **Movement MP:** 2 **Type:** Motorized
**Movement MP:** N/A **Type:** N/A

## PIRATE PLATOON 2

**Armor Type:** Other Periphery/Generic Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**

Flame-Based Weapon (may inflict damage and heat to heat-tracking units).

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | 11 | 11 | 10 | 10 | 9 | 9 | 9 | 8 | 8 | 7 | 7 | 7 | 6 | 6 | 5 | 5 | 5 | 4 | 4 | 4 | 3 | 3 | 2 | 2 | 2 | 1 | 1 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | +1 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 56 **Transport Wt:** 6 tons **Movement MP:** 2 **Type:** Motorized
**Movement MP:** N/A **Type:** N/A

## PIRATE PLATOON 3

**Armor Type:** Other Periphery/Generic Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**

Flame-Based Weapon (may inflict damage and heat to heat-tracking units).

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | 11 | 11 | 10 | 10 | 9 | 9 | 9 | 8 | 8 | 7 | 7 | 7 | 6 | 6 | 5 | 5 | 5 | 4 | 4 | 4 | 3 | 3 | 2 | 2 | 2 | 1 | 1 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | +1 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 56 **Transport Wt:** 6 tons **Movement MP:** 2 **Type:** Motorized
**Movement MP:** N/A **Type:** N/A

## PIRATE PLATOON 4

**Armor Type:** Other Periphery/Generic Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**

Flame-Based Weapon (may inflict damage and heat to heat-tracking units).

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | 11 | 11 | 10 | 10 | 9 | 9 | 9 | 8 | 8 | 7 | 7 | 7 | 6 | 6 | 5 | 5 | 5 | 4 | 4 | 4 | 3 | 3 | 2 | 2 | 2 | 1 | 1 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | +1 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 56 **Transport Wt:** 6 tons **Movement MP:** 2 **Type:** Motorized
**Movement MP:** N/A **Type:** N/A

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## BEAST MOUNTED INFANTRY RECORD SHEET

## BEAST MOUNTED INFANTRY PLATOON 1

**Armor Type:** Other Periphery/Generic Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** — — — — — — — — — 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0 0 0 0 0 0 0
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 79 **Transport Wt:** 15 tons **Movement MP:** 5 **Type:** Beast-Mounted, Tariq
**Movement MP:** N/A **Type:** N/A

## BEAST MOUNTED INFANTRY PLATOON 2

**Armor Type:** Other Periphery/Generic Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** — — — — — — — — — 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0 0 0 0 0 0 0
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 79 **Transport Wt:** 15 tons **Movement MP:** 5 **Type:** Beast-Mounted, Tariq
**Movement MP:** N/A **Type:** N/A

## BEAST MOUNTED INFANTRY PLATOON 3

**Armor Type:** Other Periphery/Generic Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** — — — — — — — — — 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0 0 0 0 0 0 0
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 79 **Transport Wt:** 15 tons **Movement MP:** 5 **Type:** Beast-Mounted, Tariq
**Movement MP:** N/A **Type:** N/A

## BEAST MOUNTED INFANTRY PLATOON 4

**Armor Type:** Other Periphery/Generic Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** — — — — — — — — — 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0 0 0 0 0 0 0
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 79 **Transport Wt:** 15 tons **Movement MP:** 5 **Type:** Beast-Mounted, Tariq
**Movement MP:** N/A **Type:** N/A

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



**ASSASSIN RECORD SHEET**

## ASSASSIN PLATOON 1

**Armor Type:** Sneak Suit (Camo/ECM/IR) **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 1 | 1 | 1 | 1 | 0 | 0 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Notes:** +3 to-hit modifier to attackers if platoon doesn't move, +2 modifier to attackers if platoon expends 1 MP. Non-infantry units suffer +1/+1/+2 penalty to hit at short/medium/long ranges. Invisible to Active Probes. May use Atmospheric Drops rules.

**BV:** 21 **Transport Wt:** 1 ton **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** Paratroops

## ASSASSIN PLATOON 2

**Armor Type:** Sneak Suit (Camo/ECM/IR) **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 1 | 1 | 1 | 1 | 0 | 0 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Notes:** +3 to-hit modifier to attackers if platoon doesn't move, +2 modifier to attackers if platoon expends 1 MP. Non-infantry units suffer +1/+1/+2 penalty to hit at short/medium/long ranges. Invisible to Active Probes. May use Atmospheric Drops rules.

**BV:** 21 **Transport Wt:** 1 ton **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** Paratroops

## ASSASSIN PLATOON 3

**Armor Type:** Sneak Suit (Camo/ECM/IR) **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 1 | 1 | 1 | 1 | 0 | 0 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Notes:** +3 to-hit modifier to attackers if platoon doesn't move, +2 modifier to attackers if platoon expends 1 MP. Non-infantry units suffer +1/+1/+2 penalty to hit at short/medium/long ranges. Invisible to Active Probes. May use Atmospheric Drops rules.

**BV:** 21 **Transport Wt:** 1 ton **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** Paratroops

## ASSASSIN PLATOON 4

**Armor Type:** Sneak Suit (Camo/ECM/IR) **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | 1 | 1 | 1 | 1 | 0 | 0 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Notes:** +3 to-hit modifier to attackers if platoon doesn't move, +2 modifier to attackers if platoon expends 1 MP. Non-infantry units suffer +1/+1/+2 penalty to hit at short/medium/long ranges. Invisible to Active Probes. May use Atmospheric Drops rules.

**BV:** 21 **Transport Wt:** 1 ton **Movement MP:** 1 **Type:** Foot
**Movement MP:** N/A **Type:** Paratroops

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## HOVER ASSAULT INFANTRY RECORD SHEET

## HOVER ASSAULT PLATOON 1

**Armor Type:** Other Periphery/Generic Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | 8 | 8 | 7 | 7 | 6 | 6 | 6 | 5 | 5 | 4 | 4 | 4 | 3 | 3 | 2 | 2 | 2 | 1 | 1 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 55 **Transport Wt:** 20 tons **Movement MP:** 4 **Type:** Mechanized, Hover
**Movement MP:** N/A **Type:** N/A

## HOVER ASSAULT PLATOON 2

**Armor Type:** Other Periphery/Generic Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | 8 | 8 | 7 | 7 | 6 | 6 | 6 | 5 | 5 | 4 | 4 | 4 | 3 | 3 | 2 | 2 | 2 | 1 | 1 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 55 **Transport Wt:** 20 tons **Movement MP:** 4 **Type:** Mechanized, Hover
**Movement MP:** N/A **Type:** N/A

## HOVER ASSAULT PLATOON 3

**Armor Type:** Other Periphery/Generic Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | 8 | 8 | 7 | 7 | 6 | 6 | 6 | 5 | 5 | 4 | 4 | 4 | 3 | 3 | 2 | 2 | 2 | 1 | 1 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 55 **Transport Wt:** 20 tons **Movement MP:** 4 **Type:** Mechanized, Hover
**Movement MP:** N/A **Type:** N/A

## HOVER ASSAULT PLATOON 4

**Armor Type:** Other Periphery/Generic Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | 8 | 8 | 7 | 7 | 6 | 6 | 6 | 5 | 5 | 4 | 4 | 4 | 3 | 3 | 2 | 2 | 2 | 1 | 1 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 55 **Transport Wt:** 20 tons **Movement MP:** 4 **Type:** Mechanized, Hover
**Movement MP:** N/A **Type:** N/A

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## VTOL INFANTRY RECORD SHEET

## VTOL INFANTRY PLATOON 1

**Armor Type:** Myomer, Vest **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | 8 | 8 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 81 **Transport Wt:** 34 tons **Movement MP:** 5 **Type:** Mechanized VTOL, Micro-Copter
**Movement MP:** N/A **Type:** N/A

## VTOL INFANTRY PLATOON 2

**Armor Type:** Myomer, Vest **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | 8 | 8 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 81 **Transport Wt:** 34 tons **Movement MP:** 5 **Type:** Mechanized VTOL, Micro-Copter
**Movement MP:** N/A **Type:** N/A

## VTOL INFANTRY PLATOON 3

**Armor Type:** Myomer, Vest **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | 8 | 8 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 81 **Transport Wt:** 34 tons **Movement MP:** 5 **Type:** Mechanized VTOL, Micro-Copter
**Movement MP:** N/A **Type:** N/A

## VTOL INFANTRY PLATOON 4

**Armor Type:** Myomer, Vest **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | — | — | — | — | — | 8 | 8 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 81 **Transport Wt:** 34 tons **Movement MP:** 5 **Type:** Mechanized VTOL, Micro-Copter
**Movement MP:** N/A **Type:** N/A

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## HEAVY SUPPORT INFANTRY RECORD SHEET

## HEAVY SUPPORT INFANTRY PLATOON 1

**Armor Type:** Ballistic Plate **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**

Cannot make Anti-'Mech or Swarm Attacks

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | 15 | 15 | 14 | 14 | 13 | 12 | 12 | 11 | 11 | 10 | 10 | 9 | 9 | 8 | 8 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | -4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 88 **Transport Wt:** 6 tons **Movement MP:** 1 **Type:** Motorized
**Movement MP:** N/A **Type:** N/A

## HEAVY SUPPORT INFANTRY PLATOON 2

**Armor Type:** Ballistic Plate **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**

Cannot make Anti-'Mech or Swarm Attacks

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | 15 | 15 | 14 | 14 | 13 | 12 | 12 | 11 | 11 | 10 | 10 | 9 | 9 | 8 | 8 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | -4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 88 **Transport Wt:** 6 tons **Movement MP:** 1 **Type:** Motorized
**Movement MP:** N/A **Type:** N/A

## HEAVY SUPPORT INFANTRY PLATOON 3

**Armor Type:** Ballistic Plate **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**

Cannot make Anti-'Mech or Swarm Attacks

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | 15 | 15 | 14 | 14 | 13 | 12 | 12 | 11 | 11 | 10 | 10 | 9 | 9 | 8 | 8 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | -4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 88 **Transport Wt:** 6 tons **Movement MP:** 1 **Type:** Motorized
**Movement MP:** N/A **Type:** N/A

## HEAVY SUPPORT INFANTRY PLATOON 4

**Armor Type:** Ballistic Plate **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*:**
**Notes:**

Cannot make Anti-'Mech or Swarm Attacks

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | 15 | 15 | 14 | 14 | 13 | 12 | 12 | 11 | 11 | 10 | 10 | 9 | 9 | 8 | 8 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | -4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 88 **Transport Wt:** 6 tons **Movement MP:** 1 **Type:** Motorized
**Movement MP:** N/A **Type:** N/A

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## JUMP SUPPORT INFANTRY RECORD SHEET

## JUMP SUPPORT INFANTRY PLATOON 1

**Armor Type:** Other Periphery/Generic Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** — — — — — — — — — 11 10 10 9 9 8 8 7 7 6 6 5 5 4 4 3 3 2 2 1 1

**Notes:**

Flame-based weapons (may inflict damage and heat to heat-tracking units).

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 78 **Transport Wt:** 6 tons **Movement MP:** 2 **Type:** Jump
**Movement MP:** 1 **Type:** Ground

## JUMP SUPPORT INFANTRY PLATOON 2

**Armor Type:** Other Periphery/Generic Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** — — — — — — — — — 11 10 10 9 9 8 8 7 7 6 6 5 5 4 4 3 3 2 2 1 1

**Notes:**

Flame-based weapons (may inflict damage and heat to heat-tracking units).

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 78 **Transport Wt:** 6 tons **Movement MP:** 2 **Type:** Jump
**Movement MP:** 1 **Type:** Ground

## JUMP SUPPORT INFANTRY PLATOON 3

**Armor Type:** Other Periphery/Generic Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** — — — — — — — — — 11 10 10 9 9 8 8 7 7 6 6 5 5 4 4 3 3 2 2 1 1

**Notes:**

Flame-based weapons (may inflict damage and heat to heat-tracking units).

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 78 **Transport Wt:** 6 tons **Movement MP:** 2 **Type:** Jump
**Movement MP:** 1 **Type:** Ground

## JUMP SUPPORT INFANTRY PLATOON 4

**Armor Type:** Other Periphery/Generic Kit **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** — — — — — — — — — 11 10 10 9 9 8 8 7 7 6 6 5 5 4 4 3 3 2 2 1 1

**Notes:**

Flame-based weapons (may inflict damage and heat to heat-tracking units).

