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RECORD SHEETS: 3058™ UPGRADE



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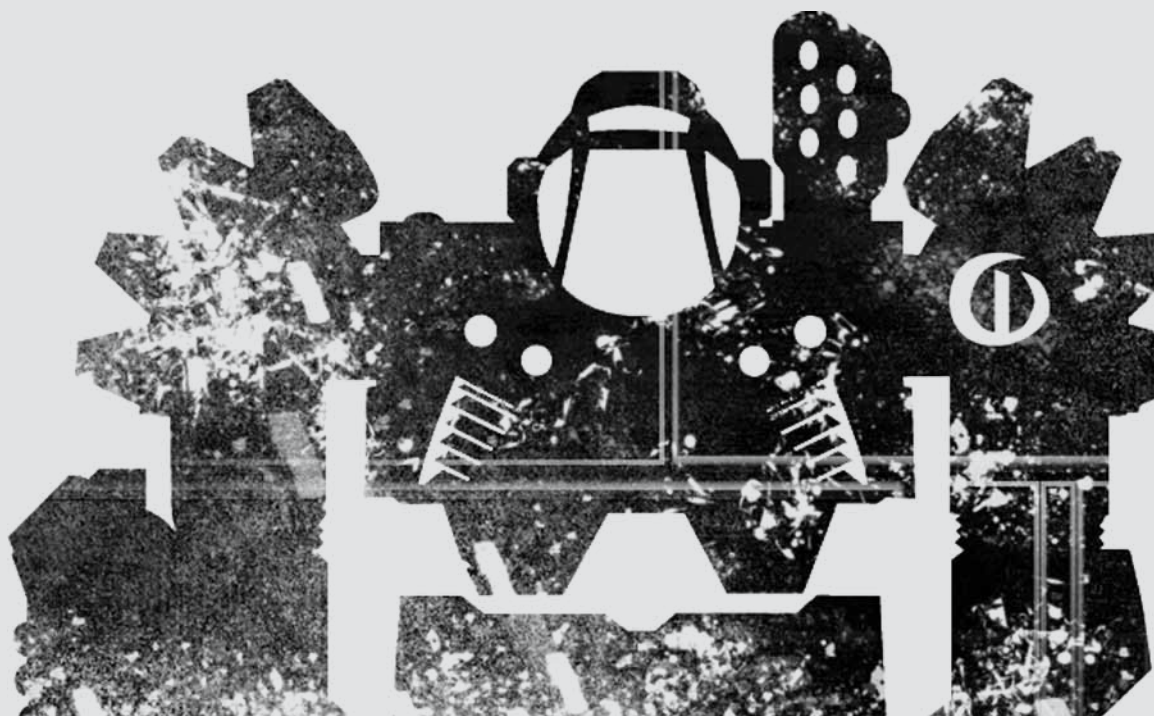
Record Sheets: 3058 Upgrade is a stand-alone book, but *Technical Readout: 3058 Upgrade* is recommended for use.

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RECORD SHEETS: 3058 UPGRADE

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CREDITS

Project Development

Randall N. Bills

Writing

Randall N. Bills

Joel Steversson

Product Editing

Diane Piron-Gelman

BattleTech Line Developer

Herbert A. Beas II

Production Staff

Art Direction

Brent Evans

Cover Art

Alex Iglesias

Cover Design

Ray Arrastia

BattleTech Logo Design

Shane Hartley, Steve Walker and Matt Heerd

Layout

Ray Arrastia

Illustrations

Duane Loose

Matt Plog

Record Sheets

David L. McCulloch

Playtesters/Proofreaders

Johannes Heidler, Michael Miller, Darrel "FlailingDeath" Myers, Christopher Smith, and Chris "Chinless" Wheeler.

INTRODUCTION

Welcome to *Record Sheets: 3058 Upgrade*! As a companion volume to *Total Warfare*, players will have moved beyond the introductory products for *BattleTech* when purchasing this book. Nevertheless, this product is designed to be quick and easy to use and will have you tossing dice in no time.

To use this product, players should have *Total Warfare*.

HOW TO USE THIS BOOK

Having graduated from the *Introductory Box Set* and perhaps having picked up *Technical Readout: 3058 Upgrade*, you might be wondering why you need this book. While a blank 'Mech record sheet is included in the *Introductory Box Set* for players who wish to design their own 'Mechs, the *Technical Readout* and *Record Sheets* series of products open a wide door to cool, fun designs that can bring additional tactics and enjoyment to any gaming table.

Record Sheets: 3058 Upgrade widens the options available to players, with an eye toward ease of use that is the hallmark of all *BattleTech* products. Players need only photocopy any design they wish to play and can immediately start marching across the battlefield.

Rules Addendum and Scenarios

A complete *Rules Addendum* follows this introduction before the start of the record sheets. It includes ready-to-play scenarios as well as rules for large-scale infantry-vs-infantry actions.

Where are the other variants

found in *Technical Readout: 3058 Upgrade*?

Players who want pre-printed record sheets for any variants mentioned in the *Technical Readout* can purchase the *Record Sheets: 3058 Upgrade Unabridged: Clan 'Mechs, Star League Units and Battle Armor*, and *Record Sheets: 3058 Upgrade Unabridged: Inner Sphere 'Mechs and Vehicles* PDFs—as well as many other *BattleTech* products—at www.battlecorps.com/catalog.

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PMB 202 • 303 91st Ave NE • E502 • Lake Stevens, WA 98258

FIND US ONLINE:

Precentor_martial@classicbattletech.com
(e-mail address for any *BattleTech* questions)
<http://www.classicbattletech.com>
(official *BattleTech* web pages)
<http://www.CatalystGameLabs.com>
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RULES ADDENDUM

The following advanced rules allow for quicker resolution of massed infantry combat. These additional rules provide a sneak preview of all that *Tactical Operations: The Advanced Planetary Conquest Rules* book has to offer. These rules have been modified as appropriate to ensure they are completely playable with the rules and scenarios in this book.



INFANTRY VS. INFANTRY ACTIONS

The infantry vs. infantry actions rules allow for the large-scale resolution of infantry-only combat. While this system can be used in almost any situation the players desire, because it is a wholly separate combat—with infantry literally removed from *standard* BattleTech combat while these rules are in play—it is best used in situations where normally only infantry will fight infantry: in buildings, or during boarding actions involving Small or Large Craft.

Regardless of the location, the basics of infantry vs. infantry actions remain the same. The following rules provide those basics, as well as touching on the unique rules that also apply to combat within buildings, Large Naval Vessels and aerospace units.

BOARDING ACTIONS (INFANTRY)

Boarding an enemy unit (whether a large traditional wet navy vessel or an aerospace unit) is a tactic as old as naval warfare. The rules specifically refer to the use of infantry to board an enemy unit, move into the bowels of the vessel and fight the defenders for control of the ship; other units boarding an enemy unit for an attack inside a vessel are dealt with under Boarding Actions (Non-Infantry) (see p. 188, *Tactical Operations*). The basics of such actions are the same, regardless of which unit type is being boarded. The specifics unique to each type of unit are described in detail, as appropriate.

Legal Targets: Only Small Craft and Large Craft may be boarded using these rules.

Docking and Grappling Aerospace Units

Before an infantry vs. infantry action can occur aboard an aerospace unit, an opponent must either dock or grapple with the target unit.

A Large Craft can only dock with a target unit for a boarding action if that target unit cannot expend any thrust points in the turn the docking maneuver is attempted (meaning it has taken damage that disallows thrust expenditure). The Large Craft must end the Movement Phase in the same hex as its target and match velocity and heading with the defending unit. At

the end of the Movement Phase (Aerospace), a Large Craft that has matched velocity and heading with a defending unit may attempt to dock with a target that cannot expend thrust. Roll 2D6 to determine the success of the docking attempt against a Target Number of 8. Apply a cumulative –2 modifier for each turn in which the attacker matches the defender's velocity and heading; if during any subsequent turn the defender expends thrust, not only can the attacker no longer dock, but the cumulative count modifier is lost.

Any Small Craft may operate as an assault craft to dock with a target, regardless of whether or not it can expend thrust points. Each ton of cargo space on a Small Craft can hold five marines in space suits or one marine (or Elemental) in battle armor. Apply a +2 modifier to any target numbers for attacks against such Small Craft, to reflect the erratic maneuvers such units make to avoid enemy fire during the approach. To grapple a target unit for a boarding action, the Small Craft must end the Movement Phase in the same hex as its target and match velocity and heading with the defending unit. At the end of the Movement Phase (Aerospace), a Small Craft that has matched velocity and heading with a defending unit may attempt to grapple the target. Roll 2D6 to determine the success of grappling, against a Target Number of 8. A successful roll attaches a grapple to the target ship and allows the Small Craft to deploy forces to board it.

In both instances, if a docking/grappling maneuver is successful, both the attacking and defending players should roll 1D6 to randomly determine the location on both aerospace units where the docking/grappling occurred: 1 Nose; 2 Left-Front/Left-Wing; 3 Right-Front/Right-Wing; 4 Left-Aft/Left-Wing Aft; 5 Right-Aft/Right-Wing Aft; and 6 Aft. This roll applies regardless of the defending unit type; docking cannot occur on the "broad side" of a WarShip, instead being restricted to arcs with separate armor ratings.

In the End Phase of any space turn during a boarding action, the player who controls the attacking aerospace unit can announce that the unit will disconnect from the dock/grapple, leaving the marine boarding action to continue. No roll is required, and the attacking unit is once again counted for Initiative (see Initiative, below) at the start of the following turn and can maneuver normally.

Attacks from Attacking and Defending Aerospace Units:

Neither the defending nor attacking aerospace unit can make any attacks using weapons in the arc where the docking/grappling occurred (as determined by the random die roll noted above). The only exceptions are when different unit classifications are involved; for example, Small Craft to DropShips. If a smaller-class unit is docked/grappled to a unit with a larger classification, the smaller unit still cannot use the weapons in the arc where the docking/grappling occurred, but the larger unit can use weapons in its arc; this applies regardless of whether the smaller or larger unit is the defender or attacker. For example, a Small Craft grappled to a DropShip on its aft could not use any aft weapons, but the defending unit can still fire its weapons in the Fore-Front Arc.



Attacking a Docked/Grappled Unit: The ability to attack a defending or attacking aerospace unit in a boarding action depends on the unit classification, as discussed above under Attacks From Attacking and Defending Aerospace Units.

Attacks against a target aerospace unit in a smaller classification than another docked/grappled aerospace unit, in which the attack direction corresponds to the location where the larger aerospace unit is attached, cannot be made. For example, an aerospace unit is attempting to attack a Small Craft grappled to a DropShip. The DropShip is attached to the Small Craft's aft location, and the line of sight from the attacker to the target Small Craft falls into the aft location. This attack cannot be made because LOS is blocked by the DropShip. In the case of an Above/Below situation (see p. 238, *TW*), an attack can be made, but once a successful weapon attack occurs, the attacking player must roll 1D6. On a result of 1–3, the attack strikes the intended target; on a result of 4–6, the attack strikes the other aerospace unit. In a situation where multiple aerospace units are docked to a target, randomly determine which other aerospace unit is struck.

Attacks against a target aerospace unit in a larger unit classification than another docked/grappled aerospace unit can be made. If the location of the successful attack corresponds to the location where another aerospace unit is docked/grappled, the attack has a chance of striking the other aerospace unit. The attacking player rolls 1D6. If the aerospace unit in question is a single classification smaller (a Small Craft grappled to a DropShip), on a result of 5–6 the attack strikes that other aerospace unit; on a result of 1–4, it strikes the intended target.

In all such instances, make sure to take into account the orientation of the other aerospace unit that is struck, to best determine where the attack lands. Players may need to randomly roll to determine the hit location, as it may not be clear-cut.

Expendng Thrust: An attacking aerospace unit that is docked/grappled cannot expend thrust, as doing so will automatically break the dock/grapple; the attacking aerospace unit would need to match velocity and heading during the Movement Phase (Aerospace) of a subsequent turn and attempt a new dock/grapple maneuver. If the defending aerospace unit changes velocity, the attacking player must make a standard grapple/docking roll at the end of the Movement Phase (Aerospace) in which that change occurred to stay attached; apply a +1 modifier for every 2 points of velocity change. A failure results in an automatic breaking of the grapple.

Initiative: Aerospace units that are docked or grappled for a boarding action do not count toward Initiative. If the aerospace unit breaks away from the dock/grapple for any reason, it counts toward Initiative in the following turn.

Multiple Docking/Grapping: A Small Craft can only be docked/grappled by a single unit at one time; this means that if two Small Craft are docked/grappled, then no other aerospace units can attempt to dock/grapple with either unit. A DropShip can only be docked/grappled by two units at one time, but not in the same arc; re-roll the random arc location for the defending unit if another unit already occupies that location. In all instances, if an attacking unit breaks the dock/grapple, a new attacking unit can attempt to dock/grapple in a subsequent turn.

INFANTRY VS. INFANTRY ACTION INSIDE A BUILDING

Unlike aerospace units, which require an opponent to board the unit—which can be difficult—before an infantry vs. infantry action can take place, combat inside any type of building can take place as soon as an infantry unit enters a building hex.

Note that such infantry vs. infantry action only occurs with those infantry (and other personnel, as described under Resolving Infantry Vs. Infantry Actions, below) occupying the same multi-hex building. Even if infantry on either player's side are in adjacent building hexes, if the building hexes are not a part of the multi-hex building being fought over, they cannot be used until those units are moved into the same multi-hex building and added to a future turn's Marine Points Score.

RESOLVING INFANTRY VS. INFANTRY ACTIONS

Use the following rules to resolve an infantry vs. infantry combat situation.

Marines: These rules use the term “marine” as a generic word to describe a single trooper, the baseline from which all other personnel are valued (whether a conventional infantryman for a ground-based action, or an infantryman trained in zero-g operations for actions on board Small and Large Craft in space).

Marine Points Score

To determine the result of an infantry vs. infantry action, first establish the total number of combatants fielded by each side; how many marines (or other combatants) are added to each side is up to the controlling player (for example, a controlling player can hold some marines in reserve). Adding up the Marine Points for the relevant troop types as shown on the Marine Points Table above will generate a final Marine Points Score for each unit.

In the case of battle armor, the player first determines whether the trooper is a Clan Elemental or an Inner Sphere-trained warrior, and then adds the appropriate modifier based on the type of battle armor, as well as any additional equipment modifiers.

Most unit record sheets (or *Technical Readout* write-ups) indicate the number of marines, non-marines (military personnel not specifically trained for combat in micro-gravity), civilians and so on. If it is at all ambiguous, the players must agree to the exact personnel allotment before a boarding action can begin.

Crew: When an infantry vs. infantry action occurs where crew may get involved (for example, on a target unit), the crewmen must be taken into consideration for the Marine Points Score.

Neither the attacker's nor the defender's crew (if both sides have such crews available) are automatically tallied into the Marine Points Score. Instead, each player must decide how much of each unit's crew (including a building crew, if any) will be committed to the attack for each turn that an infantry vs. infantry action roll is made. The more crew committed to the attack, the more the unit's performance degrades. Use the Crew Casualties Table (see p. 9) to determine the exact

MARINE POINTS TABLE

Trooper Type	Marine Point Values (each)
Clan Battle Armor Weight Class	
Elemental trooper without armor	2
PA(L)	+0
Light/Medium	+1
Heavy	+2
Assault	+3
Inner Sphere Battle Armor Weight Class	
Inner Sphere battle armor trooper without armor	1
PA(L)	+0
Light/Medium	+1
Heavy	+2
Assault	+3
Marine	1
Any Marine wearing armor with a 2 or more Damage Divisor*	2
Non-combat unit crew/fighter pilot	0.25
Non-marine soldiers (MechWarriors/vehicles/infantry)	0.5
Other (civilians)	0.1

*See the Conventional Infantry section of *Technical Readout: 3085*. Even if a Clan Elemental wears such armor, the Marine Point Value is never more than 2 per trooper.

Battle Armor Modifiers	Marine Point Values (per trooper)
Quad	-1 (only applied in microgravity)
Mounts any Burst-Fire Weapons*	+1
Mounts space operations adaptation	+1
Mounts claws and/or magnets	+1
Mounts vibro-claws	+1
Mounts cutting torch	+0.25
Mounts industrial drill	+0.25

*Any weapon as shown on the Burst-Fire Weapon Damage Vs. Conventional infantry Table (see p. 217, *TW*)

effects; each crewmember hit imposes a +1 to-hit modifier for any attacks made by that unit, as well as a +1 modifier for any Piloting Skill Rolls/Control Rolls, for the duration of the time that those crew are committed to the infantry vs. infantry action.

As shown under the Crew Losses and Crew Hits rules (see p. 9), these values can last for the rest of the game if a unit's crew sustained heavy damage, whether or not the infantry vs. infantry action is successful. While this may be preferable to losing the unit/building, such things must be taken into consideration as a player determines how much of a crew to throw into the battle.

BAY PERSONNEL TABLE

Bay Type	Units Carried	Unit Personnel	Technicians
'Mech	1 'Mech	1	1
ProtoMech Point	5 ProtoMechs	5	1
Light Vehicle*	1 Light Vehicle	4	1
Heavy Vehicle†	1 Heavy Vehicle	7	1
Super-Heavy Vehicles‡	1 Super-Heavy	10	1
Fighter	1 fighter	1	1
Small Craft	1 Small Craft	4	1
Battle armor Squad (IS)	4 troopers	4	2
Battle Armor Point (Clan)	5 troopers	5	1
Battle Armor Squad (CS/WoB)	6 troopers	6	2
Mechanized Infantry Squad§	5 troopers	5	1
Infantry Platoon (Foot)	28 troopers	28	0
Infantry Platoon (Jump)	21 troopers	21	0
Infantry Platoon (Motor)	28 troopers	28	0

*Light Vehicles include all vehicles with a mass up to 50 tons.

†Heavy Vehicles include all vehicles with a mass over 50 tons, up to 100 tons.

‡Super-Heavy Vehicles include all vehicles with a mass over 100 tons, up to 200 tons.

§This includes all types of mechanized infantry, such that a Mechanized Tracked (Rifle) Platoon of 28 troopers would require 6 bays, equaling 28 unit personnel and 6 technicians.

During each turn's infantry vs. infantry action roll (see p. 7), both players can add more crew at their discretion; doing so, however, requires re-determining either side's Marine Points Score. Neither player need reveal how many additional crew (or bay personnel or civilians, as noted below) are being added to the Marine Points Score until the roll is made. Both players should write down the number of crew used and the equivalent Marine Points Scores they provide, and then reveal them simultaneously; this helps to convey the dangers and confusion inherent in infantry vs. infantry actions.

Finally, if a unit has already taken a crew critical hit, that hit represents crew eliminated and must be taken into consideration. Use the Crew Casualties Table (see p. 9) to determine what percentage of the crew has been eliminated, and what percentage remains viable for use in any infantry vs. infantry actions.

Bay Personnel: The term "bay personnel" (as shown on record sheets and in *Technical Readout* write-ups for various units) includes aerospace pilots, MechWarriors and so on, along with their technicians. If a building mounts a transport bay, it also will have bay personnel. The specific composition of bay personnel does not need to be determined for standard rules or any other advanced-rules situations, and so construction rules do not cover this aspect. However, because such specifics are relevant to infantry vs. infantry actions (as well as converting the Marine Points Score back into individuals once the infantry vs. infantry action is over; see p. 8), the Bay Personnel Table above allows a player to specifically

determine the bay personnel of a given unit/building (if not already determined). For example, if aerospace fighters have been deployed, or 'Mechs or vehicles dismounted, and so on, those warriors cannot be included in a Marine Points Score. However, as shown on the table, every such unit also includes a single technician that would remain behind and can be used in an infantry vs. infantry action roll.

Civilians: Civilians never willingly join a fight; most would rather be captured than risk death fighting without any training. In every turn that the defender wishes to include civilians in determining a Marine Points Score, the controlling player must roll against a Target Number of 10. In every turn that the attacker wishes to include civilians in determining a Marine Points Score, the controlling player must roll against a Target Number of 12. If a roll fails, civilians cannot be included when determining a Marine Points Score.

Most Technical Readouts note how many civilians a given unit might have on board; the players will need to determine if said civilians are actually on board. Whether a particular building might have civilians, and how many, is completely up to the discretion of a given playing group and would depend on the time of day and the type of building (factory, mall, office and so on).

Large-Scale Infantry Vs. Infantry Actions: Some infantry vs. infantry actions are so large that to determine the exact make-up of an attacking and defending force would take an excessive amount of time. Players may wish to resolve such actions more quickly rather than taking the time to determine the specific forces involved.

In such cases, instead of the more detailed Marine Points Score resolution for battle armor provided by the Marine Points Table, players may simply apply the following values across the board: 4 points for each Inner Sphere Battle Armor unit; 5 points for each Clan Battle Armor unit (no battle armor modifiers from the Marine Points Table are applied when using this simplified rule). For all other infantry, apply the standard 1 point for each marine and a half-point for all other non-marine personnel.

An infantry vs. infantry action after breaching the doors of a Castle Brian is underway (much to the player's shock). The defending player didn't think a breach would be possible, and so he deployed all his marines (his standard infantry) onto the playing area where a raging battle is taking place. Given the various weaponry mounted in the Castle Brian and its transport bays, the player knows he has 309 enlisted/non-rated personnel available. However, he did not provide any further detail on these individuals and so the players determine they are not marines. In an effort to stave off the potential fall of the Castle Brian, while not completely depriving the outside battle of its defenses, he decides to throw 80 crewmen at the fight.

The defender first determines how this will affect the Castle Brian and finds it will add a +2 modifier to all weapon attacks for as long as those crewmen are occupied in the infantry vs. infantry action [80 (crew used in the fight) / 309 (total crew of the Castle Brian) = 25 percent (checking the Crew Casualties Table, that equates to 2 Crew Hits or a +2 modifier)].

The defender then determines his Marine Points Score, which is 20 [80 (crew used in the fight) x .25 (non-combat unit crew/fighter pilot modifier) = 20].

The Castle Brian is being attacked by a mixed Star with a Marine Points Score of 100 [15 ((five Clan standard Salamander battle armor; medium weight class = 3 each) + 5 (each mounts a burst fire weapon) + 5 (each mounts claws)) + 10 ((five Clan Aerie battle armor; PA(L) weight class = 2 each) + 5 (each mounts Space Operations adaptation)) + 14 ((five standard Clan Elemental battle armor with machine guns; medium weight class = 3 each) + 5 (each mounts a burst-fire weapon)) + 25 ((five Clan Rock Golems; assault weight class = 5 each) + 5 (each mounts a burst-fire weapon)) + 10 (five Clan Elementals without battle armor) = 100].

BUILDING MODIFIERS

Buildings cover a vast range of sizes, from a single-level, single-hex building, to as large as players wish to build them. The different types of buildings are also a factor, with military structures designed for defense. In reality, clearing out a massive, multi-level fortress—where the defenders know every back door and crawl space—could take days, if not weeks. To reflect a defender's intimate knowledge of such large buildings while keeping these events within a time frame that allows them to play out on a game table with other actions, the following rule equates "time" to a defender's bonus for ease of play.

After determining the defender's Marine Points Score as noted above, multiply that value by the value shown on the Building Modifiers Table. These modifiers only apply if all levels are composed of at least 60 hexes. If some of a building's levels are less than 60 hexes, the modifiers would not apply. For example, a Standard building with 30 levels in which only 23 of those levels were composed of at least 60 hexes each (the top of the building tapers upward) would only apply a .3 modifier to the Marine Points Score; if 24 of the levels were composed of at least 60 hexes, then the modifier would be .4. Round all fractions up.

The Castle Brian in the example above has ten levels, each with more than 60 hexes per level. This provides a multiplier of 1.9 (a .1 modifier per Castle Brian level above the first). This results in a final defending Marine Points Score of 38 [20 (initial Marine Points Score) x 1.9 (unit size modifier) = 38].

BUILDING MODIFIERS TABLE

Building Type	Modifier*
Hangar	No Modifier
Standard	.1 Per 6 Levels
Gun Emplacement/Fortress	.1 Per 3 Levels
Castles Brian	.1 Per Level

*Beyond the first level

Ratio of Attackers vs. Defenders

After determining the Marine Points Score for each side, determine the ratio of attackers to defenders. It is unlikely that the ratio will exactly match one of those on the Infantry Vs. Infantry Action Table; in such circumstances, round in favor of the defender. For example, a ratio of 2.1:1 in the attacker's favor would become 2:1, while 1.4:1 would become 1:1.

In the above examples of the Castle Brian, the ratio of attacker to defender is 2:1 [100 (attacker Marine Points Score) / 38 (defender Marine Points Score) = 2.6:1 (rounding in the defender's favor to 2:1)].

Infantry vs. Infantry Action Roll

After determining the final attacker to defender ratio, players can begin to resolve the infantry vs. infantry action. The first infantry vs. infantry action roll is made during the End Phase of the turn in which a successful docking or grappling action occurred (in the case of a unit), or after an infantry unit enters a building hex; for airborne aerospace units in space, this occurs at the end of the space turn. Each subsequent infantry vs. infantry action roll is made during the End Phase of every turn following the first infantry vs. infantry action roll until the boarding action is resolved: the defender is defeated, the attacker is defeated or the attacker decides to withdraw (again, for aerospace units in space, this occurs at the End Phase of every space turn). If multiple infantry vs. infantry actions are underway, randomly determine in what order the various infantry vs. infantry action rolls are made.

For each infantry vs. infantry action roll, roll 2D6 and cross reference the result with the appropriate column on the Infantry Vs. Infantry Action Table (see p. 8). The number to the left of the slash is the percentage of the defender's total strength subtracted from the attacker's strength as casualties, while the number to the right of the slash is the percentage of the attacker's total strength subtracted from the defender's strength. However, the defender in an infantry vs. infantry action has a decisive advantage and suffers only half damage for as long as defending troops remain in full control of the unit or building (until the attack results in a P or an E; see Letters on the Infantry Vs. Infantry Action Table, p. 8). Round all fractions up.

Players must determine a new attacker vs. defender ratio for each subsequent infantry vs. infantry action roll, taking into account the changes due to casualties, or the addition of crew members currently on board either unit, or additional infantry (personnel) entering a hex of a multi-hex building, but not used previously. A separate Marine Points Score should be calculated for any new crew added for a new infantry vs. infantry action roll, with that value added to the previous Marine Points Score after the casualties from previous turns are removed.

When the defender's Marine Points Score reaches zero (or the defender chooses to surrender), the attacker captures the target unit or building. If an R result occurs (see Letters on

the Infantry Vs. Infantry Action Table; p. 8), or the attacker's Marine Points Score reaches zero, the infantry vs. infantry action fails.

Even if the defender (or attacker) has additional personnel (marines, crew and so on) that could be added to a Marine Points Score on a subsequent turn, if the Marine Points Score reaches zero as a result of an infantry vs. infantry action roll, the unit or building is captured (or the attack is defeated); any remaining personnel (such as the rest of the crew, any civilians on board, any marines not committed to the attack and so on) are assumed to have surrendered (or, in the case of an attack, they are retreating). See *Using Captured Units/Buildings* (p. 9) for more information.

Outside Reinforcements: Both attacker and defender may introduce reinforcements in the form of additional combatants (marines, crew and so on) through other units (or, in the case of a fight in a building, through additional combatants entering a hex of the contested multi-hex building). For aerospace units, regardless of whether the attacker or defender is attempting to reinforce, they can use the recovering rules for friendly units (see p. 86, *TW*) or the Docking/Grappling rules (see p. 3). During the End Phase of a turn (a space turn for aerospace units in space) in which a unit with reinforcement combatants (marines, crew and so on) has successfully docked or grappled (or been recovered) with the defending unit, the combatants may be included in the new ratio determined before making the infantry vs. infantry action roll for that turn.

Withdrawal: During the End Phase of any turn (a space turn for aerospace units in space) in which an infantry vs. infantry action takes place, an attacker may announce that he is withdrawing. This announcement must be made before the infantry vs. infantry action roll is made. An infantry vs. infantry action roll is still made that turn, but the attacker suffers only half damage; any E result becomes a P result and the attacker must withdraw regardless. During the End Phase of the following turn (a space turn for aerospace units in space) after the withdrawal infantry vs. infantry action roll is made, the attacking unit docked or grappled to the defending unit may move normally; in the case of a building, all combatants (that is, infantry) are moved to appropriate adjacent hexes to the building and can move and fight normally.

Structural Integrity/Internal Structure/Construction

Factor Damage: Infantry vs. infantry action firefights can be just as dangerous to the boarded units as to the combatants involved. Though many units are designed for combat, it is all too easy for the firefight to stray into critical areas. After every infantry vs. infantry action roll, another 2D6 roll should be made. On a result of 12, the unit/building takes damage.

For Small Craft and DropShips, apply a single point of damage to the target aerospace unit's SI.

For buildings, apply a single point of damage to every hex on every level (this is not scaled, but applied as a single point of Construction Factor appropriate to the type of building in question).

Letters on the Infantry vs. Infantry Action Table

An **E** (Eliminated) result replaces some of the percentages shown on the Infantry Vs. Infantry Action Table above. If the E is to the left of the slash, eliminate the attacking force. If the E is to the right of the slash, eliminate the defending force. The non-eliminated force takes damage in the standard way. Some results may have an additional letter after both percentages. The letters "R" and "P" have the following meanings:

- **R** = Attacker repulsed. The attacking force takes double casualties this turn and is considered to have retreated to their own unit (or out of the building); the defenders regain full control of their unit/building (if the attacker previously achieved a P result). If the defender wishes, he may immediately make his own infantry vs. infantry action roll to go on the offensive and counter-board a docked/grappled attacking unit (in which case, new ratios must be determined).
- **P** = Partial control. The attacking force has seized control of a large portion of the target unit/building, and the defenders immediately take full damage until an R result occurs or the attackers are eliminated.

Now that the final ratio of attacker to defender is known, the infantry vs. infantry action roll can be made during the End Phase of the turn when the successful grappling occurred.

The attacking player rolls 2D6 with a result of 4. Looking on the Infantry Vs. Infantry Action Table, the player notes that this result indicates combat losses of 55 to 35 percent. The attacking marines lose 21 Marine Points [38 (current defending Marine Points Score) x .55 (percent losses) = 20.9 (rounding to 21)]. The defending marines lose 18 Marine Points [100 (current attacking Marine Point Score) x .35 (percent losses) = 35 / 2 (no P result occurred, so the defenders take half damage) = 17.5 (rounding up to 18)].

During the End Phase of the following turn, the defender decides that despite the additional damage the Castle

Brian is doing against other enemy units, he can't afford to lose the fortress before reinforcements might arrive (they're still too far away to make a difference). He throws in an additional 80 crewmen: this inflicts a +4 modifier to all weapon attacks [160 (total crew used in the fight) / 309 (original total crew of the Castle Brian) = 51 percent (checking the Crew Casualties Table, that equates to 4 Crew Hits or a +4 modifier)], and will provide a new Marine Points Score of 58 [80 (additional crew added to the fight) x .25 (non-combat unit crew/fighter pilot modifier) = 20 x 1.9 (building size modifier) = 38 + 20 (current Marine Points Score of original crew used in the first Boarding Action Roll, minus casualties) = 58]. The attacker's current Marine Points Score is 79, which makes the new ratio 3.2:2, rounded in the defender's favor to 3:2.

A new infantry vs. infantry action roll is made with a result of 11. Looking on the Infantry Vs. Infantry Action Table, the player notes this indicates combat losses of 30 percent to 70 percent. The attacking marines lose 24 Marine Points [58 (current defending Marine Points Score) x .30 (percent losses) = 23.2 (rounding to 24)]. However, the "E" result means the defender's Marine Points Score is reduced to 0 and the Castle Brian is captured! Even though the defending player has additional crew, they were not involved in the fight and have surrendered.

RE-CONVERTING MARINE POINTS SCORE

After an infantry vs. infantry action ends, players will likely need to convert the Marine Points Score back into individual combatants: battle armor troopers, marines, crew (including specific bay personnel, as shown on the Bay Personnel Table, p. 5), and so on. If a force is composed of only one type of personnel (all marines or all identical battle armor), determining casualties will be easy. However, boarding actions are seldom so tidy and instead will likely involve numerous different personnel types.

INFANTRY VS. INFANTRY ACTION TABLE

Roll	1 to 3 <	1 to 3	1 to 2	2 to 3	1 to 1	3 to 2	2 to 1	3 to 1	> 3 to 1
2	E/1% (R)	E/1% (R)	E/5% (R)	E/10% (R)	75%/25% (R)	70%/25% (R)	65%/25% (R)	60%/25% (R)	55%/25% (R)
3	E/3% (R)	E/3% (R)	E/7% (R)	E/15% (R)	70%/30% (R)	65%/30%	60%/30%	55%/30%	50%/30%
4	E/5% (R)	E/5% (R)	E/10% (R)	65%/20%	65%/35%	60%/35%	55%/35%	50%/35%	45%/35%
5	E/7% (R)	E/7%	E/15%	60%/25%	60%/40%	55%/40%	50%/40%	45%/40%	40%/40%
6	E/10%	E/10%	E/20%	55%/30%	55%/45%	50%/45%	45%/45%	40%/45%	35%/45%
7	E/15%	E/15%	E/25%	50%/35%	50%/50%	45%/50%	40%/50%	35%/50%	30%/50%
8	E/20%	E/20%	45%/30%	45%/40%	45%/55%	40%/55%	35%/55%	30%/55%	25%/55%
9	E/25%	E/25%	40%/35%	40%/45%	40%/60%	35%/60%	30%/60%	25%/E (P)	20%/E (P)
10	E/30%	E/30%	35%/40%	35%/50%	35%/65%	30%/65% (P)	25%/E (P)	20%/E (P)	15%/E (P)
11	E/35%	30%/35%	30%/45% (P)	30%/55% (P)	30%/70% (P)	25%/E (P)	20%/E (P)	15%/E (P)	10%/E (P)
12	30%/40% (P)	25%/40% (P)	25%/50% (P)	25%/60% (P)	25%/75% (P)	20%/E (P)	15%/E (P)	10%/E (P)	5%/E (P)

Results given as: Percentage of defending strength subtracted from attacker strength as casualties / percentage of attacker strength subtracted from defending strength as casualties. Until a P result occurs, the defenders take only half of the indicated casualties.

Players have two options for conversion, one easier to implement and recommended for large-scale infantry vs. infantry actions (especially when the specifics of a force's make-up—for example, battle armor—are unknown). The more complex version provides a slightly more realistic way of determining casualties.

In both conversion methods, the player first determines the percent of casualties suffered by the original force. For example, if a player had a Marine Points Score of 23 and lost 13 points, the percent of casualties is 56 [$13 \text{ (Marine Points Score casualty value)} / 23 \text{ (original Marine Points Score)} = .56$, or 56 percent]. In the case of the defender, the player should use the Marine Points Score before the building modifier was applied (see p. 6).

In the simpler conversion method, the percentage of casualties is applied to all different personnel types equally (round all fractions down). For example, if a player deployed 22 crew, 7 marines and 4 battle armor in an infantry vs. infantry action and took 43 percent casualties, he would apply that percent to each type of group to determine how many of each are removed as casualties: 9 crew [$22 \text{ (original crew deployed)} \times .43 \text{ (percent of casualties)} = 9.46 \text{ (rounded down to 9)}$], 3 marines [$7 \text{ (original marines deployed)} \times .43 \text{ (percent of casualties)} = 3.01 \text{ (rounded down to 3)}$] and 1 battle armor [$4 \text{ (original battle armor deployed)} \times .43 \text{ (percent of casualties)} = 1.72 \text{ (rounded down to 1)}$].

The more complex version takes into account that different battle armor can be fielded, with heavier battle armor able to withstand the rigors of combat longer than lighter battle armor (and of course, all battle armor can take more damage than any unarmored personnel). This conversion assumes that the entire make-up of a force involved in an infantry vs. infantry action (specifically, the individual battle armor involved) is known.

First, apply casualty percentages to all non-battle armor personnel as shown above, except in the case of Elementals or marines wearing armor with a Damage Divisor of 2 or more (see Marine Points Table, p. 5). In these cases, divide the final casualty number in half (rounding down) to determine how many such troopers were eliminated.

Next, for battle armor, once the number of troopers eliminated has been determined, multiply that value by 10 to determine the total standard-scale damage. Then start applying that damage, 1 point at a time, to each battle armor trooper involved in the infantry vs. infantry action. Always apply the damage to the lightest weight class battle armor first, then move on to the heavier. If there are fewer points to assign than remaining battle armor of the same weight class, randomly determine which troopers receive that damage.

If reinforcements were added, especially from two different sources, some player adjudication will be required. For example, if a unit with a Marine Points Score of 20 was in an infantry vs. infantry action that lasted five turns, and on Turn 3 another Marine Points Score of 20 was added, and at the end of the boarding action more than 20 points of casualties occurred, a good argument could be made that the troopers in the first Marine Points Score of 20 were completely eliminated simply because they were involved in the conflict for a much longer time. Use good judgment and roll a die to resolve any disagreements if the players cannot come to a consensus.

CREW LOSSES AND CREW HITS

The loss of crew members during an infantry vs. infantry action may adversely affect a unit's performance in combat; the more crew it has lost, the less effective the unit. The Crew Casualties Table provides an equivalency between crew losses and the number of Pilot/Crew hits taken by the unit. Each crew hit inflicts a cumulative +1 weapon attack and Piloting Skill Roll/Control Roll modifier.

These modifiers apply for the rest of the scenario.

CREW CASUALTIES TABLE

Percentage of Crew Casualties	Crew Hits	Percentage of Crew Casualties	Crew Hits
5–20	1	51–65	4
21–35	2	66–80	5
36–50	3	81–100	6

USING A CAPTURED UNIT/BUILDING

Once a unit is captured, the new controlling player may have a chance to put it into the fight on his side. Use the following rules to govern this situation.

A certain amount of down time will occur as the new crew takes control. Depending on the type of captured unit/building, a number of turns (space turns in the case of aerospace units in space) will occur where the unit cannot expend any MP or fire any weapons, and aerospace units will continue to move at their last velocity and heading.

For aerospace units, a Small Craft has 1 turn of down time and a DropShip 2 turns.

For a building, every 3 levels equals 1 down-time turn. In the case of the Castle Brian from the previous example, down time would take 4 turns.

During this time, the unit is still counted toward Initiative, but for the new controlling player. During the Movement Phase (Aerospace or Ground, as appropriate) of the turn following the required inactive turns, based on its type and size as described above, the unit may move and fire normally, with the additional restrictions noted below. For example, if a DropShip is captured in Space Turn 5, then Space Turns 6 and 7 will elapse with the DropShip traveling at its last velocity and heading each turn. During the Movement Phase (Aerospace) of Turn 8, the captured DropShip can move freely.

Next, the captured crew and crew casualties must be taken into account. Depending upon the crew casualties that have occurred, additional attack and Piloting Skill/Control Roll modifiers are still in place (as noted under Crew Losses and Crew Hits above). An additional +2 modifier is also applied, representing crew that must be held hostage (likely many of the officers), as well as the equivalent of 1 additional crew hit to represent the general uncooperativeness of the captured crew.

The new controlling player can off set these disadvantages by transferring crew onto the captured unit. If the player has

the crew available (for example, a DropShip capturing a Small Craft, or a lot of infantry to pour into a building), they can completely replace the original crew and fully eliminate all additional attack and Piloting Skill/Control Roll modifiers; in this case, at least 4 battle armor or 7 marines, or 28 crew/other personnel, must be tasked with controlling the captured crew in a brig or jail. In all cases, the unit losing the transferred crew/personnel must take into account the Crew Casualties Table as well, applying appropriate modifiers for how much crew is lost to the captured unit.

