BATTLETECH™

RECORD SHEETS: 3060 UNABRIDGED



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'MECHS, VEHICLES AND PROTOMECHS

NOTES

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

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

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STANDARD RULES

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

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

ERAS

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

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BATTLETECH™

BATTLETECH ERAS

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

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

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

STAR LEAGUE (2570)



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

SUCCESSION WARS (3025, 3030, 3040)



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

CLAN INVASION (3052, 3057)



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

CIVIL WAR (3062, 3067)



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

JIHAD



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

DARK AGE (3132+)



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

SOURCEBOOKS

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

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



INNER SPHERE VEHICLES

BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Flatbed Truck

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

Tonnage: 10
Tech Base: Inner Sphere (Intro)
Era: Star League

Weapons & Equipment Inventory (hexes)

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

Cost: **BV:** 34

CREW DATA

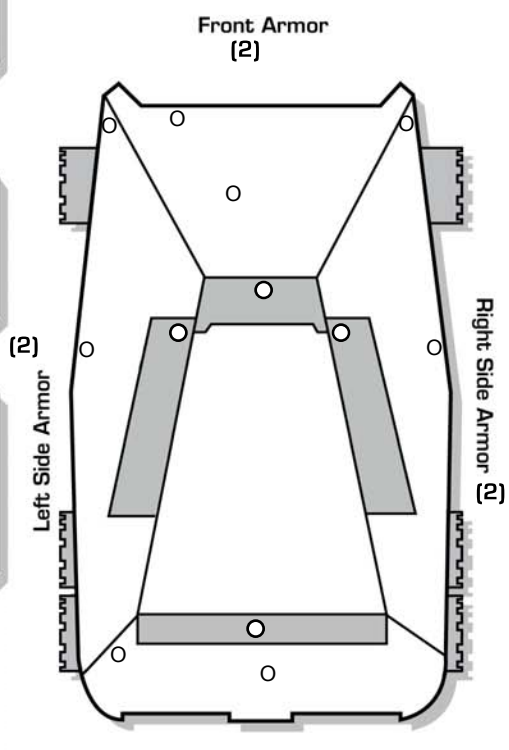
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Flatbed Truck (Armor)

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

Tonnage: 10
Tech Base: Inner Sphere (Intro)
Era: Star League

Weapons & Equipment Inventory (hexes)

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

Cost: **BV:** 117

CREW DATA

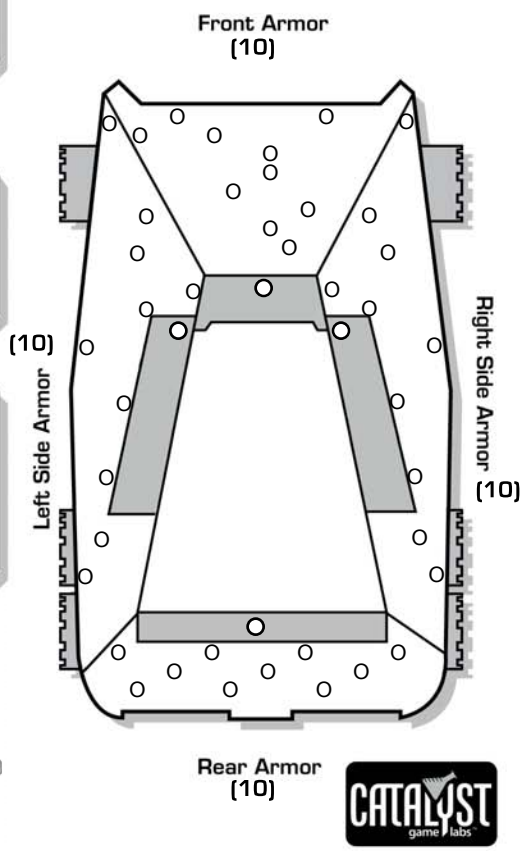
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
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CRITICAL DAMAGE

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



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10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

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7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Flatbed Truck (Mortar)

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

Tonnage: 10
Tech Base: Inner Sphere (Advanced)
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Mortar 1	RR	0 [S]	—	7	14	21

Ammo: (Mortar AP 1) 48

Cost: **BV:** 64

CREW DATA

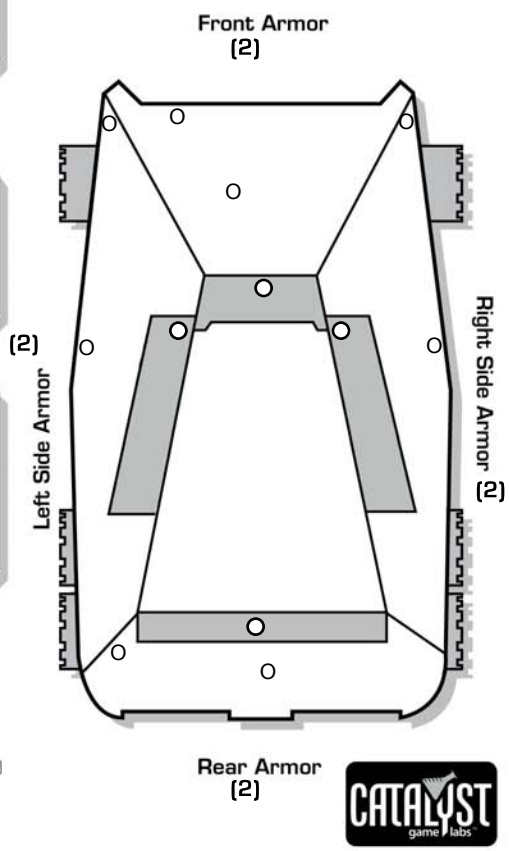
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

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

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT FRONT	SIDE	REAR	TURRET
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6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Flatbed Truck (SRM)

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

Movement Type: Wheeled

Engine Type: I.C.E.

Tonnage: 10

Tech Base: Inner Sphere (Intro)

Era: Star League

Weapons & Equipment Inventory (hexes)

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

Ammo: (SRM 2) 50

Cost: **BV:** 67

CREW DATA

Crew: _____

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

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

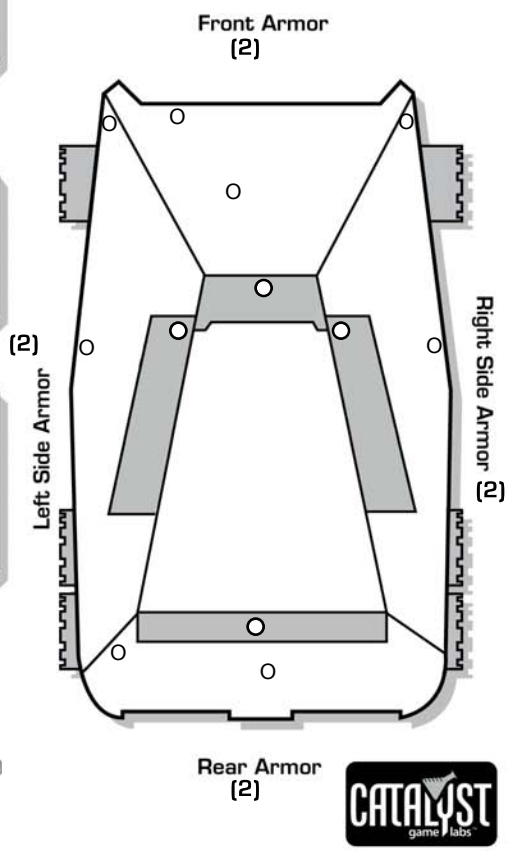
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Heavy Battlemech Recovery Vehicle

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

Movement Type: Wheeled

Engine Type: I.C.E.

Tonnage: 70

Tech Base: Inner Sphere (Intro)

Era: Star League

Weapons & Equipment Inventory (hexes)

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

Cost: **BV:** 176

CREW DATA

Crew: _____

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

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐



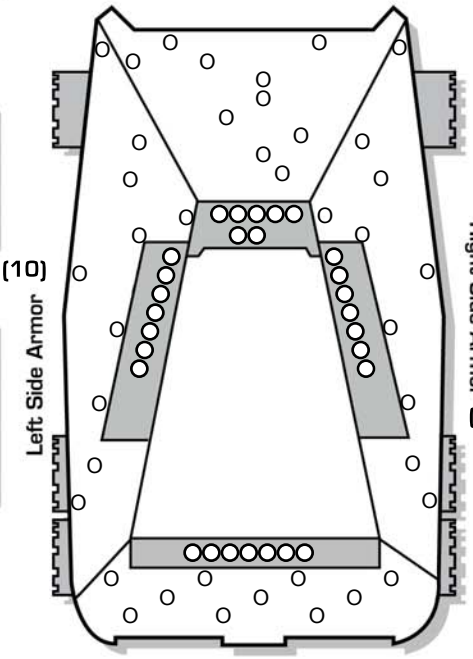
ARMOR DIAGRAM

Front Armor (10)

Left Side Armor (10)

Right Side Armor (10)

Rear Armor (10)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Flatbed Truck (Armor)

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

Tonnage: 10
Tech Base: Inner Sphere (Intro)
Era: Star League

Weapons & Equipment Inventory (hexes)

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

Cost: **BV:** 117

CREW DATA

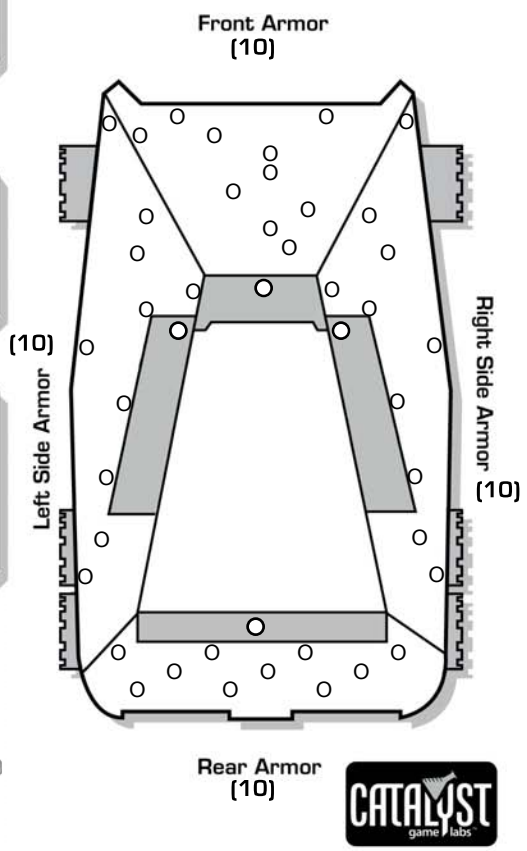
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Mantis Light Attack VTOL

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

Tonnage: 15
Tech Base: Inner Sphere
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	FR	[E]	—	—	—	4
5	ER Small Laser	FR	3 [DE]	—	2	4	5
1	Guardian ECM Suite	FR	[E]	—	—	—	6

Cost: **BV:** 434

CREW DATA

Crew: _____

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

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

Pilot Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Flight Stabilizer* +3 Engine Hit ☐

Sensor Hits +1 +2 +3 D

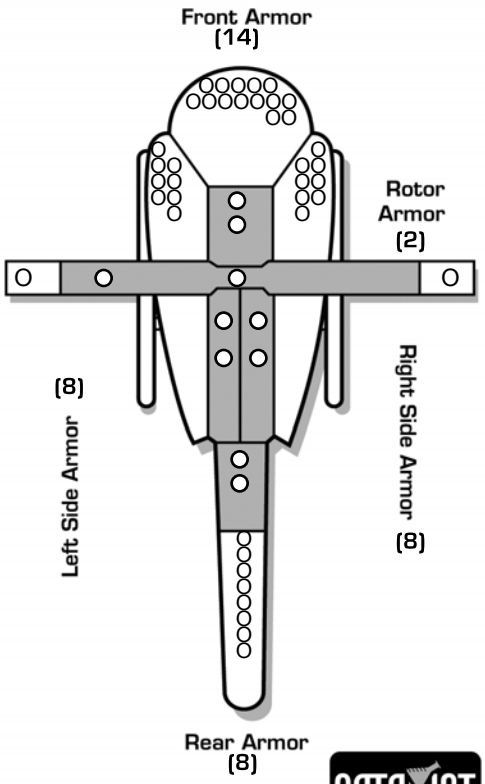
Stabilizers

Front ☐ Left ☐ Right ☐ Rear ☐

*Move at Cruising speed only



ARMOR DIAGRAM



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VTOL COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

VTOL ELEVATION TRACK

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

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

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

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

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Mantis Light Attack VTOL (ECCM)

Movement Points:
Cruising: 16
Flank: 24
Engine Type: XL Fusion Engine

Tonnage: 15
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C^3 Slave	BD	[E]	—	—	—	—
2	Guardian ECM Suite	BD	[E]	—	—	—	6
1	Mast Mount	RO	[E]	—	—	—	—

Cost: **BV:** 304

CREW DATA

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

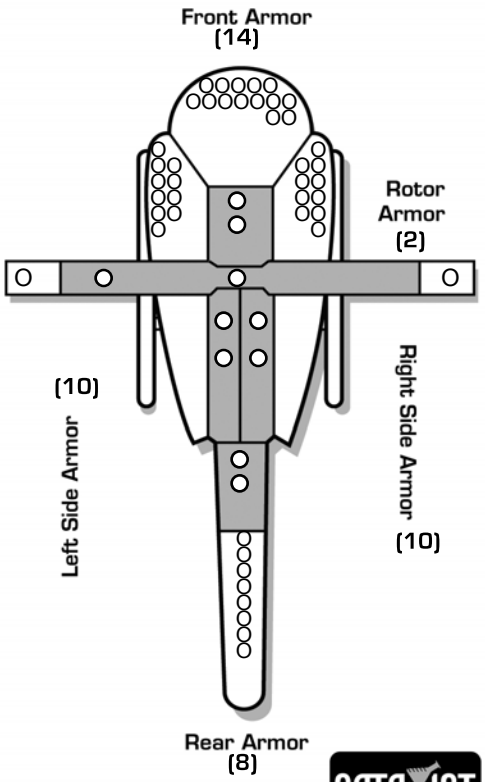
Co-Pilot Hit +1 — Modifier to all To-Hit rolls
Pilot Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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VTOL COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

VTOL ELEVATION TRACK

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

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

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

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

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Heavy Hover APC

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

Movement Type: Hover

Engine Type: I.C.E.

Tonnage: 20

Tech Base: Inner Sphere (Intro)

Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (6.0 tons)	BD	[E]	—	—	—	—
2	Machine Gun	FR	2 [DB,AI]	—	1	2	3

Ammo: (Machine Gun) 100

Cost: **BV:** 188

CREW DATA

Crew: _____

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

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐



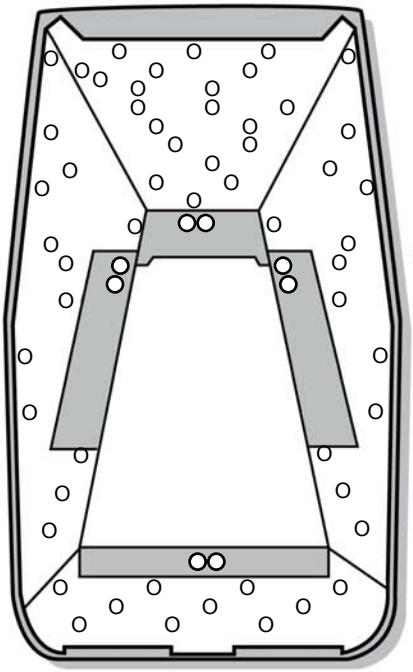
ARMOR DIAGRAM

Front Armor (20)

Left Side Armor (13)

Right Side Armor (13)

Rear Armor (10)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Heavy Hover APC (LRM)

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

Movement Type: Hover

Engine Type: I.C.E.

Tonnage: 20

Tech Base: Inner Sphere (Intro)

Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (3.0 tons)	BD	[E]	—	—	—	—
1	LRM 5	FR	1/Msl [M,C,S]	6	7	14	21
2	Machine Gun	FR	2 [DB,AI]	—	1	2	3

Ammo: (LRM 5) 24, (Machine Gun) 100

Cost: **BV:** 284

CREW DATA

Crew: _____

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

Commander Hit +1
Modifier to all Skill rolls

Driver Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

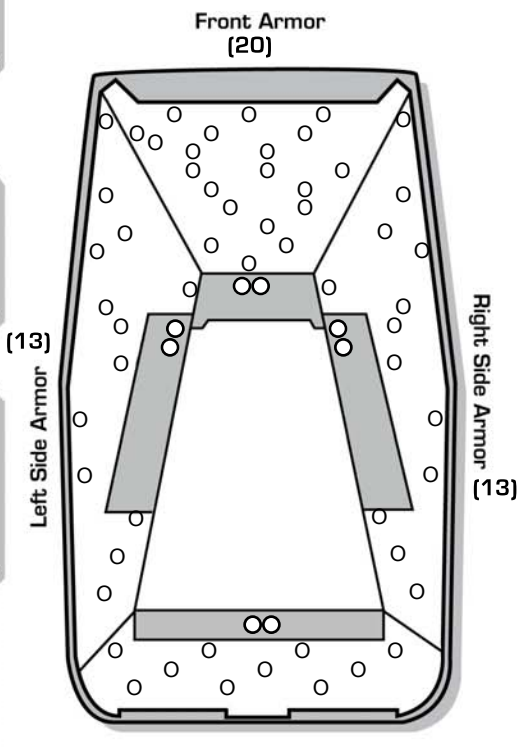
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Heavy Hover APC (MG)

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

Movement Type: Hover

Engine Type: I.C.E.

Tonnage: 20

Tech Base: Inner Sphere (Intro)

Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (3.0 tons)	BD	[E]	—	—	—	—
2	Machine Gun	FR	2 [DB,AI]	—	1	2	3
1	Machine Gun	RS	2 [DB,AI]	—	1	2	3
1	Machine Gun	LS	2 [DB,AI]	—	1	2	3
2	Machine Gun	RR	2 [DB,AI]	—	1	2	3

Ammo: (Machine Gun) 300

Cost: **BV:** 218

CREW DATA

Crew: _____

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

Commander Hit +1
Modifier to all Skill rolls

Driver Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

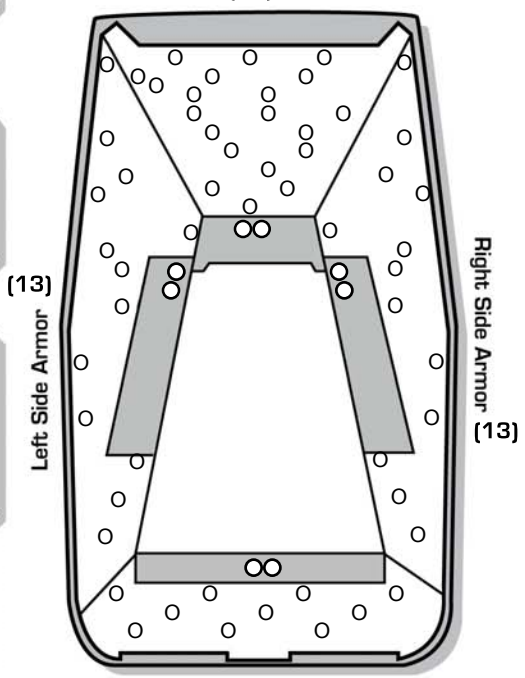
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Heavy Hover APC (Scout Tank)

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

Tonnage: 20
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Light Auto Cannon/5	FR	5 [DB,S]	—	5	10	15

Ammo (CASE): (LAC/5) 40

Cost: **BV:** 330

CREW DATA

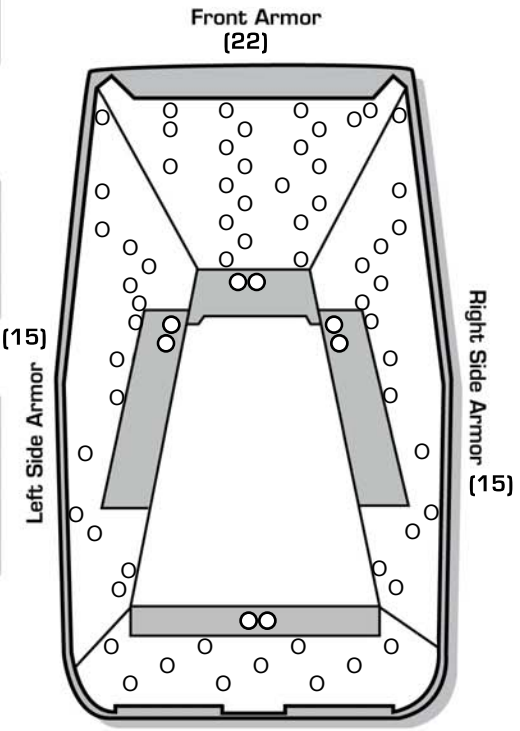
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Heavy Hover APC (SRM)

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

Movement Type: Hover

Engine Type: I.C.E.

Tonnage: 20

Tech Base: Inner Sphere (Intro)

Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (3.0 tons)	BD	[E]	—	—	—	—
2	Machine Gun	FR	2 [DB,AI]	—	1	2	3
1	SRM 4	FR	2/Msl [M,C]	—	3	6	9

Ammo: (SRM 4) 25, (Machine Gun) 100

Cost: **BV:** 271

CREW DATA

Crew: _____

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

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

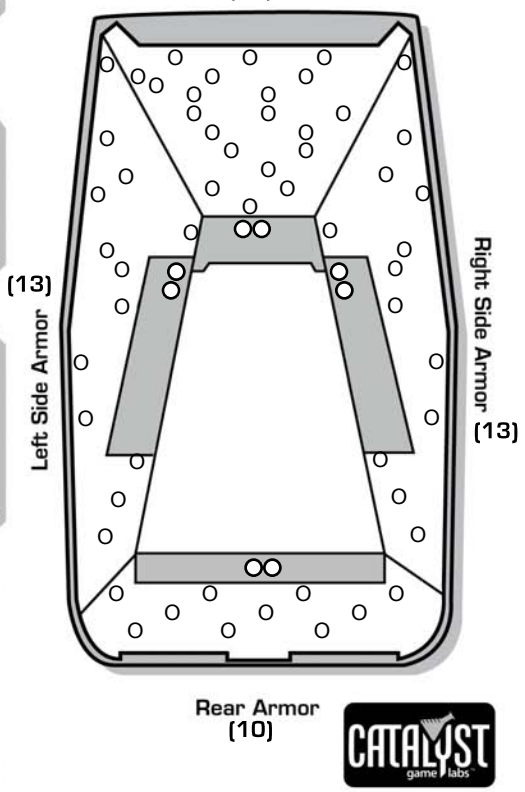
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Heavy Tracked APC

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

Tonnage: 20
Tech Base: Inner Sphere (Intro)
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (6.0 tons)	BD	[E]	—	—	—	—
2	Machine Gun	FR	2 [DB,AI]	—	1	2	3

Ammo: (Machine Gun) 100

Cost: **BV:** 206

CREW DATA

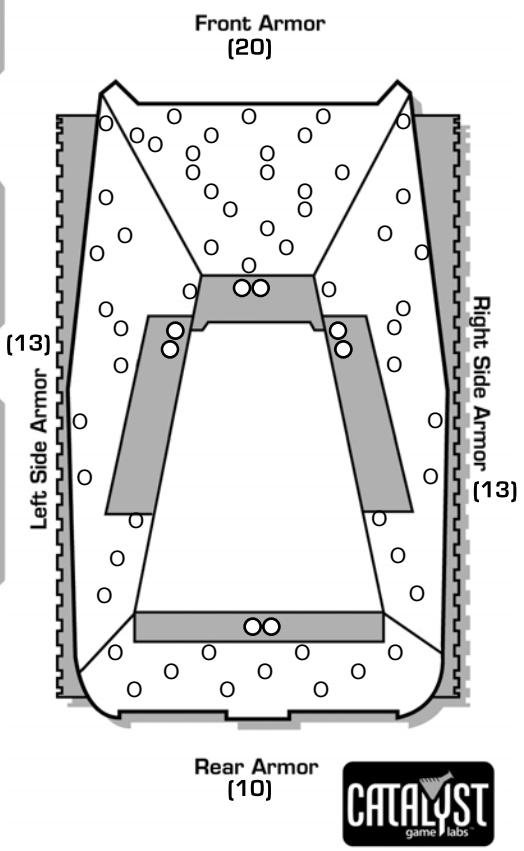
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

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

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Heavy Tracked APC (LRM)

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

Tonnage: 20
Tech Base: Inner Sphere (Intro)
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (3.0 tons)	BD	[E]	—	—	—	—
1	LRM 5	FR	1/Msl [M,C,S]	6	7	14	21
2	Machine Gun	FR	2 [DB,AI]	—	1	2	3

Ammo: (LRM 5) 24, (Machine Gun) 100

Cost: **BV:** 276

CREW DATA

Crew: _____

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

Commander Hit +1
Modifier to all Skill rolls

Driver Hit +2
Modifier to Driving Skill rolls

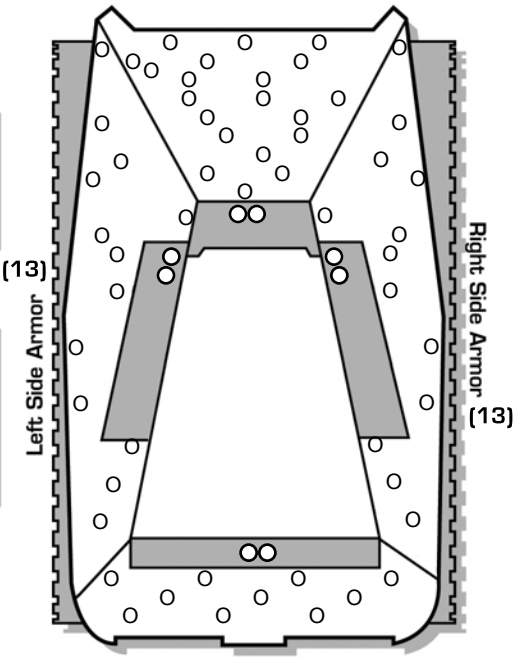
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor (20)



Rear Armor (10)

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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Heavy Tracked APC (MG)

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

Tonnage: 20
Tech Base: Inner Sphere (Intro)
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (3.0 tons)	BD	[E]	—	—	—	—
2	Machine Gun	FR	2 [DB,AI]	—	1	2	3
1	Machine Gun	RS	2 [DB,AI]	—	1	2	3
1	Machine Gun	LS	2 [DB,AI]	—	1	2	3
2	Machine Gun	RR	2 [DB,AI]	—	1	2	3

Ammo: (Machine Gun) 300

Cost: **BV:** 228

CREW DATA

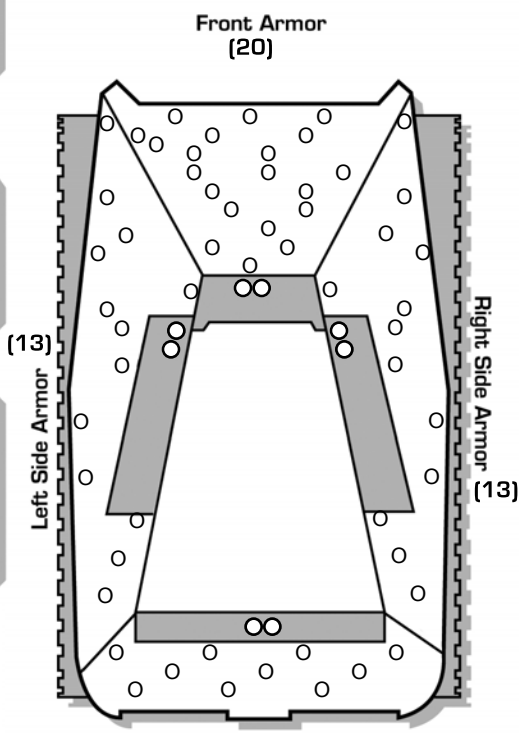
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

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

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Heavy Tracked APC (SRM)

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

Tonnage: 20
Tech Base: Inner Sphere (Intro)
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (3.0 tons)	BD	[E]	—	—	—	—
2	Machine Gun	FR	2 [DB,AI]	—	1	2	3
1	SRM 4	FR	2/Msl [M,C]	—	3	6	9

Ammo: (SRM 4) 25, (Machine Gun) 100

Cost: **BV:** 266

CREW DATA

Crew: _____

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

Commander Hit +1
Modifier to all Skill rolls

Driver Hit +2
Modifier to Driving Skill rolls

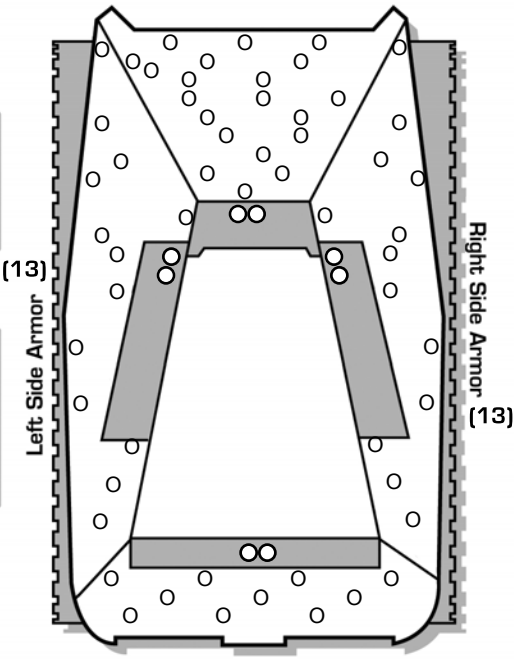
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor (20)



Rear Armor (10)

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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Heavy Wheeled APC

Movement Points:
Cruising: 6
Flank: 9
Movement Type: Wheeled
Engine Type: I.C.E.

Tonnage: 20
Tech Base: Inner Sphere (Intro)
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (6.0 tons)	BD	[E]	—	—	—	—
2	Machine Gun	FR	2 [DB,AI]	—	1	2	3

Ammo: (Machine Gun) 100

Cost: **BV:** 189

CREW DATA

Crew: _____

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

Commander Hit +1
Modifier to all Skill rolls

Driver Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



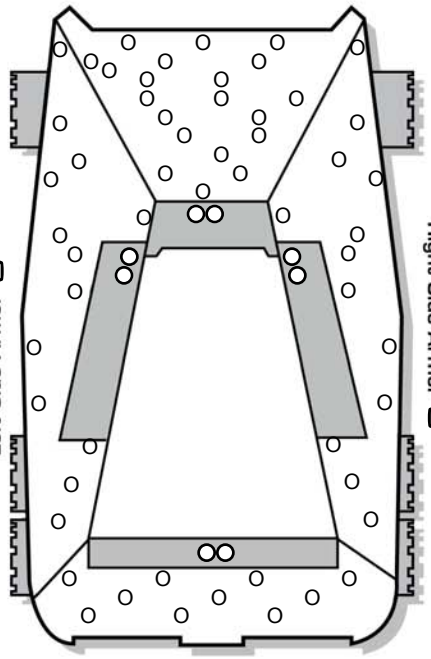
ARMOR DIAGRAM

Front Armor (20)

Left Side Armor (13)

Right Side Armor (13)

Rear Armor (10)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Heavy Wheeled APC (LRM)

Movement Points:
- **Cruising:** 6
- **Flank:** 9

Movement Type: Wheeled

Engine Type: I.C.E.

Tonnage: 20

Tech Base: Inner Sphere (Intro)

Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (3.0 tons)	BD	[E]	—	—	—	—
1	LRM 5	FR	1/Msl [M,C,S]	6	7	14	21
2	Machine Gun	FR	2 [DB,AI]	—	1	2	3

Ammo: (LRM 5) 24, (Machine Gun) 100

Cost: **BV:** 265

CREW DATA

Crew: _____

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

Commander Hit +1
Modifier to all Skill rolls

Driver Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

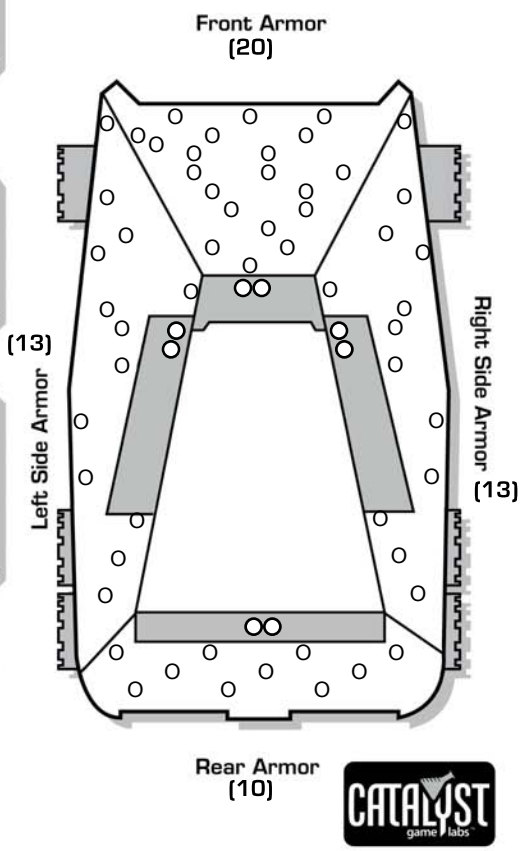
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Heavy Wheeled APC (MG)

Movement Points:
- **Cruising:** 6
- **Flank:** 9

Movement Type: Wheeled

Engine Type: I.C.E.

Tonnage: 20

Tech Base: Inner Sphere (Intro)

Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (3.0 tons)	BD	[E]	—	—	—	—
2	Machine Gun	FR	2 [DB,AI]	—	1	2	3
1	Machine Gun	RS	2 [DB,AI]	—	1	2	3
1	Machine Gun	LS	2 [DB,AI]	—	1	2	3
2	Machine Gun	RR	2 [DB,AI]	—	1	2	3

Ammo: (Machine Gun) 300

Cost: **BV:** 213

CREW DATA

Crew: _____

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

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

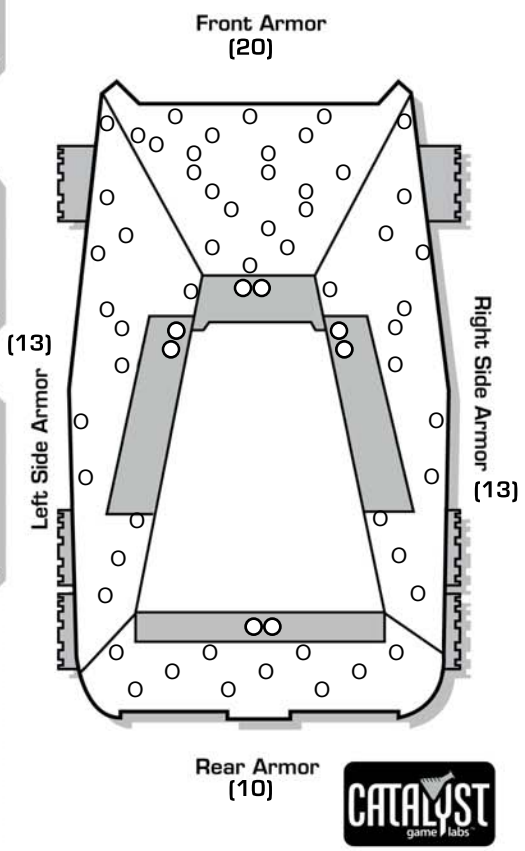
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Heavy Wheeled APC (SRM)

Movement Points:
- **Cruising:** 6
- **Flank:** 9

Movement Type: Wheeled

Engine Type: I.C.E.

Tonnage: 20

Tech Base: Inner Sphere (Intro)

Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (3.0 tons)	BD	[E]	—	—	—	—
2	Machine Gun	FR	2 [DB,AI]	—	1	2	3
1	SRM 4	FR	2/Msl [M,C]	—	3	6	9

Ammo: (SRM 4) 25, (Machine Gun) 100

Cost: **BV:** 255

CREW DATA

Crew: _____

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

Commander Hit +1
Modifier to all Skill rolls

Driver Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐



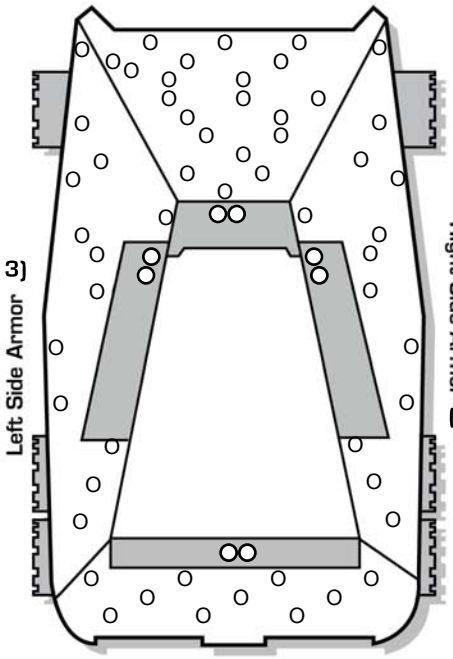
ARMOR DIAGRAM

Front Armor (20)

Left Side Armor (13)

Right Side Armor (13)

Rear Armor (10)



CATALYST game labs™

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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Heavy Wheeled APC (WoB)

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

Tonnage: 20
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (6.0 tons)	BD	[E]	—	—	—	—
2	Small VSP Laser	FR	5/4/3 [P,V]	—	2	4	6

Cost: **BV:** 330

CREW DATA

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

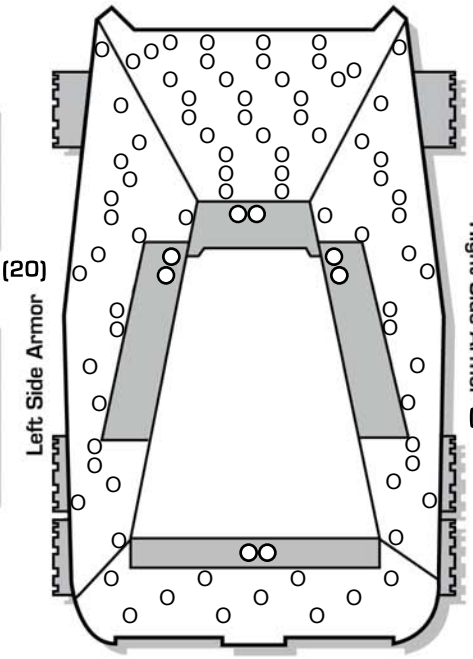
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor (29)
Left Side Armor (20)
Right Side Armor (20)
Rear Armor (10)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Hawk Moth Gunship (Armor)

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

Tonnage: 25
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Light Gauss Rifle	FR	8 [DB,X]	3	8	17	25

Ammo: (Light Gauss) 16

Cost: **BV:** 501

CREW DATA

Crew: _____

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

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

Pilot Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Flight Stabilizer* +3 Engine Hit ☐

Sensor Hits +1 +2 +3 D

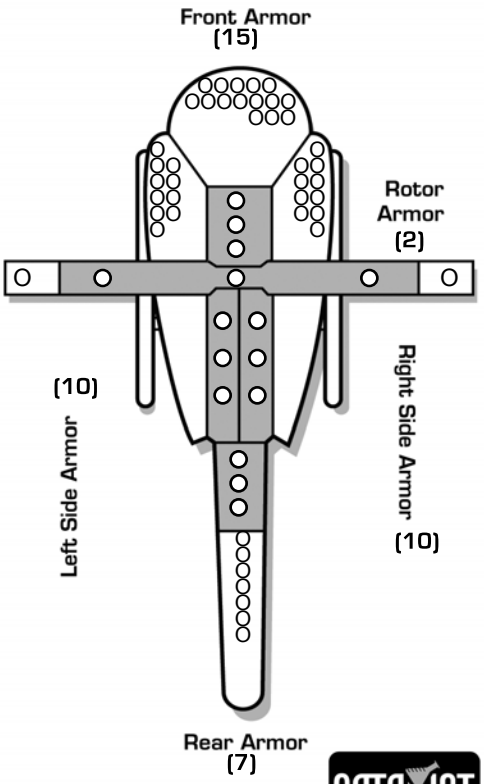
Stabilizers

Front ☐ Left ☐ Right ☐ Rear ☐

*Move at Cruising speed only



ARMOR DIAGRAM



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VTOL COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

VTOL ELEVATION TRACK

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

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

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

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

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Hawk Moth Gunship

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

Tonnage: 25
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Light Gauss Rifle	FR	8 [DB,X]	3	8	17	25

Ammo: (Light Gauss) 32

Cost: **BV:** 492

CREW DATA

Crew: _____

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

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

Pilot Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Flight Stabilizer* +3 Engine Hit ☐

Sensor Hits +1 +2 +3 D

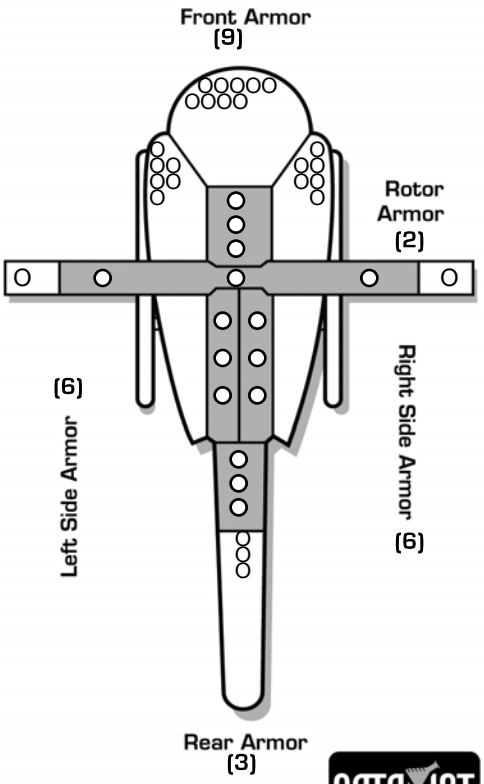
Stabilizers

Front ☐ Left ☐ Right ☐ Rear ☐

*Move at Cruising speed only



ARMOR DIAGRAM



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VTOL COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

VTOL ELEVATION TRACK

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

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

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

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

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Hawk Moth Gunship (Thunderbolt)

Movement Points:
Cruising: 8
Flank: 12
Engine Type: Fuel Cell

Tonnage: 25
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Thunderbolt 15	FR	15[M]	5	6	12	18
1	Mast Mount	RO	[E]	—	—	—	—

Ammo: (Thunderbolt 15) 8

Cost: **BV:** 745

CREW DATA

Crew: _____

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

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

Pilot Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Flight Stabilizer* +3 Engine Hit ☐

Sensor Hits +1 +2 +3 D

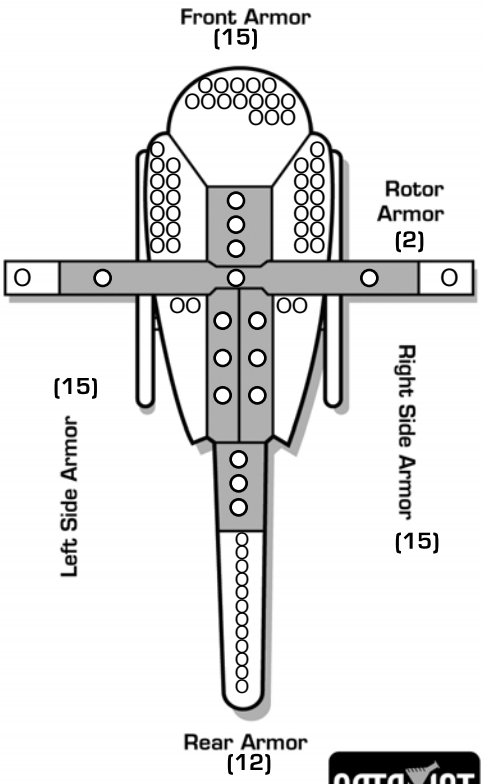
Stabilizers

Front ☐ Left ☐ Right ☐ Rear ☐

*Move at Cruising speed only



ARMOR DIAGRAM



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VTOL COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

VTOL ELEVATION TRACK

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

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

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

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

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Pinto Attack VTOL

Movement Points:
Cruising: 10
Flank: 15
Engine Type: Fusion Engine

Tonnage: 30
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (1.0 tons)	BD	[E]	—	—	—	—
1	Beagle Active Probe	FR	[E]	—	—	—	4
1	LRM 5	FR	1/Msl [M,C,S]	6	7	14	21
3	Medium Laser	FR	5 [DE]	—	3	6	9

Ammo: (LRM 5 Artemis) 24

Cost: **BV:** 710

CREW DATA

Crew: _____

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

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

Pilot Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Flight Stabilizer* +3 Engine Hit ☐

Sensor Hits +1 +2 +3 D

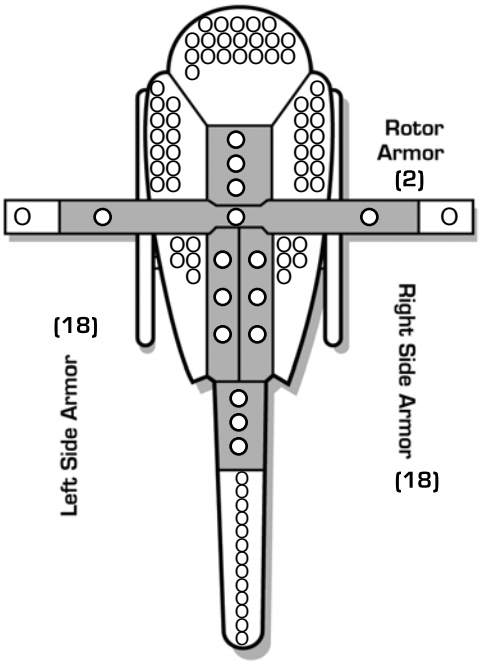
Stabilizers

Front ☐ Left ☐ Right ☐ Rear ☐

*Move at Cruising speed only



ARMOR DIAGRAM



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VTOL COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

VTOL ELEVATION TRACK

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

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

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

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

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Pinto Attack VTOL (WoB)

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

Tonnage: 30
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (6.0 tons)	BD	[E]	—	—	—	—
2	ER Medium Laser	FR	5 [DE]	—	4	8	12
1	MML 5	FR	[M,S,C]				
	LRM		1/Msl	6	7	14	21
	SRM		2/Msl	—	3	6	9

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

Cost: **BV:** 703

CREW DATA

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

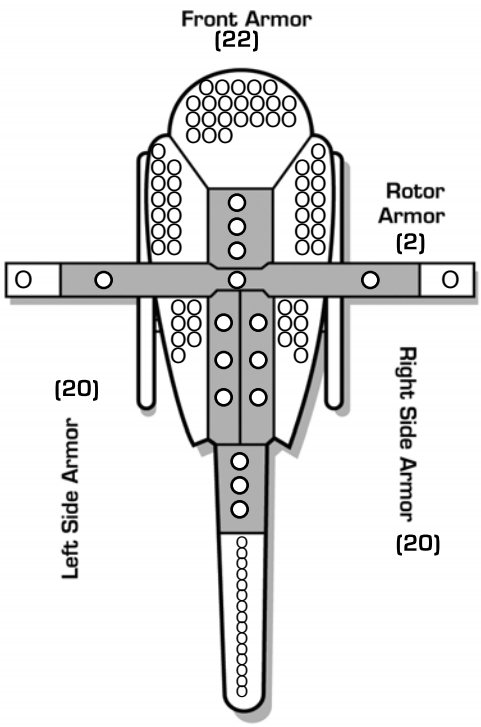
Co-Pilot Hit +1 — Modifier to all To-Hit rolls
Pilot Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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VTOL COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

VTOL ELEVATION TRACK

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

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

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

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

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Chevalier Light Tank

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

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Streak SRM 2	FR	2/Msl [M,C]	—	3	6	9
1	ER Large Laser	T	8 [DE]	—	7	14	19

Ammo: (Streak SRM 2) 50

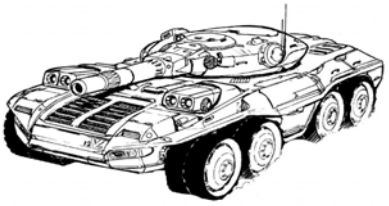
Cost: **BV:** 668

CREW DATA

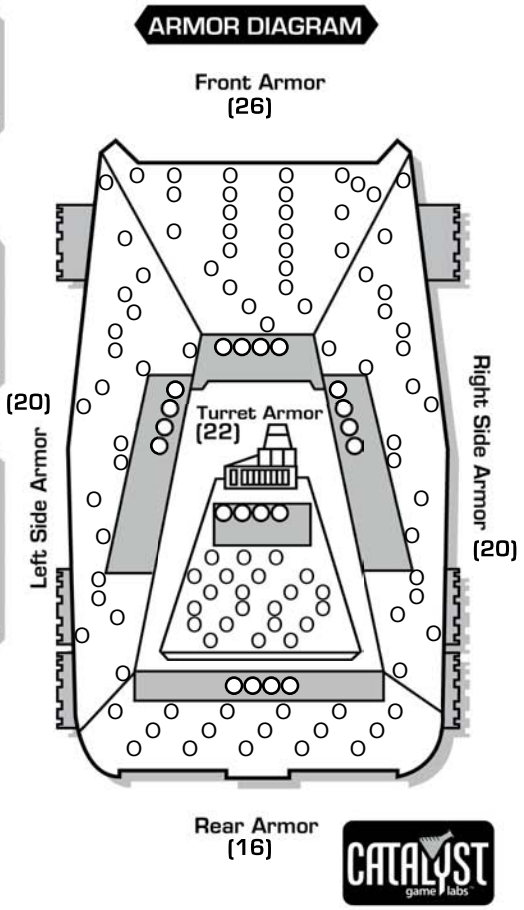
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Chevalier Light Tank (BAP)

Movement Points:
- Cruising: 6
- Flank: 9

Movement Type: Wheeled

Engine Type: Fusion Engine

Tonnage: 35

Tech Base: Inner Sphere

Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	BD	[E]	—	—	—	4
1	Machine Gun	FR	2 [DB,AI]	—	1	2	3
2	Streak SRM 2	FR	2/Msl [M,C]	—	3	6	9
1	ER Large Laser	T	8 [DE]	—	7	14	19

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

Cost: **BV:** 583

CREW DATA

Crew: _____

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

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

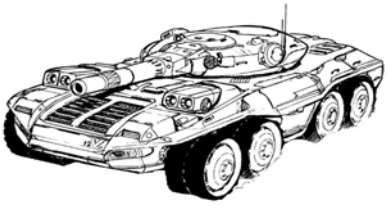
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

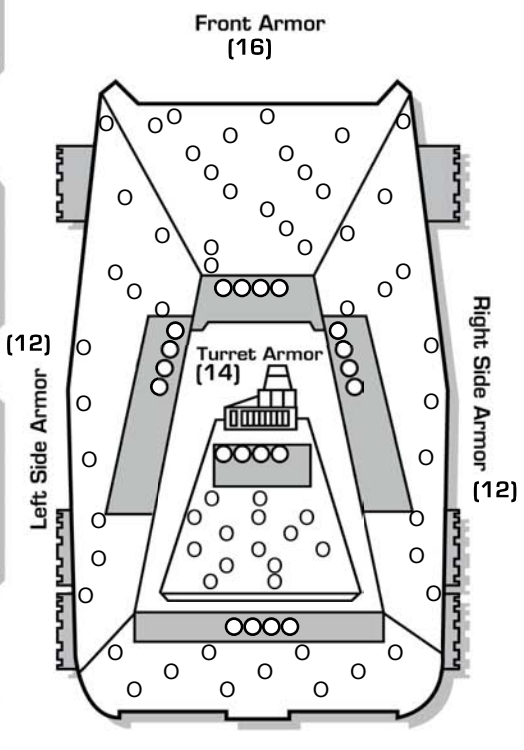
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Chevalier Light Tank (MML)

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

Tonnage: 35
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	MML 5	FR	[M,S,C]				
	LRM		1/Msl	6	7	14	21
	SRM		2/Msl	—	3	6	9
1	ER Large Laser	T	8 [DE]	—	7	14	19

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

Cost: **BV:** 671

CREW DATA

Crew: _____

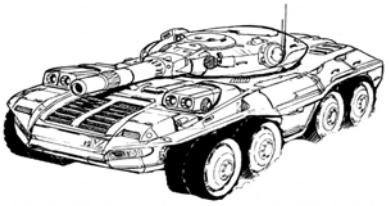
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

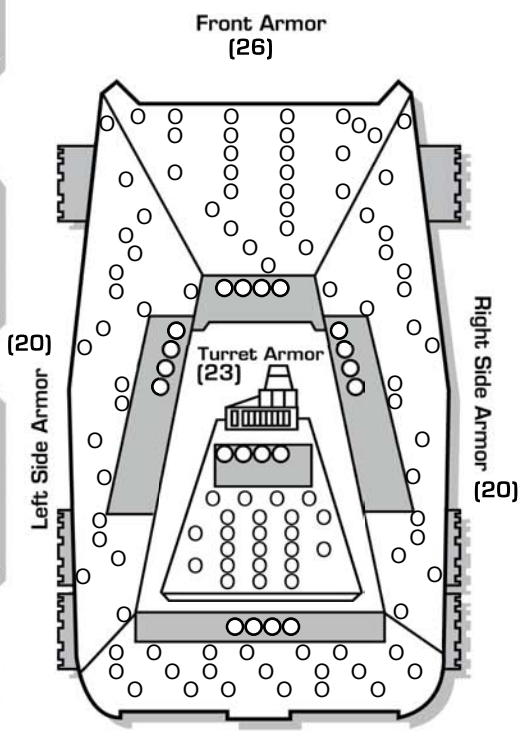
Driver Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Chevalier Light Tank (Speed)

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

Tonnage: 35
Tech Base: Inner Sphere
Era: Clan Invasion

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	ER Large Laser	T	8 [DE]	—	7	14	19

Ammo: (Streak SRM 2) 50

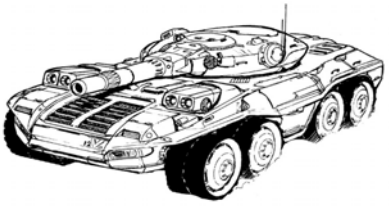
Cost: **BV:** 613

CREW DATA

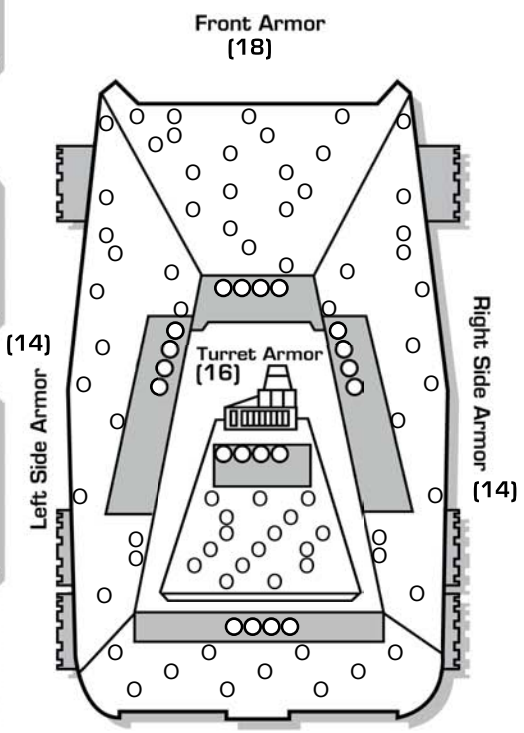
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

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

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Gladius Medium Hover Tank

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

Movement Type: Hover

Engine Type: I.C.E.

Tonnage: 40

Tech Base: Inner Sphere (Intro)

Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	FR	10 [DB,S]	—	5	10	15

Ammo: (AC/10) 20

Cost: **BV:** 586

CREW DATA

Crew: _____

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

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

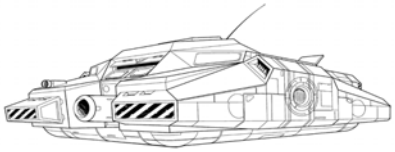
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

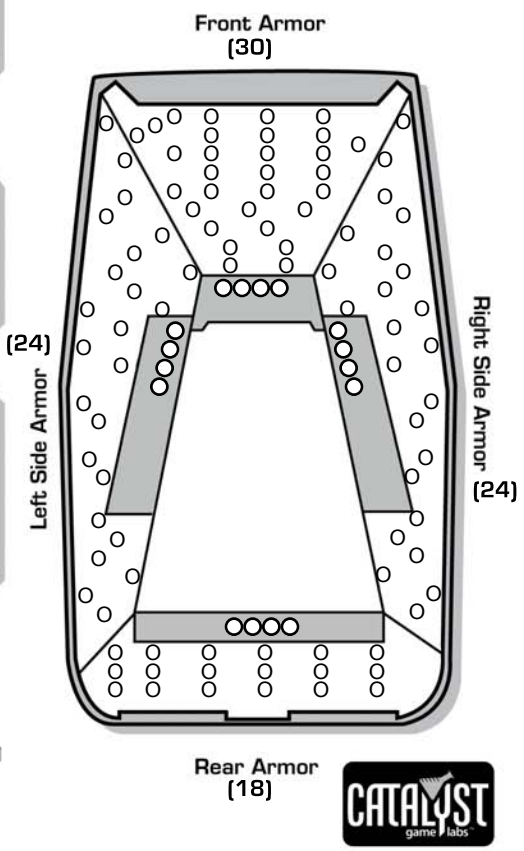
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Gladius Medium Hover Tank Mk II

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

Movement Type: Hover

Engine Type: I.C.E.

Tonnage: 40

Tech Base: Inner Sphere

Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Light Auto Cannon/5	FR	5 [DB,S]	—	5	10	15
4	Light Machine Gun	FR	1 [DB,AI]	—	2	4	6
1	Light Machine Gun Array	FR	[T]	—	—	—	—
2	Rocket Launcher 15	FR	1/Msl [M,C]	—	4	9	15
2	Rocket Launcher 15	RR	1/Msl [M,C]	—	4	9	15

Ammo: (LAC/5) 40, (Light Machine Gun) 100

Cost: **BV:** 613

CREW DATA

Crew: _____

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

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

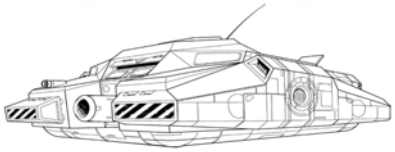
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

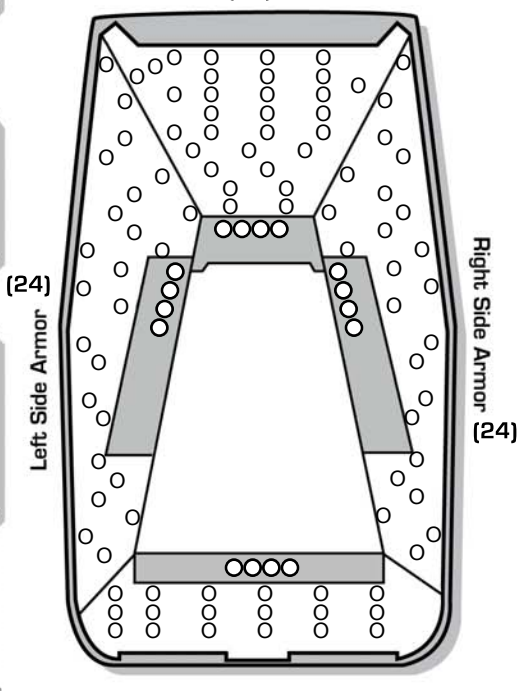
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Light SRM Carrier

Movement Points:
Cruising: 4
Flank: 6
Movement Type: Wheeled
Engine Type: I.C.E.

Tonnage: 40
Tech Base: Inner Sphere (Intro)
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

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

Ammo: (SRM 6) 45

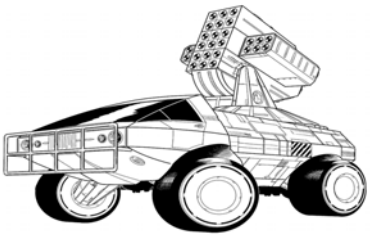
Cost: **BV:** 578

CREW DATA

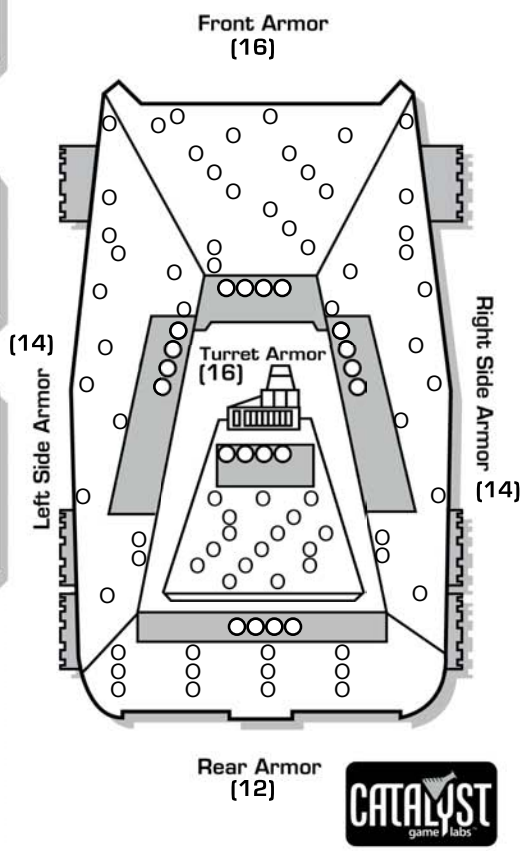
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

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

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Light Thunderbolt Carrier

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

Tonnage: 40
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
5	Thunderbolt 5	T	5[M]	5	6	12	18

Ammo: (Thunderbolt 5) 36

Cost: **BV:** 714

CREW DATA

Crew: _____

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

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

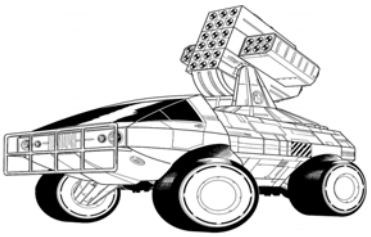
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

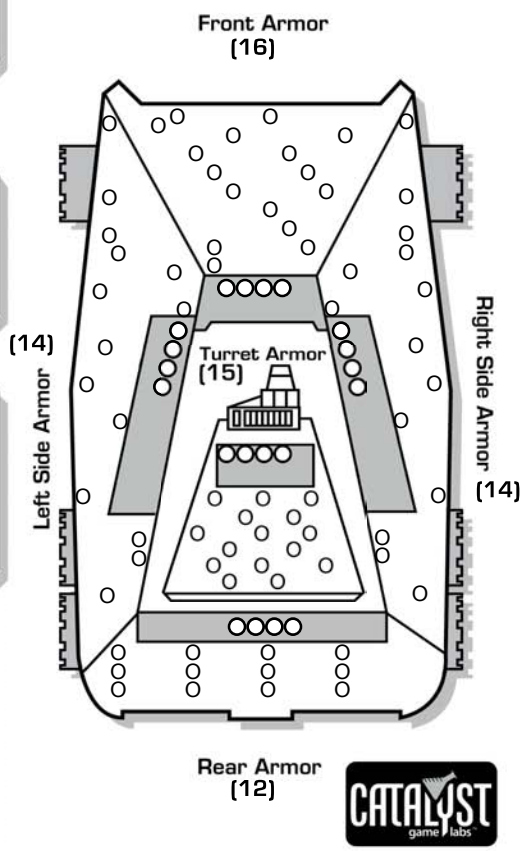
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Myrmidon Medium Tank

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

Tonnage: 40
Tech Base: Inner Sphere (Intro)
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	PPC	T	10 [DE]	3	6	12	18
1	SRM 6	T	2/Msl [M,C]	—	3	6	9

Ammo: (SRM 6) 15

Cost: **BV:** 815

CREW DATA

Crew: _____

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

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

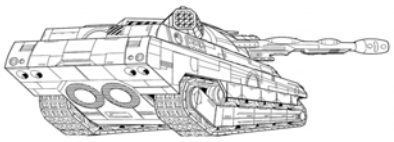
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

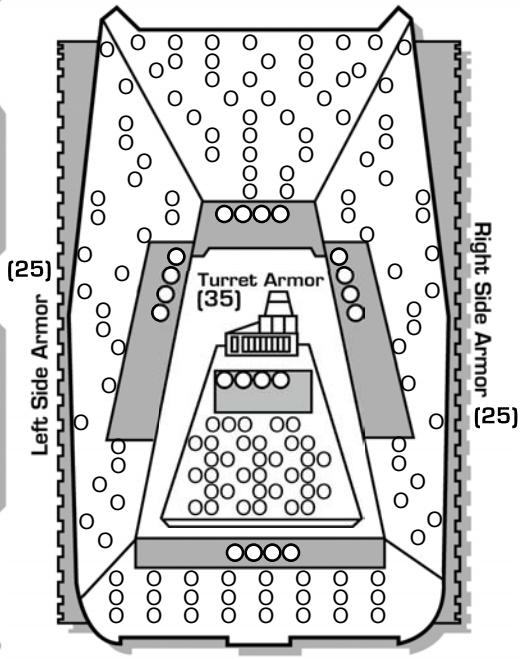
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Myrmidon Medium Tank Type 2

Movement Points:
Cruising: 6
Flank: 9
Movement Type: Tracked
Engine Type: Light Fusion Engine

Tonnage: 40
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Mine Launcher	RS	1	—	0	0	—
2	Mine Launcher	LS	1	—	0	0	—
2	Mine Launcher	T	1	—	0	0	—
1	Plasma Rifle	T	10 [DE,H,AI]	—	5	10	15

Ammo: (Plasma Rifle) 30

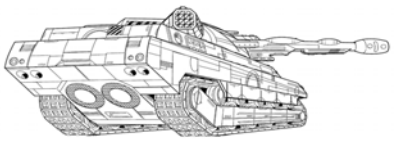
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CREW DATA

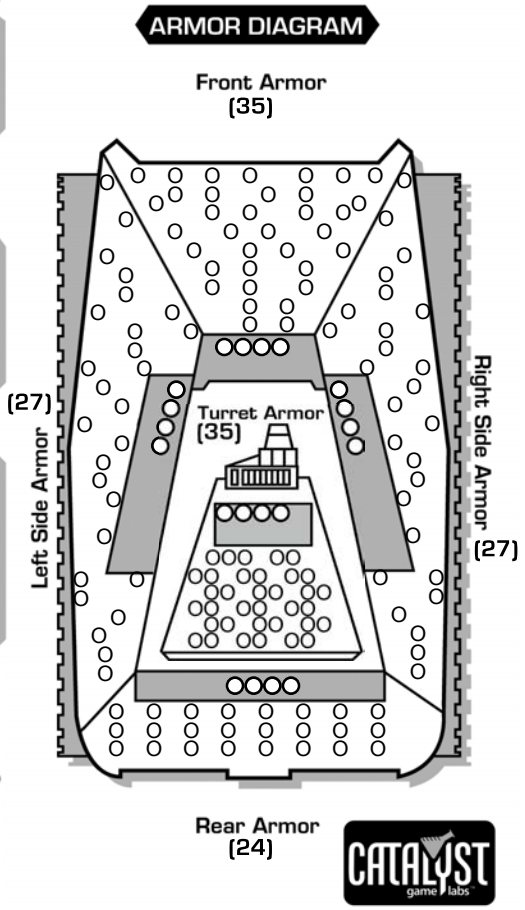
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

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

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Heavy LRM Carrier

Movement Points:
- **Cruising:** 2
- **Flank:** 3

Movement Type: Tracked

Engine Type: I.C.E.