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 78 **Transport Wt:** 6 tons **Movement MP:** 2 **Type:** Jump
**Movement MP:** 1 **Type:** Ground

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## MECHANIZED INFANTRY - SUBMERSIBLE RECORD SHEET

### MECHANIZED INFANTRY - SUBMERSIBLE PLATOON 1

**Armor Type:** Marine Environment Suit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** — — — — — — — — — — 9 9 8 8 7 7 6 6 5 5 5 4 4 3 3 2 2 1 1 0
**Notes:**
Range halved underwater

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 90 **Transport Wt:** 20 tons **Movement MP:** 0 **Type:** Ground
**Movement MP:** 3 **Type:** Water (Submersible)

### MECHANIZED INFANTRY - SUBMERSIBLE PLATOON 2

**Armor Type:** Marine Environment Suit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** — — — — — — — — — — 9 9 8 8 7 7 6 6 5 5 5 4 4 3 3 2 2 1 1 0
**Notes:**
Range halved underwater

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 90 **Transport Wt:** 20 tons **Movement MP:** 0 **Type:** Ground
**Movement MP:** 3 **Type:** Water (Submersible)

### MECHANIZED INFANTRY - SUBMERSIBLE PLATOON 3

**Armor Type:** Marine Environment Suit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** — — — — — — — — — — 9 9 8 8 7 7 6 6 5 5 5 4 4 3 3 2 2 1 1 0
**Notes:**
Range halved underwater

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 90 **Transport Wt:** 20 tons **Movement MP:** 0 **Type:** Ground
**Movement MP:** 3 **Type:** Water (Submersible)

### MECHANIZED INFANTRY - SUBMERSIBLE PLATOON 4

**Armor Type:** Marine Environment Suit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** — — — — — — — — — — 9 9 8 8 7 7 6 6 5 5 5 4 4 3 3 2 2 1 1 0
**Notes:**
Range halved underwater

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 90 **Transport Wt:** 20 tons **Movement MP:** 0 **Type:** Ground
**Movement MP:** 3 **Type:** Water (Submersible)

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## SCOUT INFANTRY PLATOON RECORD SHEET

### SCOUT INFANTRY PLATOON 1

**Armor Type:** Civilian Clothing **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **Max Weapon Damage*** | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| — | — | 6 | 6 | 6 | 5 | 5 | 5 | 5 | 5 | 4 | 4 | 4 | 4 | 3 | 3 | 3 | 3 | 3 | 2 | 2 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 0 | 0 |

**Notes:**
Carries various surveillance and communications aids

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **Range Modifier** | 0 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 47 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Ground (Foot)
**Movement MP:** N/A **Type:** N/A

### SCOUT INFANTRY PLATOON 2

**Armor Type:** Civilian Clothing **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **Max Weapon Damage*** | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| — | — | 6 | 6 | 6 | 5 | 5 | 5 | 5 | 5 | 4 | 4 | 4 | 4 | 3 | 3 | 3 | 3 | 3 | 2 | 2 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 0 | 0 |

**Notes:**
Carries various surveillance and communications aids

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **Range Modifier** | 0 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 47 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Ground (Foot)
**Movement MP:** N/A **Type:** N/A

### SCOUT INFANTRY PLATOON 3

**Armor Type:** Civilian Clothing **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **Max Weapon Damage*** | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| — | — | 6 | 6 | 6 | 5 | 5 | 5 | 5 | 5 | 4 | 4 | 4 | 4 | 3 | 3 | 3 | 3 | 3 | 2 | 2 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 0 | 0 |

**Notes:**
Carries various surveillance and communications aids

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **Range Modifier** | 0 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 47 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Ground (Foot)
**Movement MP:** N/A **Type:** N/A

### SCOUT INFANTRY PLATOON 4

**Armor Type:** Civilian Clothing **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **Max Weapon Damage*** | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| — | — | 6 | 6 | 6 | 5 | 5 | 5 | 5 | 5 | 4 | 4 | 4 | 4 | 3 | 3 | 3 | 3 | 3 | 2 | 2 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 0 | 0 |

**Notes:**
Carries various surveillance and communications aids

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **Range Modifier** | 0 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 47 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Ground (Foot)
**Movement MP:** N/A **Type:** N/A

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



**HEAVY FOOT LRM INFANTRY RECORD SHEET**

## HEAVY LRM INFANTRY PLATOON 1

**Armor Type:** Standard Ballistic Plate **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** — — 24 23 22 21 21 20 19 18 17 16 15 15 14 13 12 11 10 9 9 8 7 6 5 4 3 3 2 1
**Notes:**
May not perform swarm or anti-'Mech attacks

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 114 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Move or Shoot
**Movement MP:** N/A **Type:** N/A

## HEAVY LRM INFANTRY PLATOON 2

**Armor Type:** Standard Ballistic Plate **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** — — 24 23 22 21 21 20 19 18 17 16 15 15 14 13 12 11 10 9 9 8 7 6 5 4 3 3 2 1
**Notes:**
May not perform swarm or anti-'Mech attacks

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 114 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Move or Shoot
**Movement MP:** N/A **Type:** N/A

## HEAVY LRM INFANTRY PLATOON 3

**Armor Type:** Standard Ballistic Plate **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** — — 24 23 22 21 21 20 19 18 17 16 15 15 14 13 12 11 10 9 9 8 7 6 5 4 3 3 2 1
**Notes:**
May not perform swarm or anti-'Mech attacks

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 114 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Move or Shoot
**Movement MP:** N/A **Type:** N/A

## HEAVY LRM INFANTRY PLATOON 4

**Armor Type:** Standard Ballistic Plate **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** — — 24 23 22 21 21 20 19 18 17 16 15 15 14 13 12 11 10 9 9 8 7 6 5 4 3 3 2 1
**Notes:**
May not perform swarm or anti-'Mech attacks

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 114 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Move or Shoot
**Movement MP:** N/A **Type:** N/A

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## TAG SPOTTER INFANTRY RECORD SHEET

## TAG SPOTTER INFANTRY PLATOON 1

**Armor Type:** Flack, Standard **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | 5 | 5 | 5 | 4 | 4 | 4 | 4 | 4 | 4 | 3 | 3 | 3 | 3 | 3 | 3 | 2 | 2 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 0 |

**Max Weapon Damage*:**

**Notes:**
Equipped with TAG. May make TAG attempt as per normal rules

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** TAG **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 66 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Ground (Foot)
**Movement MP:** N/A **Type:** N/A

## TAG SPOTTER INFANTRY PLATOON 2

**Armor Type:** Flack, Standard **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | 5 | 5 | 5 | 4 | 4 | 4 | 4 | 4 | 4 | 3 | 3 | 3 | 3 | 3 | 3 | 2 | 2 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 0 |

**Max Weapon Damage*:**

**Notes:**
Equipped with TAG. May make TAG attempt as per normal rules

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** TAG **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 66 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Ground (Foot)
**Movement MP:** N/A **Type:** N/A

## TAG SPOTTER INFANTRY PLATOON 3

**Armor Type:** Flack, Standard **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | 5 | 5 | 5 | 4 | 4 | 4 | 4 | 4 | 4 | 3 | 3 | 3 | 3 | 3 | 3 | 2 | 2 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 0 |

**Max Weapon Damage*:**

**Notes:**
Equipped with TAG. May make TAG attempt as per normal rules

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** TAG **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 66 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Ground (Foot)
**Movement MP:** N/A **Type:** N/A

## TAG SPOTTER INFANTRY PLATOON 4

**Armor Type:** Flack, Standard **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | 5 | 5 | 5 | 4 | 4 | 4 | 4 | 4 | 4 | 3 | 3 | 3 | 3 | 3 | 3 | 2 | 2 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 0 |

**Max Weapon Damage*:**

**Notes:**
Equipped with TAG. May make TAG attempt as per normal rules

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -1 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** TAG **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 66 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Ground (Foot)
**Movement MP:** N/A **Type:** N/A

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## FOOT BALLISTIC RIFLE INFANTRY RECORD SHEET

### FOOT BALISTIC RIFLE INFANTRY PLATOON 1

**Armor Type:** Flack, Standard **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | 15 | 14 | 14 | 13 | 12 | 12 | 11 | 11 | 10 | 10 | 9 | 9 | 8 | 8 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

**Max Weapon Damage*:**

**Notes:**
None

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | -4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A: **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 81 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Ground (Foot)
**Movement MP:** N/A **Type:** N/A

### FOOT BALISTIC RIFLE INFANTRY PLATOON 2

**Armor Type:** Flack, Standard **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | 15 | 14 | 14 | 13 | 12 | 12 | 11 | 11 | 10 | 10 | 9 | 9 | 8 | 8 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

**Max Weapon Damage*:**

**Notes:**
None

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | -4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A: **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 81 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Ground (Foot)
**Movement MP:** N/A **Type:** N/A

### FOOT BALISTIC RIFLE INFANTRY PLATOON 3

**Armor Type:** Flack, Standard **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | 15 | 14 | 14 | 13 | 12 | 12 | 11 | 11 | 10 | 10 | 9 | 9 | 8 | 8 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

**Max Weapon Damage*:**

**Notes:**
None

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | -4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A: **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 81 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Ground (Foot)
**Movement MP:** N/A **Type:** N/A

### FOOT BALISTIC RIFLE INFANTRY PLATOON 4

**Armor Type:** Flack, Standard **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | 15 | 14 | 14 | 13 | 12 | 12 | 11 | 11 | 10 | 10 | 9 | 9 | 8 | 8 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

**Max Weapon Damage*:**

**Notes:**
None

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | -4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A: **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 81 **Transport Wt:** 3 tons **Movement MP:** 1 **Type:** Ground (Foot)
**Movement MP:** N/A **Type:** N/A

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## JUMP LASER INFANTRY RECORD SHEET

## JUMP LASER INFANTRY PLATOON 1

**Armor Type:** Flack, Standard **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | 6 | 6 | 5 | 5 | 5 | 4 | 4 | 4 | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 66 **Transport Wt:** 4 tons **Movement MP:** 1 **Type:** Ground
**Movement MP:** 3 **Type:** Jump

## JUMP LASER INFANTRY PLATOON 2

**Armor Type:** Flack, Standard **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | 6 | 6 | 5 | 5 | 5 | 4 | 4 | 4 | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 66 **Transport Wt:** 4 tons **Movement MP:** 1 **Type:** Ground
**Movement MP:** 3 **Type:** Jump

## JUMP LASER INFANTRY PLATOON 3

**Armor Type:** Flack, Standard **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | 6 | 6 | 5 | 5 | 5 | 4 | 4 | 4 | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 66 **Transport Wt:** 4 tons **Movement MP:** 1 **Type:** Ground
**Movement MP:** 3 **Type:** Jump

## JUMP LASER INFANTRY PLATOON 4

**Armor Type:** Flack, Standard **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 
**Notes:**
None

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | 6 | 6 | 5 | 5 | 5 | 4 | 4 | 4 | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 0 |

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 66 **Transport Wt:** 4 tons **Movement MP:** 1 **Type:** Ground
**Movement MP:** 3 **Type:** Jump

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## MOTORIZED MG INFANTRY RECORD SHEET

## MOTORIZED MG INFANTRY PLATOON 1

**Armor Type:** Flack, Standard **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | 16 | 15 | 15 | 14 | 13 | 13 | 12 | 12 | 11 | 11 | 10 | 10 | 9 | 8 | 8 | 7 | 7 | 6 | 6 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

**Max Weapon Damage*:**

**Notes:**
Heavy Burst Damage, +1d6 vs. Conventional Infantry

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 94 **Transport Wt:** 6 tons **Movement MP:** 2 **Type:** Motorized
**Movement MP:** N/A **Type:** N/A

## MOTORIZED MG INFANTRY PLATOON 2

**Armor Type:** Flack, Standard **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | 16 | 15 | 15 | 14 | 13 | 13 | 12 | 12 | 11 | 11 | 10 | 10 | 9 | 8 | 8 | 7 | 7 | 6 | 6 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

**Max Weapon Damage*:**

**Notes:**
Heavy Burst Damage, +1d6 vs. Conventional Infantry

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 94 **Transport Wt:** 6 tons **Movement MP:** 2 **Type:** Motorized
**Movement MP:** N/A **Type:** N/A

## MOTORIZED MG INFANTRY PLATOON 3

**Armor Type:** Flack, Standard **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | 16 | 15 | 15 | 14 | 13 | 13 | 12 | 12 | 11 | 11 | 10 | 10 | 9 | 8 | 8 | 7 | 7 | 6 | 6 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

**Max Weapon Damage*:**

**Notes:**
Heavy Burst Damage, +1d6 vs. Conventional Infantry

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 94 **Transport Wt:** 6 tons **Movement MP:** 2 **Type:** Motorized
**Movement MP:** N/A **Type:** N/A

## MOTORIZED MG INFANTRY PLATOON 4

**Armor Type:** Flack, Standard **Divisor:** 1

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____

| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| — | — | 16 | 15 | 15 | 14 | 13 | 13 | 12 | 12 | 11 | 11 | 10 | 10 | 9 | 8 | 8 | 7 | 7 | 6 | 6 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |

**Max Weapon Damage*:**

**Notes:**
Heavy Burst Damage, +1d6 vs. Conventional Infantry

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | -2 | 0 | +2 | +4 | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — | — |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 94 **Transport Wt:** 6 tons **Movement MP:** 2 **Type:** Motorized
**Movement MP:** N/A **Type:** N/A

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™



## JUMP LASER SPECIAL FORCES RECORD SHEET

## JUMP LASER SPECIAL FORCES INFANTRY PLATOON 1

**Armor Type:** Clan Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1
**Notes:**
Nonte

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | +1 | +1 | +1 | +2 | +2 | +2 | +2 | +4 | +4 | +4 | +6 | +6 | +6 | +6 |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 227 **Transport Wt:** 4 tons **Movement MP:** 1 **Type:** Ground
**Movement MP:** 3 **Type:** Jump

## JUMP LASER SPECIAL FORCES INFANTRY PLATOON 2

**Armor Type:** Clan Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1
**Notes:**
Nonte

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | +1 | +1 | +1 | +2 | +2 | +2 | +2 | +4 | +4 | +4 | +6 | +6 | +6 | +6 |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 227 **Transport Wt:** 4 tons **Movement MP:** 1 **Type:** Ground
**Movement MP:** 3 **Type:** Jump

## JUMP LASER SPECIAL FORCES INFANTRY PLATOON 3

**Armor Type:** Clan Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1
**Notes:**
Nonte

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | +1 | +1 | +1 | +2 | +2 | +2 | +2 | +4 | +4 | +4 | +6 | +6 | +6 | +6 |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 227 **Transport Wt:** 4 tons **Movement MP:** 1 **Type:** Ground
**Movement MP:** 3 **Type:** Jump

## JUMP LASER SPECIAL FORCES INFANTRY PLATOON 4

**Armor Type:** Clan Standard Infantry Kit **Divisor:** 2

**Experience:** _____
**Gunnery Skill:** ____
**Anti-'Mech Skill:** ____
**Max Weapon Damage*** 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1
**Notes:**
Nonte

*Damage is always applied in 2-point Damage Value groupings

**RANGE IN HEXES (TO-HIT MODIFIER)**

| Range | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Range Modifier | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | +1 | +1 | +1 | +2 | +2 | +2 | +2 | +4 | +4 | +4 | +6 | +6 | +6 | +6 |

**Field Gun Type:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A
**Disposable Weapon:** N/A **Ammo:** N/A **Disposable Weapon:** N/A **Ammo:** N/A

**BV:** 227 **Transport Wt:** 4 tons **Movement MP:** 1 **Type:** Ground
**Movement MP:** 3 **Type:** Jump

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.