Sabotage: Even with all those precautions, there's still a chance that the belligerent, captured crew will try to sabotage the unit. During the End Phase of any turn in which captured crew/personnel are used to operate the unit (meaning they are

not in the brig), roll 2D6. On a result of 12, sabotage occurs. Apply 1 point of damage to the unit's Structural Integrity (for Small Craft or Large Craft), or to the Internal Structure at a randomly determined location; in all instances, a potential critical hit will need to be rolled for such damage. In the case of buildings, randomly determine a critical hit against a weapon system.

In addition, assign a further random critical hit; first randomly determine the location column on the appropriate Hit Location Table and then roll for the specific critical hit.

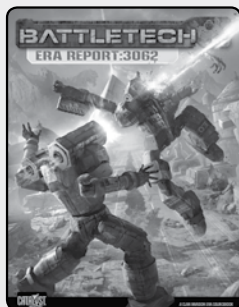
Finally, the unit may not move or fire in the turn following the sabotage (a building equipped with weapons cannot make any attacks), as its new masters attempt to deal with the aftermath. Aerospace units continue with the same velocity and heading during that turn.

SCENARIOS

This section contains two ready-to-play scenarios. The scenarios are linked so that the results of Scenario 1 play directly into Scenario 2, and so players should read both scenarios before starting Scenario 1.

After the name of each scenario, a parenthetical phrase defines what type it is as described under *Mission Types* (see p. 35, *Inner Sphere At a Glance*, *Introductory Box Set*).

Era Report 3062: These two scenarios are set during Operation Bulldog in 3059. Players who want more information on this exciting time period can find extensive details—including a historical overview, notable personality profiles, campaign tracks and more—in *Era Report: 3062*.



HANOVER SCENARIO 1: MARKED FOR EXTINCTION (DEFENSIVE CAMPAIGN)

"Attention." Zander's soft voice was a whisper compared to the restless cacophony of the assembled soldiers, but it commanded respect. The bustling conversations cut off in mid-sentence, replaced by the syncopated smack of Chu-sa Sato's boots against the marble floor of the impromptu briefing room. Drawing up in front of the assemblage, Sato suppressed a wince as he shifted weight onto his natural knee—the coupling between the artificial lower half of his left leg and the natural upper half had never fit properly.

"Vibrant Thunder is a go." Despite speaking English for over twenty years, Sato's voice still carried the heavy Japanese accent of his Combine heritage. "With the bulk of the Jaguar forces occupied two hundred clicks away, their DropShips are under-defended."

The Chu-sa nodded to his XO. Zander activated the portable holo-projector, and a windswept frozen plain coalesced.

Sato continued, "Satellite telemetry shows the Jaguars' transport consists of a mixture of Confederate and Union-C class DropShips."

Zander zoomed in until the Jaguar DropShips loomed above the white expanse.

"We will take them by surprise, board their DropShips and claim them for the SLDF. Our forces will drive the Jaguars back to their droppers, where we'll turn their own guns against them." Sato smiled at the chorus of cheers from his men. They were always full of adrenaline and vitriol before an op.

"Target assignments will be provided en route. Remember, we're out to capture these ships, not destroy them..."

SITUATION

1400 Hours

Elysian Plains, Hanover

Smoke Jaguar Occupation Zone

7 July 3059

The newly minted Second Star League Defense Force launched Operation Bulldog with the intention of exterminating Clan Smoke Jaguar in the Inner Sphere. After reaping unexpected success during Wave One, the SLDF quickly dispatched forces to capitalize on the disorganized Jaguar defense. The opening salvos of Wave Two found the Second Dieron Regulars, Second Sword of Light, Warrior House Dai Da Chi and the Crater Cobras engaging the Jaguars' Seventeenth Garrison Cluster on Hanover.

The Jaguars met the combined SLDF force on the Elysian Plains and a savage battle ensued as the Jaguars fought valiantly against an overwhelming foe. Shortly after midday the tide turned against the Jaguars. Mistakenly believing they were engaged in a Trial of Possession, the Jaguars began a fighting withdrawal toward their transports.

Having anticipated this possibility, the SLDF dispatched a combined force of infantry and battle armor to take control of the Jaguar DropShips.

GAME SETUP

Lay out the mapsheets as shown. Convert all woods hexes on both map sheets to rough terrain.

ATTACKER

The attacking force consists of elements of the Second Dieron Regulars, Second Sword of Light and Warrior House Dai Da Chi.

Marine Points: In brackets following each infantry line is that unit's Marine Point value (see Infantry Vs. Infantry Actions, p. 3).

Dieron Regulars Transport Lance

Gunsho Sasaki (Piloting 5, Gunnery 4), Karnov UR Transport
Kage Battle Armor Squad (Gunnery 2, Anti-'Mech 3),
Machine Gun [3 MPs each]

Gunsho Arai (Piloting 4, Gunnery 4), Karnov UR Transport
Kage Battle Armor Squad (Gunnery 3, Anti-'Mech 4),
Machine Gun [3 MPs each]

Gunsho Watanabe (Piloting 5, Gunnery 3), Karnov UR Transport
Kage Battle Armor Squad (Gunnery 2, Anti-'Mech 3),
Machine Gun [3 MPs each]

Gunsho Yamada (Piloting 5, Gunnery 4), Karnov UR Transport
Kage Battle Armor Squad (Gunnery 2, Anti-'Mech),
Machine Gun [3 MPs each]

Second Sword of Light Transport Lance

Gunsho Kato (Piloting 5, Gunnery 4), Maxim Hover Tank
Foot Infantry Platoon (Gunnery 2, Anti-'Mech 3), Laser Rifle
[.5 MPs per trooper]

Gunsho Ito (Piloting 5, Gunnery 4), Maxim Hover Tank
Foot Infantry Platoon (Gunnery 2, Anti-'Mech 3), Laser Rifle
[.5 MPs per trooper]

Gunsho Sugiyama (Piloting 5, Gunnery 4), Maxim Hover Tank
Foot Infantry Platoon (Gunnery 2, Anti-'Mech 3), Laser Rifle
[.5 MPs per trooper]

Gunsho Tanaka (Piloting 5, Gunnery 4), Maxim Hover Tank
Foot Infantry Platoon (Gunnery 3, Anti-'Mech 4), Laser Rifle
[.5 MPs per trooper]

House Dai Da Chi Transport Lance

Si-ben-bing Wang (Piloting 3, Gunnery 4), Karnov UR Transport
Fa Shih Battle Armor Squad (Gunnery 2, Anti-'Mech 3),
Machine Gun [3 MPs each]

Si-ben-bing Huang (Piloting 4, Gunnery 4), Karnov UR Transport
Fa Shih Battle Armor Squad (Gunnery 2, Anti-'Mech 3),
Machine Gun [3 MPs each]

Si-ben-bing Feng (Piloting 5, Gunnery 3), Karnov UR Transport
Fa Shih Battle Armor Squad (Gunnery 3, Anti-'Mech 4),
Machine Gun [3 MPs each]

Si-ben-bing Hsiao (Piloting 5, Gunnery 2), Karnov UR Transport
Fa Shih Battle Armor Squad (Gunnery 3, Anti-'Mech 4),
Machine Gun [3 MPs each]

Dieron Regulars Infantry Company #1

Motorized Infantry Platoon (Gunnery 3, Anti-'Mech 5), Ballistic
Rifle [.5 MPs per trooper]

Motorized Infantry Platoon (Gunnery 2, Anti-'Mech 4), Ballistic
Rifle [.5 MPs per trooper]

Motorized Infantry Platoon (Gunnery 2, Anti-'Mech 4), Ballistic
Rifle [.5 MPs per trooper]

Dieron Regulars Infantry Company #2

Motorized Infantry Platoon (Gunnery 3, Anti-'Mech 5), Ballistic
Rifle [.5 MPs per trooper]

Motorized Infantry Platoon (Gunnery 2, Anti-'Mech 4), Ballistic
Rifle [.5 MPs per trooper]

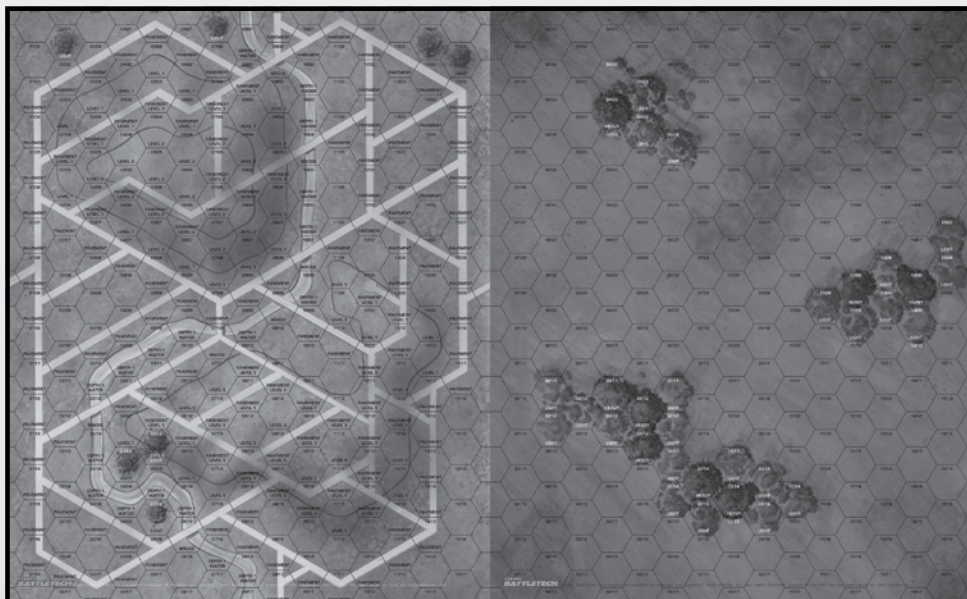
Motorized Infantry Platoon (Gunnery 3, Anti-'Mech 5), Ballistic
Rifle [.5 MPs per trooper]

Dieron Regulars Infantry Company #3

Motorized Infantry Platoon (Gunnery 3, Anti-'Mech 5), Ballistic
Rifle [.5 MPs per trooper]

Motorized Infantry Platoon (Gunnery 2, Anti-'Mech 4), Ballistic
Rifle [.5 MPs per trooper]

Motorized Infantry Platoon (Gunnery 2, Anti-'Mech 4), Ballistic
Rifle [.5 MPs per trooper]



Second Sword of Light Infantry Company #1

Motorized Infantry Platoon (Gunnery 1, Anti-Mech 3), Ballistic Rifle [.5 MPs per trooper]
Motorized Infantry Platoon (Gunnery 2, Anti-Mech 4), Ballistic Rifle [.5 MPs per trooper]
Motorized Infantry Platoon (Gunnery 2, Anti-Mech 4), Ballistic Rifle [.5 MPs per trooper]

Second Sword of Light Infantry Company #2

Motorized Infantry Platoon (Gunnery 3, Anti-Mech 5), Ballistic Rifle [.5 MPs per trooper]
Motorized Infantry Platoon (Gunnery 3, Anti-Mech 5), Ballistic Rifle [.5 MPs per trooper]
Motorized Infantry Platoon (Gunnery 2, Anti-Mech 4), Ballistic Rifle [.5 MPs per trooper]

Second Sword of Light Infantry Company #3

Motorized Infantry Platoon (Gunnery 3, Anti-Mech 5), Ballistic Rifle [.5 MPs per trooper]
Motorized Infantry Platoon (Gunnery 3, Anti-Mech 5), Ballistic Rifle [.5 MPs per trooper]
Motorized Infantry Platoon (Gunnery 2, Anti-Mech 4), Ballistic Rifle [.5 MPs per trooper]

Deployment

The attacker enters from any edge of the playing area during the Movement Phase of Turn 1.

DEFENDER

The defending force consists of transport elements of Clan Smoke Jaguar's Seventeenth Garrison Cluster.

CSJ Jaguar's Fangs, Union-C-class DropShip [11 MPs]

Star Captain Cian Levi in command (Piloting 3, Gunnery 2)

CSJ Fang, Confederate-class DropShip [5 MPs]

Star Commander Jarnos in command (Piloting 3, Gunnery 2)

CSJ Black Paw, Confederate-class DropShip [5 MPs]

Point Commander Kevin in command (Piloting 4, Gunnery 2)

CSJ Dire Wraith, Confederate-class DropShip [5 MPs]

Point Commander Lucy in command (Piloting 4, Gunnery 3)

CSJ Elemental Star #1

Star Commander Brian (Gunnery 2), Clan Elemental Battle Armor Point, Machine Gun [3 MPs each]
Point Commander Devon (Gunnery 3), Clan Elemental Battle Armor Point, Machine Gun [3 MPs each]
Point Commander Esther (Gunnery 2), Clan Elemental Battle Armor Point, Machine Gun [3 MPs each]
Point Commander Anton (Gunnery 3), Clan Elemental Battle Armor Point, Machine Gun [3 MPs each]

CSJ Elemental Star #2

Star Commander Ryan (Gunnery 2), Clan Elemental Battle Armor Point, Machine Gun [3 MPs each]
Point Commander Heinrich (Gunnery 3), Clan Elemental Battle Armor Point, Machine Gun [3 MPs each]
Point Commander Gustav (Gunnery 3), Clan Elemental Battle Armor Point, Machine Gun [3 MPs each]

Deployment

The defender deploys as follows:

CSJ Jaguar's Fangs centered on Hex 0609, Open Terrain #2
CSJ Fang centered on Hex 1203, Open Terrain #2
CSJ Black Paw centered on Hex 0510, City Hills 2
CSJ Dire Wraith centered on Hex 1305, City Hills 2

The Elemental Points may deploy anywhere on either map (including aboard any of the DropShips).

SPECIAL RULES

The DropShips are not flight ready and may not lift off during this scenario. Additionally, due to a technical malfunction involving all four DropShips, they cannot make any type of weapon attacks during the scenario. They otherwise function as a grounded DropShip (see p. 249, *TW*).

Clan Honor

The Smoke Jaguar Clan forces follow Level 4 Clan Honor rules (see p. 273, *TW*).

Forced Withdrawal

Forced Withdrawal rules are in effect for the attacker only (see p. 258, *TW*).

Infantry Vs. Infantry Actions

While this scenario can be played out using standard *Total Warfare* rules, it is designed to use the Infantry Vs. Infantry Actions rules (see p. 3) that allow for the quick resolution of massed infantry-against-infantry combat.

Thin Snow

All hexes on both maps are covered in thin snow.

Wheeled Vehicles and Conventional Infantry: Apply a +1 MP cost per hex (unless the vehicle mounts the Snowmobile Chassis and Controls modification) and a +1 modifier to all Driving Skill rolls. The underlying terrain is unaffected.

Time Limit

This scenario ends after thirteen turns.

VICTORY CONDITIONS

Victory Points are awarded as shown on the Victory Points Table based on which side controls each DropShip at the end of play. The side with the highest total at the end of the game wins.

VICTORY POINTS TABLE

Condition	Points Awarded
Each <i>Confederate</i> -class DropShip Controlled	5
Each <i>Union-C</i> -class DropShip Controlled	15

AFTERMATH

The SLDF forces won a victory against the unprepared Clan Smoke Jaguar forces. When the retreating Seventeenth Garrison Cluster reached their DropShips, they found their escape blocked and endured more heavy fighting in their attempt to flee offworld.

HANOVER SCENARIO 2: UNTO THE END (BREAKTHROUGH)

Alpha One: "Where did these surats come from?"

Alpha Two: "They sully the Great Father's name."

Alpha Three: [Transmission garbled] "... repeat, to all Smoke Jaguar commands, break off and retreat at once."

Alpha Two: "Follow that order and I will see you in a Circle of Equals."

Alpha One: "I am Smoke Jaguar. I do not retreat."

Alpha Two: [Transmission garbled, sounds of explosions]

Alpha One: "Michael?"

Alpha One: "Michael?"

Alpha One: "Die, freebirth!"

—Unidentified comm chatter intercepted by Operation Bulldog forces on Hanover

SITUATION

1800 Hours

Elysian Plains, Hanover

Smoke Jaguar Occupation Zone

7 July 3059

With the SLDF forces biting at their heels, the Smoke Jaguar forces withdrew toward their DropShips. Out of ammo and badly damaged, the retreating Jaguars raced onward. Ignoring the difficulties that had cut off communications with their transports, they fell into the SLDF trap.

GAME SETUP

Begin this scenario with all forces deployed as they were at the end of Scenario 1. All forces should start Scenario 2 in the same condition as they ended Scenario 1.

ATTACKER

The attacking force consists of elements of the Second Dieron Regulars, Second Sword of Light and Warrior House Dai Da Chi as presented in Scenario 1, plus an additional two lances of 'Mechs from the Second Dieron Regulars and Second Sword of Light.

All attacking 'Mechs start with half ammo (round normally). In addition, assign three 5-point Damage Value groupings to each Sword of Light 'Mech and two 5-point Damage Value groupings to each Second Dieron 'Mech using the front column of the Hit Location Table; ignore any results that would cripple or destroy the 'Mech.

Second Sword of Light

Chu-i Koga (Piloting 4, Gunnery 2), BHKU-O *Black Hawk-KU*
MechWarrior Kuroki (Piloting 2, Gunnery 2), MTR-5K *Maelstrom*

MechWarrior Higa (Piloting 3, Gunnery 3) AV1-O *Avatar*
MechWarrior Oshiro (Piloting 4, Gunnery 2) DGR-3F *Dragon Fire*

Second Dieron

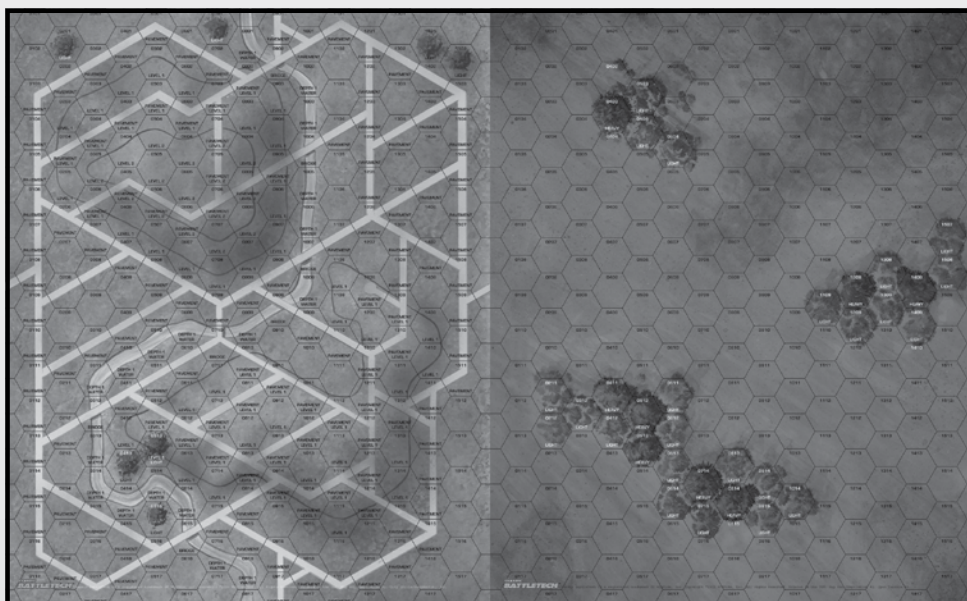
Chu-i Kai (Piloting 5, Gunnery 3), RTX1-O *Raptor*
MechWarrior Nakamura (Piloting 4, Gunnery 2) OW-1 *Owens*
MechWarrior Komatsu (Piloting 2, Gunnery 3) SR1-O *Strider*
MechWarrior Hamada (Piloting 3, Gunnery 3) FS9-O *Firestarter*

Deployment

The attacking forces from Scenario 1 begin play exactly as they were at the end of that scenario. The additional attacking forces enter from the left edge of City Hills Map 2 on Turn 2.

DEFENDER

The defending force consists of retreating elements of Clan Smoke Jaguar's Seventeenth Garrison Cluster.



Apply two 10-point Damage Value groupings and two 5-point Damage Value groupings to each Clan 'Mech using the front column of the Hit Location Table (ignore any result that would destroy the 'Mech).

Roll 1D6 for each ammo-dependent weapon. On a result of 1-3, this is the remaining number of salvos that weapon has available at the start of play; for 'Mechs with rapid-fire weapons (i.e., ultra autocannon) treat this result as the number of single-shot salvos available. On a 4-6 result, all ammunition for that weapon is depleted.

Seventeenth Garrison Cluster Alpha Star

Star Captain Drake (Piloting 3, Gunnery 2) *Shadow Cat Prime*
MechWarrior Michael (Piloting 4, Gunnery 3) *Hunchback IIC*
MechWarrior Hank (Piloting 4, Gunnery 3) *Grendel Prime*
MechWarrior Aaron (Piloting 2, Gunnery 3) *Hankyu Prime*
MechWarrior Elesbeth (Piloting 4, Gunnery 2) *Cauldron-Born Prime*

Seventeenth Garrison Cluster Bravo Star

Star Captain Phillip (Piloting 3, Gunnery 3) *Piranha*
MechWarrior William (Piloting 4, Gunnery 2) *Hankyu Prime*
MechWarrior Srikhar (Piloting 3, Gunnery 3) *Hankyu Prime*
MechWarrior Kurt (Piloting 4, Gunnery 2) *Grendel Prime*
MechWarrior Danielle (Piloting 2, Gunnery 3) *Piranha*

Deployment

The defending 'Mechs enter the left edge of City Hills Map 2 on Turn 1.

SPECIAL RULES

The DropShips are now flight ready and may lift off at any time during this scenario, though they still cannot make any weapon attacks.

Infantry Vs. Infantry Combat

Both the attacker and defender may continue trying to gain control of the Smoke Jaguar DropShips during Scenario 2.

Clan Honor

The Smoke Jaguar Clan forces follow Level 4 Clan Honor rules (see p. 273, TW).

Forced Withdrawal

Forced Withdrawal rules are in effect for the attacker only (see p. 258, TW).

Thin Snow

All hexes on both maps are covered in thin snow.

Wheeled Vehicles and Conventional Infantry: Apply a +1 MP cost per hex (unless the vehicle mounts the Snowmobile Chassis and Controls modification) and a +1 modifier to all Driving Skill rolls. The underlying terrain is unaffected.

VICTORY CONDITIONS

Victory Points are awarded as follows:

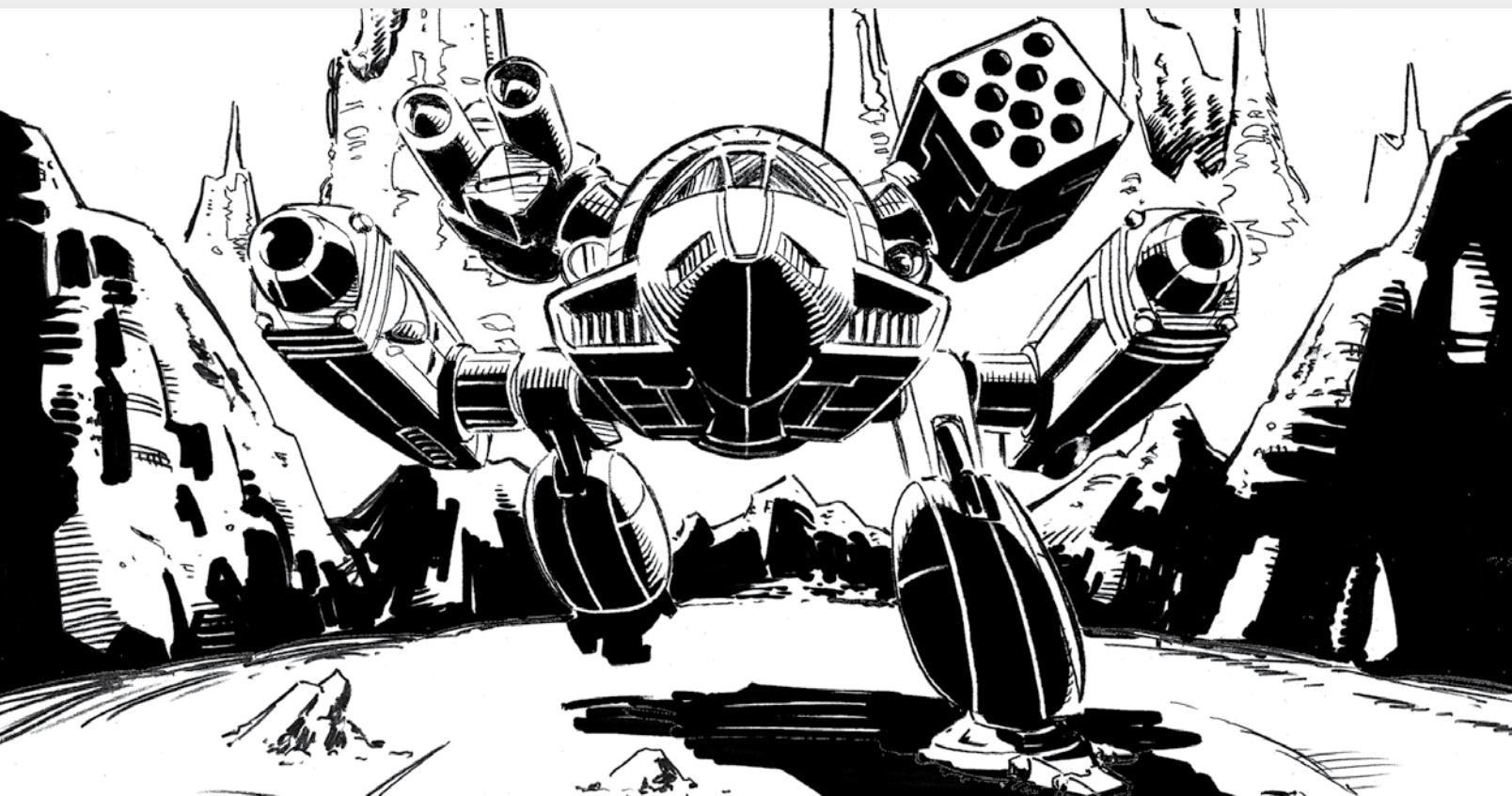
+5 for each Smoke Jaguar 'Mech boarding a DropShip that successfully lifts off.

-5 for each Smoke Jaguar 'Mech remaining on the field after the last Smoke Jaguar-controlled DropShip lifts off.

If the final score is positive, it is a Smoke Jaguar victory. A negative final score is an SLDF victory, while a score of zero is a draw.

AFTERMATH

The SLDF smashed the Smoke Jaguars on Hanover, with only two Trinaries of horribly battered 'Mechs and meager amounts of Elementals and aerospace support successfully escaping.



BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: ACHILEUS [Laser] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator [E] — — — —
 Small Laser 3 [DE] — 1 2 3

Armor: Improved Stealth [+1/+2/+3]

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

BV: 205/39

BATTLE ARMOR: SQUAD 2

Type: ACHILEUS [Laser] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator [E] — — — —
 Small Laser 3 [DE] — 1 2 3

Armor: Improved Stealth [+1/+2/+3]

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

BV: 205/39

BATTLE ARMOR: SQUAD 3

Type: ACHILEUS [Laser] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator [E] — — — —
 Small Laser 3 [DE] — 1 2 3

Armor: Improved Stealth [+1/+2/+3]

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

BV: 205/39

BATTLE ARMOR: SQUAD 4

Type: ACHILEUS [Laser] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator [E] — — — —
 Small Laser 3 [DE] — 1 2 3

Armor: Improved Stealth [+1/+2/+3]

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

BV: 205/39

BATTLE ARMOR: SQUAD 5

Type: ACHILEUS [Laser] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator [E] — — — —
 Small Laser 3 [DE] — 1 2 3

Armor: Improved Stealth [+1/+2/+3]

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

BV: 205/39

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: GRAY DEATH SCOUT Era: Clan Invasion
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1 Jump MP: 4
Weapons & Equip. Dmg Min Sht Med Lng
Beagle Active Probe [E] — — — 3

Armor: Standard

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○

2 ○○○○○

3 ○○○○○

4 ○○○○○

BV: 81/16

BATTLE ARMOR: SQUAD 2

Type: GRAY DEATH SCOUT Era: Clan Invasion
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1 Jump MP: 4
Weapons & Equip. Dmg Min Sht Med Lng
Beagle Active Probe [E] — — — 3

Armor: Standard

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○

2 ○○○○○

3 ○○○○○

4 ○○○○○

BV: 81/16

BATTLE ARMOR: SQUAD 3

Type: GRAY DEATH SCOUT Era: Clan Invasion
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1 Jump MP: 4
Weapons & Equip. Dmg Min Sht Med Lng
Beagle Active Probe [E] — — — 3

Armor: Standard

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○

2 ○○○○○

3 ○○○○○

4 ○○○○○

BV: 81/16

BATTLE ARMOR: SQUAD 4

Type: GRAY DEATH SCOUT Era: Clan Invasion
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1 Jump MP: 4
Weapons & Equip. Dmg Min Sht Med Lng
Beagle Active Probe [E] — — — 3

Armor: Standard

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○

2 ○○○○○

3 ○○○○○

4 ○○○○○

BV: 81/16

BATTLE ARMOR: SQUAD 5

Type: GRAY DEATH SCOUT Era: Clan Invasion
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1 Jump MP: 4
Weapons & Equip. Dmg Min Sht Med Lng
Beagle Active Probe [E] — — — 3

Armor: Standard

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○

2 ○○○○○

3 ○○○○○

4 ○○○○○

BV: 81/16

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 VEHICLE LOCATION*

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: INFILTRATOR MK. I Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 2
Weapons & Equip. Dmg Min Sht Med Lng
 Auto Grenade Launcher 1D6 [AP]/ — 1 2 3
 Basic Manipulator 1 [DB,S] [E] — — — —
 Armor: Prorotype Stealth (+0/+1/+2)
 Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 95/18

BATTLE ARMOR: SQUAD 2

Type: INFILTRATOR MK. I Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 2
Weapons & Equip. Dmg Min Sht Med Lng
 Auto Grenade Launcher 1D6 [AP]/ — 1 2 3
 Basic Manipulator 1 [DB,S] [E] — — — —
 Armor: Prorotype Stealth (+0/+1/+2)
 Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 95/18

BATTLE ARMOR: SQUAD 3

Type: INFILTRATOR MK. I Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 2
Weapons & Equip. Dmg Min Sht Med Lng
 Auto Grenade Launcher 1D6 [AP]/ — 1 2 3
 Basic Manipulator 1 [DB,S] [E] — — — —
 Armor: Prorotype Stealth (+0/+1/+2)
 Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 95/18

BATTLE ARMOR: SQUAD 4

Type: INFILTRATOR MK. I Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 2
Weapons & Equip. Dmg Min Sht Med Lng
 Auto Grenade Launcher 1D6 [AP]/ — 1 2 3
 Basic Manipulator 1 [DB,S] [E] — — — —
 Armor: Prorotype Stealth (+0/+1/+2)
 Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 95/18

BATTLE ARMOR: SQUAD 5

Type: INFILTRATOR MK. I Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 2
Weapons & Equip. Dmg Min Sht Med Lng
 Auto Grenade Launcher 1D6 [AP]/ — 1 2 3
 Basic Manipulator 1 [DB,S] [E] — — — —
 Armor: Prorotype Stealth (+0/+1/+2)
 Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 95/18

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

*Unit 1 and Unit 2 represent two battle armor units



BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: KAGE [Laser] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 4
 Weapons & Equip. Dmg Min Sht Med Lng
 Trooper #1
 Small Laser 3 [DE] — 1 2 3

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 126/24

BATTLE ARMOR: SQUAD 2

Type: KAGE [Laser] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 4
 Weapons & Equip. Dmg Min Sht Med Lng
 Trooper #1
 Small Laser 3 [DE] — 1 2 3

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 126/24

BATTLE ARMOR: SQUAD 3

Type: KAGE [Laser] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 4
 Weapons & Equip. Dmg Min Sht Med Lng
 Trooper #1
 Small Laser 3 [DE] — 1 2 3

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 126/24

BATTLE ARMOR: SQUAD 4

Type: KAGE [Laser] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 4
 Weapons & Equip. Dmg Min Sht Med Lng
 Trooper #1
 Small Laser 3 [DE] — 1 2 3

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 126/24

BATTLE ARMOR: SQUAD 5

Type: KAGE [Laser] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 4
 Weapons & Equip. Dmg Min Sht Med Lng
 Trooper #1
 Small Laser 3 [DE] — 1 2 3

Armor: Basic Stealth (+0/+1/+2)

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 126/24

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: POINT 1

Type: SYLPH Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 VTOL MP: 5
Weapons & Equip.
 Micro Pulse Laser 3 [P] — 1 2 3
 Bomb Rack (OS) 2/1 [AE] — — — —
 Battle Claw [E] — — — —
 Armor: Standard.
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

5 ○○○○○○

BV: 377/54

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

BATTLE ARMOR: POINT 2

Type: SYLPH Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 VTOL MP: 5
Weapons & Equip.
 Micro Pulse Laser 3 [P] — 1 2 3
 Bomb Rack (OS) 2/1 [AE] — — — —
 Battle Claw [E] — — — —
 Armor: Standard.
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

5 ○○○○○○

BV: 377/54

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

BATTLE ARMOR: POINT 3

Type: SYLPH Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 VTOL MP: 5
Weapons & Equip.
 Micro Pulse Laser 3 [P] — 1 2 3
 Bomb Rack (OS) 2/1 [AE] — — — —
 Battle Claw [E] — — — —
 Armor: Standard.
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

5 ○○○○○○

BV: 377/54

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

BATTLE ARMOR: POINT 4

Type: SYLPH Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 VTOL MP: 5
Weapons & Equip.
 Micro Pulse Laser 3 [P] — 1 2 3
 Bomb Rack (OS) 2/1 [AE] — — — —
 Battle Claw [E] — — — —
 Armor: Standard.
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

5 ○○○○○○

BV: 377/54

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 LARGE SUPPORT VEHICLE LOCATION*

TROOPER NUMBER	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

BATTLE ARMOR: POINT 5

Type: SYLPH Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 VTOL MP: 5
Weapons & Equip.
 Micro Pulse Laser 3 [P] — 1 2 3
 Bomb Rack (OS) 2/1 [AE] — — — —
 Battle Claw [E] — — — —
 Armor: Standard.
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

5 ○○○○○○

BV: 377/54

BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: CAVALIER [Laser] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Small Laser 3 [DE] — 1 2 3
 Battle Claw [E] — — — —

Armor: Standard

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

2 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

3 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

4 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

BV: 231/44

BATTLE ARMOR: SQUAD 2

Type: CAVALIER [Laser] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Small Laser 3 [DE] — 1 2 3
 Battle Claw [E] — — — —

Armor: Standard

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

2 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

3 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

4 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

BV: 231/44

BATTLE ARMOR: SQUAD 3

Type: CAVALIER [Laser] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Small Laser 3 [DE] — 1 2 3
 Battle Claw [E] — — — —

Armor: Standard

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

2 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

3 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

4 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

BV: 231/44

BATTLE ARMOR: SQUAD 4

Type: CAVALIER [Laser] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Small Laser 3 [DE] — 1 2 3
 Battle Claw [E] — — — —

Armor: Standard

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

2 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

3 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

4 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

BV: 231/44

BATTLE ARMOR: SQUAD 5

Type: CAVALIER [Laser] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Small Laser 3 [DE] — 1 2 3
 Battle Claw [E] — — — —

Armor: Standard

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

2 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

3 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

4 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

BV: 231/44

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: POINT 1

Type: ELEMENTAL [Laser] Era: Succession Wars
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
Weapons & Equip.
 Small Laser 3 [DE] — 1 2 3
 SRM 2 2/Msl. — 3 6 9
 Ammo [SRM 2]: 2 [M,C,S]
 Battle Claw [E] — — — —
 Armor: Standard
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○○○○○○○

2 ○○○○○○○○○○○

3 ○○○○○○○○○○○

4 ○○○○○○○○○○○

5 ○○○○○○○○○○○

BV: 447/64

BATTLE ARMOR: POINT 2

Type: ELEMENTAL [Laser] Era: Succession Wars
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
Weapons & Equip.
 Small Laser 3 [DE] — 1 2 3
 SRM 2 2/Msl. — 3 6 9
 Ammo [SRM 2]: 2 [M,C,S]
 Battle Claw [E] — — — —
 Armor: Standard
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○○○○○○○

2 ○○○○○○○○○○○

3 ○○○○○○○○○○○

4 ○○○○○○○○○○○

5 ○○○○○○○○○○○

BV: 447/64

BATTLE ARMOR: POINT 3

Type: ELEMENTAL [Laser] Era: Succession Wars
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
Weapons & Equip.
 Small Laser 3 [DE] — 1 2 3
 SRM 2 2/Msl. — 3 6 9
 Ammo [SRM 2]: 2 [M,C,S]
 Battle Claw [E] — — — —
 Armor: Standard
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○○○○○○○

2 ○○○○○○○○○○○

3 ○○○○○○○○○○○

4 ○○○○○○○○○○○

5 ○○○○○○○○○○○

BV: 447/64

BATTLE ARMOR: POINT 4

Type: ELEMENTAL [Laser] Era: Succession Wars
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
Weapons & Equip.
 Small Laser 3 [DE] — 1 2 3
 SRM 2 2/Msl. — 3 6 9
 Ammo [SRM 2]: 2 [M,C,S]
 Battle Claw [E] — — — —
 Armor: Standard
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○○○○○○○

2 ○○○○○○○○○○○

3 ○○○○○○○○○○○

4 ○○○○○○○○○○○

5 ○○○○○○○○○○○

BV: 447/64

BATTLE ARMOR: POINT 5

Type: ELEMENTAL [Laser] Era: Succession Wars
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
Weapons & Equip.
 Small Laser 3 [DE] — 1 2 3
 SRM 2 2/Msl. — 3 6 9
 Ammo [SRM 2]: 2 [M,C,S]
 Battle Claw [E] — — — —
 Armor: Standard
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○○○○○○○

2 ○○○○○○○○○○○

3 ○○○○○○○○○○○

4 ○○○○○○○○○○○

5 ○○○○○○○○○○○

BV: 447/64

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: FA SHIH [Laser] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
Weapons & Equip.
 Small Laser 3 [DE] — 1 2 3
 Magnetic Clamps [E] — — — —
 Mine [E] — — — —
 Ammo (Mine): 2/2/2/2
 Mine Clearance Manipulators[E] — — — —
 Armor: Standard
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○○○○

2 ○○○○○○○○

3 ○○○○○○○○

4 ○○○○○○○○

BV: 229/44 Advanced

BATTLE ARMOR: SQUAD 2

Type: FA SHIH [Laser] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
Weapons & Equip.
 Small Laser 3 [DE] — 1 2 3
 Magnetic Clamps [E] — — — —
 Mine [E] — — — —
 Ammo (Mine): 2/2/2/2
 Mine Clearance Manipulators[E] — — — —
 Armor: Standard
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○○○○

2 ○○○○○○○○

3 ○○○○○○○○

4 ○○○○○○○○

BV: 229/44 Advanced

BATTLE ARMOR: SQUAD 3

Type: FA SHIH [Laser] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
Weapons & Equip.
 Small Laser 3 [DE] — 1 2 3
 Magnetic Clamps [E] — — — —
 Mine [E] — — — —
 Ammo (Mine): 2/2/2/2
 Mine Clearance Manipulators[E] — — — —
 Armor: Standard
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○○○○