Tonnage: 80

Tech Base: Inner Sphere (Intro)

Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

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

Ammo: (LRM 20) 48

Cost: **BV:** 948

CREW DATA

Crew: _____

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

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

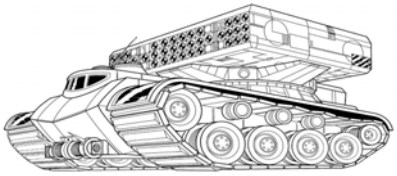
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

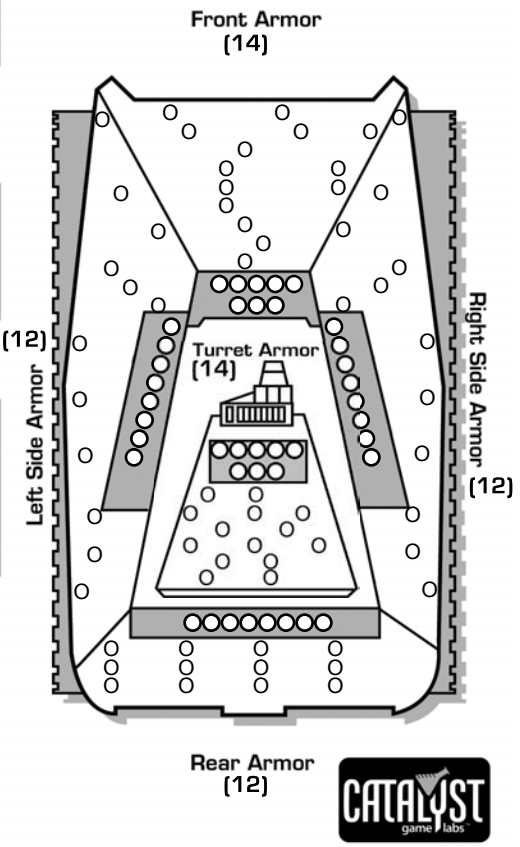
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Heavy MML Carrier

Movement Points:
Cruising: 2
Flank: 3
Movement Type: Tracked
Engine Type: I.C.E.

Tonnage: 80
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	B-Pod	FR [DB,PD,AI,X,OS]	1	—	0	0	—
1	B-Pod	RS [DB,PD,AI,X,OS]	1	—	0	0	—
1	B-Pod	LS [DB,PD,AI,X,OS]	1	—	0	0	—
1	B-Pod	RR [DB,PD,AI,X,OS]	1	—	0	0	—
6	MML 9	T [M,S,C]					
	LRM		1/Msl	6	7	14	21
	SRM		2/Msl	—	3	6	9

Ammo: (MML 9/SRM) 44, (MML 9/LRM) 52

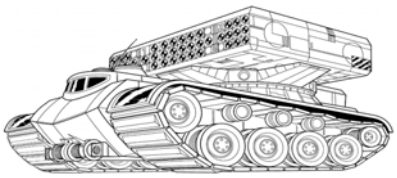
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CREW DATA

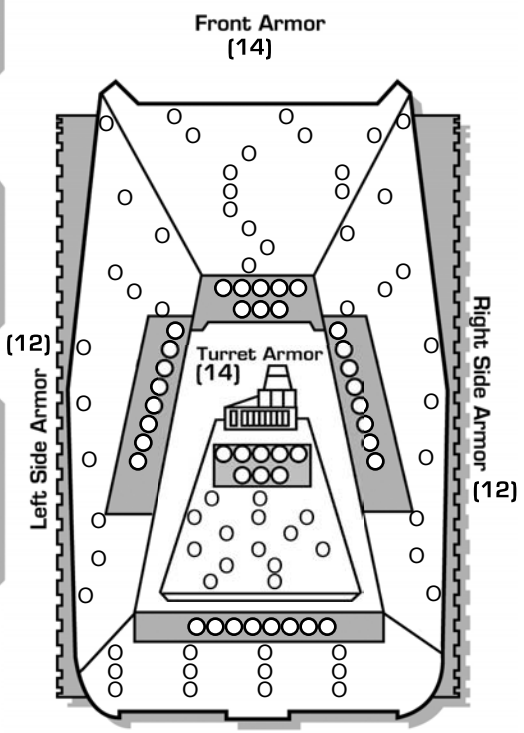
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

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

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Schiltron Prime

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Wheeled
Engine Type: XL Fusion Engine

Tonnage: 80
Tech Base: Inner Sphere (Advanced)
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C^3 Master	BD	[E]	—	5	10	15
1	Guardian ECM Suite	BD	[E]	—	—	—	6
2	Arrow IV	FR	20 [AE,S,F]	—	1	2	8
2	Medium Laser	T	5 [DE]	—	3	6	9
4	Small Laser	T	3 [DE]	—	1	2	3

Ammo: (Arrow IV Homing) 20, (Arrow IV) 20

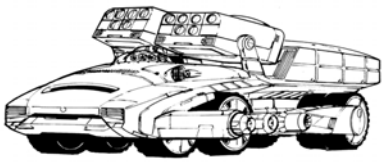
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CREW DATA

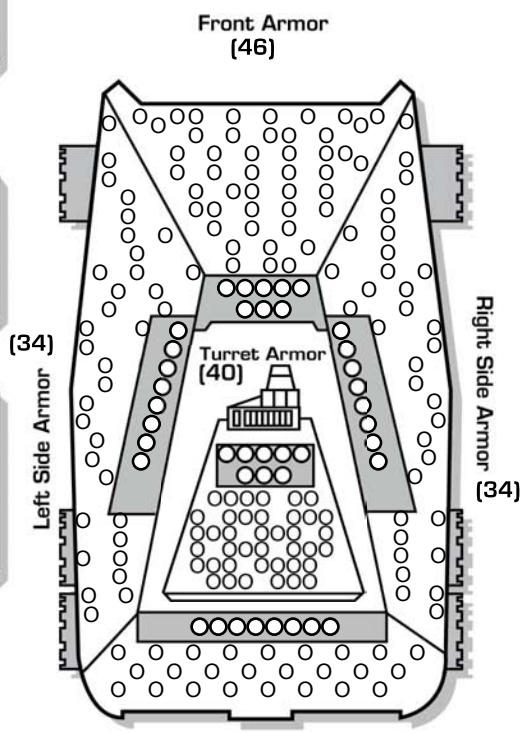
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Schiltron A

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Wheeled
Engine Type: XL Fusion Engine

Tonnage: 80
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C^3 Master	BD	[E]	—	5	10	15
1	Guardian ECM Suite	BD	[E]	—	—	—	6
2	MRM 40	FR	1/Msl [M,C]	—	3	8	15
2	Medium Laser	T	5 [DE]	—	3	6	9
2	MRM 10	T	1/Msl [M,C]	—	3	8	15
4	Small Laser	T	3 [DE]	—	1	2	3

Ammo: (MRM 10) 48, (MRM 40) 36

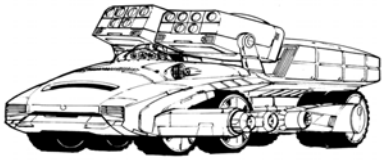
Cost: **BV:** 1,456

CREW DATA

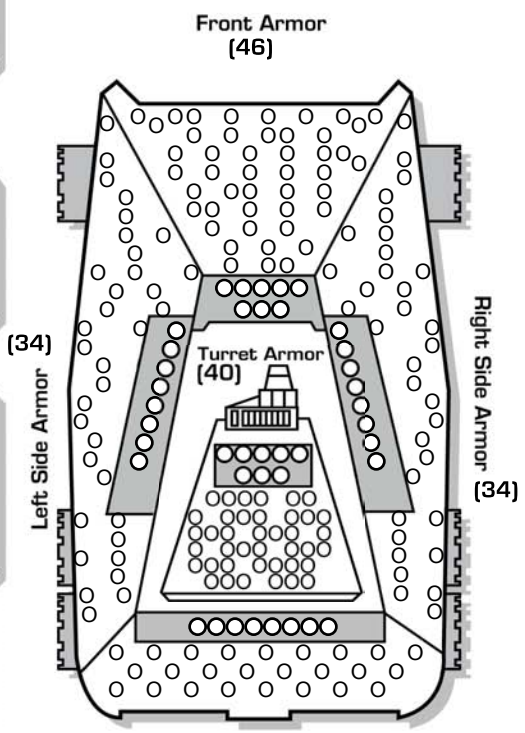
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

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

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Schiltron B

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Wheeled
Engine Type: XL Fusion Engine

Tonnage: 80
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C^3 Master	BD	[E]	—	5	10	15
1	Guardian ECM Suite	BD	[E]	—	—	—	6
2	LRM 15 w/Artemis IV FCS	FR	1/Msl [M,C,S]	6	7	14	21
2	LRM 15 w/Artemis IV FCS	T	1/Msl [M,C,S]	6	7	14	21
1	Medium Laser	T	5 [DE]	—	3	6	9
2	Small Laser	T	3 [DE]	—	1	2	3

Ammo: (LRM 15 Artemis) 64

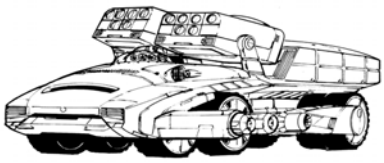
Cost: **BV:** 1,439

CREW DATA

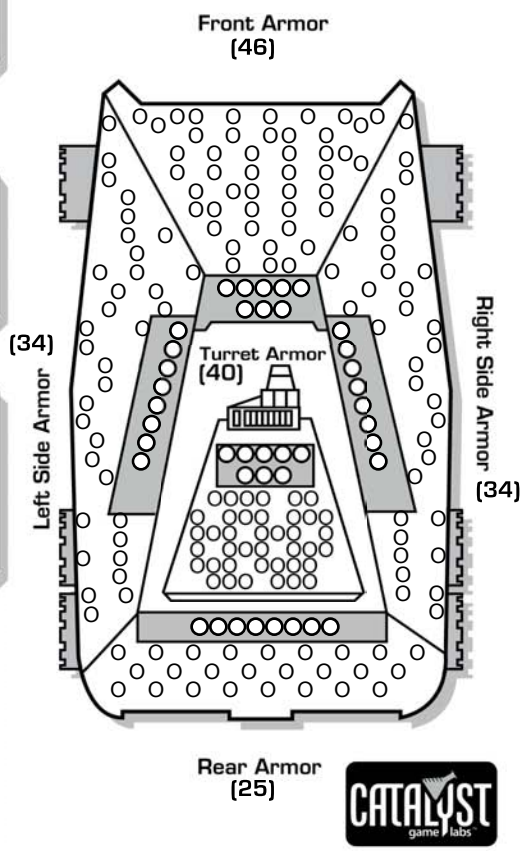
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

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

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Schiltron C

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Wheeled
Engine Type: XL Fusion Engine

Tonnage: 80
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C^3 Master	BD	[E]	—	5	10	15
1	Guardian ECM Suite	BD	[E]	—	—	—	6
4	Large Laser	T	8 [DE]	—	5	10	15

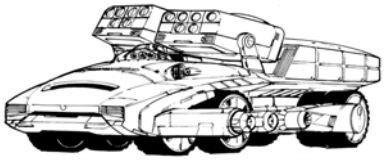
Cost: **BV:** 1,078

CREW DATA

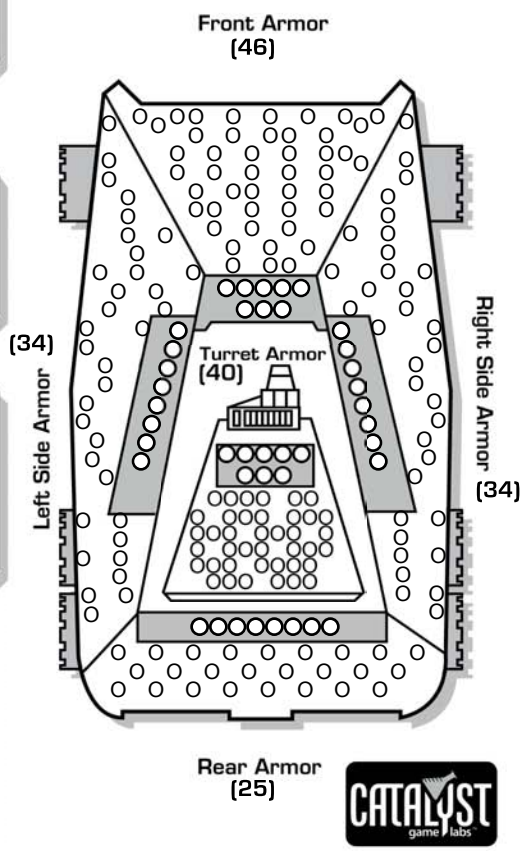
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Schiltron D

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Wheeled
Engine Type: XL Fusion Engine

Tonnage: 80
Tech Base: Inner Sphere
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C^3 Master	BD	[E]	—	5	10	15
1	Guardian ECM Suite	BD	[E]	—	—	—	6
1	Targeting Computer	BD	[E]	—	—	—	—
1	LRM 15 w/Artemis IV FCS	FR	1/Msl [M,C,S]	6	7	14	21
2	Rotary AC/5	T	5/Sht [DB,R,C]	—	5	10	15

Ammo: (LRM 15 Artemis) 24, (RAC/5) 120

Cost: **BV:** 1,603

CREW DATA

Crew: _____

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

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

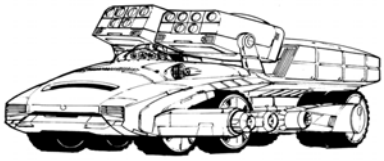
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

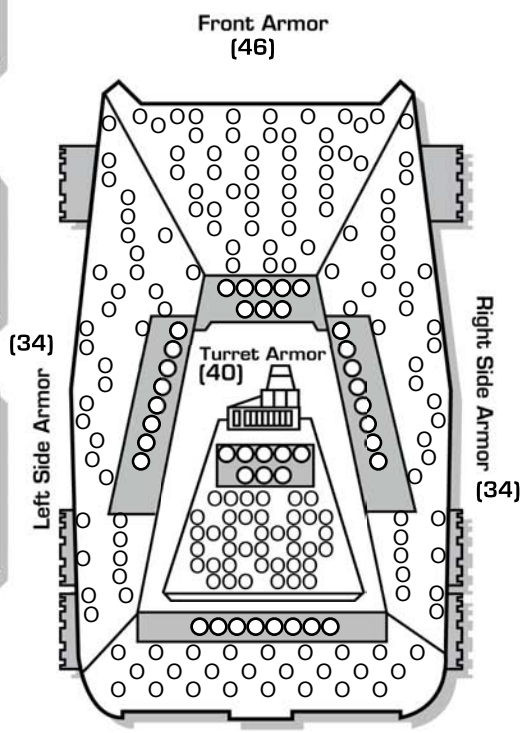
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Schiltron E

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Wheeled
Engine Type: XL Fusion Engine

Tonnage: 80
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C^3 Master	BD	[E]	—	5	10	15
1	Guardian ECM Suite	BD	[E]	—	—	—	6
3	MML 9	FR	[M,S,C]				
	LRM		1/Msl	6	7	14	21
	SRM		2/Msl	—	3	6	9
3	Light Auto Cannon/5	T	5 [DB,S]	—	5	10	15

Ammo: (MML 9/SRM) 33, (LAC/5) 60, (MML 9/LRM) 39

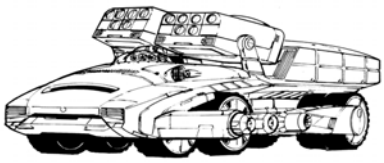
Cost: **BV:** 1,120

CREW DATA

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

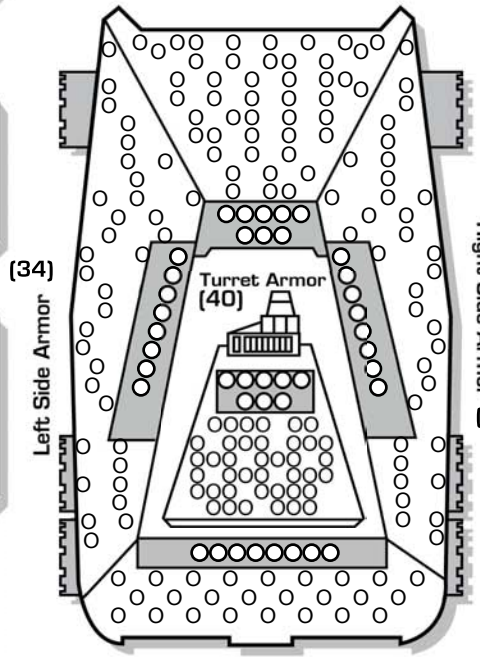
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor (46)
Left Side Armor (34)
Turret Armor (40)
Right Side Armor (34)
Rear Armor (25)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

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

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Schiltron F

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Wheeled
Engine Type: XL Fusion Engine

Tonnage: 80
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C^3 Master	BD	[E]	—	5	10	15
1	Guardian ECM Suite	BD	[E]	—	—	—	6
4	MML 3	FR	[M,S,C]				
	LRM		1/Msl	6	7	14	21
	SRM		2/Msl	—	3	6	9
1	Thunderbolt 15	FR	15[M]	5	6	12	18
4	MML 3	T	[M,S,C]				
	LRM		1/Msl	6	7	14	21
	SRM		2/Msl	—	3	6	9
1	Thunderbolt 15	T	15[M]	5	6	12	18

Ammo: (MML 3/SRM) 33, (Thunderbolt 15) 24
(MML 3/LRM) 120

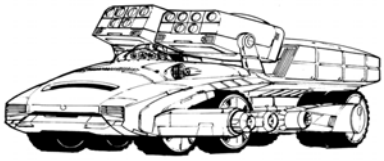
Cost: **BV:** 1,466

CREW DATA

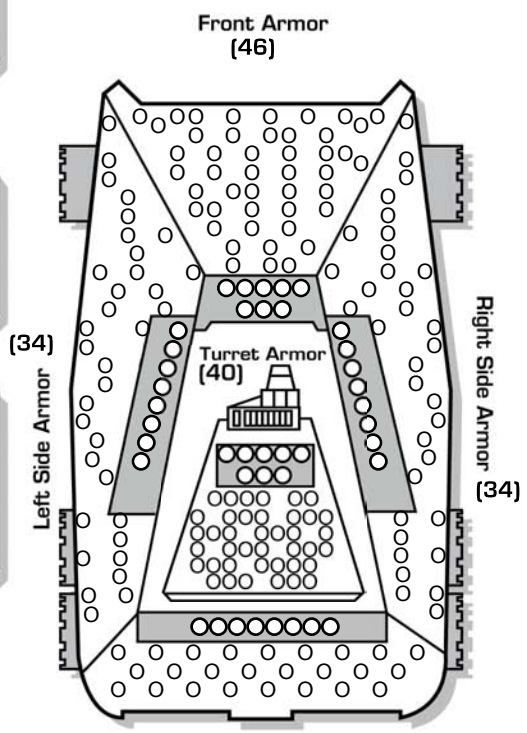
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

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

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Demolisher II Heavy Tank

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

Tonnage: 100
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Machine Gun	FR	2 [DB,AI]	—	1	2	3
1	LB 20-X AC	T	20 [DB,C/F/S]	—	4	8	12
1	Ultra AC/20	T	20/Sht [DB,R,C]	—	3	7	10

Ammo (CASE): (LB 20-X Cluster) 10, (Machine Gun) 100 (Ultra AC/20) 20, (LB 20-X) 10

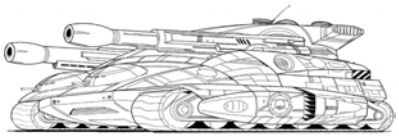
Cost: **BV:** 1,619

CREW DATA

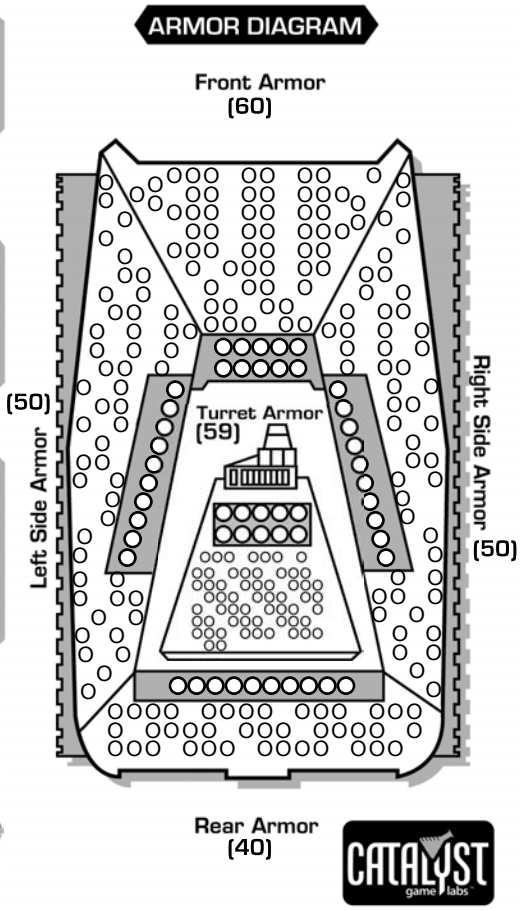
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

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

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Demolisher II Heavy Tank (Thunderbolt)

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

Tonnage: 100
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	T	5 [DE]	—	4	8	12
1	Streak SRM 6	T	2/Msl [M,C]	—	3	6	9
2	Thunderbolt 20	T	20[M]	5	6	12	18

Ammo (CASE): (Thunderbolt 20) 30, (Streak SRM 6) 15

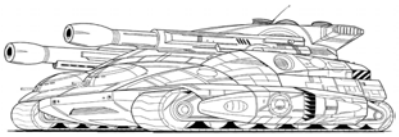
Cost: **BV:** 2,306

CREW DATA

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

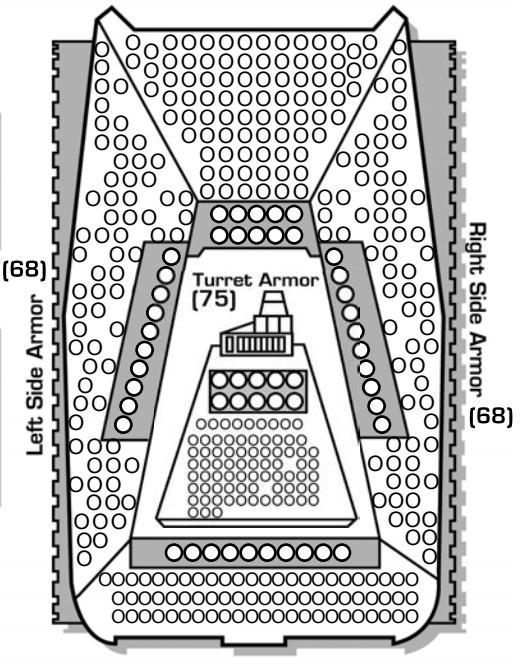
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor (86)
Left Side Armor (68)
Turret Armor (75)
Right Side Armor (68)
Rear Armor (70)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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CLAN VEHICLES

BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Shamash Reconnaissance Vehicle

Movement Points:
Cruising: 13
Flank: 20
Movement Type: Hover
Engine Type: Fusion Engine

Tonnage: 11
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
4	ER Small Laser	T	5 [DE]	—	2	4	6

Cost:

BV: 504

CREW DATA

Crew: _____

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

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

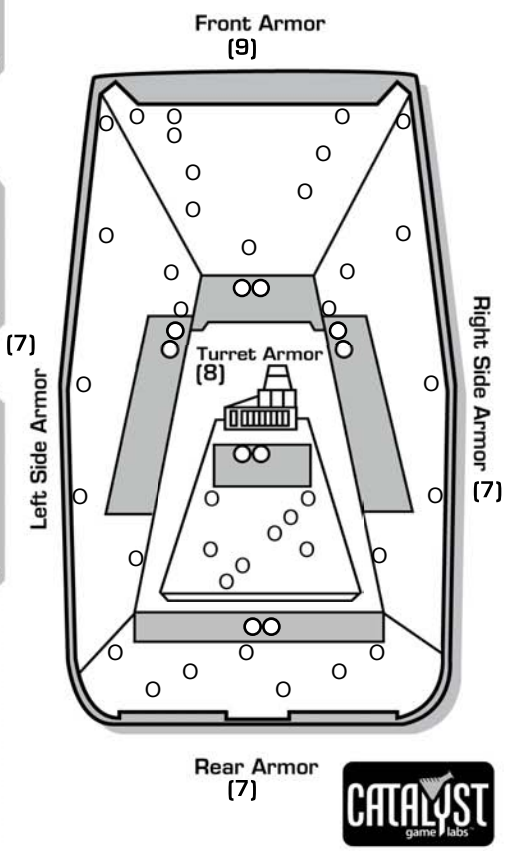
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Shamash Reconnaissance Vehicle (Flamer)

Movement Points:
Cruising: 13
Flank: 20
Movement Type: Hover
Engine Type: Fusion Engine

Tonnage: 11
Tech Base: Clan (Advanced)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	ER Flamer	T	2 [DE,H,AI]	—	3	5	7

Cost: **BV:** 228

CREW DATA

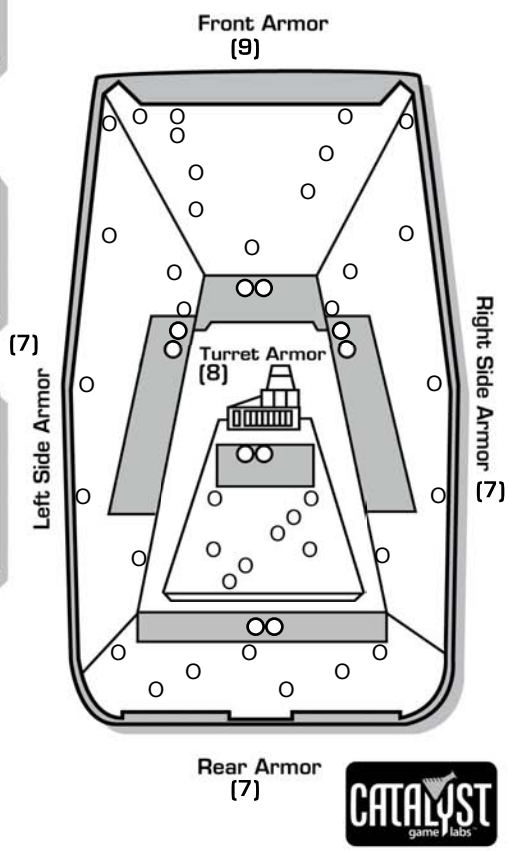
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Asshur Artillery Spotter

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

Tonnage: 20
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Clan TAG	FR	0 [S]	—	5	10	15
2	ER Medium Laser	T	7 [DE]	—	5	10	15
1	Streak SRM 6	T	2/Msl [M,C]	—	4	8	12

Ammo (CASE): (Streak SRM 6) 15

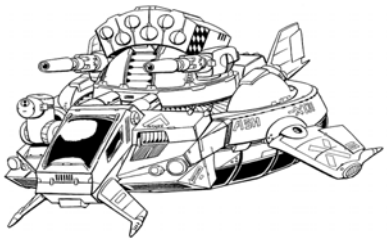
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CREW DATA

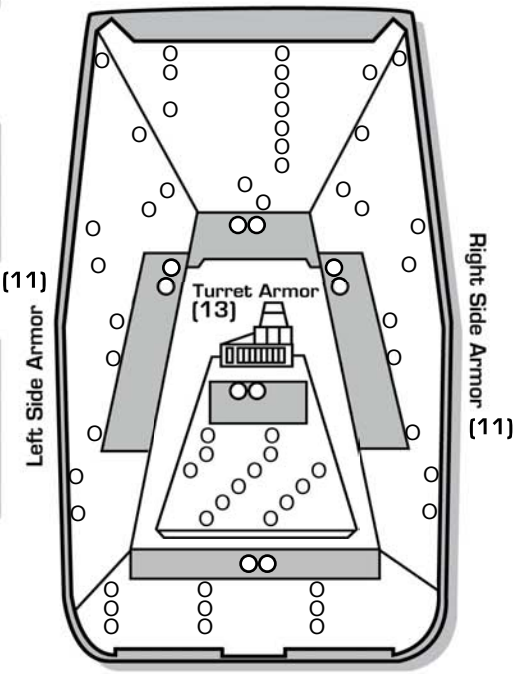
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

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

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Asshur Fast Reconnaissance Vehicle

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

Tonnage: 20
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Machine Gun	FR	2 [DB,AI]	—	1	2	3
2	ER Medium Laser	T	7 [DE]	—	5	10	15
1	Streak SRM 6	T	2/Msl [M,C]	—	4	8	12

Ammo (CASE): (Machine Gun) 100, (Streak SRM 6) 15

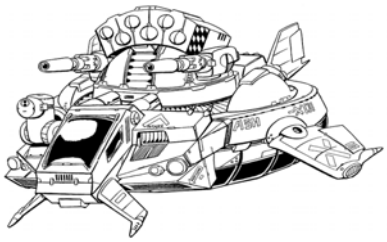
Cost: **BV:** 952

CREW DATA

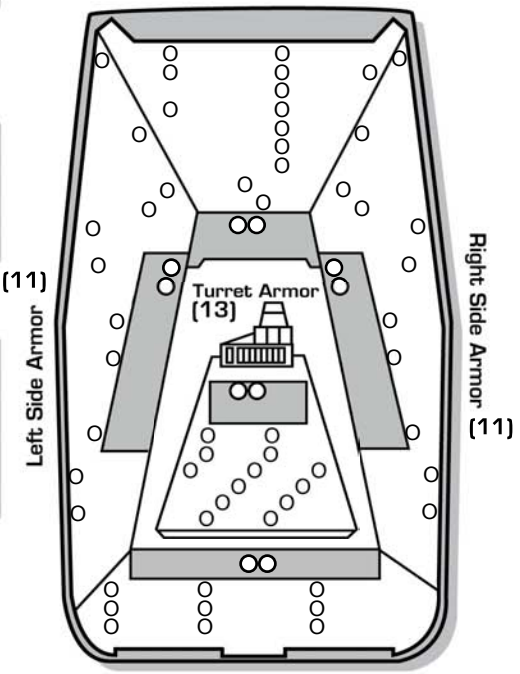
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

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

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Asshur Fast Reconnaissance Vehicle (Proto AC)

Movement Points:
- Cruising: 9
- Flank: 14

Movement Type: Hover

Engine Type: Fuel Cell Engine

Tonnage: 20

Tech Base: Clan (Advanced)

Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	ProtoMech AC/8	T	8 [DB,S]	—	3	7	10

Ammo (CASE): (Proto AC/8) 10

Cost: **BV:** 333

CREW DATA

Crew: _____

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

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

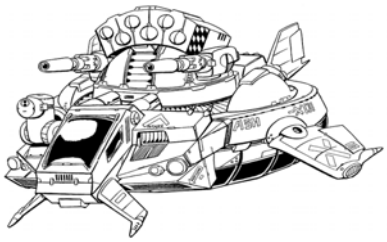
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

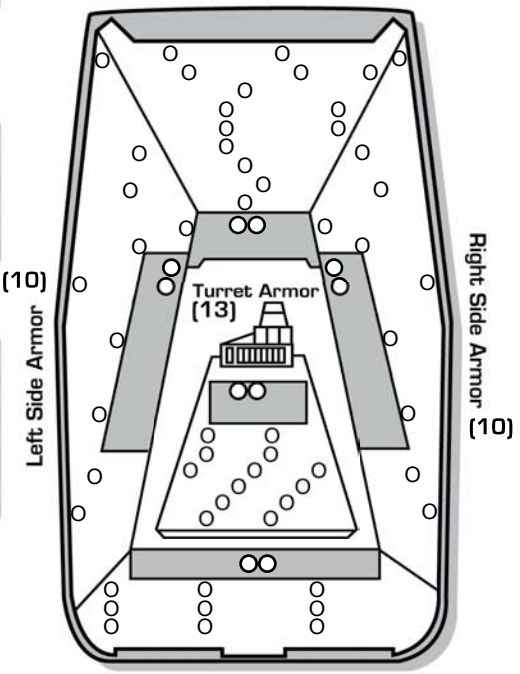
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Odin Scout Tank

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

Tonnage: 20
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Active Probe	BD	[E]	—	—	—	5
1	ER Small Laser	FR	5 [DE]	—	2	4	6
2	Medium Pulse Laser	T	7 [P]	—	4	8	12
1	Streak SRM 2	T	2/Msl [M,C]	—	4	8	12

Ammo (CASE): (Streak SRM 2) 50

Cost: **BV:** 691

CREW DATA

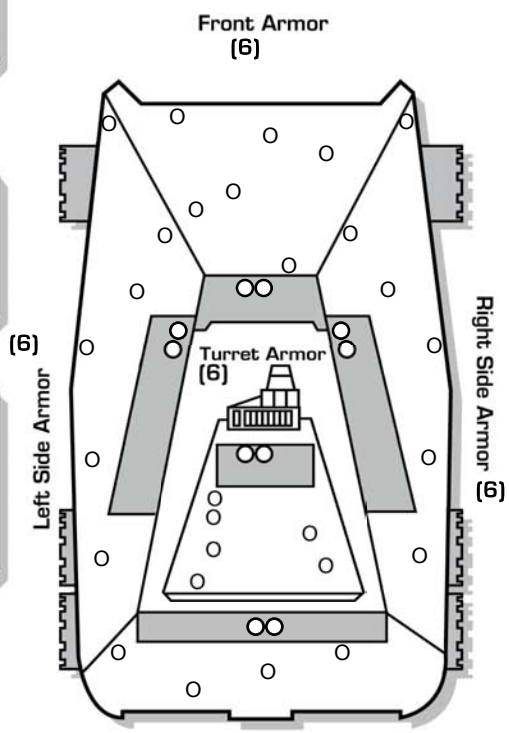
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Odin Scout Tank (Spotter)

Movement Points:
- Cruising: 8
- Flank: 12

Movement Type: Wheeled

Engine Type: Fuel Cell Engine

Tonnage: 20

Tech Base: Clan (Advanced)

Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Active Probe	BD	[E]	—	—	—	5
1	ECM Suite	BD	[E]	—	—	—	6
2	AP Gauss Rifle	T	3 [DB,X]	—	3	6	9
1	Clan TAG	T	0 [S]	—	5	10	15
1	Narc	T	[M]	—	4	8	12

Ammo (CASE): (Narc) 12, (AP Gauss) 40

Cost: **BV:** 338

CREW DATA

Crew: _____

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

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

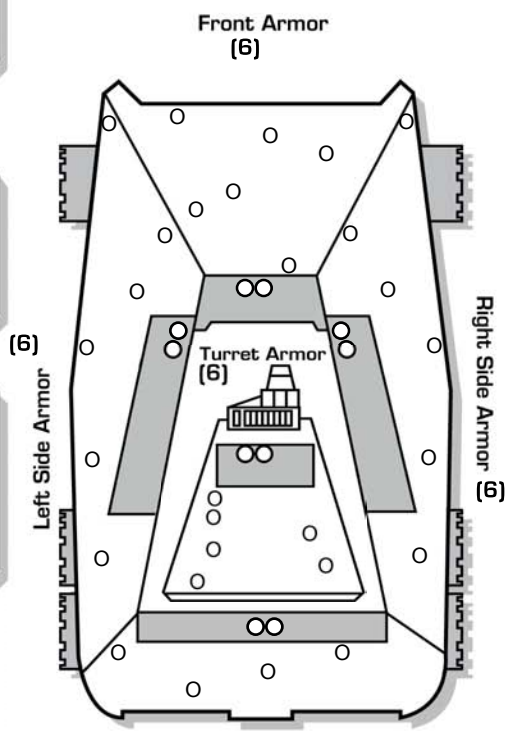
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Donar Assault Helicopter

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

Tonnage: 21
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	FR	10 [DE]	—	8	15	25
2	Streak SRM 2	FR	2/Msl [M,C]	—	4	8	12

Ammo (CASE): (Streak SRM 2) 50

Cost: **BV:** 915

CREW DATA

Crew: _____

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

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

Pilot Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Flight Stabilizer* +3 Engine Hit ☐

Sensor Hits +1 +2 +3 D

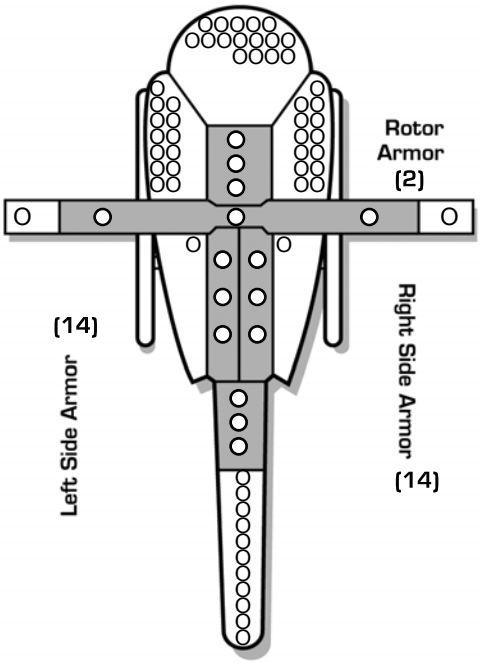
Stabilizers

Front ☐ Left ☐ Right ☐ Rear ☐

*Move at Cruising speed only



ARMOR DIAGRAM



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VTOL COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

VTOL ELEVATION TRACK

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

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

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

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

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Donar Assault Helicopter (Close Support)

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

Tonnage: 21
Tech Base: Clan (Advanced)
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Clan Light TAG	FR	0 [S]	—	3	6	9
2	Heavy Medium Laser	FR	10 [DE]	—	3	6	9
2	Streak SRM 2 (IOS)	FR	2/Msl [M,C]	—	4	8	12
1	Active Probe	RO	[E]	—	—	—	5
1	Mast Mount	RO	[E]	—	—	—	—

Cost: **BV:** 582

CREW DATA

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

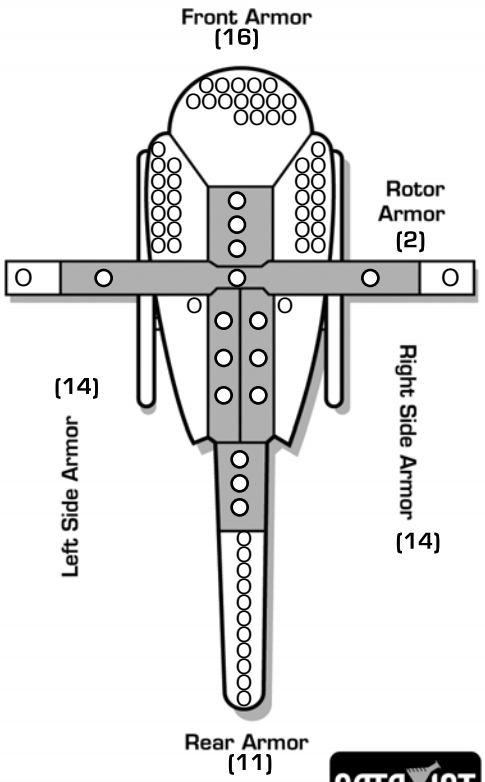
Co-Pilot Hit +1 — Modifier to all To-Hit rolls
Pilot Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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VTOL COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

VTOL ELEVATION TRACK

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

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

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

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

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Donar Assault Helicopter (Recon)

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

Tonnage: 21
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Active Probe	BD	[E]	—	—	—	5
1	ECM Suite	BD	[E]	—	—	—	6
1	Clan TAG	FR	0 [S]	—	5	10	15
1	ER Large Laser	FR	10 [DE]	—	8	15	25

Cost: **BV:** 808

CREW DATA

Crew: _____

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

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

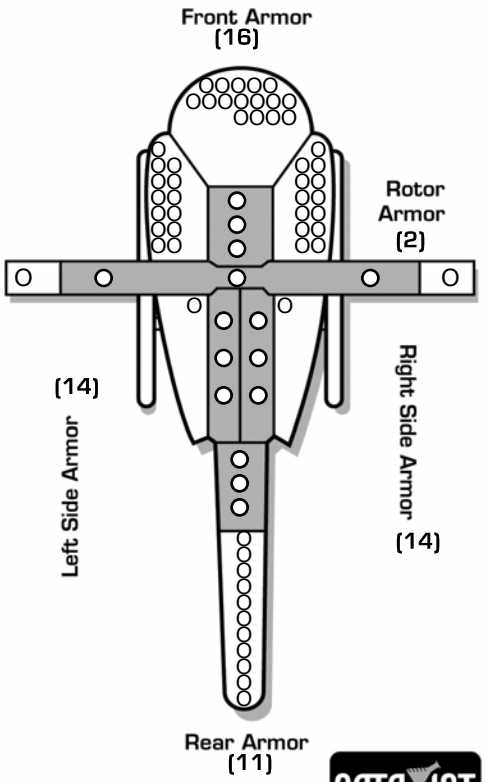
Pilot Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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VTOL COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

VTOL ELEVATION TRACK

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

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

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

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

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Mithras Light Tank

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

Tonnage: 25
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	FR	7 [DE]	—	5	10	15
1	ER Medium Laser	T	7 [DE]	—	5	10	15
1	Ultra AC/2	T	2/Sht [DB,R,C]	2	9	18	27

Ammo (CASE): (Ultra AC/2) 45

Cost: **BV:** 670

CREW DATA

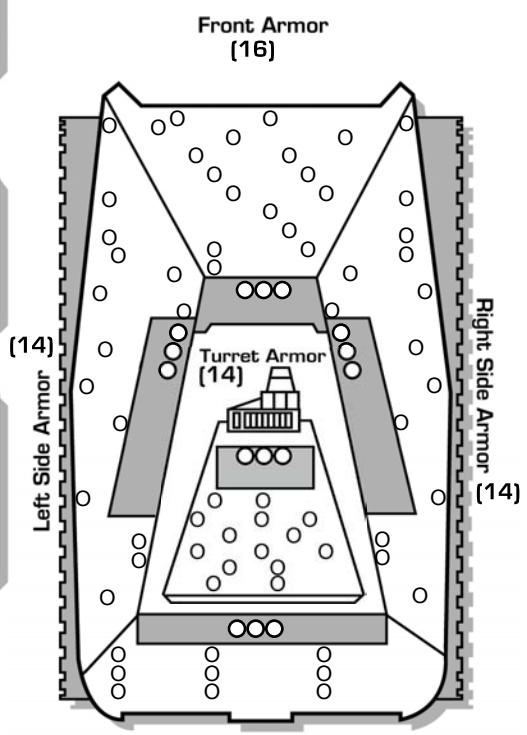
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

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

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Mithras Light Tank (ERLL)

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

Tonnage: 25
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	BD	[E]	—	—	—	—
1	AP Gauss Rifle	FR	3 [DB,X]	—	3	6	9
1	ER Large Laser	T	10 [DE]	—	8	15	25

Ammo (CASE): (AP Gauss) 40

Cost: **BV:** 750

CREW DATA

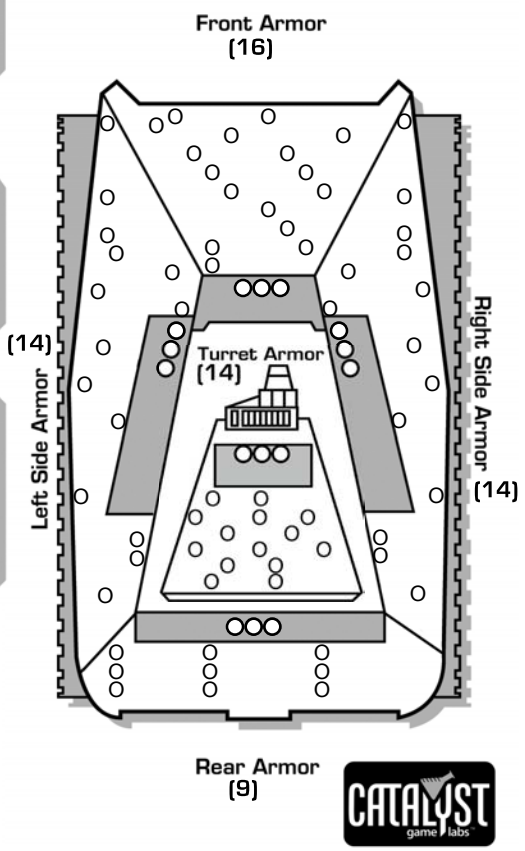
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

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

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Anhur Transport

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

Tonnage: 30
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (7.0 tons)	BD	[E]	—	—	—	—
1	ER Medium Laser	FR	7 [DE]	—	5	10	15
1	Medium Pulse Laser	FR	7 [P]	—	4	8	12
1	Medium Pulse Laser	RR	7 [P]	—	4	8	12

Cost: **BV:** 720

CREW DATA

Crew: _____

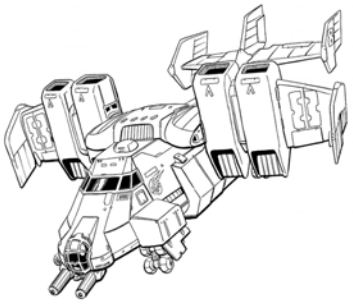
Gunnery Skill: ___ **Driving Skill:** ___

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

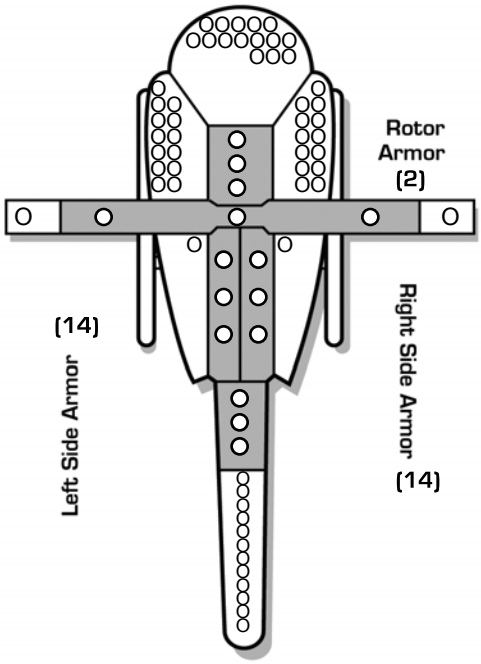
Pilot Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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VTOL COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

VTOL ELEVATION TRACK

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

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

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

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

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Anhur Transport (BA)

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

Tonnage: 30
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	ECM Suite	BD	[E]	—	—	—	6
1	Infantry Bay (10.0 tons)	BD	[E]	—	—	—	—
1	AP Gauss Rifle	FR	3 [DB,X]	—	3	6	9
1	ER Medium Laser	FR	7 [DE]	—	5	10	15
1	AP Gauss Rifle	RR	3 [DB,X]	—	3	6	9
1	ER Medium Laser	RR	7 [DE]	—	5	10	15

Ammo: (AP Gauss) 40

Cost: **BV:** 637

CREW DATA

Crew: _____

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

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

Pilot Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

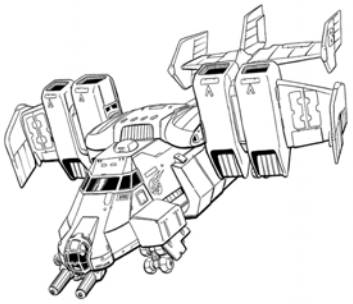
Flight Stabilizer* +3 Engine Hit ☐

Sensor Hits +1 +2 +3 D

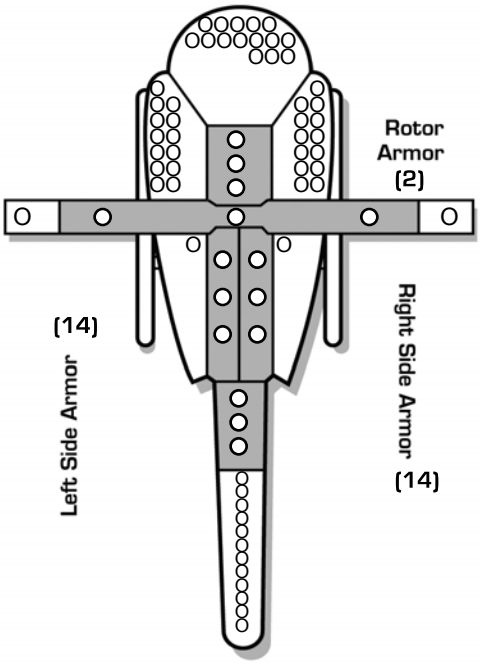
Stabilizers

Front ☐ Left ☐ Right ☐ Rear ☐

*Move at Cruising speed only



ARMOR DIAGRAM



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VTOL COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

VTOL ELEVATION TRACK

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

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

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

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

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Indra Infantry Transport

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

Tonnage: 35
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (3.0 tons)	BD	[E]	—	—	—	—
1	ER PPC	FR	15 [DE]	—	7	14	23
4	Machine Gun	T	2 [DB,AI]	—	1	2	3

Ammo (CASE): (Machine Gun) 100

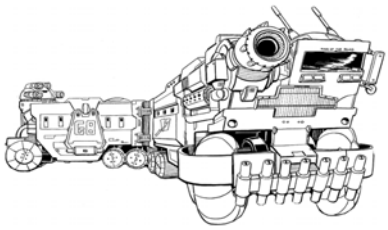
Cost: **BV:** 897

CREW DATA

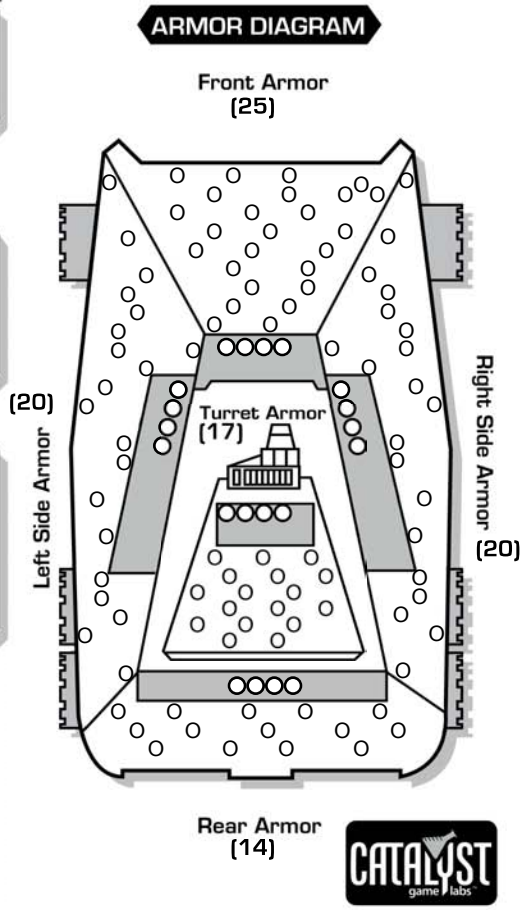
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Indra Infantry Transport (BA)

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

Tonnage: 35
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (5.0 tons)	BD	[E]	—	—	—	—
1	Light Active Probe	BD	[E]	—	—	—	—
1	Plasma Cannon	FR	[DE,H,AI]	—	6	12	18
1	B-Pod	RR	1 [DB,PD,AI,X,OS]	—	0	0	—
4	AP Gauss Rifle	T	3 [DB,X]	—	3	6	9

Ammo (CASE): (AP Gauss) 80, (Plasma Cannon) 20

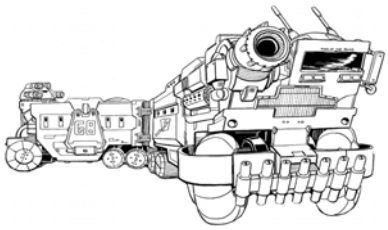
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CREW DATA

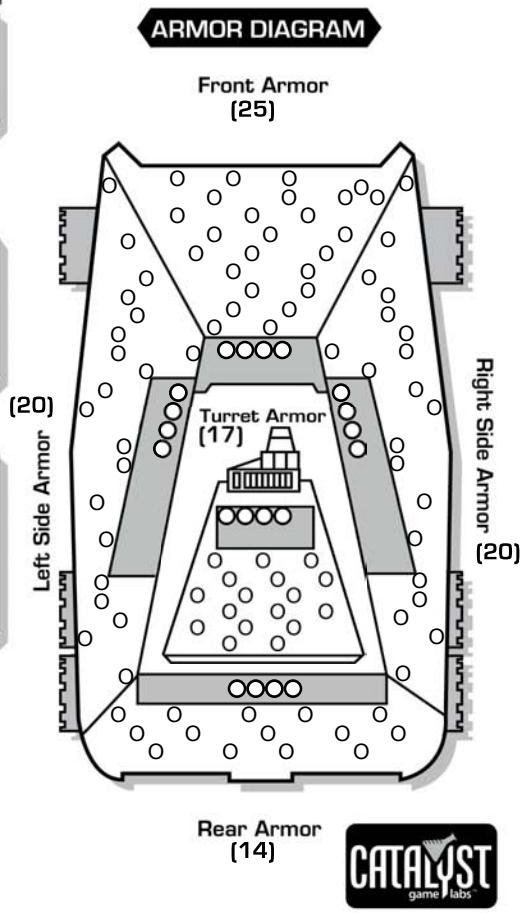
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

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

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Svantovit Infantry Fighting Vehicle

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

Tonnage: 35
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (5.0 tons)	BD	[E]	—	—	—	—
2	LRM 5	FR	1/Msl [M,C,S]	—	7	14	21
1	Machine Gun	RS	2 [DB,AI]	—	1	2	3
1	Machine Gun	LS	2 [DB,AI]	—	1	2	3
2	Streak SRM 2	T	2/Msl [M,C]	—	4	8	12

Ammo (CASE): (Streak SRM 2) 50, (LRM 5) 24, (Machine Gun) 100

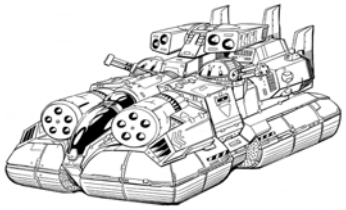
Cost: **BV:** 698

CREW DATA

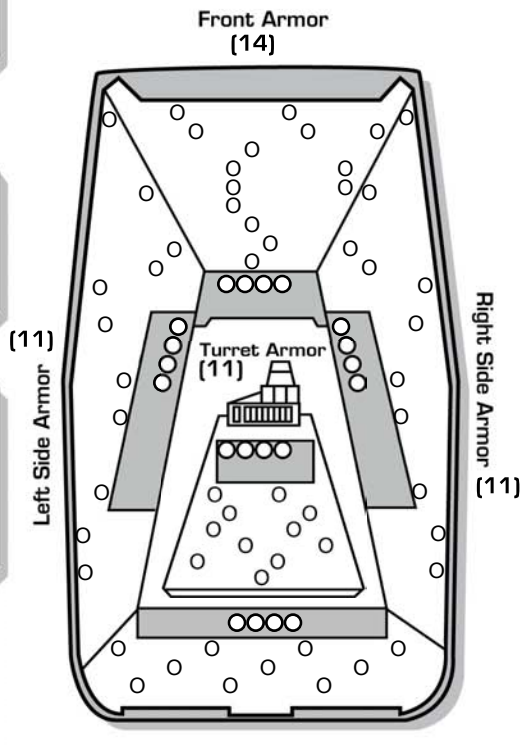
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

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

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Svantovit Infantry Fighting Vehicle (ATM) "Masada"

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

Tonnage: 35
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (5.0 tons)	BD	[E]	—	—	—	—
2	AP Gauss Rifle	T	3 [DB,X]	—	3	6	9
1	ATM 9	T	[M,S,C]				
	Standard		2/Msl	4	5	10	15
	Extended-Range		1/Msl	4	9	18	27
	High-Explosive		3/Msl	—	3	6	9

Ammo (CASE): (AP Gauss) 40, (ATM 9) 7, (ATM 9 HE) 7 (ATM 9 ER) 7

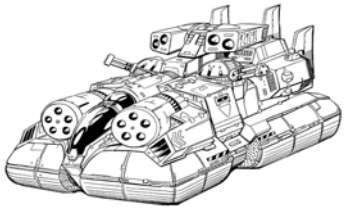
Cost: **BV:** 988

CREW DATA

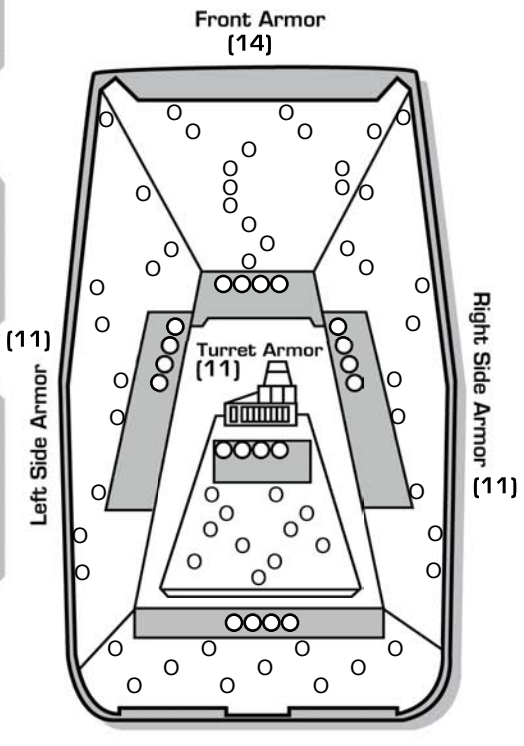
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

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

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Svantovit Infantry Fighting Vehicle (Original)

Movement Points:
- **Cruising:** 10
- **Flank:** 15

Movement Type: Hover

Engine Type: Fusion Engine

Tonnage: 35

Tech Base: Clan

Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (3.0 tons)	BD	[E]	—	—	—	—
2	LRM 5	FR	1/Msl [M,C,S]	—	7	14	21
1	Machine Gun	RS	2 [DB,AI]	—	1	2	3
1	Machine Gun	LS	2 [DB,AI]	—	1	2	3
2	Streak SRM 4	T	2/Msl [M,C]	—	4	8	12

Ammo (CASE): (LRM 5) 24, (Machine Gun) 100, (Streak SRM 4) 25

Cost: **BV:** 889

CREW DATA

Crew: _____

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

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

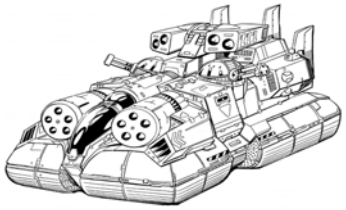
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

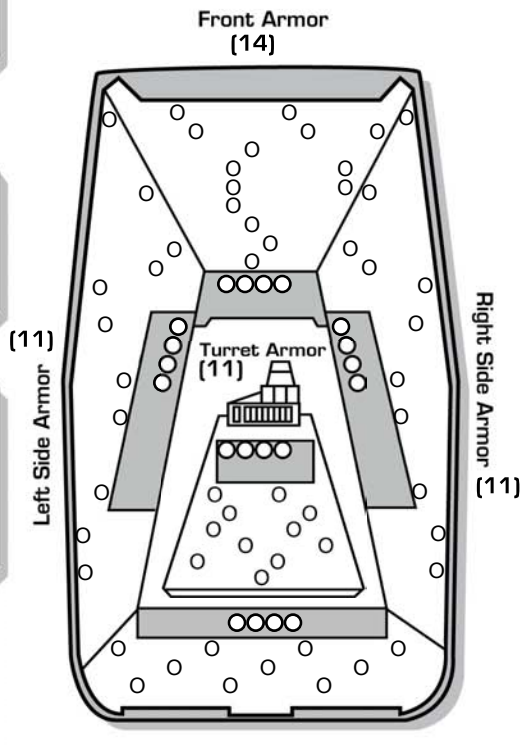
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Zorya Light Tank

Movement Points:
Cruising: 4
Flank: 6
Movement Type: Tracked
Engine Type: I.C.E.