# LAND-AIR BATTLEMECHS

# BATTLETECH™

## LAND-AIR BATTLEMECH RECORD SHEET

### LAM DATA

**Type:** STG-A1 STINGER LAM MK I

**Tonnage:** 30 **Tech Base:** Inner Sphere (Advanced) Star League

**Movement Points:**

| BattleMech Mode | | AirMech Mode | | Fighter Mode | |
|---|---|---|---|---|---|
| Walking: | 6 | Cruising: | 18 | Safe Thrust: | 6 |
| Running: | 9 | Flank: | 27 | Max Thrust: | 9 |
| Jumping: | 6 | | | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng | Aero |
|---|---|---|---|---|---|---|---|---|---|
| 1 | Med. Pulse Laser | RT | 4 | 6 [P] | — | 2 | 4 | 6 | 6 (S) |
| 1 | Small Pulse Laser | RA | 2 | 3 [P] | — | 1 | 2 | 3 | 3 (S) |
| 1 | Small Pulse Laser | LA | 2 | 3 [P] | — | 1 | 2 | 3 | 3 (S) |

Fuel: 80

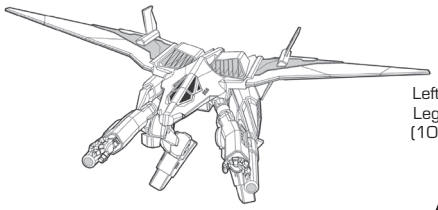
### WARRIOR DATA

Name: _____

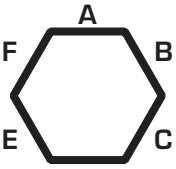
BattleMech Gunnery Skill: ___ Piloting Skill: ___

Aerospace Gunnery Skill: ___ Piloting Skill: ___

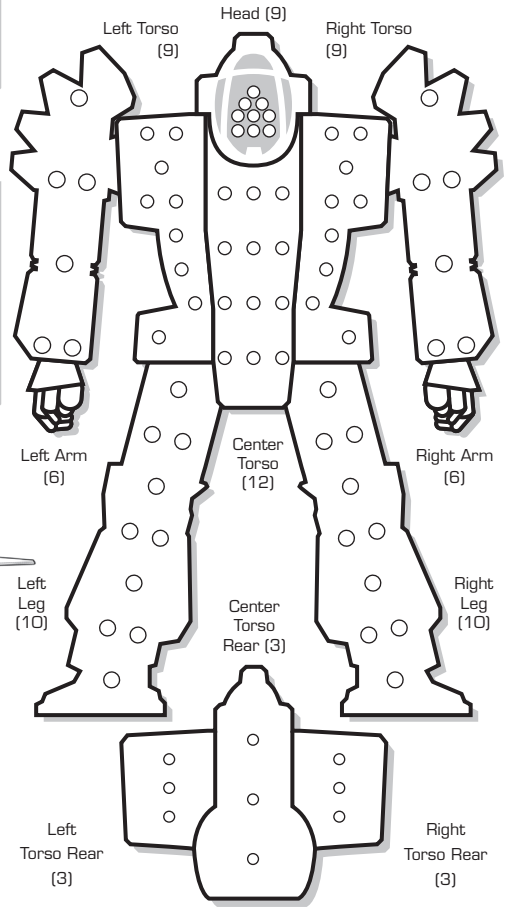
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



Advanced Movement Compass




### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

| | |
|---|---|
| 1-3 | 1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Hand Actuator<br>5. Small Pulse Laser<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

#### Left Torso

| | |
|---|---|
| 1-3 | 1. Landing Gear<br>2. Avionics<br>3. Double Heat Sink<br>4. Double Heat Sink<br>5. Double Heat Sink<br>6. Double Heat Sink |
| 4-6 | 1. Double Heat Sink<br>2. Double Heat Sink<br>3. Jump Jet<br>4. Jump Jet<br>5. Jump Jet<br>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. Avionics
5. Sensors
6. Life Support

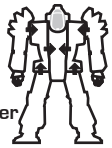
#### Center Torso

| | |
|---|---|
| 1-3 | 1. Fusion Engine<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Gyro<br>5. Gyro<br>6. Gyro |
| 4-6 | 1. Gyro<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Fusion Engine<br>5. Landing Gear<br>6. Roll Again |

Avionics ○○○
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Landing Gear ○
Life Support ○

Structural Integrity
○○○○○
○○○○○

CATALYST game labs



Damage Transfer Diagram

#### Right Arm

| | |
|---|---|
| 1-3 | 1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Hand Actuator<br>5. Small Pulse Laser<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

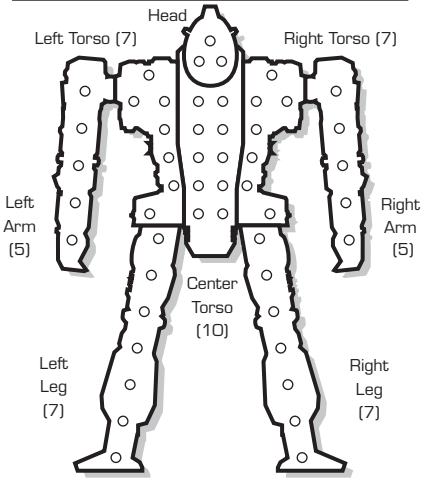
#### Right Torso

| | |
|---|---|
| 1-3 | 1. Landing Gear<br>2. Avionics<br>3. Double Heat Sink<br>4. Double Heat Sink<br>5. Double Heat Sink<br>6. Jump Jet |
| 4-6 | 1. Jump Jet<br>2. Jump Jet<br>3. Medium Pulse Laser<br>4. Roll Again<br>5. Roll Again<br>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 /Rand. Movement 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 20 | –4 Movement Points /Rand . Movement 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | –3 Movement Points /Rand. Movement 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | –2 Movement Points /Rand. Movement 6+ |
| 8 | +1 Modifier to Fire |
| 5 | –1 Movement Points /Rand. Movement 5+ |

**Heat Sinks:** 10 (20) Double (AirMech +3)

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

**Heat Scale**

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## LAND-AIR BATTLEMECH RECORD SHEET

### LAM DATA

**Type:** STG-A5 STINGER LAM

**Tonnage:** 30 **Tech Base:** Inner Sphere (Advanced) Star League

**Movement Points:**

| BattleMech Mode | | AirMech Mode | | Fighter Mode | |
|---|---|---|---|---|---|
| Walking: | 6 | Cruising: | 18 | Safe Thrust: | 6 |
| Running: | 9 | Flank: | 27 | Max Thrust: | 9 |
| Jumping: | 6 | | | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng | Aero |
|---|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 | 5 (S) |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 | 5 (S) |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 | 5 (S) |

Fuel: 80

### WARRIOR DATA

Name: _____

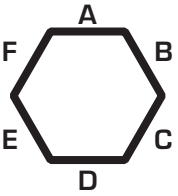
BattleMech Gunnery Skill: ___ Piloting Skill: ___

Aerospace Gunnery Skill: ___ Piloting Skill: ___

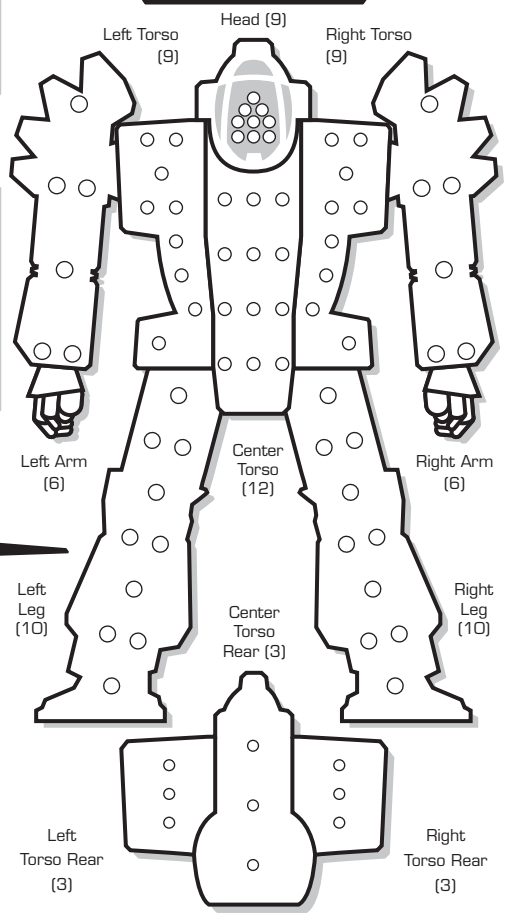
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



Advanced Movement Compass




### 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. Landing Gear
2. Avionics
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Jump Jet

4-6
1. Jump Jet
2. Jump Jet
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. Avionics
5. Sensors
6. Life Support

#### Center Torso

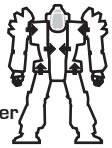
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Landing Gear
6. Roll Again

Avionics ○○○
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Landing Gear ○
Life Support ○

Structural Integrity
○○○○○
○○○○○

CATALYST game labs



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

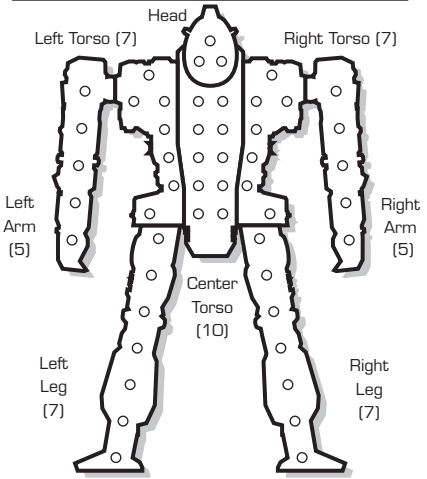
1-3
1. Landing Gear
2. Avionics
3. Heat Sink
4. Jump Jet
5. Jump Jet
6. Jump Jet

4-6
1. Medium Laser
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 /Rand. Movement 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 20 | –4 Movement Points /Rand . Movement 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | –3 Movement Points /Rand. Movement 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | –2 Movement Points /Rand. Movement 6+ |
| 8 | +1 Modifier to Fire |
| 5 | –1 Movement Points /Rand. Movement 5+ |

**Heat Sinks:** 11 Single (AirMech +3)

○○
○
○
○
○
○
○
○
○
○

**Heat Scale**

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## LAND-AIR BATTLEMECH RECORD SHEET

### LAM DATA

**Type:** STG-A10 STINGER LAM

**Tonnage:** 30 **Tech Base:** Inner Sphere (Advanced) Succession Wars

**Movement Points:**

| BattleMech Mode | | AirMech Mode | | Fighter Mode | |
|---|---|---|---|---|---|
| Walking: | 6 | Cruising: | 18 | Safe Thrust: | 6 |
| Running: | 9 | Flank: | 27 | Max Thrust: | 9 |
| Jumping: | 6 | | | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng | Aero |
|---|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 | 5 (S) |
| 2 | Small Laser | RA | 1 | 3 [DE] | — | 1 | 2 | 3 | 3 (S) |
| 2 | Small Laser | LA | 1 | 3 [DE] | — | 1 | 2 | 3 | 3 (S) |

Fuel: 80

### WARRIOR DATA

Name: _____

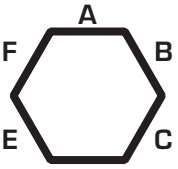
BattleMech Gunnery Skill: ___ Piloting Skill: ___

Aerospace Gunnery Skill: ___ Piloting Skill: ___

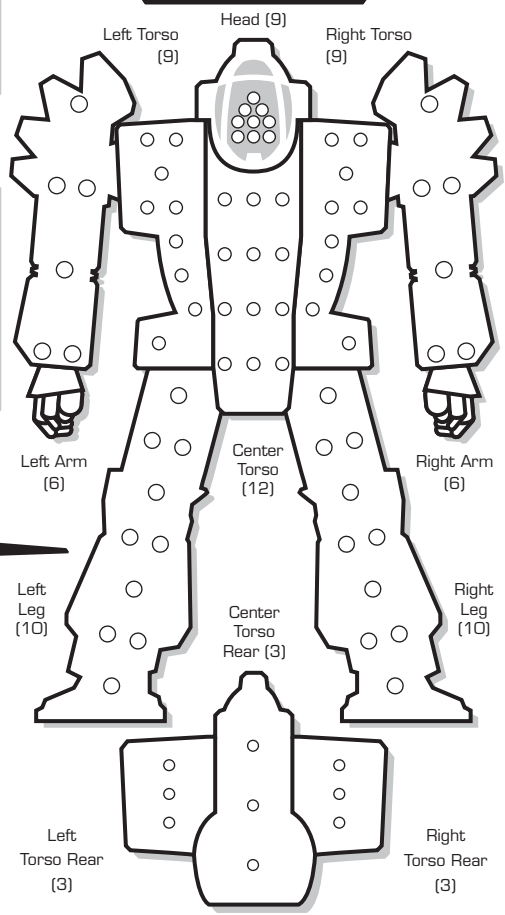
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