2 ○○○○○○○○

3 ○○○○○○○○

4 ○○○○○○○○

BV: 229/44 Advanced

BATTLE ARMOR: SQUAD 4

Type: FA SHIH [Laser] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
Weapons & Equip.
 Small Laser 3 [DE] — 1 2 3
 Magnetic Clamps [E] — — — —
 Mine [E] — — — —
 Ammo (Mine): 2/2/2/2
 Mine Clearance Manipulators[E] — — — —
 Armor: Standard
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○○○○

2 ○○○○○○○○

3 ○○○○○○○○

4 ○○○○○○○○

BV: 229/44 Advanced

BATTLE ARMOR: SQUAD 5

Type: FA SHIH [Laser] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
Weapons & Equip.
 Small Laser 3 [DE] — 1 2 3
 Magnetic Clamps [E] — — — —
 Mine [E] — — — —
 Ammo (Mine): 2/2/2/2
 Mine Clearance Manipulators[E] — — — —
 Armor: Standard
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○○○○

2 ○○○○○○○○

3 ○○○○○○○○

4 ○○○○○○○○

BV: 229/44 Advanced

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units



BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: GRAY DEATH STANDARD [Laser] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Small Laser 3 [DE] — 1 2 3
 Improved Sensors [E] — — — 2
 Battle Claw [E] — — — —
 Armor: Standard
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

2 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

3 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

4 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

BV: 225/43

BATTLE ARMOR: SQUAD 2

Type: GRAY DEATH STANDARD [Laser] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Small Laser 3 [DE] — 1 2 3
 Improved Sensors [E] — — — 2
 Battle Claw [E] — — — —
 Armor: Standard
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

2 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

3 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

4 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

BV: 225/43

BATTLE ARMOR: SQUAD 3

Type: GRAY DEATH STANDARD [Laser] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Small Laser 3 [DE] — 1 2 3
 Improved Sensors [E] — — — 2
 Battle Claw [E] — — — —
 Armor: Standard
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

2 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

3 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

4 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

BV: 225/43

BATTLE ARMOR: SQUAD 4

Type: GRAY DEATH STANDARD [Laser] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Small Laser 3 [DE] — 1 2 3
 Improved Sensors [E] — — — 2
 Battle Claw [E] — — — —
 Armor: Standard
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

2 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

3 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

4 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

BV: 225/43

BATTLE ARMOR: SQUAD 5

Type: GRAY DEATH STANDARD [Laser] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Small Laser 3 [DE] — 1 2 3
 Improved Sensors [E] — — — 2
 Battle Claw [E] — — — —
 Armor: Standard
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

2 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

3 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

4 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

BV: 225/43

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: INFILTRATOR MK. II Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
Weapons & Equip.
 Magshot Gauss Rifle 2 [DB] — 3 6 9
 ECM Suite [E] — — — 1
 Parafoil [E] — — — —
 Basic Manipulator (2) [E] — — — —
 Armor: Standard Stealth [+1/+1/+2]
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 253/49

BATTLE ARMOR: SQUAD 2

Type: INFILTRATOR MK. II Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
Weapons & Equip.
 Magshot Gauss Rifle 2 [DB] — 3 6 9
 ECM Suite [E] — — — 1
 Parafoil [E] — — — —
 Basic Manipulator (2) [E] — — — —
 Armor: Standard Stealth [+1/+1/+2]
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 253/49

BATTLE ARMOR: SQUAD 3

Type: INFILTRATOR MK. II Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
Weapons & Equip.
 Magshot Gauss Rifle 2 [DB] — 3 6 9
 ECM Suite [E] — — — 1
 Parafoil [E] — — — —
 Basic Manipulator (2) [E] — — — —
 Armor: Standard Stealth [+1/+1/+2]
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 253/49

BATTLE ARMOR: SQUAD 4

Type: INFILTRATOR MK. II Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
Weapons & Equip.
 Magshot Gauss Rifle 2 [DB] — 3 6 9
 ECM Suite [E] — — — 1
 Parafoil [E] — — — —
 Basic Manipulator (2) [E] — — — —
 Armor: Standard Stealth [+1/+1/+2]
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 253/49

BATTLE ARMOR: SQUAD 5

Type: INFILTRATOR MK. II Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
Weapons & Equip.
 Magshot Gauss Rifle 2 [DB] — 3 6 9
 ECM Suite [E] — — — 1
 Parafoil [E] — — — —
 Basic Manipulator (2) [E] — — — —
 Armor: Standard Stealth [+1/+1/+2]
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 253/49

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: I.S. STANDARD [Laser] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Small Laser 3 [DE] — 1 2 3
 Battle Claw [E] — — — —

Armor: Standard

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 231/44

BATTLE ARMOR: SQUAD 2

Type: I.S. STANDARD [Laser] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Small Laser 3 [DE] — 1 2 3
 Battle Claw [E] — — — —

Armor: Standard

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 231/44

BATTLE ARMOR: SQUAD 3

Type: I.S. STANDARD [Laser] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Small Laser 3 [DE] — 1 2 3
 Battle Claw [E] — — — —

Armor: Standard

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 231/44

BATTLE ARMOR: SQUAD 4

Type: I.S. STANDARD [Laser] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Small Laser 3 [DE] — 1 2 3
 Battle Claw [E] — — — —

Armor: Standard

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 231/44

BATTLE ARMOR: SQUAD 5

Type: I.S. STANDARD [Laser] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Small Laser 3 [DE] — 1 2 3
 Battle Claw [E] — — — —

Armor: Standard

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 231/44

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: LONGINUS [Laser] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3*
Weapons & Equip.
 Small Laser 3 [DE] — 1 2 3
 SRM 2 (OS)* 2/Msl — 3 6 9
 [M,C,S]
 *Must Detach missile pack to use Jump, Swarm or Anti-Mech.
 Battle Claw [E] — — — —
 Armor: Advanced.
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

2 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

3 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

4 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

BV: 247/47

BATTLE ARMOR: SQUAD 2

Type: LONGINUS [Laser] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3*
Weapons & Equip.
 Small Laser 3 [DE] — 1 2 3
 SRM 2 (OS)* 2/Msl — 3 6 9
 [M,C,S]
 *Must Detach missile pack to use Jump, Swarm or Anti-Mech.
 Battle Claw [E] — — — —
 Armor: Advanced.
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

2 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

3 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

4 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

BV: 247/47

BATTLE ARMOR: SQUAD 3

Type: LONGINUS [Laser] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3*
Weapons & Equip.
 Small Laser 3 [DE] — 1 2 3
 SRM 2 (OS)* 2/Msl — 3 6 9
 [M,C,S]
 *Must Detach missile pack to use Jump, Swarm or Anti-Mech.
 Battle Claw [E] — — — —
 Armor: Advanced.
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

2 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

3 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

4 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

BV: 247/47

BATTLE ARMOR: SQUAD 4

Type: LONGINUS [Laser] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3*
Weapons & Equip.
 Small Laser 3 [DE] — 1 2 3
 SRM 2 (OS)* 2/Msl — 3 6 9
 [M,C,S]
 *Must Detach missile pack to use Jump, Swarm or Anti-Mech.
 Battle Claw [E] — — — —
 Armor: Advanced.
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

2 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

3 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

4 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

BV: 247/47

BATTLE ARMOR: SQUAD 5

Type: LONGINUS [Laser] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3*
Weapons & Equip.
 Small Laser 3 [DE] — 1 2 3
 SRM 2 (OS)* 2/Msl — 3 6 9
 [M,C,S]
 *Must Detach missile pack to use Jump, Swarm or Anti-Mech.
 Battle Claw [E] — — — —
 Armor: Advanced.
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

2 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

3 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

4 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

BV: 247/47

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: PURIFIER [Laser] Era: _____
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 ER Small Laser 2 [DE] — 2 4 5
 Battle Claw [E] — — — —

Armor: Mimetic (+3/+2/+1)
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ○○○○○○
 2 ○○○○○○
 3 ○○○○○○
 4 ○○○○○○
 5 ○○○○○○
 6 ○○○○○○
 BV: 466/52

BATTLE ARMOR: SQUAD 2

Type: PURIFIER [Laser] Era: _____
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 ER Small Laser 2 [DE] — 2 4 5
 Battle Claw [E] — — — —

Armor: Mimetic (+3/+2/+1)
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ○○○○○○
 2 ○○○○○○
 3 ○○○○○○
 4 ○○○○○○
 5 ○○○○○○
 6 ○○○○○○
 BV: 466/52

BATTLE ARMOR: SQUAD 3

Type: PURIFIER [Laser] Era: _____
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 ER Small Laser 2 [DE] — 2 4 5
 Battle Claw [E] — — — —

Armor: Mimetic (+3/+2/+1)
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ○○○○○○
 2 ○○○○○○
 3 ○○○○○○
 4 ○○○○○○
 5 ○○○○○○
 6 ○○○○○○
 BV: 466/52

BATTLE ARMOR: SQUAD 4

Type: PURIFIER [Laser] Era: _____
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 ER Small Laser 2 [DE] — 2 4 5
 Battle Claw [E] — — — —

Armor: Mimetic (+3/+2/+1)
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ○○○○○○
 2 ○○○○○○
 3 ○○○○○○
 4 ○○○○○○
 5 ○○○○○○
 6 ○○○○○○
 BV: 466/52

BATTLE ARMOR: SQUAD 5

Type: PURIFIER [Laser] Era: _____
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 ER Small Laser 2 [DE] — 2 4 5
 Battle Claw [E] — — — —

Armor: Mimetic (+3/+2/+1)
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ○○○○○○
 2 ○○○○○○
 3 ○○○○○○
 4 ○○○○○○
 5 ○○○○○○
 6 ○○○○○○
 BV: 466/52

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

BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: RAIDEN [Laser] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Small Laser 3 [DE] — 1 2 3
 Battle Claw [E] — — — —

Armor: Standard
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 231/44

BATTLE ARMOR: SQUAD 2

Type: RAIDEN [Laser] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Small Laser 3 [DE] — 1 2 3
 Battle Claw [E] — — — —

Armor: Standard
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 231/44

BATTLE ARMOR: SQUAD 3

Type: RAIDEN [Laser] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Small Laser 3 [DE] — 1 2 3
 Battle Claw [E] — — — —

Armor: Standard
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 231/44

BATTLE ARMOR: SQUAD 4

Type: RAIDEN [Laser] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Small Laser 3 [DE] — 1 2 3
 Battle Claw [E] — — — —

Armor: Standard
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 231/44

BATTLE ARMOR: SQUAD 5

Type: RAIDEN [Laser] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Small Laser 3 [DE] — 1 2 3
 Battle Claw [E] — — — —

Armor: Standard
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 231/44

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: POINT 1

Type: SALAMANDER Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
Weapons & Equip.
 Flamer 2 [DE,H,AI] — 1 2 3
 Flamer 2 [DE,H,AI] — 1 2 3
 SRM 1 (OS) 2/Msl.[M,C,S] — 3 6 9
 Magnetic Claws (2) [E] — — — —
 Armor: Fire Resistant
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ○○○○○○○○
 2 ○○○○○○○○
 3 ○○○○○○○○
 4 ○○○○○○○○
 5 ○○○○○○○○
 BV: 372/53

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

BATTLE ARMOR: POINT 2

Type: SALAMANDER Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
Weapons & Equip.
 Flamer 2 [DE,H,AI] — 1 2 3
 Flamer 2 [DE,H,AI] — 1 2 3
 SRM 1 (OS) 2/Msl.[M,C,S] — 3 6 9
 Magnetic Claws (2) [E] — — — —
 Armor: Fire Resistant
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ○○○○○○○○
 2 ○○○○○○○○
 3 ○○○○○○○○
 4 ○○○○○○○○
 5 ○○○○○○○○
 BV: 372/53

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

BATTLE ARMOR: POINT 3

Type: SALAMANDER Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
Weapons & Equip.
 Flamer 2 [DE,H,AI] — 1 2 3
 Flamer 2 [DE,H,AI] — 1 2 3
 SRM 1 (OS) 2/Msl.[M,C,S] — 3 6 9
 Magnetic Claws (2) [E] — — — —
 Armor: Fire Resistant
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ○○○○○○○○
 2 ○○○○○○○○
 3 ○○○○○○○○
 4 ○○○○○○○○
 5 ○○○○○○○○
 BV: 372/53

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

BATTLE ARMOR: POINT 4

Type: SALAMANDER Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump MP: 3
Weapons & Equip.
 Flamer 2 [DE,H,AI] — 1 2 3
 Flamer 2 [DE,H,AI] — 1 2 3
 SRM 1 (OS) 2/Msl.[M,C,S] — 3 6 9
 Magnetic Claws (2) [E] — — — —
 Armor: Fire Resistant
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ○○○○○○○○
 2 ○○○○○○○○
 3 ○○○○○○○○
 4 ○○○○○○○○
 5 ○○○○○○○○
 BV: 372/53

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: POINT 1

Type: UNDIS
Era: Clan Invasion
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1 UMU MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
ER Micro Laser 2 [DE] — 1 2 3
LRM 5 (OS) 1/Msl. — 7 14 21
[M,C,S]
Searchlight [E] — — — 9
Battle Claw [E] — — — —
Armor: Standard. Leg attacks only on 'Mechs in water.
Mechanized: ☒ Swarm: ☐ Leg: ☒ AP: ☐

1 ○○○○○○○○

2 ○○○○○○○○

3 ○○○○○○○○

4 ○○○○○○○○

5 ○○○○○○○○

BV: 271/39

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

BATTLE ARMOR: POINT 2

Type: UNDIS
Era: Clan Invasion
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1 UMU MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
ER Micro Laser 2 [DE] — 1 2 3
LRM 5 (OS) 1/Msl. — 7 14 21
[M,C,S]
Searchlight [E] — — — 9
Battle Claw [E] — — — —
Armor: Standard. Leg attacks only on 'Mechs in water.
Mechanized: ☒ Swarm: ☐ Leg: ☒ AP: ☐

1 ○○○○○○○○

2 ○○○○○○○○

3 ○○○○○○○○

4 ○○○○○○○○

5 ○○○○○○○○

BV: 271/39

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

BATTLE ARMOR: POINT 3

Type: UNDIS
Era: Clan Invasion
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1 UMU MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
ER Micro Laser 2 [DE] — 1 2 3
LRM 5 (OS) 1/Msl. — 7 14 21
[M,C,S]
Searchlight [E] — — — 9
Battle Claw [E] — — — —
Armor: Standard. Leg attacks only on 'Mechs in water.
Mechanized: ☒ Swarm: ☐ Leg: ☒ AP: ☐

1 ○○○○○○○○

2 ○○○○○○○○

3 ○○○○○○○○

4 ○○○○○○○○

5 ○○○○○○○○

BV: 271/39

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

BATTLE ARMOR: POINT 4

Type: UNDIS
Era: Clan Invasion
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1 UMU MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
ER Micro Laser 2 [DE] — 1 2 3
LRM 5 (OS) 1/Msl. — 7 14 21
[M,C,S]
Searchlight [E] — — — 9
Battle Claw [E] — — — —
Armor: Standard. Leg attacks only on 'Mechs in water.
Mechanized: ☒ Swarm: ☐ Leg: ☒ AP: ☐

1 ○○○○○○○○

2 ○○○○○○○○

3 ○○○○○○○○

4 ○○○○○○○○

5 ○○○○○○○○

BV: 271/39

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





BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: POINT 1

Type: GNOME	Era: Clan Invasion				
Gunnery Skill: _____	Anti-Mech Skill: _____				
Ground MP: 1	Jump MP: 2				
Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ER Small Laser	5 [DE]	—	2	4	6
Advanced SRM 2	2/Msl.	—	4	8	12
Ammo [Adv. SRM 2]: 2	[M,C]				
Heavy Battle Claw	[E]	—	—	—	—
Armor: Standard.					
Mechanized: ☒	Swarm: ☐	Leg: ☐	AP: ☐		

BV: 581/83

BATTLE ARMOR: POINT 2

Type: Gnome	Era: Clan Invasion				
Gunnery Skill: _____	Anti-Mech Skill: _____				
Ground MP: 1	Jump MP: 2				
Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ER Small Laser	5 [DE]	—	2	4	6
Advanced SRM 2	2/Msl.	—	4	8	12
Ammo [Adv. SRM 2]: 2	[M,C]				
Heavy Battle Claw	[E]	—	—	—	—
Armor: Standard.					
Mechanized: ☒	Swarm: ☐	Leg: ☐	AP: ☐		

BV: 581/83

BATTLE ARMOR: POINT 3

Type: GNOME	Era: Clan Invasion				
Gunnery Skill: _____	Anti-Mech Skill: _____				
Ground MP: 1	Jump MP: 2				
Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ER Small Laser	5 [DE]	—	2	4	6
Advanced SRM 2	2/Msl.	—	4	8	12
Ammo [Adv. SRM 2]: 2	[M,C]				
Heavy Battle Claw	[E]	—	—	—	—
Armor: Standard.					
Mechanized: ☒	Swarm: ☐	Leg: ☐	AP: ☐		

BV: 581/83

BATTLE ARMOR: POINT 4

Type: GNOME		Era: Clan Invasion			
Gunnery Skill: _____		Anti-Mech Skill: _____			
Ground MP: 1		Jump MP: 2			
Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ER Small Laser	5 [DE]	—	2	4	6
Advanced SRM 2	2/[Msl.	—	4	8	12
Ammo [Adv. SRM 2]: 2	[M,C]				
Heavy Battle Claw	[E]	—	—	—	—
Armor: Standard.					
Mechanized: ☒	Swarm: ☐	Leg: ☐	AP: ☐		

BV: 581/83

BATTLE ARMOR: POINT 5

Type: GNOME		Era: Clan Invasion				
Gunnery Skill: _____		Anti-Mech Skill: _____				
Ground MP: 1		Jump MP: 2				
Weapons & Equip.		Dmg	Min	Sht	Med	Lng
ER Small Laser		5 [DE]	—	2	4	6
Advanced SRM 2		2/Msl.	—	4	8	12
Ammo [Adv. SRM 2]: 2		[M,C]				
Heavy Battle Claw		[E]	—	—	—	—
Armor: Standard.						
Mechanized: ☒		Swarm: ☐	Leg: ☐	AP: ☐		

BV: 581/83

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	-1
--------------------	----

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: SLOTH Era: Clan Invasion
Gunnery Skill: _____ Anti-'Mech Skill: _____
Ground MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
Small Laser 3 [DE] — 3 6 9
Small Laser 3 [DE] — 3 6 9
Pop-up Mine 4 [DB] — — — 0
Ammo (Mine): 1
Armor: Standard.
Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 180/35

BATTLE ARMOR: SQUAD 2

Type: SLOTH Era: Clan Invasion
Gunnery Skill: _____ Anti-'Mech Skill: _____
Ground MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
Small Laser 3 [DE] — 3 6 9
Small Laser 3 [DE] — 3 6 9
Pop-up Mine 4 [DB] — — — 0
Ammo (Mine): 1
Armor: Standard.
Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 180/35

BATTLE ARMOR: SQUAD 3

Type: SLOTH Era: Clan Invasion
Gunnery Skill: _____ Anti-'Mech Skill: _____
Ground MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
Small Laser 3 [DE] — 3 6 9
Small Laser 3 [DE] — 3 6 9
Pop-up Mine 4 [DB] — — — 0
Ammo (Mine): 1
Armor: Standard.
Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 180/35

BATTLE ARMOR: SQUAD 4

Type: SLOTH Era: Clan Invasion
Gunnery Skill: _____ Anti-'Mech Skill: _____
Ground MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
Small Laser 3 [DE] — 3 6 9
Small Laser 3 [DE] — 3 6 9
Pop-up Mine 4 [DB] — — — 0
Ammo (Mine): 1
Armor: Standard.
Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 180/35

BATTLE ARMOR: SQUAD 5

Type: SLOTH Era: Clan Invasion
Gunnery Skill: _____ Anti-'Mech Skill: _____
Ground MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
Small Laser 3 [DE] — 3 6 9
Small Laser 3 [DE] — 3 6 9
Pop-up Mine 4 [DB] — — — 0
Ammo (Mine): 1
Armor: Standard.
Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 180/35

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: FENRIR Era: Clan Invasion
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 4
Weapons & Equip. Dmg Min Sht Med Lng
Medium Pulse Laser 6 [P] — 2 4 6

Armor: Standard

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 304/58

BATTLE ARMOR: SQUAD 2

Type: FENRIR Era: Clan Invasion
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 4
Weapons & Equip. Dmg Min Sht Med Lng
Medium Pulse Laser 6 [P] — 2 4 6

Armor: Standard

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 304/58

BATTLE ARMOR: SQUAD 3

Type: FENRIR Era: Clan Invasion
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 4
Weapons & Equip. Dmg Min Sht Med Lng
Medium Pulse Laser 6 [P] — 2 4 6

Armor: Standard

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 304/58

BATTLE ARMOR: SQUAD 4

Type: FENRIR Era: Clan Invasion
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 4
Weapons & Equip. Dmg Min Sht Med Lng
Medium Pulse Laser 6 [P] — 2 4 6

Armor: Standard

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 304/58

BATTLE ARMOR: SQUAD 5

Type: FENRIR Era: Clan Invasion
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 4
Weapons & Equip. Dmg Min Sht Med Lng
Medium Pulse Laser 6 [P] — 2 4 6

Armor: Standard

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 304/58

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

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: KANAZUCHI Era: Clan Invasion
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
Weapons & Equip.
 Medium Laser 5 [DE] — 3 6 9
 SRM 2 (OS) 2/Msl. [M,C] — 3 6 9
 SRM 2 (OS) 2/Msl. [M,C] — 3 6 9
 Heavy Battle Claw [E] — — — —
 Armor: Standard.
 Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☒

1 ○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○

BV: 370/72

BATTLE ARMOR: SQUAD 2

Type: KANAZUCHI Era: Clan Invasion
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
Weapons & Equip.
 Medium Laser 5 [DE] — 3 6 9
 SRM 2 (OS) 2/Msl. [M,C] — 3 6 9
 SRM 2 (OS) 2/Msl. [M,C] — 3 6 9
 Heavy Battle Claw [E] — — — —
 Armor: Standard.
 Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☒

1 ○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○

BV: 370/72

BATTLE ARMOR: SQUAD 3

Type: KANAZUCHI Era: Clan Invasion
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
Weapons & Equip.
 Medium Laser 5 [DE] — 3 6 9
 SRM 2 (OS) 2/Msl. [M,C] — 3 6 9
 SRM 2 (OS) 2/Msl. [M,C] — 3 6 9
 Heavy Battle Claw [E] — — — —
 Armor: Standard.
 Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☒

1 ○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○

BV: 370/72

BATTLE ARMOR: SQUAD 4

Type: KANAZUCHI Era: Clan Invasion
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
Weapons & Equip.
 Medium Laser 5 [DE] — 3 6 9
 SRM 2 (OS) 2/Msl. [M,C] — 3 6 9
 SRM 2 (OS) 2/Msl. [M,C] — 3 6 9
 Heavy Battle Claw [E] — — — —
 Armor: Standard.
 Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☒

1 ○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○

BV: 370/72

BATTLE ARMOR: SQUAD 5

Type: KANAZUCHI Era: Clan Invasion
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1
Weapons & Equip.
 Medium Laser 5 [DE] — 3 6 9
 SRM 2 (OS) 2/Msl. [M,C] — 3 6 9
 SRM 2 (OS) 2/Msl. [M,C] — 3 6 9
 Heavy Battle Claw [E] — — — —
 Armor: Standard.
 Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☒

1 ○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○

BV: 370/72

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH

V.T.O.L. VEHICLE RECORD SHEET

VEHICLE DATA

Type: **SPRINT SCOUT HELICOPTER**

Movement Points: Tonnage: 10
 Cruising: 13 Tech Base: Inner Sphere
 Flank: 20 Clan Invasion
 Movement Type: V.T.O.L.
 Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

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

BV: 82

CREW DATA

Crew: 1
 Gunnery Skill: _____ Driving Skill: _____
 Co-Pilot Hit ☐ +1 Pilot Hit ☐ +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

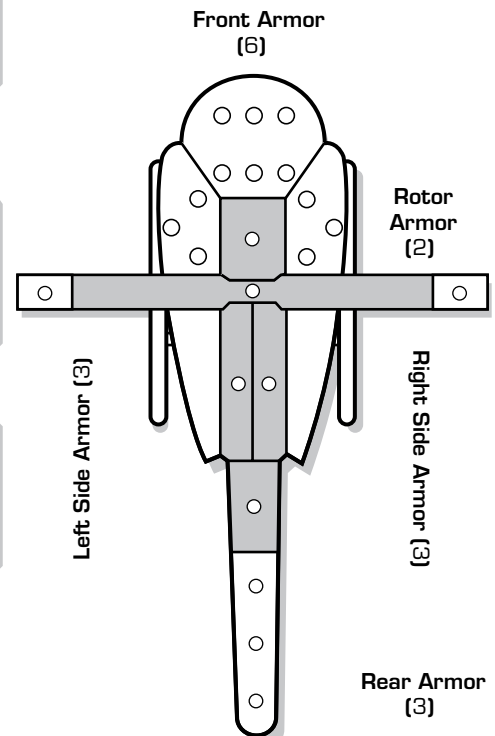
Flight Stabilizer* ☐ +3 Engine Hit ☐
 Sensor Hits ☐ +1 ☐ +2 ☐ +3 ☐ 0
 Stabilizers
 Front ☐ Left ☐ Right ☐ Rear ☐
*Move at Cruising speed only



VTOL ELEVATION TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Elevation																				

ARMOR DIAGRAM



BATTLETECH

HOVER VEHICLE RECORD SHEET

VEHICLE DATA

Type: **MAULTIER HOVER APC**

Movement Points: Tonnage: 15
 Cruising: 9 Tech Base: Inner Sphere
 Flank: 14 Star League
 Movement Type: Hover
 Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

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

Ammo: (Streak SRM 2) 50

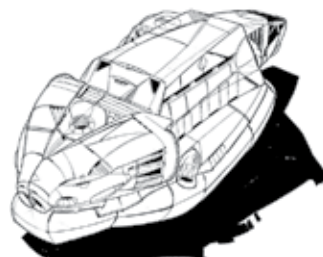
BV: 209

CREW DATA

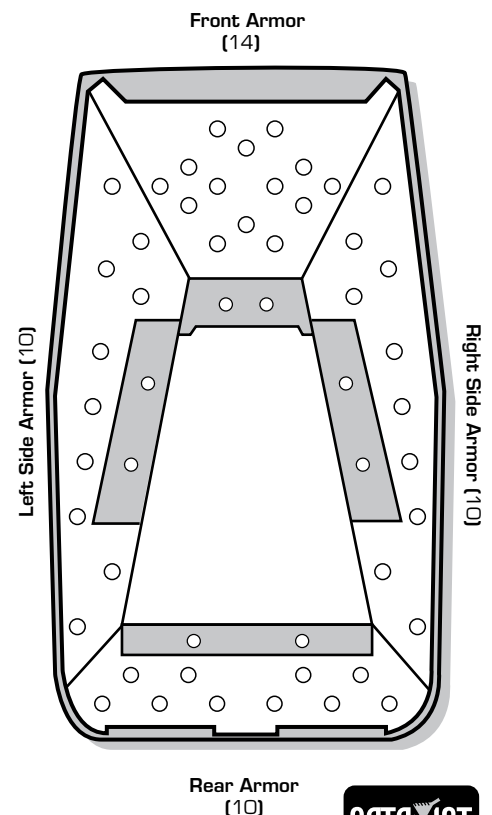
Crew: 1
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit ☐ +1 Driver Hit ☐ +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Engine Hit ☐
 Sensor Hits ☐ +1 ☐ +2 ☐ +3 ☐ 0
 Motive System Hits ☐ +1 ☐ +2 ☐ +3
 Stabilizers
 Front ☐ Left ☐ Right ☐
 Rear ☐



ARMOR DIAGRAM



BATTLETECH

V.T.O.L. VEHICLE RECORD SHEET

VEHICLE DATA

Type: **WARRIOR H-8 ATTACK HELICOPTER**

Movement Points: Tonnage: 20
 Cruising: 10 Tech Base: Inner Sphere
 Flank: 15 Clan Invasion
 Movement Type: V.T.O.L.
 Engine Type: Fusion

Weapons & Equipment Inventory		(hexes)					
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LRM 5	FR	1/Msl. [M,C,S]	6	7	14	21
2	Streak SRM 2	FR	2/Msl. [M,C]	—	3	6	9

Ammo: (Streak SRM 2) 50, (LRM 5) 24

BV: 419

CREW DATA

Crew: 2
 Gunnery Skill: _____ Driving Skill: _____
 Co-Pilot Hit ☐ +1 Pilot Hit ☐ +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

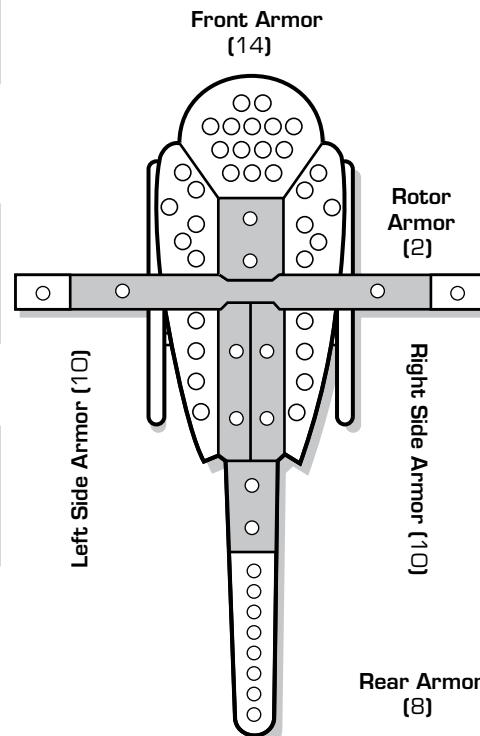
Flight Stabilizer* ☐ +3 Engine Hit ☐
 Sensor Hits ☐ +1 ☐ +2 ☐ +3 ☐ D
 Stabilizers
 Front ☐ Left ☐ Right ☐ Rear ☐
 *Move at Cruising speed only



VTOL ELEVATION TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Elevation																				

ARMOR DIAGRAM



BATTLETECH

HOVER VEHICLE RECORD SHEET

VEHICLE DATA

Type: **BLIZZARD HOVER TRANSPORT**

Movement Points: Tonnage: 25
 Cruising: 9 Tech Base: Inner Sphere
 Flank: 14 [Intro] Clan Invasion
 Movement Type: Hover
 Engine Type: I.C.E.

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

Ammo: (LRM 5) 24

BV: 277

CREW DATA

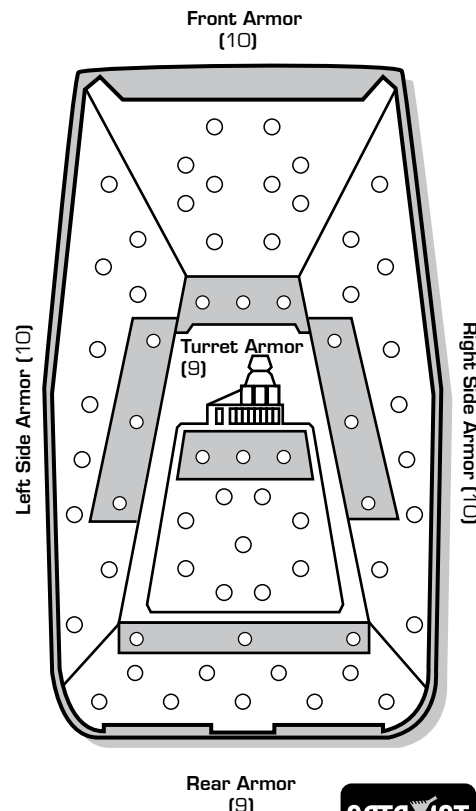
Crew: 2
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit ☐ +1 Driver Hit ☐ +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



BATTLETECH

V.T.O.L. VEHICLE RECORD SHEET

VEHICLE DATA

Type: CAVALRY ATTACK HELICOPTER

Movement Points: Tonnage: 25
 Cruising: 10 Tech Base: Inner Sphere
 Flank: 15 [Intro]
 Movement Type: V.T.O.L. Clan Invasion
 Engine Type: I.C.E.

Weapons & Equipment Inventory		(hexes)					
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
3	SRM 2	FR	2/Msl. [M,C,S]	—	3	6	9
1	SRM 6	FR	2/Msl. [M,C,S]	—	3	6	9

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

BV: 503

CREW DATA

Crew: 2
 Gunnery Skill: _____ Driving Skill: _____
 Co-Pilot Hit ☐ +1 Pilot Hit ☐ +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

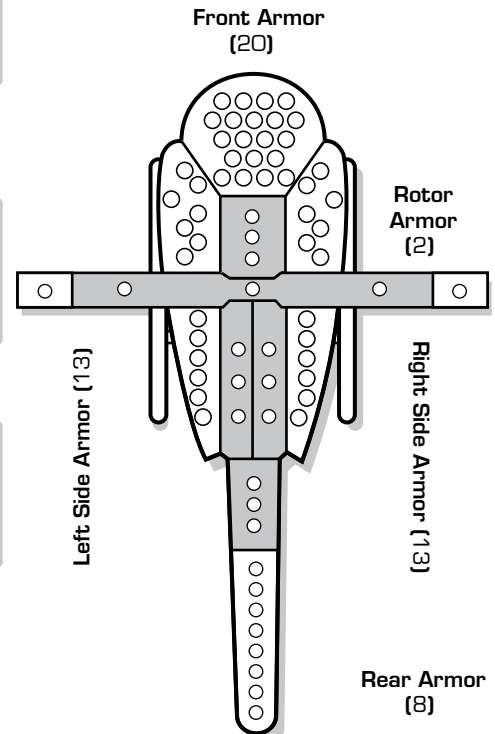
Flight Stabilizer* ☐ +3 Engine Hit ☐
 Sensor Hits ☐ +1 ☐ +2 ☐ +3 ☐ 0
 Stabilizers
 Front ☐ Left ☐ Right ☐ Rear ☐
 *Move at Cruising speed only



VTOL ELEVATION TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Elevation																				

ARMOR DIAGRAM



BATTLETECH

V.T.O.L. VEHICLE RECORD SHEET

VEHICLE DATA

Type: KESTREL VTOL

Movement Points: Tonnage: 25
 Cruising: 12 Tech Base: Inner Sphere
 Flank: 18 [Intro]
 Movement Type: V.T.O.L. Succession Wars
 Engine Type: I.C.E.