Tonnage: 35
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	ECM Suite	BD	[E]	—	—	—	6
1	LB 5-X AC	T	5 [DB,C/F/S]	3	8	15	24
1	LRM 10 w/Artemis IV FCS	T	1/Msl [M,C,S]	—	7	14	21

Ammo (CASE): (LB-5X) 20, (LB-5X Cluster) 20, (LRM 10 Artemis) 12

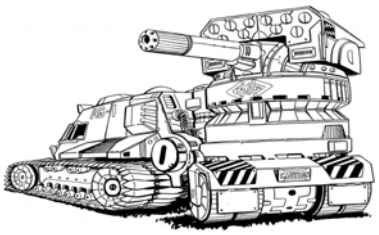
Cost: **BV:** 562

CREW DATA

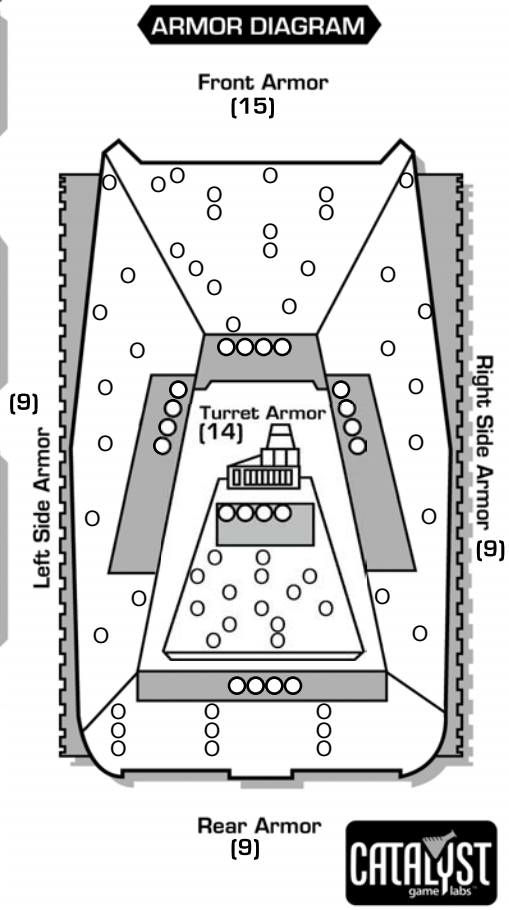
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

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

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Zorya Light Tank (Ammo)

Movement Points:
Cruising: 4
Flank: 6
Movement Type: Tracked
Engine Type: I.C.E.

Tonnage: 35
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	ECM Suite	BD	[E]	—	—	—	6
1	LB 5-X AC	T	5 [DB,C/F/S]	3	8	15	24
1	LRM 10	T	1/Msl [M,C,S]	—	7	14	21

Ammo (CASE): (LB-5X) 40, (LB-5X Cluster) 20, (LRM 10) 12

Cost: **BV:** 573

CREW DATA

Crew: _____

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

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

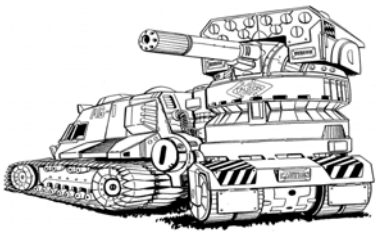
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

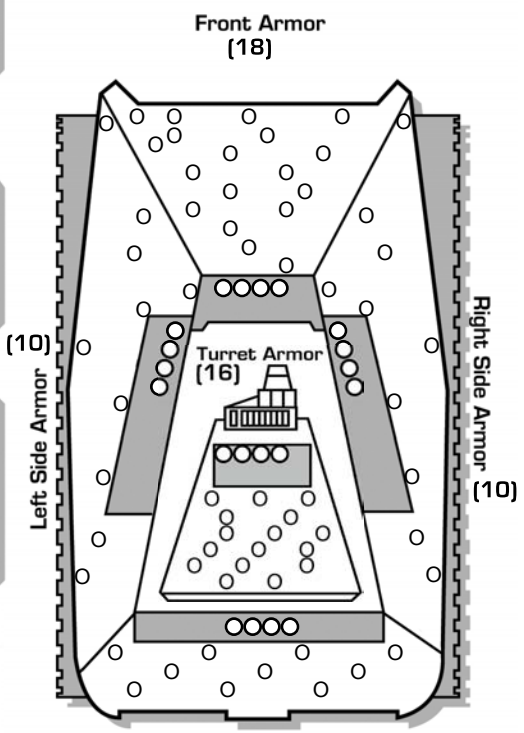
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Zorya Light Tank (ATM)

Movement Points:
Cruising: 5
Flank: 8
Movement Type: Tracked
Engine Type: Fuel Cell Engine

Tonnage: 35
Tech Base: Clan (Advanced)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	ECM Suite	BD	[E]	—	—	—	6
1	ATM 6	T	[M,S,C]				
	Standard		2/Msl	4	5	10	15
	Extended-Range		1/Msl	4	9	18	27
	High-Explosive		3/Msl	—	3	6	9
1	LB 5-X AC	T	5 [DB,C/F/S]	3	8	15	24

Ammo (CASE): (LB-5X) 20, (LB-5X Cluster) 20, (ATM 6) 20

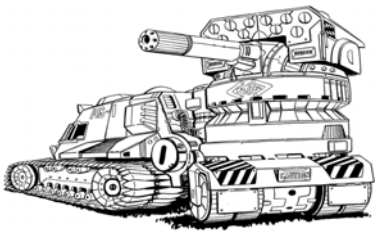
Cost: **BV:** 693

CREW DATA

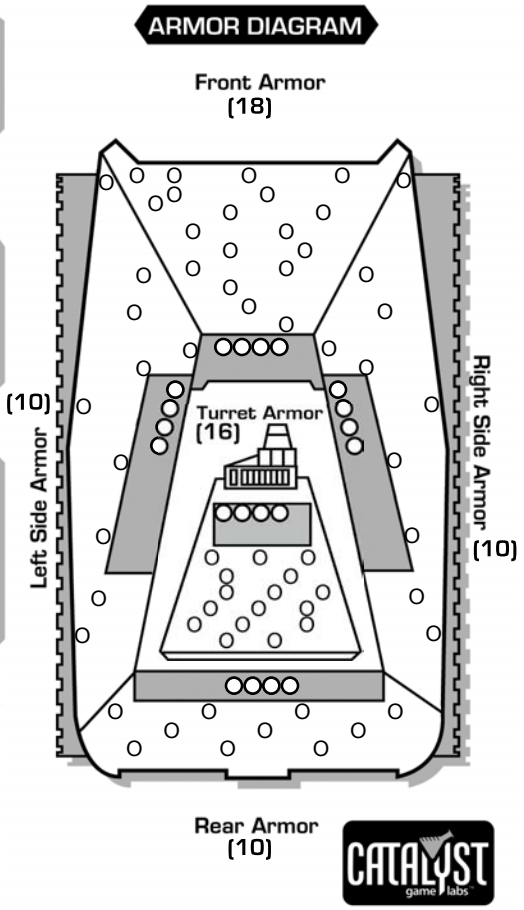
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

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

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Ares Medium Tank

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

Tonnage: 40
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LRM 10 w/Artemis IV FCS	FR	1/Msl [M,C,S]	—	7	14	21
1	LRM 15 w/Artemis IV FCS	FR	1/Msl [M,C,S]	—	7	14	21
1	ER Large Laser	T	10 [DE]	—	8	15	25

Ammo (CASE): (LRM 15 Artemis) 8, (LRM 10 Artemis) 12

Cost: **BV:** 1,151

CREW DATA

Crew: _____

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

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

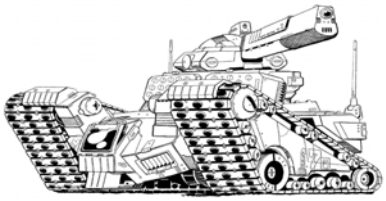
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

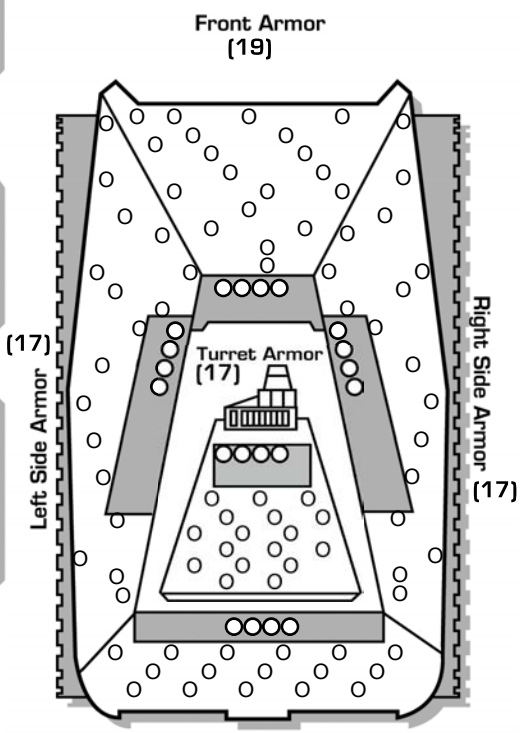
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

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

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Ares Medium Tank (Plasma)

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

Tonnage: 40
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	LRM 15 w/Artemis IV FCS	FR	1/Msl [M,C,S]	—	7	14	21
1	Plasma Cannon	T	[DE,H,AI]	—	6	12	18

Ammo (CASE): (LRM 15 Artemis) 16, (Plasma Cannon) 20

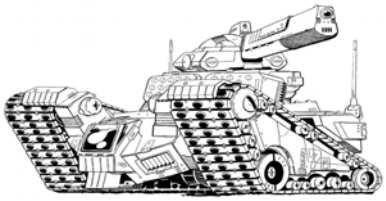
Cost: **BV:** 1,201

CREW DATA

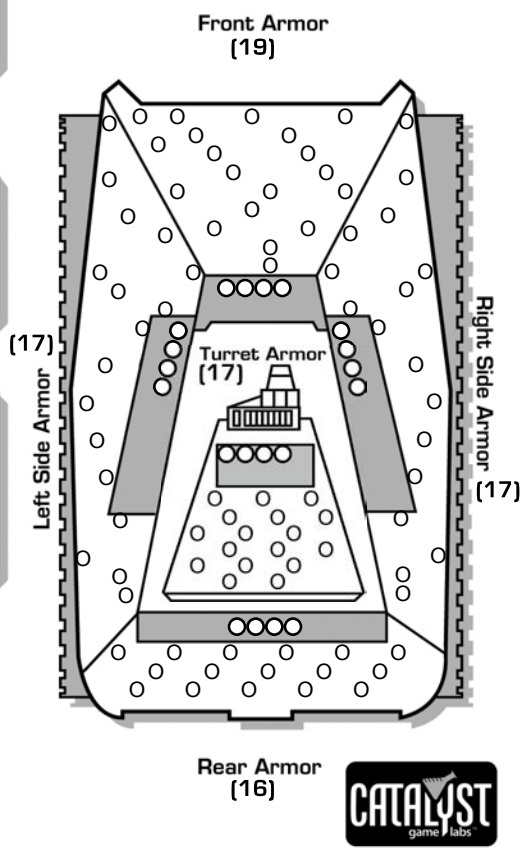
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

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

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Epona Pursuit Tank Prime

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

Tonnage: 50
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
4	Medium Pulse Laser	T	7 [P]	—	4	8	12
1	Streak SRM 4	T	2/Msl [M,C]	—	4	8	12

Ammo (CASE): (Streak SRM 4) 25

Cost: **BV:** 1,477

CREW DATA

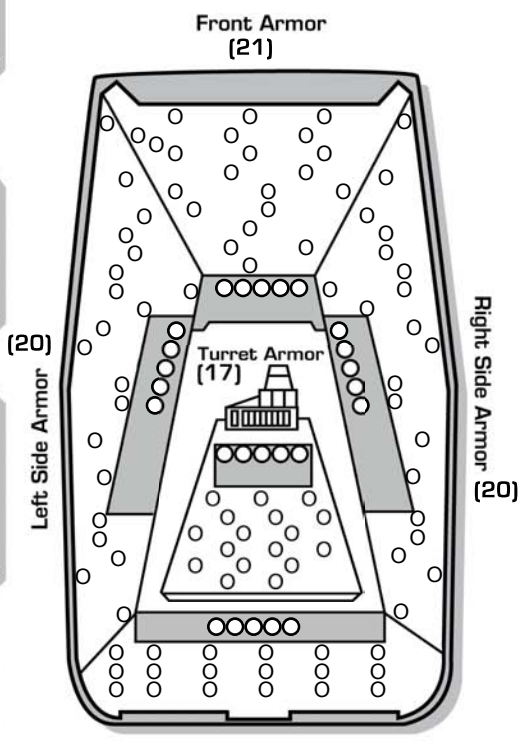
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

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

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Epona Pursuit Tank A

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

Tonnage: 50
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Clan TAG	FR	0 [S]	—	5	10	15
2	ER Medium Laser	FR	7 [DE]	—	5	10	15
2	LRM 20	T	1/Msl [M,C,S]	—	7	14	21

Ammo (CASE): (LRM 20) 24

Cost: **BV:** 1,976

CREW DATA

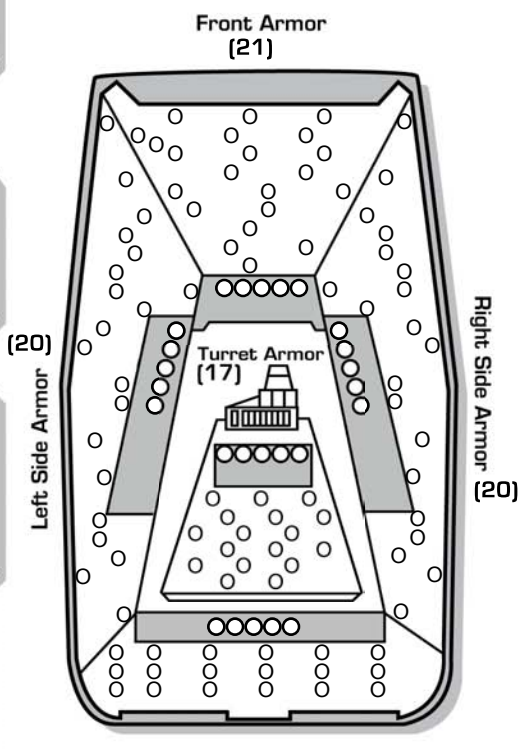
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Epona Pursuit Tank B

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

Tonnage: 50
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Streak SRM 4	FR	2/Msl [M,C]	—	4	8	12
1	Ultra AC/10	T	10/Sht [DB,R,C]	—	6	12	18

Ammo (CASE): (Ultra AC/10) 20, (Streak SRM 4) 25

Cost: **BV:** 1,255

CREW DATA

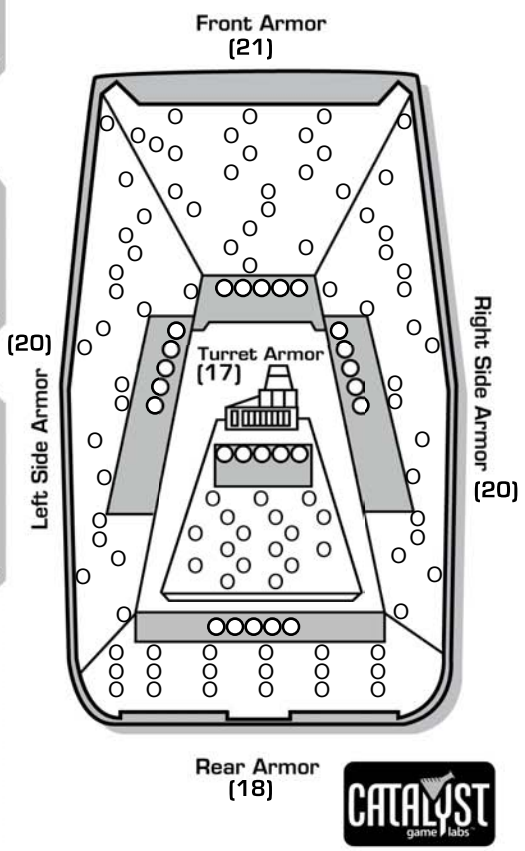
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

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

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Epona Pursuit Tank C

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

Tonnage: 50
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	ECM Suite	BD	[E]	—	—	—	6
1	Clan TAG	FR	0 [S]	—	5	10	15
1	ER PPC	T	15 [DE]	—	7	14	23
1	Streak SRM 6	T	2/Msl [M,C]	—	4	8	12

Ammo (CASE): (Streak SRM 6) 15

Cost: **BV:** 1,563

CREW DATA

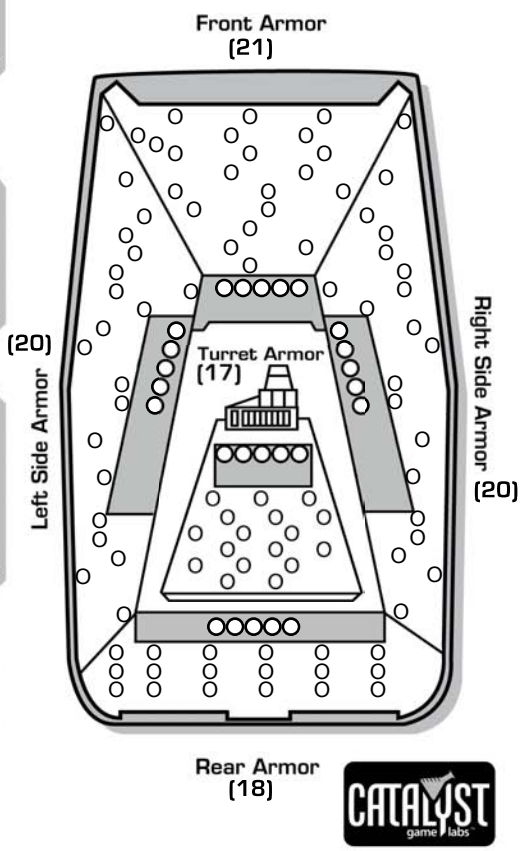
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

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

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Epona Pursuit Tank D

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

Tonnage: 50
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	BD	[E]	—	—	—	—
2	ER Medium Laser	FR	7 [DE]	—	5	10	15
1	HAG/20	T	20 [C/F]	2	8	16	24

Ammo (CASE): (HAG 20) 12

Cost: **BV:** 1,773

CREW DATA

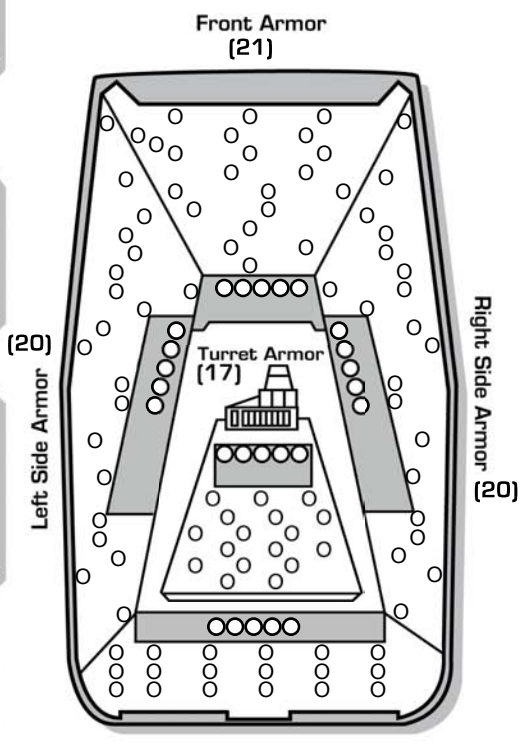
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Epona Pursuit Tank E

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

Tonnage: 50
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
6	AP Gauss Rifle	T	3 [DB,X]	—	3	6	9
2	Plasma Cannon	T	[DE,H,AI]	—	6	12	18

Ammo (CASE): (AP Gauss) 80, (Plasma Cannon) 20

Cost: **BV:** 1,436

CREW DATA

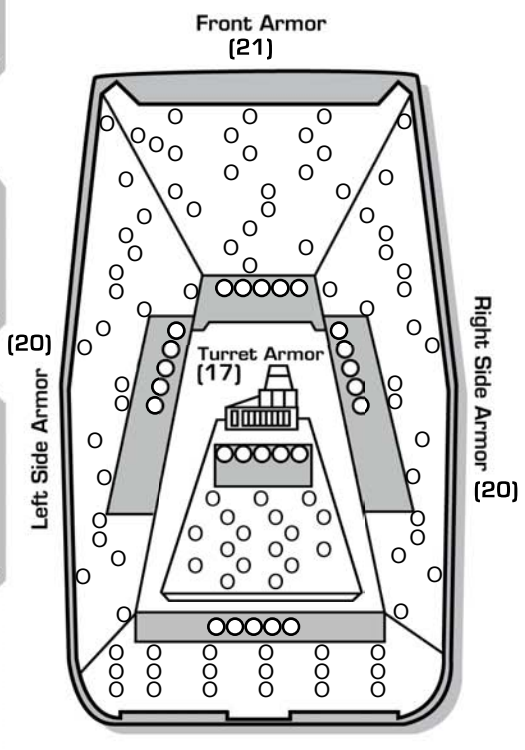
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the –4 immobile target modifier would not apply for the second unit. However, the –4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT FRONT	SIDE	REAR	TURRET
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Hachiman Fire Support Tank

Movement Points:
Cruising: 4
Flank: 6
Movement Type: Tracked
Engine Type: Fusion Engine

Tonnage: 50
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Streak SRM 4	FR	2/Msl [M,C]	—	4	8	12
2	ER Medium Laser	T	7 [DE]	—	5	10	15
2	LRM 20 w/Artemis IV FCS	T	1/Msl [M,C,S]	—	7	14	21

Ammo (CASE): (LRM 20 Artemis) 24, (Streak SRM 4) 25

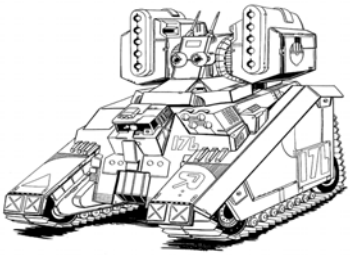
Cost: **BV:** 1,484

CREW DATA

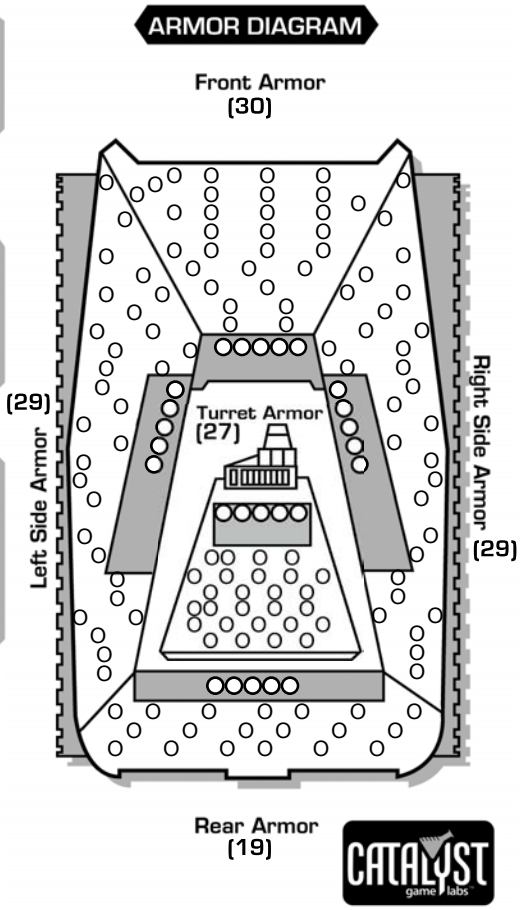
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:
Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:
Tracked, Naval +0
Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the –4 immobile target modifier would not apply for the second unit. However, the –4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT FRONT	SIDE	REAR	TURRET
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Hachiman Fire Support Tank (AAA)

Movement Points:
Cruising: 4
Flank: 6
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 50
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	T	7 [DE]	—	5	10	15
2	HAG/20	T	20 [C/F]	2	8	16	24

Ammo (CASE): (HAG 20) 24

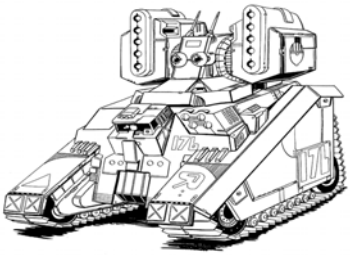
Cost: **BV:** 1,418

CREW DATA

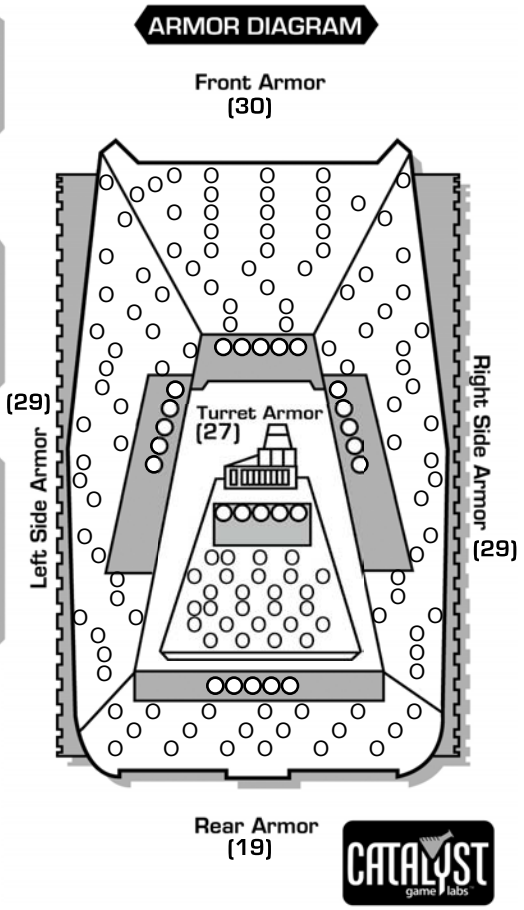
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:
Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:
Tracked, Naval +0
Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the –4 immobile target modifier would not apply for the second unit. However, the –4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT FRONT	SIDE	REAR	TURRET
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Ku Wheeled Assault Tank

Movement Points:
Cruising: 4
Flank: 6
Movement Type: Wheeled
Engine Type: Fusion Engine

Tonnage: 50
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Streak SRM 4	FR	2/Msl [M,C]	—	4	8	12
1	ER Large Laser	T	10 [DE]	—	8	15	25
1	ER Small Laser	T	5 [DE]	—	2	4	6
1	Ultra AC/10	T	10/Sht [DB,R,C]	—	6	12	18

Ammo (CASE): (Ultra AC/10) 20, (Streak SRM 4) 25

Cost: **BV:** 1,091

CREW DATA

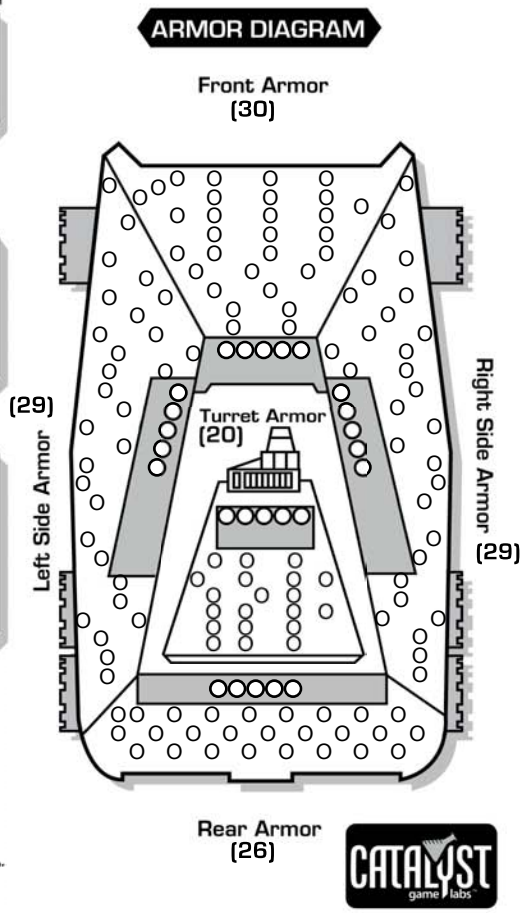
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:
Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:
Tracked, Naval +0
Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the –4 immobile target modifier would not apply for the second unit. However, the –4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT FRONT	SIDE	REAR	TURRET
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Ku Wheeled Assault Tank (IFV) "Turhan II"

Movement Points:
Cruising: 7
Flank: 11
Movement Type: Wheeled
Engine Type: XL Fusion Engine

Tonnage: 50
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	ECM Suite	BD	[E]	—	—	—	6
1	Infantry Bay (10.0 tons)	BD	[E]	—	—	—	—
1	AP Gauss Rifle	FR	3 [DB,X]	—	3	6	9
1	AP Gauss Rifle	T	3 [DB,X]	—	3	6	9
2	ER Medium Laser	T	7 [DE]	—	5	10	15

Ammo (CASE): (AP Gauss) 40

Cost: **BV:** 1,042

CREW DATA

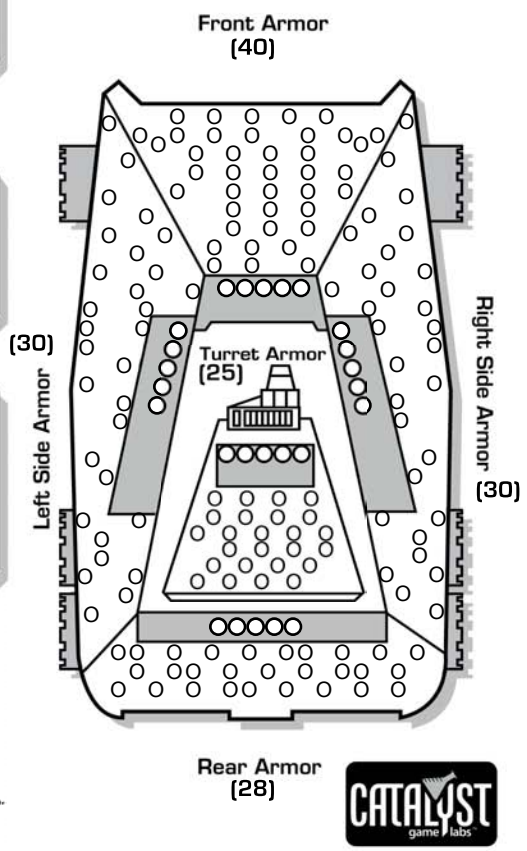
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:
Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:
Tracked, Naval +0
Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the –4 immobile target modifier would not apply for the second unit. However, the –4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT FRONT	SIDE	REAR	TURRET
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Oro Heavy Tank

Movement Points:
Cruising: 4
Flank: 6
Movement Type: Tracked
Engine Type: Fusion Engine

Tonnage: 60
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	FR	7 [DE]	—	5	10	15
1	Large Pulse Laser	T	10 [P]	—	6	14	20
1	LB 20-X AC	T	20 [DB,C/F/S]	—	4	8	12

Ammo (CASE): (LB-20X) 5, (LB-20X Cluster) 5

Cost: **BV:** 1,116

CREW DATA

Crew: _____

Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

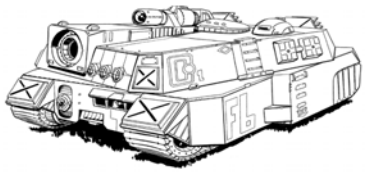
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers

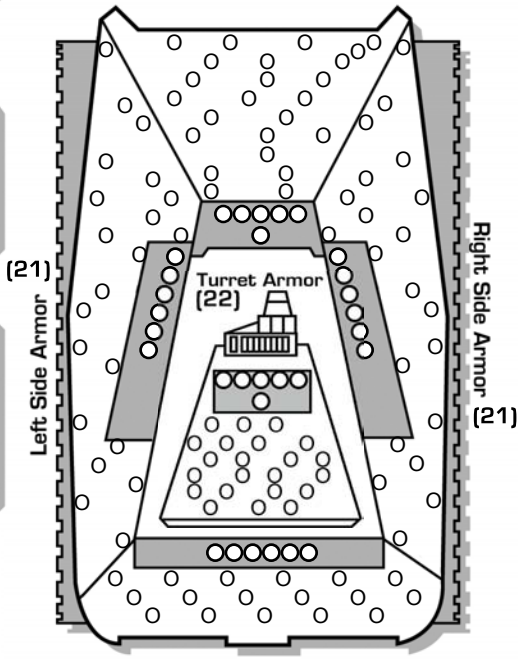
Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



ARMOR DIAGRAM

Front Armor (24)



Rear Armor (17)

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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the –4 immobile target modifier would not apply for the second unit. However, the –4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT FRONT	SIDE	REAR	TURRET
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Oro Heavy Tank (HAG)

Movement Points:
Cruising: 4
Flank: 6
Movement Type: Tracked
Engine Type: Fusion Engine

Tonnage: 60
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	HAG/30	T	30 [C/F]	2	8	16	24
1	Large Pulse Laser	T	10 [P]	—	6	14	20

Ammo: (HAG 30) 16

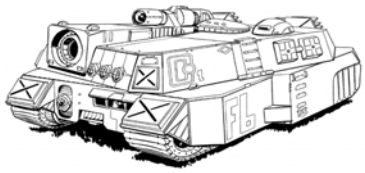
Cost: **BV:** 1,492

CREW DATA

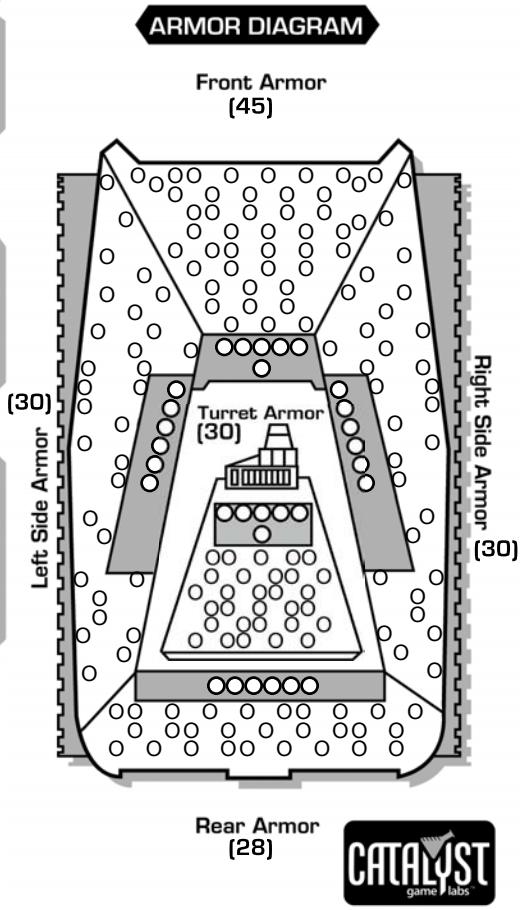
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
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MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the –4 immobile target modifier would not apply for the second unit. However, the –4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT FRONT	SIDE	REAR	TURRET
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Ishtar Heavy Fire Support Tank

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Wheeled
Engine Type: Fusion Engine

Tonnage: 65
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	AMS	FR	2 [DB,PD]	—	0	0	—
2	ER Medium Laser	FR	7 [DE]	—	5	10	15
1	LRM 15 w/Artemis IV FCS	FR	1/Msl [M,C,S]	—	7	14	21
1	LB 10-X AC	T	10 [DB,C/F/S]	—	6	12	18
1	Ultra AC/10	T	10/Sht [DB,R,C]	—	6	12	18

Ammo (CASE): (LB-10X) 10, (LRM 15 Artemis) 16, (AMS) 48 (Ultra AC/10) 20, (LB-10X Cluster) 10

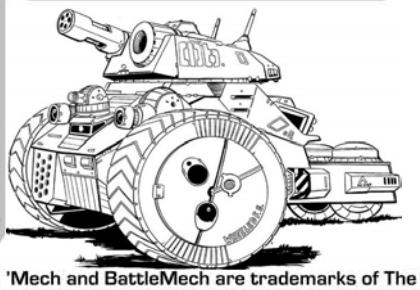
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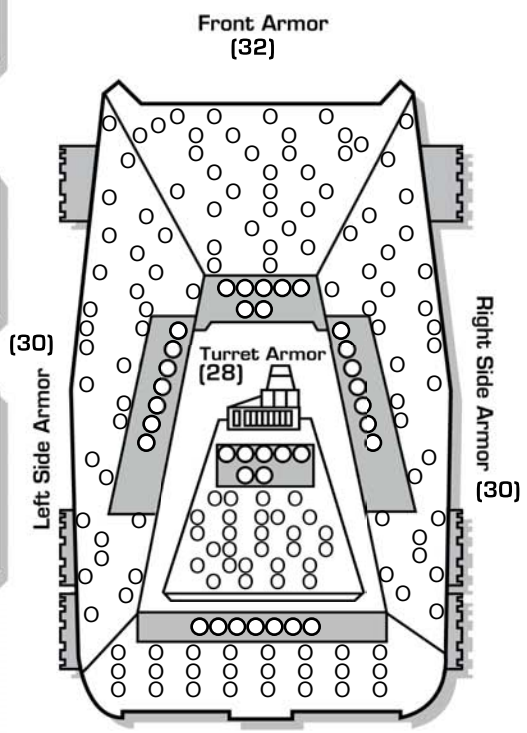
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:
Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:
Tracked, Naval +0
Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the –4 immobile target modifier would not apply for the second unit. However, the –4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT FRONT	SIDE	REAR	TURRET
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Ishtar Heavy Fire Support Tank (Gauss)

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Wheeled
Engine Type: Fusion Engine

Tonnage: 65
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	FR	7 [DE]	—	5	10	15
1	LRM 15 w/Artemis IV FCS	FR	1/Msl [M,C,S]	—	7	14	21
1	Gauss Rifle	T	15 [DB,X]	2	7	15	22
1	HAG/20	T	20 [C/F]	2	8	16	24

Ammo (CASE): (HAG 20) 12, (LRM 15 Artemis) 16, (Gauss) 16

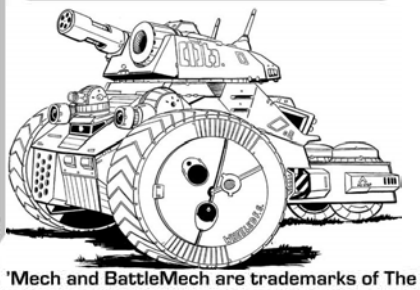
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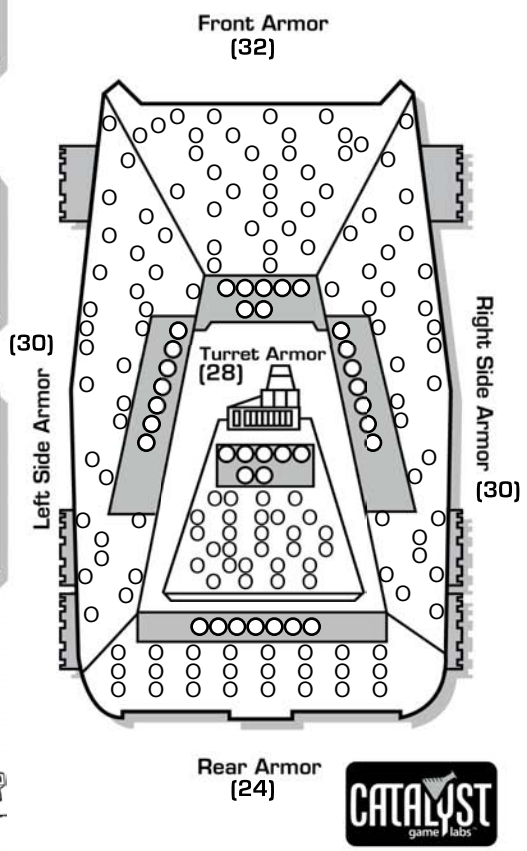
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the –4 immobile target modifier would not apply for the second unit. However, the –4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT FRONT	SIDE	REAR	TURRET
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Ishtar Heavy Fire Support Tank (Original)

Movement Points:
Cruising: 4
Flank: 6
Movement Type: Wheeled
Engine Type: Fusion Engine

Tonnage: 65
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LRM 10 w/Artemis IV FCS	FR	1/Msl [M,C,S]	—	7	14	21
1	LB 10-X AC	T	10 [DB,C/F/S]	—	6	12	18
1	Ultra AC/10	T	10/Sht [DB,R,C]	—	6	12	18

Ammo (CASE): (LB-10X) 10, (Ultra AC/10) 20, (LB-10X Cluster) 10 (LRM 10 Artemis) 12

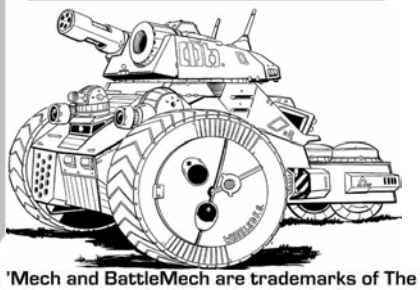
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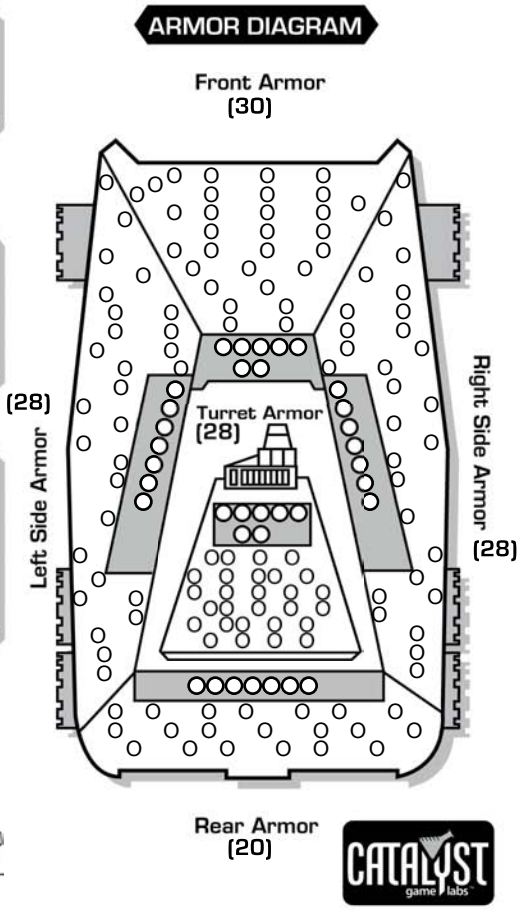
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:
Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:
Tracked, Naval +0
Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the –4 immobile target modifier would not apply for the second unit. However, the –4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT FRONT	SIDE	REAR	TURRET
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Athena Combat Vehicle

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Tracked
Engine Type: Fusion Engine

Tonnage: 75
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	BD	[E]	—	—	—	—
2	Gauss Rifle	FR	15 [DB,X]	2	7	15	22
1	LRM 10	FR	1/Msl [M,C,S]	—	7	14	21
2	ER Medium Laser	T	7 [DE]	—	5	10	15
2	Machine Gun	T	2 [DB,AI]	—	1	2	3

Ammo (CASE): (Machine Gun) 100, (LRM 10) 12, (Gauss) 32

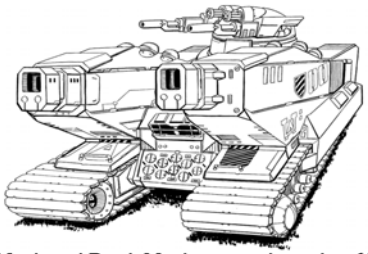
Cost: **BV:** 1,855

CREW DATA

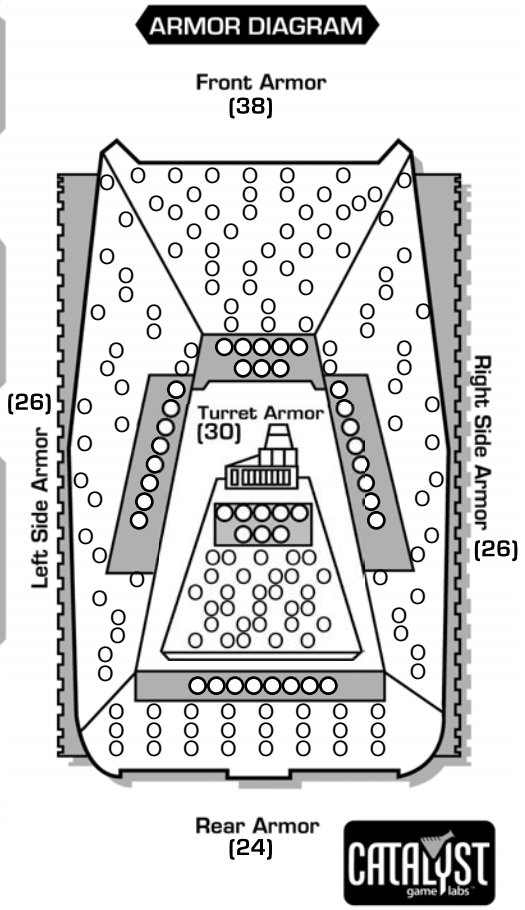
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:
Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:
Tracked, Naval +0
Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the –4 immobile target modifier would not apply for the second unit. However, the –4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT FRONT	SIDE	REAR	TURRET
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Athena Combat Vehicle (HAG)

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 75
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	ECM Suite	BD	[E]	—	—	—	6
1	Targeting Computer	BD	[E]	—	—	—	—
2	HAG/30	FR	30 [C/F]	2	8	16	24
2	AP Gauss Rifle	T	3 [DB,X]	—	3	6	9
2	ER Medium Laser	T	7 [DE]	—	5	10	15

Ammo (CASE): (AP Gauss) 40, (HAG 30) 24

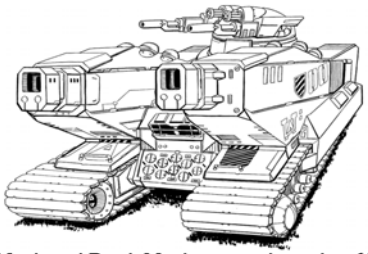
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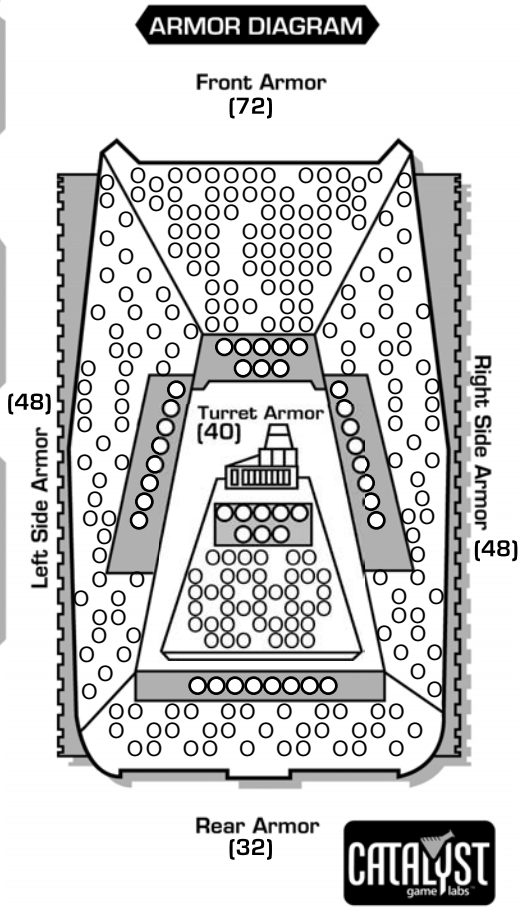
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

	ATTACK DIRECTION		
2D6 Roll	FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the –4 immobile target modifier would not apply for the second unit. However, the –4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

	LOCATION HIT			
2D6 Roll	FRONT	SIDE	REAR	TURRET
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Huitzilopochtli Assault Tank "Huey"

Movement Points:
Cruising: 2
Flank: 3
Movement Type: Tracked
Engine Type: I.C.E.

Tonnage: 85
Tech Base: Clan (Advanced)
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	ECM Suite	BD	[E]	—	—	—	6
2	Arrow IV	FR	20 [AE,S,F]	—	1	2	9
1	Ultra AC/5	FR	5/Sht [DB,R,C]	—	7	14	21
1	Machine Gun	RS	2 [DB,AI]	—	1	2	3
1	Machine Gun	LS	2 [DB,AI]	—	1	2	3
1	ER Small Laser	T	5 [DE]	—	2	4	6
2	Medium Pulse Laser	T	7 [P]	—	4	8	12

Ammo (CASE): (Machine Gun) 100, (Ultra AC/5) 40
(Arrow IV Homing) 10, (Arrow IV) 10

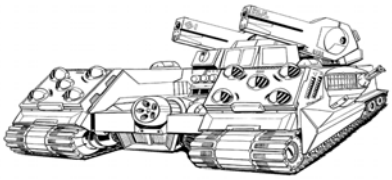
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CREW DATA

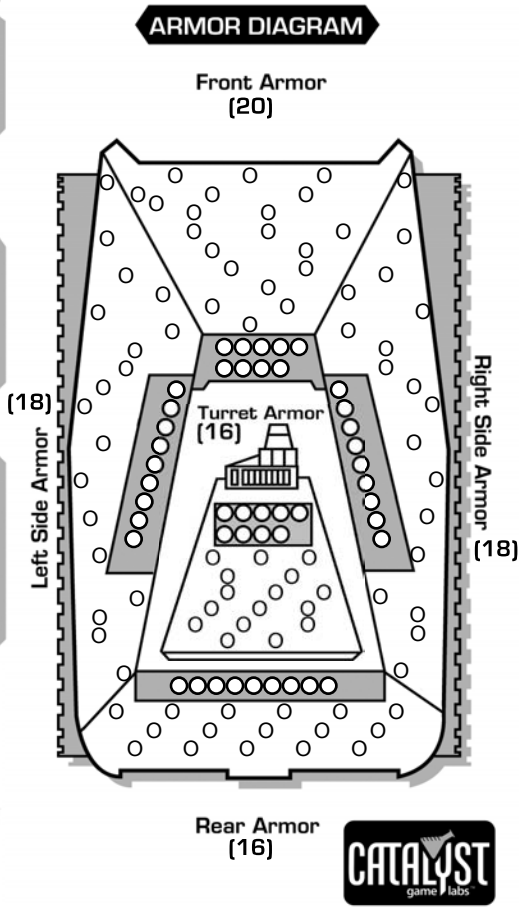
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the –4 immobile target modifier would not apply for the second unit. However, the –4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT FRONT	SIDE	REAR	TURRET
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Huitzilopochtli Assault Tank (AAA) "Huey"

Movement Points:
Cruising: 2
Flank: 3
Movement Type: Tracked
Engine Type: Fuel Cell Engine

Tonnage: 85
Tech Base: Clan (Advanced)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	ECM Suite	BD	[E]	—	—	—	6
2	Arrow IV	FR	20 [AE,S,F]	—	1	2	9
1	Machine Gun	RS	2 [DB,AI]	—	1	2	3
1	Machine Gun	LS	2 [DB,AI]	—	1	2	3
2	HAG/20	T	20 [C/F]	2	8	16	24

Ammo (CASE): (HAG 20) 24, (Machine Gun) 100
(Arrow IV Homing) 15, (Arrow IV) 15

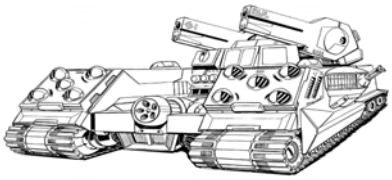
Cost: **BV:** 1,343

CREW DATA

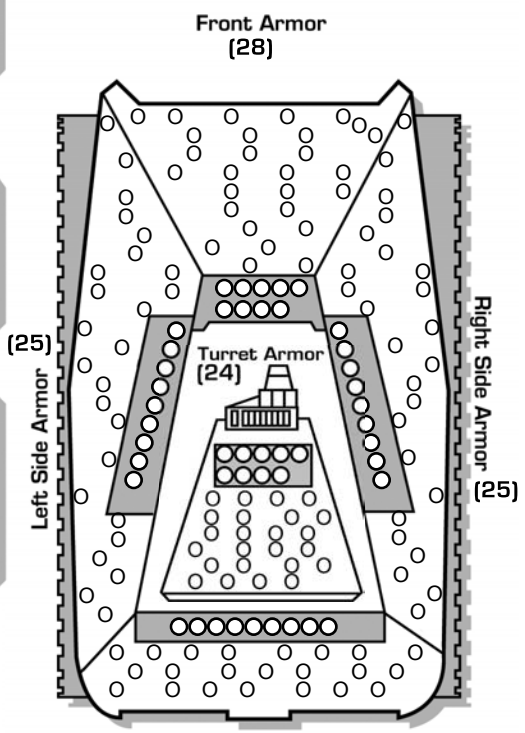
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:
Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:
Tracked, Naval +0
Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the –4 immobile target modifier would not apply for the second unit. However, the –4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT FRONT	SIDE	REAR	TURRET
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Mars Assault Vehicle

Movement Points:
Cruising: 2
Flank: 3
Movement Type: Tracked
Engine Type: Fusion Engine

Tonnage: 100
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	ECM Suite	BD	[E]	—	—	—	6
1	LB 10-X AC	FR	10 [DB,C/F/S]	—	6	12	18
3	LRM 15 w/ Artemis IV FCS	FR	1/Msl [M,C,S]	—	7	14	21
1	Streak SRM 6	RS	2/Msl [M,C]	—	4	8	12
1	Streak SRM 6	LS	2/Msl [M,C]	—	4	8	12
1	ER Large Laser	T	10 [DE]	—	8	15	25
1	Gauss Rifle	T	15 [DB,X]	2	7	15	22
2	Machine Gun	T	2 [DB,AI]	—	1	2	3

Ammo (CASE): (LB-10X) 10, (Machine Gun) 100
(LRM 15 Artemis) 24, (LB-10X Cluster) 10
(Gauss) 16, (Streak SRM 6) 30

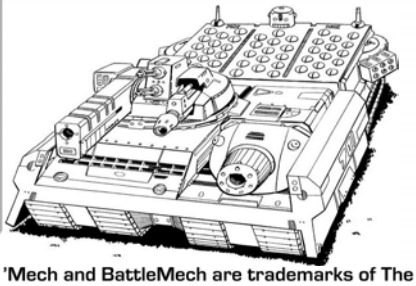
Cost: **BV:** 2,076

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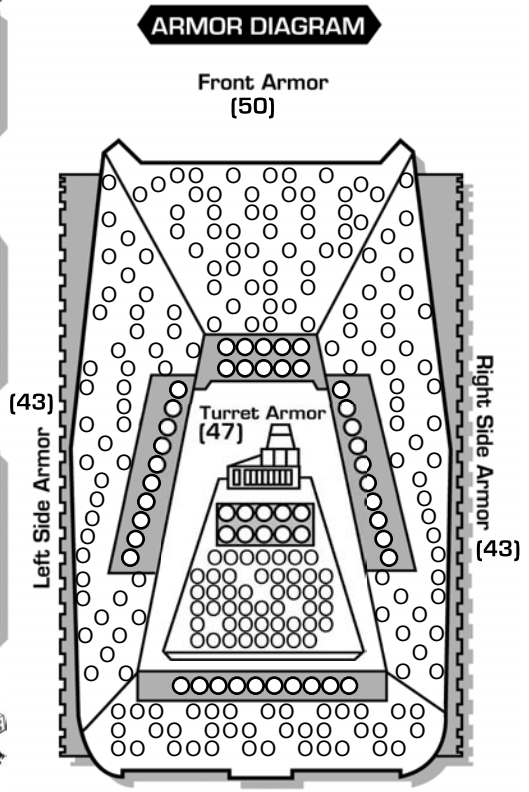
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:
Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:
Tracked, Naval +0
Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the –4 immobile target modifier would not apply for the second unit. However, the –4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT FRONT	SIDE	REAR	TURRET
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Mars Assault Vehicle (ATM)

Movement Points:
Cruising: 2
Flank: 3
Movement Type: Tracked
Engine Type: Fusion Engine

Tonnage: 100
Tech Base: Clan
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	ECM Suite	BD	[E]	—	—	—	6
3	ATM 9	FR	[M,S,C]				
	Standard		2/Msl	4	5	10	15
	Extended-Range		1/Msl	4	9	18	27
	High-Explosive		3/Msl	—	3	6	9
1	Streak SRM 4	RS	2/Msl [M,C]	—	4	8	12
1	Streak SRM 4	LS	2/Msl [M,C]	—	4	8	12
1	Gauss Rifle	T	15 [DB,X]	2	7	15	22
1	Heavy Large Laser	T	16 [DE]	—	5	10	15
2	Machine Gun	T	2 [DB,AI]	—	1	2	3

Ammo (CASE): (Machine Gun) 200, (ATM 9) 21, (Streak SRM 4) 50 (Gauss) 16, (ATM 9 HE) 21, (ATM 9 ER) 21

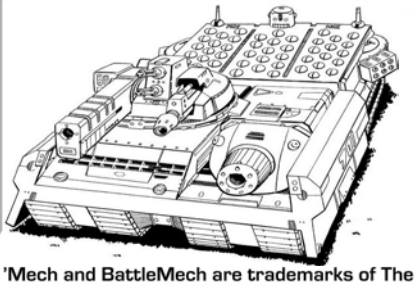
Cost: **BV:** 1,948

CREW DATA

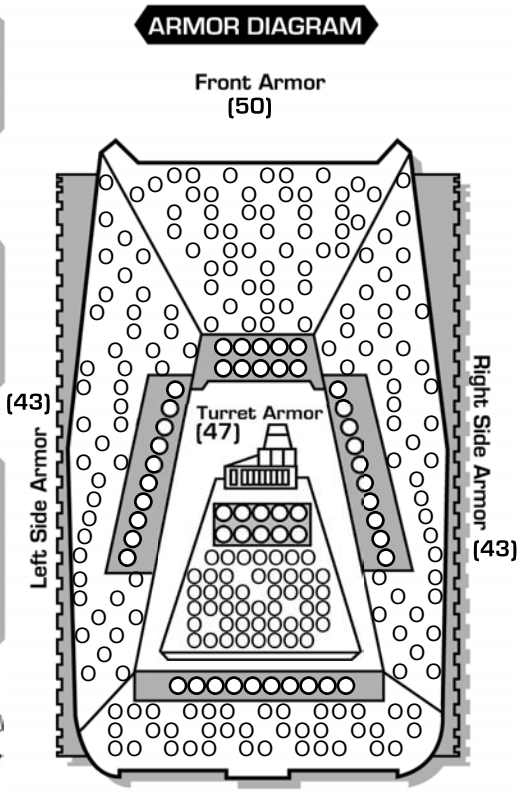
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the –4 immobile target modifier would not apply for the second unit. However, the –4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT FRONT	SIDE	REAR	TURRET
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Mars Assault Vehicle (HAG)

Movement Points:
Cruising: 2
Flank: 3
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 100
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	ECM Suite	BD	[E]	—	—	—	6
1	HAG/30	FR	30 [C/F]	2	8	16	24
3	LRM 15 w/Artemis IV FCS	FR	1/Msl [M,C,S]	—	7	14	21
2	AP Gauss Rifle	T	3 [DB,X]	—	3	6	9
1	ER Large Laser	T	10 [DE]	—	8	15	25
1	Gauss Rifle	T	15 [DB,X]	2	7	15	22

Ammo (CASE): (AP Gauss) 40, (LRM 15 Artemis) 40, (HAG 30) 12 (Gauss) 16

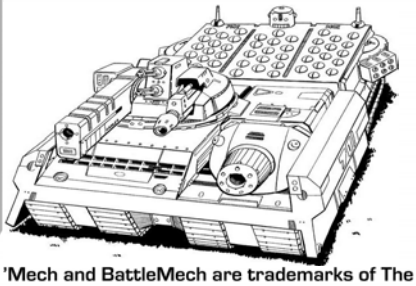
Cost: **BV:** 2,545

CREW DATA

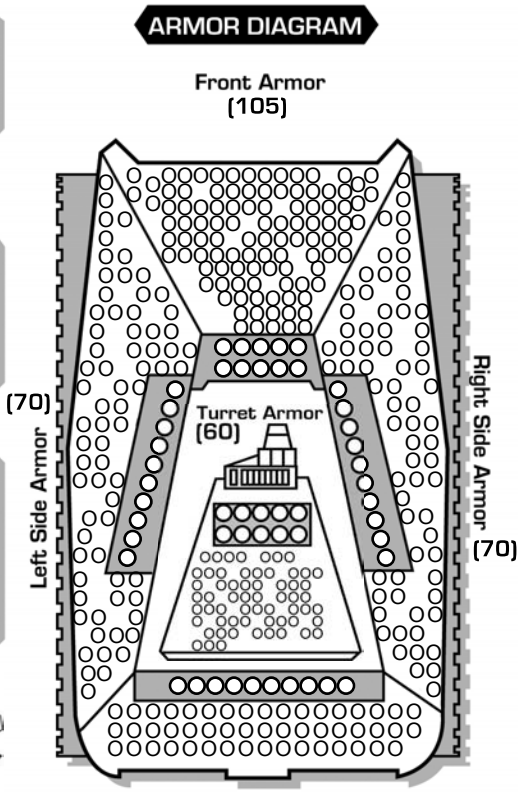
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the –4 immobile target modifier would not apply for the second unit. However, the –4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT FRONT	SIDE	REAR	TURRET
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Mars Assault Vehicle (XL)

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 100
Tech Base: Clan
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	ECM Suite	BD	[E]	—	—	—	6
1	LB 10-X AC	FR	10 [DB,C/F/S]	—	6	12	18
3	LRM 15 w/ Artemis IV FCS	FR	1/Msl [M,C,S]	—	7	14	21
1	Streak SRM 6	RS	2/Msl [M,C]	—	4	8	12
1	Streak SRM 6	LS	2/Msl [M,C]	—	4	8	12
1	ER Large Laser	T	10 [DE]	—	8	15	25
1	Gauss Rifle	T	15 [DB,X]	2	7	15	22

Ammo (CASE): (LB-10X) 10, (LRM 15 Artemis) 24
(LB-10X Cluster) 10, (Gauss) 16, (Streak SRM 6) 30

Cost: **BV:** 2,520

CREW DATA

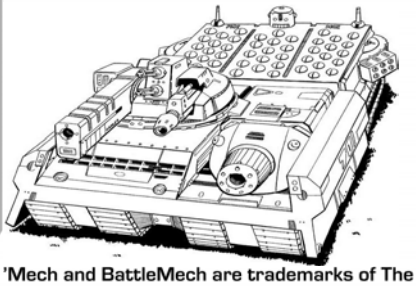
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

Driver Hit +2
Modifier to Driving Skill rolls

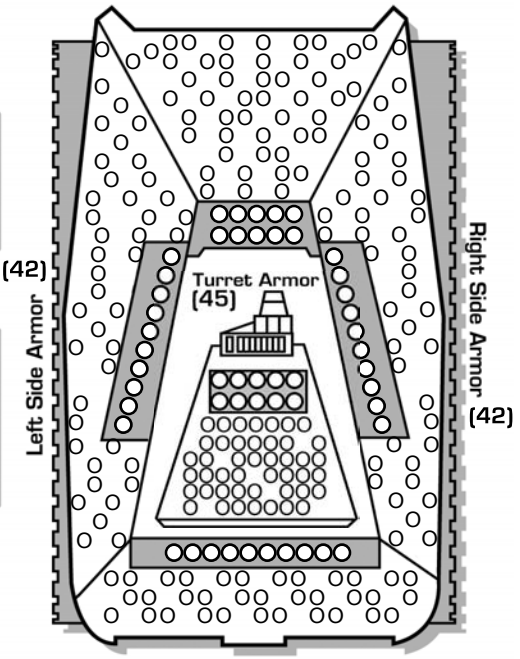
CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM

Front Armor (48)



Rear Armor (34)

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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2–5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the –4 immobile target modifier would not apply for the second unit. However, the –4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT FRONT	SIDE	REAR	TURRET
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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INNER SPHERE BATTLEMECHS

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Cossack C-SK1

Movement Points:		**Tonnage:**	20
Walking:	6	**Tech Base:**	Inner Sphere
Running:	9	**Era:**	Civil War
Jumping:	6		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	CT	4	2/Msl [M,C]	—	3	6	9
1	Small Laser	RT	1	3 [DE]	—	1	2	3
1	Small Laser	LT	1	3 [DE]	—	1	2	3
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