Advanced Movement Compass




### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Small Laser
6. Small 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. Landing Gear
2. Avionics
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Jump Jet

4-6
1. Jump Jet
2. Jump Jet
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. Avionics
5. Sensors
6. Life Support

#### Center Torso

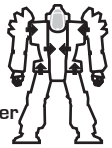
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Landing Gear
6. Roll Again

Avionics ○○○
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Landing Gear ○
Life Support ○

Structural Integrity
○○○○○
○○○○○

CATALYST game labs



Damage Transfer Diagram

#### Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Small Laser
6. Small Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

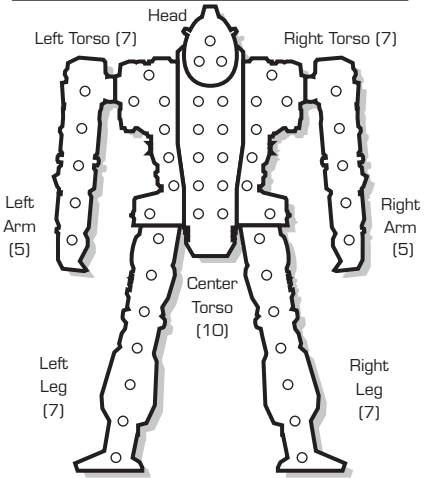
1-3
1. Landing Gear
2. Avionics
3. Heat Sink
4. Jump Jet
5. Jump Jet
6. Jump Jet

4-6
1. Medium Laser
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 /Rand. Movement 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 20 | –4 Movement Points /Rand . Movement 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | –3 Movement Points /Rand. Movement 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | –2 Movement Points /Rand. Movement 6+ |
| 8 | +1 Modifier to Fire |
| 5 | –1 Movement Points /Rand. Movement 5+ |

**Heat Sinks:** 11 Single (AirMech +3)

○○
○
○
○
○
○
○
○
○
○

**Heat Scale**

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## LAND-AIR BATTLEMECH RECORD SHEET

### LAM DATA

**Type:** WSP-100 WASP LAM MK I

**Tonnage:** 30 **Tech Base:** Inner Sphere (Advanced) Star League

**Movement Points:**

| BattleMech Mode | | AirMech Mode | | Fighter Mode | |
|---|---|---|---|---|---|
| Walking: | 5 | Cruising: | 12 | Safe Thrust: | 4 |
| Running: | 8 | Flank: | 18 | Max Thrust: | 6 |
| Jumping: | 4 | | | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng | Aero |
|---|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 | 5 (S) |
| 1 | Bomb Bay (5 tons) | RT | — | [E] | — | — | — | — | — |
| 1 | SRM 2 (OS) | CT(R) | 2 | 2/Msl [M,C,S,OS] | — | 3 | 6 | 9 | 2 (S) |

Fuel: 80

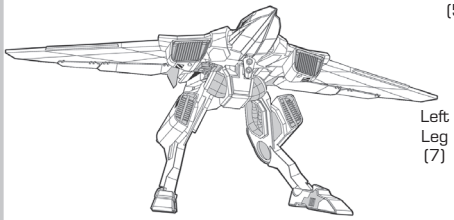
### WARRIOR DATA

Name: _____

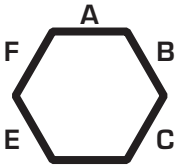
BattleMech Gunnery Skill: ___ Piloting Skill: ___

Aerospace Gunnery Skill: ___ Piloting Skill: ___

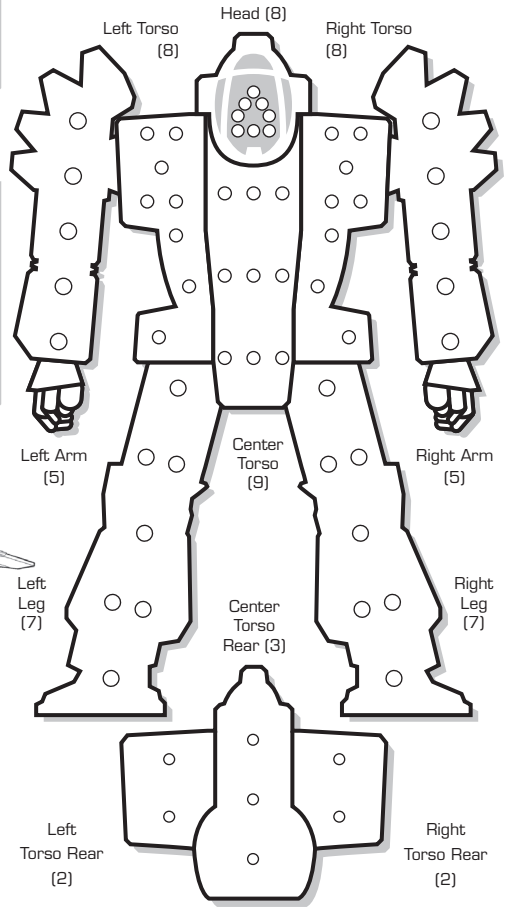
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



Advanced Movement Compass




### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

| | |
|---|---|
| 1-3 | 1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Hand Actuator<br>5. Roll Again<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

#### Left Torso

| | |
|---|---|
| 1-3 | 1. Landing Gear<br>2. Avionics<br>3. Heat Sink<br>4. Heat Sink<br>5. Heat Sink<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>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

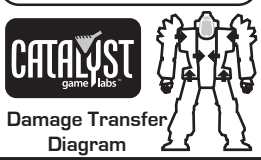
1. Life Support
2. Sensors
3. Cockpit
4. Avionics
5. Sensors
6. Life Support

#### Center Torso

| | |
|---|---|
| 1-3 | 1. Fusion Engine<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Gyro<br>5. Gyro<br>6. Gyro |
| 4-6 | 1. Gyro<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Fusion Engine<br>5. Landing Gear<br>6. SRM 2 (OS) (R) |

Avionics ○○○
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Landing Gear ○
Life Support ○

Structural Integrity
○○○○○
○○○○○




Damage Transfer Diagram

#### Right Arm

| | |
|---|---|
| 1-3 | 1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Hand Actuator<br>5. Medium Laser<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

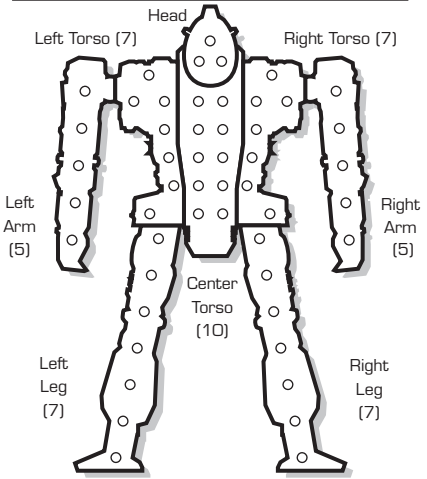
#### Right Torso

| | |
|---|---|
| 1-3 | 1. Landing Gear<br>2. Avionics<br>3. Heat Sink<br>4. Bomb Bay<br>5. Bomb Bay<br>6. Bomb Bay |
| 4-6 | 1. Bomb Bay<br>2. Bomb Bay<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>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 |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | –5 Movement Points /Rand. Movement 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 20 | –4 Movement Points /Rand . Movement 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | –3 Movement Points /Rand. Movement 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | –2 Movement Points /Rand. Movement 6+ |
| 8 | +1 Modifier to Fire |
| 5 | –1 Movement Points /Rand. Movement 5+ |

**Heat Sinks:**
10
Single
(AirMech +3)
○
○
○
○
○
○
○
○
○
○

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## LAND-AIR BATTLEMECH RECORD SHEET

### LAM DATA

**Type: WSP-100A WASP LAM MK I**

**Tonnage:** 30 **Tech Base:** Inner Sphere (Advanced) Star League

**Movement Points:**

| BattleMech Mode | | AirMech Mode | | Fighter Mode | |
|---|---|---|---|---|---|
| Walking: | 5 | Cruising: | 15 | Safe Thrust: | 5 |
| Running: | 8 | Flank: | 23 | Max Thrust: | 8 |
| Jumping: | 5 | | | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng | Aero |
|---|---|---|---|---|---|---|---|---|---|
| 1 | LRM 10 | RT | 4 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 | 6 (L) |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 | 5 (S) |

Fuel: 80

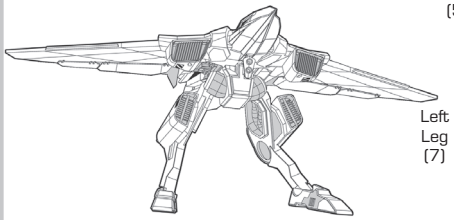
### WARRIOR DATA

Name: _____

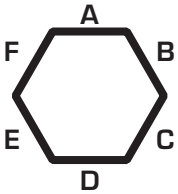
BattleMech Gunnery Skill: ___ Piloting Skill: ___

Aerospace Gunnery Skill: ___ Piloting Skill: ___

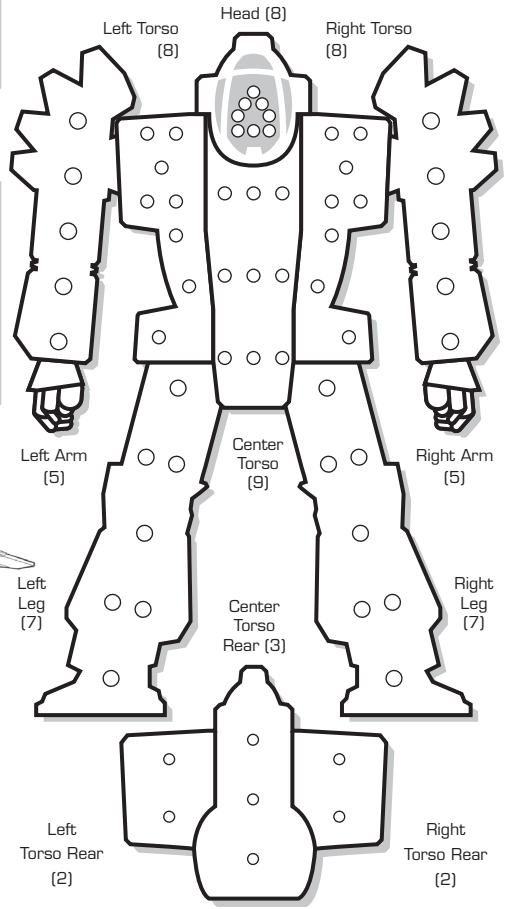
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



Advanced Movement Compass




### 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. Landing Gear |
| | 2. Avionics |
| | 3. Heat Sink |
| | 4. Heat Sink |
| | 5. Heat Sink |
| | 6. Roll Again |
| 4-6 | 1. Roll Again |
| | 2. Roll Again |
| | 3. Roll Again |
| | 4. Roll Again |
| | 5. Roll Again |
| | 6. Roll Again |

#### 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. Avionics
5. Sensors
6. Life Support

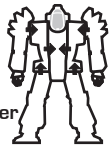
#### Center Torso

| | |
|---|---|
| 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. Landing Gear |
| | 6. Jump Jet |

Avionics ○○○
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Landing Gear ○
Life Support ○

Structural Integrity
○○○○○
○○○○○

CATALYST game labs



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 |

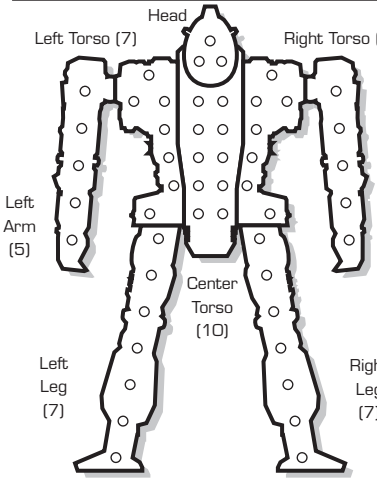
#### Right Torso

| | |
|---|---|
| 1-3 | 1. Landing Gear |
| | 2. Avionics |
| | 3. Heat Sink |
| | 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 |

#### 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 |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | –5 Movement Points /Rand. Movement 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 20 | –4 Movement Points /Rand . Movement 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | –3 Movement Points /Rand. Movement 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | –2 Movement Points /Rand. Movement 6+ |
| 8 | +1 Modifier to Fire |
| 5 | –1 Movement Points /Rand. Movement 5+ |

**Heat Sinks:** 10 Single (AirMech +3)

○
○
○
○
○
○
○
○
○
○

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## LAND-AIR BATTLEMECH RECORD SHEET

### LAM DATA

**Type:** WSP-100b WASP LAM MK I

**Tonnage:** 30 **Tech Base:** Inner Sphere (Advanced) Star League

**Movement Points:**

| BattleMech Mode | | AirMech Mode | | Fighter Mode | |
|---|---|---|---|---|---|
| Walking: | 5 | Cruising: | 15 | Safe Thrust: | 5 |
| Running: | 8 | Flank: | 23 | Max Thrust: | 8 |
| Jumping: | 5 | | | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng | Aero |
|---|---|---|---|---|---|---|---|---|---|
| 1 | Med. Pulse Laser | RT | 4 | 6 [P] | — | 2 | 4 | 6 | 6 (S) |
| 1 | Guardian ECM Suite | RT | — | [E] | — | — | — | 6 | N/A |
| 1 | Streak SRM 2 | LT | 2 | 2/Msl [M,C] | — | 3 | 6 | 9 | 4 (S) |