Weapons & Equipment Inventory		(hexes)					
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (3.5 tons)	BD	[E]	—	—	—	—
2	Machine Gun	FR	2 [DB, AI]	—	1	2	3

Ammo: (Machine Gun) 100

BV: 155

CREW DATA

Crew: 2
 Gunnery Skill: _____ Driving Skill: _____
 Co-Pilot Hit ☐ +1 Pilot Hit ☐ +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

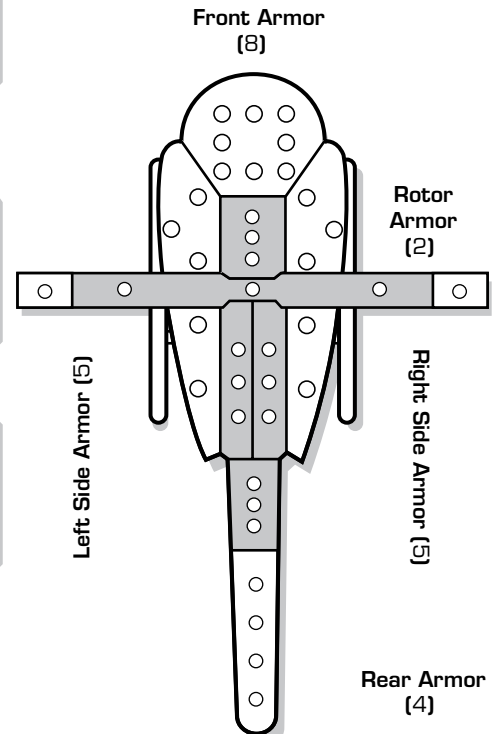
Flight Stabilizer* ☐ +3 Engine Hit ☐
 Sensor Hits ☐ +1 ☐ +2 ☐ +3 ☐ 0
 Stabilizers
 Front ☐ Left ☐ Right ☐ Rear ☐
 *Move at Cruising speed only



VTOL ELEVATION TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Elevation																				

ARMOR DIAGRAM



BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: **BADGER TRACKED TRANSPORT PRIME**

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

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

Ammo: (SRM 2) 50

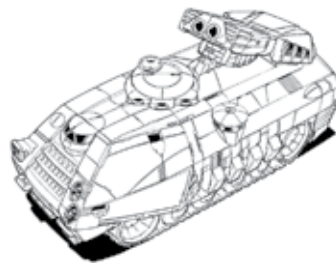
BV: 549

CREW DATA

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

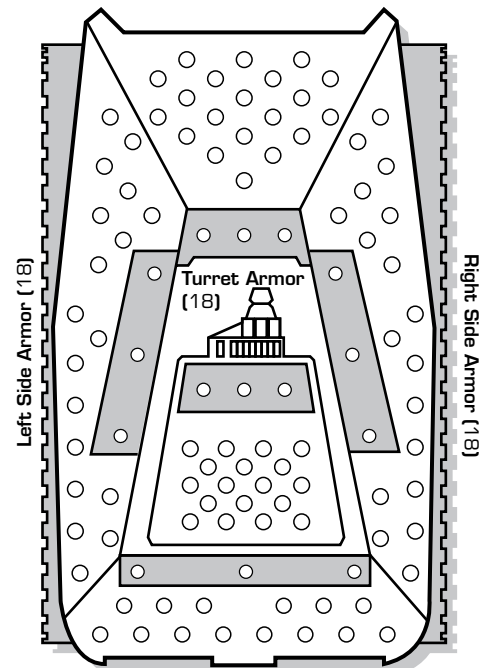
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor (20)



Rear Armor (14)



BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: **GAL-102 GALLEON LIGHT TANK**

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

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

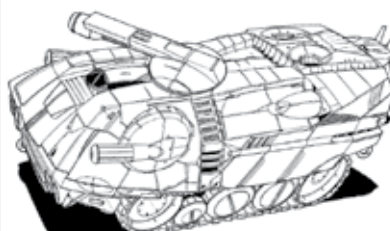
BV: 651

CREW DATA

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

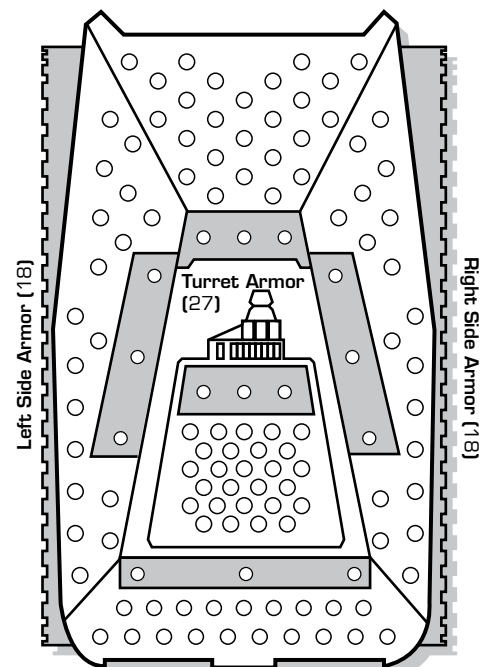
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor (25)



Rear Armor (19)



BATTLETECH™

V.T.O.L. VEHICLE RECORD SHEET

VEHICLE DATA

Type: KARNOV UR TRANSPORT [3055 Upgrade]

Movement Points: Tonnage: 30
 Cruising: 10 Tech Base: Inner Sphere
 Flank: 15 Clan Invasion
 Movement Type: V.T.O.L.
 Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

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

Ammo: (Machine Gun) 200

BV: 152

CREW DATA

Crew: 2
 Gunnery Skill: _____ Driving Skill: _____
 Co-Pilot Hit ☐ +1 Pilot Hit ☐ +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

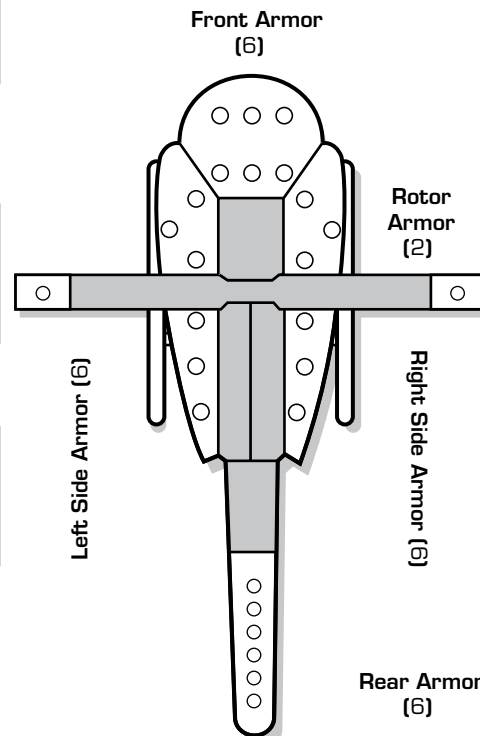
Flight Stabilizer* ☐ +3 Engine Hit ☐
 Sensor Hits ☐ +1 ☐ +2 ☐ +3 ☐ D
 Stabilizers
 Front ☐ Left ☐ Right ☐ Rear ☐
 *Move at Cruising speed only



VTOL ELEVATION TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Elevation																				

ARMOR DIAGRAM



BATTLETECH™

V.T.O.L. VEHICLE RECORD SHEET

VEHICLE DATA

Type: PEREGRINE ATTACK VTOL

Movement Points: Tonnage: 30
 Cruising: 12 Tech Base: Inner Sphere
 Flank: 18 [Intro]
 Movement Type: V.T.O.L. Succession
 Engine Type: Fusion Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Machine Gun	FR	2 [DB, AI]	—	1	2	3
1	SRM 4	RS	2/Msl. [M, C, S]	—	3	6	9
1	SRM 4	LS	2/Msl. [M, C, S]	—	3	6	9

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

BV: 344

CREW DATA

Crew: 2
 Gunnery Skill: _____ Driving Skill: _____
 Co-Pilot Hit ☐ +1 Pilot Hit ☐ +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

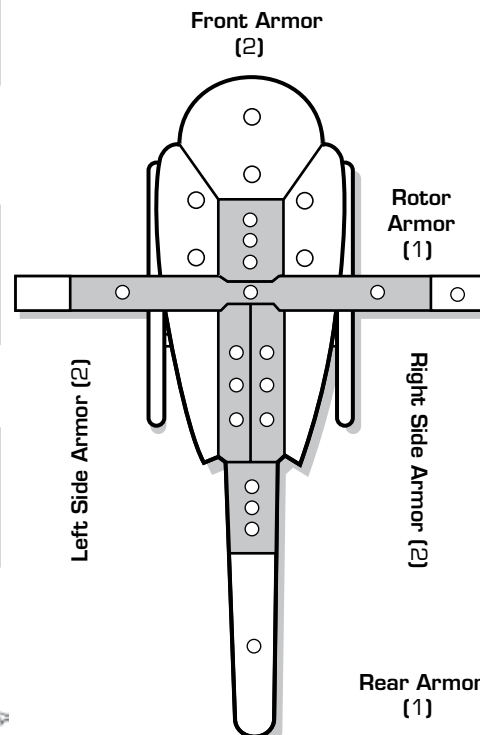
Flight Stabilizer* ☐ +3 Engine Hit ☐
 Sensor Hits ☐ +1 ☐ +2 ☐ +3 ☐ D
 Stabilizers
 Front ☐ Left ☐ Right ☐ Rear ☐
 *Move at Cruising speed only



VTOL ELEVATION TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Elevation																				

ARMOR DIAGRAM



BATTLETECH™

V.T.O.L. VEHICLE RECORD SHEET

VEHICLE DATA

Type: **YELLOW JACKET GUNSHIP**

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

Weapons & Equipment Inventory (hexes)

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

Ammo: (Gause) 16

BV: 782

CREW DATA

Crew: 2
 Gunnery Skill: _____ Driving Skill: _____
 Co-Pilot Hit ☐ +1 Pilot Hit ☐ +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

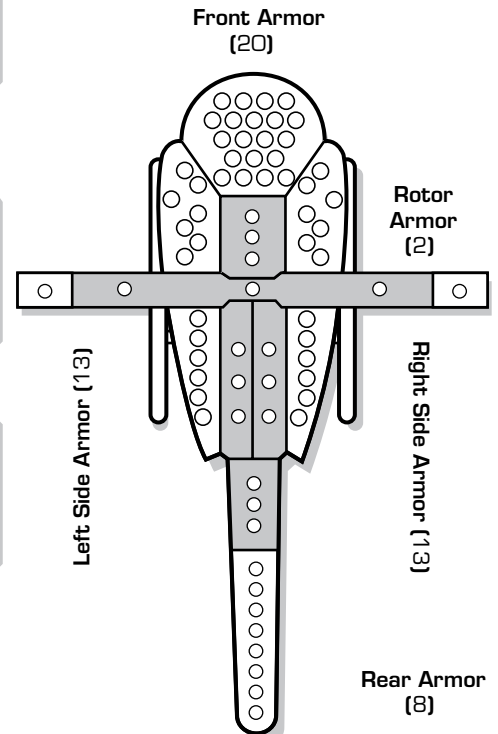
Flight Stabilizer* ☐ +3 Engine Hit ☐
 Sensor Hits ☐ +1 ☐ +2 ☐ +3 ☐ 0
 Stabilizers
 Front ☐ Left ☐ Right ☐ Rear ☐
 *Move at Cruising speed only



VTOL ELEVATION TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Elevation																				

ARMOR DIAGRAM



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BATTLETECH™

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: **HUNTER LIGHT SUPPORT TANK (3054 UPGRADE)**

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

Weapons & Equipment Inventory (hexes)

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

Ammo: (LRM 15 Artemis) 16

BV: 641

CREW DATA

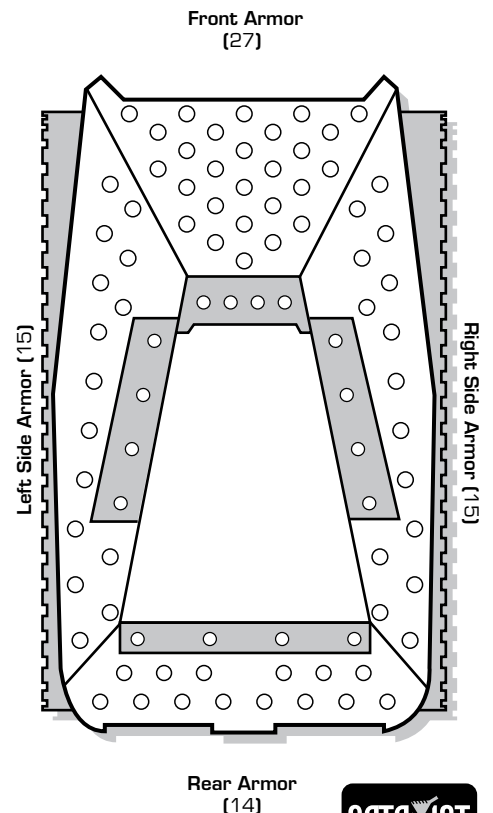
Crew: 3
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit ☐ +1 Driver Hit ☐ +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Engine Hit ☐
 Sensor Hits ☐ +1 ☐ +2 ☐ +3 ☐ 0
 Motive System Hits ☐ +1 ☐ +2 ☐ +3
 Stabilizers
 Front ☐ Left ☐ Right ☐
 Rear ☐



ARMOR DIAGRAM



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BATTLETECH

HOVER VEHICLE RECORD SHEET

VEHICLE DATA

Type: PEGASUS SUPPORT HOVER TANK [3058 UPGRADE]

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

Weapons & Equipment Inventory (hexes)

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

Ammo: (SRM 6) 15

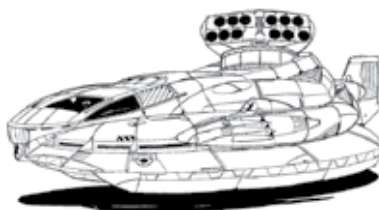
BV: 706

CREW DATA

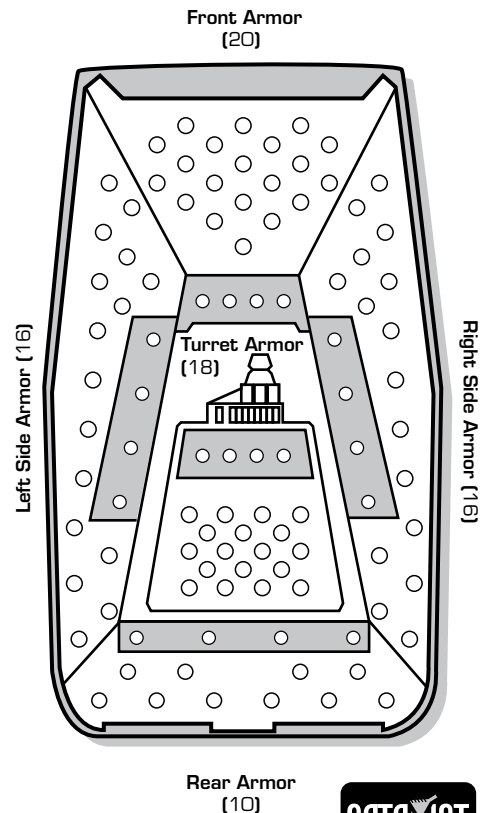
Crew: 3
 Gunnery Skill: — Driving Skill: —
 Commander Hit +1 Driver Hit +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



BATTLETECH

HOVER VEHICLE RECORD SHEET

VEHICLE DATA

Type: PLAINSMAN MEDIUM HOVERTANK

Movement Points: Tonnage: 35
 Cruising: 9 Tech Base: Inner Sphere
 Flank: 14 [Intro]
 Movement Type: Hover Succession
 Engine Type: I.C.E. Wars

Weapons & Equipment Inventory (hexes)

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

Ammo: (SRM 2) 50, (SRM 6) 30

BV: 600

CREW DATA

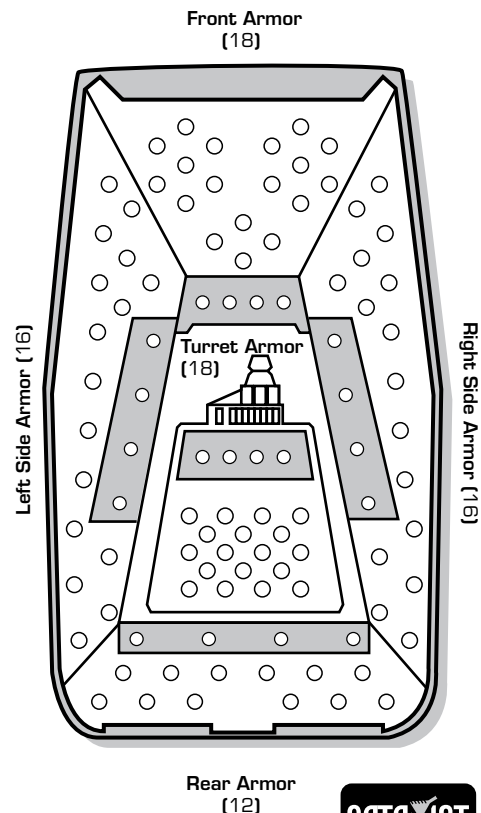
Crew: 3
 Gunnery Skill: — Driving Skill: —
 Commander Hit +1 Driver Hit +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



BATTLETECH

WHEELED VEHICLE RECORD SHEET

VEHICLE DATA

Type: **STRIKER LIGHT TANK [3053 UPGRADE]**

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

Weapons & Equipment Inventory (hexes)

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

Ammo: (Streak SRM 2) 50, (LRM 15 Artemis) 8

BV: 691

CREW DATA

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

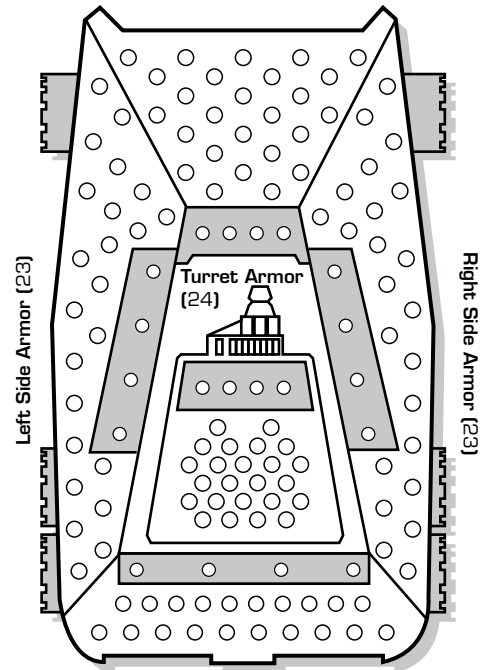
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor (26)



Rear Armor (20)



BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: **GOBLIN INFANTRY SUPPORT VEHICLE**

Movement Points: Tonnage: 45
 Cruising: 4 Tech Base: Inner Sphere
 Flank: 6 Clan Invasion
 Movement Type: Tracked
 Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

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

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

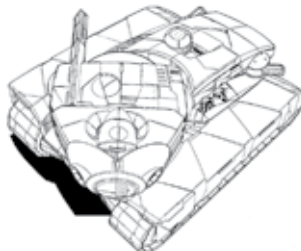
BV: 790

CREW DATA

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

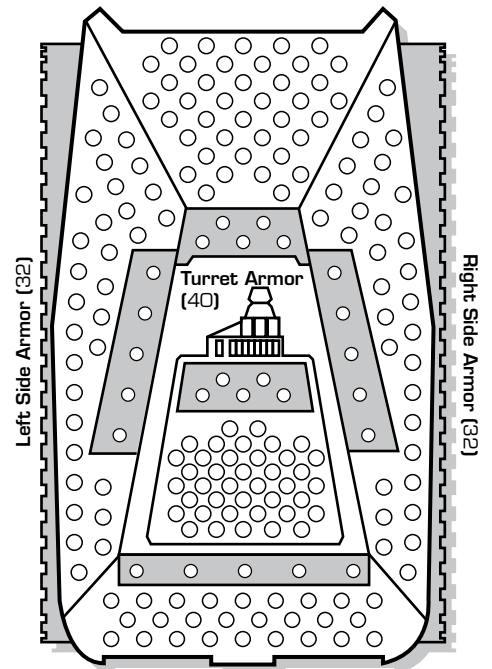
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor (40)



Rear Armor (26)



BATTLETECH™

HOVER VEHICLE RECORD SHEET

VEHICLE DATA

Type: **REGULATOR HOVERTANK**

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	T	16 [DB,X]	2	7	15	22

Ammo: (Gauss) 16

BV: 1,212

CREW DATA

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

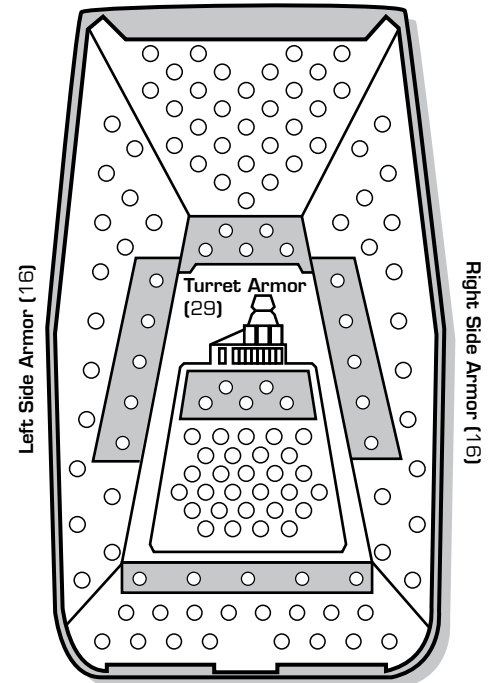
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor (30)



Rear Armor (16)



BATTLETECH™

HOVER VEHICLE RECORD SHEET

VEHICLE DATA

Type: **BANDIT HOVERCRAFT PRIME**

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

Weapons & Equipment Inventory (hexes)

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

Ammo: (SRM 2) 50, (Machine Gun) 100

BV: 929

CREW DATA

Crew: 4
 Gunnery Skill: Driving Skill:
 Commander Hit **+1** Driver Hit **+2**
Modifier to all Skill rolls Modifier to Driving Skill rolls

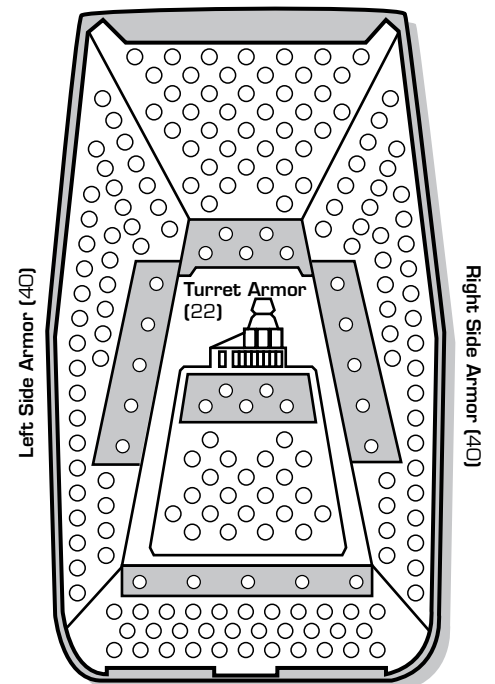
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor (42)



Rear Armor (32)



BATTLETECH

HOVER VEHICLE RECORD SHEET

VEHICLE DATA

Type: **FULCRUM HEAVY HOVERTANK**

Movement Points: **Tonnage:** 50
Cruising: 10 **Tech Base:** Inner Sphere
Flank: 15 Clan Invasion
Movement Type: Hover
Engine Type: XL Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	BD	[E]	—	—	—	6
1	TAG	FR	0 [S]	—	5	10	15
1	Large Laser	T	8 [DE]	—	5	10	15
1	LRM 10	T	1/Msl. [M,C,S]	6	7	14	21
1	Medium Laser	T	5 [DE]	—	3	6	9

Ammo: (LRM 10) 12

BV: 1,167

CREW DATA

Crew: 4
Gunnery Skill: ____ **Driving Skill:** ____
 Commander Hit **+1** Driver Hit **+2**
Modifier to all Skill rolls Modifier to Driving Skill rolls

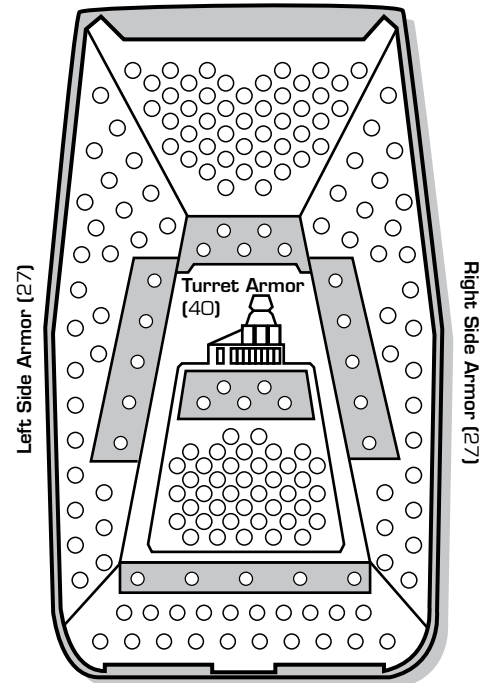
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor
(46)



Rear Armor
(20)



BATTLETECH

HOVER VEHICLE RECORD SHEET

VEHICLE DATA

Type: **MAXIM HEAVY HOVER TRANSPORT [3052 Upgrade]**

Movement Points: **Tonnage:** 50
Cruising: 8 **Tech Base:** Inner Sphere
Flank: 12 Clan Invasion
Movement Type: Hover
Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay [3 tons]	BD	[E]	—	—	—	—
2	LRM 5	FR	1/Msl. [M,C,S]	6	7	14	21
1	Streak SRM 2	RS	2/Msl. [M,C]	—	3	6	9
1	Streak SRM 2	LS	2/Msl. [M,C]	—	3	6	9
2	Machine Gun	T	2 [DB,AI]	—	1	2	3
1	SRM 6	T	2/Msl. [M,C,S]	—	3	6	9
1	TAG	T	0 [S]	—	5	10	15

Ammo: (Streak SRM 2) 50, (LRM 5) 24, (Machine Gun) 200, (SRM 6) 15

BV: 794

CREW DATA

Crew: 4
Gunnery Skill: ____ **Driving Skill:** ____
 Commander Hit **+1** Driver Hit **+2**
Modifier to all Skill rolls Modifier to Driving Skill rolls

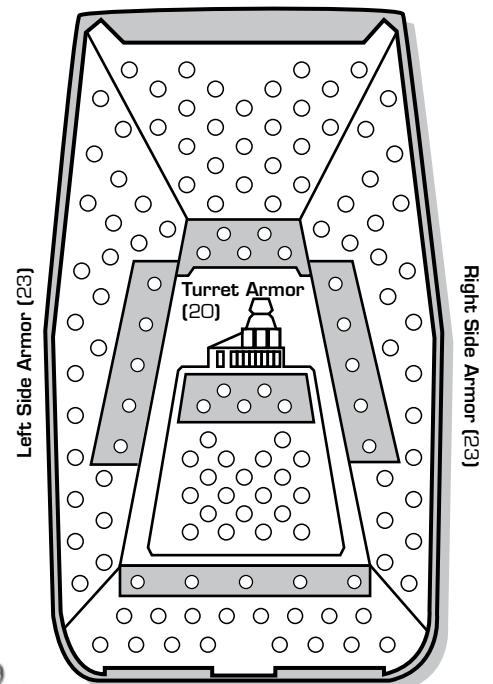
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor
(25)



Rear Armor
(16)



BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: VEDETTE MEDIUM TANK [ULTRA]

Movement Points: Tonnage: 50
 Cruising: 5 Tech Base: Inner Sphere
 Flank: 8 Clan Invasion
 Movement Type: Tracked
 Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Ultra AC/5	T	5/Sht. [DB,R/C]	2	6	13	20

Ammo: (Ultra AC/5) 20

BV: 590

CREW DATA

Crew: 4
 Gunnery Skill: ____ Driving Skill: ____
 Commander Hit +1 Driver Hit +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

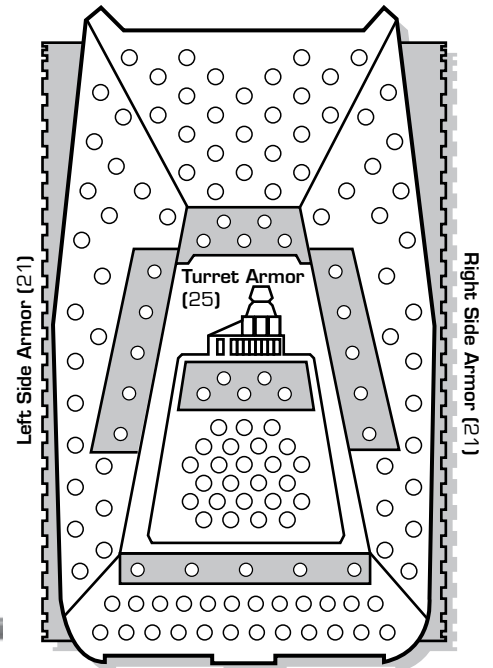
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor
(25)



Rear Armor
(24)



BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: LRM CARRIER [3055 UPGRADE]

Movement Points: Tonnage: 60
 Cruising: 2 Tech Base: Inner Sphere
 Flank: 3 Clan Invasion
 Movement Type: Tracked
 Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C³ Slave	BD	[E]	—	—	—	—
3	LRM 20 w/Artemis IV FCS	FR	1/Msl. [M,C,S]	6	7	14	21

Ammo: (LRM 20 Artemis) 36

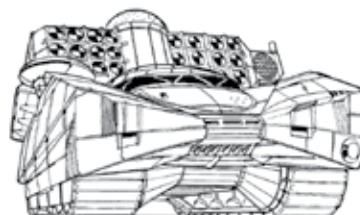
BV: 798

CREW DATA

Crew: 4
 Gunnery Skill: ____ Driving Skill: ____
 Commander Hit +1 Driver Hit +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

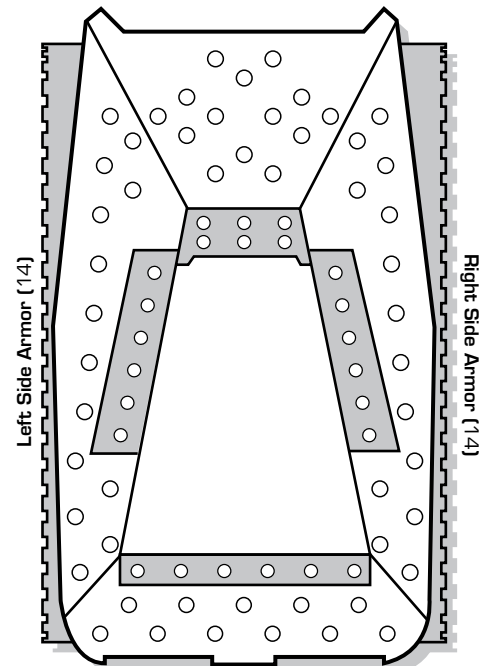
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor
(14)



Rear Armor
(11)



BATTLETECH™

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: MANTICORE HEAVY TANK [3055 Upgrade]

Movement Points: Tonnage: 60
 Cruising: 4 Tech Base: Inner Sphere
 Flank: 6 Clan Invasion
 Movement Type: Tracked
 Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Streak SRM 2	FR	2/Msl. [M,C]	—	3	6	9
1	Large Pulse Laser	T	9 [P]	—	3	7	10
1	LRM 10 w/Artemis IV FCS	T	1/Msl. [M,C,S]	6	7	14	21
1	SRM 6 w/Artemis IV FCS	T	2/Msl. [M,C,S]	—	3	6	9

Ammo: (Streak SRM 2) 50, (SRM 6 Artemis) 15
 (LRM 10 Artemis) 12

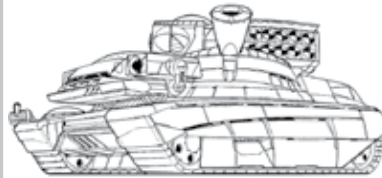
BV: 957

CREW DATA

Crew: 4
 Gunnery Skill: ____ Driving Skill: ____
 Commander Hit **+1** Driver Hit **+2**
 Modifier to all Skill rolls Modifier to Driving Skill rolls

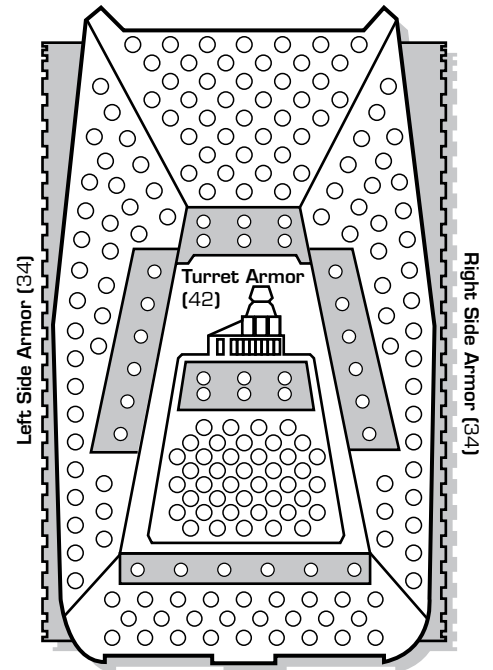
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor
[43]



Rear Armor
[26]



BATTLETECH™

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: PO HEAVY TANK

Movement Points: Tonnage: 60
 Cruising: 4 Tech Base: Inner Sphere
 Flank: 6 [Intro]
 Movement Type: Tracked Succession
 Engine Type: I.C.E. Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	FR	2 [DB,AI]	—	1	2	3
1	Autocannon/10	T	10 [DB,S]	—	5	10	15
1	Machine Gun	T	2 [DB,AI]	—	1	2	3

Ammo: (Machine Gun) 200, (AC/10) 20

BV: 719

CREW DATA

Crew: 4
 Gunnery Skill: ____ Driving Skill: ____
 Commander Hit **+1** Driver Hit **+2**
 Modifier to all Skill rolls Modifier to Driving Skill rolls

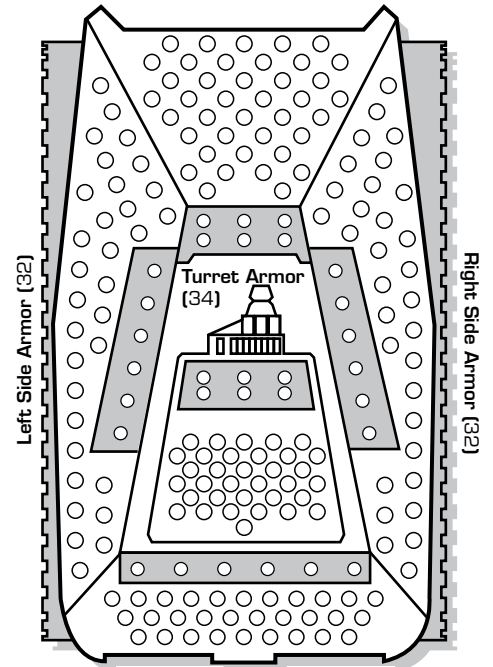
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor
[40]



Rear Armor
[30]



BATTLETECH

WHEELED VEHICLE RECORD SHEET

VEHICLE DATA

Type: TOKUGAWA HEAVY TANK

Movement Points: Tonnage: 60
 Cruising: 4 Tech Base: Inner Sphere
 Flank: 6 Clan Invasion
 Movement Type: Wheeled
 Engine Type: Fusion

Weapons & Equipment Inventory		(hexes)				
Qty	Type	Loc	Dmg	Min	Sht	Med Lng
2	Medium Pulse Laser	FR	6 [P]	—	2	4 6
1	LB 10-X AC	T	10 [DB,C/F/S]	—	6	12 18
1	SRM 6 w/Artemis IV FCS	T	2/Msl. [M,C,S]	—	3	6 9

Ammo: (SRM 6 Artemis) 30, (LB 10-X Cluster) 10, (LB 10-X) 20

BV: 912

CREW DATA

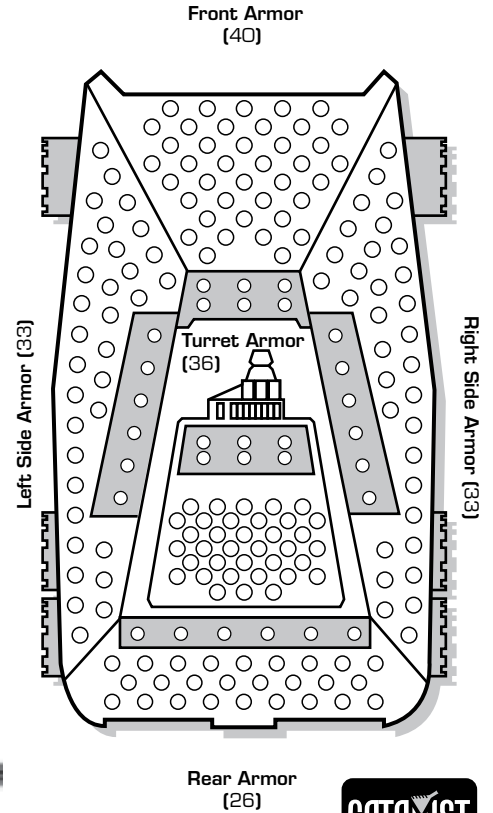
Crew: 4
 Gunnery Skill: — Driving Skill: —
 Commander Hit +1 Driver Hit +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



BATTLETECH

WHEELED VEHICLE RECORD SHEET

VEHICLE DATA

Type: PILUM HEAVY TANK

Movement Points: Tonnage: 70
 Cruising: 4 Tech Base: Inner Sphere
 Flank: 6 Clan Invasion
 Movement Type: Wheeled
 Engine Type: Fusion

Weapons & Equipment Inventory		(hexes)				
Qty	Type	Loc	Dmg	Min	Sht	Med Lng
2	Medium Pulse Laser	FR	6 [P]	—	2	4 6
2	LRM 15 w/Artemis IV FCS	T	1/Msl. [M,C,S]	6	7	14 21
2	Streak SRM 2	T	2/Msl. [M,C]	—	3	6 9

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

BV: 1,121

CREW DATA

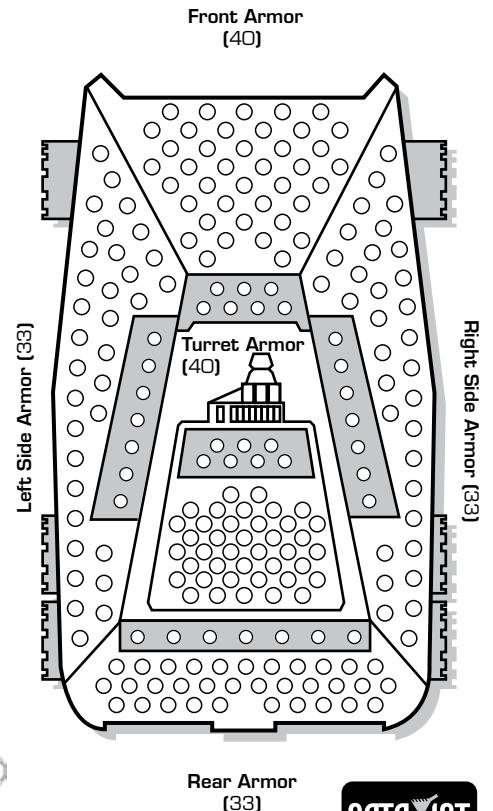
Crew: 5
 Gunnery Skill: — Driving Skill: —
 Commander Hit +1 Driver Hit +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



BATTLETECH

WHEELED VEHICLE RECORD SHEET

VEHICLE DATA

Type: **TYPHOON URBAN ASSAULT VEHICLE**

Movement Points: **Tonnage:** 70
Cruising: 3 **Tech Base:** Inner Sphere
Flank: 5 Clan Invasion
Movement Type: Wheeled
Engine Type: Fusion

Weapons & Equipment Inventory (hexes)							
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	FR	[E]	—	—	—	4
2	Streak SRM 2	FR	2/Msl. [M,C]	—	3	6	9
1	Small Pulse Laser	RR	3 [P]	—	1	2	3
1	Autocannon/20	T	20 [DB,S]	—	3	6	9
2	Medium Pulse Laser	T	6 [P]	—	2	4	6
1	SRM 6	T	2/Msl. [M,C,S]	—	3	6	9
2	Streak SRM 2	T	2/Msl. [M,C]	—	3	6	9

Ammo: (Streak SRM 2) 50, (SRM 6) 15, (AC/20) 15

BV: 1,104

CREW DATA

Crew: 4
Gunnery Skill: ____ **Driving Skill:** ____
 Commander Hit **+1** Driver Hit **+2**
Modifier to all Skill rolls Modifier to Driving Skill rolls

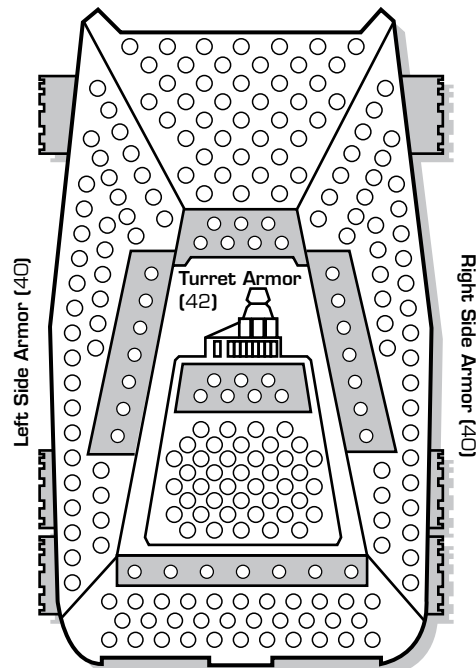
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor
(43)



Rear Armor
(32)



BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: **BRUTUS ASSAULT TANK**

Movement Points: **Tonnage:** 75
Cruising: 3 **Tech Base:** Inner Sphere
Flank: 5 [Intro]
Movement Type: Tracked Succession
Engine Type: Fusion Wars

Weapons & Equipment Inventory (hexes)							
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	SRM 2	FR	2/Msl. [M,C,S]	—	3	6	9
2	SRM 6	FR	2/Msl. [M,C,S]	—	3	6	9
2	Large Laser	T	8 [DE]	—	5	10	15
1	LRM 20	T	1/Msl. [M,C,S]	6	7	14	21

Ammo: (LRM 20) 18, (SRM 2) 50, (SRM 6) 15

BV: 1,115

CREW DATA

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

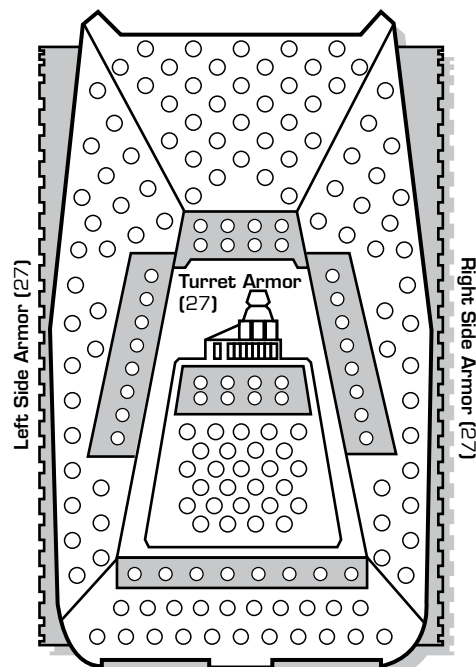
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor
(34)



Rear Armor
(21)



BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: PADILLA HEAVY ARTILLERY TANK

Movement Points: Tonnage: 75
 Cruising: 5 Tech Base: Inner Sphere
 Flank: 8 [Advanced]
 Movement Type: Tracked Star League
 Engine Type: XL Fusion

Weapons & Equipment Inventory		(hexes)					
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	AMS	FR	1 [DB,PD]	—	0	0	0
1	Arrow IV	FR	20 [AE,S,F]	—	1	2	8
2	Medium Pulse Laser	FR	6 [P]	—	2	4	6
1	TAG	FR	0 [S]	—	5	10	15