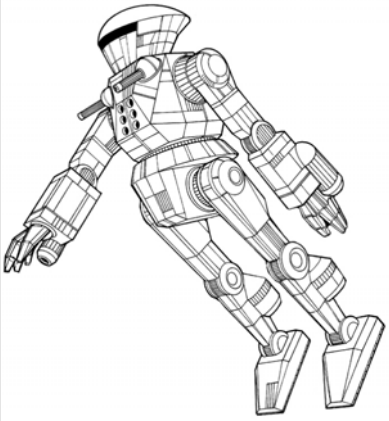
Cost: **BV:** 465

WARRIOR DATA

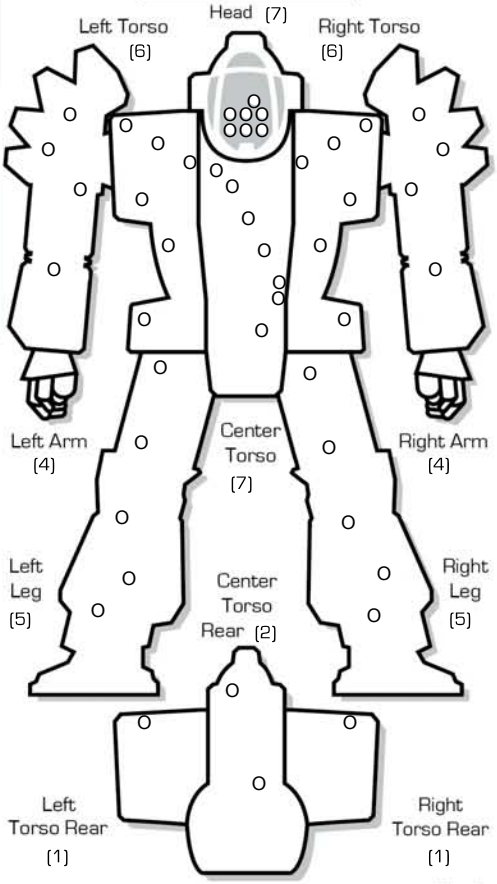
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Heat Sink
5. Heat Sink
6. Heat Sink

1-3

1. Jump Jet
2. Small Laser
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

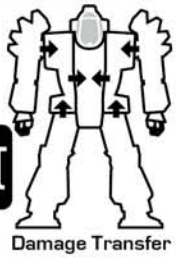
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. SRM 6
6. SRM 6

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

1-3

1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Heat Sink
5. Heat Sink
6. Heat Sink

1-3

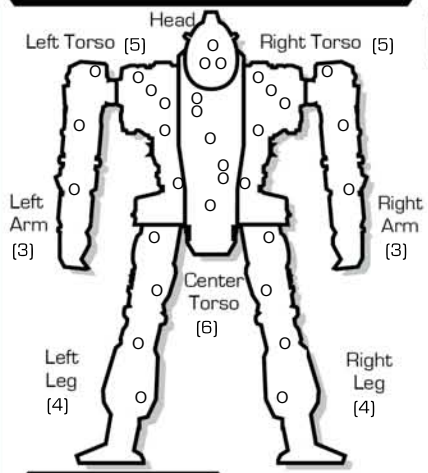
1. Jump Jet
2. Small Laser
3. Ammo (SRM 6) 15
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (10) Single
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Cossack C-1FC

Movement Points:
- Walking: 6
- Running: 9
- Jumping: 6

Tonnage: 20
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Rocket Launcher 10	CT	3	1/Msl [M,C]	—	5	11	18
1	Rocket Launcher 10	RT	3	1/Msl [M,C]	—	5	11	18
1	Rocket Launcher 10	LT	3	1/Msl [M,C]	—	5	11	18
1	Medium VSP Laser	LA	7	9/7/5 [P,V]	—	2	5	9

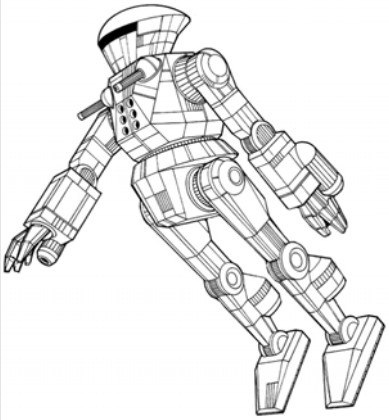
Cost:
BV: 483

WARRIOR DATA

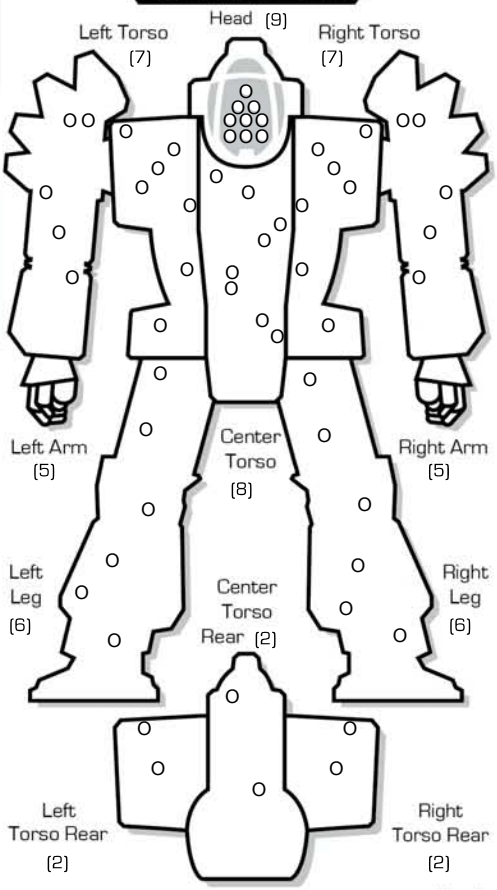
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium VSP Laser
6. Medium VSP Laser

1-3

1. Light Ferro-Fibrous
2. Light Ferro-Fibrous
3. Light Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Heat Sink
5. Heat Sink
6. Jump Jet

1-3

1. Rocket Launcher 10
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

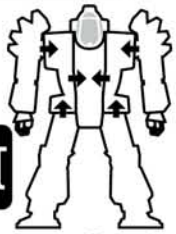
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Heat Sink
6. Rocket Launcher 10

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Light Ferro-Fibrous
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Heat Sink
5. Heat Sink
6. Jump Jet

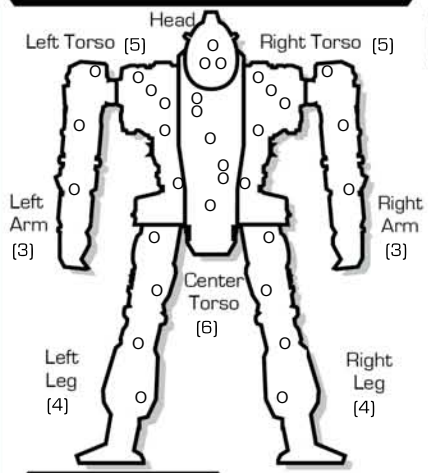
1-3

1. Rocket Launcher 10
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (10) Single
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Kabuto KBO-7A

Movement Points:
- Walking: 7
- Running: 11
- Jumping: 0

Tonnage: 20
Tech Base: Inner Sphere
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 4	RT	3	2/Msl [M,C]	—	3	6	9
1	Streak SRM 4	LT	3	2/Msl [M,C]	—	3	6	9

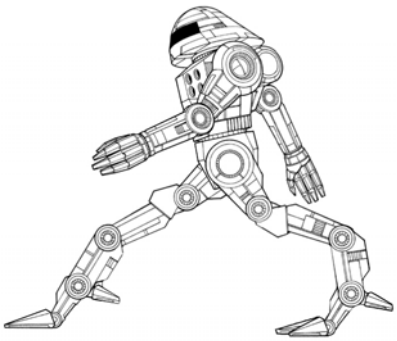
Cost: **BV:** 524

WARRIOR DATA

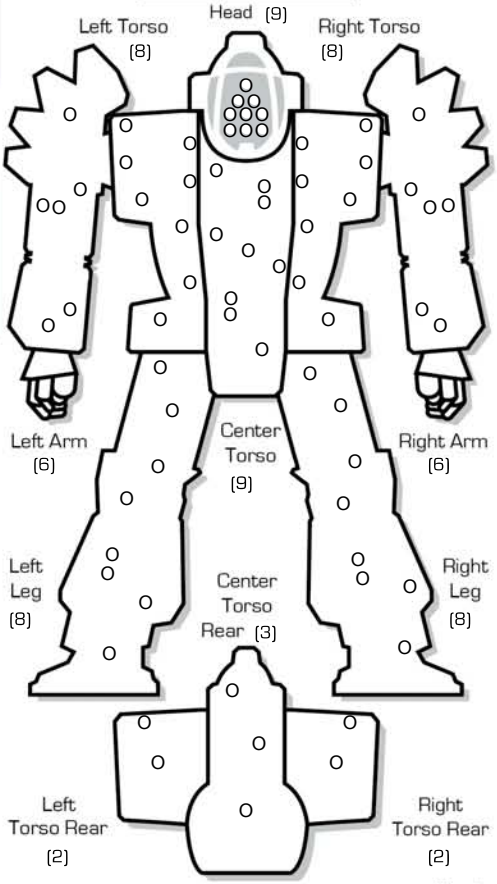
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Heat Sink
5. Heat Sink
6. Streak SRM 4

4-6:
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

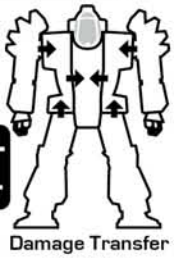
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

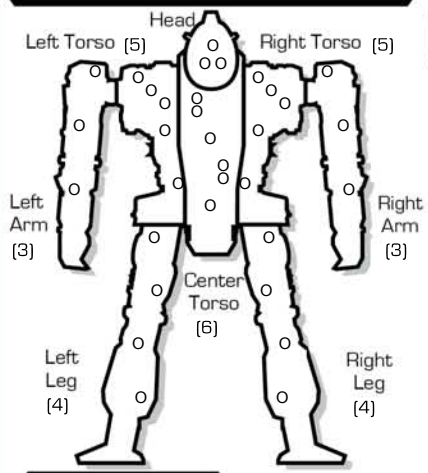
4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Heat Sink
5. Heat Sink
6. Heat Sink

4-6:
1. Streak SRM 4
2. Ammo (Streak SRM 4) 25
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (10) Single
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Kabuto KBO-7B

Movement Points:
Walking: 7
Running: 11
Jumping: 0

Tonnage: 20
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	RT	5	5 [DE]	3	6	12	18
1	Light PPC	LT	5	5 [DE]	3	6	12	18

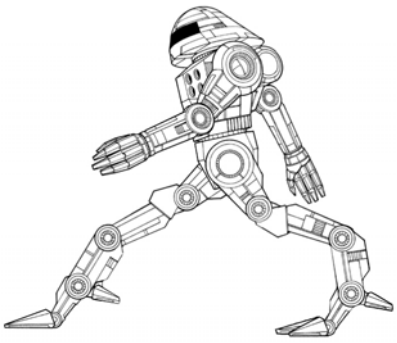
Cost: **BV:** 635

WARRIOR DATA

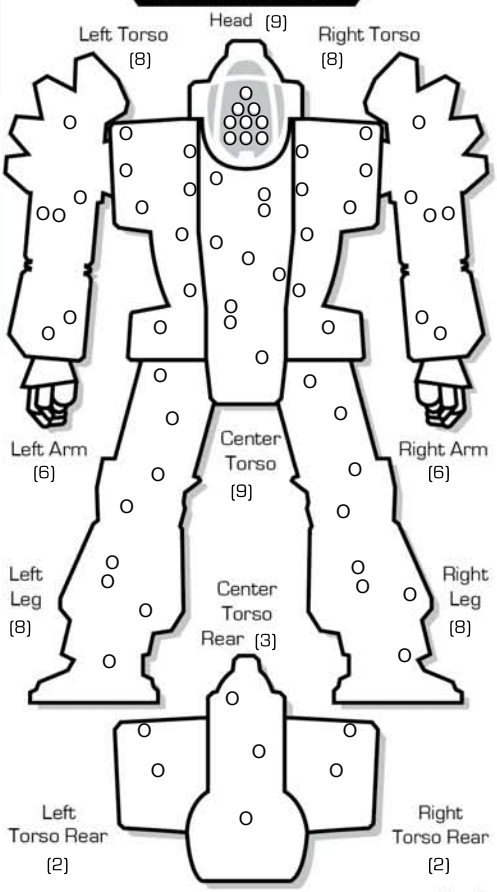
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Heat Sink
5. Light PPC
6. Light PPC

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

Center Torso

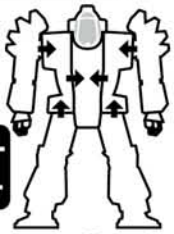
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Heat Sink
5. Heat Sink
6. Heat Sink

1-3

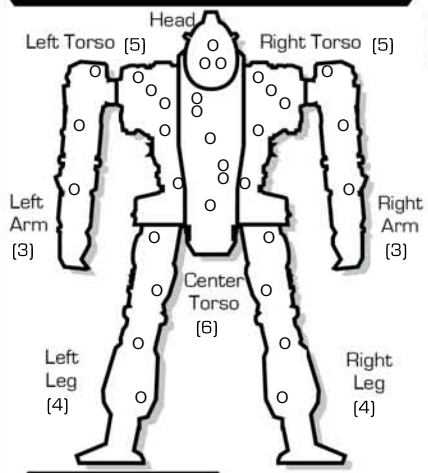
1. Heat Sink
2. Light PPC
3. Light PPC
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (11) Single
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Duan Gung D9-G9

Movement Points:		**Tonnage:**	25
Walking:	7	**Tech Base:**	Inner Sphere
Running:	11	**Era:**	Clan Invasion
Jumping:	6		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	CT	4	1/Msl [M,C,S]	6	7	14	21
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

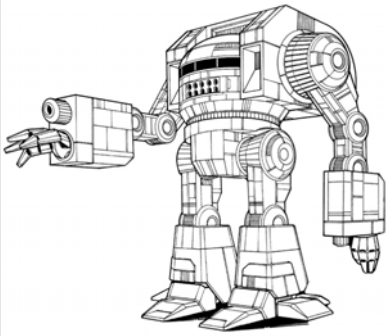
Cost: **BV:** 737

WARRIOR DATA

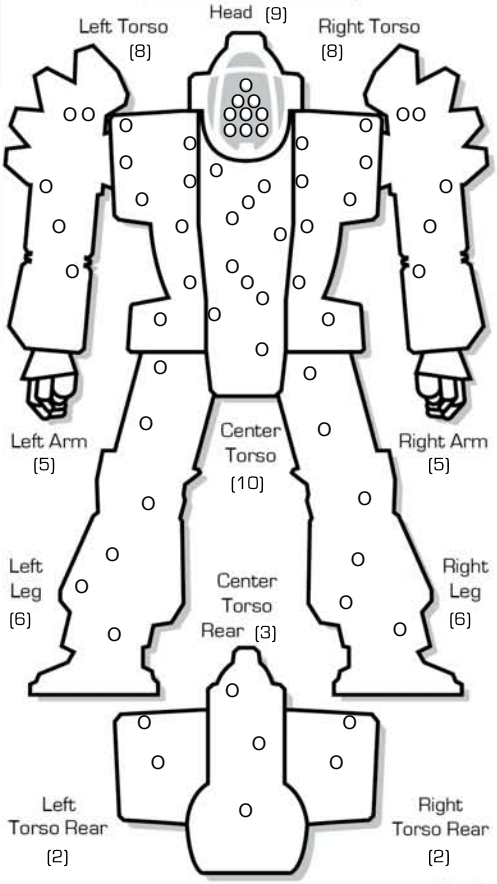
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3

4. Hand Actuator
5. Medium Laser
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel

4-6

4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3

4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

4-6

4. Jump Jet
5. Jump Jet
6. Jump Jet

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3

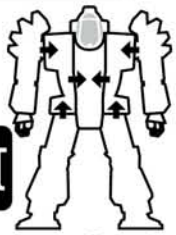
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine

4-6

4. XL Fusion Engine
5. LRM 10
6. LRM 10

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3

4. Hand Actuator
5. Medium Laser
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel

4-6

4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3

4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Jump Jet
2. Jump Jet
3. Jump Jet

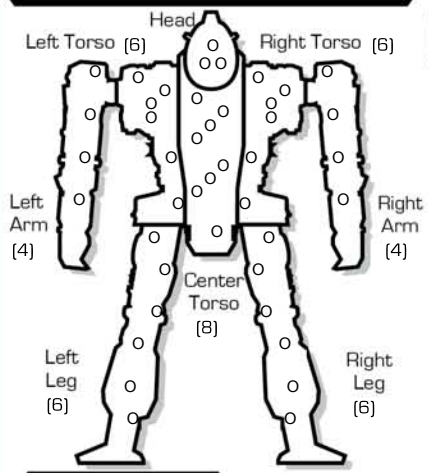
4-6

4. Ammo (LRM 10) 12
5. Endo Steel
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Duan Gung D9-G10

Movement Points:
Walking: 7
Running: 11
Jumping: 6

Tonnage: 25
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	3 [DE]	—	2	4	5
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	Light PPC	RT	5	5 [DE]	3	6	12	18
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

Cost:

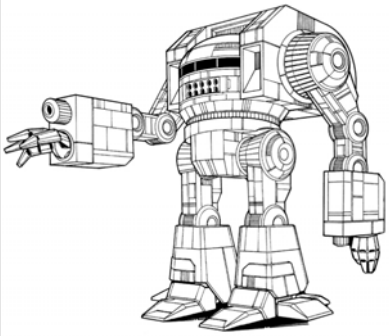
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WARRIOR DATA

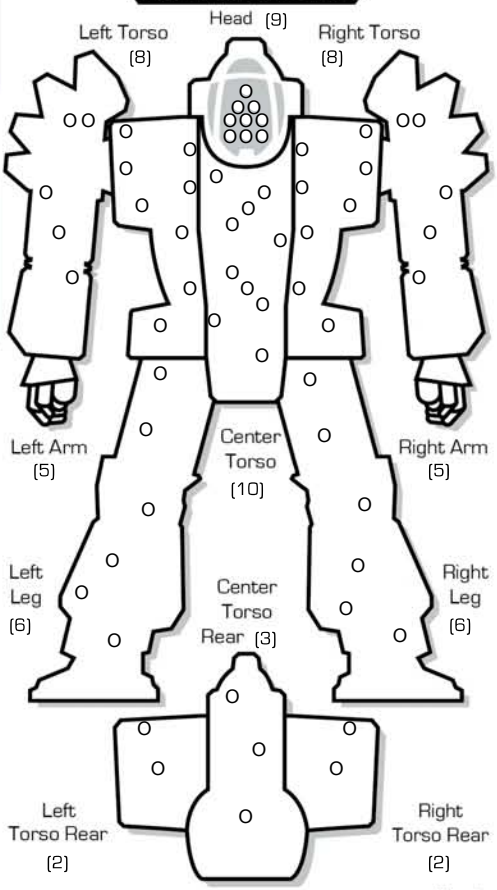
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Medium Laser

4-6
3. Stealth
4. Stealth
5. Roll Again
6. Roll Again

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Jump Jet
2. Jump Jet

4-6
3. Jump Jet
4. Stealth
5. Stealth
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

Head

1. Life Support
2. Sensors
3. Cockpit
4. ER Small Laser
5. Sensors
6. Life Support

Center Torso

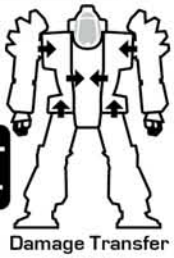
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine

4-6
3. XL Fusion Engine
4. XL Fusion Engine
5. Guardian ECM Suite
6. Guardian ECM Suite

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Medium Laser

4-6
3. Stealth
4. Stealth
5. Roll Again
6. Roll Again

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Jump Jet
5. Jump Jet
6. Jump Jet

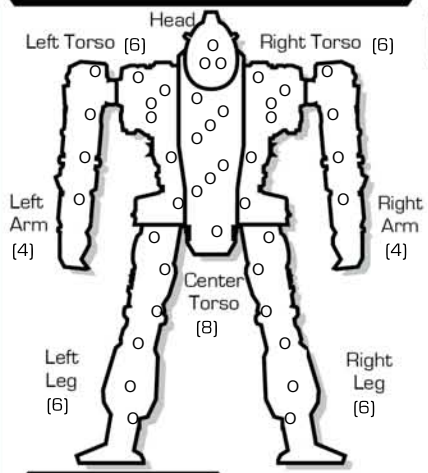
1. Light PPC
2. Light PPC

4-6
3. Stealth
4. Stealth
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Eagle EGL-1M

Movement Points:
Walking: 5
Running: 8
Jumping: 5

Tonnage: 25
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AMS	LT	1	1 [DB,PD]	—	0	0	—
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	ER Small Laser	LA	2	3 [DE]	—	2	4	5

Cost:

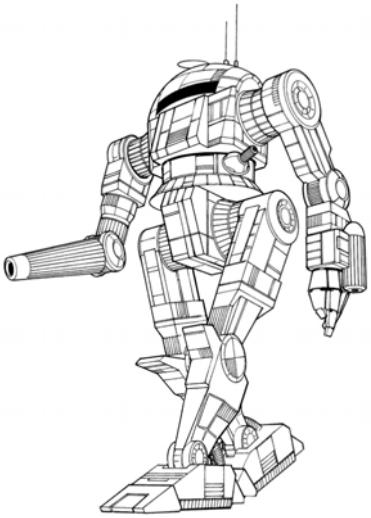
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WARRIOR DATA

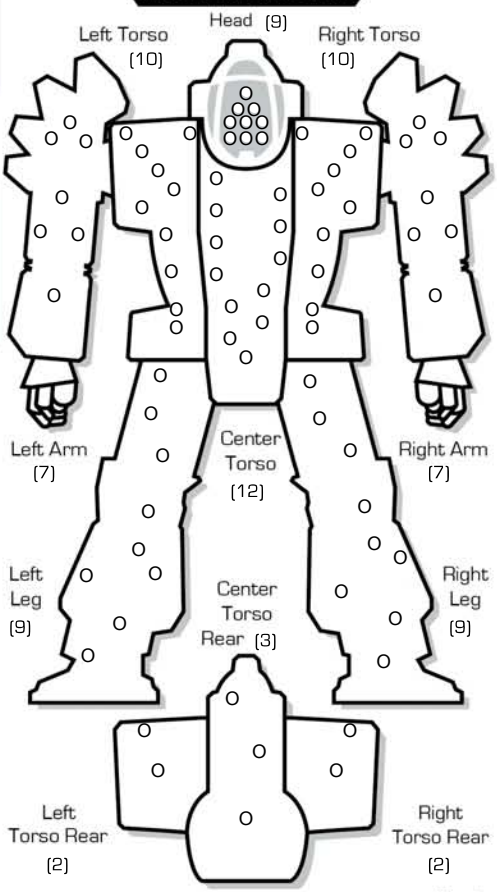
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Small Laser
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Jump Jet
2. Jump Jet
3. AMS
4. Ammo (AMS) 12
5. Endo Steel
6. Endo Steel

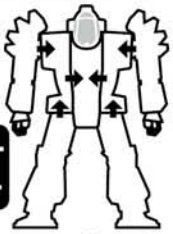
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Large Laser
5. ER Large Laser
6. Endo Steel

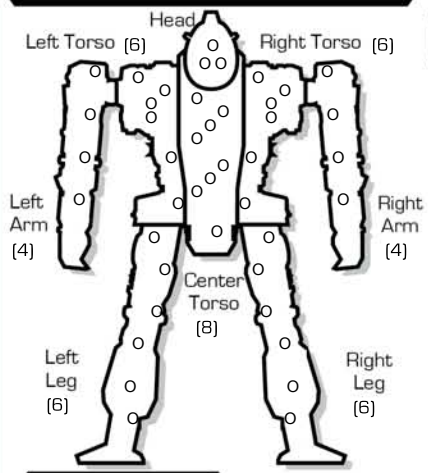
1. Endo Steel
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Jump Jet
5. Jump Jet
6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Eagle EGL-2M

Movement Points:			
Walking:	5	Tonnage:	25
Running:	8	Tech Base:	Inner Sphere
Jumping:	5	Era:	Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	LT	0	0 [S]	—	5	10	15
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

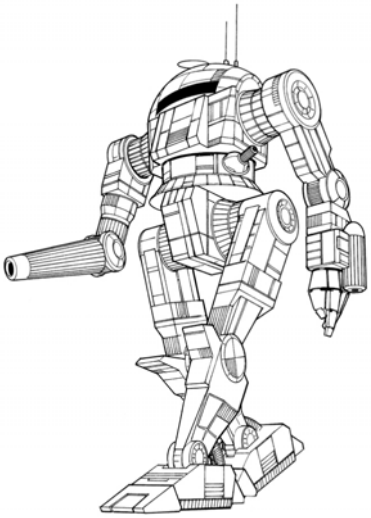
Cost: **BV:** 800

WARRIOR DATA

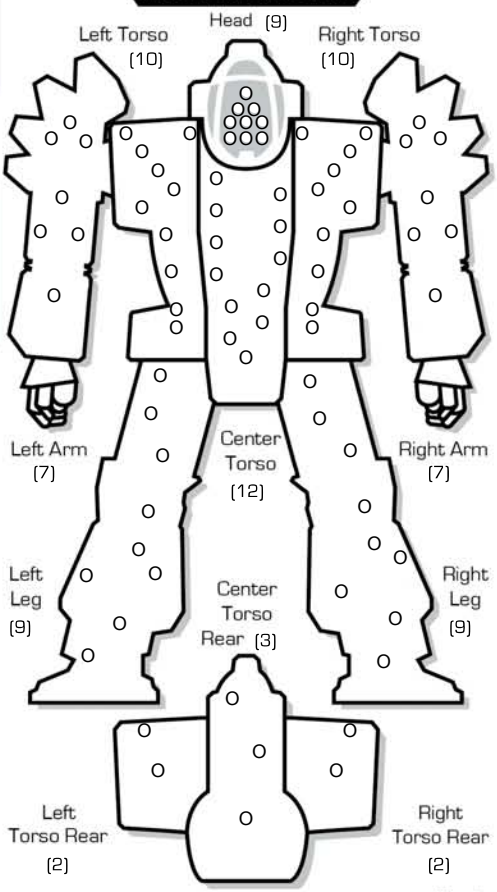
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Jump Jet
2. Jump Jet
3. TAG
4. Endo Steel
5. Endo Steel
6. Roll Again

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

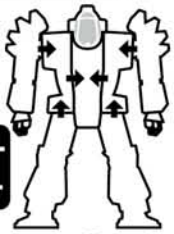
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Endo Steel

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Large Laser
5. ER Large Laser
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

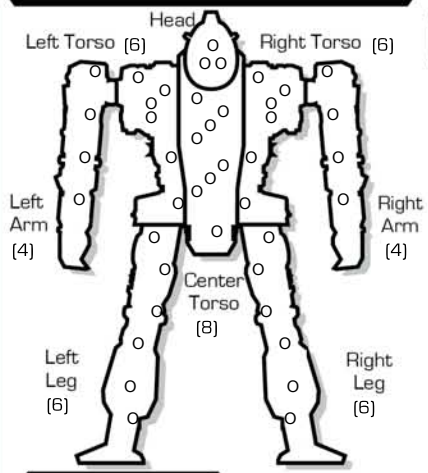
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Jump Jet
5. Jump Jet
6. Endo Steel

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Eagle EGL-3M

Movement Points:
Walking: 5
Running: 8
Jumping: 5

Tonnage: 25
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	RA	5	5 [DE]	3	6	12	18
1	Medium VSP Laser	LA	7	9/7/5 [P,V]	—	2	5	9

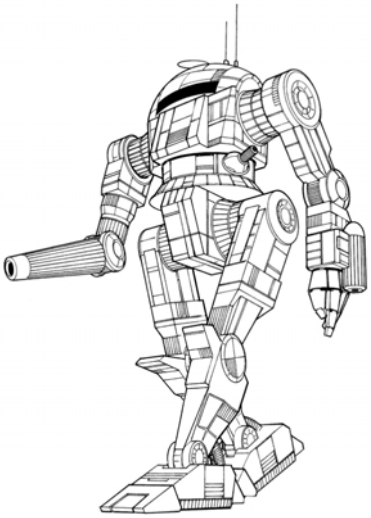
Cost: **BV:** 645

WARRIOR DATA

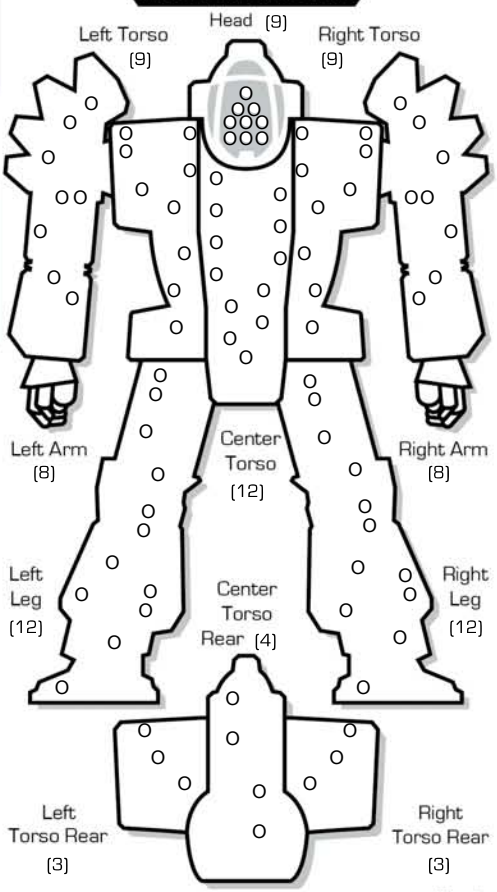
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium VSP Laser
6. Medium VSP Laser

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Jump Jet
2. Jump Jet
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

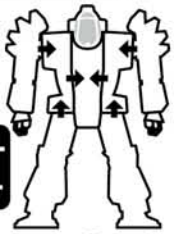
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Roll Again

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Light PPC
5. Light PPC
6. Roll Again

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

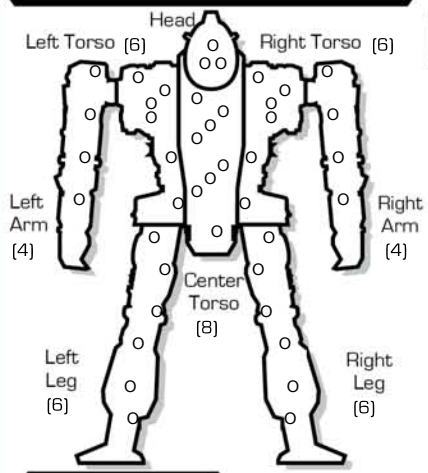
1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Jump Jet
5. Jump Jet
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Arctic Fox AF1

Movement Points:
Walking: 6
Running: 9
Jumping: 0

Tonnage: 30
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	RT	3	2/Msl [M,C]	—	3	6	9
1	ER PPC	LT	15	10 [DE]	—	7	14	23
1	SRM 4	LT	3	2/Msl [M,C]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

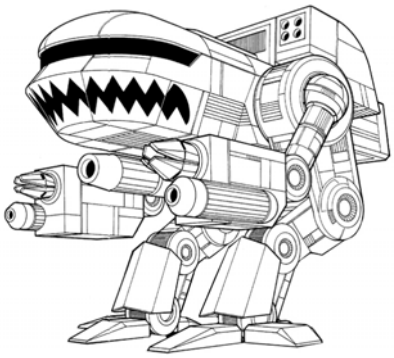
Cost: BV: 983

WARRIOR DATA

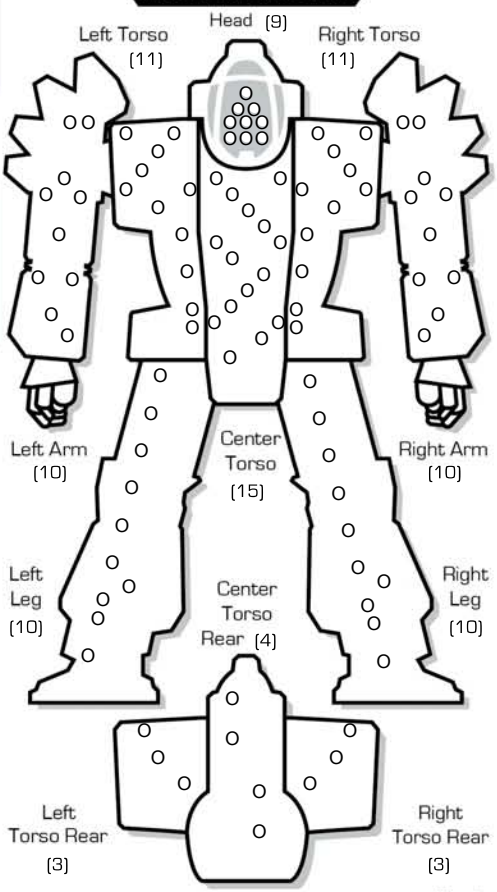
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. ER PPC
2. ER PPC
3. ER PPC
4. SRM 4
5. Ammo (SRM 4) 25
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

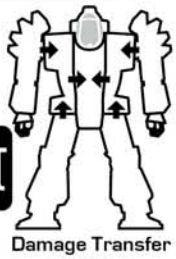
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

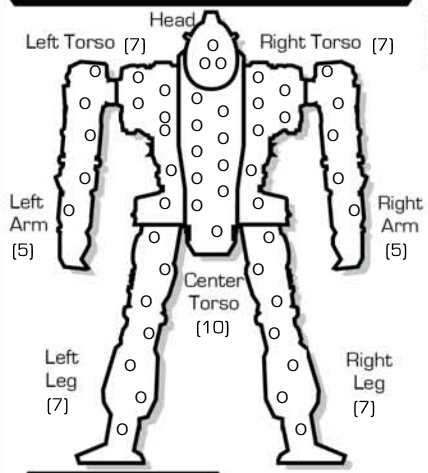
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. SRM 4
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Arctic Fox AF1A

Movement Points:
Walking: 6
Running: 9
Jumping: 6

Tonnage: 30
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	HD	2	3 [P]	—	1	2	3
2	Small Pulse Laser	LT	2	3 [P]	—	1	2	3
2	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
2	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

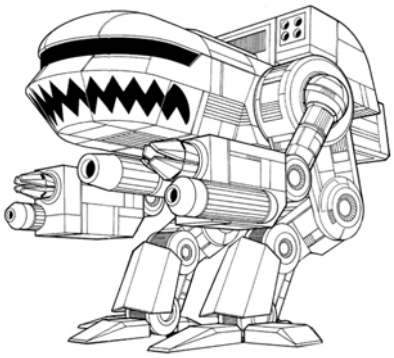
Cost: **BV:** 858

WARRIOR DATA

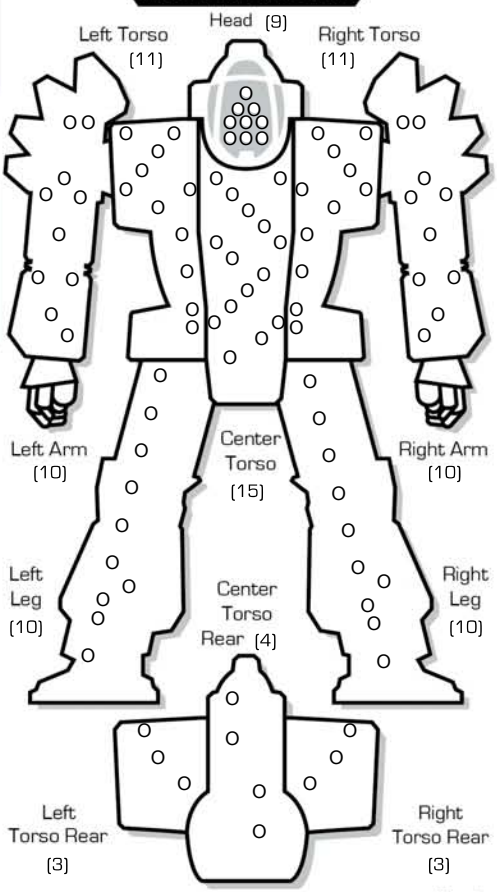
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. Medium Pulse Laser

1-3
4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3
4-6
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Small Pulse Laser
5. Small Pulse Laser
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Pulse Laser
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3
4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

Engine Hits OOO
Gyro Hits OO
Sensor Hits OO
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. Medium Pulse Laser

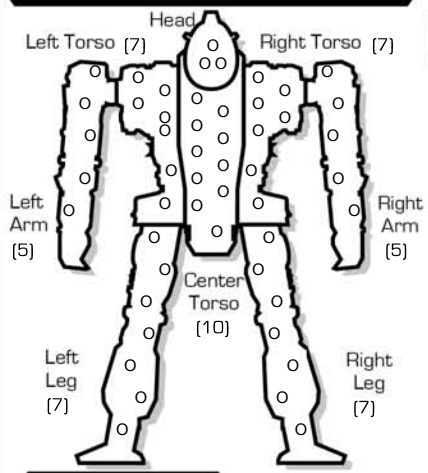
1-3
4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3
4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Jump Jet
5. Jump Jet
6. Jump Jet

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Arctic Fox AF1B

Movement Points:
Walking: 6
Running: 9
Jumping: 0

Tonnage: 30
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	LB 10-X AC	LA	2	10 [DB,C/F/S]	—	6	12	18

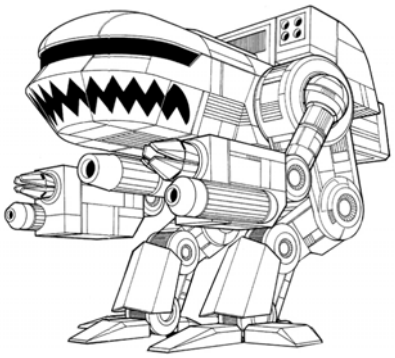
Cost: BV: 735

WARRIOR DATA

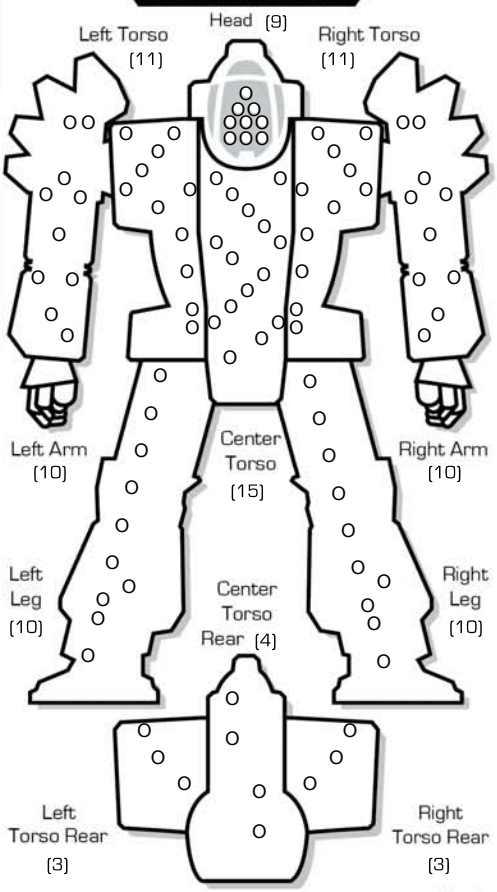
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

1-3

1. LB 10-X AC
2. LB 10-X AC
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Ammo (LB 10-X) 10
2. Ammo (LB 10-X Cluster) 10
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

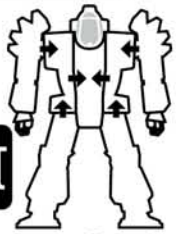
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

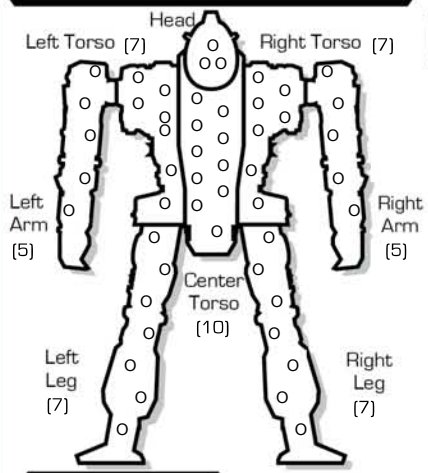
1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Medium Laser
5. Roll Again
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Arctic Fox AF1C

Movement Points:			
Walking:	6	Tonnage:	30
Running:	9	Tech Base:	Inner Sphere
Jumping:	0	Era:	Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	9 [P]	—	3	7	10
1	ER PPC	LA	15	10 [DE]	—	7	14	23

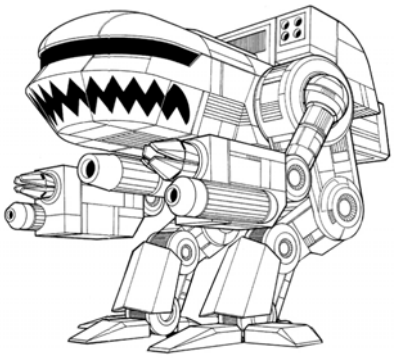
Cost: **BV:** 948

WARRIOR DATA

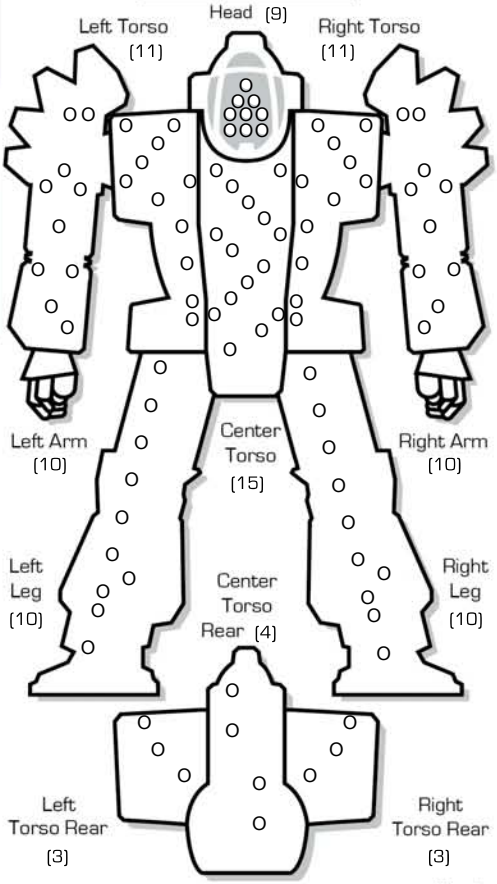
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. ER PPC
4. ER PPC
5. ER PPC
6. Endo Steel

1-3

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

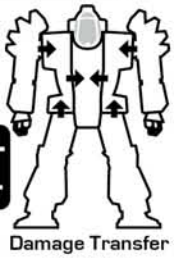
Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Pulse Laser
6. Large Pulse Laser

1-3

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

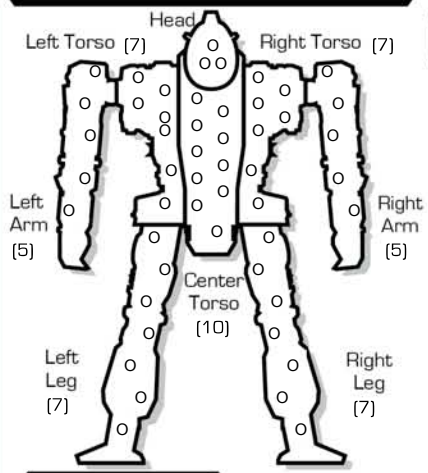
1-3

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Arctic Fox AF1D

Movement Points:			
Walking:	6	Tonnage:	30
Running:	9	Tech Base:	Inner Sphere
Jumping:	0	Era:	Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10 w/Artemis IV FCS	RA	4	1/Msl [M,C,S]	6	7	14	21
1	LRM 10 w/Artemis IV FCS	LA	4	1/Msl [M,C,S]	6	7	14	21

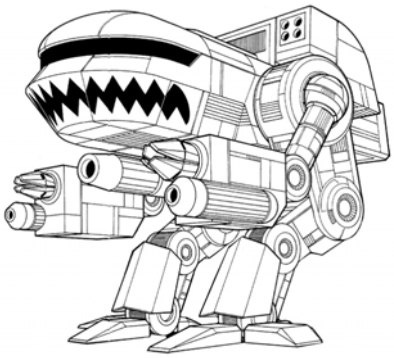
Cost: BV: 744

WARRIOR DATA

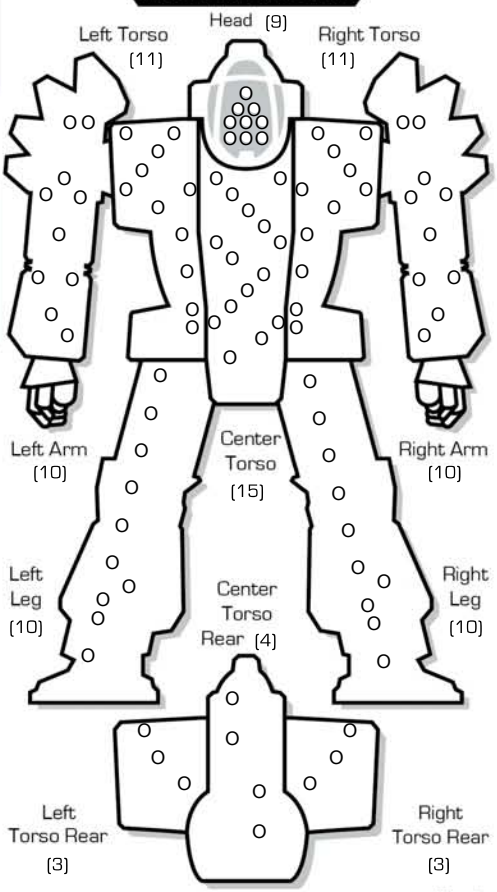
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 10
6. LRM 10

4-6
1. Artemis IV FCS
2. Ammo (LRM 10 Artemis) 12
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

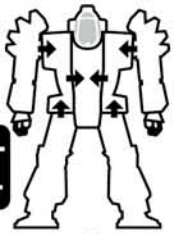
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 10
6. LRM 10

4-6
1. Artemis IV FCS
2. Ammo (LRM 10 Artemis) 12
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso

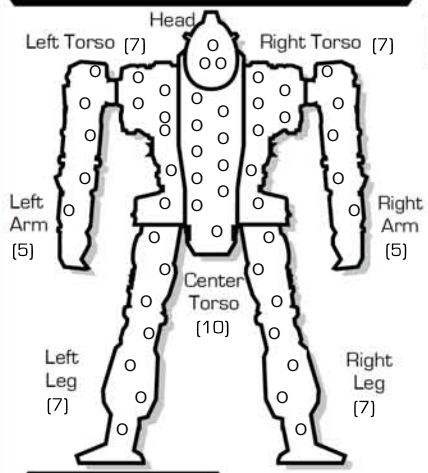
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Arctic Fox AF1E

Movement Points:		Tonnage:	30
Walking:	6	Tech Base:	Inner Sphere
Running:	9	Era:	Jihad
Jumping:	0		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
2	Light PPC	RA	5	5 [DE]	3	6	12	18
2	Light PPC	LA	5	5 [DE]	3	6	12	18

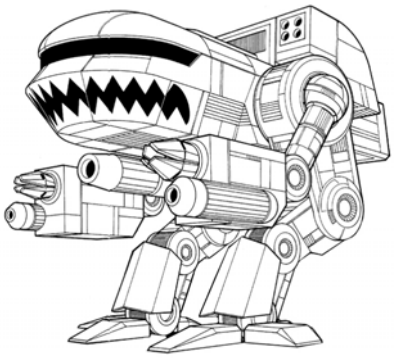
Cost: **BV:** 1,094

WARRIOR DATA

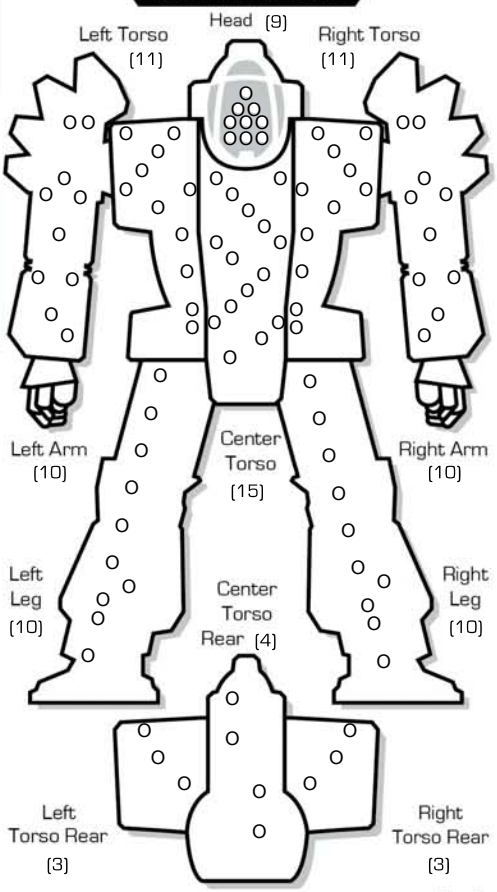
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Light PPC
4. Light PPC
5. Light PPC
6. Light PPC

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. ER Medium Laser
2. ER Medium Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

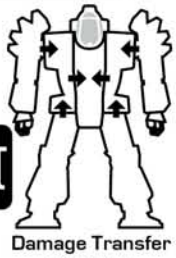
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Light PPC
4. Light PPC
5. Light PPC
6. Light PPC

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

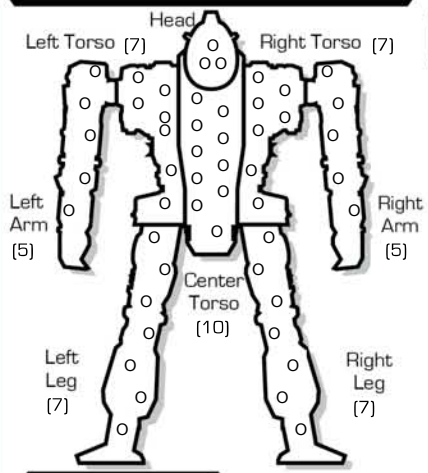
1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Arctic Fox AF1F

Movement Points:
Walking: 6
Running: 9
Jumping: 0

Tonnage: 30
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	MML 7	RA	4	[M,S,C]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	MML 7	LA	4	[M,S,C]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9

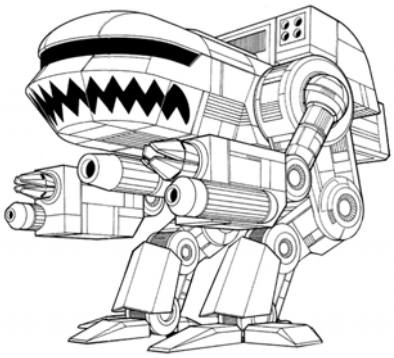
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WARRIOR DATA

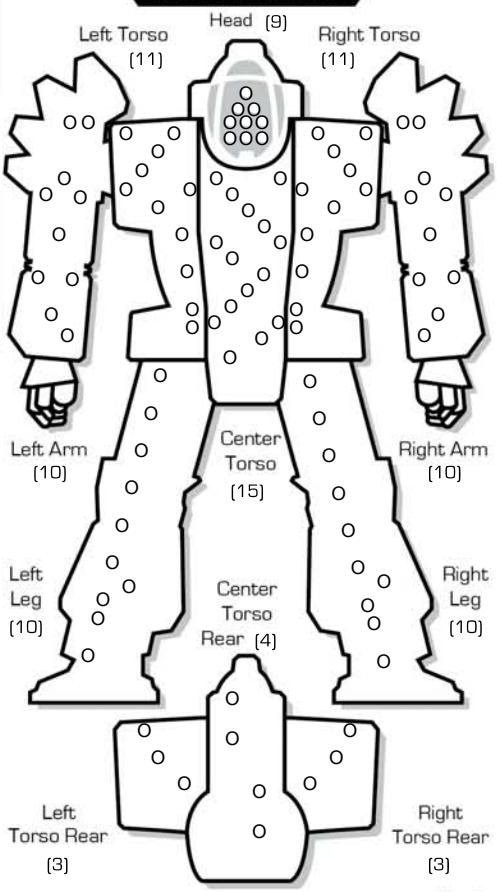
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. MML 7
6. MML 7

1-3

1. MML 7
2. MML 7
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. ER Medium Laser
2. ER Medium Laser
3. ER Medium Laser
4. Ammo (MML 7/LRM) 17
5. Roll Again
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

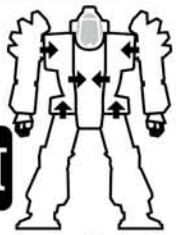
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. MML 7
6. MML 7

1-3

1. MML 7
2. MML 7
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

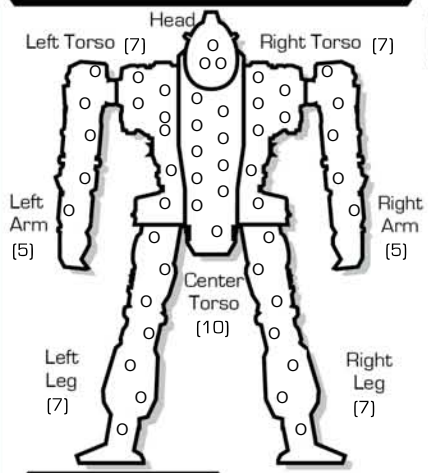
1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Ammo (MML 7/SRM) 14
5. Roll Again
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Garm GRM-01A

Movement Points:			
Walking:	5	Tonnage:	35
Running:	8	Tech Base:	Inner Sphere
Jumping:	5	Era:	Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 5-X AC [DB,C/F/S]	RT	1	5	3	7	14	21
1	LRM 10 [M,C,S]	LT	4	1/Msl	6	7	14	21

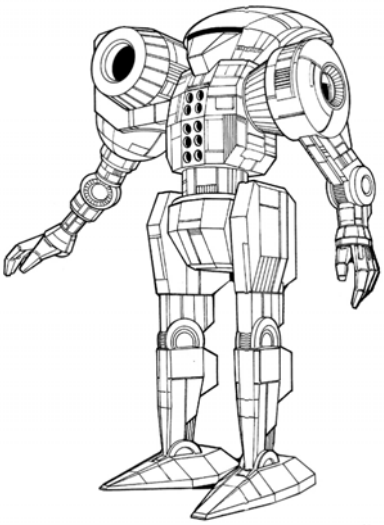
Cost: **BV:** 701

WARRIOR DATA

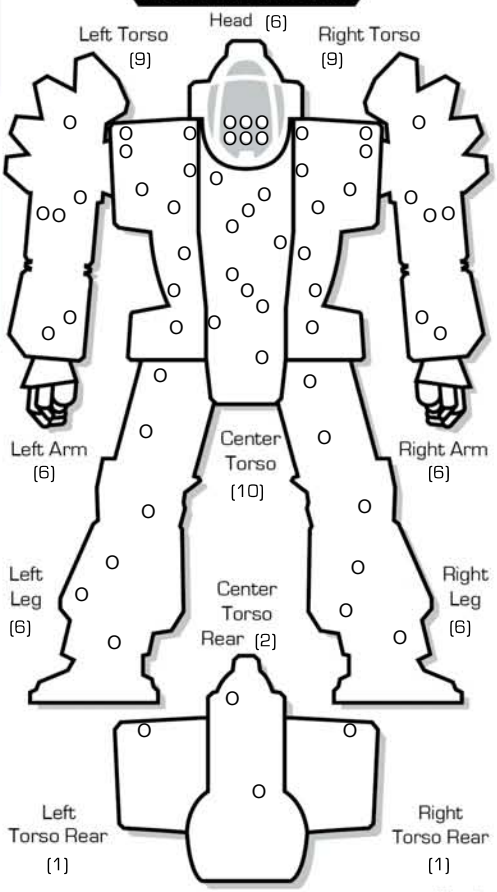
Name: _____

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso

1-3
1. Heat Sink
2. LRM 10
3. LRM 10
4. Ammo (LRM 10) 12
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

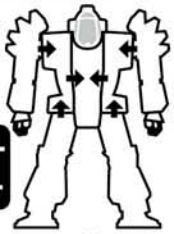
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. Jump Jet

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso

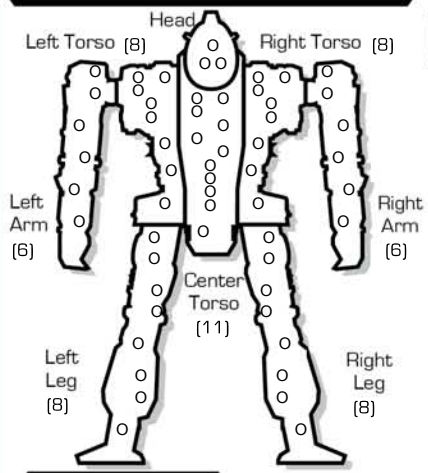
1-3
1. Heat Sink
2. LB 5-X AC
3. LB 5-X AC
4. LB 5-X AC
5. LB 5-X AC
6. LB 5-X AC

4-6
1. Ammo (LB 5-X) 20
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (10) Single
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Garm GRM-01A2

Movement Points:			
Walking:	6	Tonnage:	35
Running:	9	Tech Base:	Inner Sphere
Jumping:	6	Era:	Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Plasma Rifle	RT	10	10 [DE,H,AI]	—	5	10	15
1	LRM 10	LT	4	1/Msl [M,C,S]	6	7	14	21

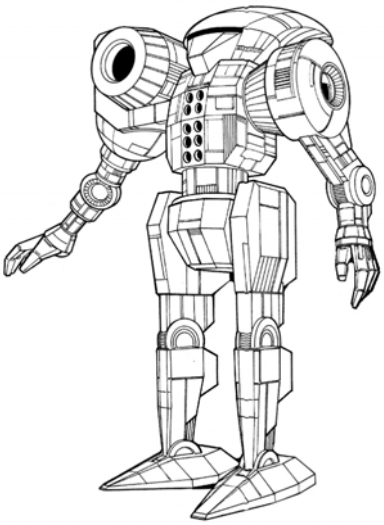
Cost: **BV:** 1,078

WARRIOR DATA

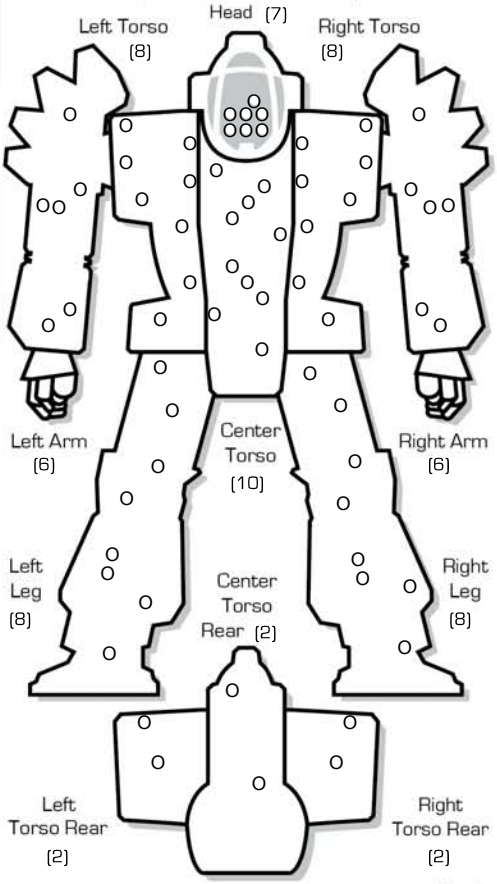
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
2. Light Ferro-Fibrous
3. Light Ferro-Fibrous
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

Left Torso

1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Jump Jet

4-6
1. LRM 10
2. LRM 10
3. Ammo (LRM 10) 12
4. CASE
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

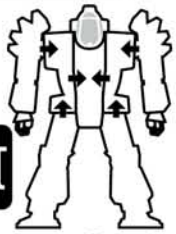
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

4-6
1. XL Gyro
2. XL Gyro
3. XL Gyro
4. Light Fusion Engine
5. Light Fusion Engine
6. Light Fusion Engine

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso

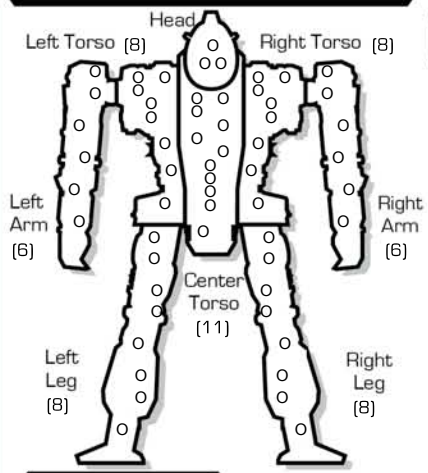
1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Jump Jet

4-6
1. Plasma Rifle
2. Plasma Rifle
3. Ammo (Plasma Rifle) 10
4. Ammo (Plasma Rifle) 10
5. Endo Steel
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Garm GRM-01B

Movement Points:			
Walking:	5	Tonnage:	35
Running:	8	Tech Base:	Inner Sphere
Jumping:	5	Era:	Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RT	12	8 [DE]	—	7	14	19
1	LRM 10 w/Artemis IV FCS	LT	4	1/Msl [M,C,S]	6	7	14	21

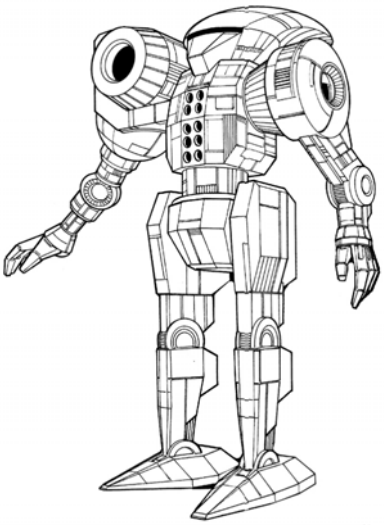
Cost: **BV:** 934

WARRIOR DATA

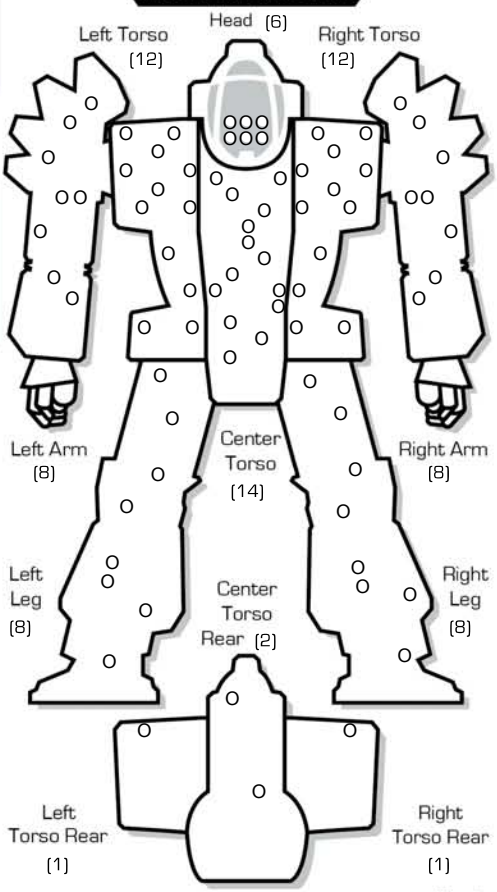
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

1-3

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Left Torso

1. Heat Sink
2. Heat Sink
3. LRM 10
4. LRM 10
5. Artemis IV FCS
6. Ammo (LRM 10 Artemis) 12

1-3

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

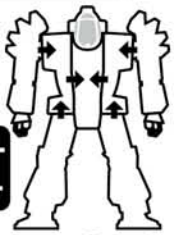
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. Jump Jet