Fuel: 80

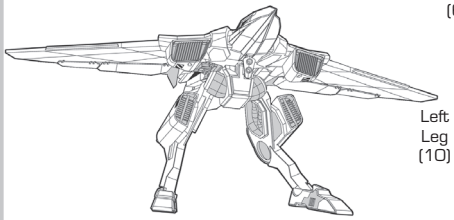
### WARRIOR DATA

Name: _____

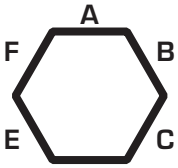
BattleMech Gunnery Skill: ___ Piloting Skill: ___

Aerospace Gunnery Skill: ___ Piloting Skill: ___

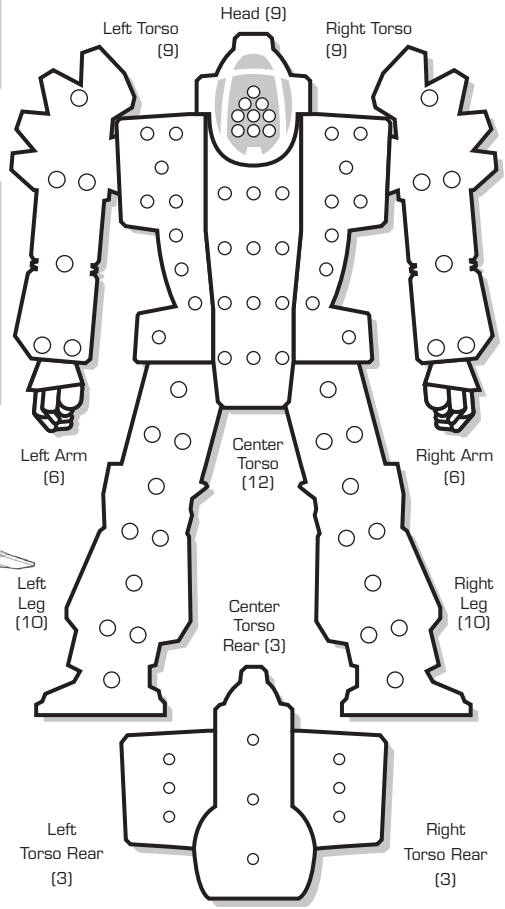
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



Advanced Movement Compass




### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

| | |
|---|---|
| 1-3 | 1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Hand Actuator<br>5. Roll Again<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

#### Left Torso

| | |
|---|---|
| 1-3 | 1. Landing Gear<br>2. Avionics<br>3. Heat Sink<br>4. Heat Sink<br>5. Heat Sink<br>6. Streak SRM 2 |
| 4-6 | 1. Ammo (Streak SRM 2) 50<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>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. Avionics
5. Sensors
6. Life Support

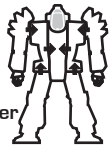
#### Center Torso

| | |
|---|---|
| 1-3 | 1. Fusion Engine<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Gyro<br>5. Gyro<br>6. Gyro |
| 4-6 | 1. Gyro<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Fusion Engine<br>5. Landing Gear<br>6. Jump Jet |

Avionics ○○○
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Landing Gear ○
Life Support ○

Structural Integrity
○○○○○
○○○○○

CATALYST game labs



Damage Transfer Diagram

#### Right Arm

| | |
|---|---|
| 1-3 | 1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Hand Actuator<br>5. Roll Again<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

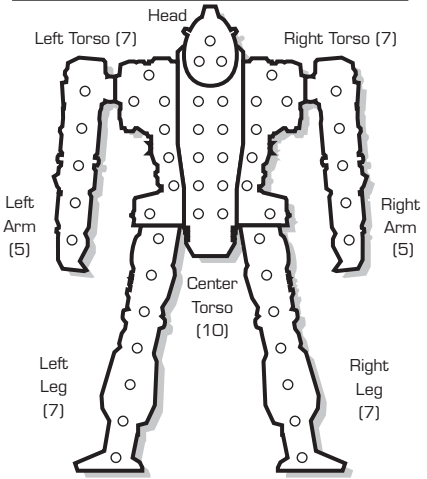
#### Right Torso

| | |
|---|---|
| 1-3 | 1. Landing Gear<br>2. Avionics<br>3. Heat Sink<br>4. Medium Pulse Laser<br>5. Guardian ECM Suite<br>6. Guardian ECM Suite |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>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 |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | –5 Movement Points /Rand. Movement 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 20 | –4 Movement Points /Rand . Movement 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | –3 Movement Points /Rand. Movement 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | –2 Movement Points /Rand. Movement 6+ |
| 8 | +1 Modifier to Fire |
| 5 | –1 Movement Points /Rand. Movement 5+ |

**Heat Sinks:** 10 Single (AirMech +3)

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

**Heat Scale**

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## LAND-AIR BATTLEMECH RECORD SHEET

### LAM DATA

**Type:** WSP-105 WASP LAM

**Tonnage:** 30 **Tech Base:** Inner Sphere (Advanced) Star League

**Movement Points:**

| BattleMech Mode | | AirMech Mode | | Fighter Mode | |
|---|---|---|---|---|---|
| Walking: | 6 | Cruising: | 18 | Safe Thrust: | 6 |
| Running: | 9 | Flank: | 27 | Max Thrust: | 9 |
| Jumping: | 6 | | | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng | Aero |
|---|---|---|---|---|---|---|---|---|---|
| 1 | SRM 2 | CT | 2 | 2/Msl [M,C,S] | — | 3 | 6 | 9 | 2 (S) |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 | 5 (S) |

Fuel: 80

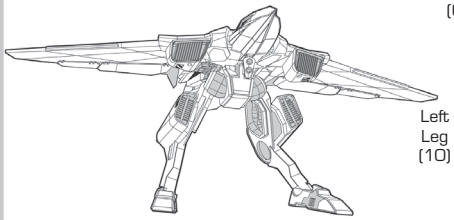
### WARRIOR DATA

Name: _____

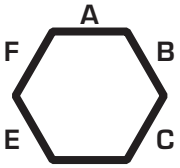
BattleMech Gunnery Skill: ___ Piloting Skill: ___

Aerospace Gunnery Skill: ___ Piloting Skill: ___

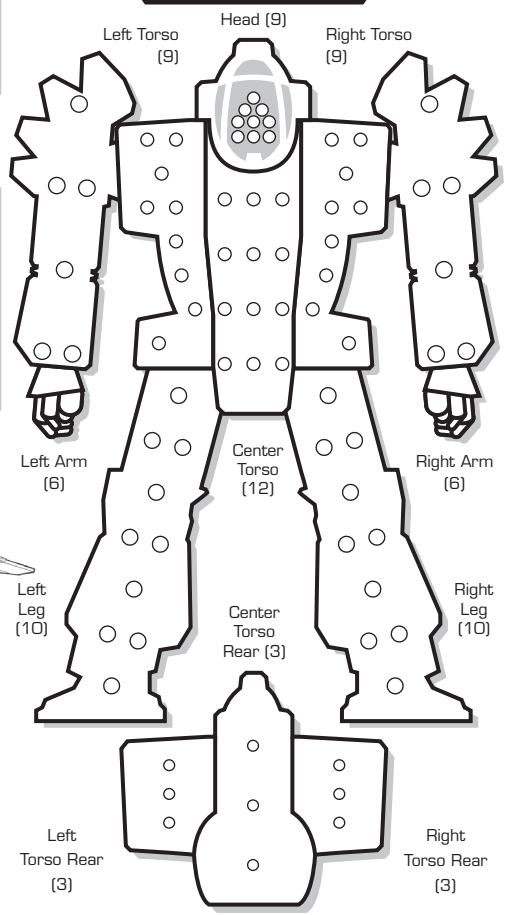
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



Advanced Movement Compass




### 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. Landing Gear
2. Avionics
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Jump Jet

4-6
1. Jump Jet
2. Jump Jet
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. Avionics
5. Sensors
6. Life Support

#### Center Torso

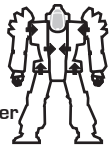
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Landing Gear
6. SRM 2

Avionics ○○○
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Landing Gear ○
Life Support ○

Structural Integrity
○○○○○
○○○○○

CATALYST game labs



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

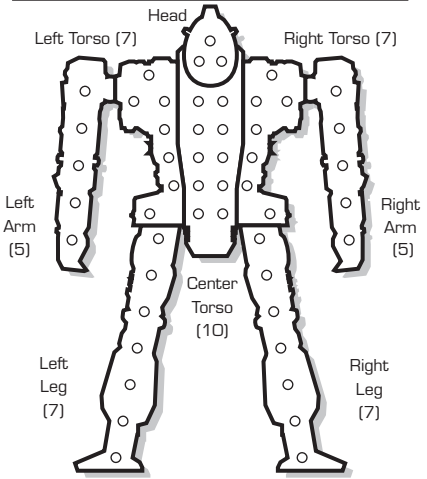
1-3
1. Landing Gear
2. Avionics
3. Heat Sink
4. Heat Sink
5. Jump Jet
6. Jump Jet

4-6
1. Jump Jet
2. Ammo (SRM 2) 50
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 /Rand. Movement 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 20 | –4 Movement Points /Rand . Movement 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | –3 Movement Points /Rand. Movement 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | –2 Movement Points /Rand. Movement 6+ |
| 8 | +1 Modifier to Fire |
| 5 | –1 Movement Points /Rand. Movement 5+ |

**Heat Sinks:** 11 Single (AirMech +3)

○○
○
○
○
○
○
○
○
○
○

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## LAND-AIR BATTLEMECH RECORD SHEET

### LAM DATA

**Type:** WSP-105M WASP LAM

**Tonnage:** 30 **Tech Base:** Inner Sphere (Advanced) Succession Wars

**Movement Points:**

| BattleMech Mode | | AirMech Mode | | Fighter Mode | |
|---|---|---|---|---|---|
| Walking: | 6 | Cruising: | 18 | Safe Thrust: | 6 |
| Running: | 9 | Flank: | 27 | Max Thrust: | 9 |
| Jumping: | 6 | | | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng | Aero |
|---|---|---|---|---|---|---|---|---|---|
| 1 | LRM 5 | CT | 2 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 | 3 (L) |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 | 5 (S) |

Fuel: 80

### WARRIOR DATA

Name: _____

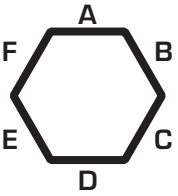
BattleMech Gunnery Skill: ___ Piloting Skill: ___

Aerospace Gunnery Skill: ___ Piloting Skill: ___

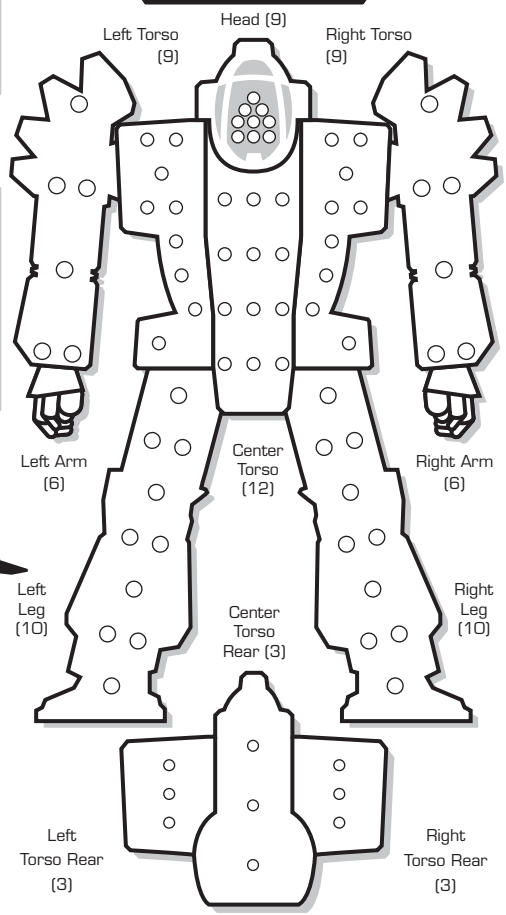
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



Advanced Movement Compass




### 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. Landing Gear
2. Avionics
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Jump Jet

4-6
1. Jump Jet
2. Jump Jet
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. Avionics
5. Sensors
6. Life Support

#### Center Torso

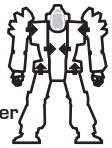
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Landing Gear
6. LRM 5

Avionics ○○○
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Landing Gear ○
Life Support ○

Structural Integrity
○○○○○
○○○○○

CATALYST game labs



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

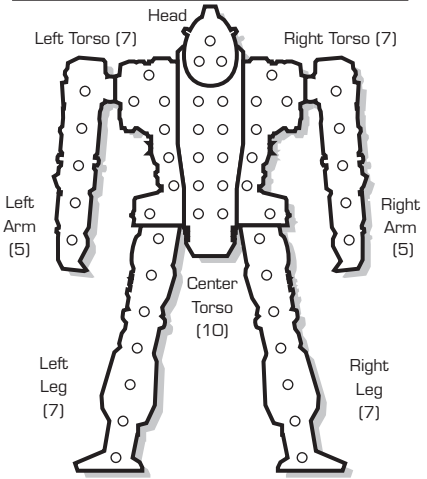
1-3
1. Landing Gear
2. Avionics
3. Jump Jet
4. Jump Jet
5. Jump Jet
6. Ammo (LRM 5) 24

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 /Rand. Movement 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 20 | –4 Movement Points /Rand . Movement 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | –3 Movement Points /Rand. Movement 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | –2 Movement Points /Rand. Movement 6+ |
| 8 | +1 Modifier to Fire |
| 5 | –1 Movement Points /Rand. Movement 5+ |

**Heat Sinks:** 10 Single (AirMech +3)

○○○○○○○○○○

**Heat Scale**

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## LAND-AIR BATTLEMECH RECORD SHEET