Ammo: (AMS) 24, (Arrow IV Homing) 15, (Arrow IV) 15

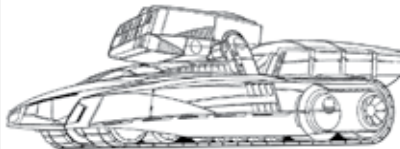
BV: 1,135

CREW DATA

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

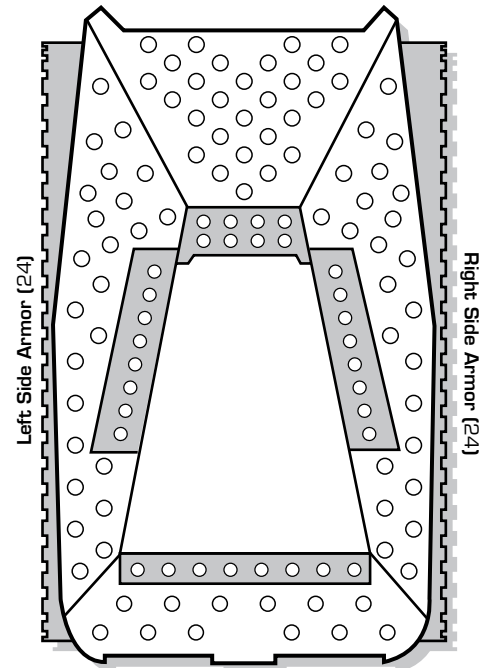
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor (28)



Rear Armor (12)



BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: ZHUKOV HEAVY TANK

Movement Points: Tonnage: 75
 Cruising: 3 Tech Base: Inner Sphere
 Flank: 5 [Intro]
 Movement Type: Tracked Succession
 Engine Type: I.C.E. Wars

Weapons & Equipment Inventory		(hexes)					
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	SRM 6	FR	2/Msl. [M,C,S]	—	3	6	9
2	Autocannon/10	T	10 [DB,S]	—	5	10	15

Ammo: (SRM 6) 15, (AC/10) 20

BV: 920

CREW DATA

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

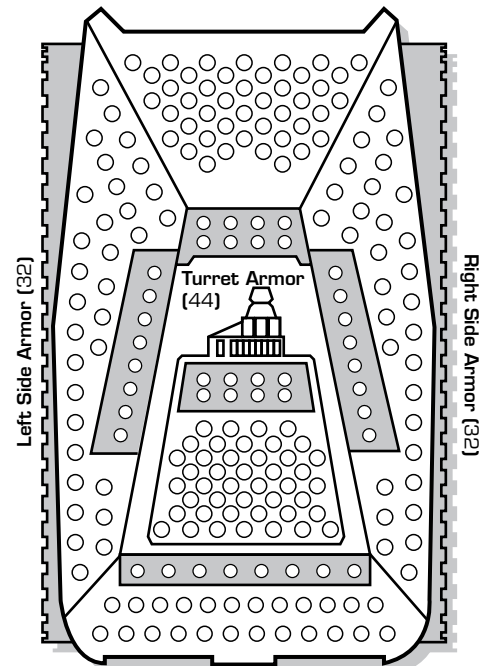
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor (44)



Rear Armor (24)



BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: **PARTISAN AIR DEFENSE TANK**

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

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C³ Slave	BD	[E]	—	—	—	—
2	Autocannon/2	T	2 [DB,S]	4	8	16	24
2	LB 10-X AC	T	10 [DB,C/F/S]	—	6	12	18

Ammo: [AC/2] 45, (LB 10-X Cluster) 10, (LB 10-X) 20

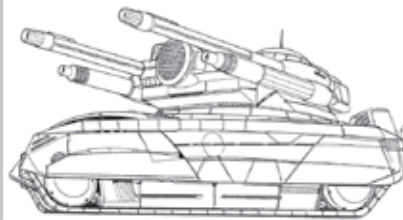
BV: 923

CREW DATA

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

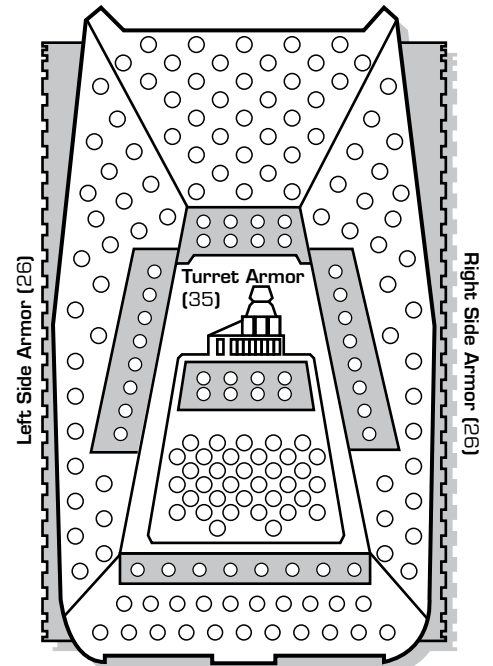
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor
(35)



Rear Armor
(21)



BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: **CHALLENGER X MBT**

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

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	FR	6 [P]	—	2	4	6
1	Streak SRM 2	RS	2/Msl. [M,C]	—	3	6	9
1	Streak SRM 2	LS	2/Msl. [M,C]	—	3	6	9
1	Small Pulse Laser	RR	3 [P]	—	1	2	3
1	AMS	T	1 [DB,PD]	—	0	0	0
1	Gauss Rifle	T	15 [DB,X]	2	7	15	22
1	LB 10-X	T	10 [DB,C/F/S]	—	6	12	18
1	LRM 10 w/Artemis IV FCS	T	1/Msl. [M,C,S]	6	7	14	21

Ammo: (Streak SRM 2) 50, (AMS) 12, (LB 10-X Cluster) 10, (LB 10-X) 10, (Gauss) 16, (LRM 10 Artemis) 12

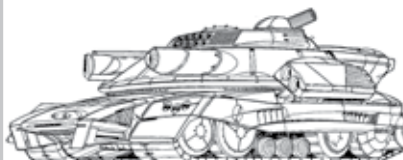
BV: 1,710

CREW DATA

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

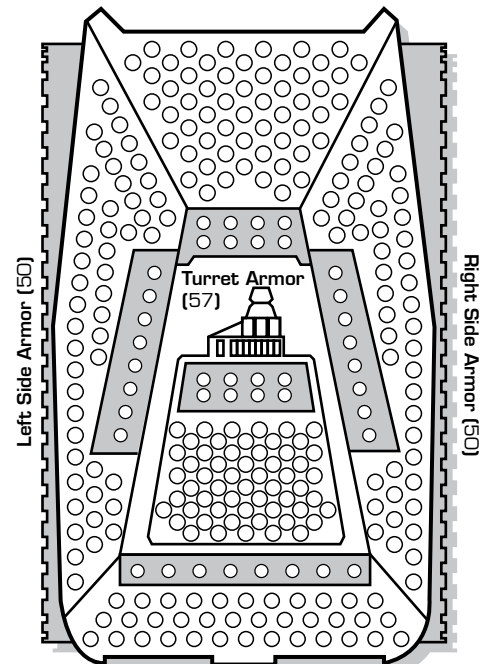
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor
(57)



Rear Armor
(36)



BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: ALACORN MK VI HEAVY TANK

Movement Points: Tonnage: 95
 Cruising: 3 Tech Base: Inner Sphere
 Flank: 5 Star League
 Movement Type: Tracked
 Engine Type: XL Fusion

Weapons & Equipment Inventory (hexes)

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

Ammo: (Gauss) 40

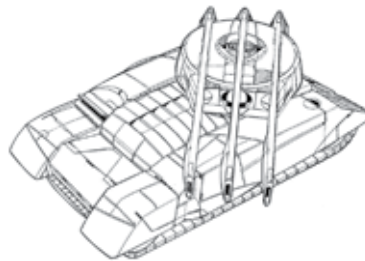
BV: 1,850

CREW DATA

Crew: 7
 Gunnery Skill: ____ Driving Skill: ____
 Commander Hit +1 Driver Hit +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

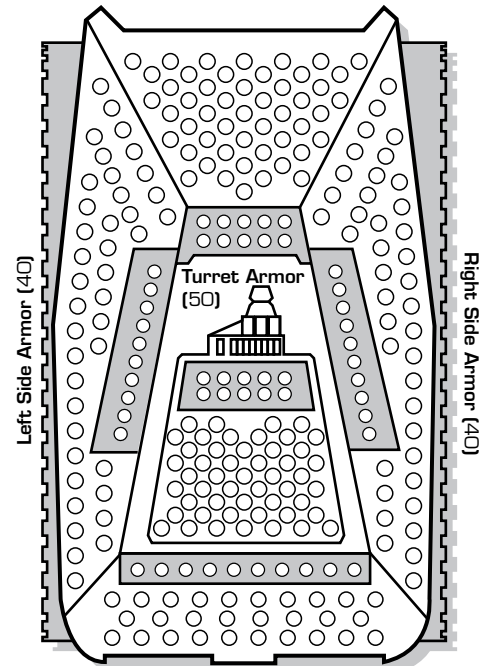
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor (50)



Rear Armor (28)



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BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: ONTOS HEAVY TANK (3053 Upgrade)

Movement Points: Tonnage: 95
 Cruising: 3 Tech Base: Inner Sphere
 Flank: 5 Clan Invasion
 Movement Type: Tracked
 Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LRM 15	T	1/Msl.	6	7	14	21
	w/Artemis IV FCS		[M,C,S]				
4	Medium Laser	T	5 [DE]	—	3	6	9
3	Medium Pulse Laser	T	6 [P]	—	2	4	6
1	SRM 4	T	2/Msl.	—	3	6	9
	w/Artemis IV FCS		[M,C,S]				
1	SRM 6	T	2/Msl.	—	3	6	9
	w/Artemis IV FCS		[M,C,S]				

Ammo (CASE): (LRM 15 Artemis) 16, (SRM 4 Artemis) 25
 (SRM 6 Artemis) 15

BV: 1,242

CREW DATA

Crew: 7
 Gunnery Skill: ____ Driving Skill: ____
 Commander Hit +1 Driver Hit +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

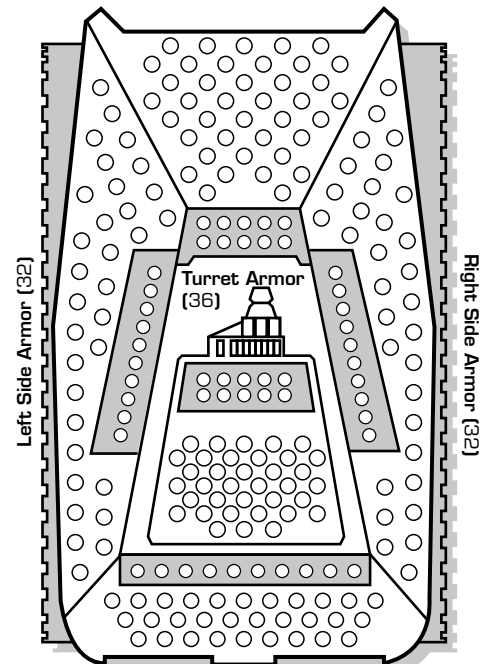
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor (40)



Rear Armor (30)



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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: PIRANHA

Movement Points:

Walking: 9

Running: 14

Jumping: 0

Tonnage: 20

Tech Base: Clan

Clan Invasion

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

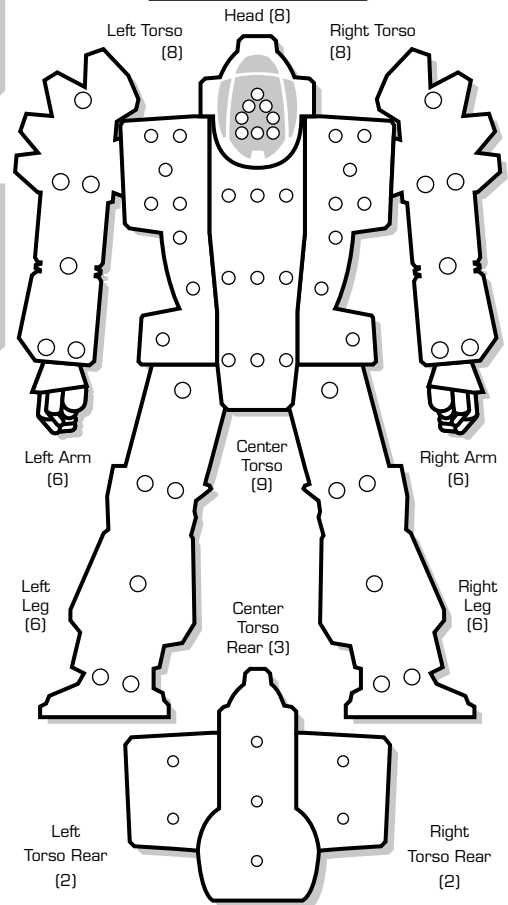


Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	CT	2	5 [DE]	—	2	4	6
6	Machine Gun	RT	0	2 [DB, AI]	—	1	2	3
6	Machine Gun	LT	0	2 [DB, AI]	—	1	2	3
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

BV: 998

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso (CASE)

- XL Fusion Engine
 - XL Fusion Engine
 - Machine Gun
 - Machine Gun
 - Machine Gun
 - Machine Gun
- Machine Gun
 - Machine Gun
 - Ammo (Machine Gun) 100
 - Endo Steel
 - Endo Steel
 - Endo Steel

Left Leg

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

Head

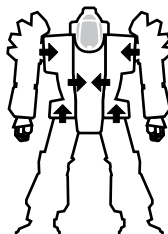
- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Heat Sink
- ER Small Laser

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



Damage Transfer Diagram

Right Arm

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

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

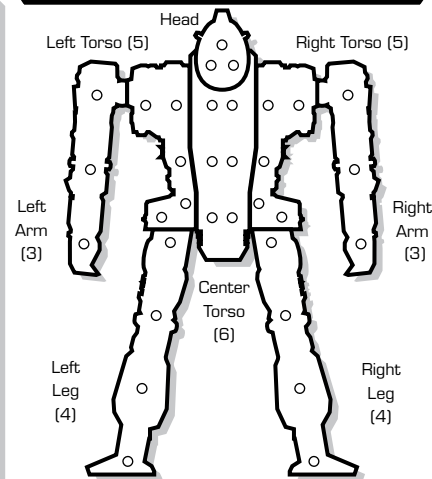
Right Torso (CASE)

- XL Fusion Engine
 - XL Fusion Engine
 - Machine Gun
 - Machine Gun
 - Machine Gun
 - Machine Gun
- Machine Gun
 - Machine Gun
 - Ammo (Machine Gun) 100
 - Endo Steel
 - Endo Steel
 - Endo Steel

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: FIRE FALCON PRIME

Movement Points: Tonnage: 25
Walking: 8 Tech Base: Clan
Running: 12 Clan Invasion
Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Streak SRM 4	LT	3	2/[Msl.	—	4	8	12
				[M,C]				
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
2	ER Small Laser	RA	2	5 [DE]	—	2	4	6
1	Med. Pulse Laser	LA	4	7 [P]	—	4	8	12

BV: 1,451

WARRIOR DATA

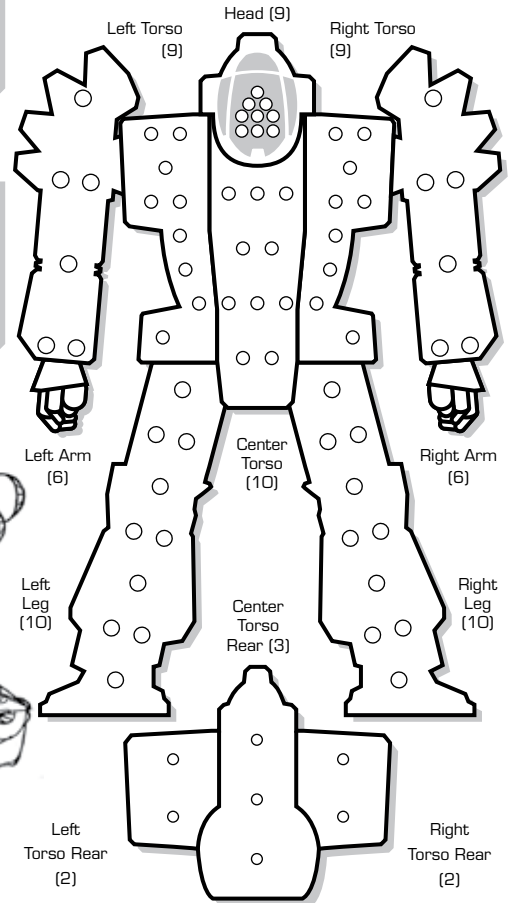
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Medium Pulse Laser
- Endo Steel
- Endo Steel
- Endo Steel

1-3

4-6

Head

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

Center Torso

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

1-3

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Streak SRM 4
- Streak SRM 4
- Ammo (Streak SRM 4) 25
- Endo Steel

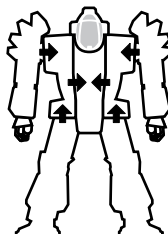
1-3

4-6

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

Left Leg

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- ER Medium Laser
- ER Small Laser
- ER Small Laser

1-3

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

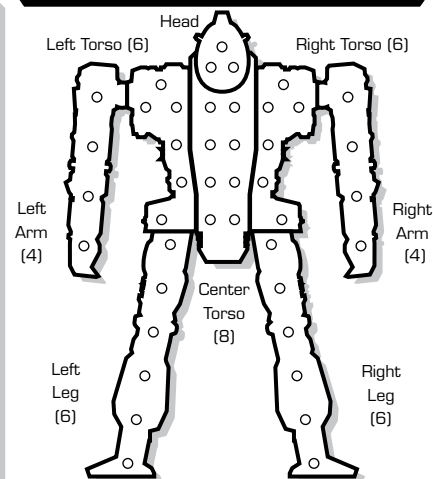
1-3

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: RTX1-O RAPTOR

Movement Points: Tonnage: 25
 Walking: 7 Tech Base: Inner Sphere
 Running: 11 Clan Invasion
 Jumping: 0

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

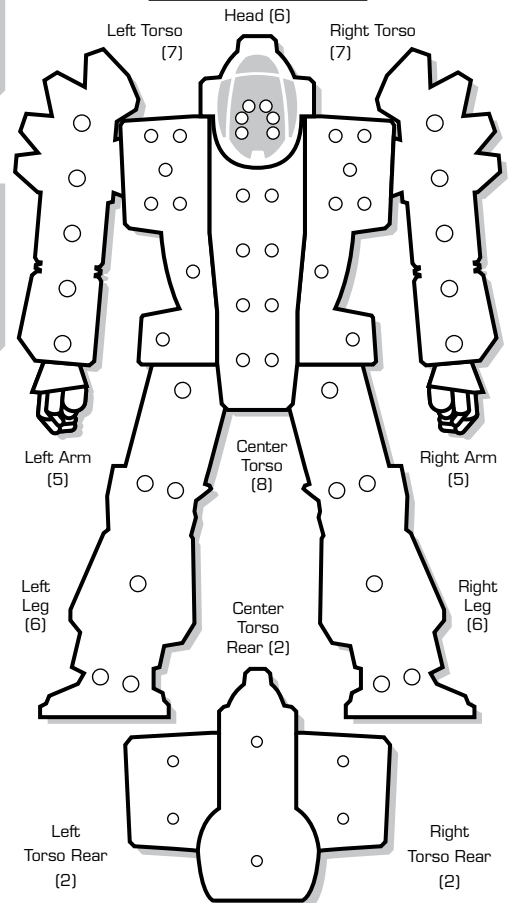


Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	CT	2	1/Msl.	6	7	14	21
				[M,C,S]				
1	LRM 5	RT	2	1/Msl.	6	7	14	21
				[M,C,S]				
2	Machine Gun	RT	0	2 [DB,Al]	—	1	2	3
1	LRM 5	LT	2	1/Msl.	6	7	14	21
				[M,C,S]				
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Small Laser	RA	1	3 [DE]	—	1	2	3
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Small Laser	LA	1	3 [DE]	—	1	2	3

BV: 721

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink

- 4-6
- Double Heat Sink
 - Double Heat Sink
 - Medium Laser
 - Small Laser
 - Roll Again
 - Roll Again

Left Torso

- 1-3
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - LRM 5
 - Endo Steel
 - Endo Steel

- 4-6
- Endo Steel
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

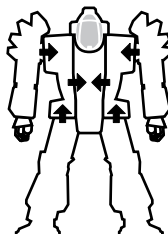
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

- 4-6
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - LRM 5
 - Ammo (LRM 5) 24

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



Damage Transfer Diagram

Right Arm

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Medium Laser

- 4-6
- Small Laser
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again

Right Torso

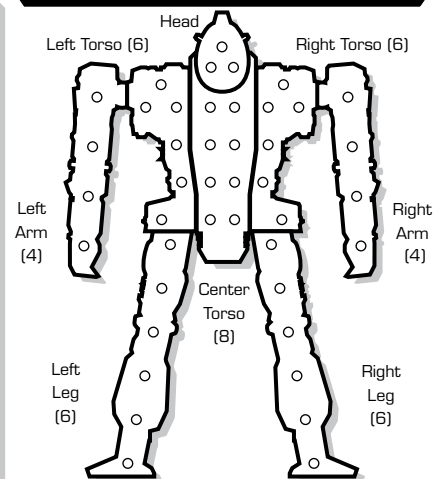
- 1-3
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - LRM 5
 - Machine Gun
 - Machine Gun

- 4-6
- Ammo (Machine Gun) 100
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: HANKYU PRIME

Movement Points: Tonnage: 30
Walking: 8 Tech Base: Clan
Running: 12 Succession
Jumping: 6 Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Active Probe	RT	—	[E]	—	—	—	5
1	Flamer	RT	3	2	—	1	2	3
[DE,H,AI]								
1	Clan TAG	LT	0	0 [S]	—	5	10	15
1	ECM Suite	LT	—	[E]	—	—	—	6
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	LRM 5	RA	2	1/Msl.	—	7	14	21
[M,C,S]								
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	LRM 5	LA	2	1/Msl.	—	7	14	21
[M,C,S]								

BV: 1,334

WARRIOR DATA

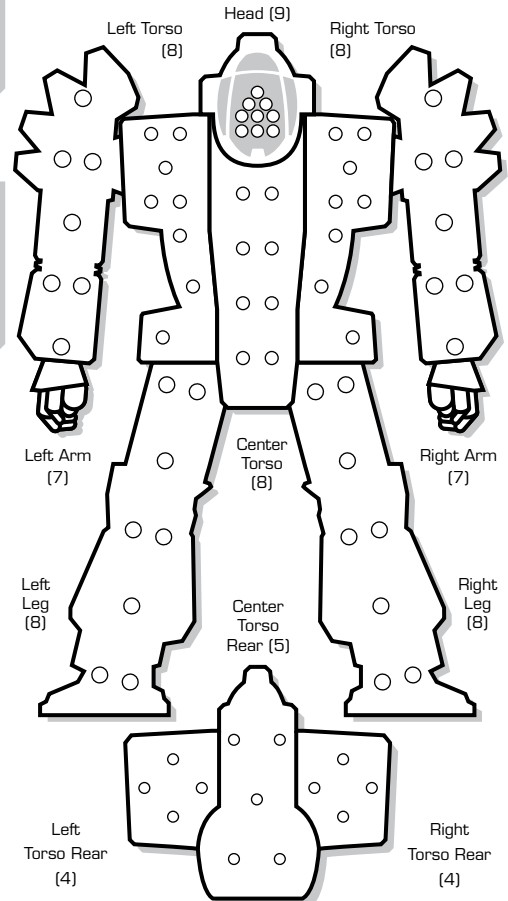
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- LRM 5

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Ammo (LRM 5) 24
- Clan TAG
- ECM Suite
- Endo Steel

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

Left Leg

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

Head

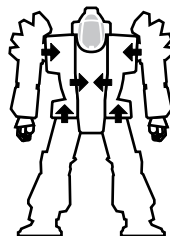
- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- LRM 5

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso (CASE)

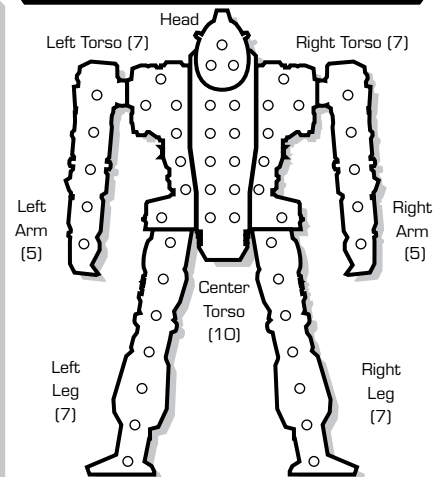
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Flamer
- Ammo (LRM 5) 24

- Active Probe
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **FNHK-9K FALCON HAWK**

Movement Points: Tonnage: 35
 Walking: 5 Tech Base: Inner Sphere
 Running: 8 Clan Invasion
 Jumping: 0

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

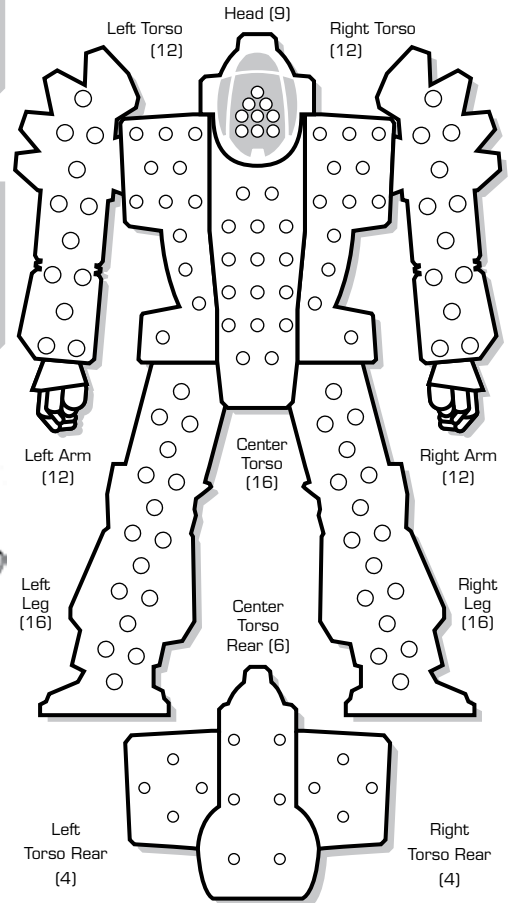
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	HD	2	3 [P]	—	1	2	3
1	Medium Laser	CT (R)	3	5 [DE]	—	3	6	9
1	ER PPC	RA	15	10 [E]	—	7	14	23
2	Med. Pulse Laser	LA	4	6 [P]	—	2	4	6

BV: 1,030



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Medium Pulse Laser
 - Medium Pulse Laser
 - Ferro-Fibrous

- 4-6
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again

Left Torso

- 1-3
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink

- 4-6
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Head

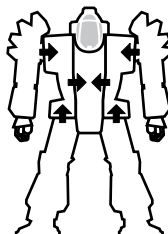
- Life Support
- Sensors
- Cockpit
- Small Pulse Laser
- Sensors
- Life Support

Center Torso

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

- 4-6
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Medium Laser (R)
 - Roll Again

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



Damage Transfer Diagram

Right Arm

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - ER PPC
 - ER PPC
 - ER PPC

- 4-6
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again

Right Torso

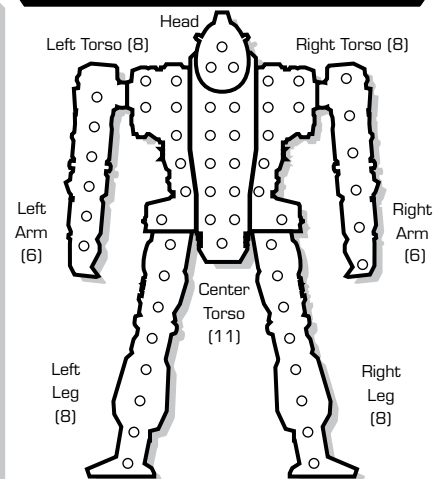
- 1-3
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink

- 4-6
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: OW-1 OWENS

Movement Points: Tonnage: 35
 Walking: 8 Tech Base: Inner Sphere
 Running: 12 Clan Invasion
 Jumping: 0

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

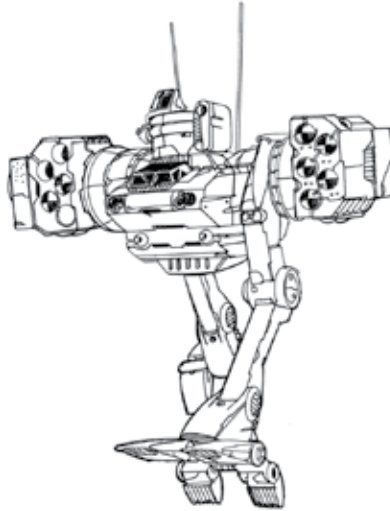
Hits Taken
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead

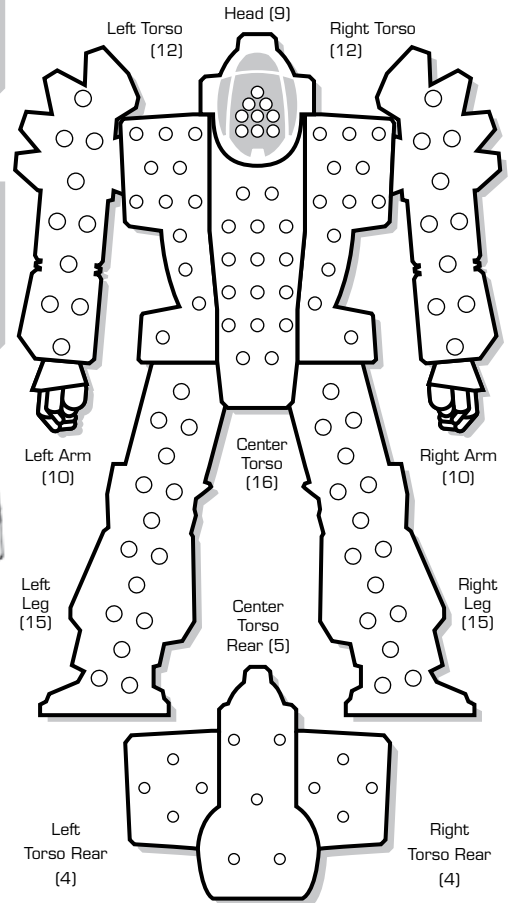
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	—	3	6	9
2	Small Laser	CT	1	3 [DE]	—	1	2	3
1	C³ Slave	RT	—	[E]	—	—	—	—
1	TAG	RT	0	0 [S]	—	5	10	15
1	Beagle Active Probe	LT	—	[E]	—	—	—	4
1	LRM 5	RA	2	1/Msl. [M,C,S]	6	7	14	21
1	LRM 5	LA	2	1/Msl. [M,C,S]	6	7	14	21

BV: 839



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- LRM 5
- 1-3 Ammo (LRM 5) 24
- Roll Again
- Roll Again

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

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Beagle Active Probe
- Beagle Active Probe
- Roll Again

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

Left Leg

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

Head

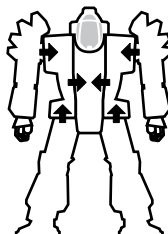
- Life Support
- Sensors
- Cockpit
- Medium Laser
- Sensors
- Life Support

Center Torso

- 1-3 XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 4-6 Gyro
- Gyro
- Gyro

- Gyro
- 4-6 XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Small Laser
- Small Laser

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- LRM 5
- 1-3 Roll Again
- Roll Again
- Roll Again

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

Right Torso

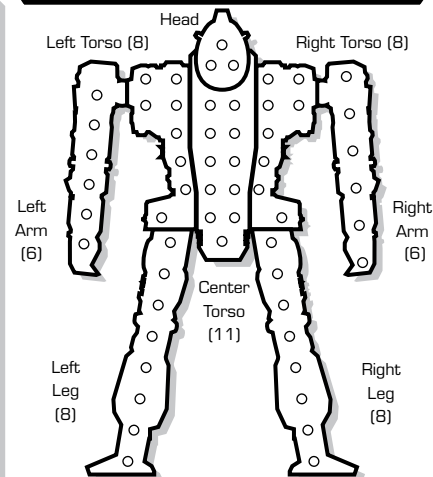
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 TAG
- C³ Slave
- Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: TLN-5W TALON

Movement Points: Tonnage: 35
 Walking: 8 Tech Base: Inner Sphere
 Running: 12 Star League
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10 [DE]	—	7	14	23
2	Medium Laser	LA	3	5 [DE]	—	3	6	9

BV: 1,175

WARRIOR DATA

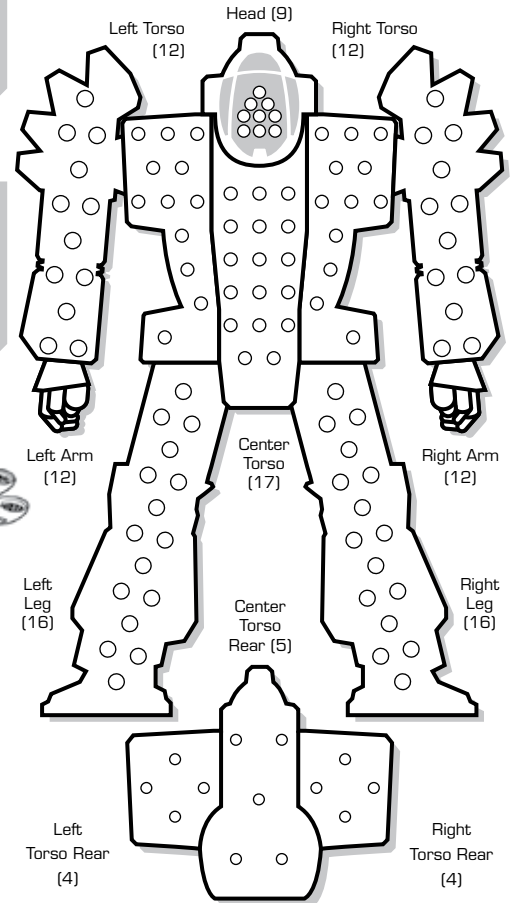
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

Left Leg

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

Head

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

Center Torso

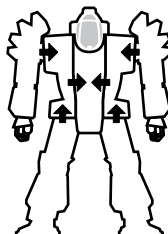
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

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

4-6

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER PPC
- ER PPC
- ER PPC

1-3

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

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Roll Again
- Roll Again
- Roll Again

1-3

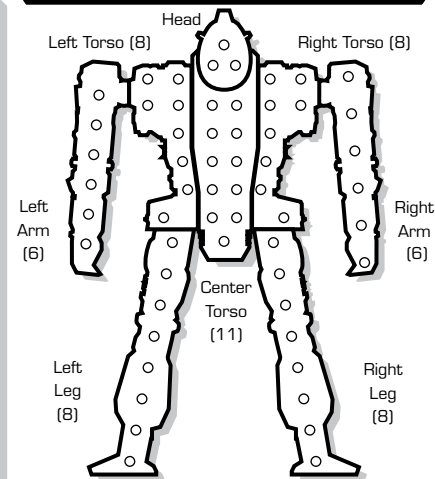
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **BATTLE COBRA PRIME**

Movement Points: Tonnage: 40
 Walking: 6 Tech Base: Clan
 Running: 9 Succession Wars
 Jumping:

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	Small Pulse Laser	RA	2	3 [P]	—	2	4	6
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
1	Small Pulse Laser	LA	2	3 [P]	—	2	4	6

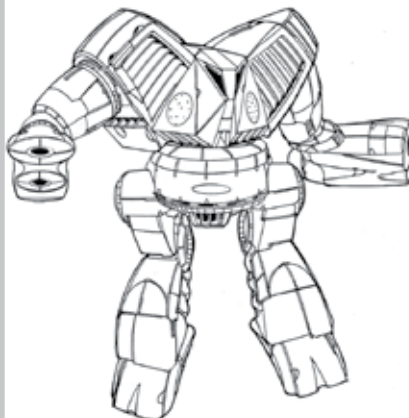
BV: 1,487

WARRIOR DATA

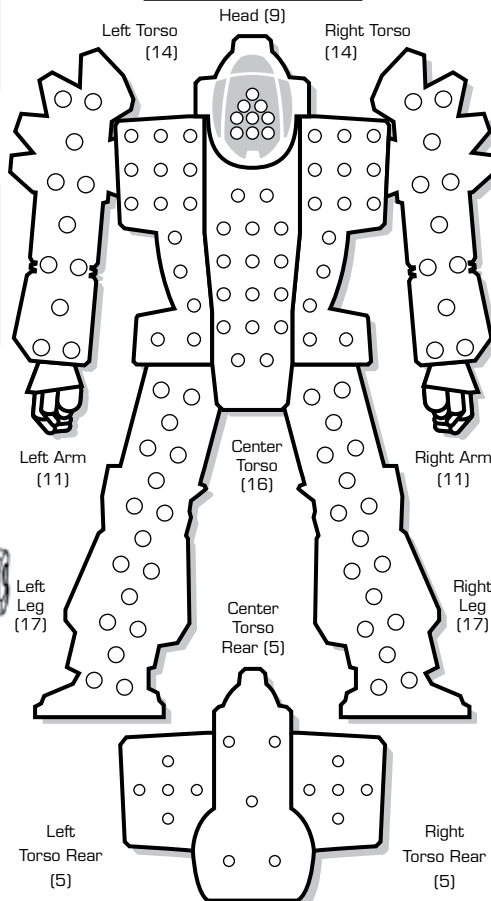
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Pulse Laser
- Large Pulse Laser
- Small Pulse Laser

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

Left Torso

- Endo Steel
- Endo Steel
- Endo Steel
- 1-3 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

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

Left Leg

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

Head

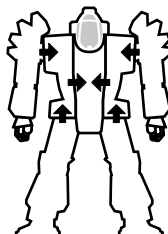
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- 4-6 Fusion Engine
- Endo Steel
- Endo Steel
- Ferro-Fibrous

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Pulse Laser
- Large Pulse Laser
- Small Pulse Laser

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

Right Torso

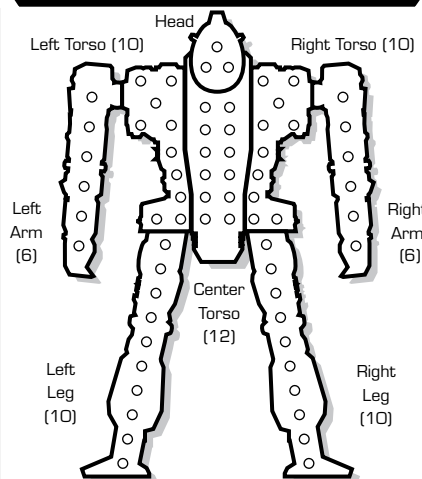
- Endo Steel
- Endo Steel
- Endo Steel
- 1-3 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: SR1-O STRIDER

Movement Points: Tonnage: 40
 Walking: 6 Tech Base: Inner Sphere
 Running: 9 Clan Invasion
 Jumping: 0

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

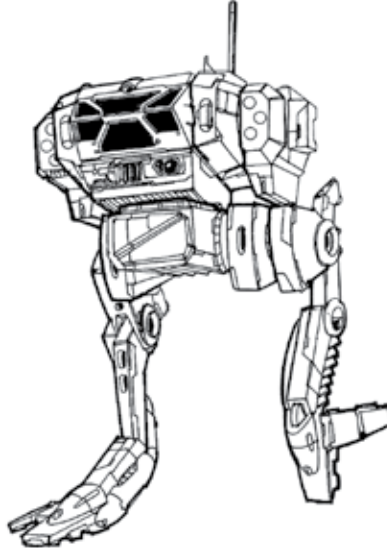
Hits Taken
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead