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Right Torso

1. Heat Sink
2. Heat Sink
3. ER Large Laser
4. ER Large Laser
5. Endo Steel
6. Endo Steel

1-3

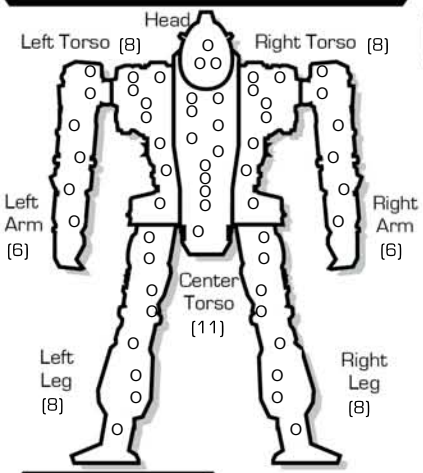
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (12) Single
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Garm GRM-01C

Movement Points:
Walking: 5
Running: 8
Jumping: 5

Tonnage: 35
Tech Base: Inner Sphere
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Rotary AC/5	RT	1	5/Sht [DB,R,C]	—	5	10	15
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12

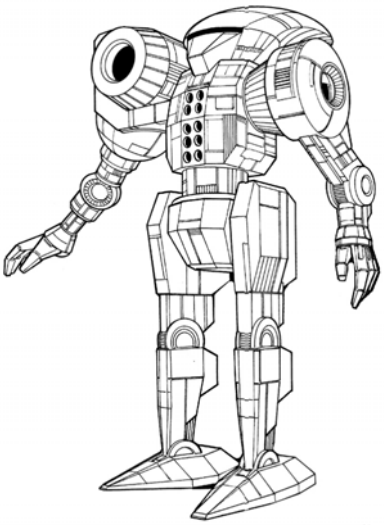
Cost: **BV:** 1,140

WARRIOR DATA

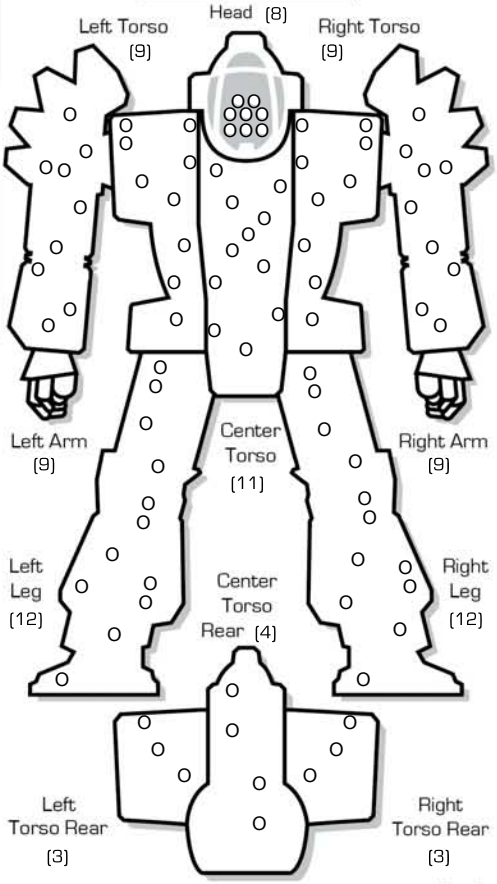
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

1-3

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Left Torso
1. Heat Sink
2. ER Medium Laser
3. Ammo (RAC/5) 20
4. Ammo (RAC/5) 20
5. CASE
6. Ferro-Fibrous

1-3

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

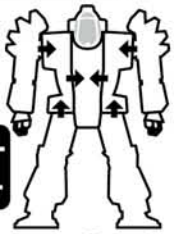
Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. Jump Jet

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Right Torso
1. Heat Sink
2. Rotary AC/5
3. Rotary AC/5
4. Rotary AC/5
5. Rotary AC/5
6. Rotary AC/5

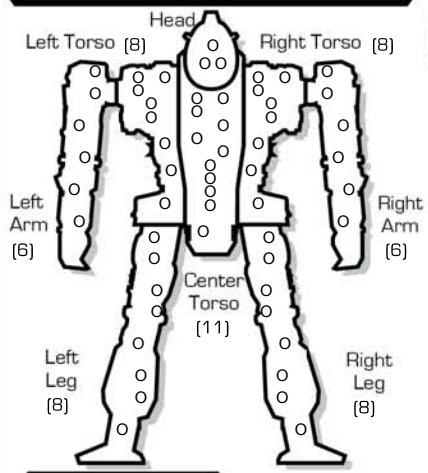
1-3

1. Rotary AC/5
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (10) Single
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Initiate INI-02

Movement Points:		**Tonnage:**	40
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Era:**	Clan Invasion
Jumping:	0		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	RT	4	2/Msl [M,C]	—	3	6	9
1	AMS	LT	1	1 [DB,PD]	—	0	0	—
1	LRM 15	LT	5	1/Msl [M,C,S]	6	7	14	21
3	ER Small Laser	RA	2	3 [DE]	—	2	4	5
2	Medium Laser	LA	3	5 [DE]	—	3	6	9

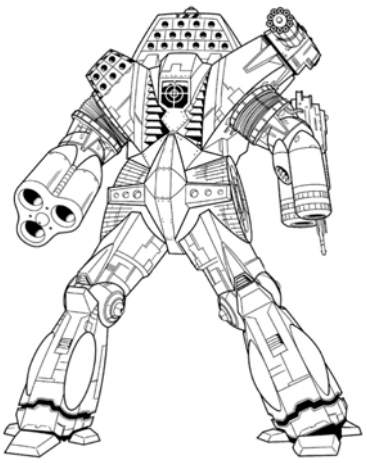
Cost: **BV:** 1,036

WARRIOR DATA

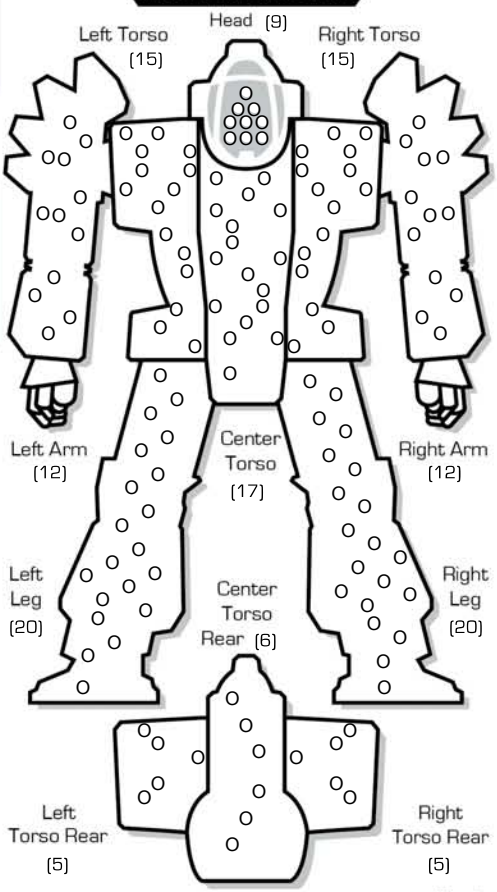
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3 4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Medium Laser
2. Medium Laser

4-6 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Left Torso

1. AMS
2. LRM 15

1-3 3. LRM 15
4. LRM 15
5. Ammo (LRM 15) 8
6. Ammo (AMS) 12

1. CASE
2. Endo Steel

4-6 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Fusion Engine
2. Fusion Engine

1-3 3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine

4-6 3. Fusion Engine
4. Fusion Engine
5. Endo Steel
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3 4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ER Small Laser
2. ER Small Laser

4-6 3. ER Small Laser
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Double Heat Sink
2. Double Heat Sink

1-3 3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

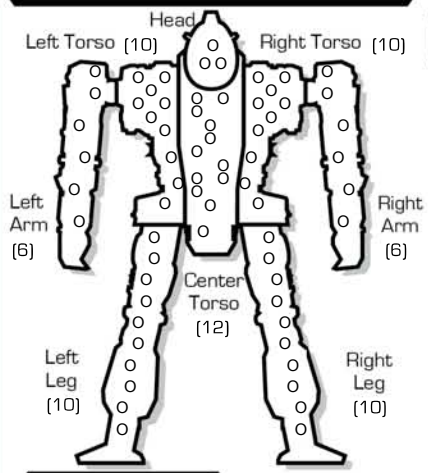
1. Double Heat Sink
2. Double Heat Sink

4-6 3. Double Heat Sink
4. SRM 6
5. SRM 6
6. Ammo (SRM 6) 15

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Initiate INI-04

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tonnage: 40
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MML 7	CT	4	[M,S,C]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Improved C³CPU	LT	—	[E]	—	—	—	—
3	Small Pulse Laser	RA	2	3 [P]	—	1	2	3
2	Light PPC	LA	5	5 [DE]	3	6	12	18

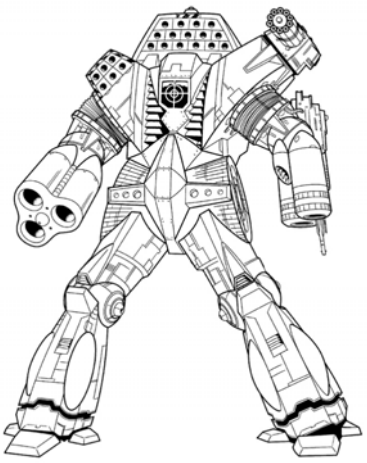
Cost: BV: 901

WARRIOR DATA

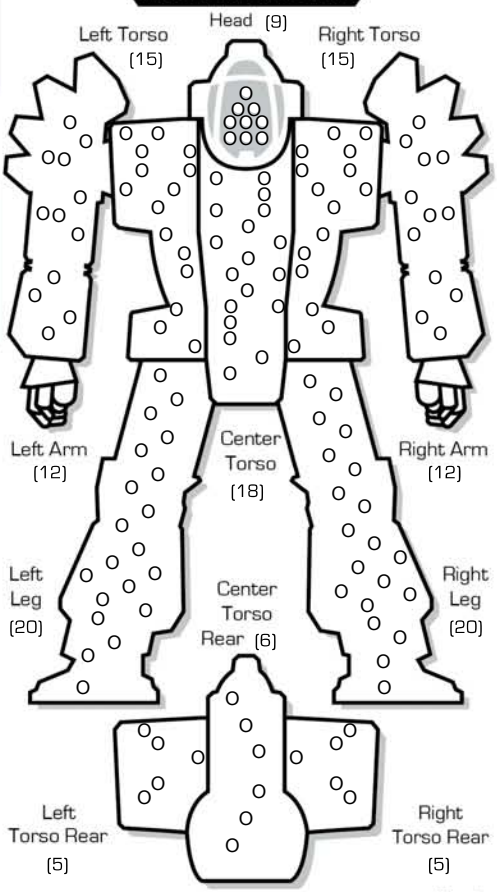
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Light PPC
2. Light PPC
4-6 3. Light PPC
4. Light PPC
5. Endo Steel
6. Roll Again

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
1-3 3. Ammo (MML 7/LRM) 17
4. Ammo (MML 7/SRM) 14
5. Improved C³CPU
6. Improved C³CPU

1. CASE
2. Endo Steel
4-6 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

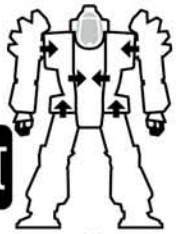
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
1-3 3. Light Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. Light Fusion Engine

1. Light Fusion Engine
2. Light Fusion Engine
4-6 3. MML 7
4. MML 7
5. MML 7
6. MML 7

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

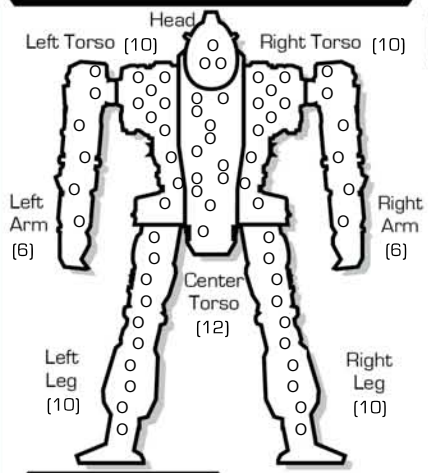
1. Small Pulse Laser
2. Small Pulse Laser
4-6 3. Small Pulse Laser
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
1-3 3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
4-6 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Sentry SNT-04

Movement Points:		Tonnage:	40
Walking:	5	Tech Base:	Inner Sphere
Running:	8	Era:	Clan Invasion
Jumping:	5		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	HD	3	2 [DE,H,AI]	—	1	2	3
2	Small Pulse Laser	RA	2	3 [P]	—	1	2	3
4	Machine Gun	LA	0	2 [DB,AI]	—	1	2	3
1	PPC	LA	10	10 [DE]	3	6	12	18

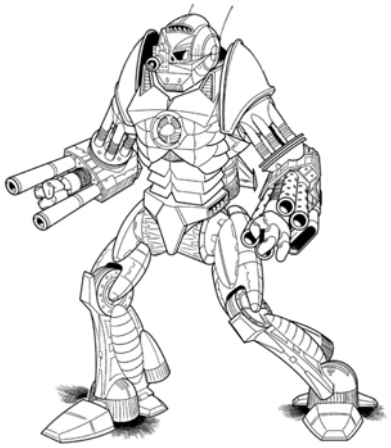
Cost: **BV:** 1,069

WARRIOR DATA

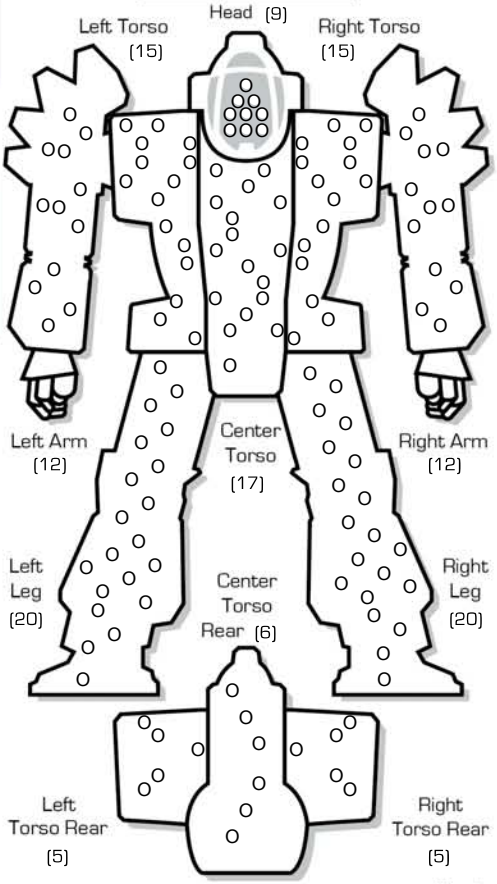
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. PPC
6. PPC

1. PPC
2. Machine Gun
3. Machine Gun
4. Machine Gun
5. Machine Gun
6. Roll Again

Left Torso

1. Ammo (Machine Gun) 200
2. CASE
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

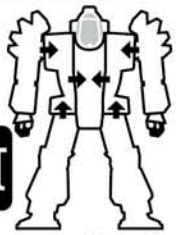
1. Life Support
2. Sensors
3. Cockpit
4. Flamer
5. Sensors
6. Life Support

Center Torso

1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Small Pulse Laser
3. Small Pulse Laser
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

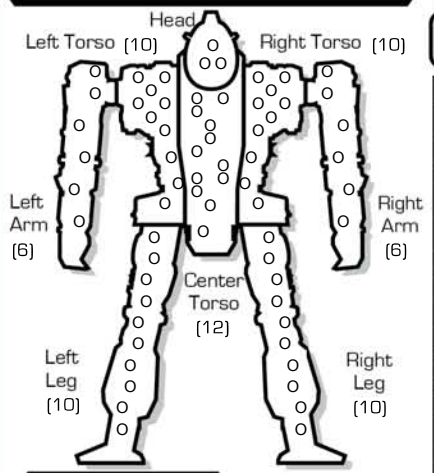
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Endo Steel
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Sentry SNT-W5

Movement Points:
Walking: 5
Running: 8
Jumping: 5

Tonnage: 40
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Large VSP Laser	LA	10	11/9/7 [P,V]	—	4	8	15
2	MagShot	LA	1	2 [DB,X]	—	3	6	9

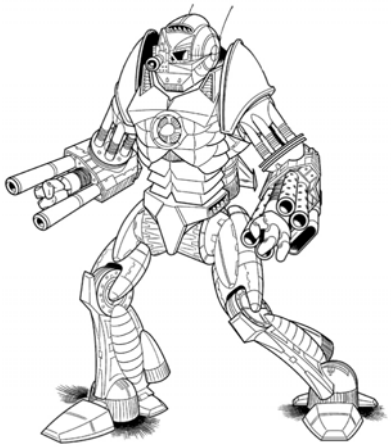
Cost: **BV:** 1,143

WARRIOR DATA

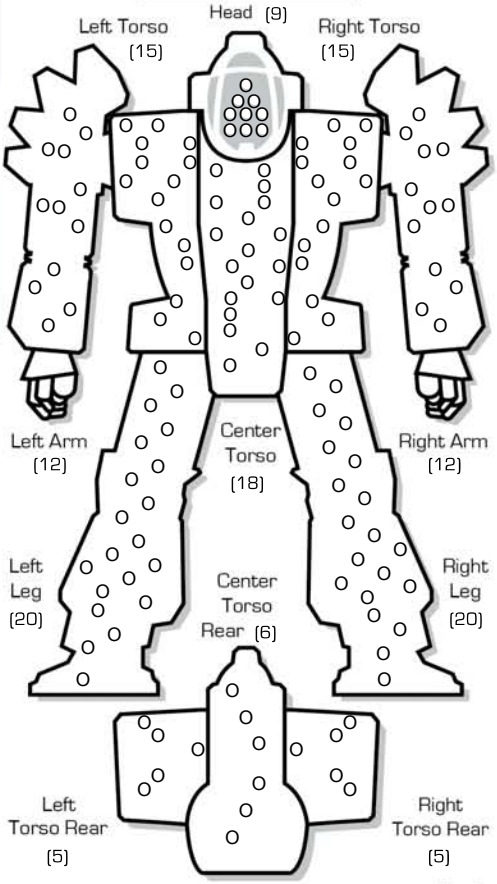
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. Large VSP Laser
5. Large VSP Laser
6. Large VSP Laser
1. Large VSP Laser
2. MagShot
4-6 3. MagShot
4. MagShot
5. MagShot
6. Ammo (Magshot) 50

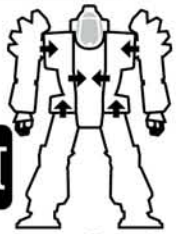
Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
1-3 3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. CASE
1. Endo Steel
2. Endo Steel
4-6 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Light Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
1-3 3. Light Fusion Engine
4. Heavy Duty Gyro
5. Heavy Duty Gyro
6. Heavy Duty Gyro
1. Heavy Duty Gyro
2. Light Fusion Engine
4-6 3. Light Fusion Engine
4. Light Fusion Engine
5. Jump Jet
6. Endo Steel

Engine Hits OOO
Gyro Hits OOO
Sensor Hits OO
Life Support O



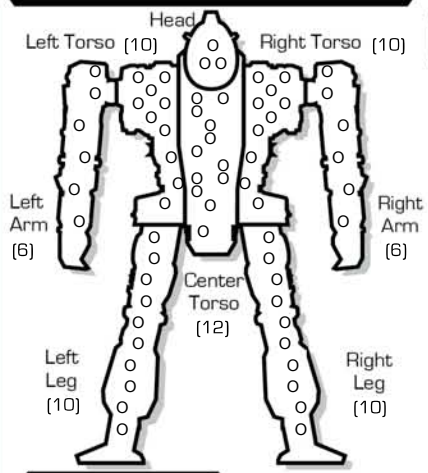
Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser
1. Endo Steel
2. Endo Steel
4-6 3. Endo Steel
4. Endo Steel
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
1-3 3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Endo Steel
1. Endo Steel
2. Endo Steel
4-6 3. Light Ferro-Fibrous
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Beowulf BEO-12

Movement Points:
Walking: 6
Running: 9 [12]
Jumping: 6

Tonnage: 45
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	HD	0	0 [S]	—	5	10	15
1	Beagle Active Probe	CT	—	[E]	—	—	—	4
1	Large Pulse Laser	RA	10	9 [P]	—	3	7	10
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

Cost:

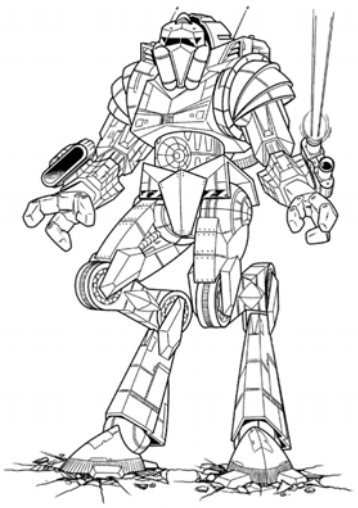
BV: 1,319

WARRIOR DATA

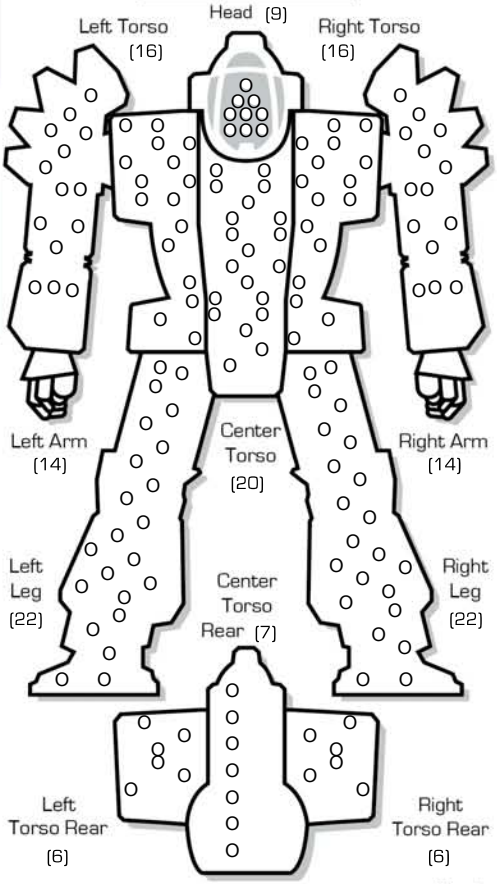
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. ER Medium Laser
3. ER Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Jump Jet
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

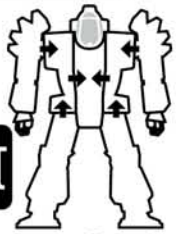
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Cockpit
4. TAG
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Beagle Active Probe
6. Beagle Active Probe

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

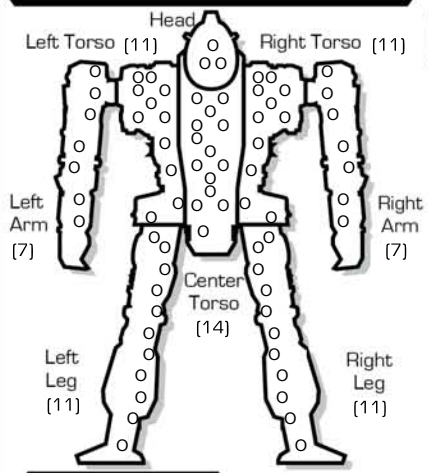
1. Double Heat Sink
2. Large Pulse Laser
3. Large Pulse Laser
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Jump Jet
6. MASC

1. MASC
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Beowulf BEO-14

Movement Points:
- Walking: 6 [7]
- Running: 9 [11]
- Jumping: 6

Tonnage: 45
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C^3 Slave	HD	—	[E]	—	—	—	—
1	Beagle Active Probe	CT	—	[E]	—	—	—	4
1	ER Small Laser	RT	2	3 [DE]	—	2	4	5
1	ER Small Laser	LT	2	3 [DE]	—	2	4	5
1	Small Laser	LT	1	3 [DE]	—	1	2	3
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Sword	RA	—	6	—	—	—	—
2	Medium VSP Laser	LA	7	9/7/5 [P,V]	—	2	5	9

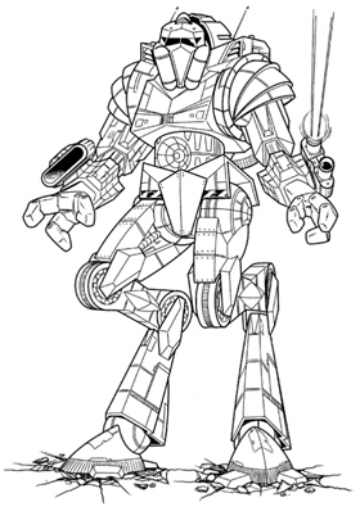
Cost: **BV:** 1,265

WARRIOR DATA

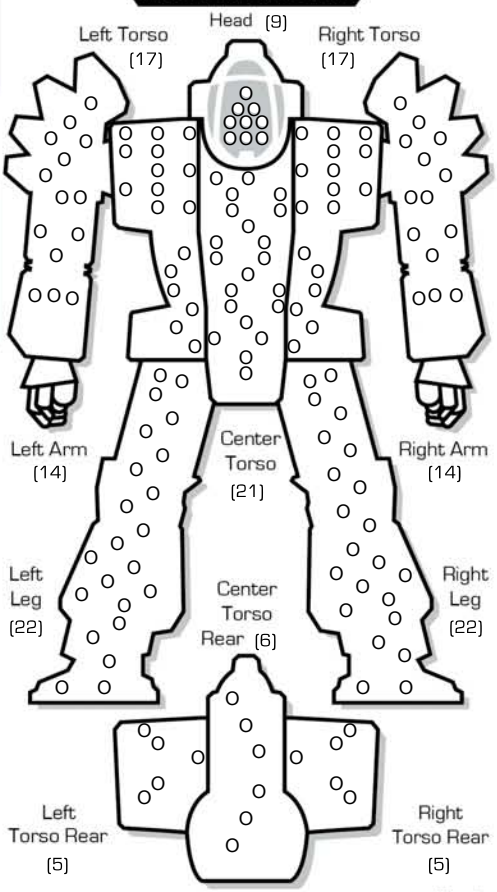
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium VSP Laser
6. Medium VSP Laser

1-3

1. Medium VSP Laser
2. Medium VSP Laser
3. Triple-Strength Myomer
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Triple-Strength Myomer

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Jump Jet
6. ER Small Laser

1-3

1. Small Laser
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Triple-Strength Myomer

Head
1. Life Support
2. Sensors
3. Cockpit
4. C^3 Slave
5. Sensors
6. Life Support

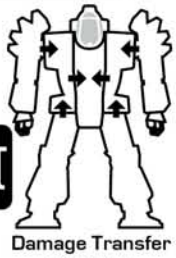
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Beagle Active Probe
6. Beagle Active Probe

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. Sword

1-3

1. Sword
2. Sword
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Jump Jet
6. ER Small Laser

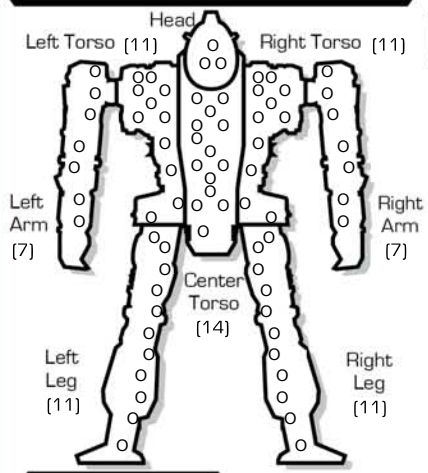
1-3

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Triple-Strength Myomer

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Bishamon BSN-3K

Movement Points:
- Walking: 7
- Running: 11
- Jumping: 0

Tonnage: 45
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	MRM 20	RT	6	1/Msl [M,C]	—	3	8	15
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6

Cost:

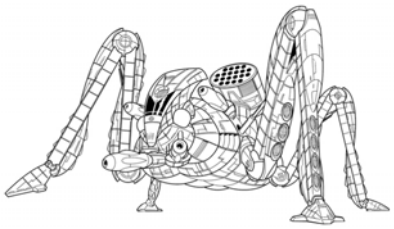
BV: 1,374

WARRIOR DATA

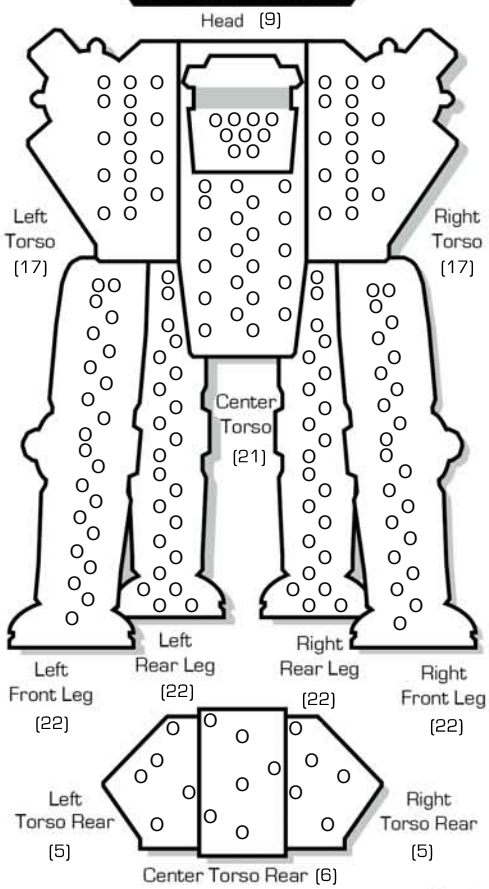
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Left Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Endo Steel
6. Endo Steel

Center Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

Right Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Endo Steel
6. Endo Steel

Left Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Medium Pulse Laser
5. ER Medium Laser
6. Endo Steel

4-6
1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. MRM 20
5. MRM 20
6. MRM 20

4-6
1. Medium Pulse Laser
2. ER Medium Laser
3. Ammo (MRM 20) 12
4. Endo Steel
5. Endo Steel
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

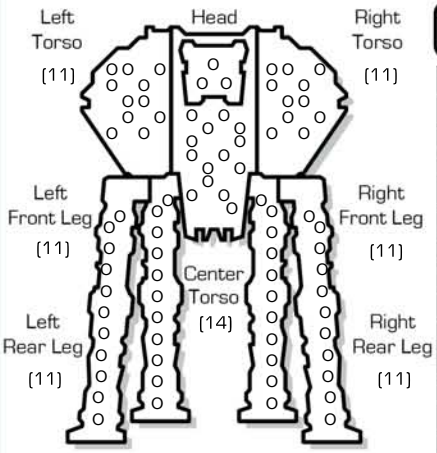
Left Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Endo Steel
6. Endo Steel

Right Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Endo Steel
6. Endo Steel



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Bishamon BSN-4K

Movement Points:
- Walking: 7
- Running: 11
- Jumping: 0

Tonnage: 45
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	RT	2	3 [DE]	—	2	4	5
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	MRM 10	RT	4	1/Msl [M,C]	—	3	8	15
1	C³ Master	LT	0	[E]	—	5	10	15
1	ER Small Laser	LT	2	3 [DE]	—	2	4	5
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6

Cost:

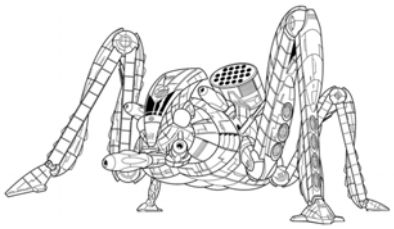
BV: 1,105

WARRIOR DATA

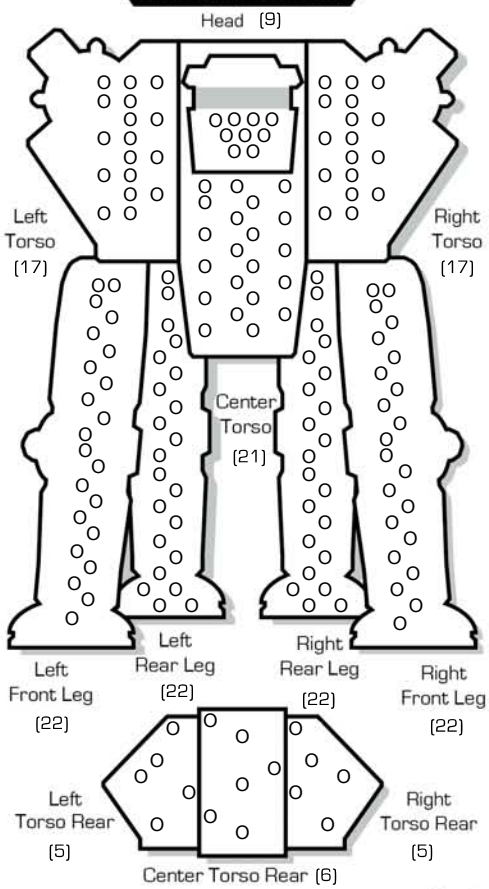
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Left Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Endo Steel
6. Endo Steel

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

Right Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Endo Steel
6. Endo Steel

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Medium Pulse Laser
5. ER Small Laser
6. C³ Master

4-6
1. C³ Master
2. C³ Master
3. C³ Master
4. C³ Master
5. Endo Steel
6. Endo Steel

Right Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. MRM 10
5. MRM 10
6. Medium Pulse Laser

4-6
1. ER Small Laser
2. Ammo (MRM 10) 24
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

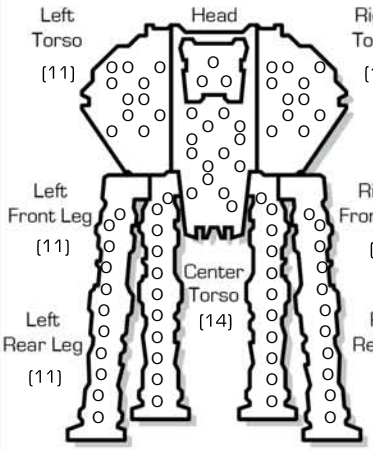
Left Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Endo Steel
6. Endo Steel

Right Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Endo Steel
6. Endo Steel



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Bishamon BSN-5KC

Movement Points:
Walking: 7
Running: 11
Jumping: 0

Tonnage: 45
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C^3 Slave	HD	—	[E]	—	—	—	—
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	Snub-Nose PPC	RT	10	10/8/5 [DE,V]	—	9	13	15
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6

Cost:

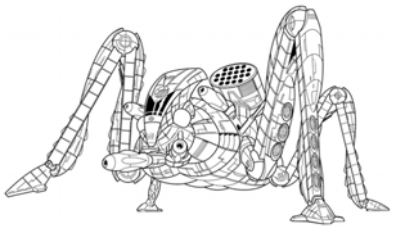
BV: 1,443

WARRIOR DATA

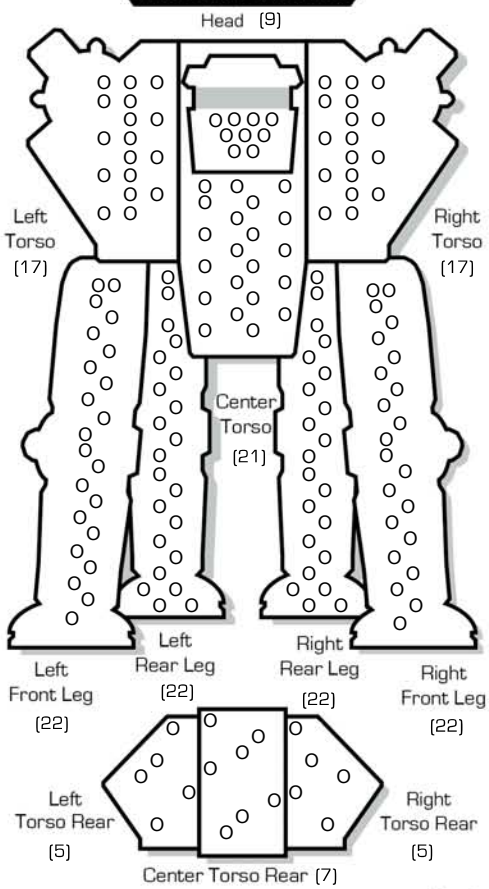
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head
1. Life Support
2. Sensors
3. Cockpit
4. C^3 Slave
5. Sensors
6. Life Support

Left Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Endo Steel
6. Endo Steel

Center Torso
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Guardian ECM Suite
6. Guardian ECM Suite

Right Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Endo Steel
6. Endo Steel

Left Torso
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Medium Pulse Laser
5. ER Medium Laser
6. Endo Steel

4-6:
1. Endo Steel
2. Endo Steel
3. Light Ferro-Fibrous
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

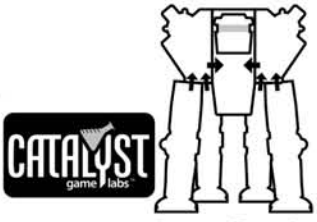
Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

Right Torso
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Snub-Nose PPC
5. Snub-Nose PPC
6. Medium Pulse Laser

4-6:
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

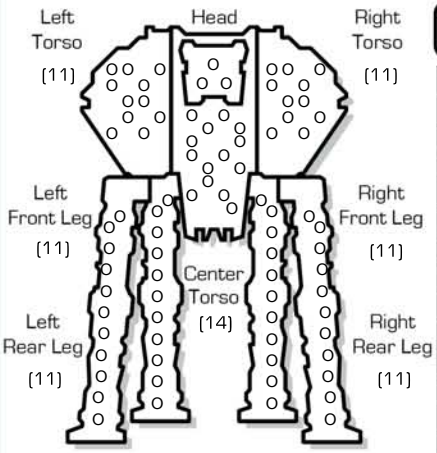
Left Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Endo Steel
6. Endo Steel

Right Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Endo Steel
6. Endo Steel



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Cobra CBR-02

Movement Points:
Walking: 5
Running: 8
Jumping: 0

Tonnage: 45
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RA	5	1/Msl [M,C,S]	6	7	14	21
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	LRM 15	LA	5	1/Msl [M,C,S]	6	7	14	21
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

Cost:

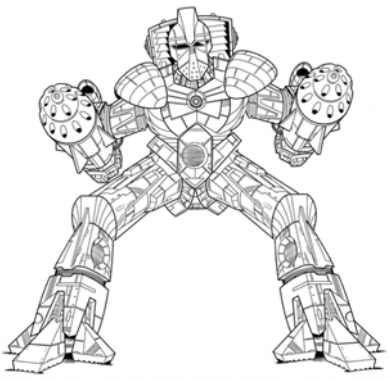
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WARRIOR DATA

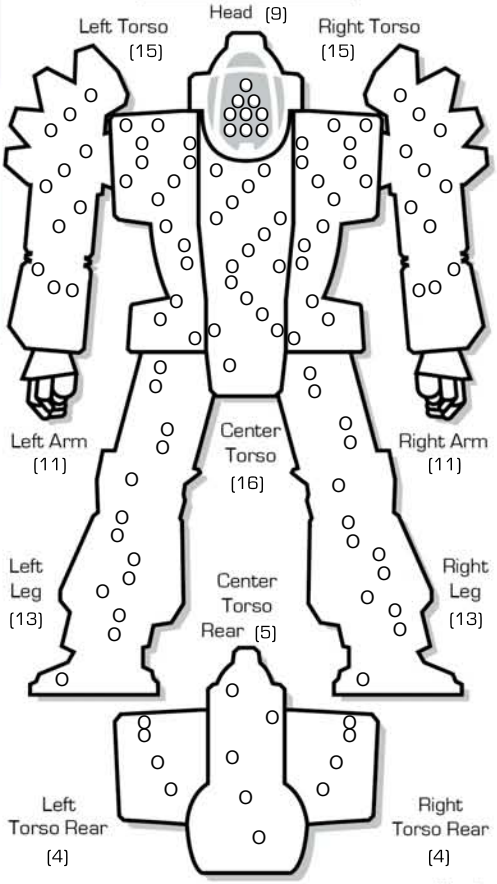
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. LRM 15
4. LRM 15
5. LRM 15
6. Medium Laser

1-3
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Ammo (LRM 15) 8
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

1-3
1. Ammo (LRM 15) 8
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

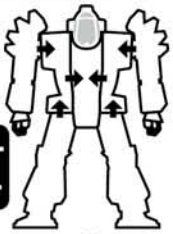
Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Endo Steel
6. Roll Again

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. LRM 15
4. LRM 15
5. LRM 15
6. Medium Laser

1-3
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

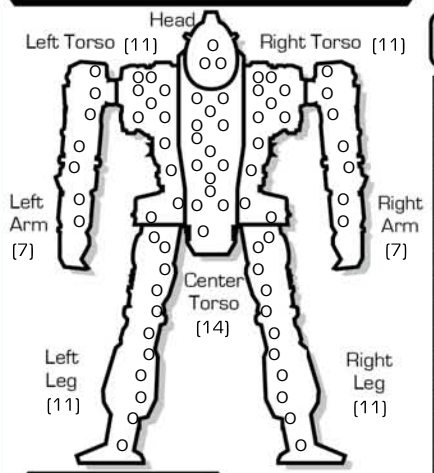
Right Torso
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

1-3
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Cobra CBR-03

Movement Points:			
Walking:	5	Tonnage:	45
Running:	8	Tech Base:	Inner Sphere
Jumping:	0	Era:	Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	LRM 15 w/Artemis IV FCS	RA	5	1/Msl [M,C,S]	6	7	14	21
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	LRM 15 w/Artemis IV FCS	LA	5	1/Msl [M,C,S]	6	7	14	21

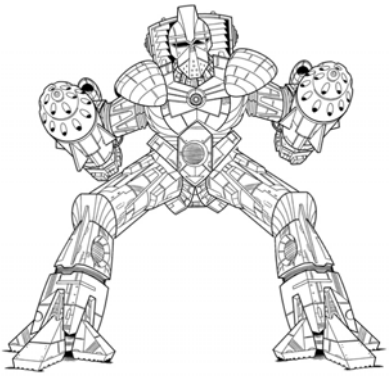
Cost: **BV:** 1,324

WARRIOR DATA

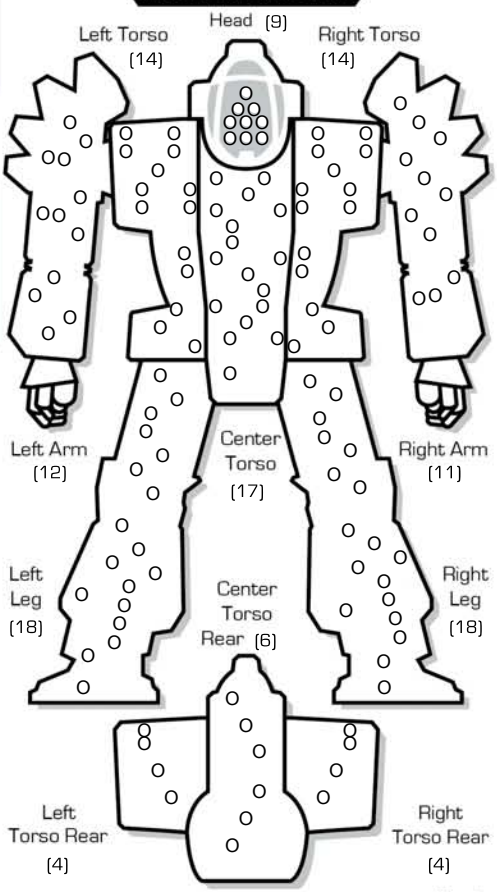
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. LRM 15
4. LRM 15
5. LRM 15
6. Artemis IV FCS

1-3

1. ER Medium Laser
2. Light Ferro-Fibrous
3. Light Ferro-Fibrous
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
6. Roll Again

4-6

Left Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Ammo (LRM 15) 8
4. Ammo (LRM 15) 8
5. CASE
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

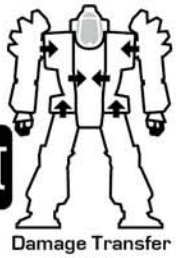
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

1-3

1. XL Gyro
2. XL Gyro
3. XL Gyro
4. Light Fusion Engine
5. Light Fusion Engine
6. Light Fusion Engine

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. LRM 15
4. LRM 15
5. LRM 15
6. Artemis IV FCS

1-3

1. ER Medium Laser
2. Endo Steel
3. Endo Steel
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

4-6

Right Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Ammo (LRM 15) 8

1-3

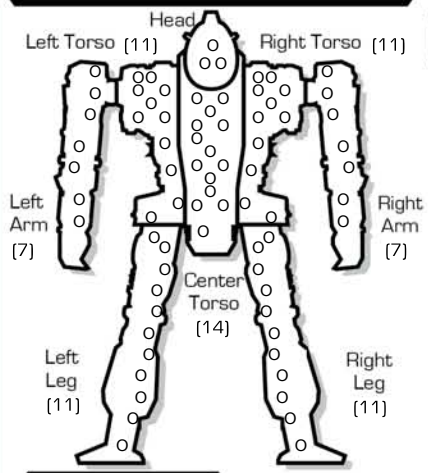
1. Ammo (LRM 15) 8
2. CASE
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Blitzkrieg BTZ-3F

Movement Points:
Walking: 7
Running: 11
Jumping: 0

Tonnage: 50
Tech Base: Inner Sphere
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	CT/LT	8	20/Sht [DB,R,C]	—	3	7	10

Cost:

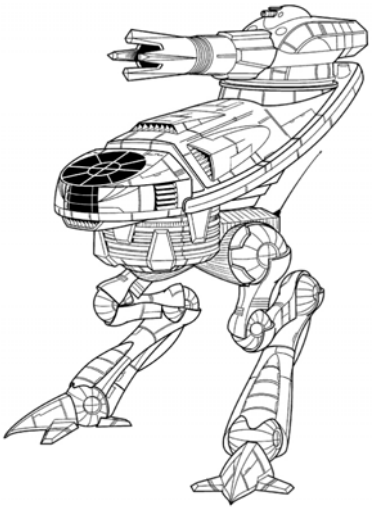
BV: 1,273

WARRIOR DATA

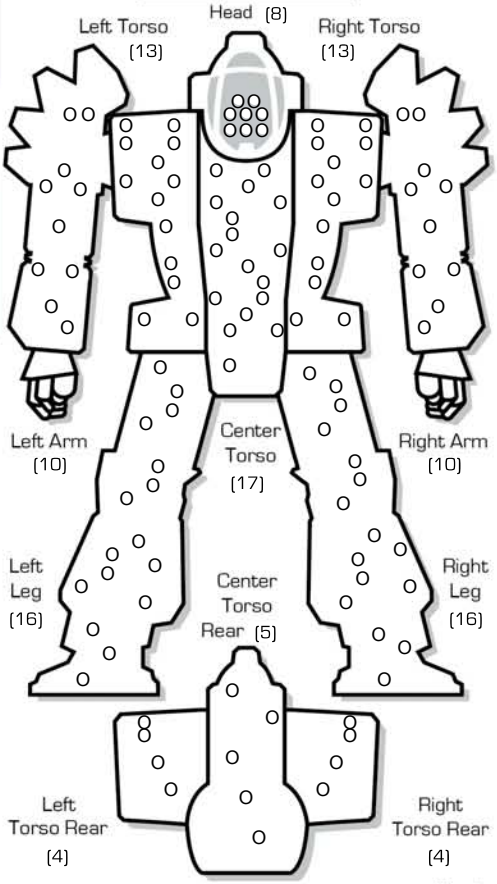
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

1-3

1. Ultra AC/20
2. Ultra AC/20
3. Ultra AC/20
4. Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

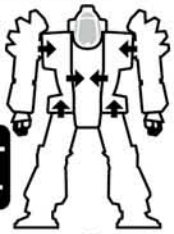
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ultra AC/20
6. Endo Steel

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

1-3

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Ammo (Ultra AC/20) 5
5. Ammo (Ultra AC/20) 5
6. Ammo (Ultra AC/20) 5

1-3

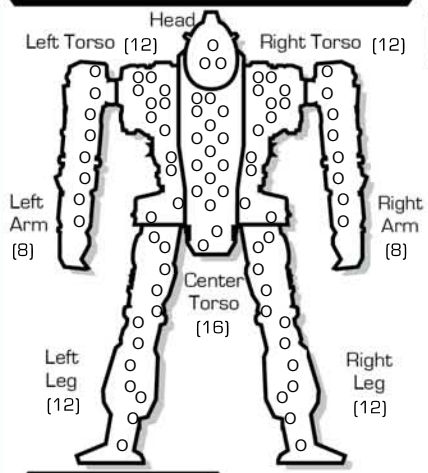
1. Ammo (Ultra AC/20) 5
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Blitzkrieg BTZ-4F

Movement Points:
Walking: 7
Running: 11
Jumping: 7

Tonnage: 50
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C^3 Slave	HD	—	[E]	—	—	—	—
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Heavy PPC	LT	15	15 [DE]	3	6	12	18

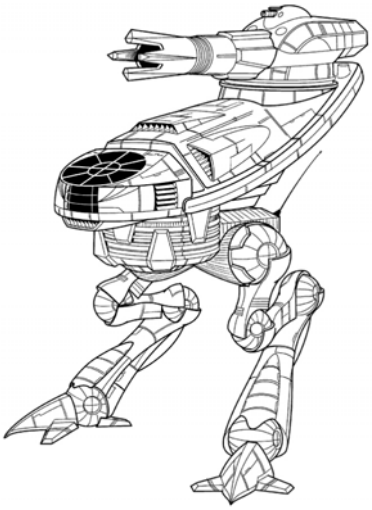
Cost: **BV:** 1,740

WARRIOR DATA

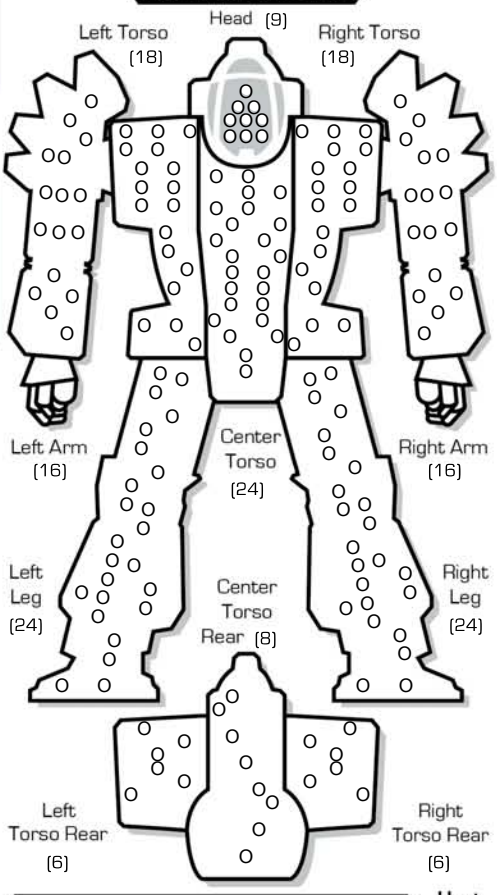
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Light Ferro-Fibrous
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

1-3

1. Light Ferro-Fibrous
2. Light Ferro-Fibrous
3. Light Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Jump Jet
6. Jump Jet

1-3

1. Heavy PPC
2. Heavy PPC
3. Heavy PPC
4. Heavy PPC
5. Roll Again
6. Roll Again

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. C^3 Slave
5. Sensors
6. Life Support

Center Torso

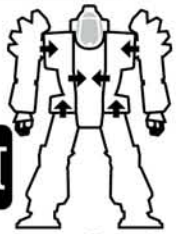
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

1-3

1. XL Gyro
2. XL Gyro
3. XL Gyro
4. XL Fusion Engine
5. XL Fusion Engine
6. XL Fusion Engine

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Jump Jet
6. Jump Jet

1-3

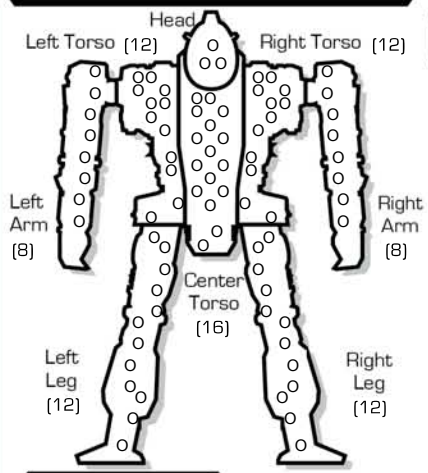
1. Jump Jet
2. Targeting Computer
3. Targeting Computer
4. Targeting Computer
5. Endo Steel
6. Endo Steel

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Enforcer III ENF-6M

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 5

Tonnage: 50
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	LT	2	3 [DE]	—	2	4	5
1	Ultra AC/10	RA	4	10/Sht [DB,R,C]	—	6	12	18
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19

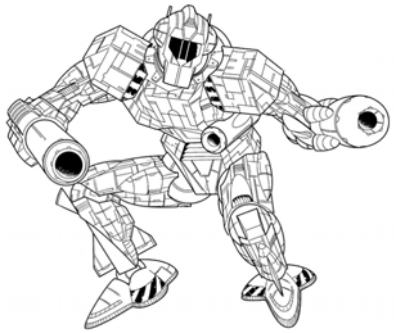
Cost: **BV:** 1,460

WARRIOR DATA

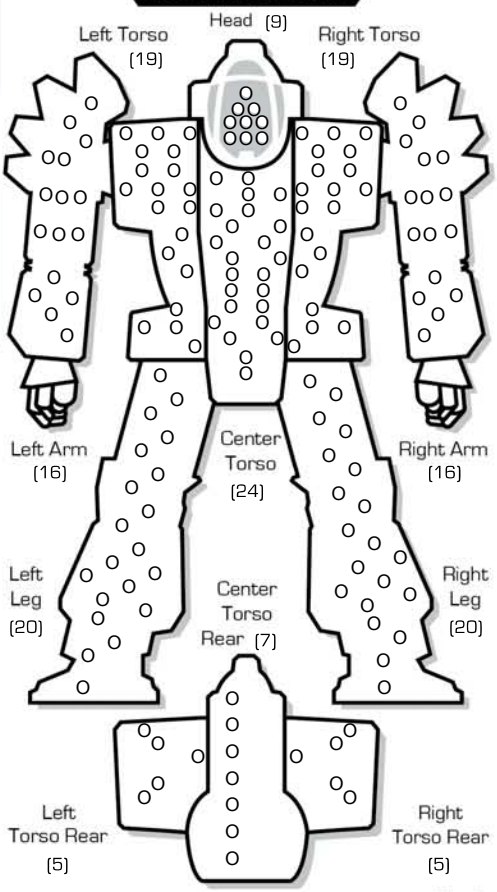
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. ER Large Laser
5. ER Large Laser
6. Endo Steel

1. Endo Steel
2. Endo Steel
4-6 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. XL Fusion Engine
4. ER Small Laser
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Endo Steel
4-6 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

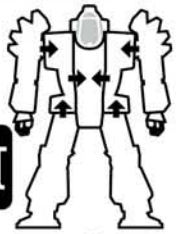
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
4-6 3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. Ultra AC/10
5. Ultra AC/10
6. Ultra AC/10

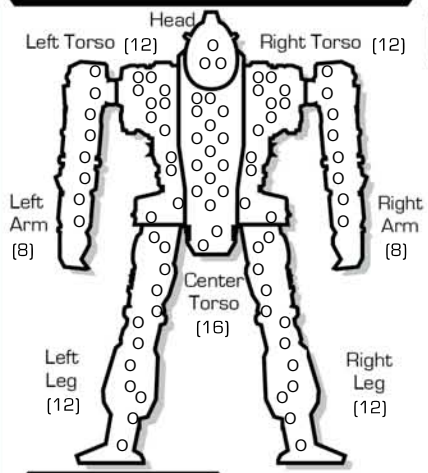
1. Ultra AC/10
2. Ultra AC/10
4-6 3. Ultra AC/10
4. Ultra AC/10
5. Roll Again
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
4-6 3. Double Heat Sink
4. Ammo (Ultra AC/10) 10
5. Ammo (Ultra AC/10) 10
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Enforcer III ENF-6G

Movement Points:
Walking: 5
Running: 8
Jumping: 5

Tonnage: 50
Tech Base: Inner Sphere
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	3 [DE]	—	2	4	5
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6

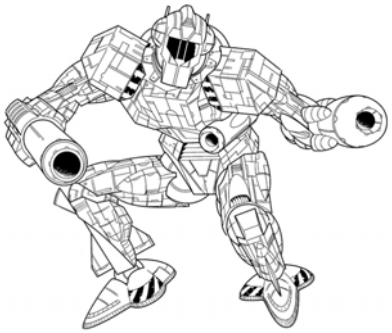
Cost: BV: 1,858

WARRIOR DATA

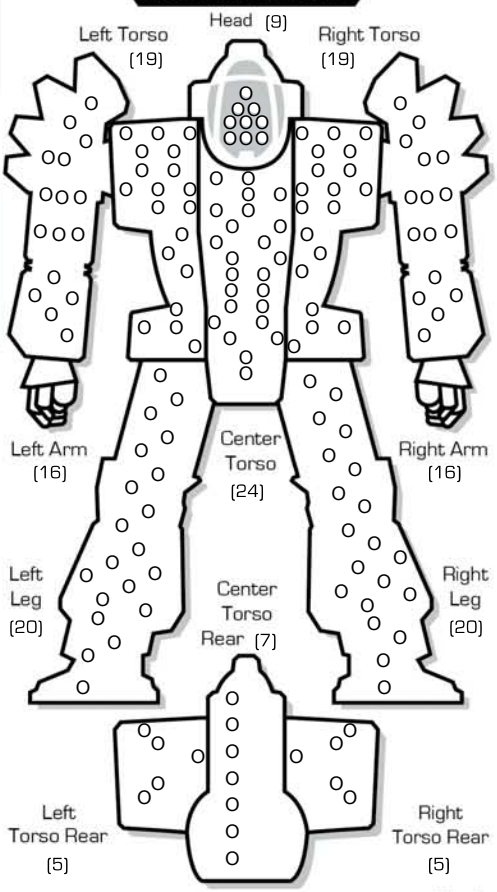
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. ER Medium Laser
5. Endo Steel
6. Endo Steel

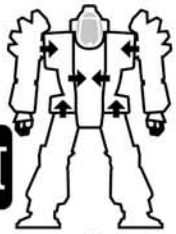
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Small Laser
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. ER Medium Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

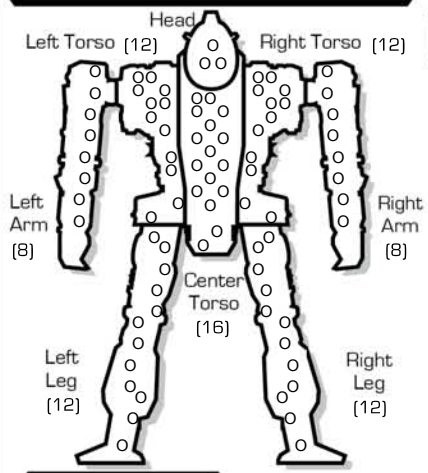
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Medium Pulse Laser
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. ER Medium Laser
5. Ammo (Gauss) 8
6. Ammo (Gauss) 8

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Enforcer III ENF-6H

Movement Points:
Walking: 5
Running: 8
Jumping: 5

Tonnage: 50
Tech Base: Inner Sphere
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Ultra AC/20	RA	8	20/Sht [DB,R,C]	—	3	7	10

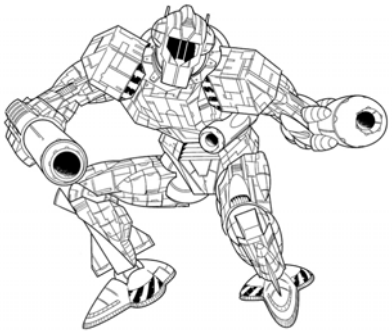
Cost: **BV:** 1,603

WARRIOR DATA

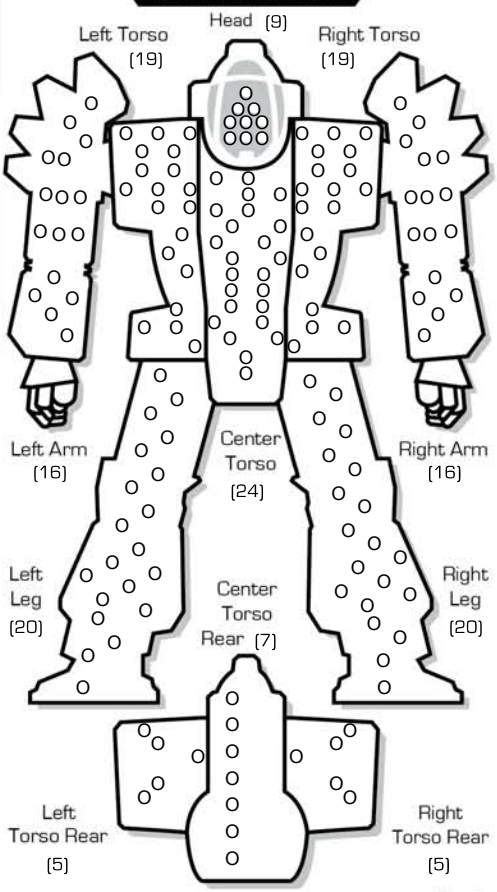
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. ER Medium Laser
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

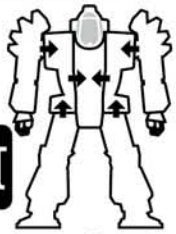
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. ER Medium Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Ultra AC/20
4. Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

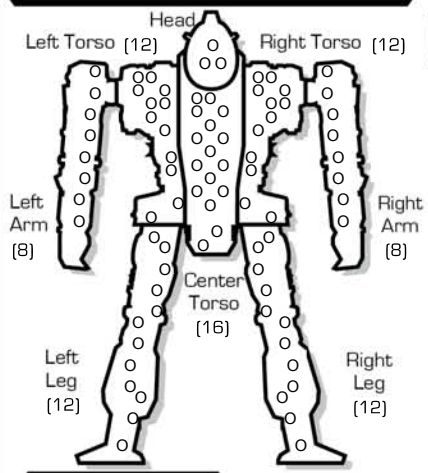
1. Ultra AC/20
2. Ultra AC/20
3. Ultra AC/20
4. Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. ER Medium Laser
5. Ammo (Ultra AC/20) 5
6. Ammo (Ultra AC/20) 5

1. Ammo (Ultra AC/20) 5
2. Ammo (Ultra AC/20) 5
3. CASE
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Enforcer III ENF-6NAIS

Movement Points:
Walking: 5
Running: 8
Jumping: 5

Tonnage: 50
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C^3 Slave	HD	—	[E]	—	—	—	—
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	ER Small Laser	LT	2	3 [DE]	—	2	4	5
1	Guardian ECM Suite	LT	—	[E]	—	—	—	6
1	Large VSP Laser	RA	10	11/9/7 [P,V]	—	4	8	15
1	Snub-Nose PPC	LA	10	10/8/5 [DE,V]	—	9	13	15