### LAM DATA

**Type: WSP-110 WASP LAM**

**Tonnage:** 30 **Tech Base:** Inner Sphere (Experimental) Jihad

**Movement Points:**

| BattleMech Mode | | AirMech Mode | | Fighter Mode | |
|---|---|---|---|---|---|
| Walking: | 5 | Cruising: | 15 | Safe Thrust: | 5 |
| Running: | 8 | Flank: | 23 | Max Thrust: | 8 |
| Jumping: | 5 | | | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng | Aero |
|---|---|---|---|---|---|---|---|---|---|
| 1 | Bomb Bay (5 tons) | RT | — | [E] | — | — | — | — | — |
| 1 | Medium VSP | RA | 7 | 9/7/5 [P,V,AI] | — | 2 | 5 | 8 | 4 (S) |

Notes: Composite Internal Structure

Fuel: 80

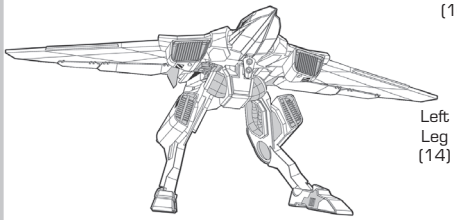
### WARRIOR DATA

Name: _____

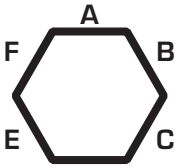
BattleMech Gunnery Skill: ___ Piloting Skill: ___

Aerospace Gunnery Skill: ___ Piloting Skill: ___

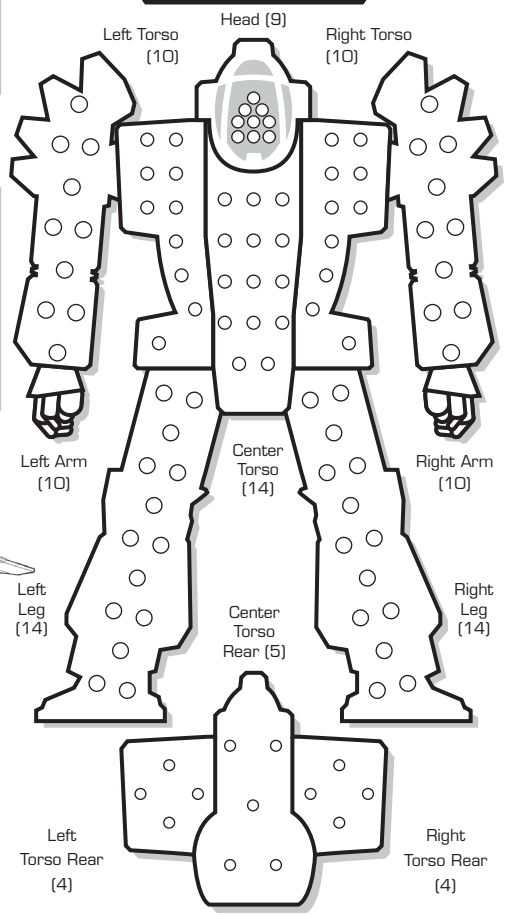
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



Advanced Movement Compass




### 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. Landing Gear
2. Avionics
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. Double Heat Sink
5. Double Heat Sink
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. Avionics
5. Sensors
6. Life Support

#### Center Torso

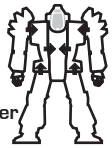
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Landing Gear
6. Jump Jet

Avionics ○○○
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Landing Gear ○
Life Support ○

Structural Integrity
○○○○○
○○○○○

CATALYST game labs



Damage Transfer Diagram

#### Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium VSP
6. Medium VSP

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

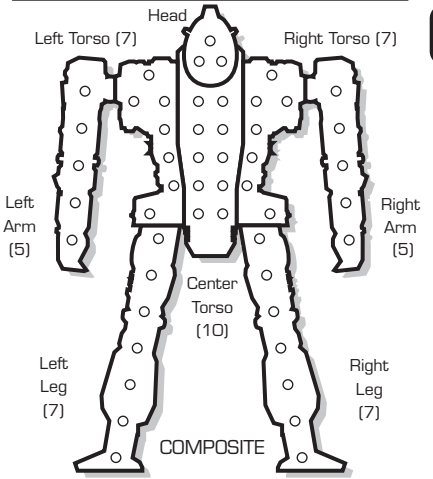
1-3
1. Landing Gear
2. Avionics
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Bomb Bay

4-6
1. Bomb Bay
2. Bomb Bay
3. Bomb Bay
4. Bomb Bay
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 |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | –5 Movement Points /Rand. Movement 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 20 | –4 Movement Points /Rand . Movement 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | –3 Movement Points /Rand. Movement 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | –2 Movement Points /Rand. Movement 6+ |
| 8 | +1 Modifier to Fire |
| 5 | –1 Movement Points /Rand. Movement 5+ |

**Heat Sinks:** 10 (20) Double (AirMech +3)

○
○
○
○
○
○
○
○
○
○

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## LAND-AIR BATTLEMECH RECORD SHEET

### LAM DATA

**Type:** PHX-HK1 PHOENIX HAWK LAM MK I

**Tonnage:** 50 **Tech Base:** Inner Sphere (Advanced) Star League

**Movement Points:**

| BattleMech Mode | | AirMech Mode | | Fighter Mode | |
|---|---|---|---|---|---|
| Walking: | 5 | Cruising: | 15 | Safe Thrust: | 5 |
| Running: | 8 | Flank: | 23 | Max Thrust: | 8 |
| Jumping: | 5 | | | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng | Aero |
|---|---|---|---|---|---|---|---|---|---|
| 1 | ER Large Laser | RT | 12 | 8 [DE] | — | 7 | 14 | 19 | 8 (L) |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 | 5 (S) |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 | 5 (S) |
| 2 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 | 5 (S) |

Fuel: 80

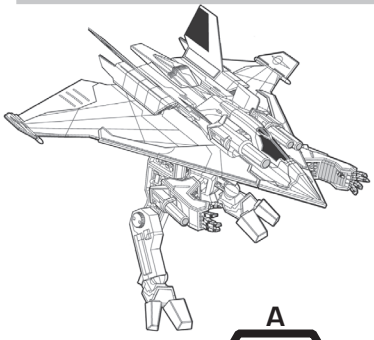
### WARRIOR DATA

Name: _____

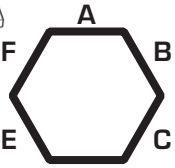
BattleMech Gunnery Skill: ___ Piloting Skill: ___

Aerospace Gunnery Skill: ___ Piloting Skill: ___

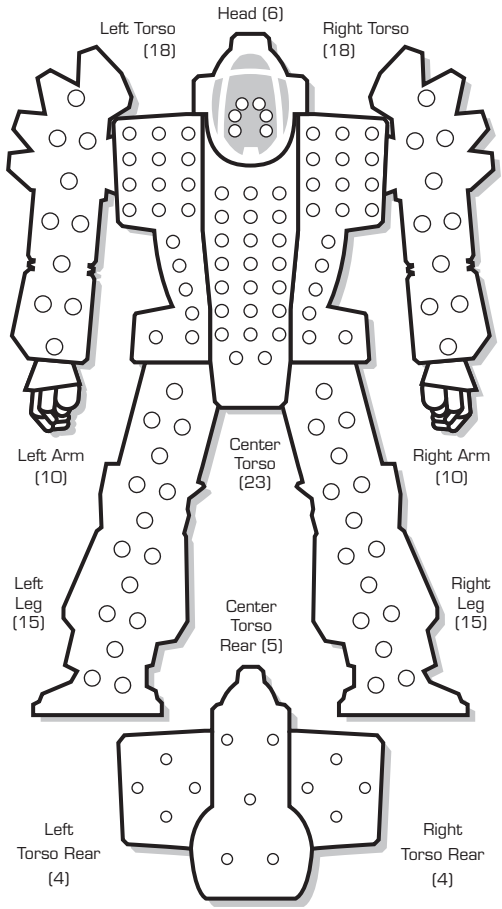
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



Advanced Movement Compass




### 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. Landing Gear
2. Avionics
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Jump Jet

4-6
1. Jump Jet
2. Medium Laser
3. Medium Laser
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. Avionics
5. Sensors
6. Life Support

#### Center Torso

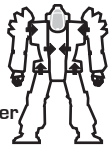
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Landing Gear
6. Jump Jet

Avionics ○○○
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Landing Gear ○
Life Support ○

Structural Integrity
○○○○○○○○○○
○○○○○○

CATALYST game labs



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

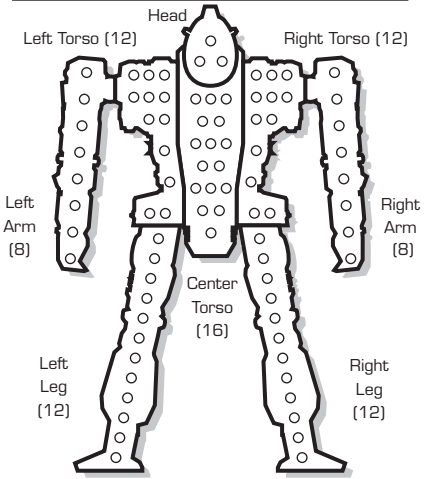
1-3
1. Landing Gear
2. Avionics
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Jump Jet

4-6
1. Jump Jet
2. ER Large Laser
3. ER Large Laser
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 /Rand. Movement 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 20 | –4 Movement Points /Rand . Movement 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | –3 Movement Points /Rand. Movement 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | –2 Movement Points /Rand. Movement 6+ |
| 8 | +1 Modifier to Fire |
| 5 | –1 Movement Points /Rand. Movement 5+ |

**Heat Sinks:**
12 (24)
Double
(AirMech +3)
○○
○○
○
○
○
○
○
○
○
○

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## LAND-AIR BATTLEMECH RECORD SHEET

### LAM DATA

**Type:** PHX-HK1R PHOENIX HAWK LAM MK I

**Tonnage:** 50 **Tech Base:** Inner Sphere (Advanced) Star League

**Movement Points:**

| BattleMech Mode | | AirMech Mode | | Fighter Mode | |
|---|---|---|---|---|---|
| Walking: | 5 | Cruising: | 15 | Safe Thrust: | 5 |
| Running: | 8 | Flank: | 23 | Max Thrust: | 8 |
| Jumping: | 5 | | | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng | Aero |
|---|---|---|---|---|---|---|---|---|---|
| 1 | Snub-Nose PPC | RT | 10 | 10/8/5 [DE] | — | 9 | 13 | 15 | 10/8 (S/M) |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 | 5 (S) |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 | 5 (S) |
| 1 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 | 5 (S) |
| 1 | Beagle Active Probe | LT | — | [E] | — | — | — | 4 | — |

Fuel: 80

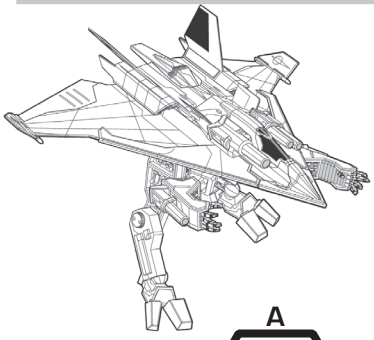
### WARRIOR DATA

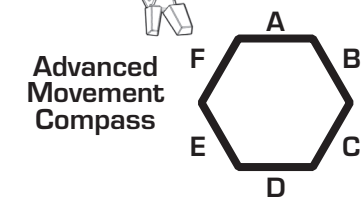
**Name:** _____

**BattleMech Gunnery Skill:** ___ **Piloting Skill:** ___

**Aerospace Gunnery Skill:** ___ **Piloting Skill:** ___

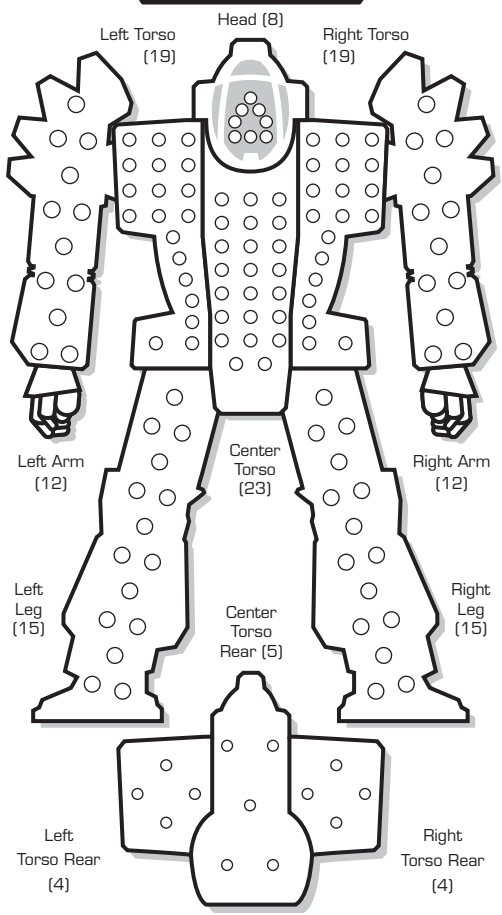
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |






Advanced Movement Compass

### 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. Landing Gear
2. Avionics
3. Jump Jet
4. Jump Jet
5. Medium Laser
6. Beagle Active Probe

4-6
1. Beagle Active Probe
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. Avionics
5. Sensors
6. Life Support

#### Center Torso

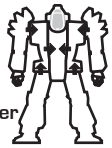
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Landing Gear
6. Jump Jet

Avionics ○○○
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Landing Gear ○
Life Support ○