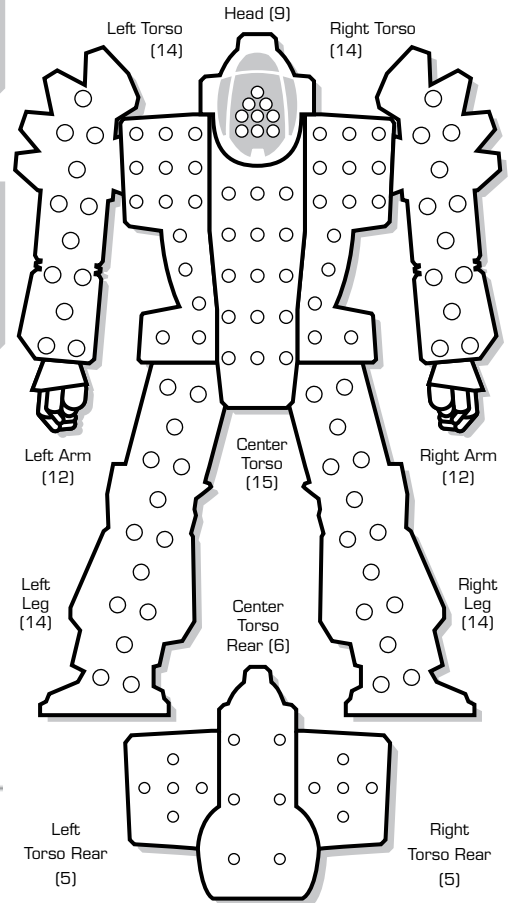
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	—	1	2	3
1	Beagle Active Probe	CT	—	[E]	—	—	—	4
1	SRM 6	RA	4	2/Msl.	—	3	6	9
	w/Artemis IV FCS			[M,C,S]				
1	SRM 6	LA	4	2/Msl.	—	3	6	9
	w/Artemis IV FCS			[M,C,S]				

BV: 867



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- SRM 6
- SRM 6
- Artemis IV FCS
- Roll Again

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

Left Torso

- Ammo (SRM 6 Artemis) 15
- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Endo Steel

Head

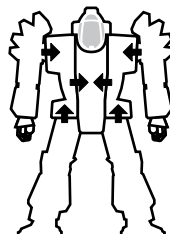
- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Beagle Active Probe
- Beagle Active Probe

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- SRM 6
- SRM 6
- Artemis IV FCS
- Roll Again

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

Right Torso

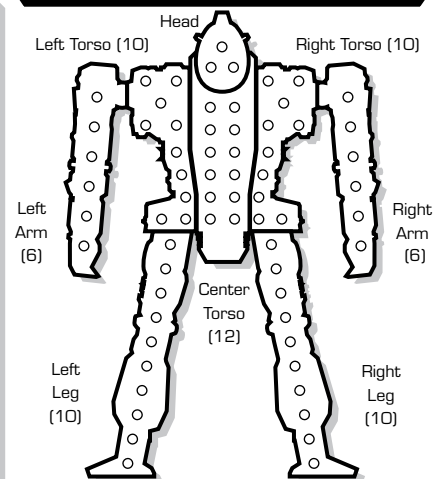
- Ammo (SRM 6 Artemis) 15
- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: FS9-O FIRESTARTER

Movement Points: Tonnage: 45
 Walking: 6 Tech Base: Inner Sphere
 Running: 9 Clan Invasion
 Jumping: 6

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead

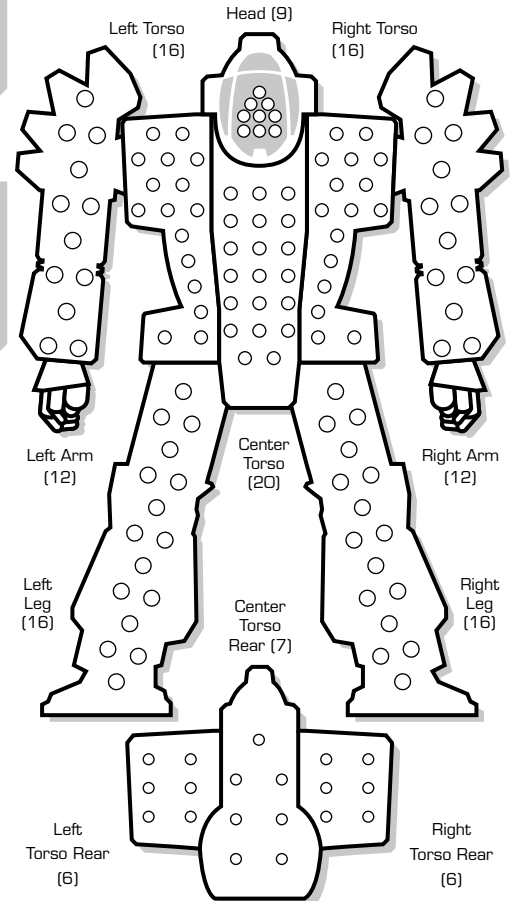


Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	CT	3	2	—	1	2	3
[DE,H,AI]								
1	Flamer	CT(R)	3	2	—	1	2	3
[DE,H,AI]								
1	Beagle Active Probe	RT	—	[E]	—	—	—	4
2	Flamer	RA	3	2	—	1	2	3
[DE,H,AI]								
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Large Laser	LA	8	8 [DE]	—	5	10	15

BV: 1,144

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Laser
- Large Laser
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Roll Again
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Jump Jet
- Jump Jet
- Jump Jet
- 4-6 Endo Steel
- Endo Steel
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

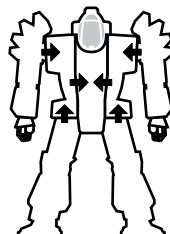
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

- Gyro
- 4-6 XL Fusion Engine
- XL Fusion Engine
- Flamer
- Flamer (R)

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Laser
- Large Laser
- Flamer

- Flamer
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Roll Again
- Roll Again

Right Torso

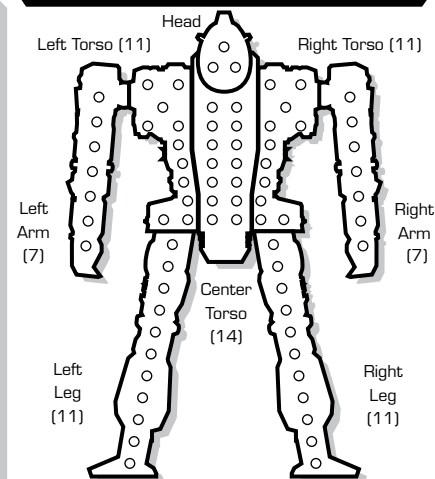
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Jump Jet
- Jump Jet
- Jump Jet
- 4-6 Beagle Active Probe
- Beagle Active Probe
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **GRENDL PRIME**

Movement Points: Tonnage: 45
 Walking: 7 Tech Base: Clan
 Running: 11 Clan Invasion
 Jumping: 7

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	7 [DE]	—	5	10	15
1	Streak SRM 6	RT	4	2/Msl.	—	4	8	12
				[M,C]				
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER Small Laser	RA	2	5 [DE]	—	2	4	6
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

BV: 2,290

WARRIOR DATA

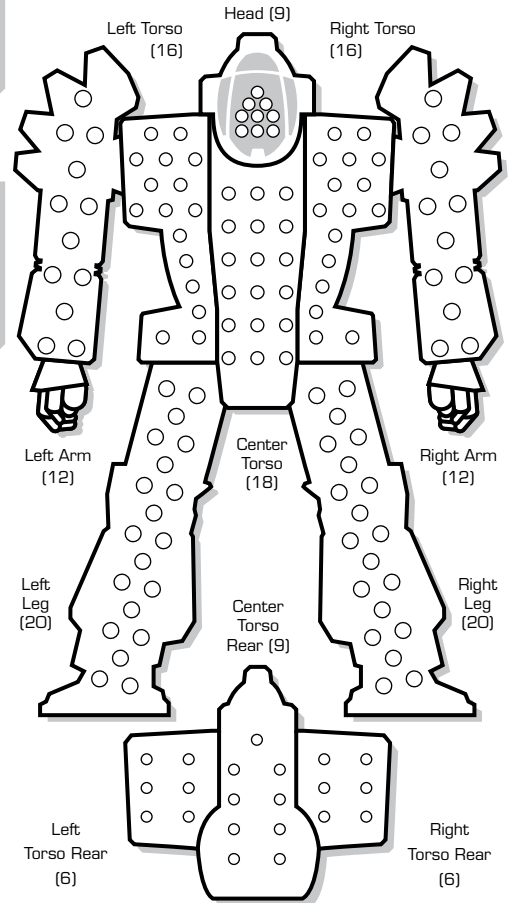
Name: _____

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

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER Medium Laser
 - ER Medium Laser

- 4-6
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again

Left Torso

- 1-3
- XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Jump Jet
 - Endo Steel

- 4-6
- Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Leg

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

Head

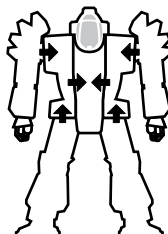
- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

Center Torso

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

- 4-6
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Jump Jet
 - Roll Again

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



Damage Transfer Diagram

Right Arm

- 1-3
- Shoulder
 - Upper Arm Actuator
 - ER Large Laser
 - ER Small Laser
 - Endo Steel
 - Ferro-Fibrous

- 4-6
- Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Torso (CASE)

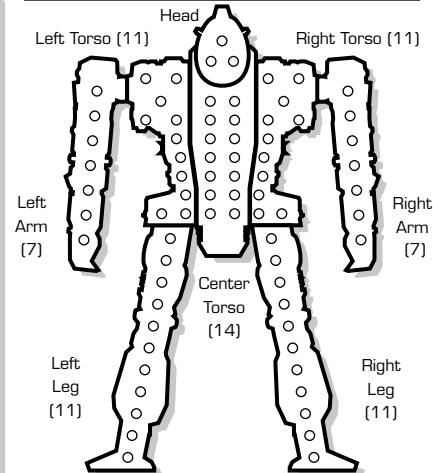
- 1-3
- XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Jump Jet
 - Streak SRM 6

- 4-6
- Streak SRM 6
 - Ammo (Streak SRM 6) 15
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: **SHADOW CAT PRIME**

Movement Points: Tonnage: 45
 Walking: 6 Tech Base: Clan
 Running: 9 [12] Succession
 Jumping: 6 Wars

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	Active Probe	LT	—	[E]	—	—	—	5
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

BV: 2,156

WARRIOR DATA

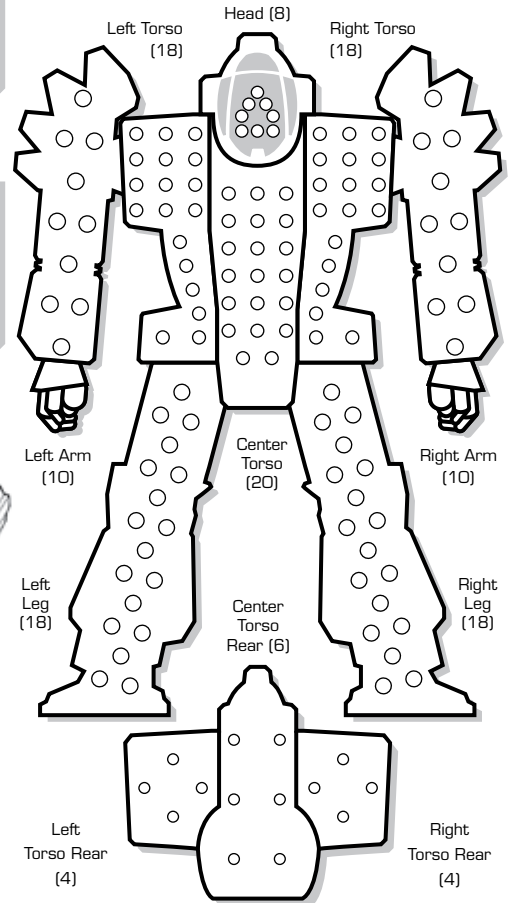
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Endo Steel

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Active Probe
- Endo Steel
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

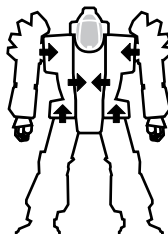
- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- MASC
- MASC

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



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

- Gauss Rifle
- Gauss Rifle
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

Right Torso

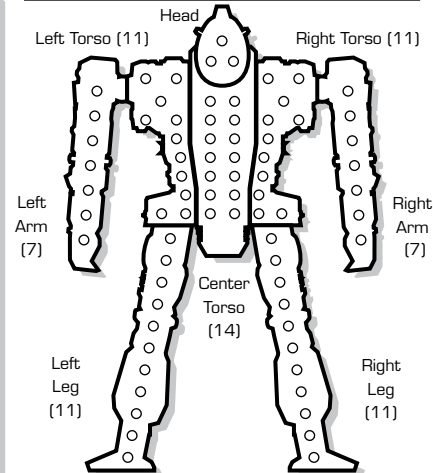
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- ER Medium Laser
- Ammo (Gauss) 8
- Ammo (Gauss) 8

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **BJ2-O BLACKJACK**

Movement Points: **Tonnage:** 50
Walking: 4 **Tech Base:** Inner Sphere
Running: 6 **Clan Invasion**
Jumping: 4

WARRIOR DATA

Name: _____

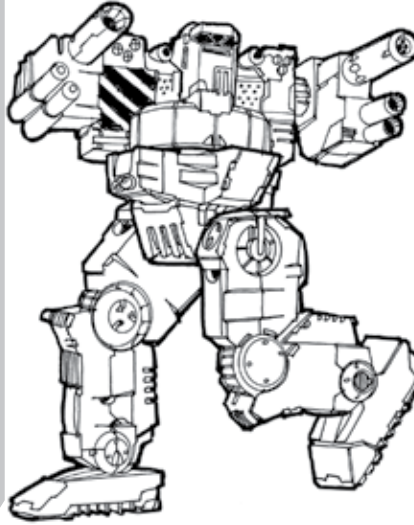
Gunnery Skill: _____ Piloting Skill: _____

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

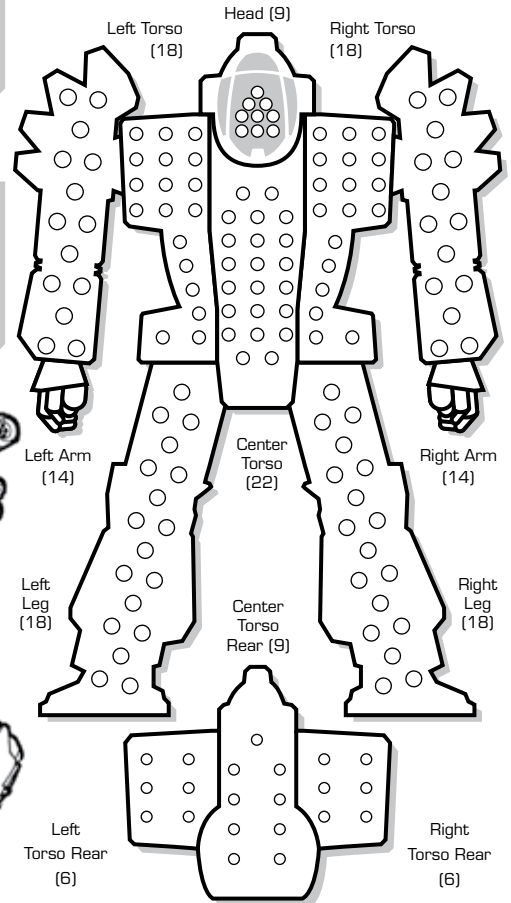
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Machine Gun	RT	0	2 [DB,AI]	—	1	2	3
2	Machine Gun	LT	0	2 [DB,AI]	—	1	2	3
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Ultra AC/5	RA	1	5/Sht.	2	6	13	20
				[DB,RC]				
2	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Ultra AC/5	LA	1	5/Sht.	2	6	13	20
				[DB,RC]				

BV: 1,201



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Ultra AC/5

- 4-6
- Ultra AC/5
 - Ultra AC/5
 - Ultra AC/5
 - Ultra AC/5
 - Medium Laser
 - Medium Laser

Left Torso

- 1-3
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Machine Gun
 - Machine Gun
 - Ammo (Ultra AC/5) 20

- 4-6
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel

Left Leg

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

Head

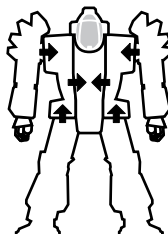
- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

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

- 4-6
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Ammo (Machine Gun) 100
 - Endo Steel

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



Damage Transfer Diagram

Right Arm

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Ultra AC/5

- 4-6
- Ultra AC/5
 - Ultra AC/5
 - Ultra AC/5
 - Ultra AC/5
 - Medium Laser
 - Medium Laser

Right Torso

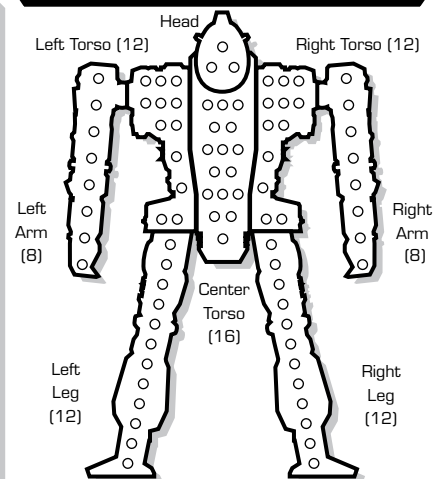
- 1-3
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Machine Gun
 - Machine Gun
 - Ammo (Ultra AC/5) 20

- 4-6
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: CLN-7V CHAMELEON

Movement Points: Tonnage: 50
Walking: 6 Tech Base: Inner Sphere
Running: 9 [Intro]
Jumping: 6 Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Machine Gun	CT	0	2 [DB, AI]	—	1	2	3
2	Small Laser	RT	1	3 [DE]	—	1	2	3
1	Small Laser	LT	1	3 [DE]	—	1	2	3
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

BV: 1,042

WARRIOR DATA

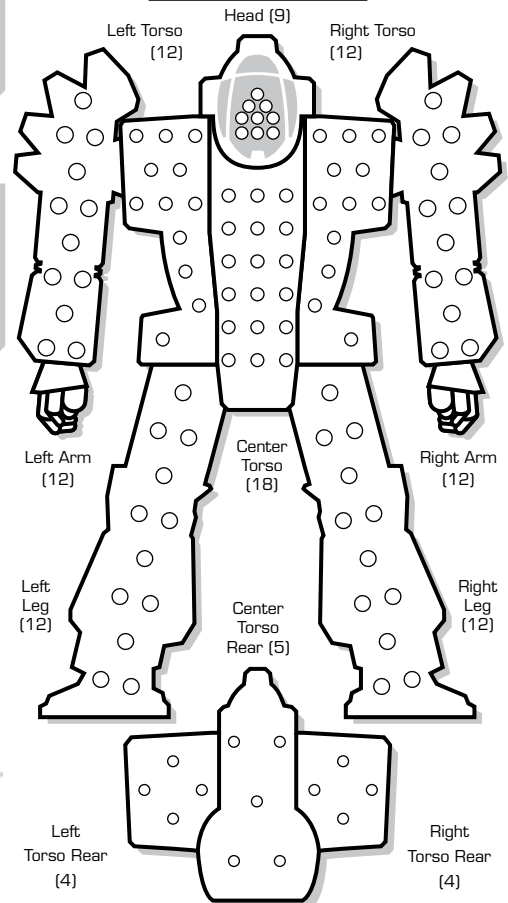
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- Jump Jet
- Small Laser
- Ammo (Machine Gun) 100
- Roll Again
- Roll Again
- Roll Again

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

Left Leg

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

Head

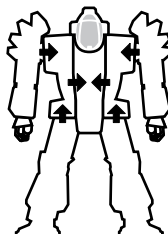
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Machine Gun
- Machine Gun

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



Damage Transfer Diagram

Right Arm

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

- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

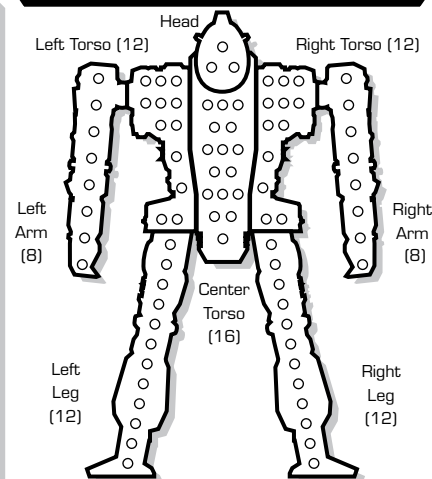
- Jump Jet
- Small Laser
- Small Laser
- Roll Again
- Roll Again
- Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **HUNCHBACK IIC**

Movement Points: **Tonnage: 50**
 Walking: 4 **Tech Base: Clan**
 Running: 6 **Succession Wars**
 Jumping: 4

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	CT	5	7 [DE]	—	5	10	15
1	Ultra AC/20	RT	7	20/Sht.	—	4	8	12
				[DB,R,C]				
1	Ultra AC/20	LT	7	20/Sht.	—	4	8	12
				[DB,R,C]				

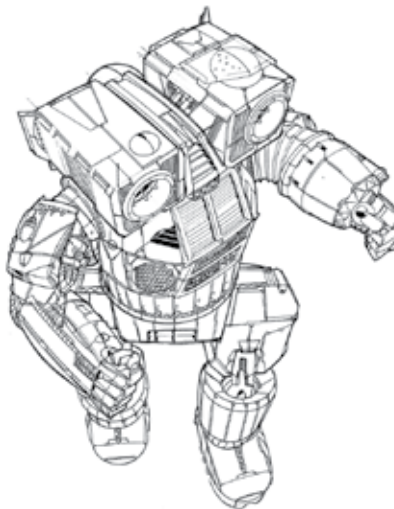
BV: 1,679

WARRIOR DATA

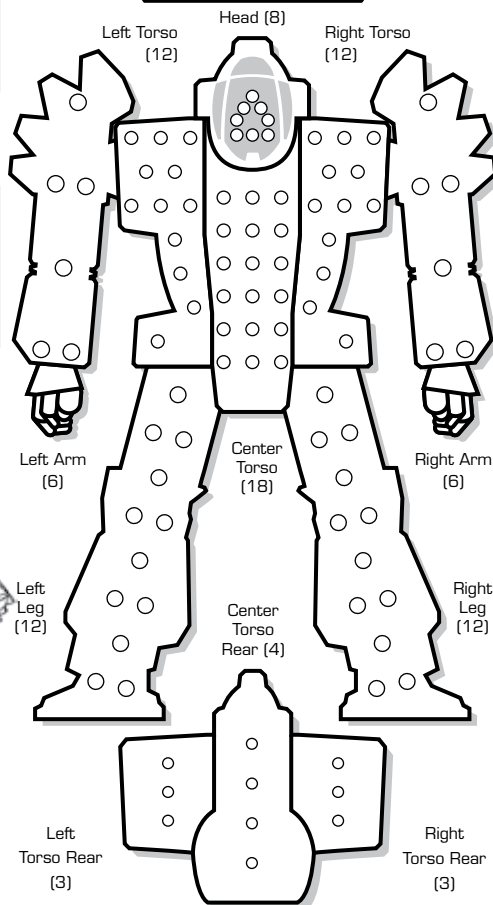
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ammo (Ultra AC/20) 5
- Endo Steel

Left Leg

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

Head

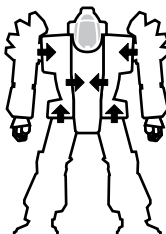
- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- ER Medium Laser

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

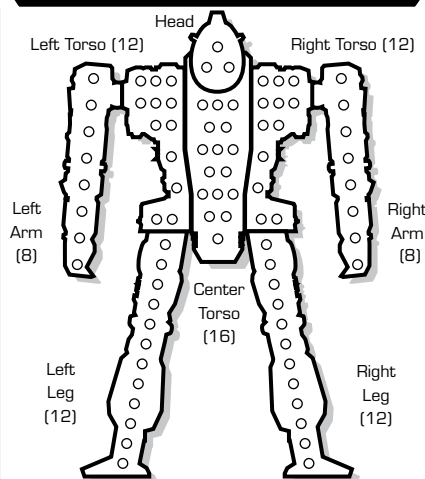
Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ammo (Ultra AC/20) 5
- Endo Steel

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **NOBORI-NIN PRIME**

Movement Points: **Tonnage:** 50
Walking: 5 **Tech Base:** Clan
Running: 8 **Clan Invasion**
Jumping: 5

WARRIOR DATA

Name: _____

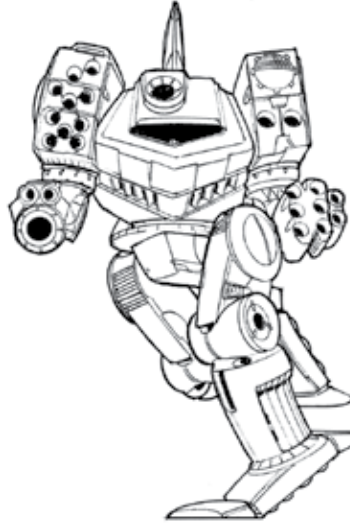
Gunnery Skill: _____ Piloting Skill: _____

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

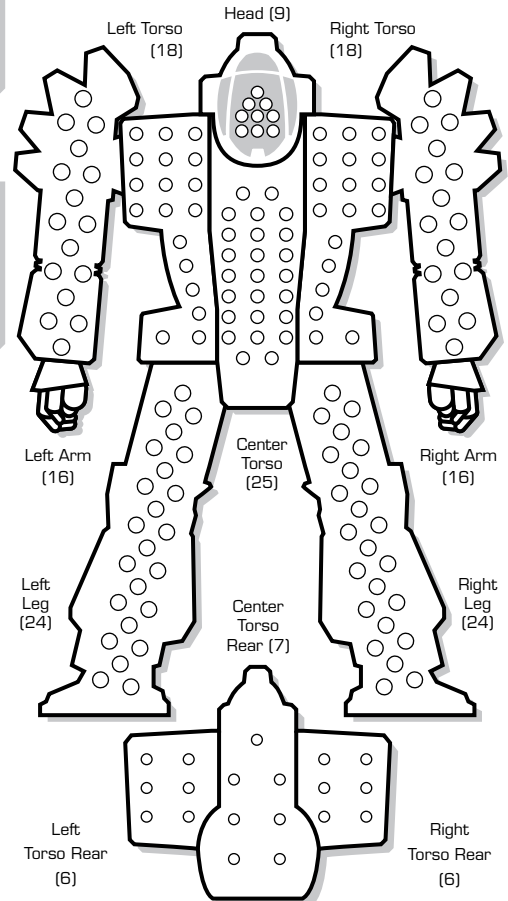
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Active Probe	RT	—	[E]	—	—	—	5
1	LRM 10	RT	4	1/Msl.	—	7	14	21
				[M,C,S]				
1	AMS	LT	1	2 [DB,PD]	—	0	0	0
1	TAG	LT	0	0 [S]	—	5	10	15
1	Flamer	LT	3	2	—	1	2	3
				[DE,H,AI]				
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	Ultra AC/2	RA	1	2/Sht.	2	9	18	27
				[DB,R,C]				
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	Streak SRM 6	LA	4	2/Msl.	—	4	8	12
				[M,C]				
1	A-Pod	RL	—	[PD,OS,AI]	—	—	—	—
1	A-Pod	LL	—	[PD,OS,AI]	—	—	—	—

BV: 2,108



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Medium Laser
- ER Medium Laser
- Streak SRM 6

- Streak SRM 6
- Ammo (Streak SRM 6) 15
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Roll Again

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Flamer
- AMS
- Ammo (AMS) 24

- TAG
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Left Leg

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

Head

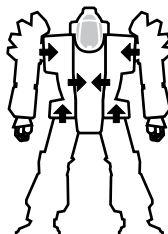
- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Endo Steel

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



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- ER Medium Laser
- Ultra AC/2
- Ultra AC/2

- Ammo (Ultra AC/2) 45
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

Right Torso (CASE)

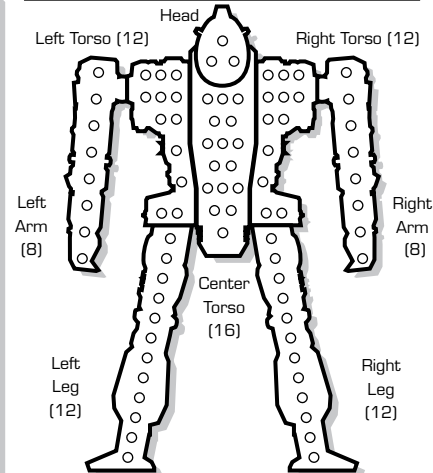
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- LRM 10
- Artemis IV FCS
- Ammo (LRM 10 Artemis) 12

- Active Probe
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
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3
2
1
0

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **STY-3C STARSAYER**

Movement Points: **Tonnage:** 50
Walking: 5 **Tech Base:** Inner Sphere
Running: 8 **Clan Invasion**
Jumping: 5

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD (R)	1	3 [DE]	—	1	2	3
1	Large Laser	RT	8	8 [DE]	—	5	10	15
2	Small Laser	LT	3	5 [DE]	—	3	6	9
1	SRM 4	LT	3	2/Msl.	—	3	6	9
				[M,C,S]				
1	Large Laser	RA	8	8 [DE]	—	5	10	15

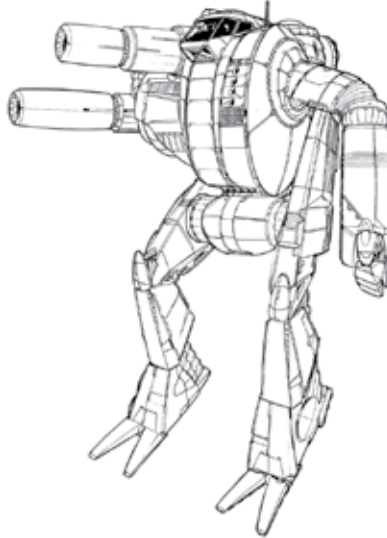
BV: 1,508

WARRIOR DATA

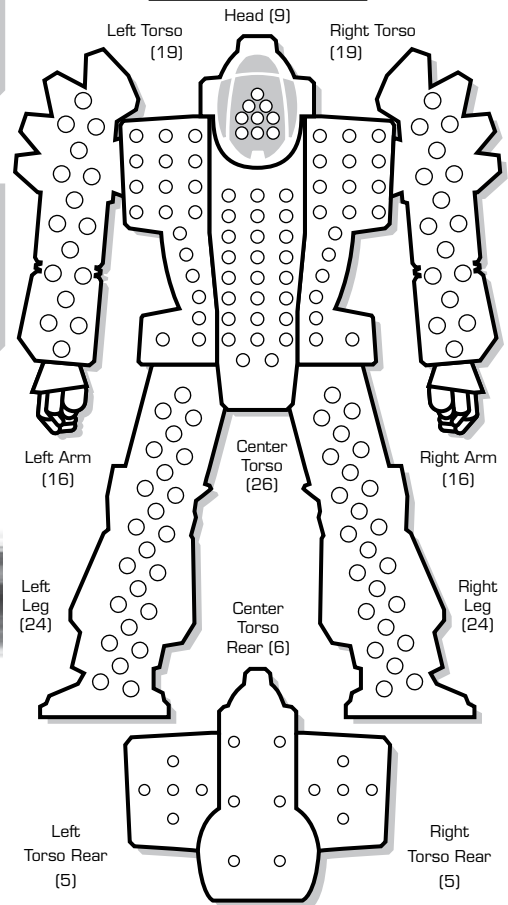
Name: _____

Gunnery Skill: _____ 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
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Endo Steel
 - Endo Steel

- 4-6
- Endo Steel
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous

Left Torso

- 1-3
- Jump Jet
 - Jump Jet
 - SRM 4
 - Medium Laser
 - Medium Laser
 - Ammo (SRM 4) 25

- 4-6
- CASE
 - Endo Steel
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

Head

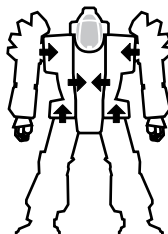
- Life Support
- Sensors
- Cockpit
- Small Laser (R)
- Sensors
- Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Large Laser
 - Large Laser
 - Endo Steel
 - Endo Steel

- 4-6
- Endo Steel
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous

Right Torso

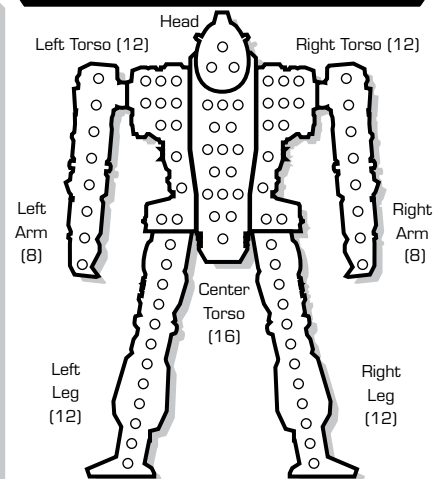
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Jump Jet
 - Jump Jet
 - Large Laser

- 4-6
- Large Laser
 - Endo Steel
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **BLACK LANNER PRIME**

Movement Points: Tonnage: 55
 Walking: 7 Tech Base: Clan
 Running: 11 [14] Clan Invasion
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	HD	—	[E]	—	—	—	6
1	SRM 6	RT	4	2/Msl.	—	3	6	9
				[M,C,S]				
1	LRM 10	LT	4	1/Msl.	—	7	14	21
				[M,C,S]				
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

BV: 2,268

WARRIOR DATA

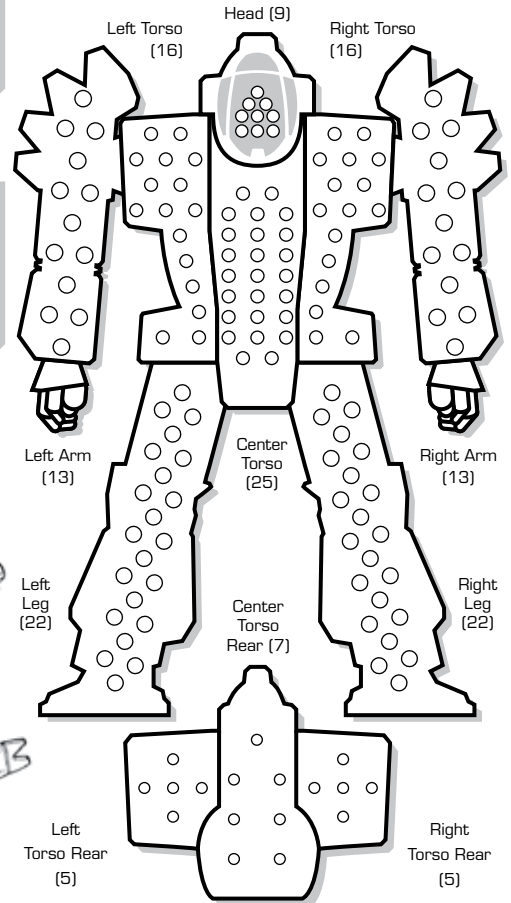
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- ER Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous

1-3

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

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- LRM 10
- Ammo (LRM 10) 12
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- ECM Suite
- Sensors
- Life Support

Center Torso

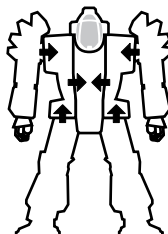
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- MASC
- MASC

4-6

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- ER Large Laser
- Endo Steel
- Endo Steel
- Roll Again

1-3

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

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- SRM 6
- Ammo (SRM 6) 15
- Ferro-Fibrous
- Ferro-Fibrous

1-3

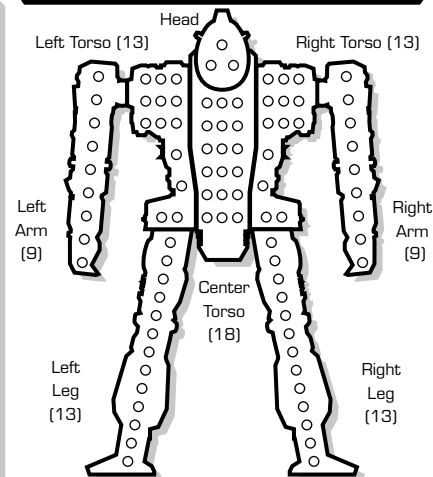
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: KW1-LH2 LINEHOLDER

Movement Points: Tonnage: 55
Walking: 5 Tech Base: Inner Sphere
Running: 8 [Intro]
Jumping: 0 Clan Invasion

Weapons & Equipment Inventory (hexes)

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

BV: 1,280

WARRIOR DATA

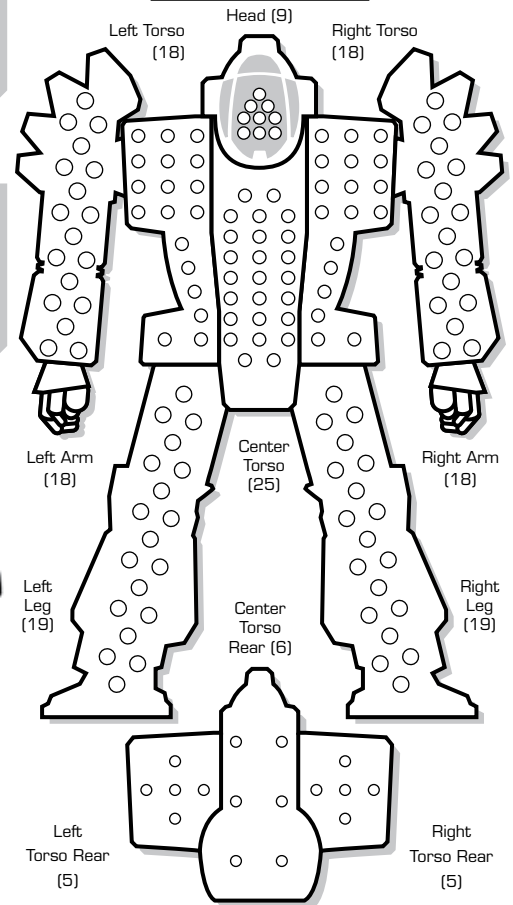
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- Heat Sink
- Medium Laser
- Medium Laser
- 1-3 Roll Again
- Roll Again
- Roll Again

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

Left Leg

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

Head

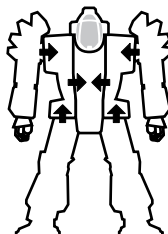
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- 4-6 Fusion Engine
- Fusion Engine
- Heat Sink
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LRM 5
- LRM 5
- Roll Again

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

Right Torso

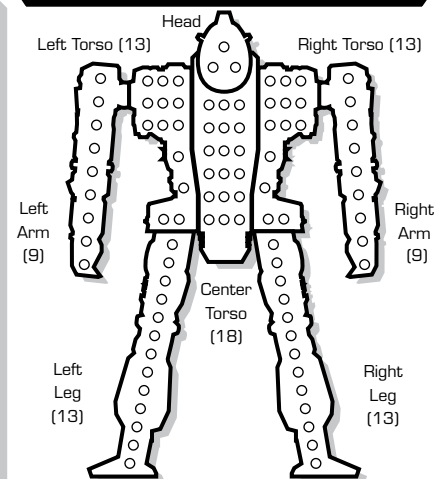
- Heat Sink
- Medium Laser
- Medium Laser
- 1-3 Ammo (LRM 5) 24
- Roll Again
- Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: LNX-9Q LYNX