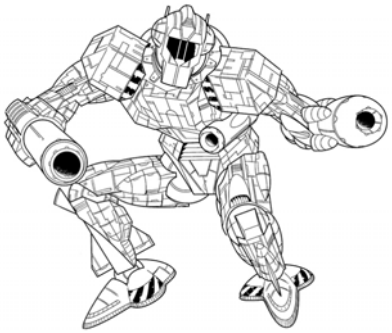
Cost: **BV:** 1,475

WARRIOR DATA

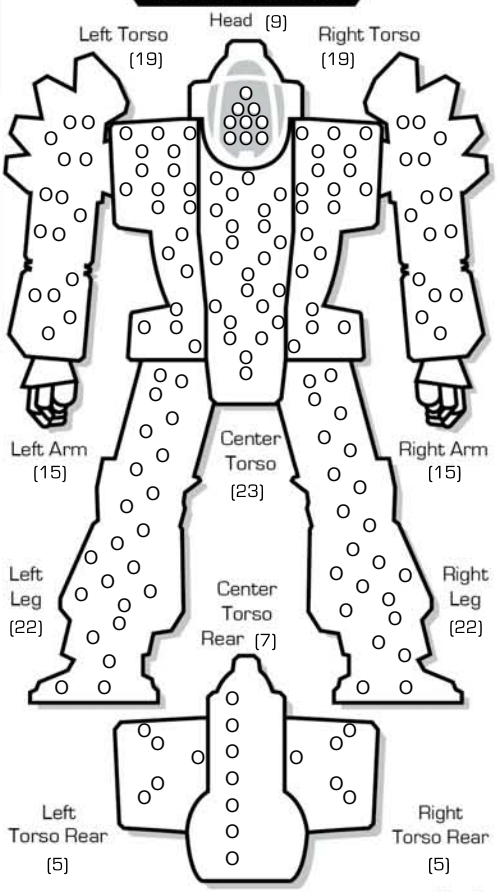
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. Snub-Nose PPC
5. Snub-Nose PPC
6. Endo Steel

1. Endo Steel
2. Endo Steel
4-6 3. Light Ferro-Fibrous
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
1-3 4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ER Small Laser
2. Guardian ECM Suite
4-6 3. Guardian ECM Suite
4. Endo Steel
5. Endo Steel
6. Endo Steel

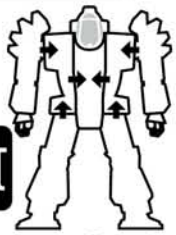
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. C^3 Slave
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
1-3 4. Gyro
5. Gyro
6. XL Fusion Engine

1. XL Fusion Engine
2. XL Fusion Engine
4-6 3. Gyro
4. Gyro
5. Jump Jet
6. Light Ferro-Fibrous

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. Large VSP Laser
5. Large VSP Laser
6. Large VSP Laser

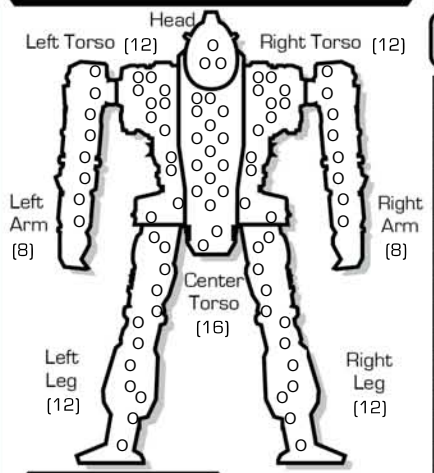
1. Large VSP Laser
2. Endo Steel
4-6 3. Endo Steel
4. Endo Steel
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
1-3 4. Targeting Computer
5. Targeting Computer
6. Targeting Computer

1. Targeting Computer
2. Endo Steel
4-6 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Enforcer III ENF-6T

Movement Points:
Walking: 5
Running: 8
Jumping: 5

Tonnage: 50
Tech Base: Inner Sphere
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22

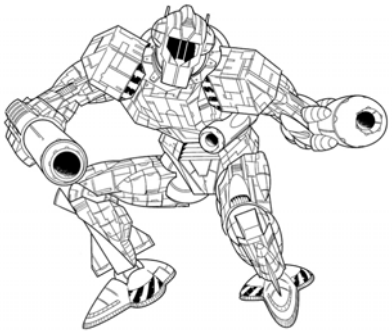
Cost: **BV:** 1,720

WARRIOR DATA

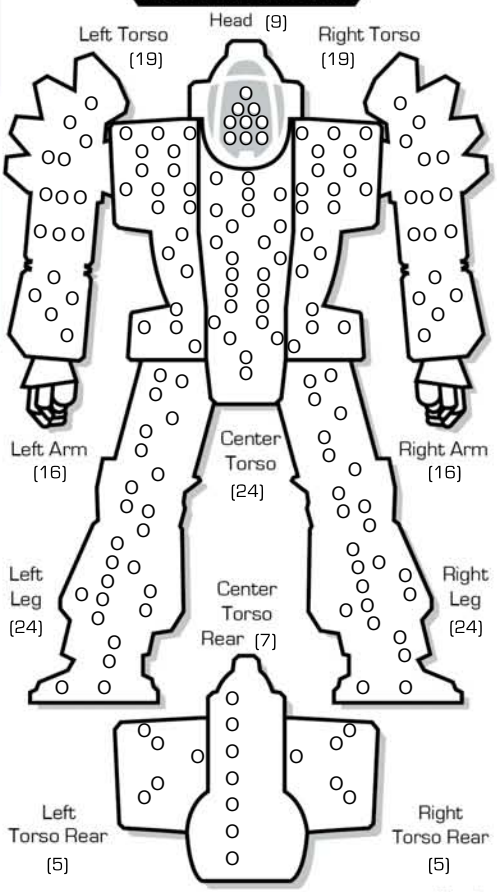
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Endo Steel
5. Endo Steel
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

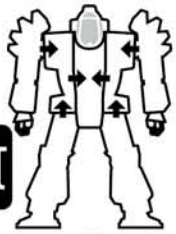
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. ER Medium Laser

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



CATALYST game labs

Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1-3

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Roll Again
6. Roll Again

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Ammo (Gauss) 8
5. Ammo (Gauss) 8
6. Targeting Computer

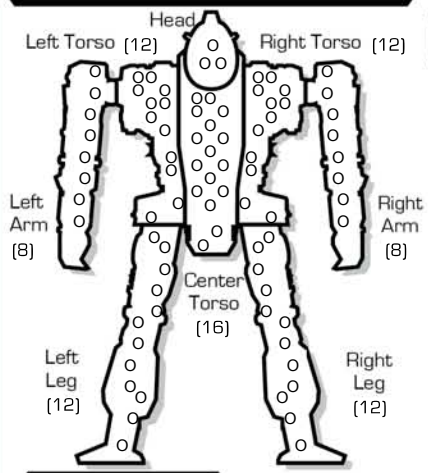
1-3

1. Targeting Computer
2. Targeting Computer
3. Targeting Computer
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Buccaneer BCN-3R

Movement Points:			
Walking:	6	Tonnage:	55
Running:	9	Tech Base:	Inner Sphere
Jumping:	0	Era:	Clan Invasion

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	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	SRM 6 w/Artemis IV FCS	LT	4	2/Msl [M,C]	—	3	6	9
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	Hatchet	LA	—	11	—	—	—	—

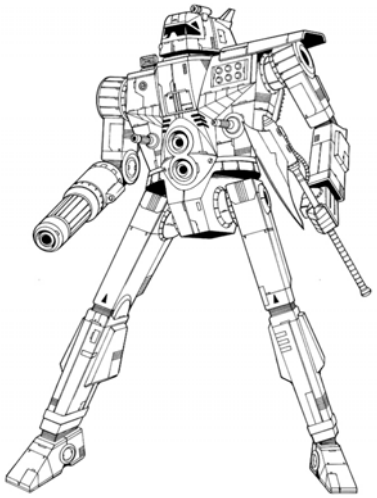
Cost: **BV:** 1,434

WARRIOR DATA

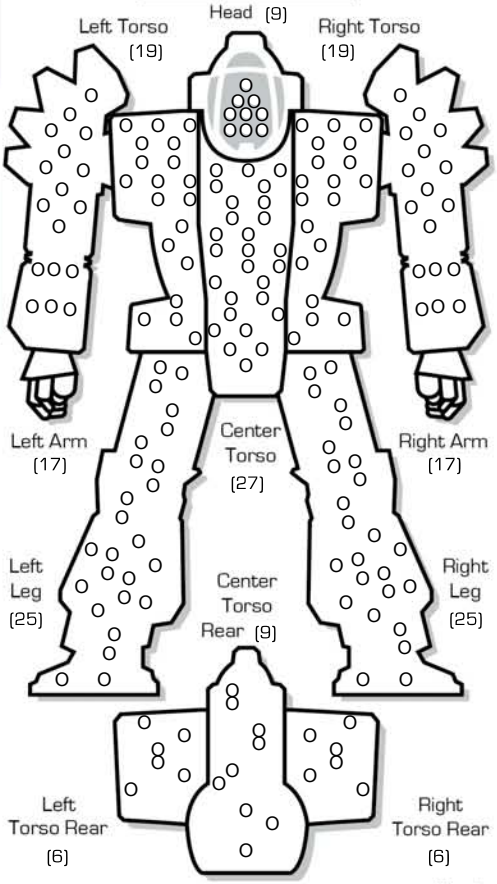
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Hatchet
6. Hatchet

1. Hatchet
2. Hatchet
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. SRM 6
5. SRM 6
6. Artemis IV FCS

1. Medium Pulse Laser
2. Ammo (SRM 6 Artemis) 15
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head

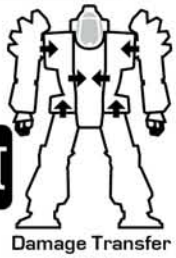
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Medium Laser
6. Medium Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Large Laser
5. ER Large Laser
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

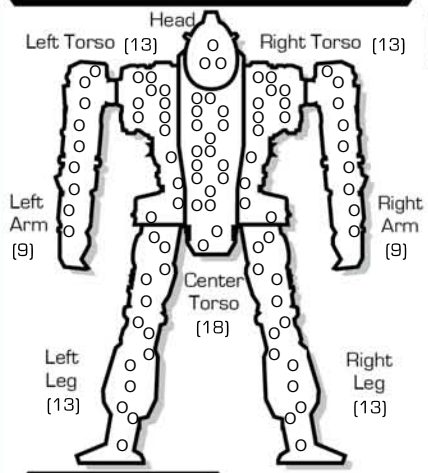
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Medium Laser
5. Ferro-Fibrous
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Buccaneer BCN-5W

Movement Points:
Walking: 5
Running: 8
Jumping: 7

Tonnage: 55
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Heavy Machine Gun	RT	0	3 [DB,AI]	—	1	2	—
1	Heavy Machine Gun Array	RT	—	[T]	—	—	—	—
1	Improved C³CPU	LT	—	[E]	—	—	—	—
1	Plasma Rifle	RA	10	10 [DE,H,AI]	—	5	10	15
1	Hatchet	LA	—	11	—	—	—	—

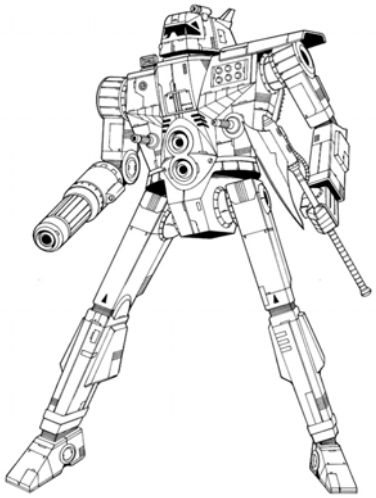
Cost: **BV:** 1,393

WARRIOR DATA

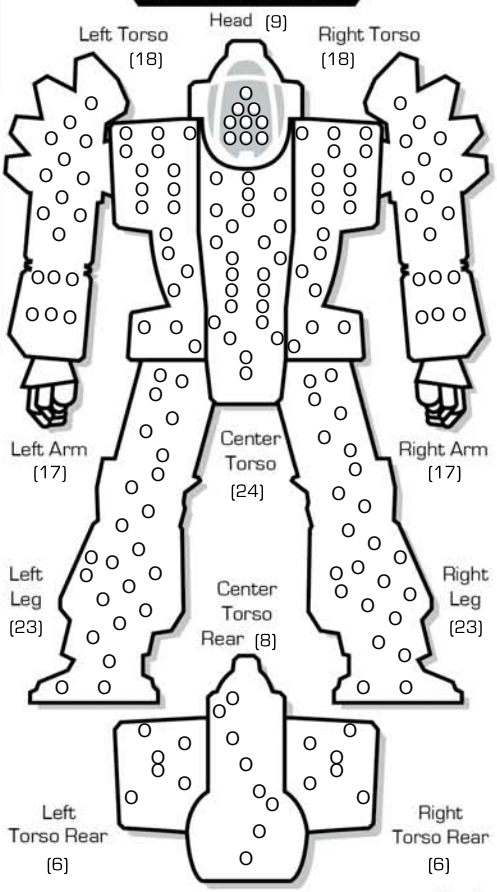
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Hatchet
6. Hatchet

1. Hatchet
2. Hatchet
3. Light Ferro-Fibrous
4. Light Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

1. Improved Jump Jet
2. Improved C³CPU
3. Improved C³CPU
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
6. Roll Again

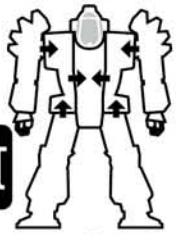
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Improved Jump Jet
6. Improved Jump Jet

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Plasma Rifle
5. Plasma Rifle
6. Ammo (Plasma Rifle) 10

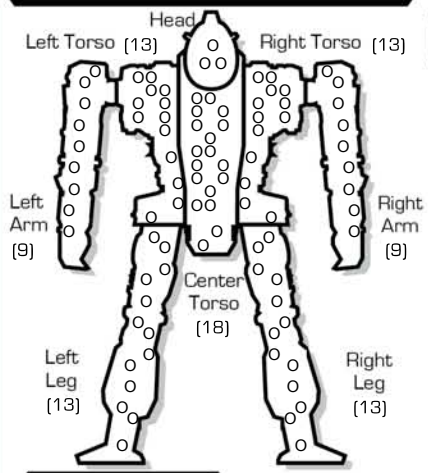
1. Ammo (Plasma Rifle) 10
2. Light Ferro-Fibrous
3. Light Ferro-Fibrous
4. Light Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

1. Improved Jump Jet
2. Heavy Machine Gun
3. Heavy Machine Gun
4. Heavy Machine Gun
5. Heavy Machine Gun Array
6. Ammo (Heavy Machine Gun) 50

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Buccaneer BCN-6W

Movement Points:
Walking: 5
Running: 8
Jumping: 7

Tonnage: 55
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C^3CPU	RT	—	[E]	—	—	—	—
1	MML 5	RT	3	[M,S,C]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	MML 5	LT	3	[M,S,C]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	MML 5	RA	3	[M,S,C]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Hatchet	LA	—	11	—	—	—	—

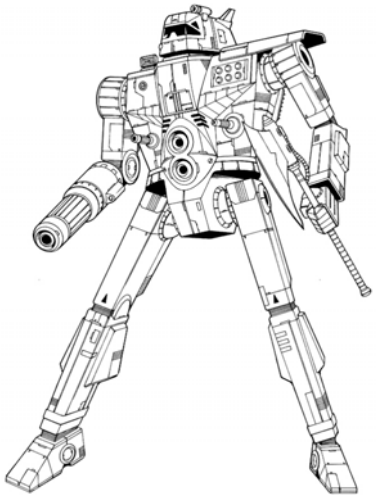
Cost: BV: 1,121

WARRIOR DATA

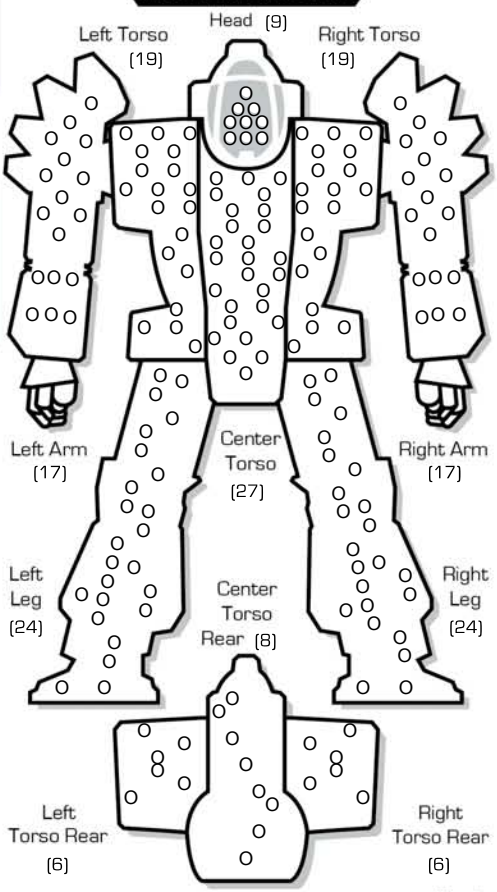
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Hatchet
6. Hatchet

1-3
1. Hatchet
2. Hatchet
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

1-3
1. Improved Jump Jet
2. MML 5
3. MML 5
4. MML 5
5. Ammo (MML 5/SRM) 20
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved Jump Jet

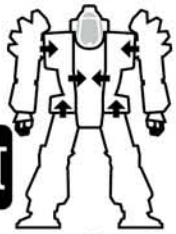
Head
1. Life Support
2. Sensors
3. Cockpit
4. Ammo (MML 5/LRM) 24
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Improved Jump Jet
6. Improved Jump Jet

4-6

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



CATALYST game labs

Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. MML 5
6. MML 5

1-3
1. MML 5
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

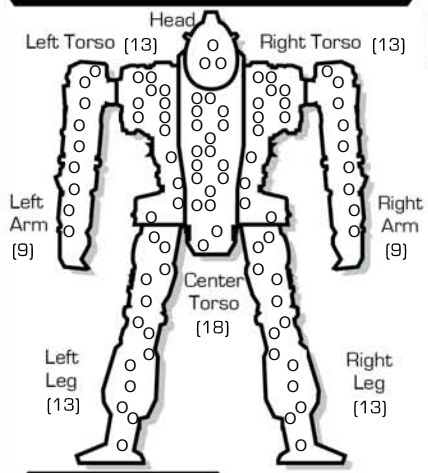
Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

1-3
1. Improved Jump Jet
2. MML 5
3. MML 5
4. MML 5
5. Improved C^3CPU
6. Improved C^3CPU

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	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	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Marshal MHL-X1

Movement Points:
Walking: 4
Running: 6
Jumping: 4

Tonnage: 55
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	CT	3	2 [DE,H,AI]	—	1	2	3
1	LRM 5	RT	2	1/Msl [M,C,S]	6	7	14	21
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
2	Machine Gun	LT	0	2 [DB,AI]	—	1	2	3
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

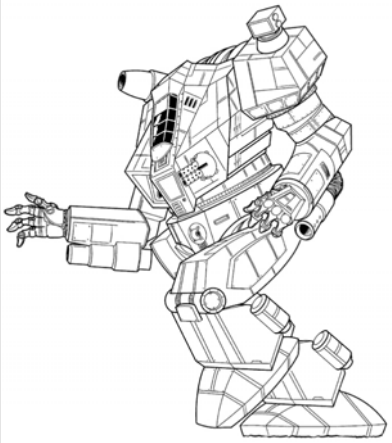
Cost: **BV:** 1,163

WARRIOR DATA

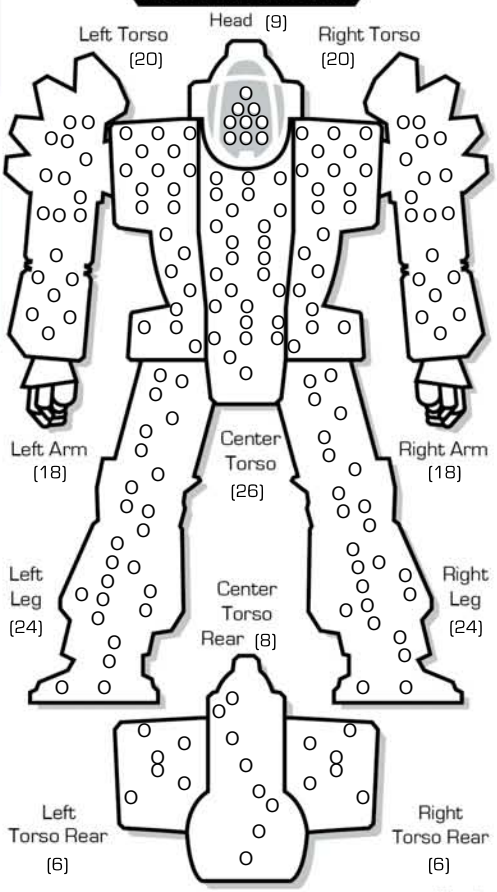
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Ferro-Fibrous

1-3

4-6: 1. Ferro-Fibrous, 2. Roll Again, 3. Roll Again, 4. Roll Again, 5. Roll Again, 6. Roll Again

Left Torso
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Machine Gun

1-3

4-6: 1. Machine Gun, 2. Ammo (Machine Gun) 100, 3. Ferro-Fibrous, 4. Ferro-Fibrous, 5. Ferro-Fibrous, 6. Ferro-Fibrous

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

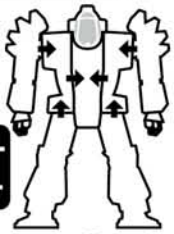
Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

4-6: 1. Gyro, 2. Fusion Engine, 3. Fusion Engine, 4. Fusion Engine, 5. Flamer, 6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Laser
6. Large Laser

1-3

4-6: 1. Ferro-Fibrous, 2. Ferro-Fibrous, 3. Roll Again, 4. Roll Again, 5. Roll Again, 6. Roll Again

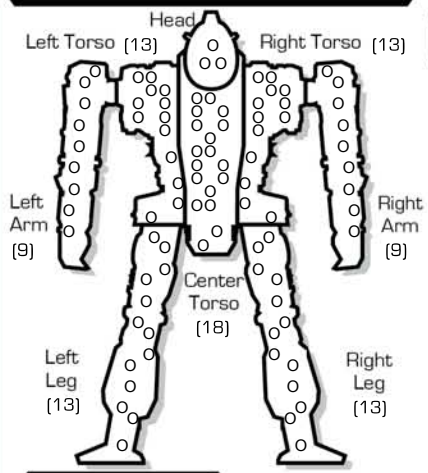
Right Torso
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Medium Pulse Laser

1-3

4-6: 1. LRM 5, 2. Ammo (LRM 5) 24, 3. Ferro-Fibrous, 4. Ferro-Fibrous, 5. Ferro-Fibrous, 6. Ferro-Fibrous

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects
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: 18 (18) Single
O O
O O
O O
O O
O O
O O
O O
O O
O O
O
O

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Marshal MHL-2L

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 4

Tonnage: 55
Tech Base: Inner Sphere
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	CT	3	2 [DE,H,AI]	—	1	2	3
1	LRM 15	RT	5	1/Msl [M,C,S]	6	7	14	21
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
2	Machine Gun	LT	0	2 [DB,AI]	—	1	2	3
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

Cost:

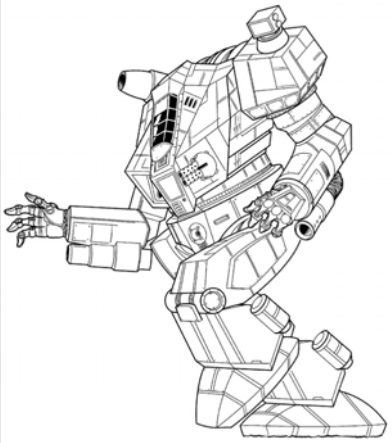
BV: 1,313

WARRIOR DATA

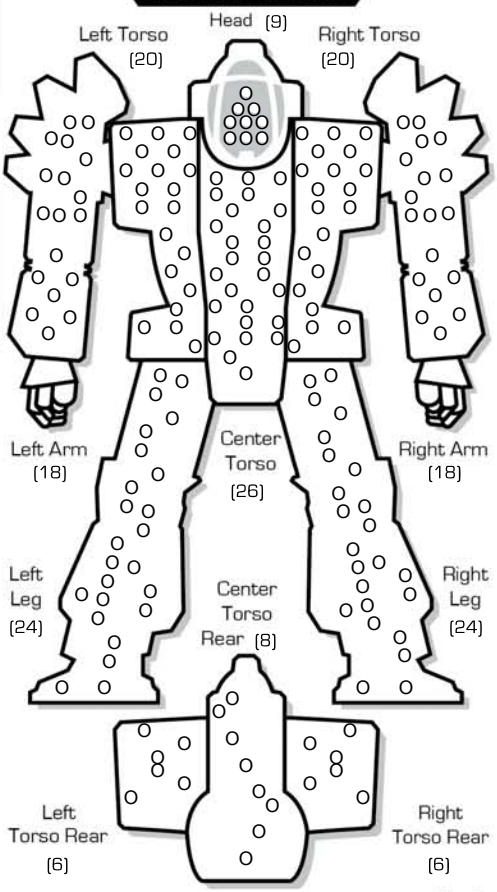
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Ferro-Fibrous

1-3

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

1-3

4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Machine Gun
2. Machine Gun
3. Ammo (Machine Gun) 100

4-6

4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine

1-3

4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine

4-6

4. Fusion Engine
5. Flamer
6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3

4. Hand Actuator
5. Large Laser
6. Large Laser

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous

4-6

4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

1-3

4. LRM 15
5. LRM 15
6. LRM 15

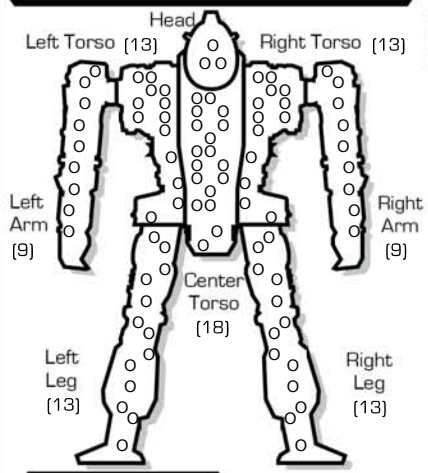
1. Medium Pulse Laser
2. Ammo (LRM 15) 8
3. Ammo (LRM 15) 8

4-6

4. Ammo (LRM 15) 8
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Marshal MHL-6MC

Movement Points:			
Walking:	4	Tonnage:	55
Running:	6	Tech Base:	Inner Sphere
Jumping:	4	Era:	Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	MML 9	RT	5	[M,S,C]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
2	Light Machine Gun	LT	0	1 [DB,AI]	—	2	4	6
1	Machine Gun Array	LT	—	[T]	—	—	—	—
1	Plasma Rifle	RA	10	10 [DE,H,AI]	—	5	10	15
1	Light PPC	LA	5	5 [DE]	3	6	12	18

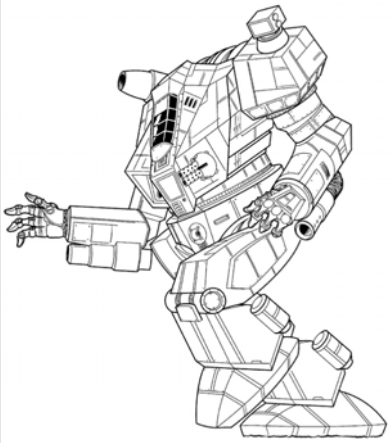
Cost: **BV:** 1,467

WARRIOR DATA

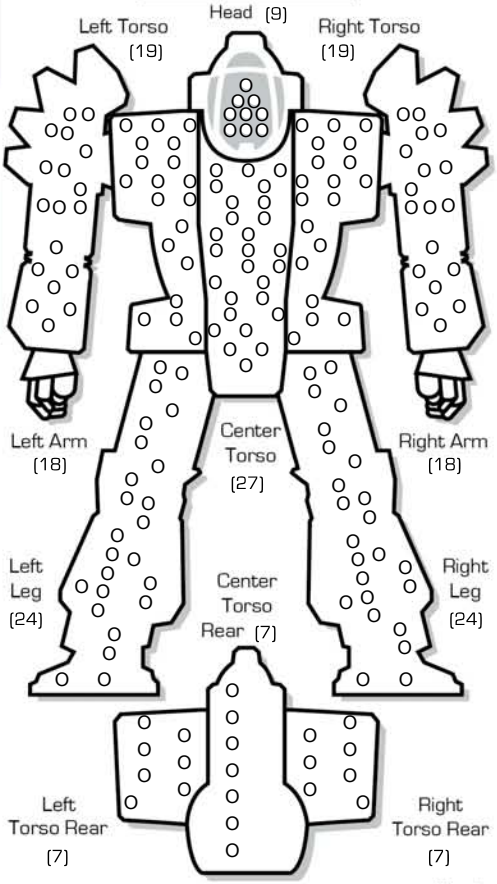
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Light PPC
3. Light PPC
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Machine Gun
4. Light Machine Gun
5. Machine Gun Array
6. Ammo (Light Machine Gun) 100

1-3

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

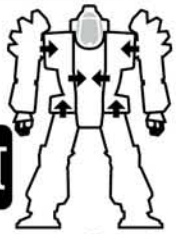
Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Plasma Rifle
3. Plasma Rifle
4. Ammo (Plasma Rifle) 10
5. Ammo (Plasma Rifle) 10
6. Ammo (Plasma Rifle) 10

4-6

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. MML 9
4. MML 9
5. MML 9
6. MML 9

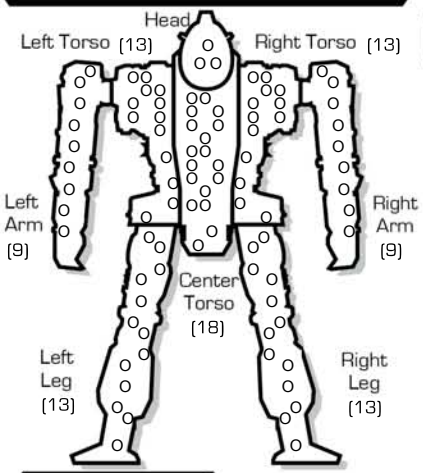
1-3

1. MML 9
2. Medium Pulse Laser
3. Ammo (MML 9/LRM) 13
4. Ammo (MML 9/SRM) 11
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Men Shen MS1-O

Movement Points:
Walking: 6
Running: 9 [12]
Jumping: 0

Tonnage: 55
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	CT	—	[E]	—	—	—	4
1	LRM 15 w/Artemis IV FCS	RT	5	1/Msl [M,C,S]	6	7	14	21
2	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
2	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

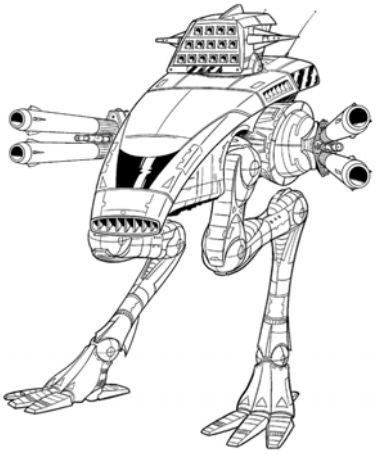
Cost: BV: 1,550

WARRIOR DATA

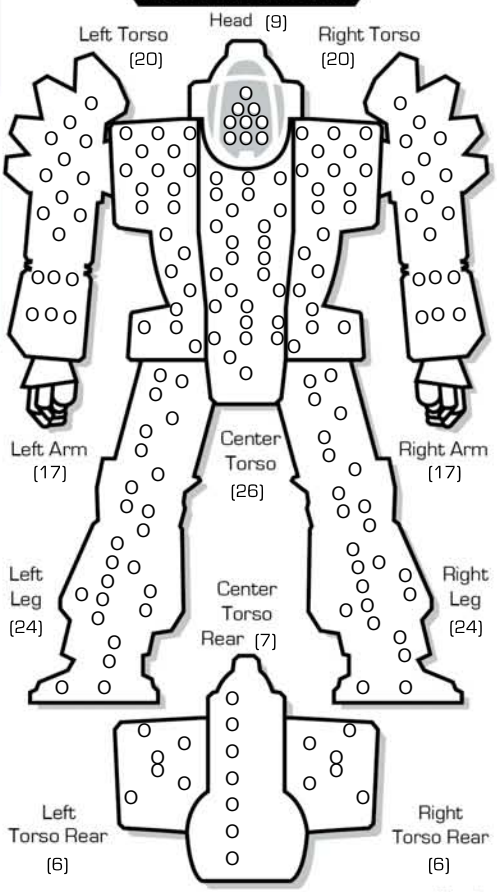
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Medium Pulse Laser
4. Medium Pulse Laser
5. Endo Steel
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. MASC
5. MASC
6. MASC

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

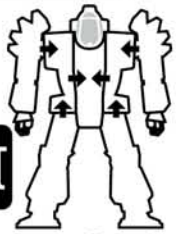
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Beagle Active Probe
6. Beagle Active Probe

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Medium Pulse Laser
4. Medium Pulse Laser
5. Endo Steel
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. LRM 15
5. LRM 15
6. LRM 15

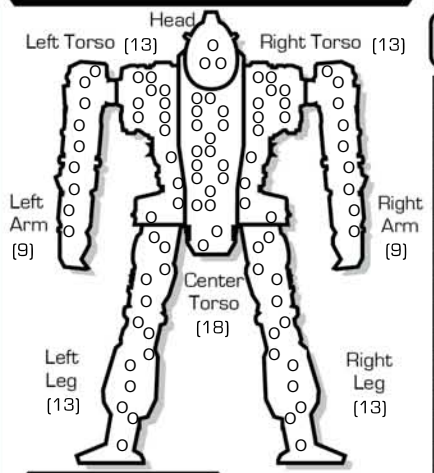
1-3

1. Artemis IV FCS
2. Ammo (LRM 15 Artemis) 8
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Men Shen MS1-OA

Movement Points:
Walking: 6
Running: 9 [12]
Jumping: 0

Tonnage: 55
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	HD	0	0 [S]	—	5	10	15
1	Beagle Active Probe	CT	—	[E]	—	—	—	4
1	LB 10-X AC [DB,C/F/S]	RT	2	10	—	6	12	18
3	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

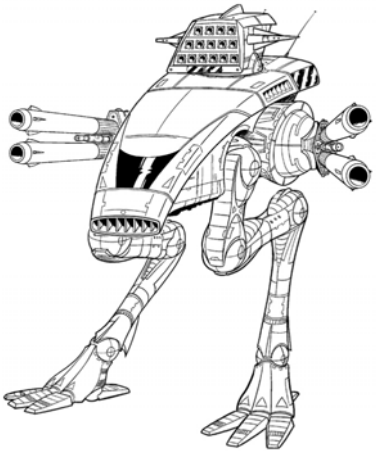
Cost: **BV:** 1,529

WARRIOR DATA

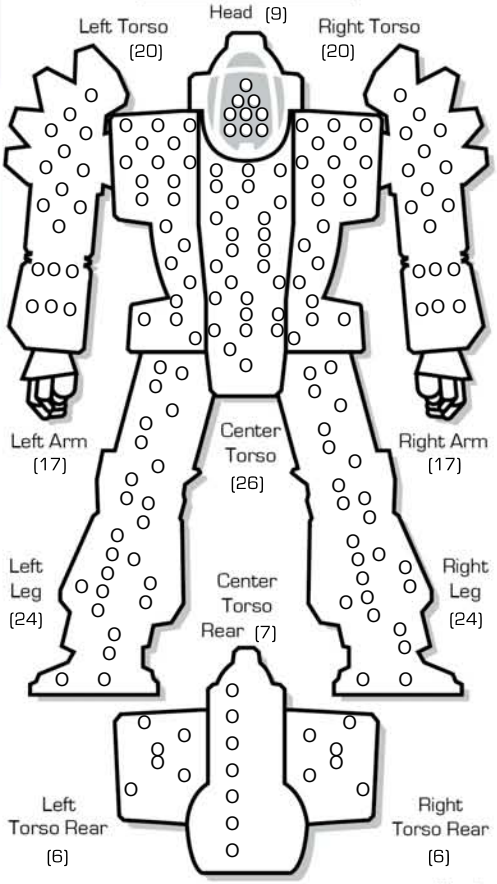
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3	1. Shoulder 2. Upper Arm Actuator 3. ER Medium Laser 4. ER Medium Laser 5. ER Medium Laser 6. Endo Steel
4-6	1. Endo Steel 2. Endo Steel 3. Endo Steel 4. Endo Steel 5. Roll Again 6. Roll Again

Left Torso

1-3	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. MASC 5. MASC 6. MASC
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

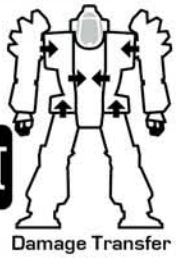
Head

1. Life Support
2. Sensors
3. Cockpit
4. TAG
5. Sensors
6. Life Support

Center Torso

1-3	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Gyro 5. Gyro 6. Gyro
4-6	1. Gyro 2. XL Fusion Engine 3. XL Fusion Engine 4. XL Fusion Engine 5. Beagle Active Probe 6. Beagle Active Probe

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3	1. Shoulder 2. Upper Arm Actuator 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. Endo Steel
4-6	1. Endo Steel 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

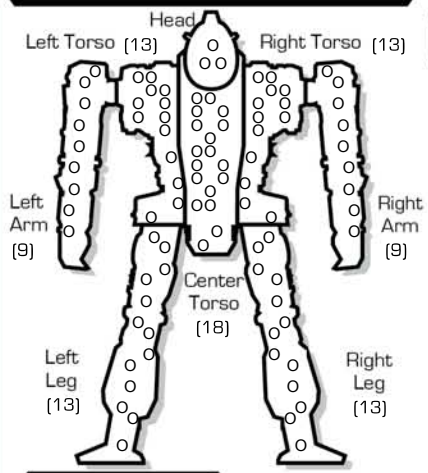
Right Torso

1-3	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. LB 10-X AC 5. LB 10-X AC 6. LB 10-X AC
4-6	1. LB 10-X AC 2. LB 10-X AC 3. LB 10-X AC 4. Ammo (LB 10-X) 10 5. Ammo (LB 10-X Cluster) 10 6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Men Shen MS1-OB

Movement Points:
Walking: 6
Running: 9 [12]
Jumping: 0

Tonnage: 55
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	CT	—	[E]	—	—	—	4
2	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
2	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	LB 2-X AC	RA	1	2 [DB,C/F/S]	4	9	18	27
1	LB 2-X AC	LA	1	2 [DB,C/F/S]	4	9	18	27

Cost:

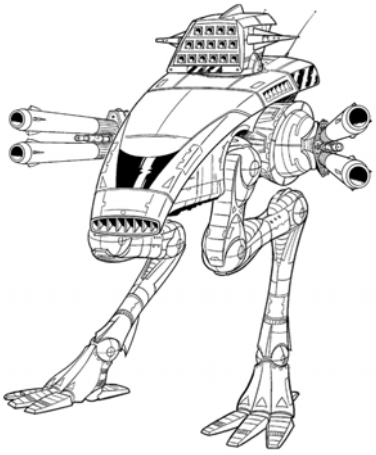
BV: 1,484

WARRIOR DATA

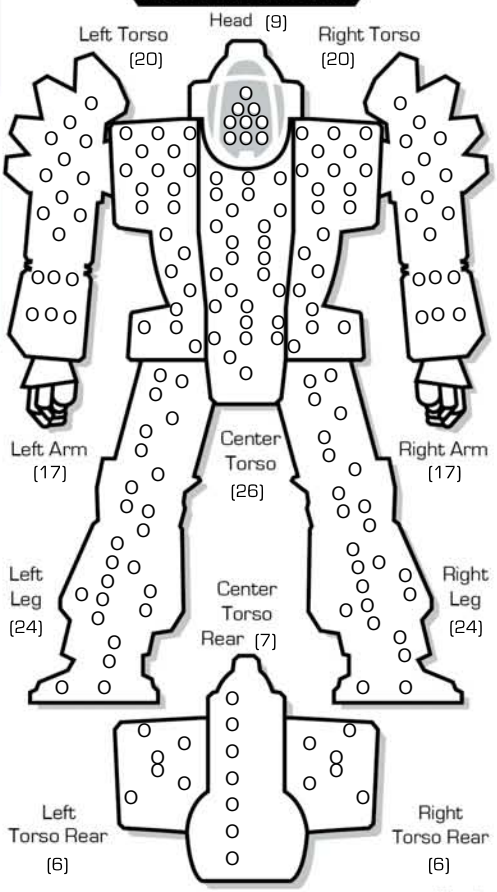
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. LB 2-X AC (1-3)
4. LB 2-X AC (1-3)
5. LB 2-X AC (1-3)
6. LB 2-X AC (1-3)
1. Endo Steel (4-6)
2. Endo Steel (4-6)
3. Endo Steel (4-6)
4. Endo Steel (4-6)
5. Endo Steel (4-6)
6. Roll Again (4-6)

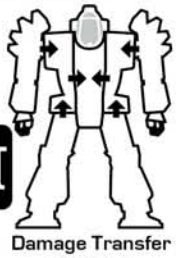
Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. ER Medium Laser (1-3)
5. ER Medium Laser (1-3)
6. Ammo (LB 2-X) 45 (1-3)
1. MASC (4-6)
2. MASC (4-6)
3. MASC (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)
1. Gyro (4-6)
2. XL Fusion Engine (4-6)
3. XL Fusion Engine (4-6)
4. XL Fusion Engine (4-6)
5. Beagle Active Probe (4-6)
6. Beagle Active Probe (4-6)

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



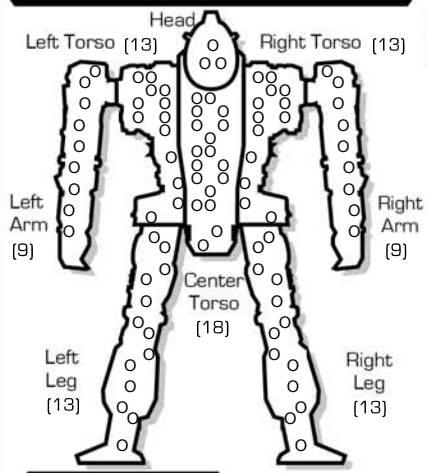
Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. LB 2-X AC (1-3)
4. LB 2-X AC (1-3)
5. LB 2-X AC (1-3)
6. LB 2-X AC (1-3)
1. Endo Steel (4-6)
2. Endo Steel (4-6)
3. Endo Steel (4-6)
4. Endo Steel (4-6)
5. Endo Steel (4-6)
6. Roll Again (4-6)

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. ER Medium Laser (1-3)
5. ER Medium Laser (1-3)
6. Roll Again (1-3)
1. Roll Again (4-6)
2. Roll Again (4-6)
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Men Shen MS1-OC

Movement Points:
Walking: 6
Running: 9 [12]
Jumping: 0

Tonnage: 55
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	3 [DE]	—	2	4	5
1	Beagle Active Probe	CT	—	[E]	—	—	—	4
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
1	Large Pulse Laser	RA	10	9 [P]	—	3	7	10
1	Large Pulse Laser	LA	10	9 [P]	—	3	7	10

Cost:

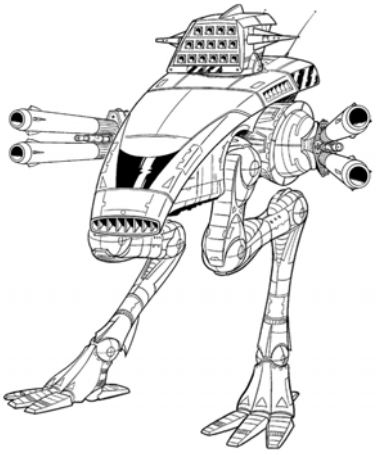
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WARRIOR DATA

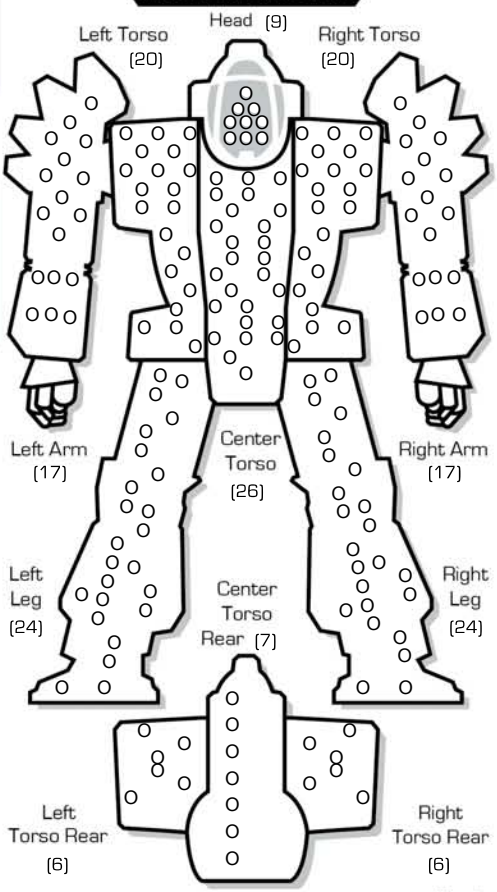
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Large Pulse Laser
4. Large Pulse Laser
5. Endo Steel
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. MASC
5. MASC
6. MASC

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Small Laser
5. Sensors
6. Life Support

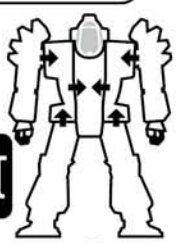
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Beagle Active Probe
6. Beagle Active Probe

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Large Pulse Laser
4. Large Pulse Laser
5. Endo Steel
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

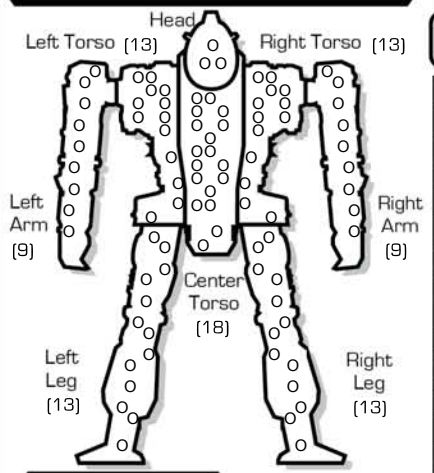
1-3

1. Guardian ECM Suite
2. Guardian ECM Suite
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Men Shen MS1-OD

Movement Points:
Walking: 6
Running: 9 [12]
Jumping: 0

Tonnage: 55
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	CT	—	[E]	—	—	—	4
1	ER PPC	RT	15	10 [DE]	—	7	14	23
2	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	SRM 4	RA	3	2/Msl [M,C]	—	3	6	9
1	SRM 4	LA	3	2/Msl [M,C]	—	3	6	9

Cost:

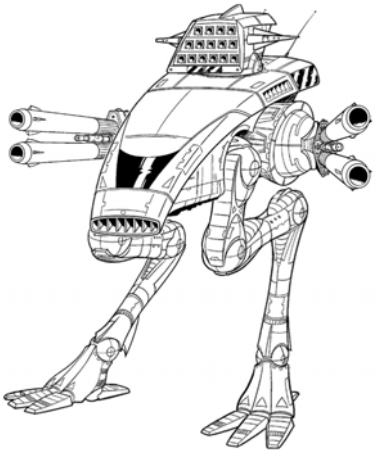
BV: 1,581

WARRIOR DATA

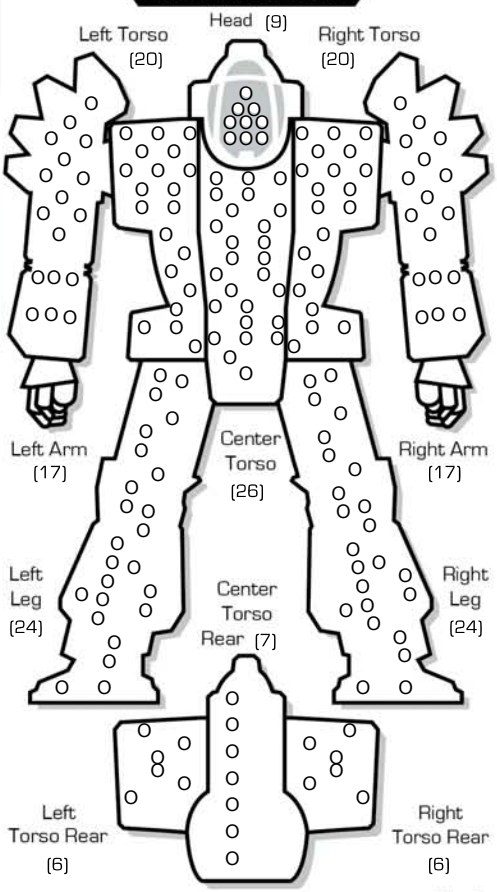
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. SRM 4
4. Endo Steel
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Medium Pulse Laser
5. Medium Pulse Laser
6. Ammo (SRM 4) 25

1. MASC
2. MASC
3. MASC
4. Roll Again
5. Roll Again
6. Roll Again

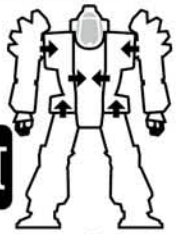
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Beagle Active Probe
6. Beagle Active Probe

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. SRM 4
4. Endo Steel
5. Endo Steel
6. Endo Steel

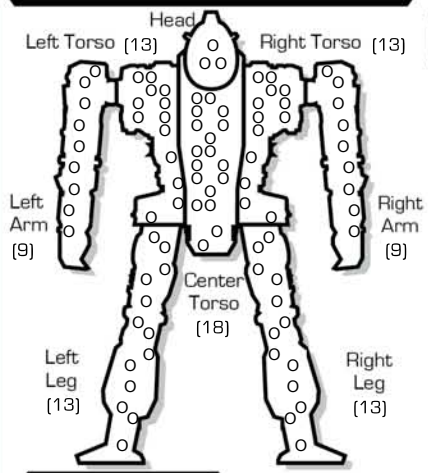
1. Endo Steel
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ER PPC
2. ER PPC
3. ER PPC
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Men Shen MS1-OE

Movement Points:
- Walking: 6
- Running: 9 [12]
- Jumping: 0

Tonnage: 55
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	CT	—	[E]	—	—	—	4
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Plasma Rifle	RT	10	10 [DE,H,AI]	—	5	10	15
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
4	Light Machine Gun	RA	0	1 [DB,AI]	—	2	4	6
1	Light Machine Gun Array	RA	—	[T]	—	—	—	—
4	Light Machine Gun	LA	0	1 [DB,AI]	—	2	4	6
1	Light Machine Gun Array	LA	—	[T]	—	—	—	—

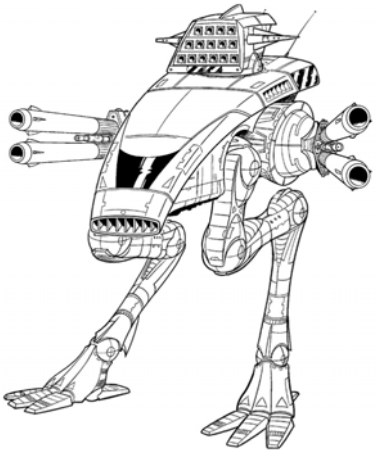
Cost: **BV:** 1,625

WARRIOR DATA

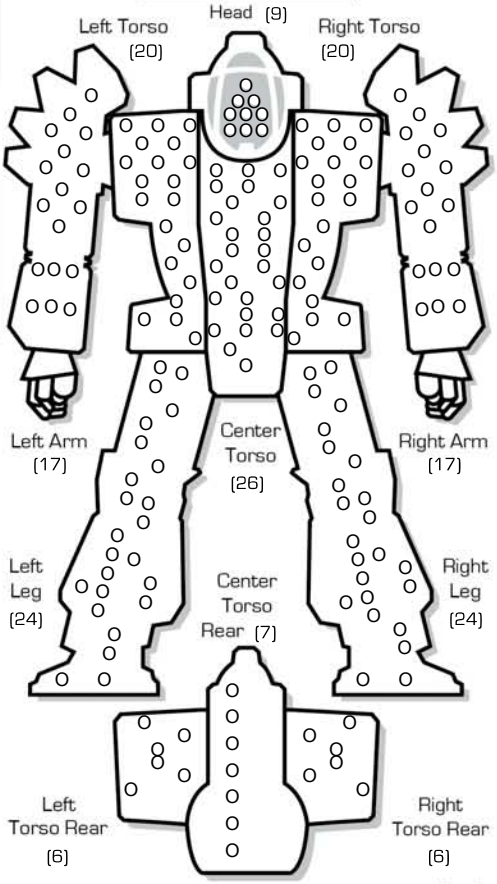
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Light Machine Gun
4. Light Machine Gun
5. Light Machine Gun
6. Light Machine Gun

1-3

1. Light Machine Gun Array
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Medium Laser
5. Ammo (Light Machine Gun) 200
6. MASC

1-3

1. MASC
2. MASC
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

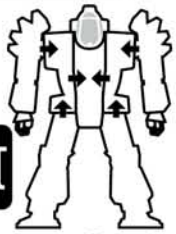
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Beagle Active Probe
6. Beagle Active Probe

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Light Machine Gun
4. Light Machine Gun
5. Light Machine Gun
6. Light Machine Gun

1-3

1. Light Machine Gun Array
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Plasma Rifle
5. Plasma Rifle
6. Medium Laser

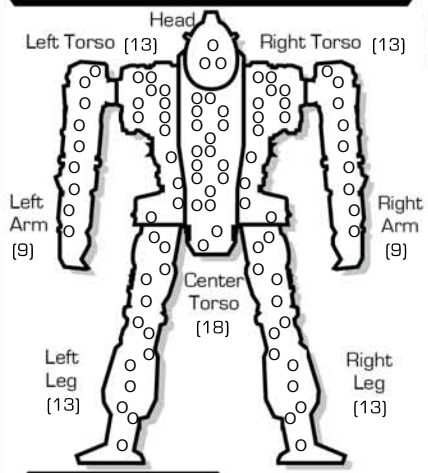
1-3

1. Ammo (Plasma Rifle) 10
2. Ammo (Plasma Rifle) 10
3. Ammo (Light Machine Gun) 200
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Men Shen MS1-OF

Movement Points:
Walking: 6
Running: 9 [12]
Jumping: 0

Tonnage: 55
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	CT	—	[E]	—	—	—	4
1	TAG	RT	0	0 [S]	—	5	10	15
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	Snub-Nose PPC	RA	10	10/8/5 [DE,V]	—	9	13	15
1	Snub-Nose PPC	LA	10	10/8/5 [DE,V]	—	9	13	15

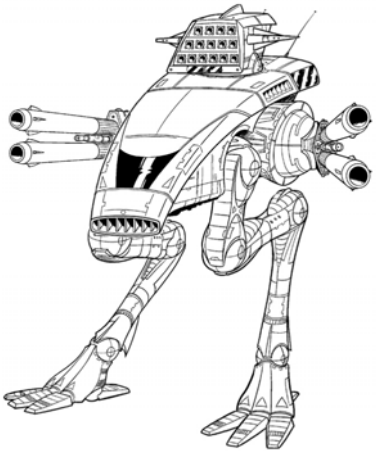
Cost: BV: 1,648

WARRIOR DATA

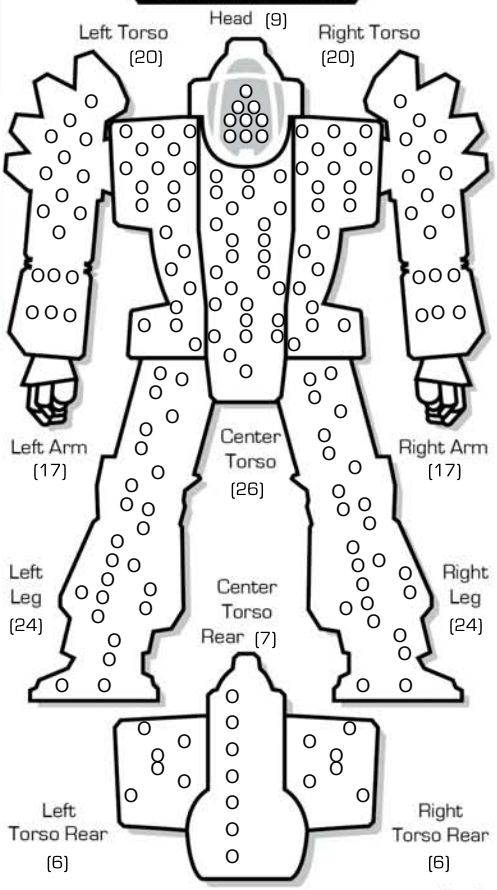
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Snub-Nose PPC
4. Snub-Nose PPC
5. Endo Steel
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. MASC
5. MASC
6. MASC

1-3

1. Targeting Computer
2. Targeting Computer
3. Targeting Computer
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

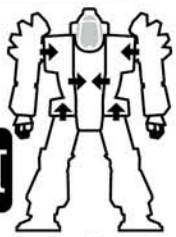
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Beagle Active Probe
6. Beagle Active Probe

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Snub-Nose PPC
4. Snub-Nose PPC
5. Endo Steel
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

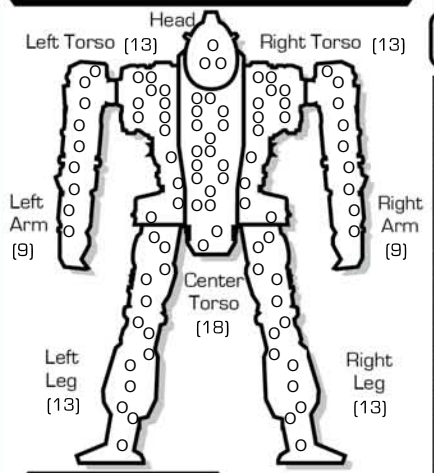
1-3

1. TAG
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Helios HEL-3D

Movement Points:
Walking: 4
Running: 6
Jumping: 4

Tonnage: 60
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	RT	4	2/Msl [M,C]	—	3	6	9
1	SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

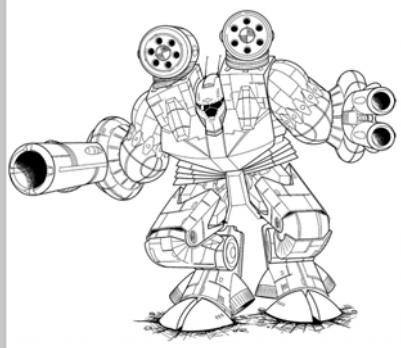
Cost: **BV:** 1,618

WARRIOR DATA

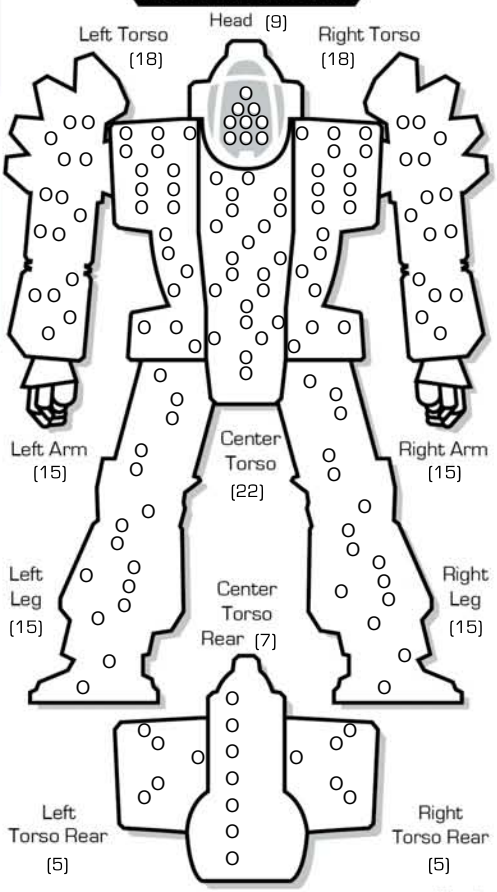
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Medium Laser
5. ER Medium Laser
6. Roll Again

1-3
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. SRM 6
5. SRM 6
6. Endo Steel

1-3
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

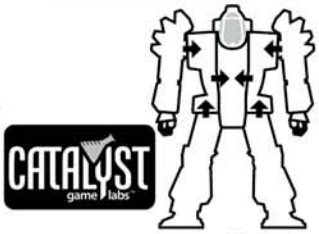
Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Endo Steel
6. Endo Steel

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1-3
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Roll Again
6. Roll Again

4-6

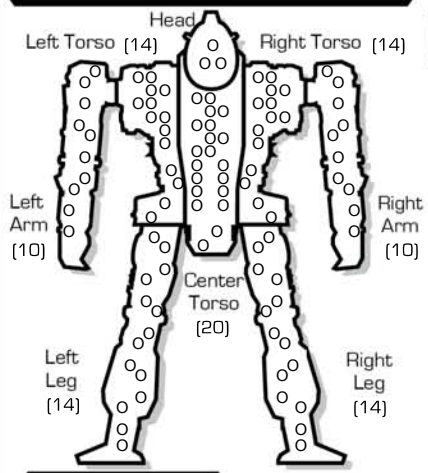
Right Torso
1. SRM 6
2. SRM 6
3. Ammo (SRM 6) 15
4. Ammo (Gauss) 8
5. Ammo (Gauss) 8
6. CASE

1-3
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Helios HEL-4A

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 4

Tonnage: 60
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	—	3	6	9
1	MRM 20	RT	6	1/Msl [M,C]	—	3	8	15
1	ER PPC	RA	15	10 [DE]	—	7	14	23
2	Medium Laser	LA	3	5 [DE]	—	3	6	9

Cost:

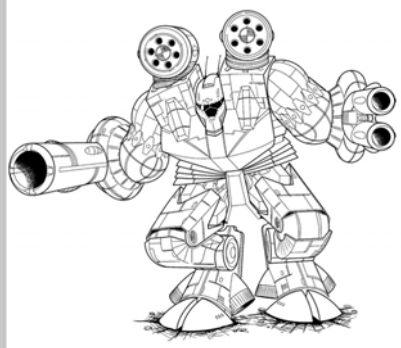
BV: 1,519

WARRIOR DATA

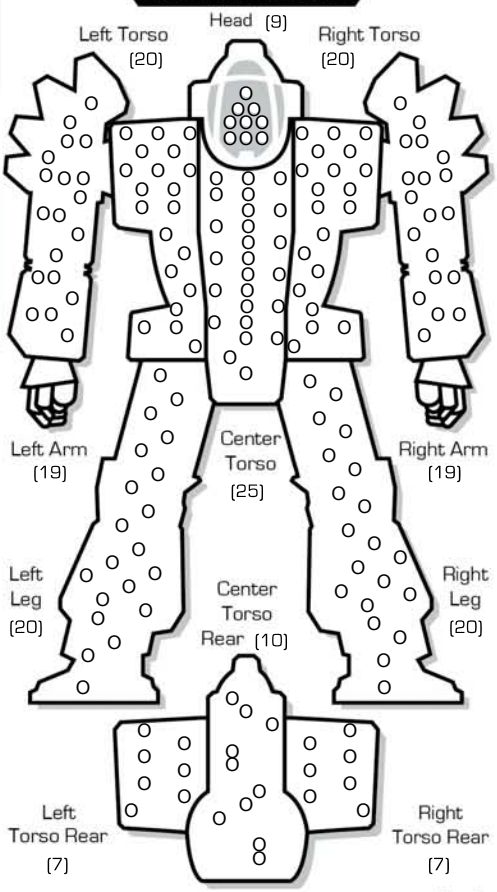
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

4-6
4. Medium Laser
5. Medium Laser
6. Roll Again

Left Torso

1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

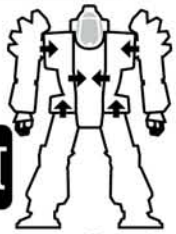
Head
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Endo Steel
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

4-6
4. ER PPC
5. ER PPC
6. ER PPC

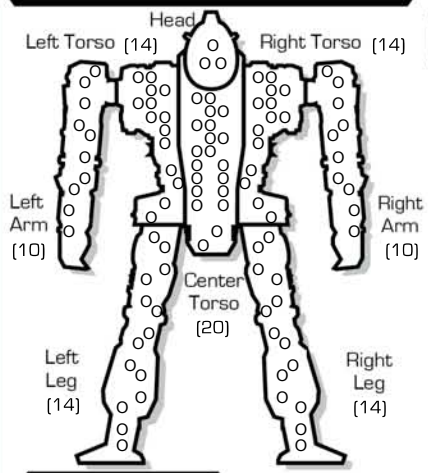
Right Torso

1-3
1. MRM 20
2. MRM 20
3. MRM 20
4. Ammo (MRM 20) 12
5. Ammo (MRM 20) 12
6. CASE