Structural Integrity
○○○○○○○○○○
○○○○○○

CATALYST game labs



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

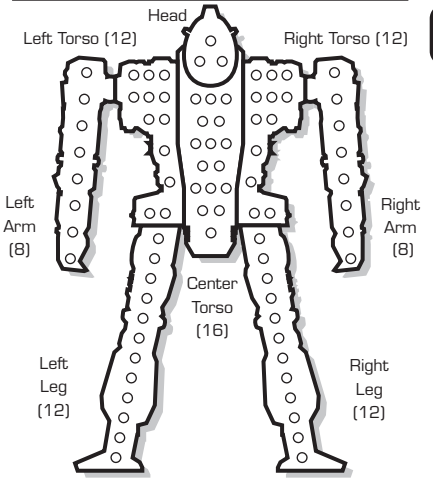
1-3
1. Landing Gear
2. Avionics
3. Jump Jet
4. Jump Jet
5. Snub-Nose PPC
6. Snub-Nose PPC

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 /Rand. Movement 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 20 | –4 Movement Points /Rand . Movement 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | –3 Movement Points /Rand. Movement 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | –2 Movement Points /Rand. Movement 6+ |
| 8 | +1 Modifier to Fire |
| 5 | –1 Movement Points /Rand. Movement 5+ |

**Heat Sinks:** 10 (20) Double (AirMech +3)

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

**Heat Scale**

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## LAND-AIR BATTLEMECH RECORD SHEET

### LAM DATA

**Type:** PHX-HK1RB PHOENIX HAWK LAM

**Tonnage:** 50 **Tech Base:** Inner Sphere (Advanced) Jihad

**Movement Points:**

| BattleMech Mode | | AirMech Mode | | Fighter Mode | |
|---|---|---|---|---|---|
| Walking: | 5 | Cruising: | 15 | Safe Thrust: | 5 |
| Running: | 8 | Flank: | 23 | Max Thrust: | 8 |
| Jumping: | 5 | | | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng | Aero |
|---|---|---|---|---|---|---|---|---|---|
| 1 | Snub-Nose PPC | RT | 10 | 10/8/5 [DE] | — | 9 | 13 | 15 | 10/8 (S/M) |
| 1 | Improved C³ CPU | LT | — | [E] | — | — | — | — | N/A |
| 1 | ER Medium Laser | RA | 5 | 5 [DE] | — | 4 | 8 | 12 | 5 (M) |
| 1 | ER Medium Laser | LA | 5 | 5 [DE] | — | 4 | 8 | 12 | 5 (M) |

Fuel: 80

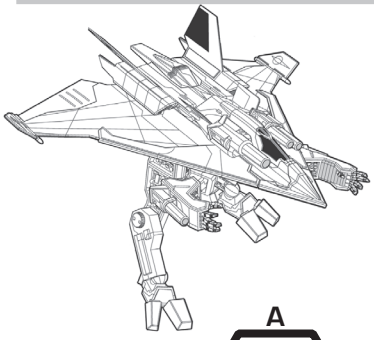
### WARRIOR DATA

Name: _____

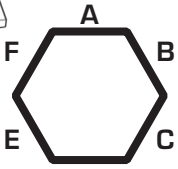
BattleMech Gunnery Skill: ___ Piloting Skill: ___

Aerospace Gunnery Skill: ___ Piloting Skill: ___

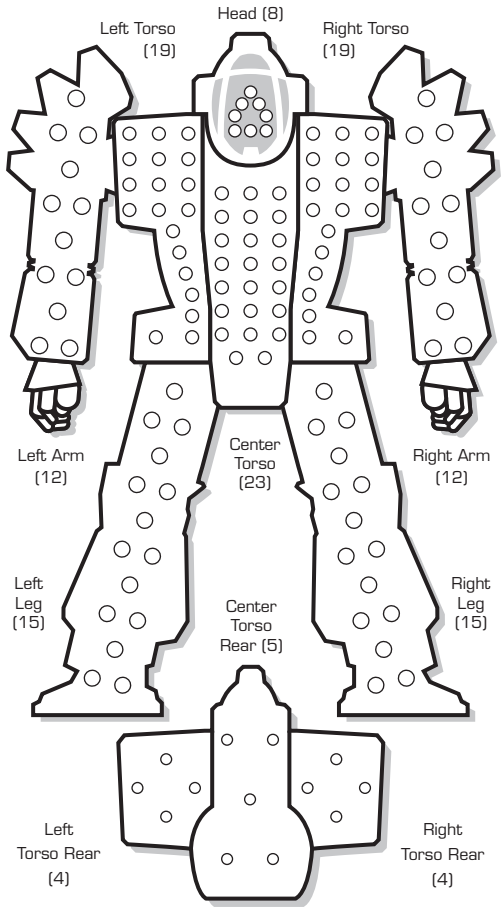
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



Advanced Movement Compass




### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER 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. Landing Gear
2. Avionics
3. Jump Jet
4. Jump Jet
5. Improved C3 CPU
6. Improved C3 CPU

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. Avionics
5. Sensors
6. Life Support

#### Center Torso

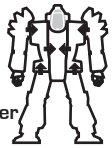
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Landing Gear
6. Jump Jet

Avionics ○○○
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Landing Gear ○
Life Support ○

Structural Integrity
○○○○○○○○○○
○○○○○○

CATALYST game labs



Damage Transfer Diagram

#### Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER 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

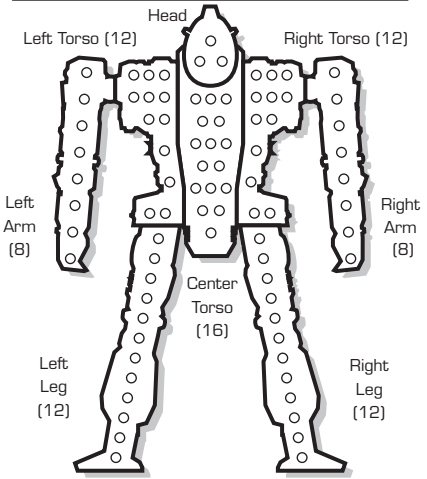
1-3
1. Landing Gear
2. Avionics
3. Jump Jet
4. Jump Jet
5. Snub-Nose PPC
6. Snub-Nose PPC

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 /Rand. Movement 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 20 | –4 Movement Points /Rand . Movement 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | –3 Movement Points /Rand. Movement 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | –2 Movement Points /Rand. Movement 6+ |
| 8 | +1 Modifier to Fire |
| 5 | –1 Movement Points /Rand. Movement 5+ |

**Heat Sinks:**
10 (20)
Double
(AirMech +3)

○
○
○
○
○
○
○
○
○
○

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## LAND-AIR BATTLEMECH RECORD SHEET

### LAM DATA

**Type:** PHX-HK2 PHOENIX HAWK LAM

**Tonnage:** 50 **Tech Base:** Inner Sphere (Advanced) Star League

**Movement Points:**

| BattleMech Mode | | AirMech Mode | | Fighter Mode | |
|---|---|---|---|---|---|
| Walking: | 5 | Cruising: | 15 | Safe Thrust: | 5 |
| Running: | 8 | Flank: | 23 | Max Thrust: | 8 |
| Jumping: | 5 | | | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng | Aero |
|---|---|---|---|---|---|---|---|---|---|
| 1 | Large Laser | RT | 8 | 8 [DE] | — | 5 | 10 | 15 | 8 (M) |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 | 5 (S) |
| 1 | Machine Gun | RA | 0 | 2 [DB,AI] | — | 1 | 2 | 3 | 2 (S) |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 | 5 (S) |
| 1 | Machine Gun | LA | 0 | 2 [DB,AI] | — | 1 | 2 | 3 | 2 (S) |

Fuel: 80

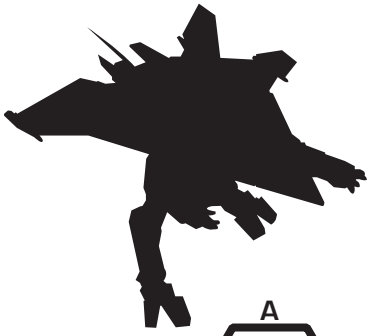
### WARRIOR DATA

Name: _____

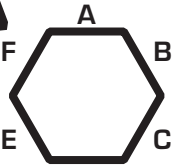
BattleMech Gunnery Skill: ___ Piloting Skill: ___

Aerospace Gunnery Skill: ___ Piloting Skill: ___

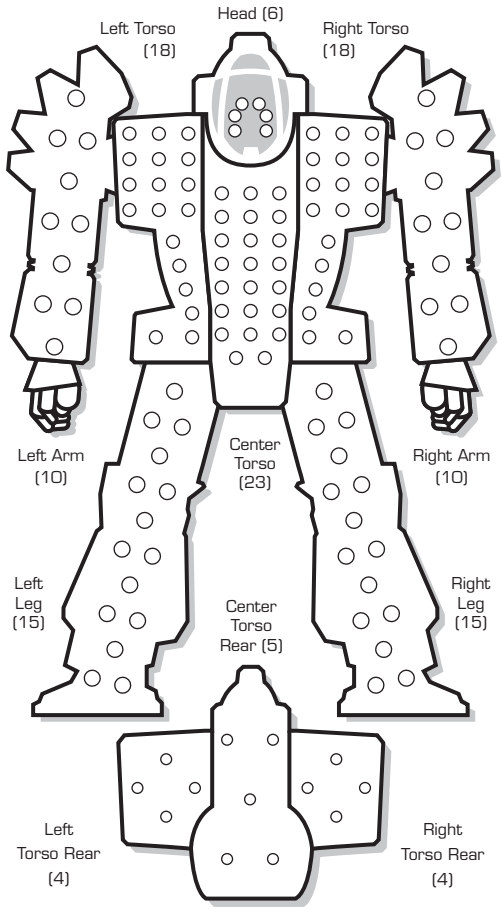
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



Advanced Movement Compass




### 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. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1-3
1. Landing Gear
2. Avionics
3. Heat Sink
4. Jump Jet
5. Jump Jet
6. Ammo (MG) 200

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. Avionics
5. Sensors
6. Life Support

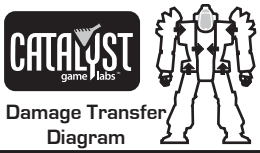
#### Center Torso

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. Landing Gear
6. Jump Jet

Avionics ○○○
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Landing Gear ○
Life Support ○

Structural Integrity
○○○○○○○○○○
○○○○○○




Damage Transfer Diagram

#### Right 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. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

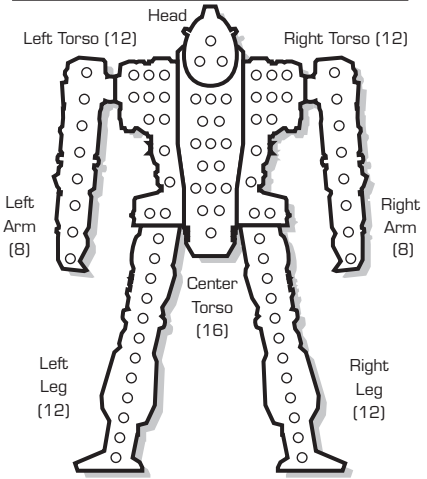
1-3
1. Landing Gear
2. Avionics
3. Heat Sink
4. Jump Jet
5. Jump Jet
6. Large Laser

4-6
1. Large Laser
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 /Rand. Movement 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 20 | –4 Movement Points /Rand . Movement 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | –3 Movement Points /Rand. Movement 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | –2 Movement Points /Rand. Movement 6+ |
| 8 | +1 Modifier to Fire |
| 5 | –1 Movement Points /Rand. Movement 5+ |

**Heat Sinks:** 12 Single (AirMech +3)

○○
○○
○
○
○
○
○
○
○
○

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## LAND-AIR BATTLEMECH RECORD SHEET

### LAM DATA

**Type:** PHX-HK2M PHOENIX HAWK LAM

**Tonnage:** 50 **Tech Base:** Inner Sphere (Advanced) Succession Wars

**Movement Points:**

| BattleMech Mode | | AirMech Mode | | Fighter Mode | |
|---|---|---|---|---|---|
| Walking: | 5 | Cruising: | 15 | Safe Thrust: | 5 |
| Running: | 8 | Flank: | 23 | Max Thrust: | 8 |
| Jumping: | 5 | | | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng | Aero |
|---|---|---|---|---|---|---|---|---|---|
| 1 | LRM 10 | RT | 4 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 | 6 (L) |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 | 5 (S) |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 | 5 (S) |

Fuel: 80

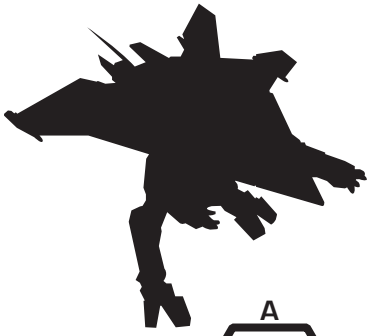
### WARRIOR DATA

Name: _____

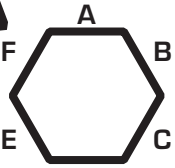
BattleMech Gunnery Skill: ___ Piloting Skill: ___