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Large Laser	RT	8	8 [DE]	—	5	10	15
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	ER PPC	RA	15	10 [DE]	—	7	14	23
2	Medium Laser	LA	3	5 [DE]	—	3	6	9

BV: 1,725

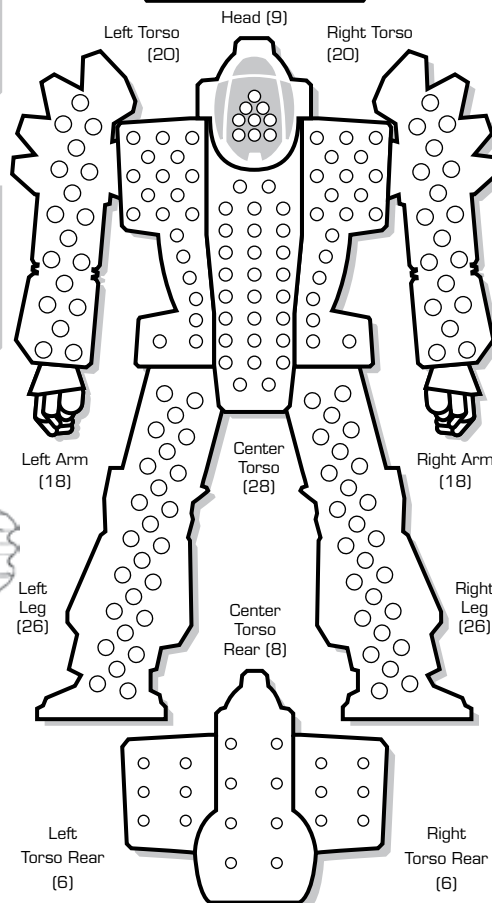
WARRIOR DATA

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

1	2	3	4	5	6
3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- 4-6 Double Heat Sink
- Medium Laser
- Roll Again
- Roll Again

Left Leg

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

Head

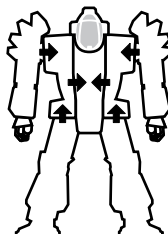
- Life Support
- Sensors
- Cockpit
- Roll Again
5. Sensors
- Life Support

Center Torso

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

- Gyro
- 4-6 XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Medium Laser

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Lower Arm Actuator
- ER PPC
- ER PPC
- ER PPC

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

Right Torso

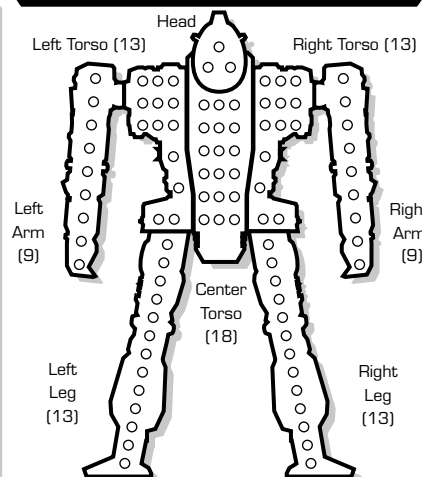
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- 4-6 Double Heat Sink
- Large Laser
- Large Laser
- Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: BHKU-O BLACK HAWK KU

Movement Points: Tonnage: 60
 Walking: 5 Tech Base: Inner Sphere
 Running: 8 Clan Invasion
 Jumping: 5

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	RT	1	3 [DE]	—	1	2	3
1	Small Laser	LT	1	3 [DE]	—	1	2	3
3	Medium Laser	RA	3	5 [DE]	—	3	6	9
2	Med. Pulse Laser	RA	4	6 [P]	—	2	4	6
3	Medium Laser	LA	3	5 [DE]	—	3	6	9
2	Med. Pulse Laser	LA	4	6 [P]	—	2	4	6

BV: 1,731

WARRIOR DATA

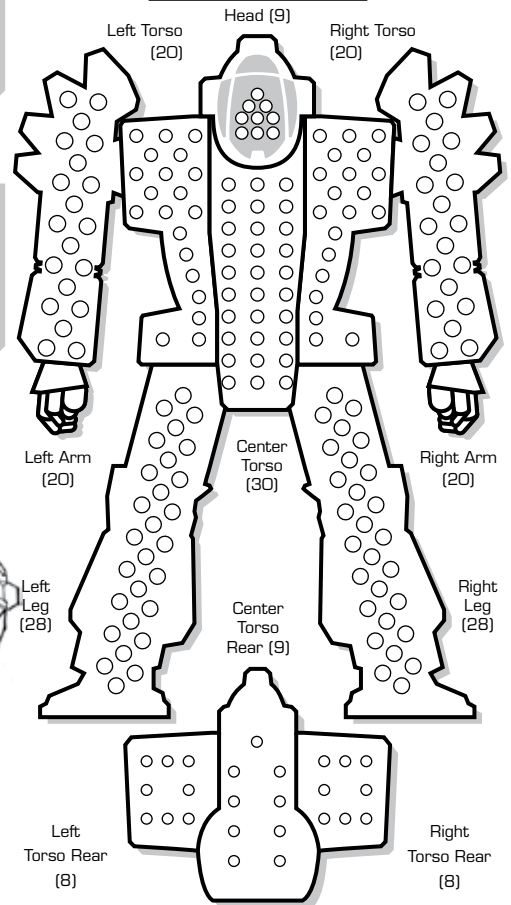
Name: _____

Gunnery Skill: _____ 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
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Medium Pulse Laser
 - Medium Pulse Laser
 - Medium Laser

- 4-6
- Medium Laser
 - Medium Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Torso

- 1-3
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink

- 4-6
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Small Laser
 - Roll Again
 - Roll Again

Left Leg

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

Head

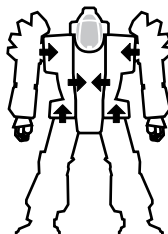
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

- 4-6
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Jump Jet
 - Roll Again

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



Damage Transfer Diagram

Right Arm

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Medium Pulse Laser
 - Medium Pulse Laser
 - Medium Laser

- 4-6
- Medium Laser
 - Medium Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Torso

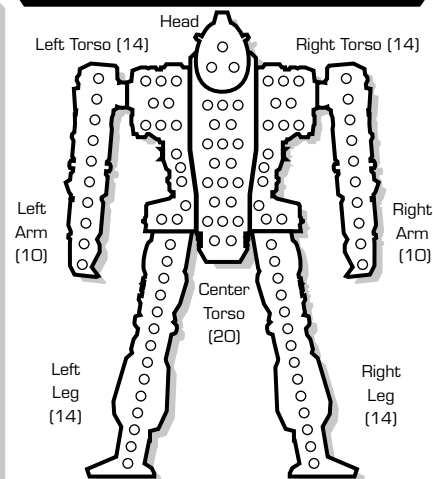
- 1-3
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink

- 4-6
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Small Laser
 - Roll Again
 - Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: MLN-1A MERLIN

Movement Points: Tonnage: 60
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 (Intro)
 Jumping: 4 Succession
 Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	RT	2	1/Msl.	6	7	14	21
				[M,C,S]				
1	PPC	RT	10	10 [DE]	3	6	12	18
1	Flamer	LT	3	2	—	1	2	3
				[DE,H,AI]				
1	Machine Gun	LT	0	2 [DE,AI]	—	1	2	3
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

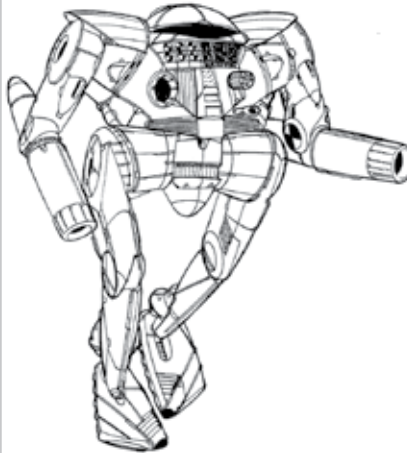
BV: 1,217

WARRIOR DATA

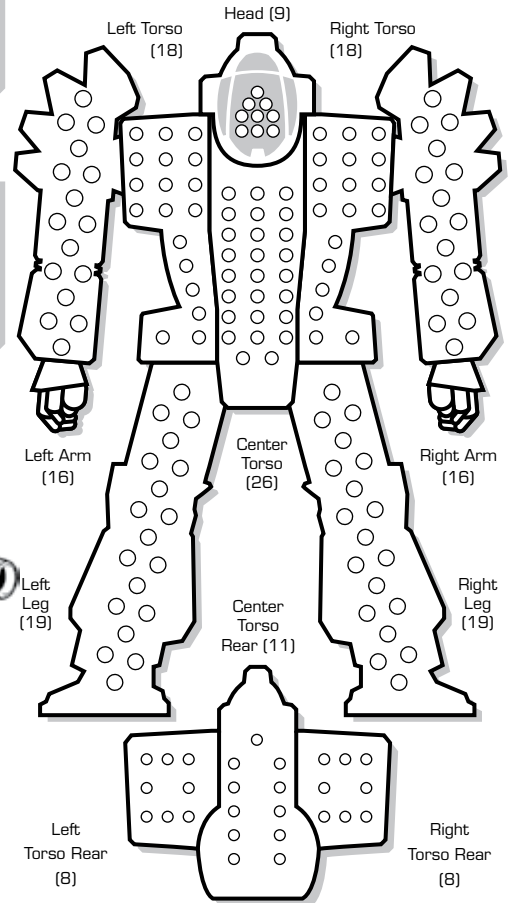
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Flamer

- Machine Gun
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

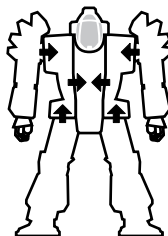
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Ammo (LRM 5) 24
- Ammo (Machine Gun) 100

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



Damage Transfer Diagram

Right Arm

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

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

Right Torso

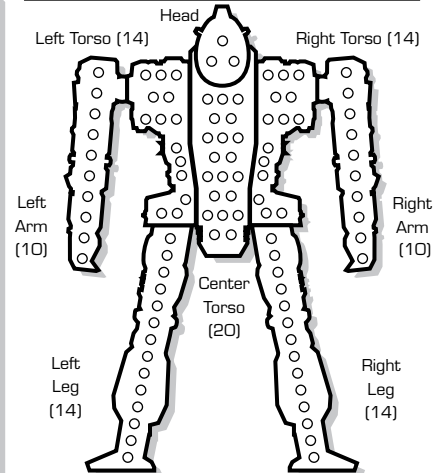
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- PPC
- PPC

- PPC
- LRM 5
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: CAULDRON-BORN PRIME

Movement Points: Tonnage: 65
Walking: 5 Tech Base: Clan
Running: 8 Clan Invasion
Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 2	RT	2	2/Msl.	—	3	6	9
				[M,C,S]				
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	LRM 10	LT	4	1/Msl.	—	7	14	21
				[M,C,S]				
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	LB 5-X AC	LA	1	5	3	8	15	24
				[DB,C/F/S]				

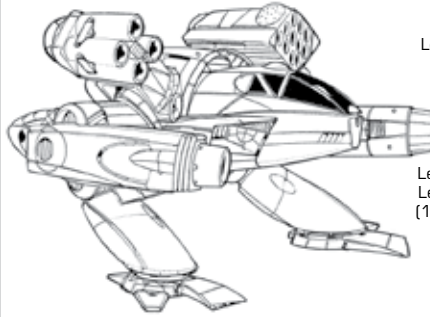
BV: 1,952

WARRIOR DATA

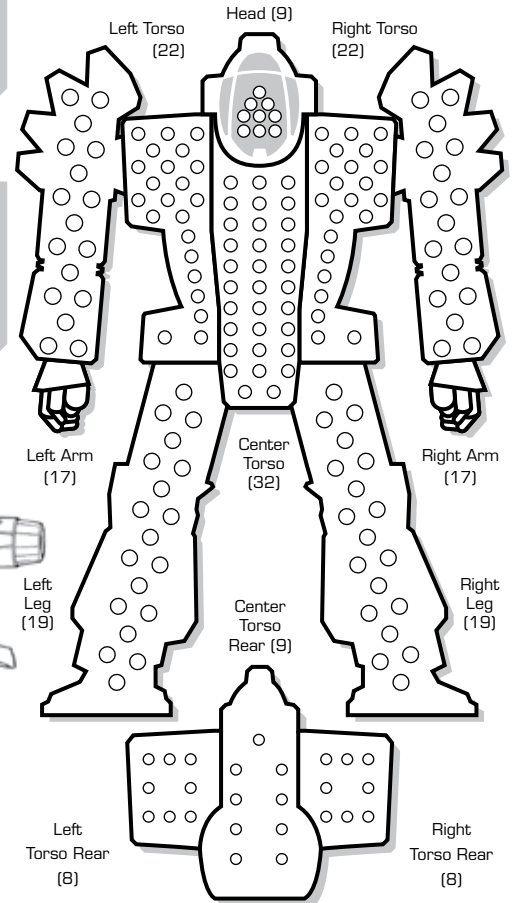
Name: _____

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 (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC

- Ammo (LB 5-X) 20
- Ammo (LB-5X Cluster) 20
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- 1-3 LRM 10
- ER Medium Laser
- Ammo (LRM 10) 12
- Ammo (LRM 10) 12

- Endo Steel
- Ferro-Fibrous
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

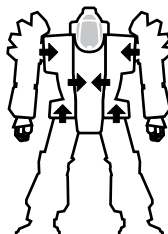
- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

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

- Gyro
- 4-6 XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Ferro-Fibrous

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



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

- Gauss Rifle
- Gauss Rifle
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

Right Torso (CASE)

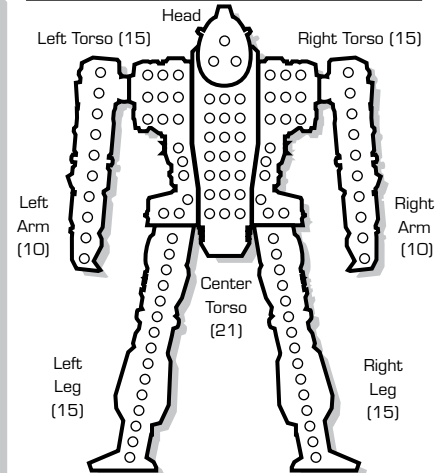
- XL Fusion Engine
- XL Fusion Engine
- 1-3 SRM 2
- Ammo (SRM 2) 50
- Ammo (Gauss) 8
- Ammo (Gauss) 8

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: CTS-6Y CESTUS

Movement Points: Tonnage: 65
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 Star League
 Jumping: 0

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	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

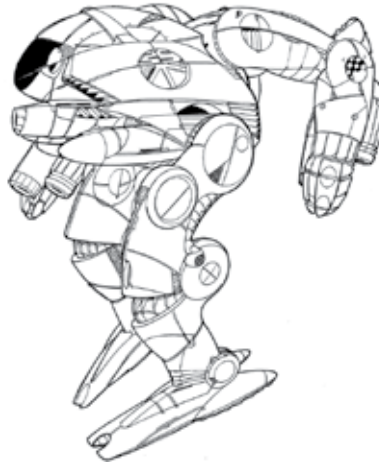
BV: 1,701

WARRIOR DATA

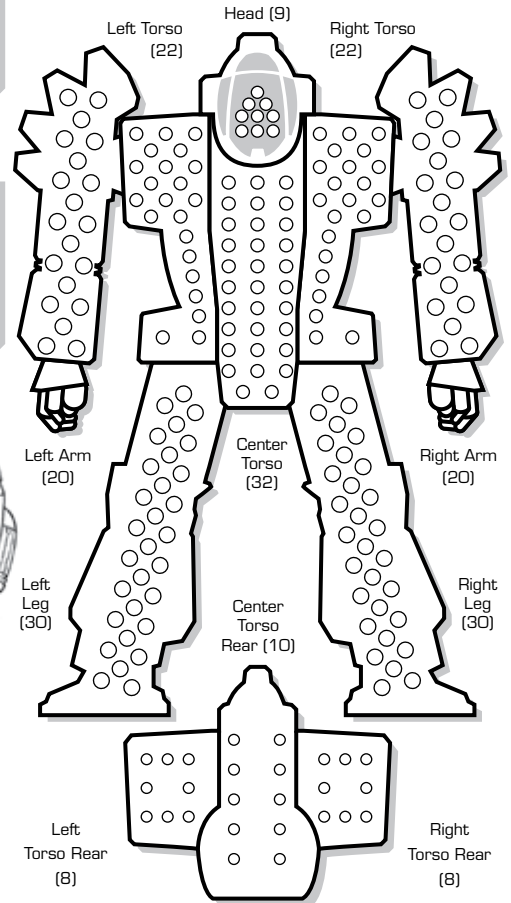
Name: _____

Gunnery Skill: _____ 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
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Large Laser
 - Large Laser

- 4-6
- Medium Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Torso

- 1-3
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink

- 4-6
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Roll Again
 - Roll Again
 - Roll Again

Left Leg

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

Head

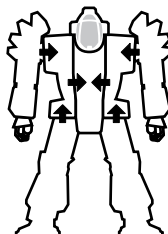
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

- 4-6
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Ammo (Gauss) 8
 - Roll Again

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



Damage Transfer Diagram

Right Arm

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Large Laser
 - Large Laser

- 4-6
- Medium Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Torso

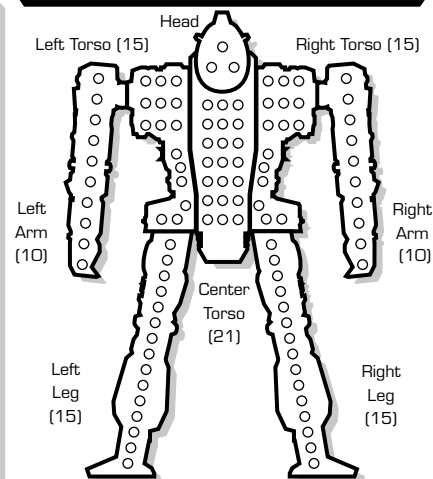
- 1-3
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle

- 4-6
- Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Ammo (Gauss) 8
 - Ammo (Gauss) 8

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **CROSSBOW PRIME**

Movement Points: Tonnage: 65
 Walking: 5 Tech Base: Clan
 Running: 8 Succession
 Jumping: 0 Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	RA	6	1/Msl.	—	7	14	21
	w/Artemis IV FCS			[M,C,S]				
1	LRM 20	LA	6	1/Msl.	—	7	14	21
	w/Artemis IV FCS			[M,C,S]				

BV: 1,829

WARRIOR DATA

Name: _____

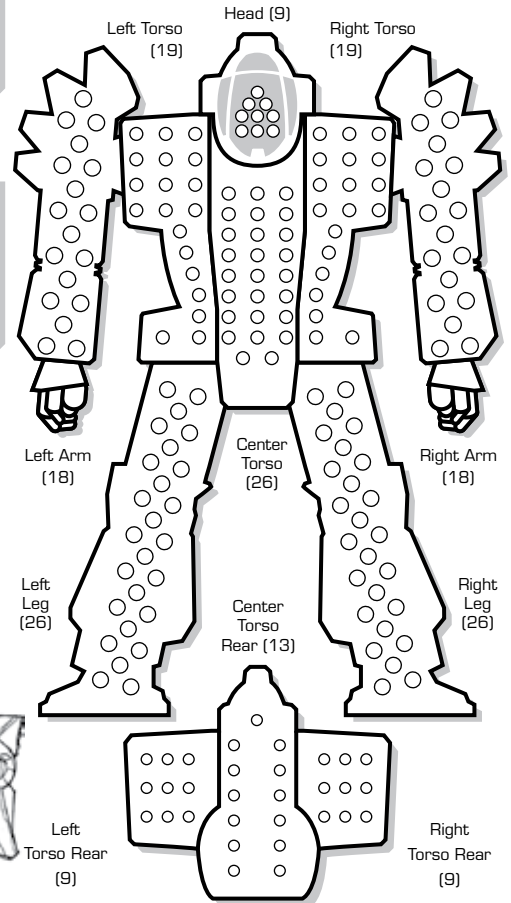
Gunnery Skill: _____ Piloting Skill: _____

Hits Taken
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LRM 20
- LRM 20
- LRM 20

- LRM 20
- Artemis IV FCS
- 4-6 Ammo (LRM 20 Artemis) 6
- Ammo (LRM 20 Artemis) 6
- Roll Again
- Roll Again

Left Torso

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

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

Left Leg

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

Head

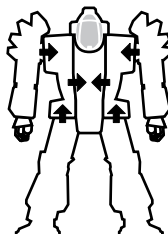
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- 4-6 Gyro
- Gyro
- Gyro

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

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



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LRM 20
- LRM 20
- LRM 20

- LRM 20
- Artemis IV FCS
- 4-6 Ammo (LRM 20 Artemis) 6
- Ammo (LRM 20 Artemis) 6
- Roll Again
- Roll Again

Right Torso

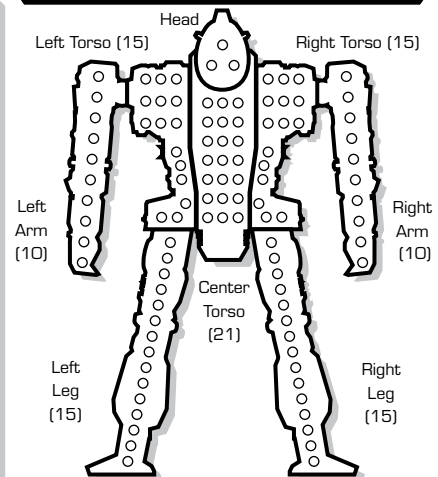
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Right Leg

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



Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: AV1-O AVATAR

Movement Points: Tonnage: 70
Walking: 4 Tech Base: Inner Sphere
Running: 6 Clan Invasion
Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	LRM 10	RT	4	1/Msl.	6	7	14	21
	w/Artemis IV FCS			[M,C,S]				
1	Machine Gun	RT	0	2 [DB,AI]	—	1	2	3
1	LRM 10	LT	4	1/Msl.	6	7	14	21
	w/Artemis IV FCS			[M,C,S]				
1	Machine Gun	LT	0	2 [DB,AI]	—	1	2	3
1	LB 10-X AC	RA	2	10	—	6	12	18
				[DB,C/F/S]				
2	Med. Pulse Laser	LA	4	6 [P]	—	2	4	6

BV: 1,395

WARRIOR DATA

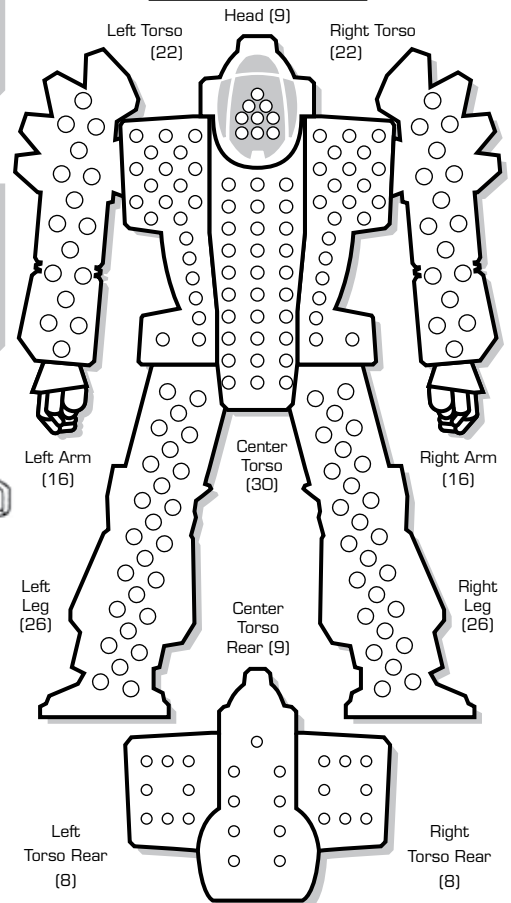
Name: _____

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

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

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

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM 10
- LRM 10
- Artemis IV FCS

- Machine Gun
- Ammo (LRM 10 Artemis) 12
- Ammo (LRM 10 Artemis) 12
- Ammo (LRM 10 Artemis) 12
- CASE
- Roll Again

Left Leg

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

Head

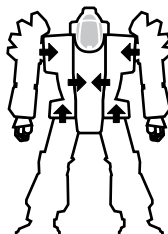
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Laser
- Medium Laser

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

- LB 10-X AC
- LB 10-X AC
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

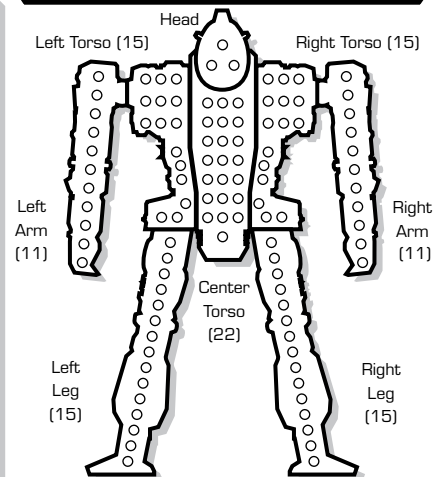
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM 10
- LRM 10
- Artemis IV FCS

- Machine Gun
- Ammo (Machine Gun) 200
- Ammo (LB 10-X) 10
- Ammo (LB 10-X Cluster) 10
- CASE
- Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: EXC-B2 EXCALIBUR

Movement Points: Tonnage: 70
 Walking: 5 Tech Base: Inner Sphere
 Running: 8 Star League
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AMS	CT	1	1 [DB,PD]	—	0	0	0
1	LRM 20	LT	6	1/Msl.	6	7	14	21
	w/Artemis IV FCS			[M,C,S]				
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22

BV: 1,533

WARRIOR DATA

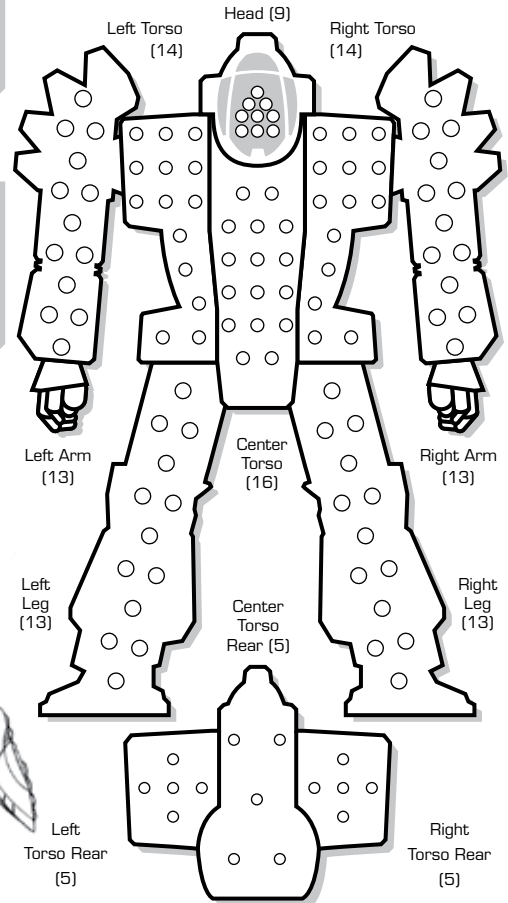
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Artemis IV FCS
- Ammo (LRM 20 Artemis) 6
- Ammo (LRM 20 Artemis) 6
- CASE

1-3

4-6

Head

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

Center Torso

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

1-3

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- AMS
- Ammo (AMS) 12

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

4-6

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Roll Again
- Roll Again

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- CASE

1-3

4-6

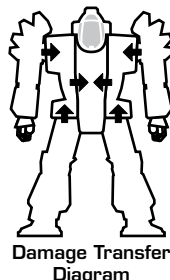
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

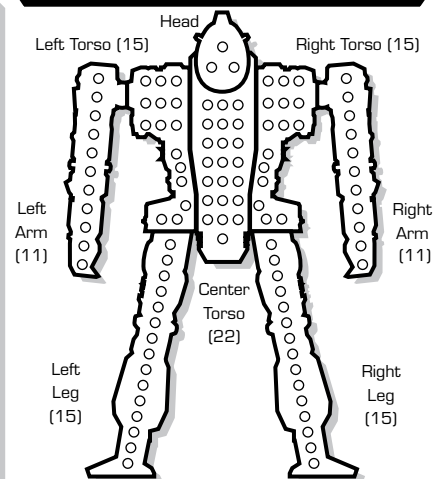
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Left Leg

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



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: GRIZZLY

Movement Points: Tonnage: 70
 Walking: 4 Tech Base: Clan
 Running: 6 Succession
 Jumping: 4 Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LT	4	1/Msl.	—	7	14	21
[M,C,S]								
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
1	Med. Pulse Laser	LA	4	7 [P]	—	4	8	12
1	Small Pulse Laser	LA	2	3 [P]	—	2	4	6

BV: 2,219

WARRIOR DATA

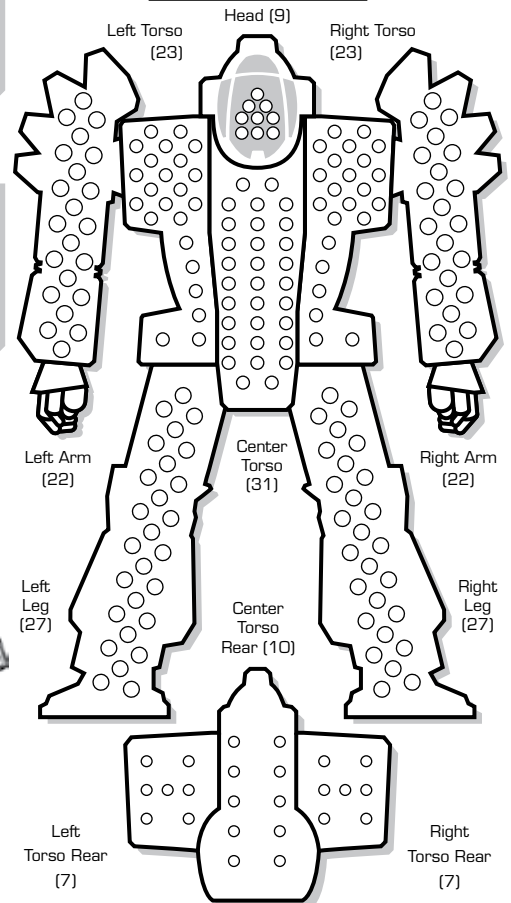
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Pulse Laser
- Large Pulse Laser
- Medium Pulse Laser

- Small Pulse Laser
- Endo Steel
- Endo Steel
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso (CASE)

- LRM 10
- Ammo (LRM 10) 12
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Left Leg

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

Head

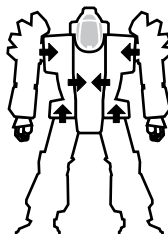
- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Endo Steel
- Endo Steel

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



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
5. Gauss Rifle
- Gauss Rifle

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- 4-6 Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8

Right Torso

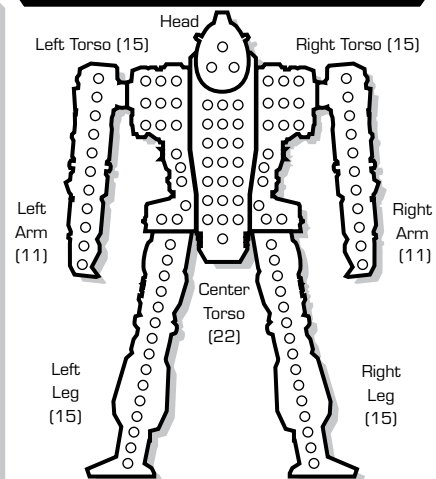
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: DGR-3F DRAGON FIRE

Movement Points: Tonnage: 75
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 Clan Invasion
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Med. Pulse Laser	HD	4	6 [P]	—	2	4	6
1	Large Laser	CT	8	8 [DE]	—	5	10	15
1	Guardian ECM Suite	LT	—	[E]	—	—	—	6
1	Med. Pulse Laser	RA	4	6 [P]	—	2	4	6
1	LB 10-X AC	RA	2	10	—	6	12	18
				[DB,C/F/S]				
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22

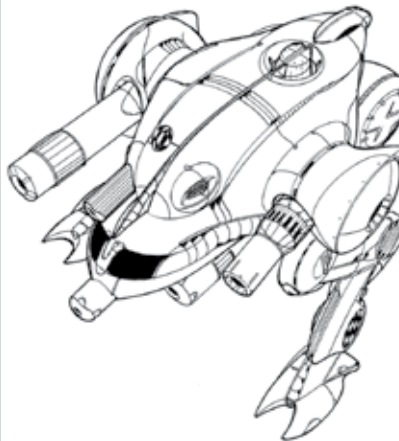
BV: 1,855

WARRIOR DATA

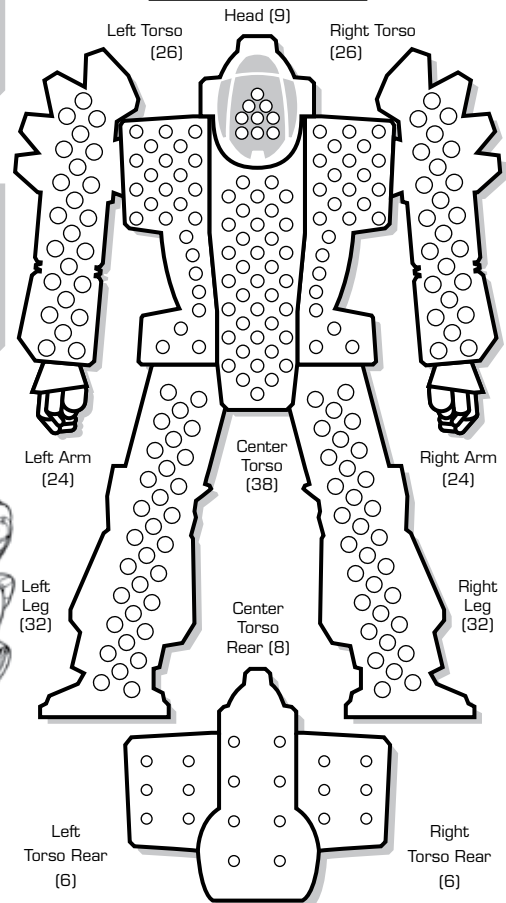
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

- Gauss Rifle
- Gauss Rifle
- 3 Gauss Rifle
- 4-6 Endo Steel
- Roll Again
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- 3 XL Fusion Engine
- 4-6 Medium Pulse Laser
- Ammo (Gauss) 8
- Ammo (Gauss) 8

- Guardian ECM Suite
- Guardian ECM Suite
- 4-6 Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Leg

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

Head

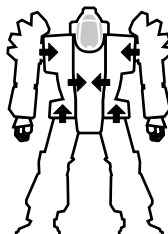
- Life Support
- Sensors
- Cockpit
- 4 Medium Pulse Laser
- Sensors
- Life Support

Center Torso

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

- Gyro
- 2 XL Fusion Engine
- 4-6 XL Fusion Engine
- XL Fusion Engine
- Large Laser
- Large Laser

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

- LB 10-X AC
- LB 10-X AC
- 4-6 Endo Steel
- Endo Steel
- Roll Again
- Roll Again

Right Torso

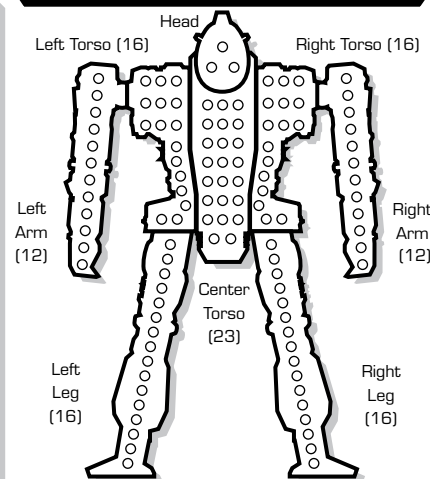
- XL Fusion Engine
- XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 Ammo (LB 10-X) 10
- Ammo (LB 10-X Cluster) 10
- CASE

- Endo Steel
- Endo Steel
- 3 Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- Foot Actuator
- Endo Steel
- Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: MTR-5K MAELSTROM

Movement Points: Tonnage: 75
Walking: 5 Tech Base: Inner Sphere
Running: 8 Clan Invasion
Jumping: 0

WARRIOR DATA

Name: _____

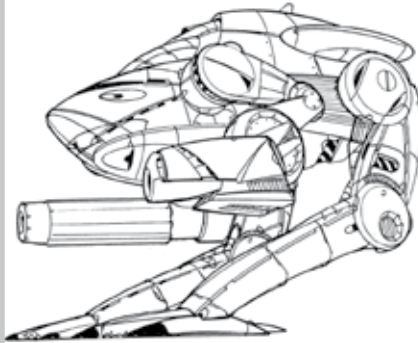
Gunnery Skill: _____ Piloting Skill: _____

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

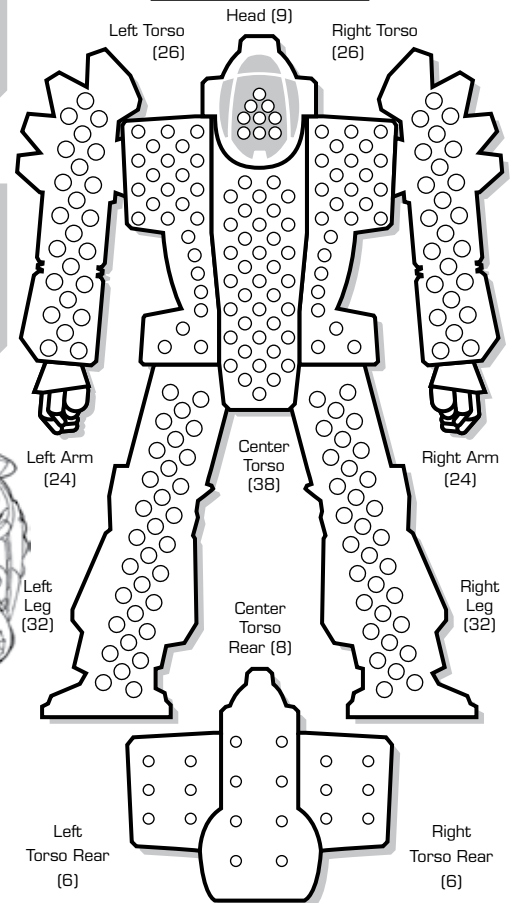
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Med. Pulse Laser	HD	4	6 [P]	—	2	4	6
1	Med. Pulse Laser	CT	4	6 [P]	—	2	4	6
1	Small Laser	CT	1	3 [DE]	—	1	2	3
1	TAG	RT	0	0 [S]	—	5	10	15
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19

BV: 1,694



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- 1-3
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink

- 4-6
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Roll Again
 - Roll Again
 - Roll Again

Left Leg

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

Head

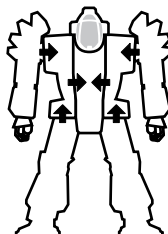
- Life Support
- Sensors
- Cockpit
- Medium Pulse Laser
- Sensors
- Life Support

Center Torso

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

- 4-6
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Medium Pulse Laser
 - Small Laser

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



Damage Transfer Diagram

Right Arm

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - ER PPC
 - ER PPC
 - ER PPC