Aerospace Gunnery Skill: ___ Piloting Skill: ___

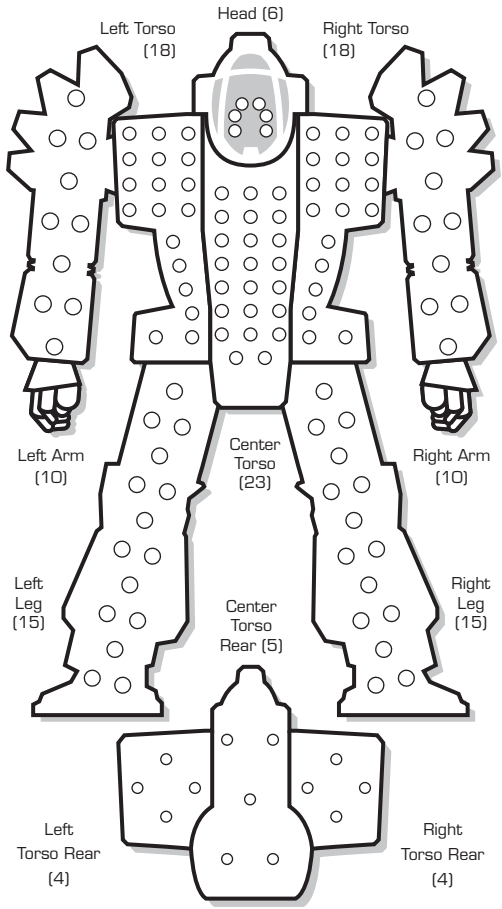
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



Advanced Movement Compass




### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

| | |
|---|---|
| 1-3 | 1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Hand Actuator<br>5. Medium Laser<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

#### Left Torso

| | |
|---|---|
| 1-3 | 1. Landing Gear<br>2. Avionics<br>3. Heat Sink<br>4. Jump Jet<br>5. Jump Jet<br>6. Ammo (LRM 10) 12 |
| 4-6 | 1. Ammo (LRM 10) 12<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>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

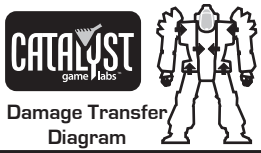
1. Life Support
2. Sensors
3. Cockpit
4. Avionics
5. Sensors
6. Life Support

#### Center Torso

| | |
|---|---|
| 1-3 | 1. Fusion Engine<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Gyro<br>5. Gyro<br>6. Gyro |
| 4-6 | 1. Gyro<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Fusion Engine<br>5. Landing Gear<br>6. Jump Jet |

Avionics ○○○
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Landing Gear ○
Life Support ○

Structural Integrity
○○○○○○○○○○
○○○○○○




Damage Transfer Diagram

#### Right Arm

| | |
|---|---|
| 1-3 | 1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Hand Actuator<br>5. Medium Laser<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

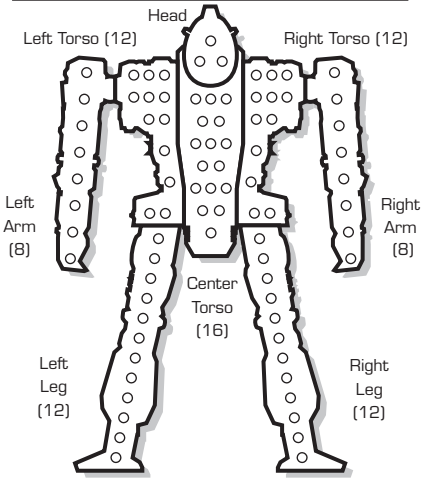
#### Right Torso

| | |
|---|---|
| 1-3 | 1. Landing Gear<br>2. Avionics<br>3. Heat Sink<br>4. Jump Jet<br>5. Jump Jet<br>6. LRM 10 |
| 4-6 | 1. LRM 10<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>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 /Rand. Movement 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 20 | –4 Movement Points /Rand . Movement 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | –3 Movement Points /Rand. Movement 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | –2 Movement Points /Rand. Movement 6+ |
| 8 | +1 Modifier to Fire |
| 5 | –1 Movement Points /Rand. Movement 5+ |

**Heat Sinks:**
12
Single
(AirMech +3)
○○
○○
○
○
○
○
○
○
○
○

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## LAND-AIR BATTLEMECH RECORD SHEET

### LAM DATA

**Type:** SHD-X1 SHADOW HAWK LAM

**Tonnage:** 55 **Tech Base:** Inner Sphere (Experimental) Star League

**Movement Points:**

| BattleMech Mode | | AirMech Mode | | Fighter Mode | |
|---|---|---|---|---|---|
| Walking: | 5 | Cruising: | N/A | Safe Thrust: | 3 |
| Running: | 8 | Flank: | N/A | Max Thrust: | 5 |
| Jumping: | 3 | | | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng | Aero |
|---|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | RA | 5 | 5 [DE] | — | 3 | 6 | 9 | 5 (S) |
| 1 | LRM 5 | RT | 2 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 | 3 (L) |
| 1 | Autocannon/2 | LT | 1 | 2 [DB] | 4 | 8 | 16 | 24 | 2 (E) |

Fuel: 80

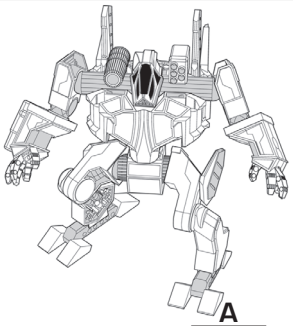
### WARRIOR DATA

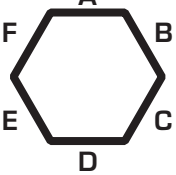
Name: _____

BattleMech Gunnery Skill: ___ Piloting Skill: ___

Aerospace Gunnery Skill: ___ Piloting Skill: ___

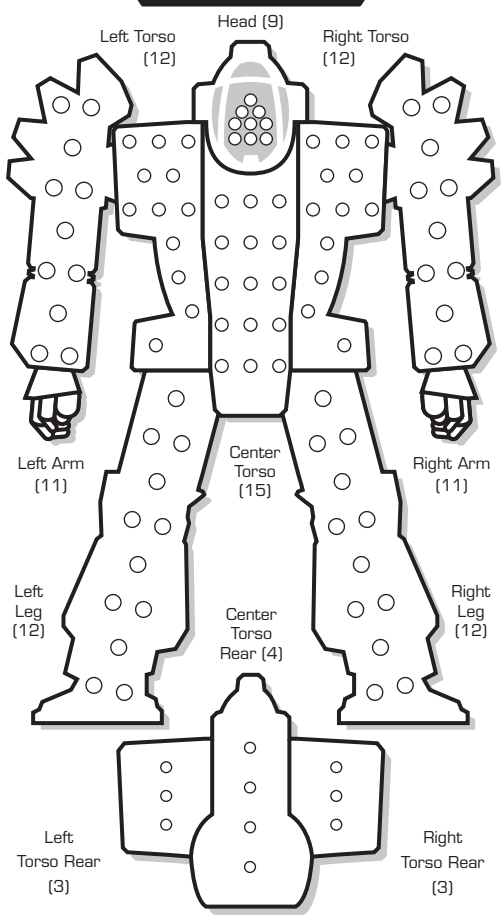
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |






Advanced Movement Compass

### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

| | |
|---|---|
| 1-3 | 1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Hand Actuator<br>5. Roll Again<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

#### Left Torso

| | |
|---|---|
| 1-3 | 1. Landing Gear<br>2. Avionics<br>3. Jump Jet<br>4. Autocannon/2<br>5. Ammo (AC/2) 45<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>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

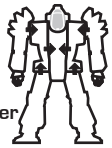
1. Life Support
2. Sensors
3. Cockpit
4. Avionics
5. Sensors
6. Life Support

#### Center Torso

| | |
|---|---|
| 1-3 | 1. Fusion Engine<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Gyro<br>5. Gyro<br>6. Gyro |
| 4-6 | 1. Gyro<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Fusion Engine<br>5. Landing Gear<br>6. Jump Jet |

Avionics ○○○
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Landing Gear ○
Life Support ○

Structural Integrity
○○○○○○○○
○○○○○○○



Damage Transfer Diagram

#### Right Arm

| | |
|---|---|
| 1-3 | 1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Hand Actuator<br>5. Medium Laser<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

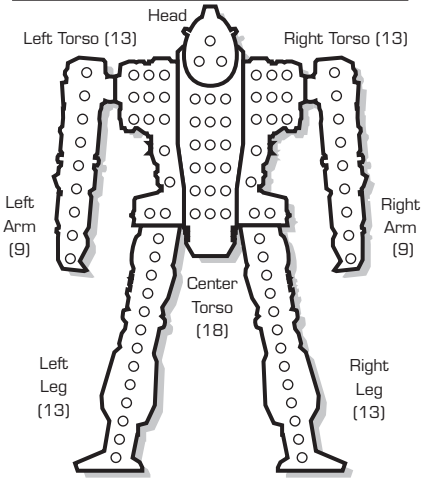
#### Right Torso

| | |
|---|---|
| 1-3 | 1. Landing Gear<br>2. Avionics<br>3. Jump Jet<br>4. LRM 5<br>5. Ammo (LRM 5) 24<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>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 /Rand. Movement 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 20 | –4 Movement Points /Rand . Movement 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | –3 Movement Points /Rand. Movement 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | –2 Movement Points /Rand. Movement 6+ |
| 8 | +1 Modifier to Fire |
| 5 | –1 Movement Points /Rand. Movement 5+ |

**Heat Sinks:** 10 Single (AirMech +3)

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## LAND-AIR BATTLEMECH RECORD SHEET

### LAM DATA

**Type:** SHD-X2 SHADOW HAWK LAM

**Tonnage:** 55 **Tech Base:** Inner Sphere (Experimental) Star League

**Movement Points:**

| BattleMech Mode | | AirMech Mode | | Fighter Mode | |
|---|---|---|---|---|---|
| Walking: | 4 | Cruising: | N/A | Safe Thrust: | 4 |
| Running: | 6 | Flank: | N/A | Max Thrust: | 6 |
| Jumping: | 4 | | | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng | Aero |
|---|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | RA | 5 | 5 [DE] | — | 3 | 6 | 9 | 5 (S) |
| 1 | LRM 5 | RT | 2 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 | 3 (L) |
| 1 | ER Large Laser | LT | 12 | 8 [DE] | — | 7 | 14 | 19 | 8 (L) |
| 1 | Bomb Bay (4 tons) | LT | — | [E] | — | — | — | — | — |

Fuel: 80

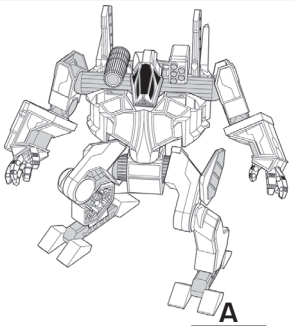
### WARRIOR DATA

Name: _____

BattleMech Gunnery Skill: ___ Piloting Skill: ___

Aerospace Gunnery Skill: ___ Piloting Skill: ___

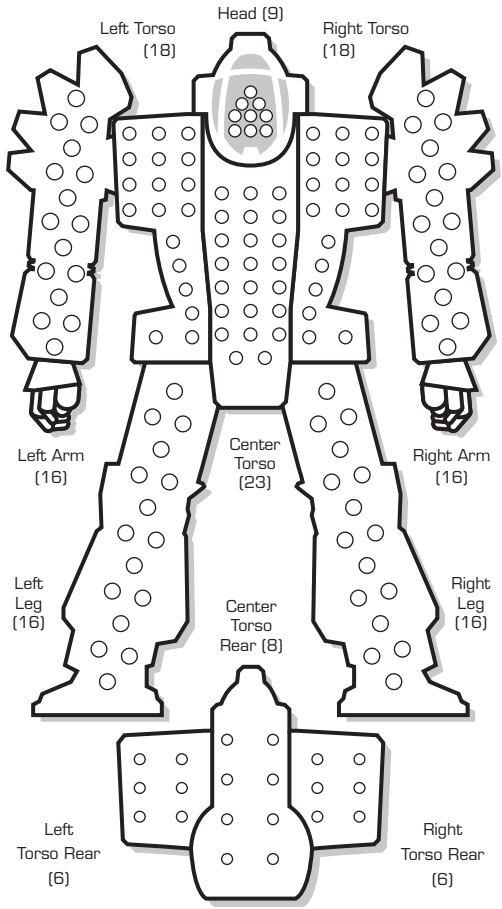
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



Advanced Movement Compass




### 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. Landing Gear
2. Avionics
3. Jump Jet
4. Jump Jet
5. ER Large Laser
6. ER Large Laser

4-6
1. Bomb Bay
2. Bomb Bay
3. Bomb Bay
4. Bomb Bay
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. Avionics
5. Sensors
6. Life Support

#### Center Torso

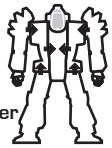
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Landing Gear
6. Roll Again

Avionics ○○○
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Landing Gear ○
Life Support ○

Structural Integrity
○○○○○○○○
○○○○○○○○

CATALYST game labs



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

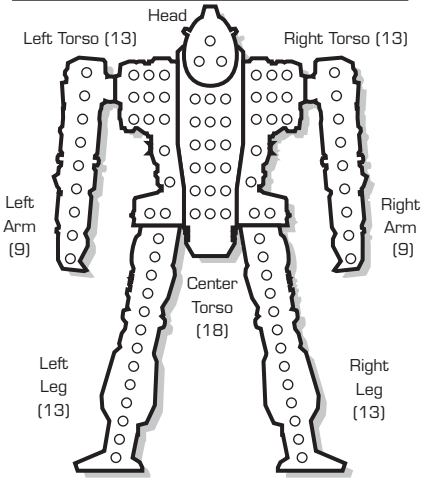
1-3
1. Landing Gear
2. Avionics
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Jump Jet
4. Jump Jet
5. LRM 5
6. Ammo (LRM 5) 24

#### 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 /Rand. Movement 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 20 | –4 Movement Points /Rand . Movement 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | –3 Movement Points /Rand. Movement 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | –2 Movement Points /Rand. Movement 6+ |
| 8 | +1 Modifier to Fire |
| 5 | –1 Movement Points /Rand. Movement 5+ |

**Heat Sinks:** 10 (20) Double (AirMech +3)

○
○
○
○
○
○
○
○
○
○

© 2010 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.