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

Right Torso

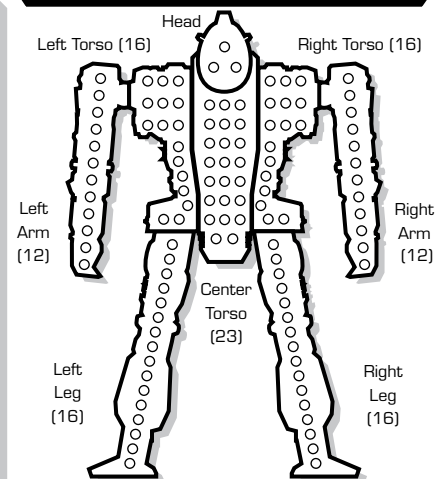
- 1-3
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink

- 4-6
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - TAG
 - Roll Again
 - Roll Again

Right Leg

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

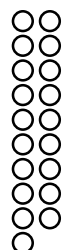
INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects
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: 19 (38)
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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: OBK-M10 O-BAKEMONO

Movement Points: Tonnage: 80
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 (Advanced)
 Jumping: 0 Clan Invasion

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken
 Consciousness#

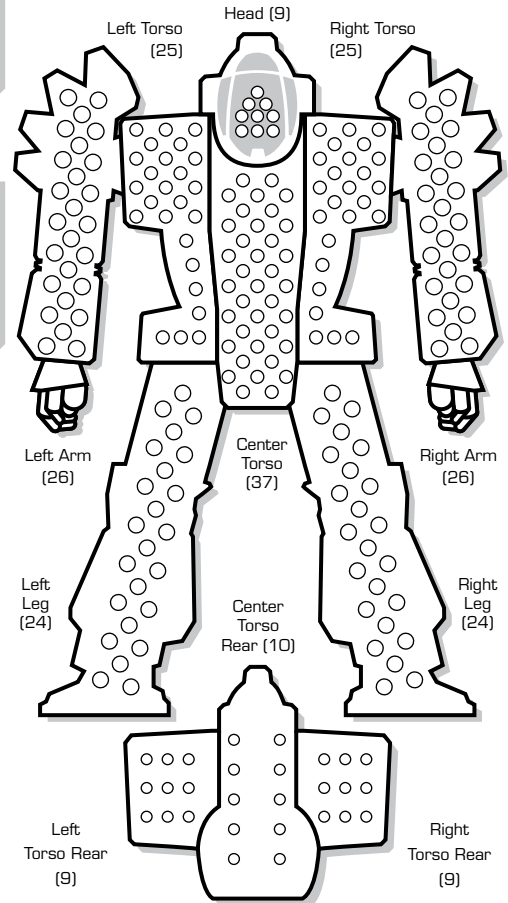
1	2	3	4	5	6
3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)							
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med Lng
1	Small Laser	HD	1	3 [DE]	—	1	2 3
2	Medium Laser	CT	3	5 [DE]	—	3	6 9
1	Arrow IV	RT/	10	20	—	1	2 8
		RA		[AE,S,F]			
1	Arrow IV	LT/	10	20	—	1	2 8
		LA		[AE,S,F]			

BV: 1,659



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV

- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Arrow IV
- Arrow IV
- Arrow IV

- Arrow IV
- Arrow IV
- Ammo (Arrow IV Homing) 5
- Ammo (Arrow IV Homing) 5
- Ammo (Arrow IV) 5
- CASE

Left Leg

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

Head

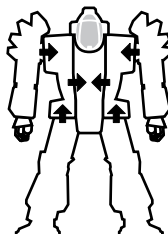
- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Laser
- Medium Laser

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV

- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV

Right Torso

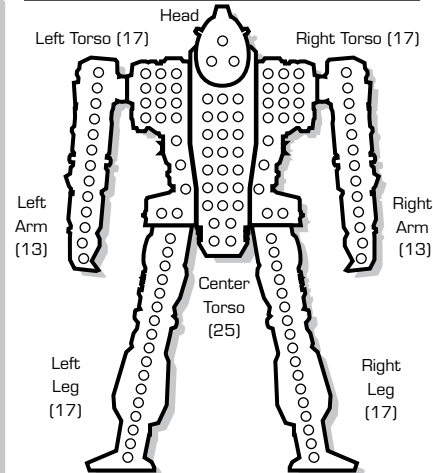
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Arrow IV
- Arrow IV
- Arrow IV

- Arrow IV
- Arrow IV
- Ammo (Arrow IV Homing) 5
- Ammo (Arrow IV) 5
- Ammo (Arrow IV) 5
- CASE

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **STC-2C STRIKER**

Movement Points: Tonnage: 80
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 (Intro)
 Jumping: 0 Star League

Weapons & Equipment Inventory (hexes)

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

BV: 1,488

WARRIOR DATA

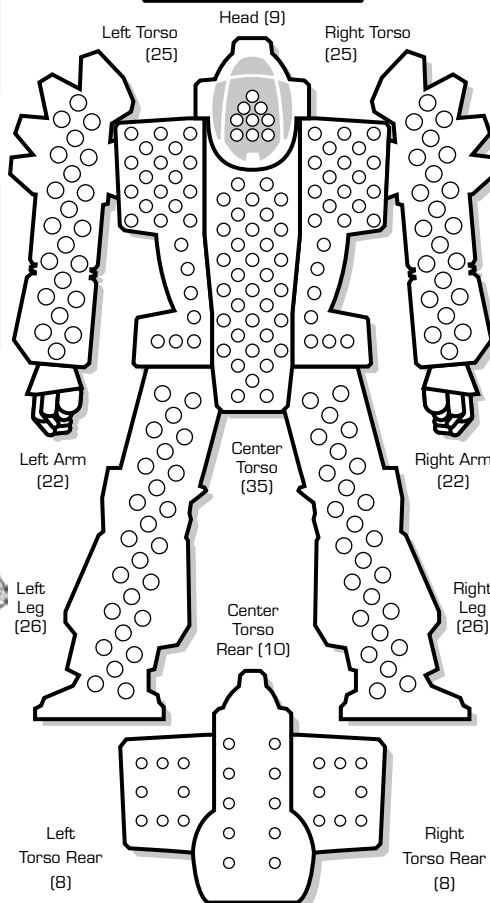
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

- Autocannon/5
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Heat Sink
- Heat Sink
- Large Laser
- Large Laser
- Ammo (AC/5) 20
- Roll Again

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

Left Leg

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

Head

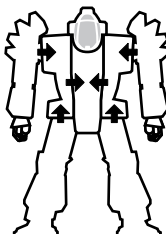
- Life Support
- Sensors
- Cockpit
- Medium Laser
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Medium Laser

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



Damage Transfer Diagram

Right Arm

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

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

Right Torso

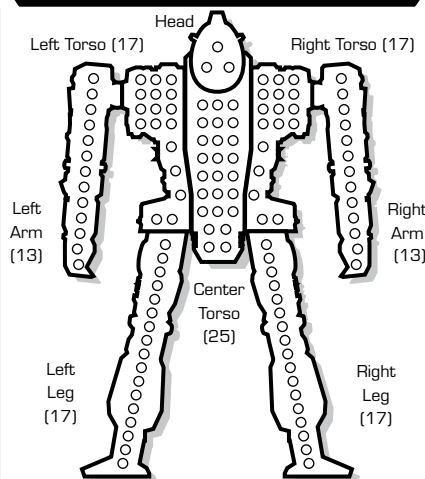
- Heat Sink
- PPC
- PPC
- PPC
- Roll Again
- Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: LGB-7Q LONGBOW

Movement Points: Tonnage: 85
 Walking: 3 Tech Base: Inner Sphere
 Running: 5 (Intro)
 Jumping: 0 Star League

WARRIOR DATA

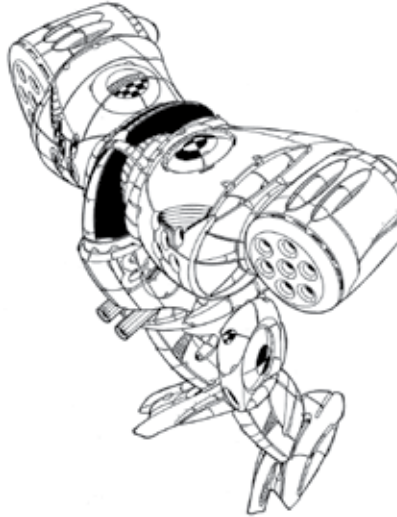
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

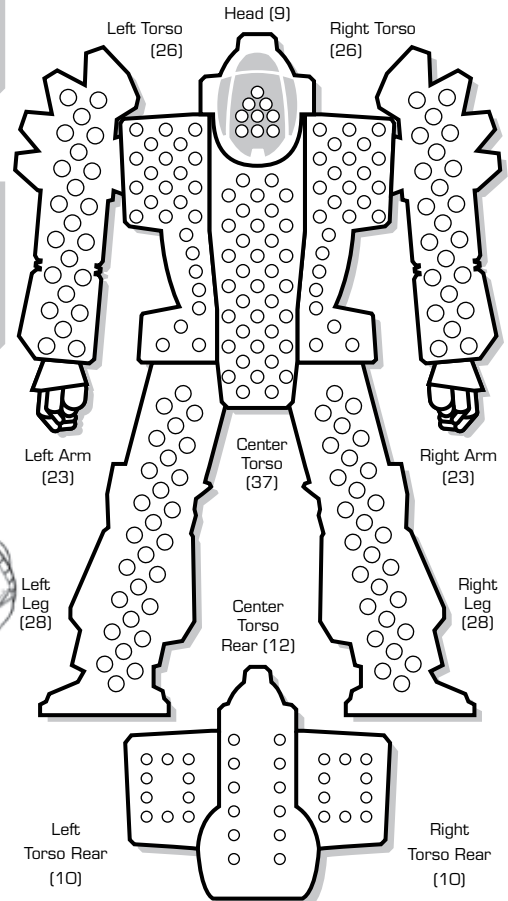
Hits Taken 1 2 3 4 5 6
 Consciousness# 3 5 7 10 11 Dead

Weapons & Equipment Inventory (hexes)								
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	RT	2	1/Msl.	6	7	14	21
				[M,C,S]				
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	LRM 5	LT	2	1/Msl.	6	7	14	21
				[M,C,S]				
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	LRM 20	RA	6	1/Msl.	6	7	14	21
				[M,C,S]				
1	LRM 20	LA	6	1/Msl.	6	7	14	21
				[M,C,S]				

BV: 1,618



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 LRM 20
- LRM 20
- LRM 20
- LRM 20

- LRM 20
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Medium Laser
- LRM 5

- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

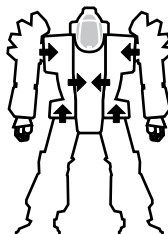
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Ammo (LRM 5) 24
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 LRM 20
- LRM 20
- LRM 20
- LRM 20

- LRM 20
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

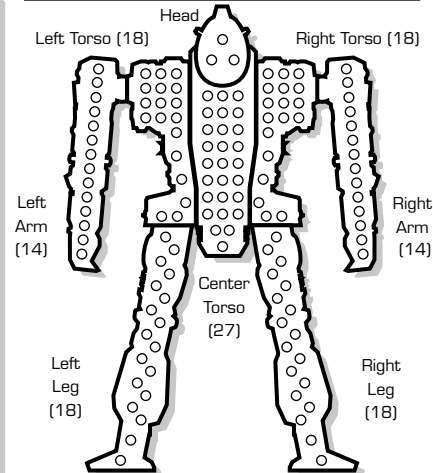
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Medium Laser
- LRM 5

- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: EMP-6A EMPEROR

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	—	3	6	9
1	Med. Pulse Laser	RT	4	6 [P]	—	2	4	6
1	Med. Pulse Laser	LT	4	6 [P]	—	2	4	6
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	LB 10-X AC	RA	2	10	—	6	12	18
[DB,C/F/S]								
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	LB 10-X AC	LA	2	10	—	6	12	18
[DB,C/F/S]								

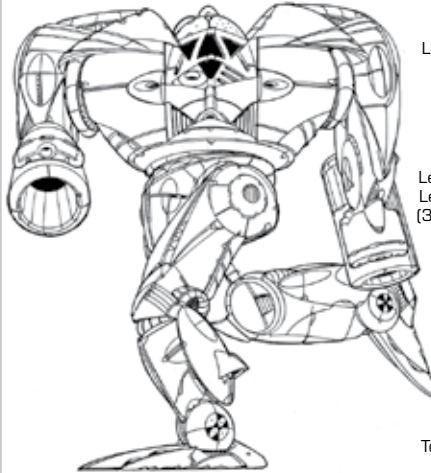
BV: 1,969

WARRIOR DATA

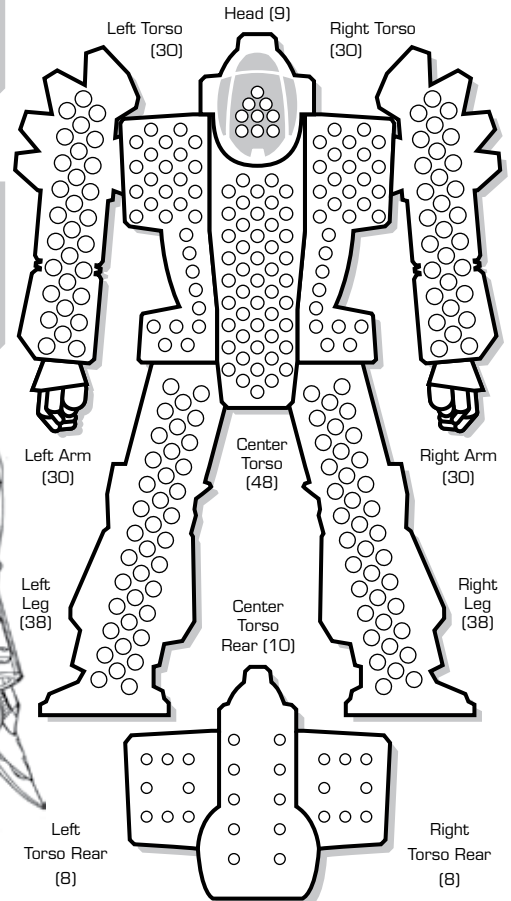
Name: _____

Gunnery Skill: _____ 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
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC

- 4-6
- LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
 - Large Laser
 - Large Laser
 - Roll Again

Left Torso

- 1-3
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 4-6
- Medium Pulse Laser
 - Ammo (LB 10-X) 10
 - Ammo (LB 10-X Cluster) 10
 - CASE
 - Roll Again
 - Roll Again

Left Leg

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

Head

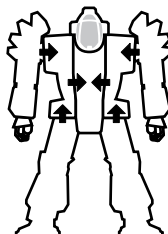
- Life Support
- Sensors
- Cockpit
- Medium Laser
- Sensors
- Life Support

Center Torso

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

- 4-6
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Jump Jet
 - Roll Again

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



Damage Transfer Diagram

Right Arm

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC

- 4-6
- LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
 - Large Laser
 - Large Laser
 - Roll Again

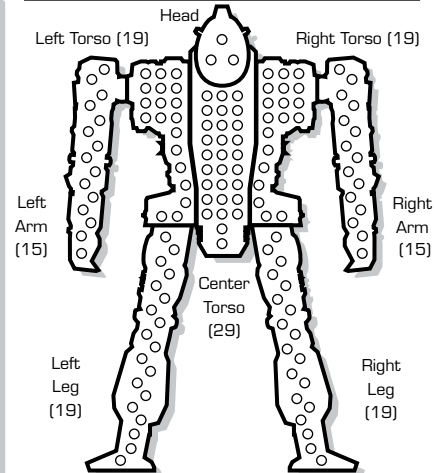
Right Torso

- 1-3
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 4-6
- Medium Pulse Laser
 - Ammo (LB 10-X) 10
 - Ammo (LB 10-X Cluster) 10
 - CASE
 - Roll Again
 - Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: NSR-9J NIGHTSTAR

Movement Points: Tonnage: 95
Walking: 3 Tech Base: Inner Sphere
Running: 5 Star League
Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	—	1	2	3
1	ER PPC	RT	15	10 [DE]	—	7	14	23
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Med. Pulse Laser	RA	4	6 [P]	—	2	4	6
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
1	Med. Pulse Laser	LA	4	6 [P]	—	2	4	6

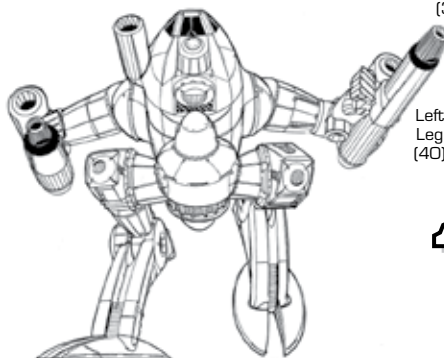
BV: 2,399

WARRIOR DATA

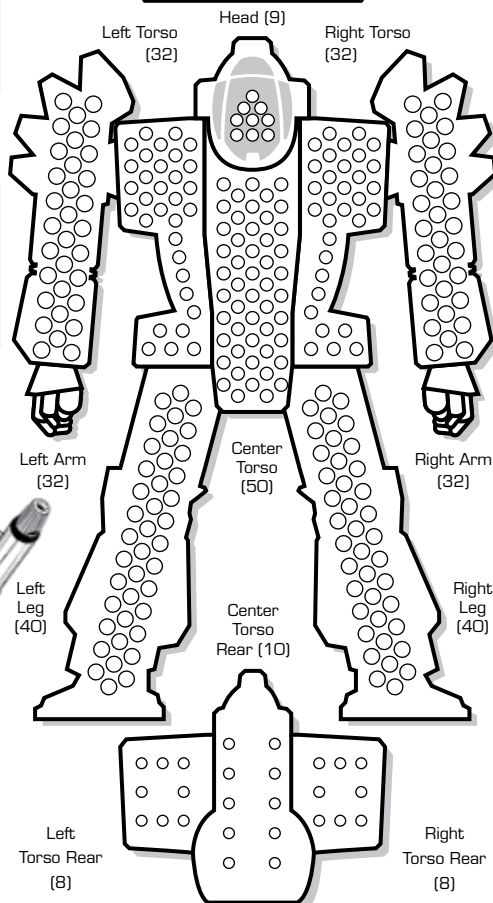
Name: _____

Gunnery Skill: _____ 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
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Gauss Rifle
 - Gauss Rifle

- 4-6
- Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Medium Pulse Laser

Left Torso

- 1-3
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink

- 4-6
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Ammo (Gauss) 8
 - Ammo (Gauss) 8
 - Ammo (Gauss) 8

Left Leg

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

Head

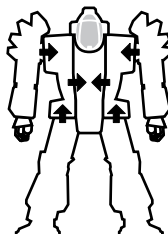
- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

Center Torso

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

- 4-6
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Ammo (Gauss) 8
 - Roll Again

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



Damage Transfer Diagram

Right Arm

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Gauss Rifle
 - Gauss Rifle

- 4-6
- Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Medium Pulse Laser

Right Torso

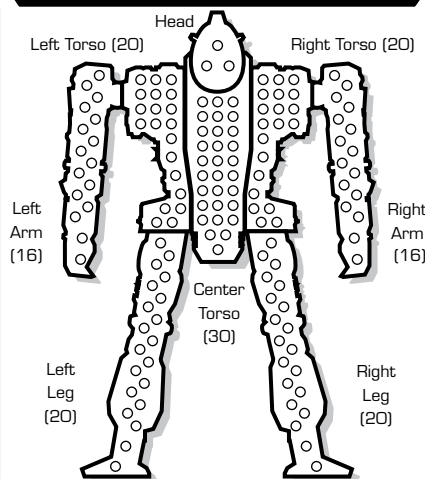
- 1-3
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink

- 4-6
- ER PPC
 - ER PPC
 - ER PPC
 - Ammo (Gauss) 8
 - Ammo (Gauss) 8
 - Ammo (Gauss) 8

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **TURKINA PRIME**

Movement Points: Tonnage: 95
Walking: 3 Tech Base: Clan
Running: 5 Clan Invasion
Jumping: 3

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RT	5	1/Msl.	—	7	14	21
				[M,C,S]				
1	LRM 15	LT	5	1/Msl.	—	7	14	21
				[M,C,S]				
2	ER PPC	RA	15	15 [DE]	—	7	14	23
2	LB 5-X AC	LA	1	5	3	8	15	24
				[DB,C/F/S]				

BV: 2,944

WARRIOR DATA

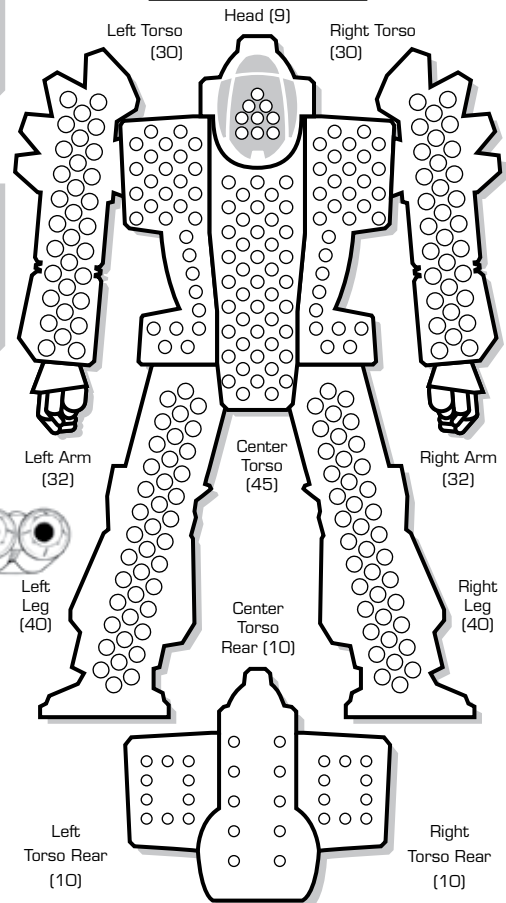
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC

- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- 4-6 LB 5-X AC
- Ammo (LB 5-X) 20
- Ammo (LB 5-X Cluster) 20

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Jump Jet
- LRM 15
- 1-3 LRM 15
- 4-6 Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Roll Again

Left Leg

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

Head

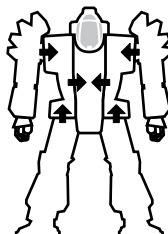
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

- Gyro
- 4-6 XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- ER PPC
- ER PPC
- ER PPC
- 4-6 ER PPC
- Roll Again
- Roll Again

Right Torso (CASE)

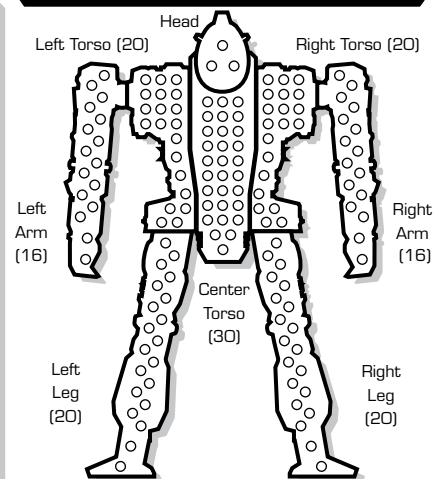
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Jump Jet
- LRM 15
- 1-3 LRM 15
- 4-6 Ammo (LRM 15) 8
- Roll Again
- Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	19 (38)
28	Ammo Exp. avoid on 8+	Double
26	Shutdown, avoid on 10+	
25	-5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	-4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	-3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

Heat Scale

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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: DVS-2 DEVASTATOR

Movement Points: Tonnage: 100
 Walking: 3 Tech Base: Inner Sphere
 Running: 5 Succession
 Jumping: 0 Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	—	3	6	9
1	Medium Laser	CT(R)	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	PPC	RT	10	10 [DE]	3	6	12	18
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	PPC	RT	10	10 [DE]	3	6	12	18
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22

BV: 2,481

WARRIOR DATA

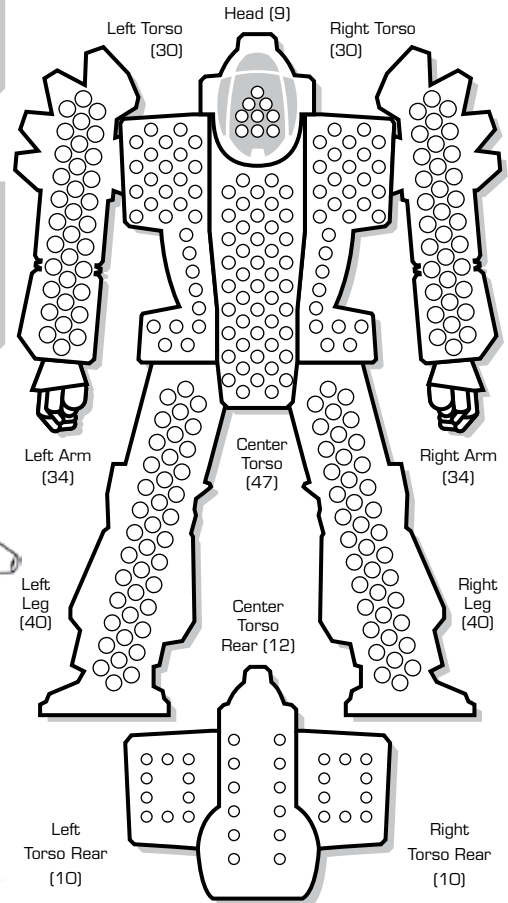
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle

- 4-6
- Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Ammo (Gauss) 8
 - Roll Again

Left Torso

- 1-3
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink

- 4-6
- PPC
 - PPC
 - PPC
 - Medium Laser
 - Ammo (Gauss) 8
 - Roll Again

Left Leg

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

Head

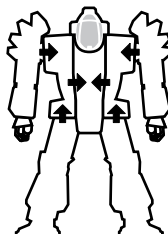
- Life Support
- Sensors
- Cockpit
- Medium Laser
- Sensors
- Life Support

Center Torso

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

- 4-6
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Medium Laser (R)
 - Roll Again

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



Damage Transfer Diagram

Right Arm

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle

- 4-6
- Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Ammo (Gauss) 8
 - Roll Again

Right Torso

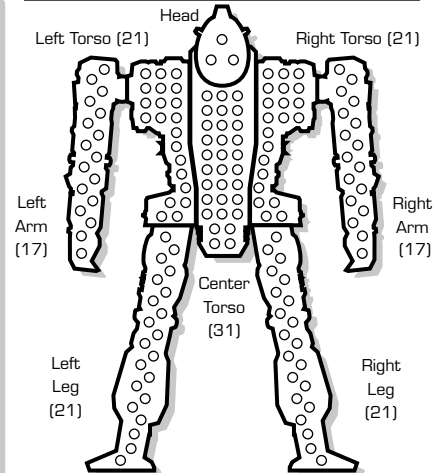
- 1-3
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink

- 4-6
- PPC
 - PPC
 - PPC
 - Medium Laser
 - Ammo (Gauss) 8
 - Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: PLG-3Z PILLAGER

Movement Points: Tonnage: 100
 Walking: 3 Tech Base: Inner Sphere
 Running: 5 Star League
 Jumping: 3

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	—	3	6	9
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	LT	1	15 [DB,X]	2	7	15	22
1	Large Laser	RA	8	8 [DB]	—	5	10	15
2	Medium Laser	LA	3	5 [DE]	—	3	6	9

BV: 2,697

WARRIOR DATA

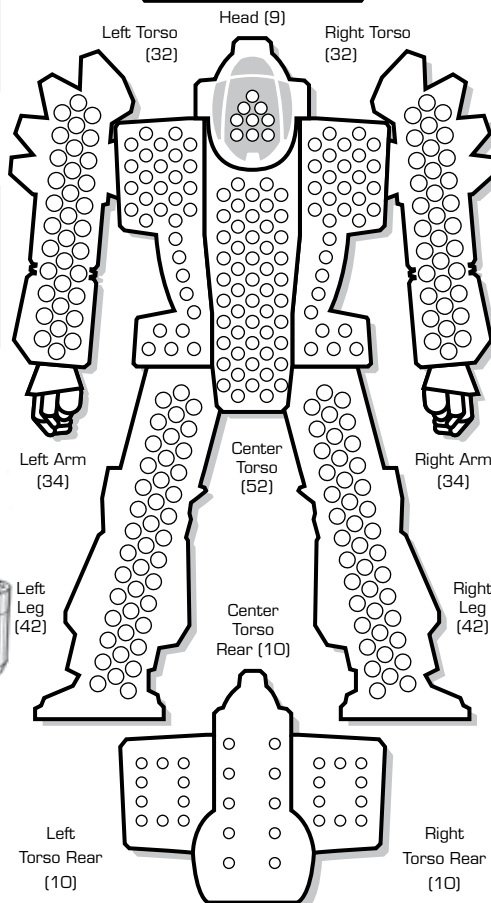
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Medium Laser
- Medium Laser
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Ammo (Gauss) 8

Head

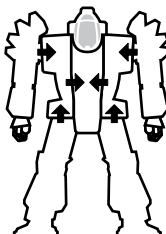
- Life Support
- Sensors
- Cockpit
- Medium Laser
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Medium Laser

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Large Laser
- Large Laser
- Roll Again
- Roll Again
- Roll Again

Right Torso

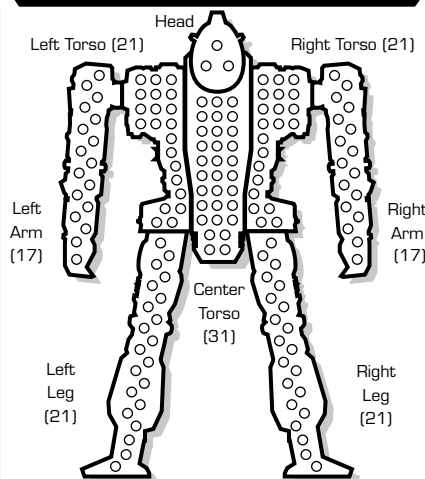
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Ammo (Gauss) 8

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: TDK-7X THUNDER HAWK

Movement Points: Tonnage: 100
Walking: 3 Tech Base: Inner Sphere
Running: 5 Star League
Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	—	3	6	9
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	LT	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
2	Medium Laser	LA	3	5 [DE]	—	3	6	9

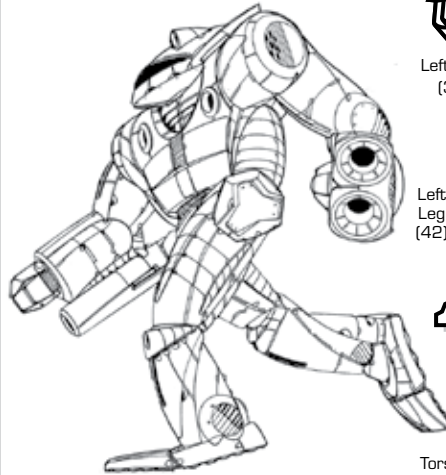
BV: 2,577

WARRIOR DATA

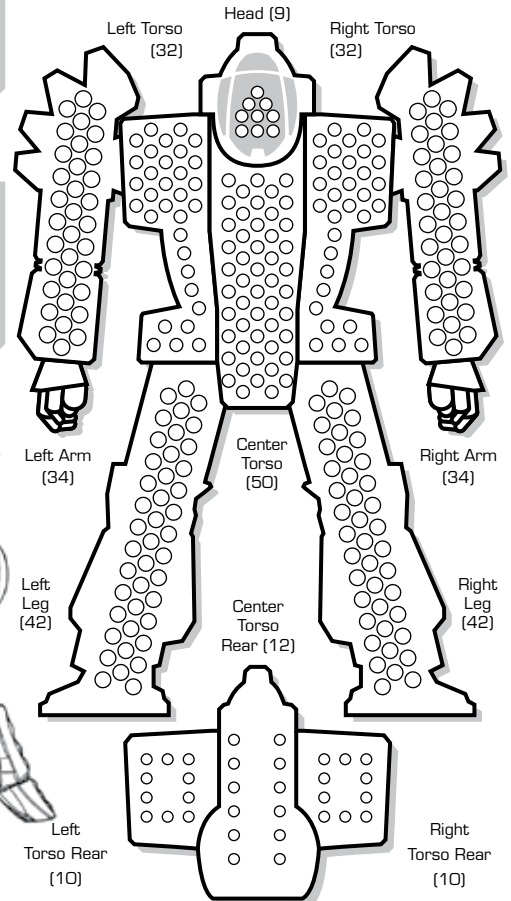
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8

Left Leg

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

Head

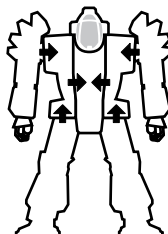
- Life Support
- Sensors
- Cockpit
- Medium Laser
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo (Gauss) 8
- Ammo (Gauss) 8

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Gauss Rifle
- Gauss Rifle

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Medium Laser

Right Torso

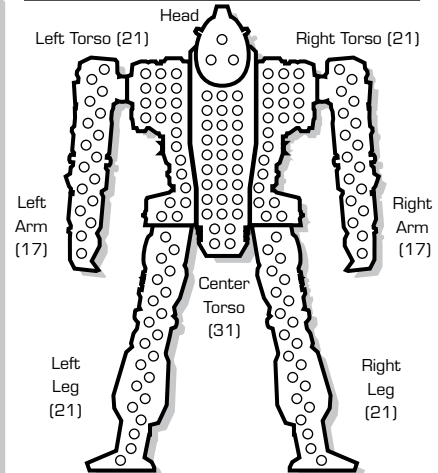
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

Dossiers: Bounty Hunter E-publication

There is a cost to success, and to failure. In the thirty-first century, that price sometimes manifests itself as a bounty. Bounty hunters are reviled and feared throughout the universe. Man-hunters, who seek to drag their prey back to pay the price of their accomplishments—or inadequacies. They are the reason that those with a guilty conscience, and those of great achievement can never truly rest.

Of all these men and women, none are feared more than the man known only as the Bounty Hunter. No matter what the challenge, he never seems to fail. Will his legend endure, or will he finally find a test even he cannot defeat?

Dossiers: Bounty Hunter describes one of *BattleTech*'s legends, as well as several of his trusted companions. It highlights their machines and abilities, both on and off the battlefields of the 31st century. This Lance Pack dossier provides players with the background and descriptions of the Bounty Hunter, four of his companions, and a micro-campaign based on their exploits, complete with character and BattleMech record sheers suitable for play with *Total Warfare* and *A Time of War: The BattleTech RPG*.



Bounty Hunter Miniatures

Two releases from Iron Wind Metals are perfect companions for the *Dossiers: Bounty Hunter* above.

The Bounty Hunter Set (10-050 / \$24.95) includes two BattleMechs piloted by the infamous MechWarrior: Bounty Hunter *Mad Cat S* and Bounty Hunter *Marauder II*, as well as the 25mm scale Bounty Hunter Night Hawk Power Armor.

The Bounty Hunter "Companion" Mechs (10-051 / \$39.95) includes: *Phoenix Hawk -3M*, *Cauldron-Born A*, *Javelin -11D*, and *SHD-1 Primitive Shadow Hawk*.

They can be ordered at any local hobby game store, or online at www.ironwindmetals.com.

THE FUTURE OF YOUR BATTLES

The following bio is taken from *Lance Pack: Bounty Hunter Dossiers* and describes one of the most infamous characters of the entire *BattleTech* universe: the Bounty Hunter. Read the bio below, then use the two noted special piloting abilities, along with the Night Hawk Mk. XXX (Bounty Hunter) record sheet on the following page in any of your games!



THE BOUNTY HUNTER

The Bounty Hunter currently goes by the name "Vic Travers". This is most likely an alias, but one he has consistently used as his active identity since 3028. Few pictures of him exist, and none exist of him while donning the trade-mark armor or 'Mechs. Well in to his sixties, he is beginning to show his age.

Travers' approach as the Bounty Hunter appears to be pragmatic. The majority of the jobs we have become aware of have been relatively low-key, relying on subterfuge and clandestine operations to come to fruition. While the Bounty Hunter is routinely well-informed, it appears that Travers relies on intelligence gathering more than most. A lot of this free-lance intel work appears to rely on blackmail as well as connecting to the local organized crime syndicates. This is a bit of a departure from prior Bounty Hunters, although it should be noted that Michi Noketsuna made use of similar means to gain access to his targets. This suggests that Travers was his primary intelligence gatherer, and also indicates that Travers has a connection to organized crime that pre-dates his tenure among Noketsuna's companions.

SPECIAL PILOTING ABILITIES

The following Special Piloting Abilities (PSA) are similar to those found in *A Time of War: The BattleTech RPG*, but are specifically geared towards battle armor.

Focused Shots

Exceptional proficiency with a battle armor's weapon systems can allow a trooper to make use of Focused Shots. Against other infantry units (conventional or battle armors), the trooper can pick exactly one trooper to target with all of his suit's weapons. This attack is resolved using the same rules for a targeting computer-assisted Aimed Shot against a vehicle or 'Mech, but at a -1 modifier instead of the normal -3 modifier. All other normal modifiers apply. If successful, all of the suit's weapons will strike the targeted individual, though clustering weapons such as SRMs still require a Cluster Hits Table check to determine how much arrives on target.

Against 'Mechs, vehicles and battle armor, this ability works as a standard Aimed Shot attack.

Stealthy Movement

Stealthy Movement allows a crew or individual to use his environment to great advantage. By using available obstacles to obscure line of sight, Stealthy Movement allows a unit to move without ending his Hidden Unit status. Stealthy Movement only applies if the unit does not Jump, enters Clear/Paved Terrain, or ends Movement within 1 hex of an enemy unit during the Movement Phase, and does not fire any weapons or engage in physical attacks during subsequent Phases. Stealthy Movement also does not apply if the unit moves through the detection range of an Active Probe. In all such cases, the unit is immediately revealed, and cannot make use of the Hidden Unit rules.



BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: NIGHTHAWK MK. XXX (Bounty Hunter) Era: Succession Wars
Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 3

Weapons & Equip. Dmg Min Sht Med Lng
None

Armor: Standard

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○

2 ○○○

3 ○○○

4 ○○○

BV: 37/7

BATTLE ARMOR: SQUAD 2

Type: NIGHTHAWK MK. XXX (Bounty Hunter) Era: Succession Wars
Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 3

Weapons & Equip. Dmg Min Sht Med Lng
None

Armor: Standard

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○

2 ○○○

3 ○○○

4 ○○○

BV: 37/7

BATTLE ARMOR: SQUAD 3

Type: NIGHTHAWK MK. XXX (Bounty Hunter) Era: Succession Wars
Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 3

Weapons & Equip. Dmg Min Sht Med Lng
None

Armor: Standard

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○

2 ○○○

3 ○○○

4 ○○○

BV: 37/7

BATTLE ARMOR: SQUAD 4

Type: NIGHTHAWK MK. XXX (Bounty Hunter) Era: Succession Wars
Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 3

Weapons & Equip. Dmg Min Sht Med Lng
None

Armor: Standard

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○

2 ○○○

3 ○○○

4 ○○○

BV: 37/7

BATTLE ARMOR: SQUAD 5

Type: NIGHTHAWK MK. XXX (Bounty Hunter) Era: Succession Wars
Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 3

Weapons & Equip. Dmg Min Sht Med Lng
None

Armor: Standard

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○

2 ○○○

3 ○○○

4 ○○○

BV: 37/7

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH™

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 six 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.



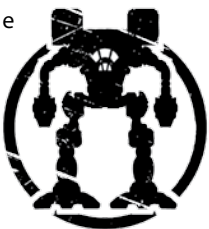
SUCCESSION WARS (3025, 3030, 3040)

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 (3067, CURRENT)

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, on-line 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.