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 15 (30) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Helios HEL-6X

Movement Points:
- Walking: 5 [6]
- Running: 8 [9]
- Jumping: 5

Tonnage: 60
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium VSP Laser	RT	7	9/7/5 [P,V]	—	2	5	9
1	Improved C^3CPU	LT	—	[E]	—	—	—	—
1	Medium VSP Laser	LT	7	9/7/5 [P,V]	—	2	5	9
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

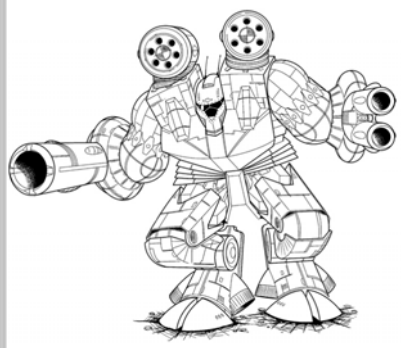
Cost: **BV:** 1,761

WARRIOR DATA

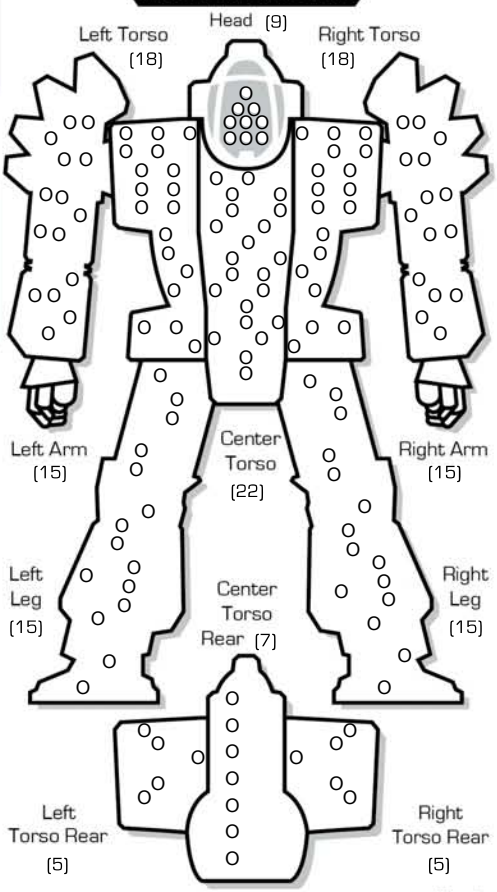
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. ER Medium Laser
5. ER Medium Laser
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine

1-3
3. Medium VSP Laser
4. Medium VSP Laser
5. Improved C^3CPU
6. Improved C^3CPU

4-6
1. Endo Steel
2. Endo Steel
3. Triple-Strength Myomer
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

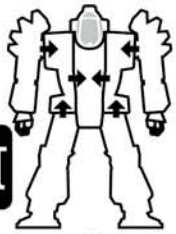
Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1. Light Fusion Engine
2. Light Fusion Engine

1-3
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Heavy PPC
5. Heavy PPC
6. Heavy PPC

4-6
1. Heavy PPC
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

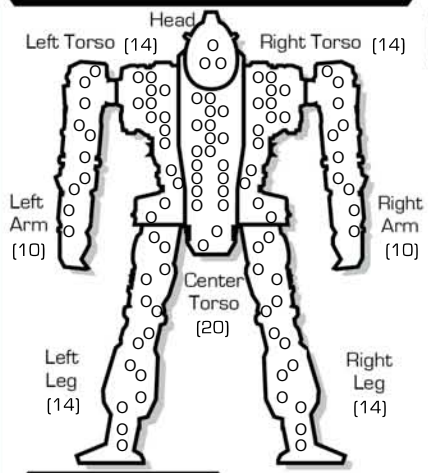
Right Torso
1. Light Fusion Engine
2. Light Fusion Engine

1-3
3. Medium VSP Laser
4. Medium VSP Laser
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
2. Triple-Strength Myomer
3. Triple-Strength Myomer
4. Triple-Strength Myomer
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Helios HEL-C

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 4

Tonnage: 60
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C^3 Slave	HD	—	[E]	—	—	—	—
1	SRM 6	RT	4	2/Msl [M,C]	—	3	6	9
1	SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

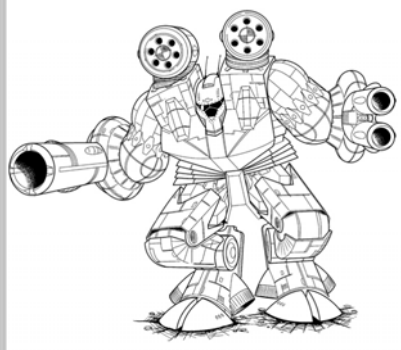
Cost: **BV:** 1,533

WARRIOR DATA

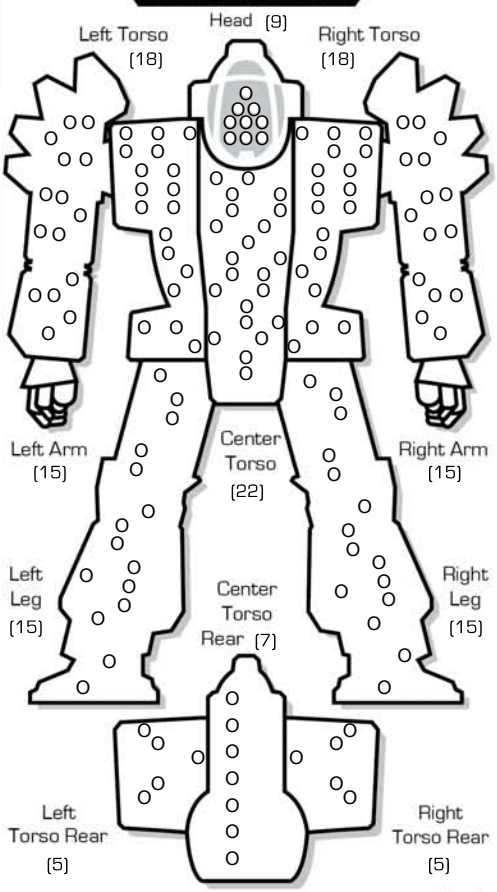
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Medium Laser
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. SRM 6
5. SRM 6
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. C^3 Slave
5. Sensors
6. Life Support

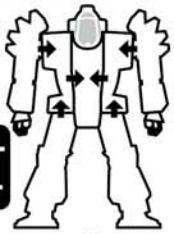
Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Endo Steel
6. Endo Steel

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1-3

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Roll Again
6. Roll Again

4-6

Right Torso
1. SRM 6
2. SRM 6
3. Ammo (SRM 6) 15
4. Ammo (Gauss) 8
5. Ammo (Gauss) 8
6. CASE

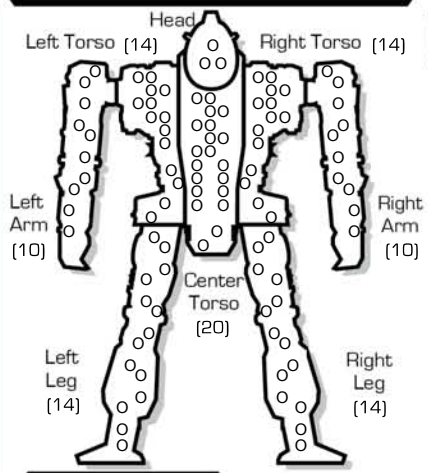
1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Ti Ts'ang TSG-9H

Movement Points:
- Walking: 6 [7]
- Running: 9 [11]
- Jumping: 6

Tonnage: 60
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	CT	0	0 [S]	—	5	10	15
2	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
2	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Hatchet	RA	—	12	—	—	—	—
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
4	ER Small Laser	LA	2	3 [DE]	—	2	4	5

Cost: **BV:** 1,841

WARRIOR DATA

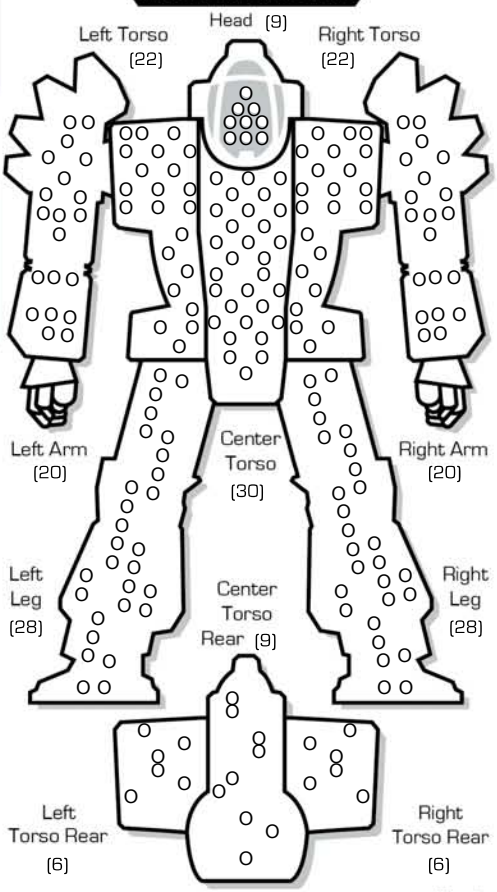
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Medium Laser
5. ER Small Laser
6. ER Small Laser

1-3

1. ER Small Laser
2. ER Small Laser
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. ER Medium Laser
6. ER Medium Laser

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Triple-Strength Myomer

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

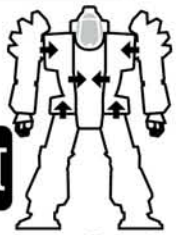
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. TAG
6. Roll Again

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Hatchet
6. Hatchet

1-3

1. Hatchet
2. Hatchet
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. ER Medium Laser
6. ER Medium Laser

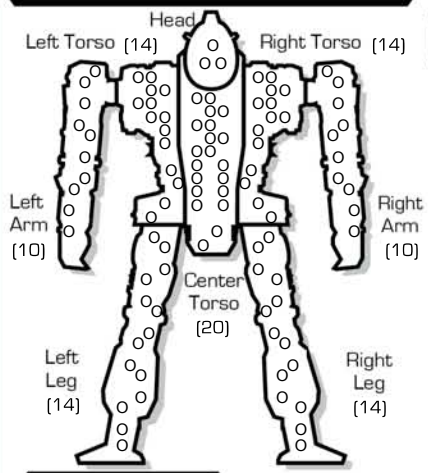
1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Triple-Strength Myomer

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (26) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Ti Ts'ang TSG-9C

Movement Points:
- Walking: 6 [7]
- Running: 9 [11]
- Jumping: 6

Tonnage: 60
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	3 [DE]	—	2	4	5
1	ER Small Laser	CT	2	3 [DE]	—	2	4	5
2	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Hatchet	RA	—	12	—	—	—	—
1	Plasma Rifle	LA	10	10 [DE,H,AI]	—	5	10	15

Cost:
BV: 1,950

WARRIOR DATA

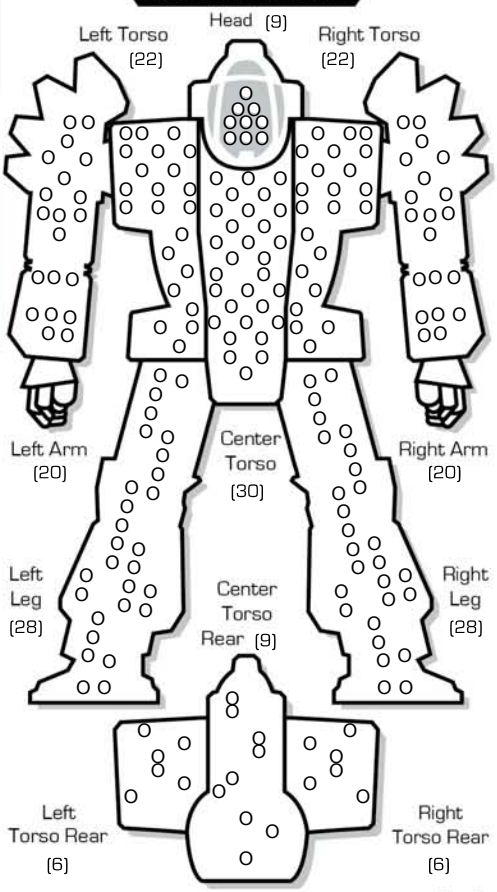
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. Plasma Rifle
5. Plasma Rifle
6. Endo Steel

1. Endo Steel
2. Endo Steel
4-6 3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. XL Fusion Engine
4. Jump Jet
5. Ammo (Plasma Rifle) 10
6. Ammo (Plasma Rifle) 10

1. Endo Steel
2. Endo Steel
4-6 3. Endo Steel
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Triple-Strength Myomer

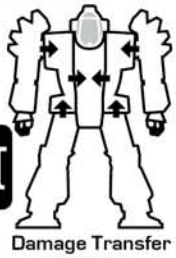
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Small Laser
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
4-6 3. XL Fusion Engine
4. XL Fusion Engine
5. ER Small Laser
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. Hand Actuator
5. Hatchet
6. Hatchet

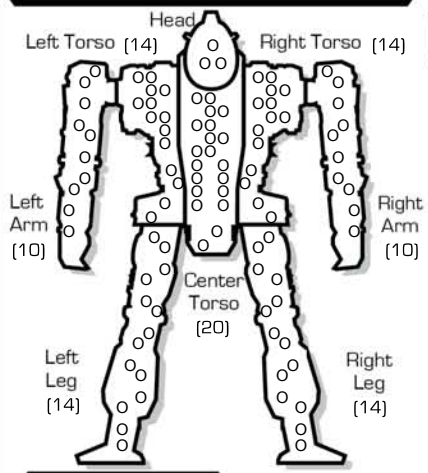
1. Hatchet
2. Hatchet
4-6 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. XL Fusion Engine
4. Jump Jet
5. ER Medium Laser
6. ER Medium Laser

1. Endo Steel
2. Endo Steel
4-6 3. Endo Steel
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Triple-Strength Myomer

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Ti Ts'ang TSG-9J

Movement Points:
- Walking: 6 [7]
- Running: 9 [11]
- Jumping: 6

Tonnage: 60
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	CT	12	8 [DE]	—	7	14	19
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Hatchet	RA	—	12	—	—	—	—
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
2	ER Small Laser	LA	2	3 [DE]	—	2	4	5

Cost:

BV: 1,870

WARRIOR DATA

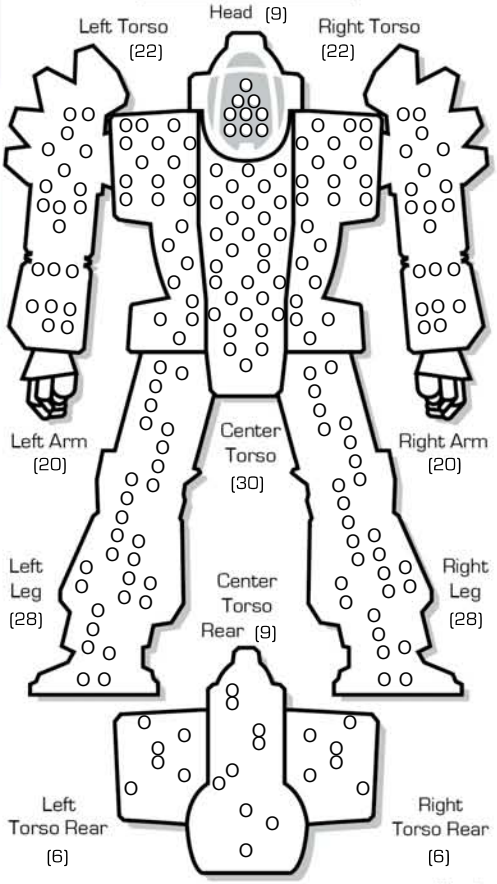
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Medium Laser
5. ER Small Laser
6. ER Small Laser

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. ER Medium Laser
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Triple-Strength Myomer
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

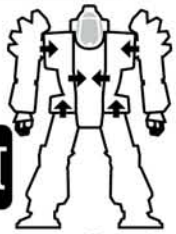
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ER Large Laser
6. ER Large Laser

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Hatchet
6. Hatchet

1-3

1. Hatchet
2. Hatchet
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. ER Medium Laser
6. Endo Steel

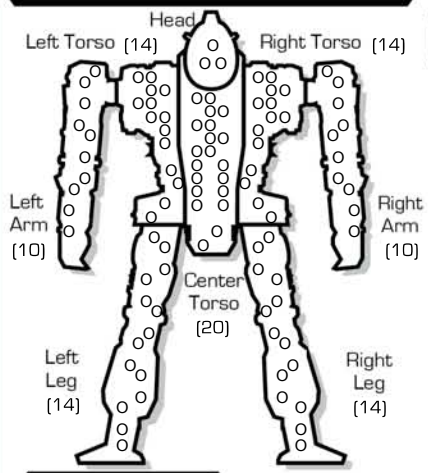
1-3

1. Endo Steel
2. Endo Steel
3. Triple-Strength Myomer
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Yeoman YMN-6Y

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tonnage: 60
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	RT	4	1/Msl [M,C,S]	6	7	14	21
1	LRM 15	RT	5	1/Msl [M,C,S]	6	7	14	21
1	LRM 10	LT	4	1/Msl [M,C,S]	6	7	14	21
1	LRM 15	LT	5	1/Msl [M,C,S]	6	7	14	21

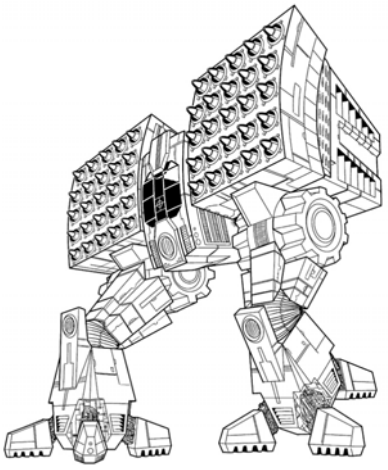
Cost: **BV:** 1,344

WARRIOR DATA

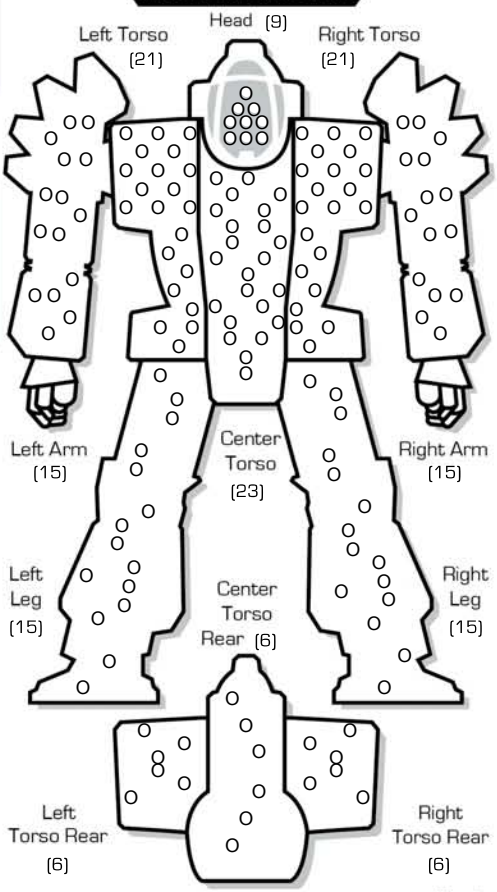
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

1-3

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso
1. LRM 15
2. LRM 15
3. LRM 15
4. LRM 10
5. LRM 10
6. Ammo (LRM 15) 8

1-3

4-6

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Endo Steel
6. Endo Steel

Right Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. LRM 15
5. LRM 15
6. LRM 15

1-3

1. Ammo (LRM 15) 8
2. Ammo (LRM 10) 12
3. CASE
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

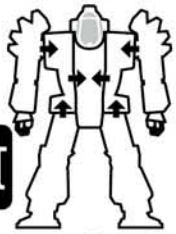
4-6

1. LRM 10
2. LRM 10
3. Ammo (LRM 15) 8
4. Ammo (LRM 15) 8
5. Ammo (LRM 10) 12
6. CASE

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

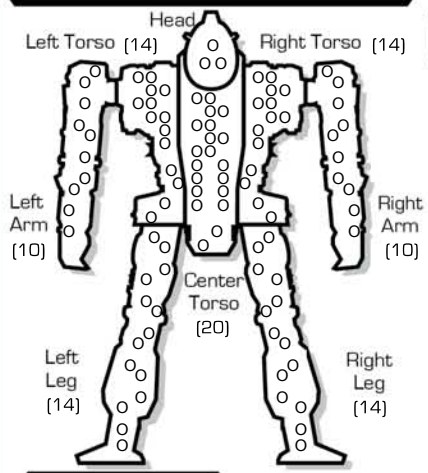
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Yeoman YMN-10-OR

Movement Points:
Walking: 4
Running: 6
Jumping: 4

Tonnage: 60
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	RA	4	1/Msl [M,C,S]	6	7	14	21
2	MML 5	RA	3	[M,S,C]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	LRM 10	LA	4	1/Msl [M,C,S]	6	7	14	21
2	MML 5	LA	3	[M,S,C]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9

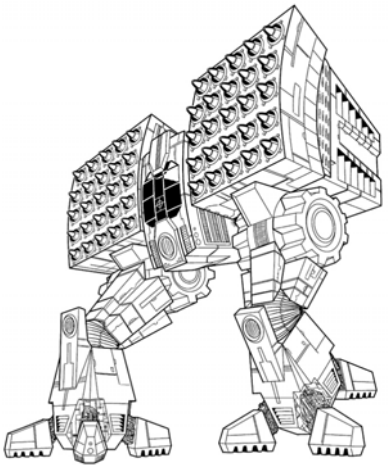
Cost: BV: 1,319

WARRIOR DATA

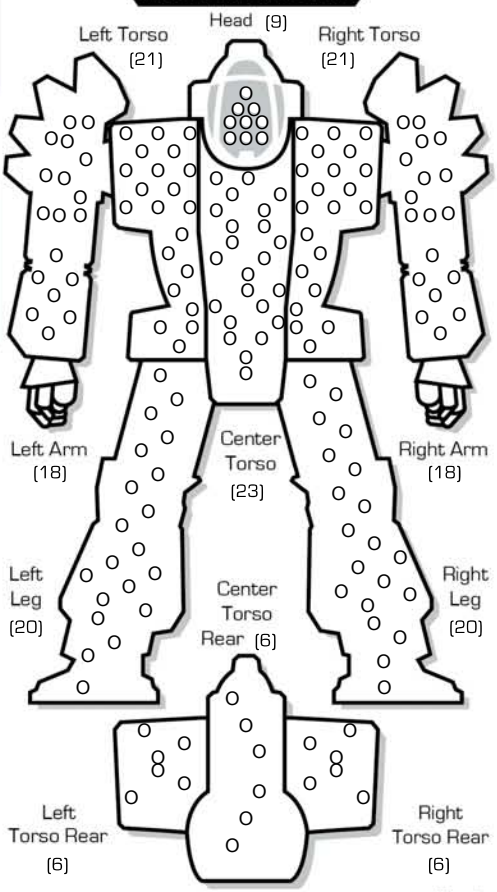
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. LRM 10
4. LRM 10
5. MML 5
6. MML 5

1. MML 5
2. MML 5
3. MML 5
4. MML 5
5. Endo Steel
6. Endo Steel

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Jump Jet
4. Jump Jet
5. Ammo (LRM 10) 12
6. Ammo (MML 5/LRM) 24

1. Ammo (MML 5/SRM) 20
2. CASE
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

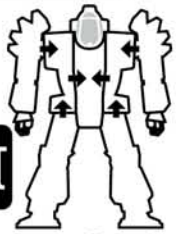
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

1. XL Gyro
2. XL Gyro
3. XL Gyro
4. Light Fusion Engine
5. Light Fusion Engine
6. Light Fusion Engine

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. LRM 10
4. LRM 10
5. MML 5
6. MML 5

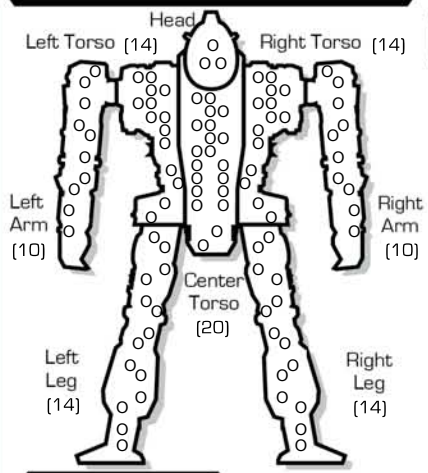
1. MML 5
2. MML 5
3. MML 5
4. MML 5
5. Endo Steel
6. Endo Steel

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Jump Jet

1. Jump Jet
2. Ammo (LRM 10) 12
3. Ammo (LRM 10) 12
4. Ammo (MML 5/SRM) 20
5. CASE
6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: JagerMech III JM6-D3

Movement Points:
Walking: 5
Running: 8
Jumping: 0

Tonnage: 65
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	PPC	RA	10	10 [DE]	3	6	12	18
1	Ultra AC/2	RA	1	2/Sht [DB,R,C]	3	8	17	25
1	PPC	LA	10	10 [DE]	3	6	12	18
1	Ultra AC/2	LA	1	2/Sht [DB,R,C]	3	8	17	25

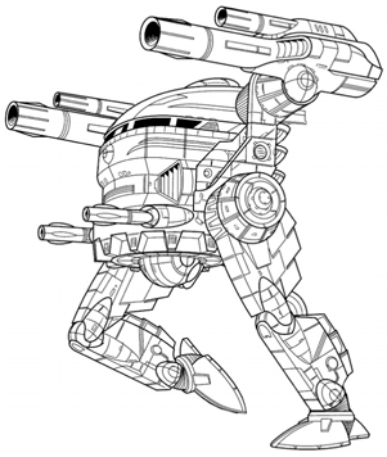
Cost:
BV: 1,537

WARRIOR DATA

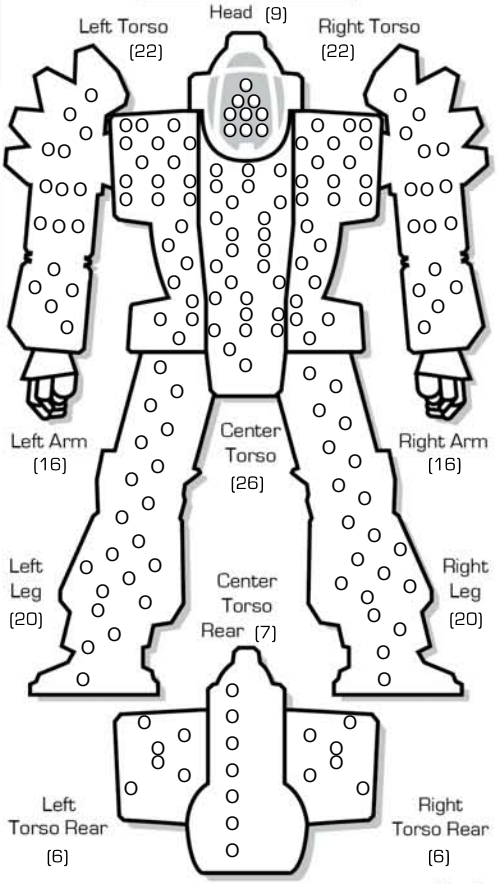
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. PPC (1-3)
4. PPC (1-3)
5. PPC (1-3)
6. Ultra AC/2 (1-3)
1. Ultra AC/2 (1-3)
2. Ultra AC/2 (1-3)
3. Ferro-Fibrous (4-6)
4. Ferro-Fibrous (4-6)
5. Ferro-Fibrous (4-6)
6. Ferro-Fibrous (4-6)

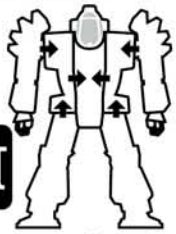
Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Medium Laser (1-3)
5. Ferro-Fibrous (1-3)
6. Ferro-Fibrous (1-3)
1. Ferro-Fibrous (4-6)
2. Ferro-Fibrous (4-6)
3. Ferro-Fibrous (4-6)
4. Ferro-Fibrous (4-6)
5. Ferro-Fibrous (4-6)
6. Ferro-Fibrous (4-6)

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)
1. Gyro (4-6)
2. XL Fusion Engine (4-6)
3. XL Fusion Engine (4-6)
4. XL Fusion Engine (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



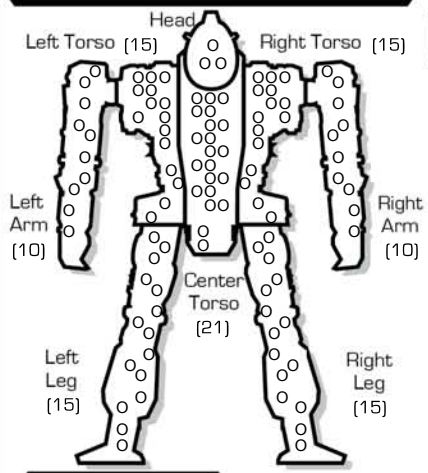
Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. PPC (1-3)
4. PPC (1-3)
5. PPC (1-3)
6. Ultra AC/2 (1-3)
1. Ultra AC/2 (1-3)
2. Ultra AC/2 (1-3)
3. Endo Steel (4-6)
4. Endo Steel (4-6)
5. Endo Steel (4-6)
6. Endo Steel (4-6)

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Medium Laser (1-3)
5. Ammo (Ultra AC/2) 45 (1-3)
6. Endo Steel (1-3)
1. Endo Steel (4-6)
2. Endo Steel (4-6)
3. Endo Steel (4-6)
4. Endo Steel (4-6)
5. Endo Steel (4-6)
6. Endo Steel (4-6)

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: JagerMech III JM6-D4

Movement Points:
Walking: 5
Running: 8
Jumping: 0

Tonnage: 65
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Light PPC	RA	5	5 [DE]	3	6	12	18
1	PPC	RA	10	10 [DE]	3	6	12	18
1	Light PPC	LA	5	5 [DE]	3	6	12	18
1	PPC	LA	10	10 [DE]	3	6	12	18

Cost:

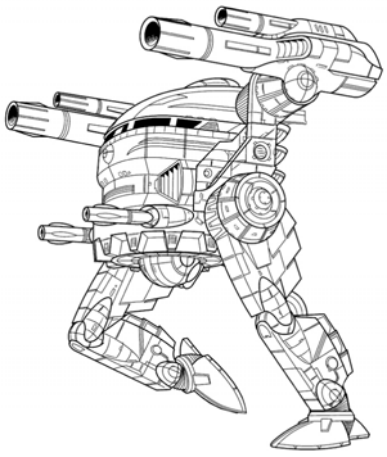
BV: 1,831

WARRIOR DATA

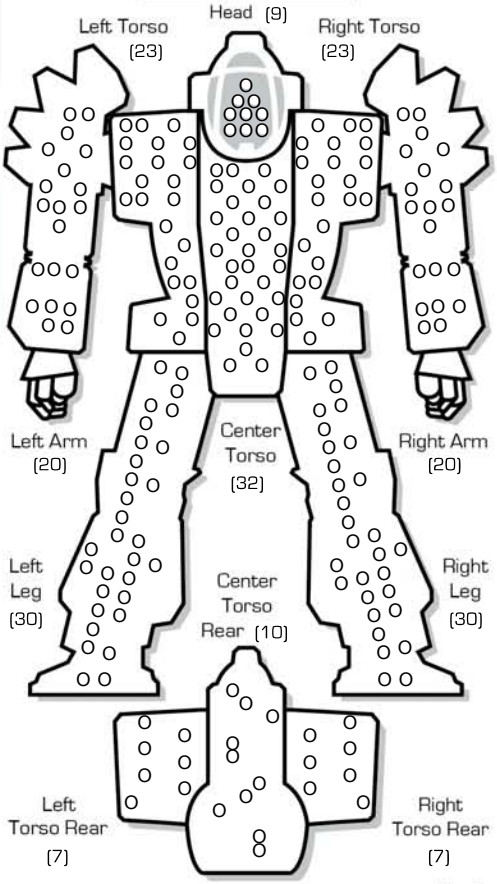
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. PPC (1-3)
4. PPC
5. PPC
6. Light PPC
1. Light PPC (4-6)
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

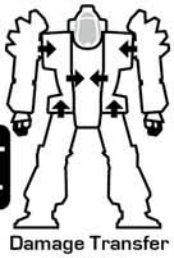
Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. Medium Laser (4-6)
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Light Ferro-Fibrous

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Gyro
5. Gyro
6. Gyro
1. Gyro (4-6)
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Medium Laser
6. Medium Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



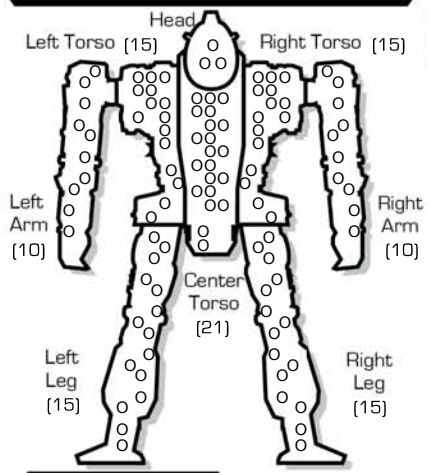
Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. PPC (1-3)
4. PPC
5. PPC
6. Light PPC
1. Light PPC (4-6)
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. Double Heat Sink (4-6)
2. Double Heat Sink
3. Double Heat Sink
4. Medium Laser
5. Endo Steel
6. Light Ferro-Fibrous

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Light Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 (32) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Jinggau JN-G8A

Movement Points:
Walking: 5
Running: 8
Jumping: 5

Tonnage: 65
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
4	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

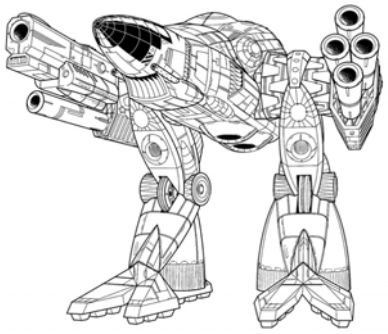
Cost: **BV:** 2,072

WARRIOR DATA

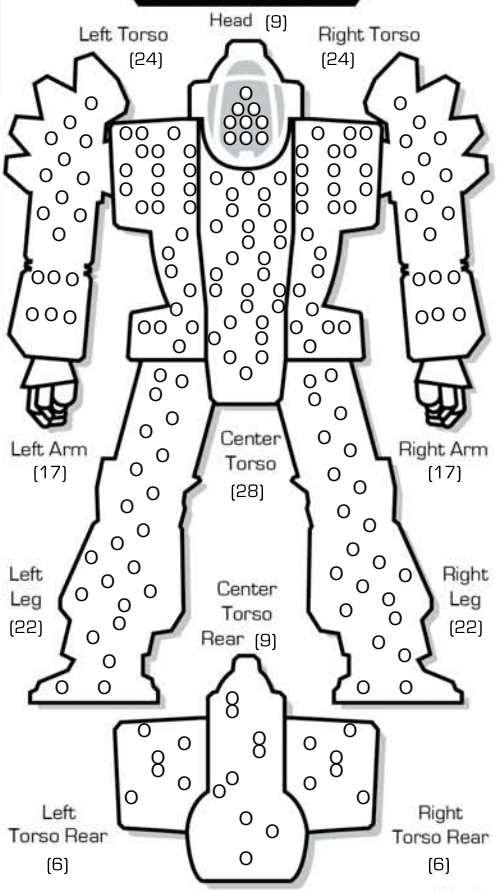
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. ER Medium Laser
4. ER Medium Laser
5. ER Medium Laser
6. ER Medium Laser

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Endo Steel
5. Endo Steel
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

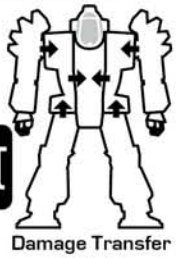
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Roll Again

4-6

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Medium Pulse Laser
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1-3

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Roll Again
6. Roll Again

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Ammo (Gauss) 8
5. Ammo (Gauss) 8
6. Endo Steel

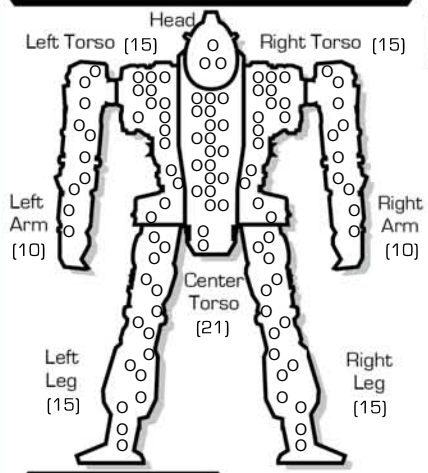
1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (26) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Jinggau JN-G7L

Movement Points:
Walking: 5
Running: 8
Jumping: 5

Tonnage: 65
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Plasma Rifle	RA	10	10 [DE,H,AI]	—	5	10	15
6	Medium Laser	LA	3	5 [DE]	—	3	6	9

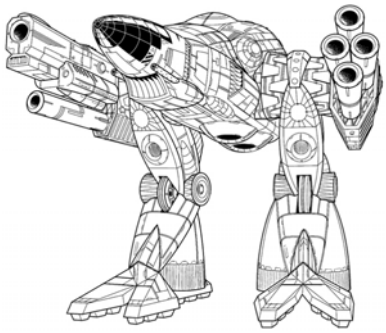
Cost: **BV:** 2,137

WARRIOR DATA

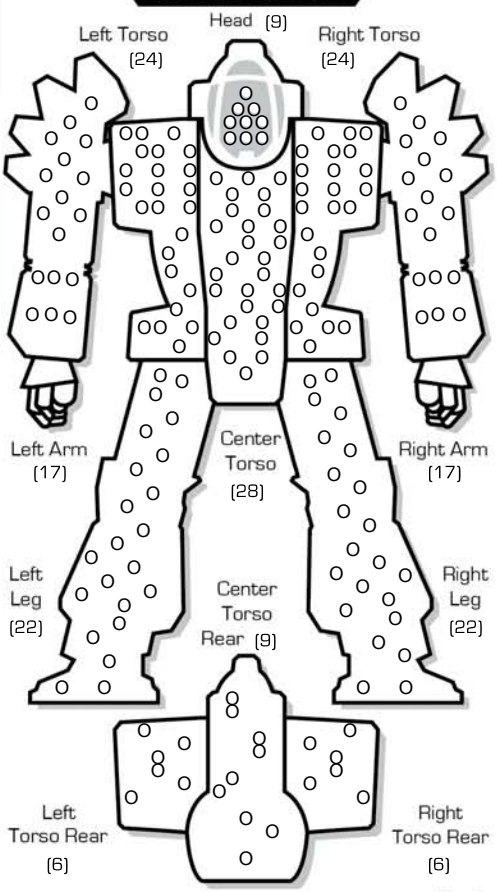
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Medium Laser

1-3
1. Medium Laser
2. Medium Laser
3. Medium Laser
4. Medium Laser
5. Medium Laser
6. Roll Again

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Endo Steel
5. Endo Steel
6. Endo Steel

1-3
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

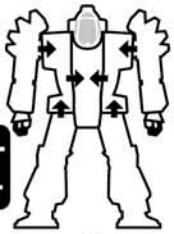
Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Roll Again

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Plasma Rifle

1-3
1. Plasma Rifle
2. Plasma Rifle
3. Plasma Rifle
4. Ammo (Plasma Rifle) 10
5. Roll Again
6. Roll Again

4-6

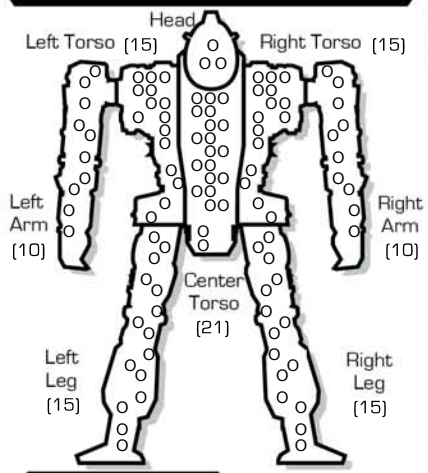
Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Ammo (Plasma Rifle) 10
5. Ammo (Plasma Rifle) 10
6. Endo Steel

1-3
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 15 (30) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Jinggau JN-G9CC

Movement Points:
Walking: 5
Running: 8 [10]
Jumping: 0

Tonnage: 65
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	RT	—	[E]	—	—	—	4
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
1	Large VSP Laser	RA	10	11/9/7 [P,V]	—	4	8	15
1	Snub-Nose PPC	RA	10	10/8/5 [DE,V]	—	9	13	15
3	Small VSP Laser	LA	3	5/4/3 [P,V]	—	2	4	6

Cost:

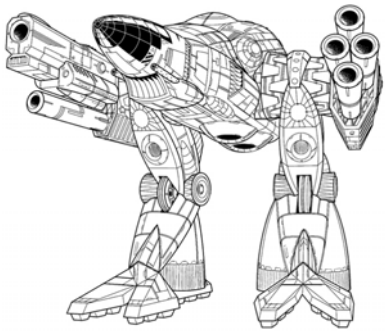
BV: 1,709

WARRIOR DATA

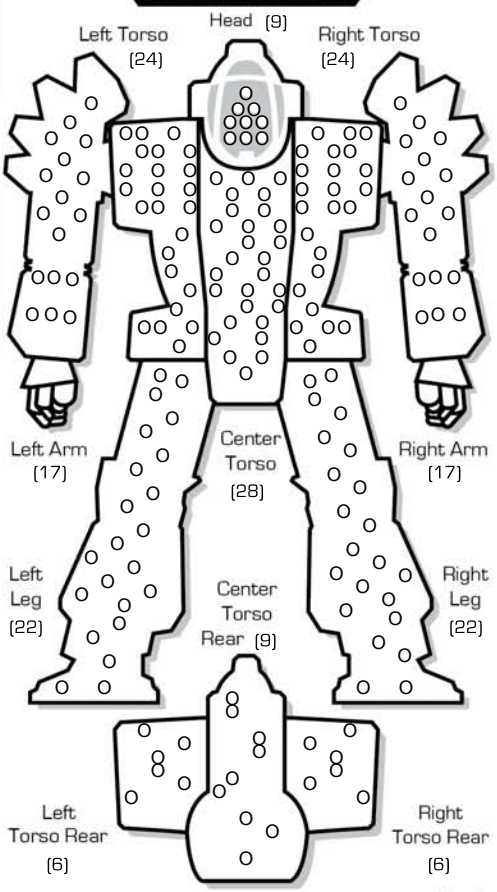
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Small VSP Laser
4. Small VSP Laser
5. Small VSP Laser
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Stealth
6. Stealth

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. MASC
5. MASC
6. MASC

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Stealth
6. Stealth

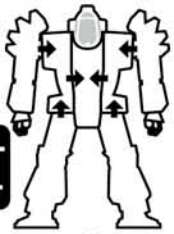
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

Head
1. Life Support
2. Sensors
3. Command Console
4. Command Console
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

1. XL Gyro
2. XL Gyro
3. XL Gyro
4. XL Fusion Engine
5. XL Fusion Engine
6. XL Fusion Engine

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Large VSP Laser
4. Large VSP Laser
5. Large VSP Laser
6. Large VSP Laser

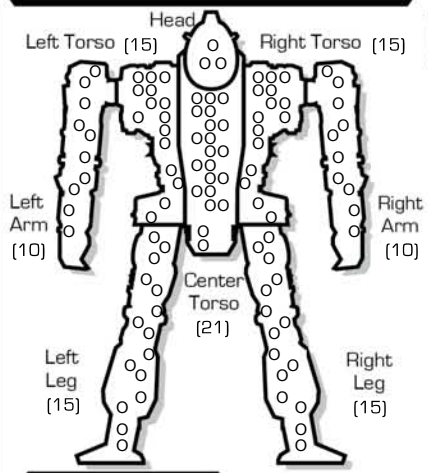
1. Snub-Nose PPC
2. Snub-Nose PPC
3. Endo Steel
4. Endo Steel
5. Stealth
6. Stealth

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Beagle Active Probe
5. Beagle Active Probe
6. Guardian ECM Suite

1. Guardian ECM Suite
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Stealth
6. Stealth

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (26) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Barghest BGS-1T

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 0

Tonnage: 70
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 20-X AC	CT/RT	6	20 [DB,C/F/S]	—	4	8	12
2	ER Large Laser	LT	12	8 [DE]	—	7	14	19

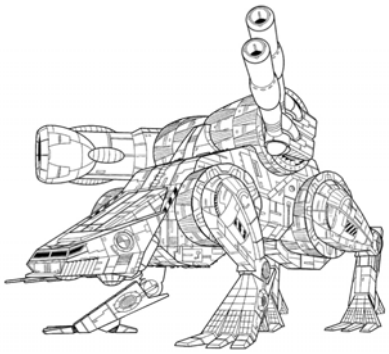
Cost: **BV:** 1,787

WARRIOR DATA

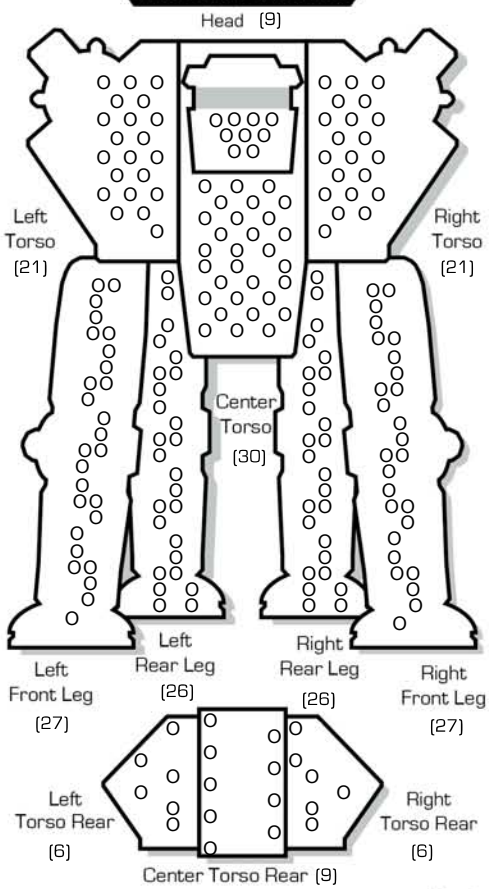
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Left Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Roll Again
6. Roll Again

Center Torso
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. LB 20-X AC
6. LB 20-X AC

Right Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Roll Again
6. Roll Again

Left Torso
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. ER Large Laser
5. ER Large Laser
6. ER Large Laser

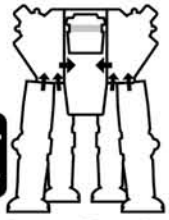
4-6:
1. ER Large Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

Right Torso
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. LB 20-X AC
5. LB 20-X AC
6. LB 20-X AC

4-6:
1. LB 20-X AC
2. LB 20-X AC
3. LB 20-X AC
4. LB 20-X AC
5. LB 20-X AC
6. LB 20-X AC

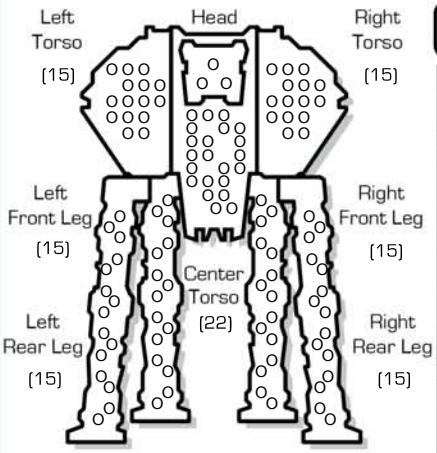
Left Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Ammo (LB 20-X) 5
6. Ammo (LB 20-X Cluster) 5



Damage Transfer Diagram

Right Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Ammo (LB 20-X) 5
6. Ammo (LB 20-X Cluster) 5

INTERNAL STRUCTURE DIAGRAM



Heat Scale: Overflow, 30*, 29, 28*, 27, 26*, 25*, 24*, 23*, 22*, 21, 20*, 19*, 18*, 17*, 16, 15*, 14*, 13*, 12, 11, 10*, 9, 8*, 7, 6, 5*, 4, 3, 2, 1, 0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Barghest BGS-2T

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 0

Tonnage: 70
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	CT/RT	8	20/Sht [DB,R,C]	—	3	7	10
1	ER PPC	LT	15	10 [DE]	—	7	14	23

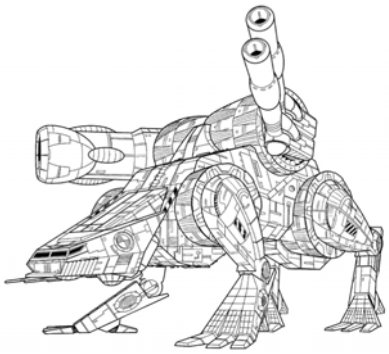
Cost: **BV:** 1,794

WARRIOR DATA

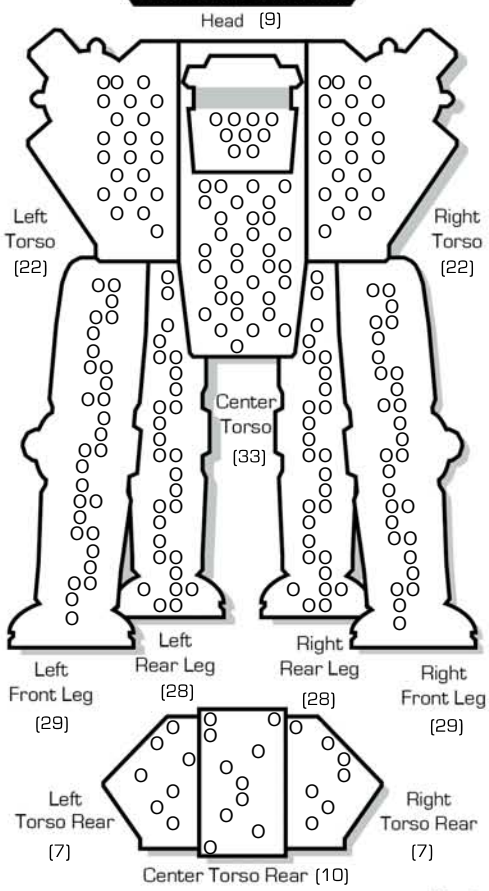
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Left Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Roll Again
6. Roll Again

Right Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Roll Again
6. Roll Again

Center Torso
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ultra AC/20
6. Roll Again

Left Torso
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. ER PPC
5. ER PPC
6. ER PPC

4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

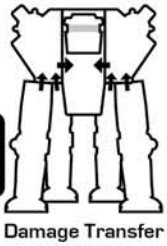
Right Torso
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

4-6:
1. Ultra AC/20
2. Ultra AC/20
3. Ultra AC/20
4. Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

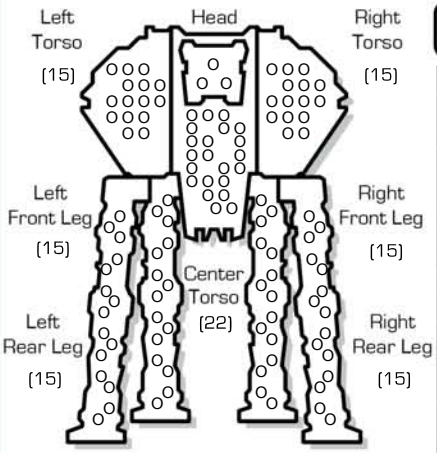
Left Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Ammo (Ultra AC/20) 5
6. Ammo (Ultra AC/20) 5

Right Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Ammo (Ultra AC/20) 5
6. Ammo (Ultra AC/20) 5



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Barghest BGS-3T

Movement Points:
Walking: 5
Running: 8
Jumping: 0

Tonnage: 70
Tech Base: Inner Sphere
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Gauss Rifle	CT/RT	2	25/20/10 [DB,X]	4	6	13	20
1	ER Large Laser	LT	12	8 [DE]	—	7	14	19

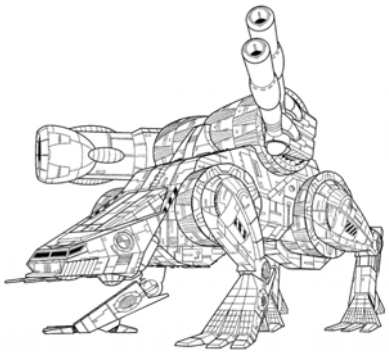
Cost: **BV:** 1,900

WARRIOR DATA

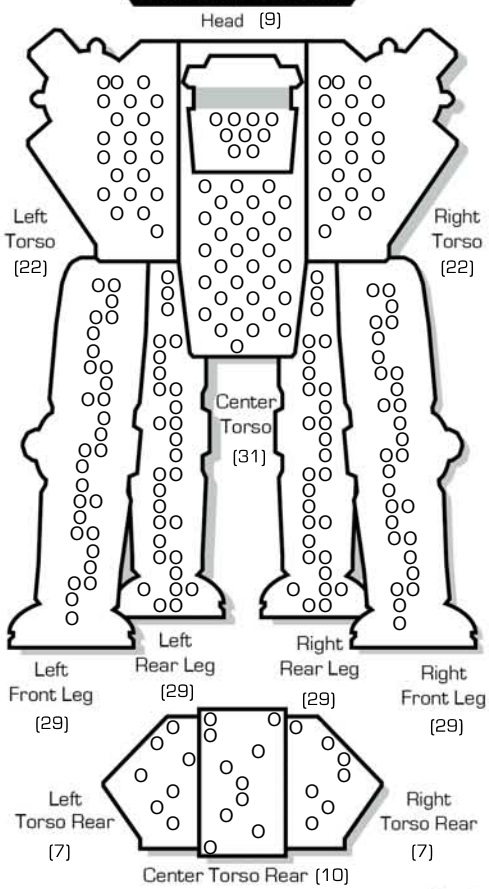
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Left Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Roll Again
6. Roll Again

Center Torso
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Heavy Gauss Rifle
6. Heavy Gauss Rifle

Right Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Roll Again
6. Roll Again

Left Torso
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. ER Large Laser
5. ER Large Laser
6. Roll Again

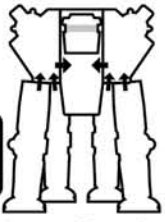
4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

Right Torso
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Heavy Gauss Rifle
5. Heavy Gauss Rifle
6. Heavy Gauss Rifle

4-6:
1. Heavy Gauss Rifle
2. Heavy Gauss Rifle
3. Heavy Gauss Rifle
4. Heavy Gauss Rifle
5. Heavy Gauss Rifle
6. Heavy Gauss Rifle

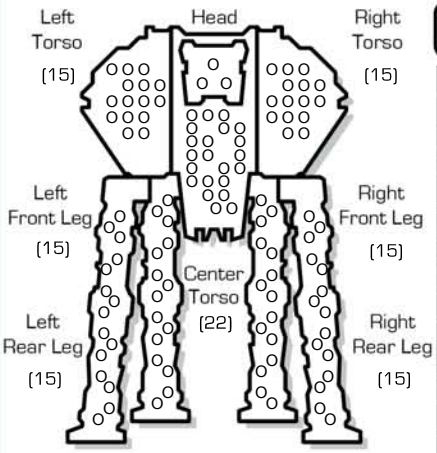
Left Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Ammo (Heavy Gauss) 4
6. Ammo (Heavy Gauss) 4



Damage Transfer Diagram

Right Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Ammo (Heavy Gauss) 4
6. Ammo (Heavy Gauss) 4

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Barghest BGS-7S

Movement Points:
Walking: 5
Running: 8
Jumping: 0

Tonnage: 70
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Flamer	HD	4	2 [DE,H,AI]	—	3	5	7
1	Medium Pulse Laser(R)	CT	4	6 [P]	—	2	4	6
1	Light PPC	RT	5	5 [DE]	3	6	12	18
1	Medium VSP Laser	RT	7	9/7/5 [P,V]	—	2	5	9
1	Light PPC	LT	5	5 [DE]	3	6	12	18
1	Medium VSP Laser	LT	7	9/7/5 [P,V]	—	2	5	9
1	MML 7	LT	4	[M,S,C]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
	w/Artemis IV FCS							

Cost:

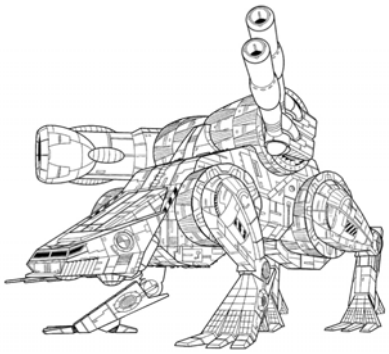
BV: 1,526

WARRIOR DATA

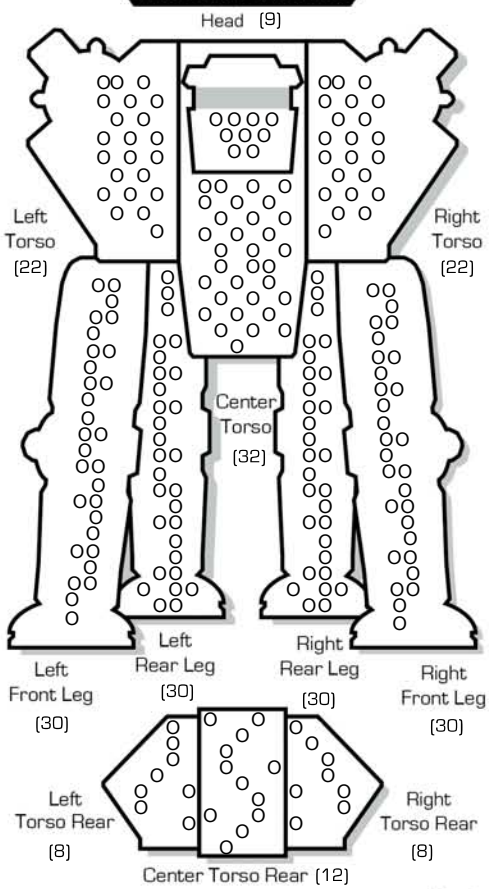
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Flamer
5. Sensors
6. Life Support

Left Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Light Ferro-Fibrous
6. Roll Again

Center Torso
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Medium Pulse Laser(R)
6. Light Ferro-Fibrous

Right Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Light Ferro-Fibrous
6. Roll Again

Left Torso
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. MML 7
5. MML 7
6. MML 7

4-6:
1. MML 7
2. Artemis IV FCS
3. Medium VSP Laser
4. Medium VSP Laser
5. Light PPC
6. Light PPC

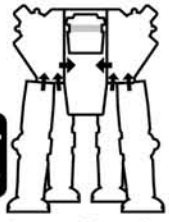
Right Torso
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Medium VSP Laser
5. Medium VSP Laser
6. Light PPC

4-6:
1. Light PPC
2. Ammo (MML 7/LRM) 17
3. Ammo (MML 7/SRM) 14
4. CASE
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

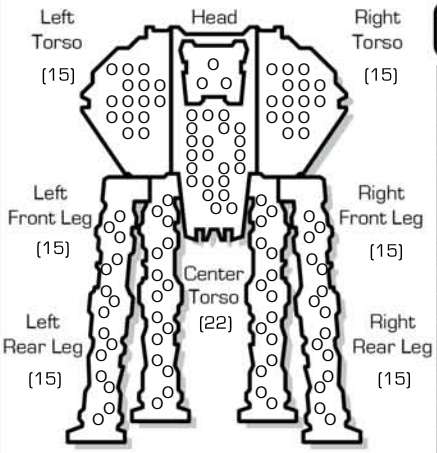
Left Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Light Ferro-Fibrous
6. Roll Again

Right Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Light Ferro-Fibrous
6. Roll Again



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Shugenja SJA-7D

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tonnage: 75
Tech Base: Inner Sphere
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C^3 Master	RT	0	[E]	—	5	10	15
1	MRM 30	LT	10	1/Msl [M,C]	—	3	8	15
2	Large Laser	RA	8	8 [DE]	—	5	10	15
1	ER PPC	LA	15	10 [DE]	—	7	14	23

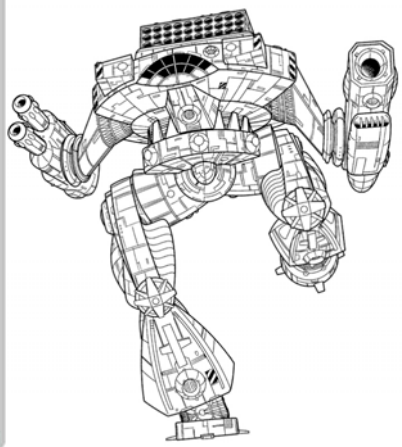
Cost: **BV:** 1,656

WARRIOR DATA

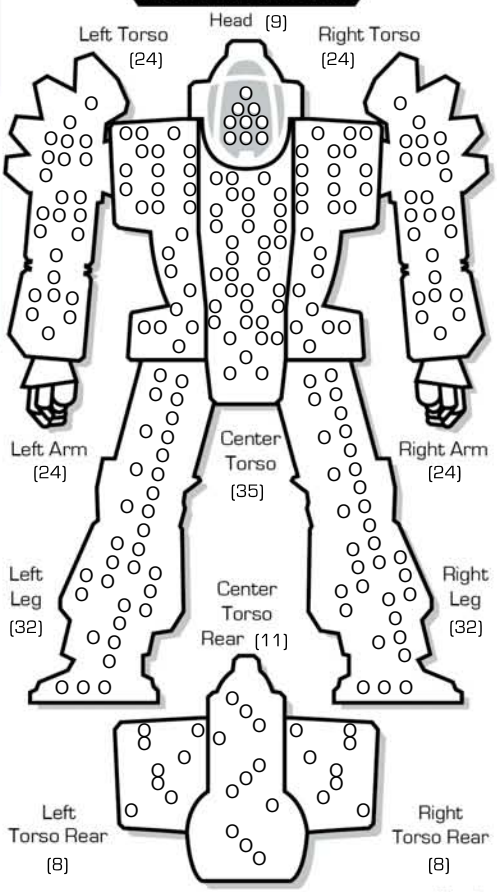
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ER PPC
2. ER PPC
4-6 3. ER PPC
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. XL Fusion Engine
4. MRM 30
5. MRM 30
6. MRM 30

1. MRM 30
2. MRM 30
4-6 3. Ammo (MRM 30) 8
4. Ammo (MRM 30) 8
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
4-6 3. XL Fusion Engine
4. XL Fusion Engine
5. Ferro-Fibrous
6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

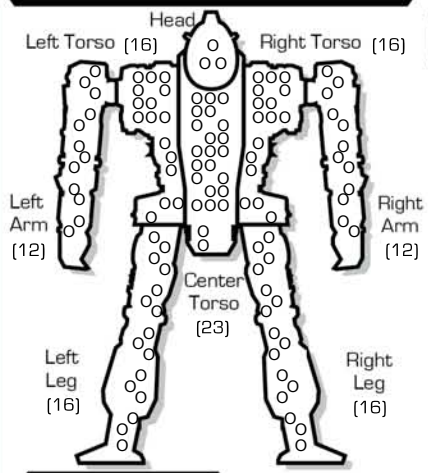
1. Large Laser
2. Large Laser
4-6 3. Large Laser
4. Large Laser
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. C^3 Master
2. C^3 Master
4-6 3. C^3 Master
4. C^3 Master
5. C^3 Master
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 15 (30) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Shugenja SJA-8H

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tonnage: 75
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	C³ Master	RT	0	[E]	—	5	10	15
1	MRM 30	LT	10	1/Msl [M,C]	—	3	8	15
2	Light PPC	RA	5	5 [DE]	3	6	12	18
1	ER PPC	LA	15	10 [DE]	—	7	14	23
1	A-Pod	RL	—	[PD,OS,AI]	—	—	—	—
1	B-Pod	LL	0	1 [DB,PD,AI,X,OS]	—	0	0	—

Cost:

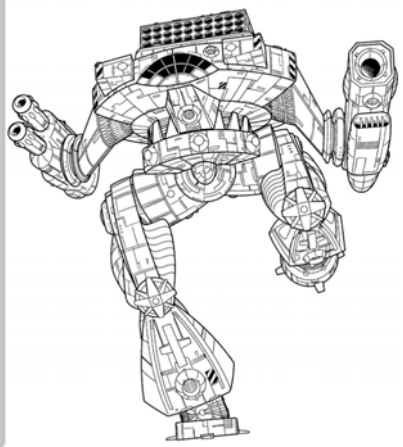
BV: 1,692

WARRIOR DATA

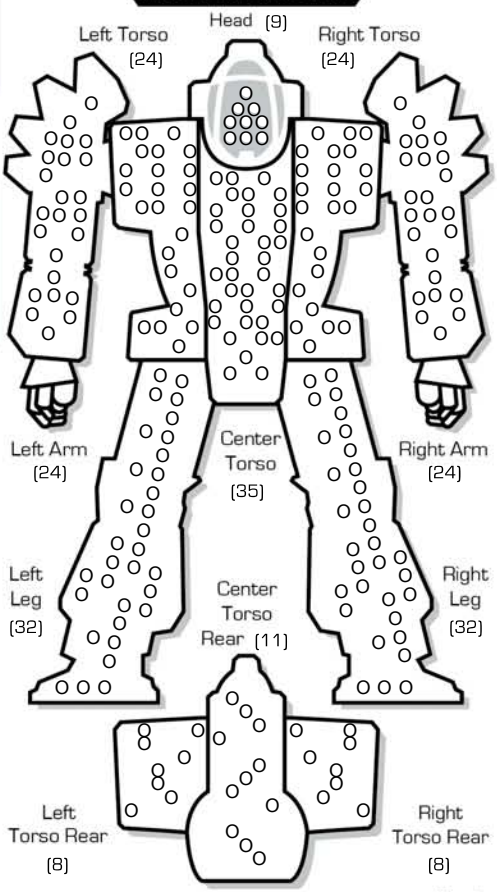
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. ER PPC
5. ER PPC
6. ER PPC
1. Endo Steel
2. Endo Steel
4-6 3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
1-3 3. MRM 30
4. MRM 30
5. MRM 30
6. MRM 30
1. MRM 30
2. Ammo (MRM 30) 8
4-6 3. Ammo (MRM 30) 8
4. Endo Steel
5. Endo Steel
6. CASE

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. B-Pod
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
1-3 3. Light Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. Light Fusion Engine
1. Light Fusion Engine
2. Light Fusion Engine
4-6 3. Guardian ECM Suite
4. Guardian ECM Suite
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



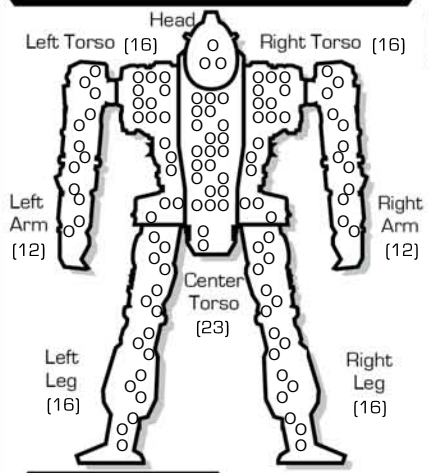
Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. Light PPC
5. Light PPC
6. Light PPC
1. Light PPC
2. Endo Steel
4-6 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
1-3 3. C³ Master
4. C³ Master
5. C³ Master
6. C³ Master
1. C³ Master
2. Endo Steel
4-6 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. A-Pod
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Toyama TYM-1A

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 0

Tonnage: 75
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
1	LRM 20	RT	6	1/Msl [M,C,S]	6	7	14	21
3	Medium Laser	LT	3	5 [DE]	—	3	6	9
2	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	LB 10-X AC	LA	2	10 [DB,C/F/S]	—	6	12	18

Cost:

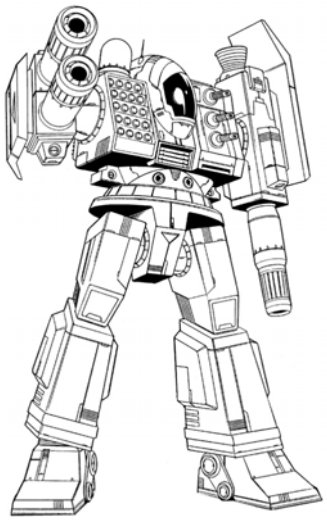
BV: 1,714

WARRIOR DATA

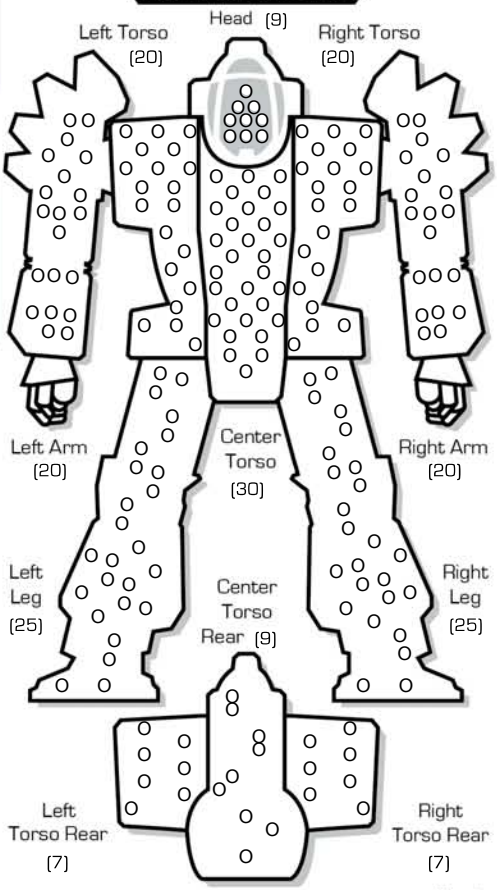
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

(1-3)

1. LB 10-X AC
2. LB 10-X AC
3. Ammo (LB 10-X) 10
4. Ammo (LB 10-X Cluster) 10
5. Endo Steel
6. Endo Steel

(4-6)

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

(1-3)

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Medium Laser
5. Medium Laser
6. Medium Laser

(4-6)

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

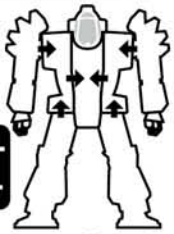
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

(1-3)

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

(4-6)

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



CATALYST game labs

Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. ER Large Laser
4. ER Large Laser
5. ER Large Laser
6. ER Large Laser

(1-3)

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

(4-6)

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. LRM 20
5. LRM 20
6. LRM 20

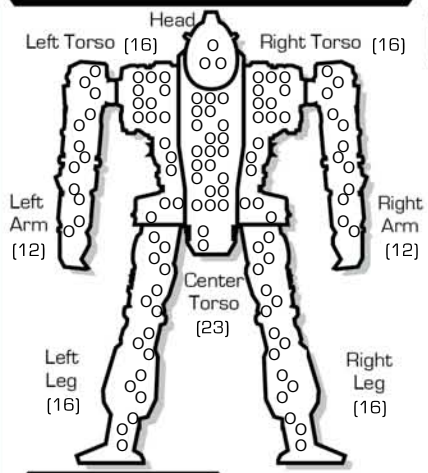
(1-3)

1. LRM 20
2. LRM 20
3. Ammo (LRM 20) 6
4. Ammo (LRM 20) 6
5. Guardian ECM Suite
6. Guardian ECM Suite

(4-6)

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 (28) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Toyama TYM-1B

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tonnage: 75
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C^3CPU	RT	—	[E]	—	—	—	—
1	LRM 15	RT	5	1/Msl [M,C,S]	6	7	14	21
2	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
2	Light PPC	RA	5	5 [DE]	3	6	12	18
1	Heavy PPC	LA	15	15 [DE]	3	6	12	18

Cost:

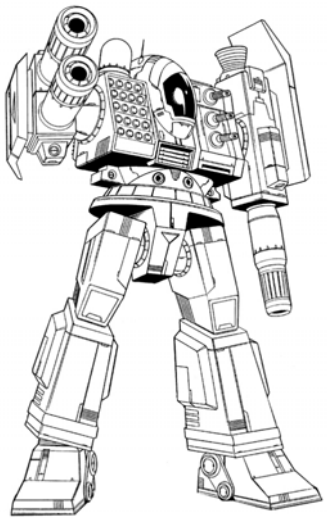
BV: 1,788

WARRIOR DATA

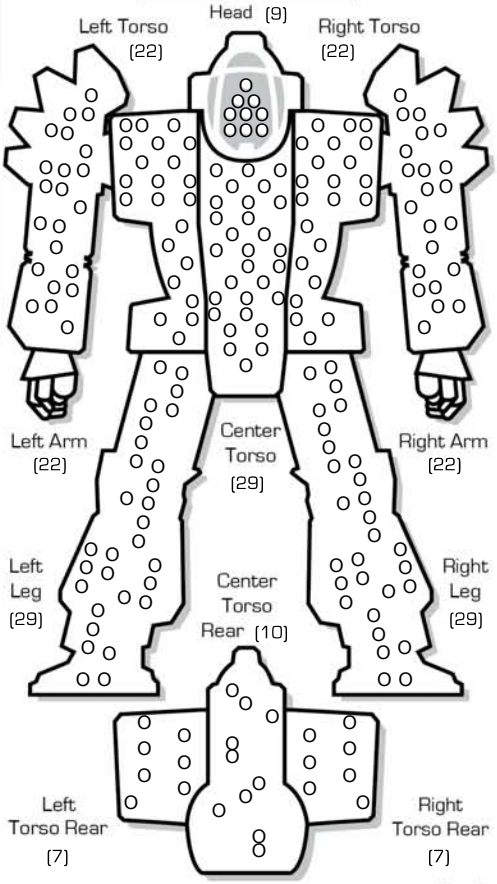
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
1-3: 3. Double Heat Sink, 4. Double Heat Sink, 5. Double Heat Sink, 6. Double Heat Sink
1. Double Heat Sink
2. Double Heat Sink
4-6: 3. Heavy PPC, 4. Heavy PPC, 5. Heavy PPC, 6. Heavy PPC

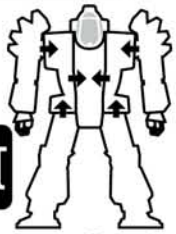
Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
1-3: 3. ER Medium Laser, 4. ER Medium Laser
5. Endo Steel
6. Endo Steel
1. Endo Steel
2. Endo Steel
4-6: 3. Endo Steel, 4. Endo Steel, 5. Endo Steel, 6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
1-3: 3. Light Fusion Engine, 4. Compact Gyro, 5. Compact Gyro, 6. Light Fusion Engine
1. Light Fusion Engine
2. Light Fusion Engine
4-6: 3. Endo Steel, 4. Endo Steel, 5. Endo Steel, 6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



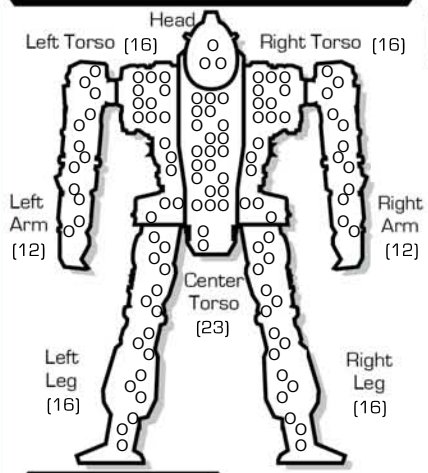
Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
1-3: 3. Double Heat Sink, 4. Double Heat Sink, 5. Double Heat Sink, 6. Double Heat Sink
1. Double Heat Sink
2. Double Heat Sink
4-6: 3. Light PPC, 4. Light PPC, 5. Light PPC, 6. Light PPC

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
1-3: 3. LRM 15, 4. LRM 15, 5. LRM 15, 6. Ammo (LRM 15) 8
1. Ammo (LRM 15) 8
2. Improved C^3CPU
4-6: 3. Improved C^3CPU, 4. CASE, 5. Roll Again, 6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 (32) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Toyama TYM-1C

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tonnage: 75
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20 w/Artemis IV FCS	RT	6	1/Msl [M,C,S]	6	7	14	21
1	Improved C³CPU	LT	—	[E]	—	—	—	—
2	Medium VSP Laser	RA	7	9/7/5 [P,V]	—	2	5	9
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22

Cost:

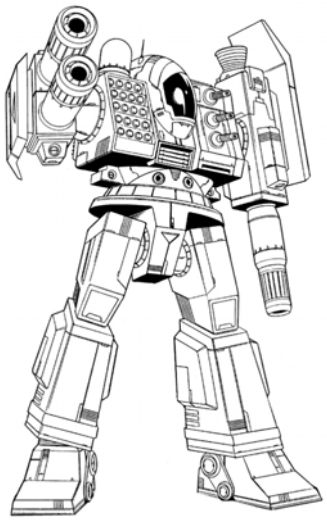
BV: 1,727

WARRIOR DATA

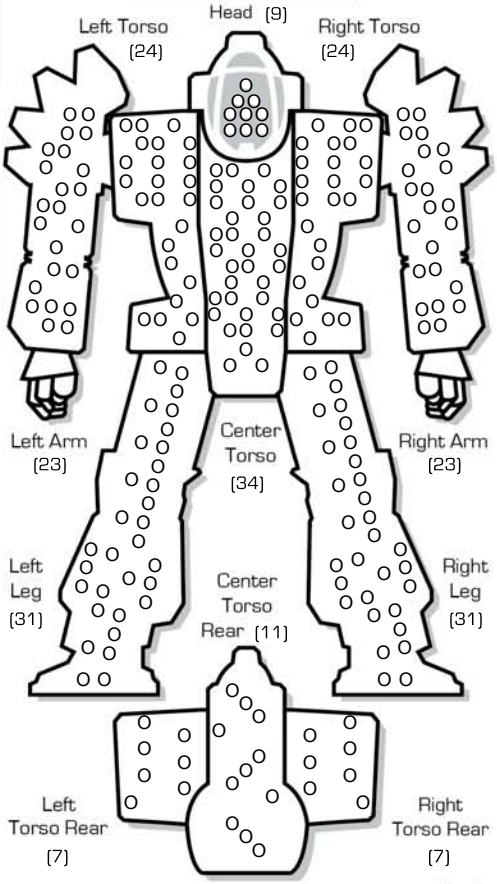
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Ammo (Gauss) 8
5. Ammo (Gauss) 8
6. Improved C³CPU

1. Improved C³CPU
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

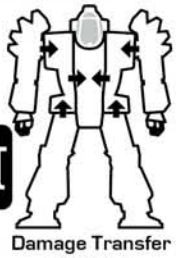
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

1. XL Gyro
2. XL Gyro
3. XL Gyro
4. XL Fusion Engine
5. XL Fusion Engine
6. XL Fusion Engine

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Medium VSP Laser
4. Medium VSP Laser
5. Medium VSP Laser
6. Medium VSP Laser

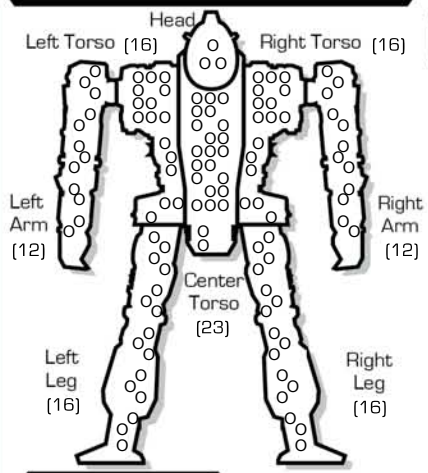
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. LRM 20
5. LRM 20
6. LRM 20

1. LRM 20
2. LRM 20
3. Artemis IV FCS
4. Ammo (LRM 20 Artemis) 6
5. Ammo (LRM 20 Artemis) 6
6. CASE

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Black Watch BKW-7R

Movement Points:		**Tonnage:**	85
Walking:	3	**Tech Base:**	Inner Sphere
Running:	5	**Era:**	Civil War
Jumping:	3		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C^3 Slave	HD	—	[E]	—	—	—	—
1	MRM 40	LT	12	1/Msl [M,C]	—	3	8	15
1	Ultra AC/10	RA	4	10/Sht [DB,R,C]	—	6	12	18
1	Light Gauss Rifle	LA	1	8 [DB,X]	3	8	17	25

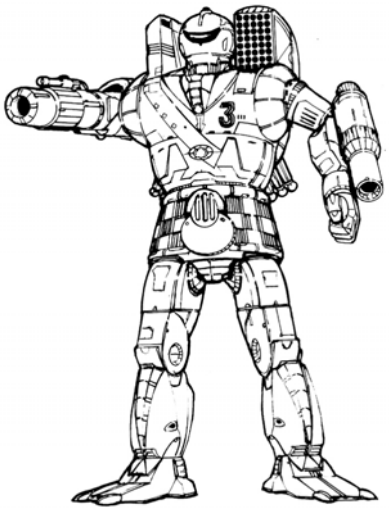
Cost: **BV:** 1,998

WARRIOR DATA

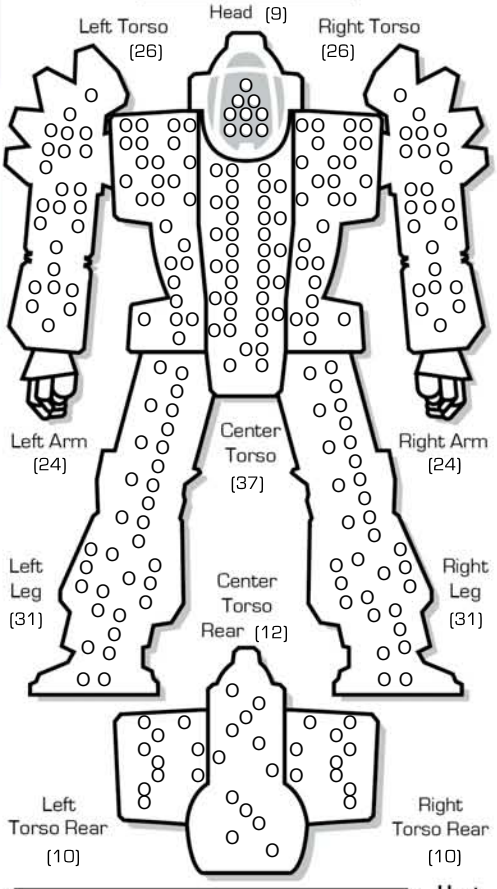
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Light Gauss Rifle
6. Light Gauss Rifle

(1-3)

1. Light Gauss Rifle
2. Light Gauss Rifle
3. Light Gauss Rifle
4. Roll Again
5. Roll Again
6. Roll Again

(4-6)

Left Torso
1. Jump Jet
2. MRM 40
3. MRM 40
4. MRM 40
5. MRM 40
6. MRM 40

(1-3)

1. MRM 40
2. MRM 40
3. Ammo (Light Gauss) 16
4. Endo Steel
5. Endo Steel
6. Endo Steel

(4-6)

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. C^3 Slave
5. Sensors
6. Life Support

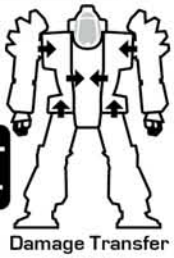
Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

(1-3)

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Endo Steel

(4-6)

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Ultra AC/10
4. Ultra AC/10
5. Ultra AC/10
6. Ultra AC/10

(1-3)

1. Ultra AC/10
2. Ultra AC/10
3. Ultra AC/10
4. Roll Again
5. Roll Again
6. Roll Again

(4-6)

Right Torso
1. Jump Jet
2. Ammo (Ultra AC/10) 10
3. Ammo (Ultra AC/10) 10
4. Ammo (MRM 40) 6
5. Ammo (MRM 40) 6
6. CASE

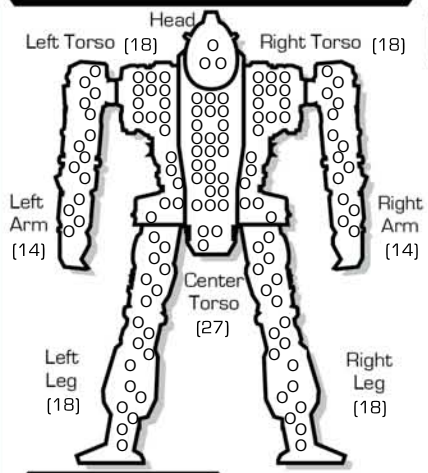
(1-3)

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

(4-6)

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Black Watch BKW-9R

Movement Points:			
Walking:	3	Tonnage:	85
Running:	5	Tech Base:	Inner Sphere
Jumping:	3	Era:	Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	HD	0	0 [S]	—	5	10	15
1	MML 7	RT	4	[M,S,C]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	MML 7	LT	4	[M,S,C]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22

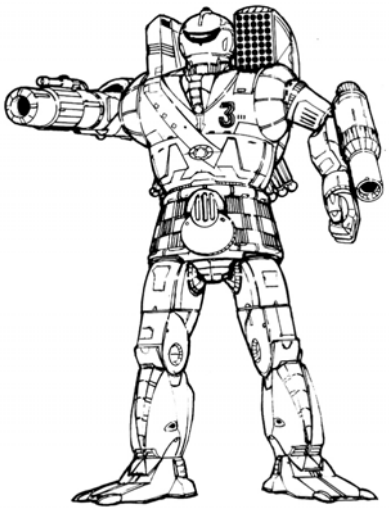
Cost: **BV:** 2,144

WARRIOR DATA

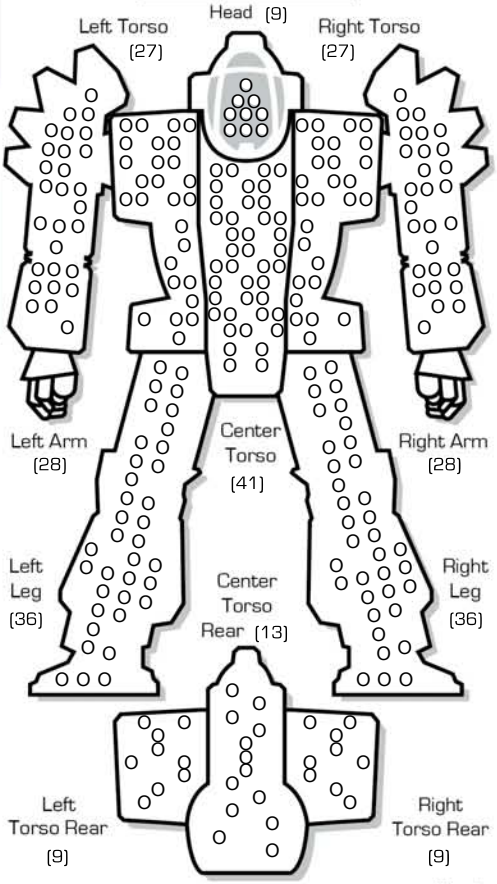
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Gauss Rifle
6. Gauss Rifle

1-3

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Ammo (Gauss) 8

4-6

Left Torso

1. Jump Jet
2. MML 7
3. MML 7
4. MML 7
5. MML 7
6. Ammo (MML 7/LRM) 17

1-3

1. Ammo (MML 7/LRM) 17
2. Ammo (MML 7/SRM) 14
3. Ammo (MML 7/SRM) 14
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Cockpit
4. TAG
5. Sensors
6. Life Support

Center Torso

1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Endo Steel

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Heavy PPC
4. Heavy PPC
5. Heavy PPC
6. Heavy PPC

4-6

Right Torso

1. Jump Jet
2. MML 7
3. MML 7
4. MML 7
5. MML 7
6. Endo Steel

1-3

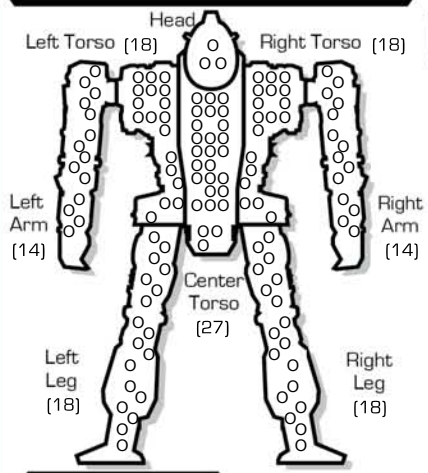
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Tai-sho TSH-7S

Movement Points:
Walking: 3
Running: 5
Jumping: 0

Tonnage: 85
Tech Base: Inner Sphere
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/10	RT	4	10/Sht [DB,R,C]	—	6	12	18
2	C³ Master	LT	0	[E]	—	5	10	15
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	ER PPC	LA	15	10 [DE]	—	7	14	23

Cost:

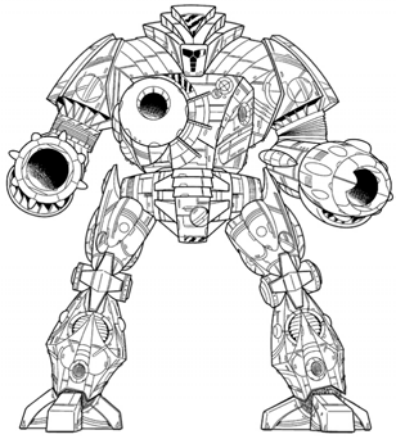
BV: 1,774

WARRIOR DATA

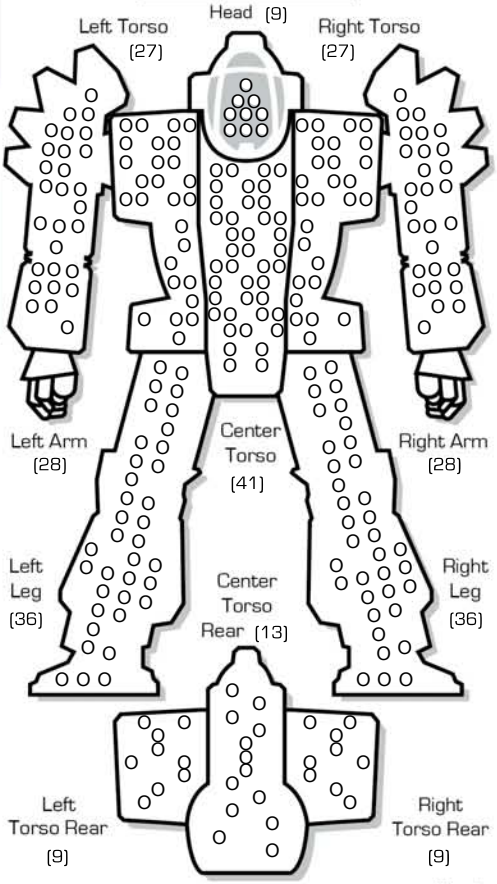
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ER PPC
2. ER PPC
4-6 3. ER PPC
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso
1. C³ Master
2. C³ Master
1-3 3. C³ Master
4. C³ Master
5. C³ Master
6. C³ Master

1. C³ Master
2. C³ Master
4-6 3. C³ Master
4. C³ Master
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
1-3 3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
4-6 3. Fusion Engine
4. Fusion Engine
5. Ferro-Fibrous
6. Ferro-Fibrous

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

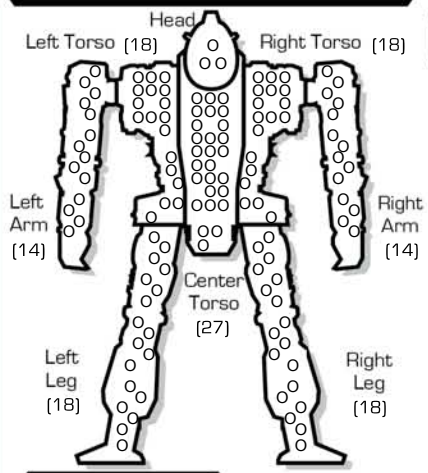
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4-6 4. ER PPC
5. ER PPC
6. ER PPC

Right Torso
1. Ultra AC/10
2. Ultra AC/10
3. Ultra AC/10
1-3 4. Ultra AC/10
5. Ultra AC/10
6. Ultra AC/10

1. Ultra AC/10
2. Ammo (Ultra AC/10) 10
3. Ammo (Ultra AC/10) 10
4-6 4. CASE
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	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	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Tai-sho TSH-8S

Movement Points:
Walking: 3
Running: 5
Jumping: 0

Tonnage: 85
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/10	RT	4	10/Sht [DB,R,C]	—	6	12	18
1	C³ Slave	LT	—	[E]	—	—	—	—
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
1	Heavy PPC	LA	15	15 [DE]	3	6	12	18

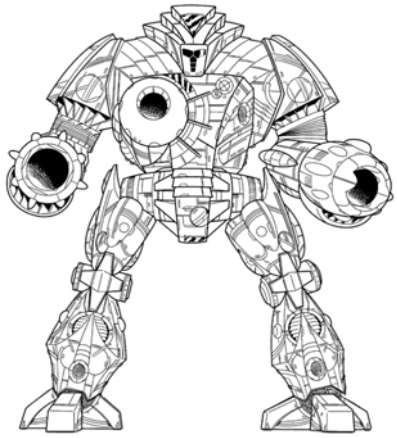
Cost: BV: 2,001

WARRIOR DATA

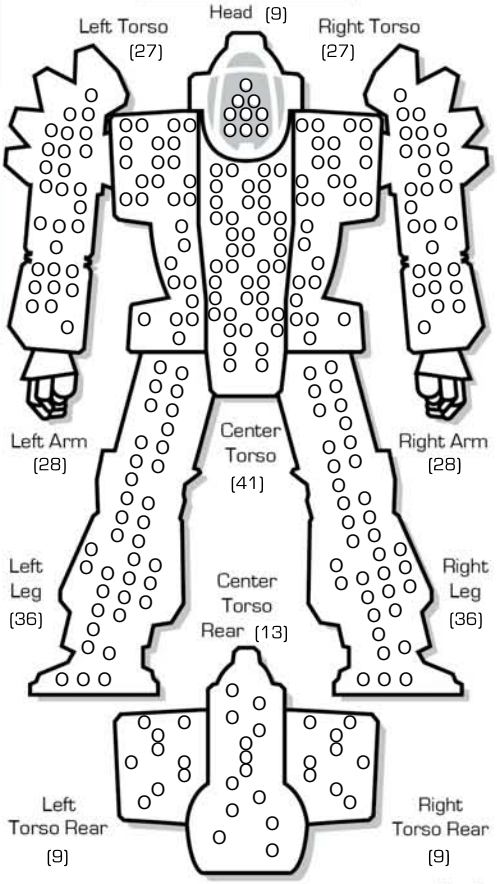
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Heavy PPC
2. Heavy PPC
4-6 3. Heavy PPC
4. Heavy PPC
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso
1. Double Heat Sink
2. Double Heat Sink
1-3 3. Double Heat Sink
4. C³ Slave
5. Ferro-Fibrous
6. Roll Again

1. Roll Again
2. Roll Again
4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

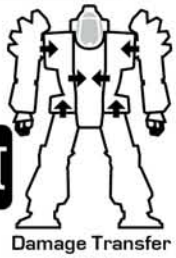
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
1-3 3. Fusion Engine
4. Heavy Duty Gyro
5. Heavy Duty Gyro
6. Heavy Duty Gyro

1. Heavy Duty Gyro
2. Fusion Engine
4-6 3. Fusion Engine
4. Fusion Engine
5. Ferro-Fibrous
6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

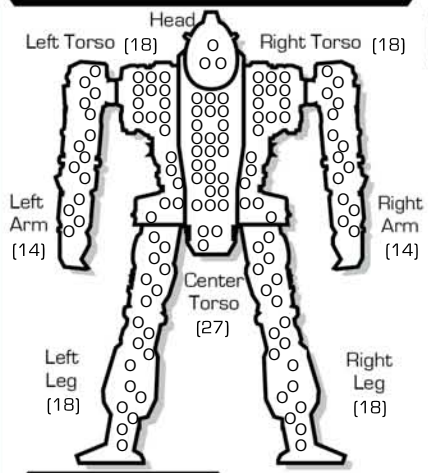
1. Heavy PPC
2. Heavy PPC
4-6 3. Heavy PPC
4. Heavy PPC
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso
1. Ultra AC/10
2. Ultra AC/10
1-3 3. Ultra AC/10
4. Ultra AC/10
5. Ultra AC/10
6. Ultra AC/10

1. Ultra AC/10
2. Ammo (Ultra AC/10) 10
4-6 3. Ammo (Ultra AC/10) 10
4. CASE
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (26) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Viking VKG-2F

Movement Points:
Walking: 3
Running: 5
Jumping: 0

Tonnage: 90
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15 w/Artemis IV FCS	RT	5	1/Msl [M,C,S]	6	7	14	21
1	Small Laser	RT	1	3 [DE]	—	1	2	3
1	LRM 15 w/Artemis IV FCS	LT	5	1/Msl [M,C,S]	6	7	14	21
1	Small Laser	LT	1	3 [DE]	—	1	2	3
1	LRM 20 w/Artemis IV FCS	RA	6	1/Msl [M,C,S]	6	7	14	21
1	LRM 20 w/Artemis IV FCS	LA	6	1/Msl [M,C,S]	6	7	14	21
2	Machine Gun	RL	0	2 [DB,AI]	—	1	2	3
2	Machine Gun	LL	0	2 [DB,AI]	—	1	2	3

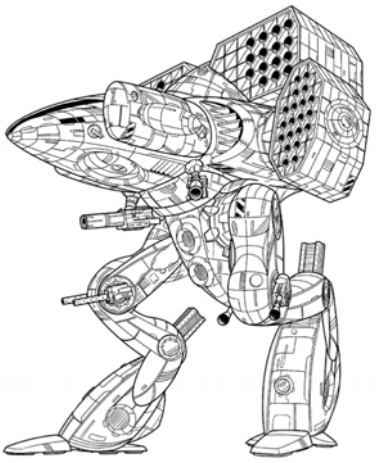
Cost: **BV:** 2,079

WARRIOR DATA

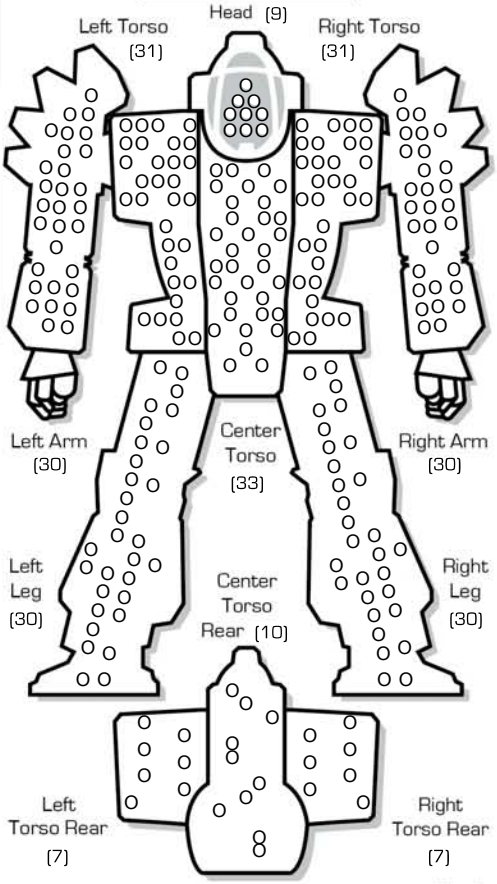
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
1-3: 3. LRM 20, 4. LRM 20, 5. LRM 20, 6. LRM 20
1. LRM 20
2. Artemis IV FCS
4-6: 3. Endo Steel, 4. Endo Steel, 5. Endo Steel, 6. Endo Steel

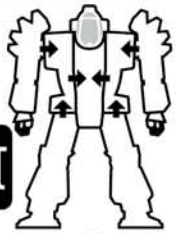
Left Torso
1-3: 1. LRM 15, 2. LRM 15, 3. LRM 15, 4. Artemis IV FCS, 5. Small Laser, 6. Ammo (LRM 15 Artemis) 8
1. Ammo (LRM 20 Artemis) 6
2. Ammo (LRM 20 Artemis) 6
4-6: 3. Ammo (Machine Gun) 100, 4. CASE, 5. Endo Steel, 6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Machine Gun
6. Machine Gun

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1-3: 1. Fusion Engine, 2. Fusion Engine, 3. Fusion Engine, 4. Gyro, 5. Gyro, 6. Gyro
1. Gyro
4-6: 2. Fusion Engine, 3. Fusion Engine, 4. Fusion Engine, 5. Endo Steel, 6. Endo Steel

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



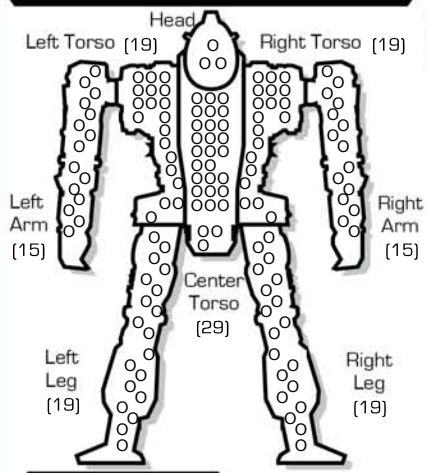
Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
1-3: 3. LRM 20, 4. LRM 20, 5. LRM 20, 6. LRM 20
1. LRM 20
2. Artemis IV FCS
4-6: 3. Endo Steel, 4. Endo Steel, 5. Endo Steel, 6. Endo Steel

Right Torso
1-3: 1. LRM 15, 2. LRM 15, 3. LRM 15, 4. Artemis IV FCS, 5. Small Laser, 6. Ammo (LRM 15 Artemis) 8
1. Ammo (LRM 15 Artemis) 8
2. Ammo (LRM 20 Artemis) 6
4-6: 3. Ammo (LRM 20 Artemis) 6, 4. CASE, 5. Endo Steel, 6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Machine Gun
6. Machine Gun

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Viking VKG-2G

Movement Points:
Walking: 3
Running: 5
Jumping: 0

Tonnage: 90
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	Guardian ECM Suite	LT	—	[E]	—	—	—	6
1	LB 10-X AC	LT	2	10 [DB,C/F/S]	—	6	12	18
1	Large Pulse Laser	RA	10	9 [P]	—	3	7	10
3	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

Cost:

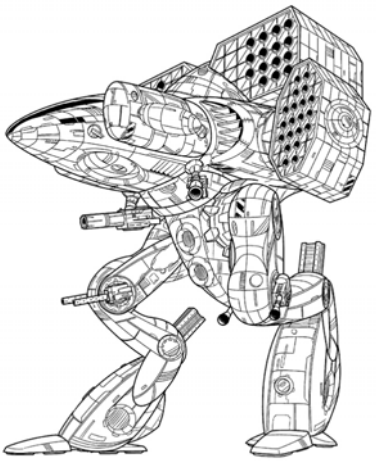
BV: 2,152

WARRIOR DATA

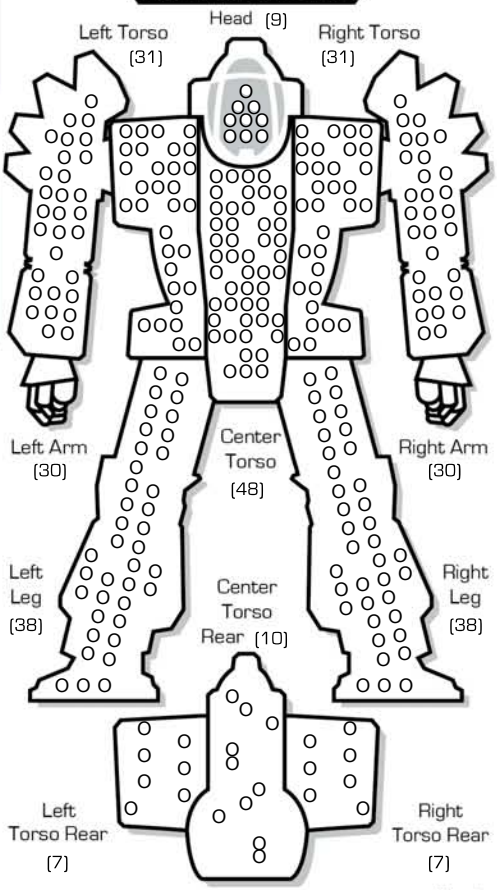
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Medium Pulse Laser

1. Medium Pulse Laser
2. Medium Pulse Laser
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso
1. LB 10-X AC
2. LB 10-X AC
3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

1. Ammo (LB 10-X) 10
2. Ammo (LB 10-X Cluster) 10
3. Guardian ECM Suite
4. Guardian ECM Suite
5. CASE
6. Endo Steel

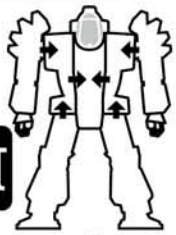
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Endo Steel
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Large Pulse Laser

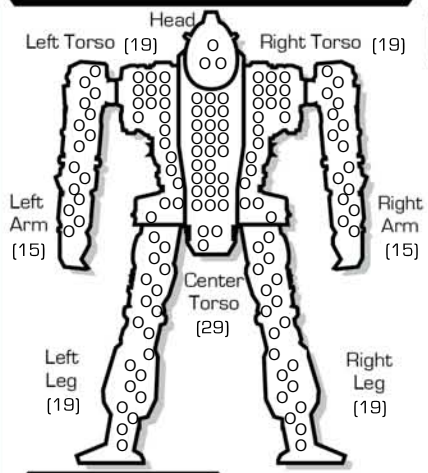
1. Large Pulse Laser
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Right Torso
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Ammo (Gauss) 8
3. Ammo (Gauss) 8
4. CASE
5. Endo Steel
6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Viking VKG-3A

Movement Points:
Walking: 3
Running: 5
Jumping: 0

Tonnage: 90
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	CT	2	3 [P]	—	1	2	3
1	Arrow IV	RT/RA	10	20 [AE,S,F]	—	1	2	8
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	MML 7 LRM	LT	4	[M,S,C] 1/Msl	6	7	14	21
	SRM w/Artemis IV FCS			2/Msl	—	3	6	9
1	MML 7 LRM	LA	4	[M,S,C] 1/Msl	6	7	14	21
	SRM w/Artemis IV FCS			2/Msl	—	3	6	9

Cost:

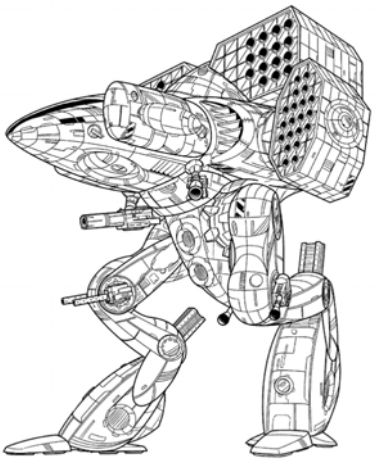
BV: 1,876

WARRIOR DATA

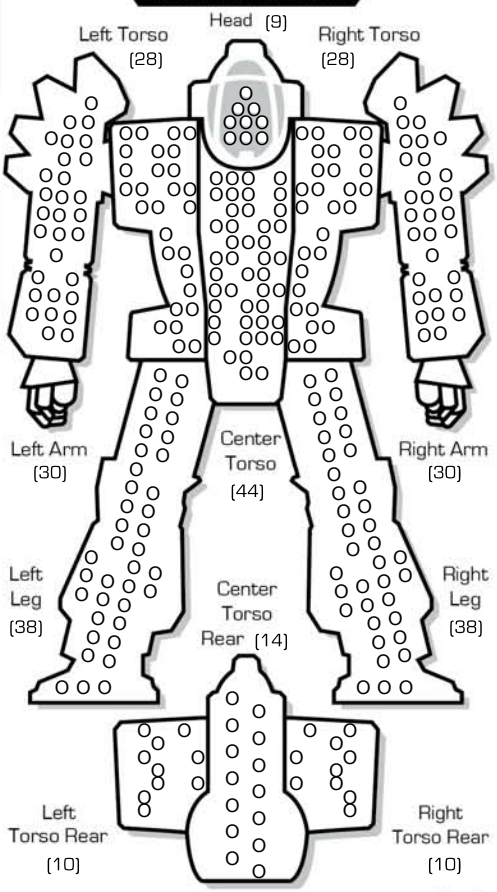
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
1-3: 3. MML 7, 4. MML 7, 5. MML 7, 6. MML 7
4-6: 1. Artemis IV FCS, 2. Endo Steel, 3. Endo Steel, 4. Endo Steel, 5. Endo Steel, 6. Endo Steel

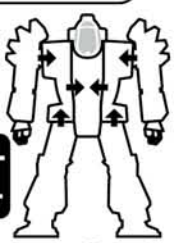
Left Torso
1-3: 1. MML 7, 2. MML 7, 3. MML 7, 4. MML 7
5. Artemis IV FCS
6. Medium Pulse Laser
4-6: 1. Ammo (MML 7 LRM Artemis) 17, 2. Ammo (MML 7 SRM Artemis) 14, 3. Ammo (MML 7 SRM Artemis) 14, 4. CASE, 5. Endo Steel, 6. Endo Steel

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1-3: 1. Compact Fusion Engine, 2. Compact Fusion Engine, 3. Compact Fusion Engine, 4. Gyro, 5. Gyro, 6. Gyro
4-6: 1. Gyro, 2. Double Heat Sink, 3. Double Heat Sink, 4. Double Heat Sink, 5. Small Pulse Laser, 6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



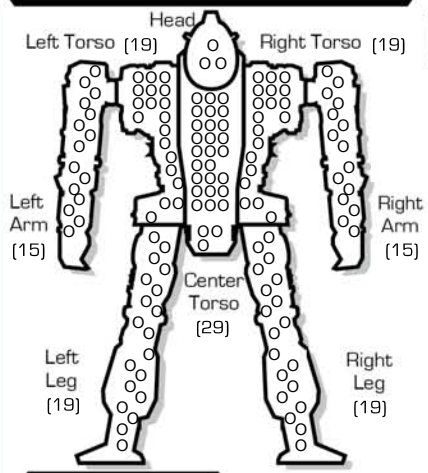
Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
1-3: 3. Arrow IV, 4. Arrow IV, 5. Arrow IV, 6. Arrow IV
4-6: 1. Arrow IV, 2. Arrow IV, 3. Arrow IV, 4. Arrow IV, 5. Arrow IV, 6. Arrow IV

Right Torso
1-3: 1. Arrow IV, 2. Arrow IV, 3. Arrow IV, 4. Arrow IV, 5. Arrow IV
6. Medium Pulse Laser
4-6: 1. Ammo (Arrow IV) 5, 2. Ammo (Arrow IV) 5, 3. Ammo (Arrow IV Homing) 5, 4. Ammo (Arrow IV Homing) 5, 5. CASE, 6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Sinks: 11 (22) Double

Heat Level*	Effects	
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Viking VKG-3W

Movement Points:
Walking: 3
Running: 5
Jumping: 0

Tonnage: 90
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C^3CPU	CT	—	[E]	—	—	—	—
1	Light Auto Cannon/2	RT	1	2 [DB,S]	—	6	12	18
1	Light Auto Cannon/2	LT	1	2 [DB,S]	—	6	12	18
2	MML 9	RA	5	[M,S,C]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
2	MML 9	LA	5	[M,S,C]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Streak SRM 2	RL	2	2/Msl [M,C]	—	3	6	9
1	Streak SRM 2	LL	2	2/Msl [M,C]	—	3	6	9

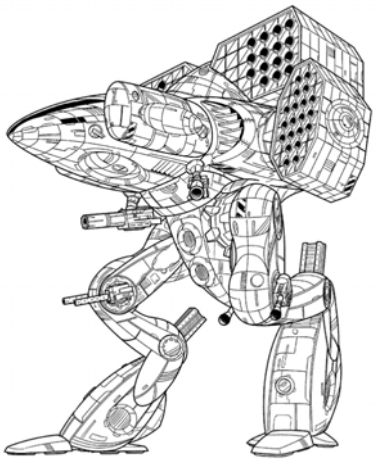
Cost: **BV:** 1,778

WARRIOR DATA

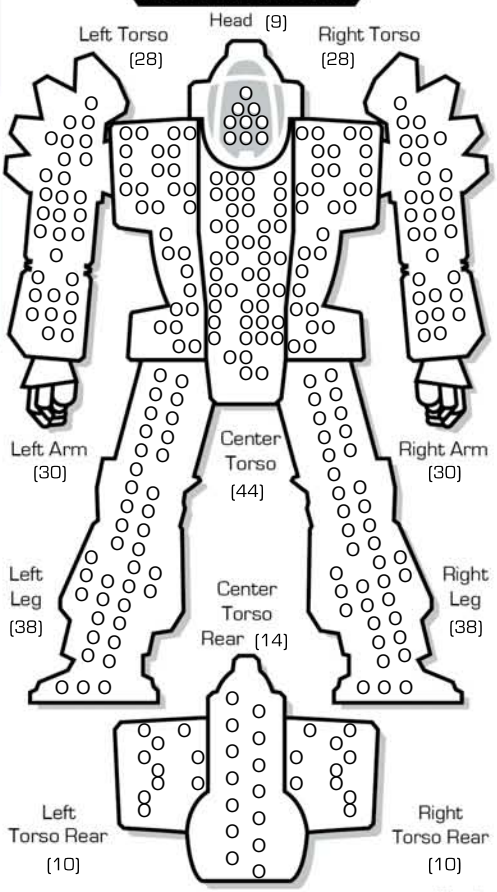
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. MML 9
4. MML 9
5. MML 9
6. MML 9

Left Torso
1. Light Auto Cannon/2
2. Ammo (MML 9/LRM) 13
3. Ammo (MML 9/LRM) 13
4. Ammo (MML 9/SRM) 11
5. Ammo (MML 9/SRM) 11
6. Ammo (Streak SRM 2) 50

1. CASE
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

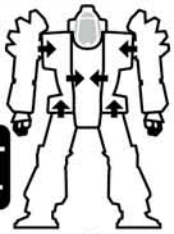
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Streak SRM 2
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Improved C^3CPU
6. Improved C^3CPU

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. MML 9
4. MML 9
5. MML 9
6. MML 9

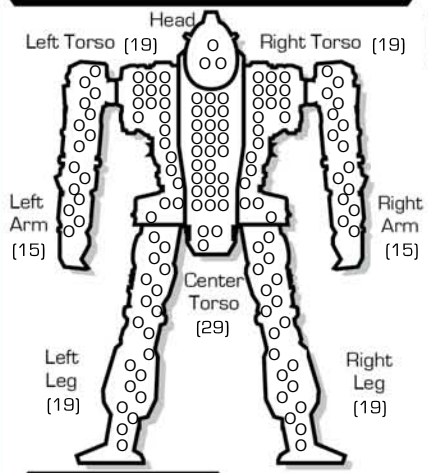
1. MML 9
2. MML 9
3. MML 9
4. MML 9
5. MML 9
6. MML 9

Right Torso
1. Light Auto Cannon/2
2. Ammo (LAC/2) 45
3. Ammo (MML 9/LRM) 13
4. Ammo (MML 9/LRM) 13
5. Ammo (MML 9/SRM) 11
6. CASE

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Streak SRM 2
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Yu Huang Y-H9G

Movement Points:
Walking: 4
Running: 6
Jumping: 4

Tonnage: 90
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	CT	4	1/Msl [M,C,S]	6	7	14	21
1	LB 20-X AC	RT/RA	6	20 [DB,C/F/S]	—	4	8	12
1	ER PPC	LA	15	10 [DE]	—	7	14	23
2	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

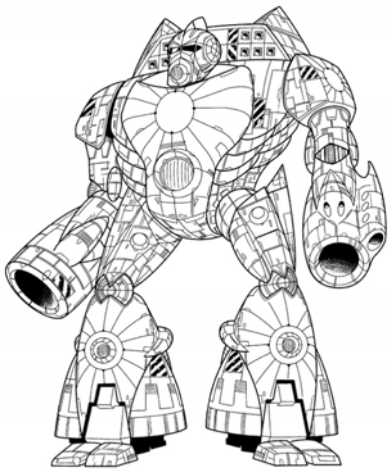
Cost: **BV:** 2,074

WARRIOR DATA

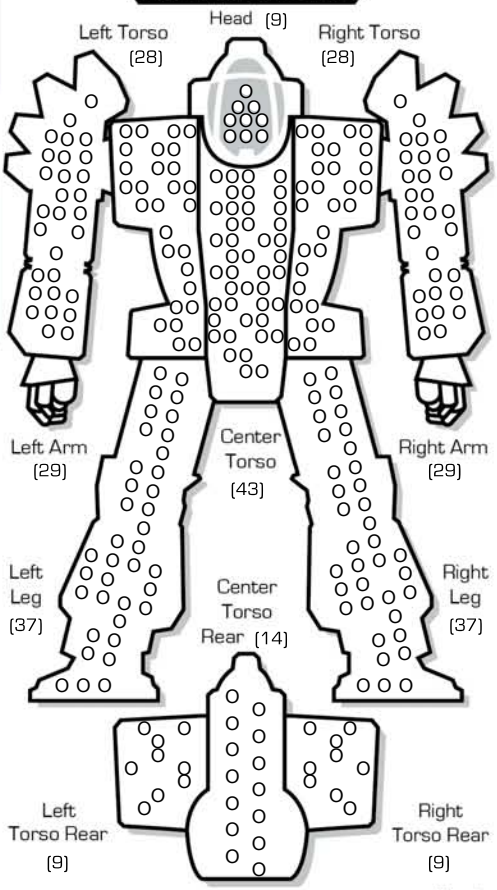
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. ER PPC
1-3 5. ER PPC
1-3 6. ER PPC
1. Medium Pulse Laser
2. Medium Laser
3. Medium Laser
4-6 4. Endo Steel
5. Endo Steel
6. Endo Steel

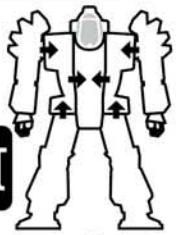
Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
1-3 4. Endo Steel
1-3 5. Endo Steel
1-3 6. Endo Steel
1. Endo Steel
2. Endo Steel
3. Endo Steel
4-6 4. Endo Steel
5. Endo Steel
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
1-3 4. Gyro
1-3 5. Gyro
1-3 6. Gyro
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4-6 4. XL Fusion Engine
4-6 5. LRM 10
4-6 6. LRM 10

Engine Hits OOO
Gyro Hits OO
Sensor Hits OO
Life Support O



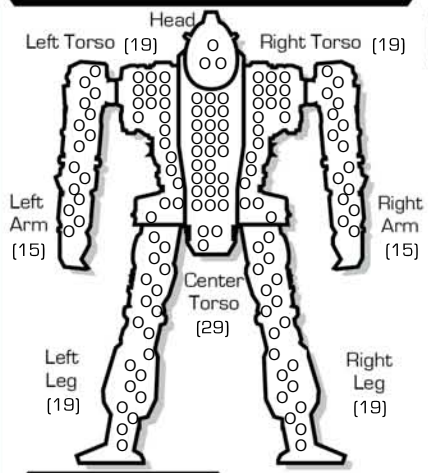
Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. LB 20-X AC
1-3 5. LB 20-X AC
1-3 6. LB 20-X AC
1. LB 20-X AC
2. LB 20-X AC
3. LB 20-X AC
4-6 4. LB 20-X AC
5. LB 20-X AC
6. LB 20-X AC

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
1-3 4. LB 20-X AC
1-3 5. LB 20-X AC
1-3 6. Ammo (LB 20-X) 5
1. Ammo (LB 20-X) 5
2. Ammo (LB 20-X Cluster) 5
3. Ammo (LRM 10) 12
4-6 4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Sinks: 13 (26) Double

Heat Level*	Effects	
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Yu Huang Y-H9GB

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 4

Tonnage: 90
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	CT	4	1/Msl [M,C,S]	6	7	14	21
1	Ultra AC/20	RA	8	20/Sht [DB,R,C]	—	3	7	10
1	Large Laser	LA	8	8 [DE]	—	5	10	15
3	Medium Laser	LA	3	5 [DE]	—	3	6	9

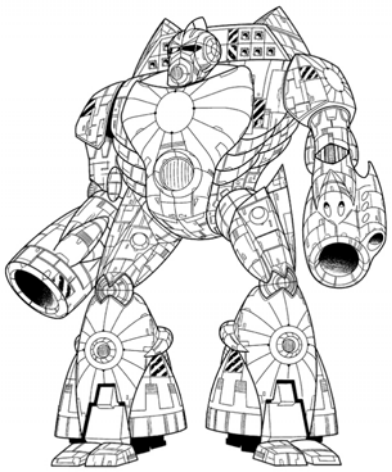
Cost: **BV:** 2,039

WARRIOR DATA

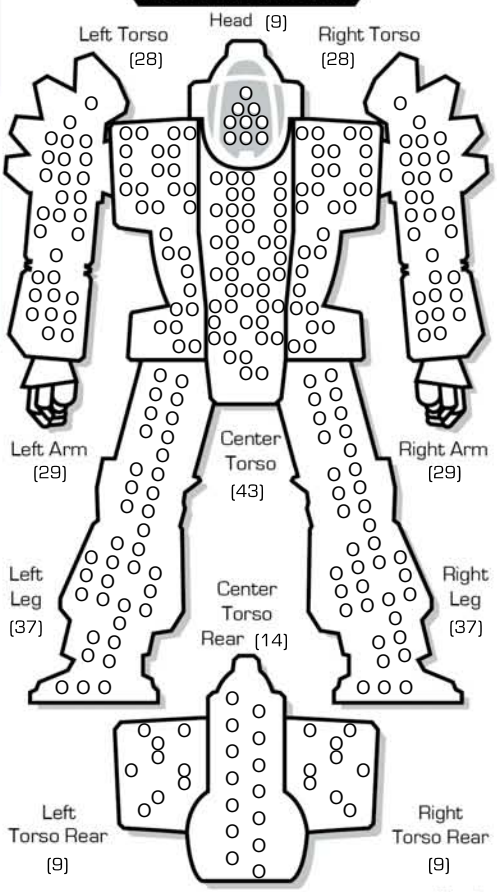
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Large Laser
5. Large Laser
6. Medium Laser

1. Medium Laser
2. Medium Laser

4-6
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. XL Fusion Engine
4. Endo Steel
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Endo Steel

4-6
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

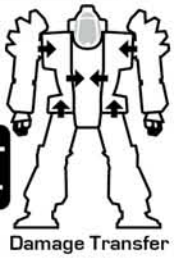
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine

4-6
3. XL Fusion Engine
4. XL Fusion Engine
5. LRM 10
6. LRM 10

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator

1-3
3. Ultra AC/20
4. Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

1. Ultra AC/20
2. Ultra AC/20

4-6
3. Ultra AC/20
4. Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine

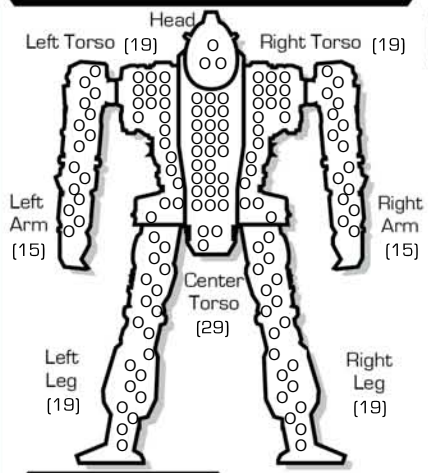
1-3
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Ammo (Ultra AC/20) 5
2. Ammo (Ultra AC/20) 5

4-6
3. Ammo (Ultra AC/20) 5
4. Ammo (LRM 10) 12
5. Endo Steel
6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 15 (30) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Yu Huang Y-H9GC

Movement Points:
Walking: 4
Running: 6
Jumping: 4

Tonnage: 90
Tech Base: Inner Sphere
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 20-X AC	RT/RA	6	20 [DB,C/F/S]	—	4	8	12
1	C³ Master	LT	0	[E]	—	5	10	15
1	ER PPC	LA	15	10 [DE]	—	7	14	23
2	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

Cost:

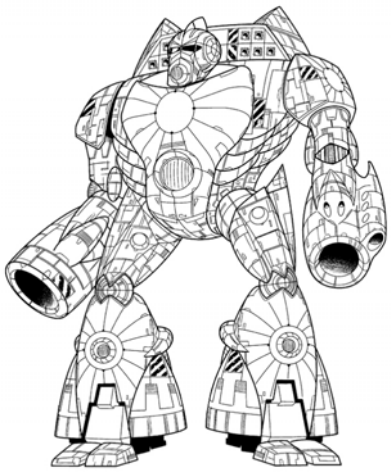
BV: 2,017

WARRIOR DATA

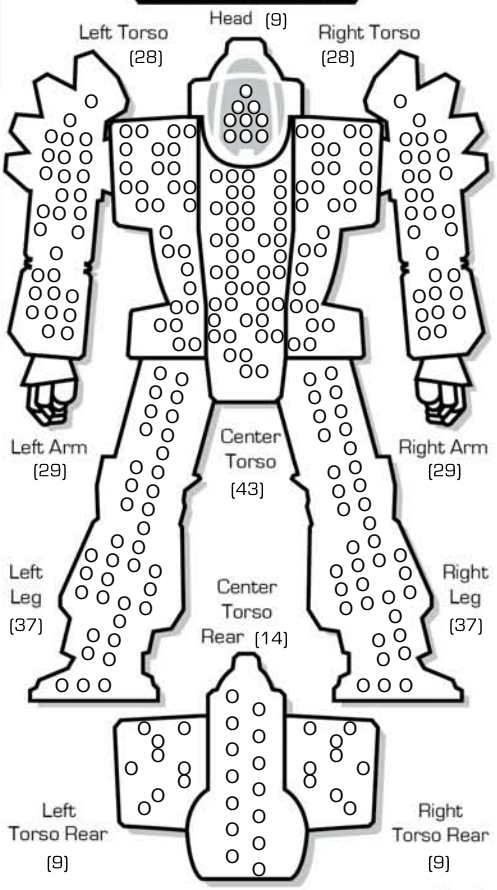
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. ER PPC
5. ER PPC
6. ER PPC
1. Medium Pulse Laser
2. Medium Laser
4-6 3. Medium Laser
4. Endo Steel
5. Endo Steel
6. Endo Steel

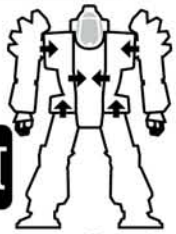
Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
1-3 4. C³ Master
5. C³ Master
6. C³ Master
1. C³ Master
2. C³ Master
4-6 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. XL Fusion Engine
4-6 3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



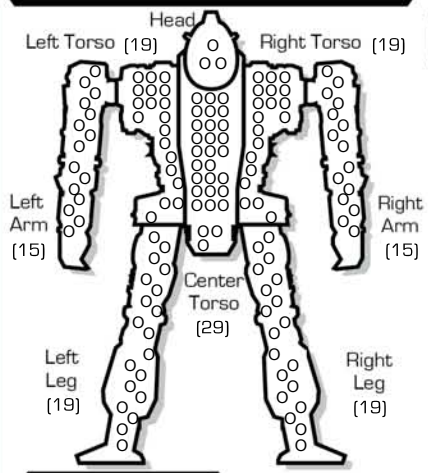
Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. LB 20-X AC
5. LB 20-X AC
6. LB 20-X AC
1. LB 20-X AC
2. LB 20-X AC
4-6 3. LB 20-X AC
4. LB 20-X AC
5. LB 20-X AC
6. LB 20-X AC

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
1-3 4. LB 20-X AC
5. LB 20-X AC
6. Ammo (LB 20-X) 5
1. Ammo (LB 20-X) 5
2. Ammo (LB 20-X Cluster) 5
4-6 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 (28) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Yu Huang Y-H10G

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 4

Tonnage: 90
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
3	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
3	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Beagle Active Probe	LA	—	[E]	—	—	—	4
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19

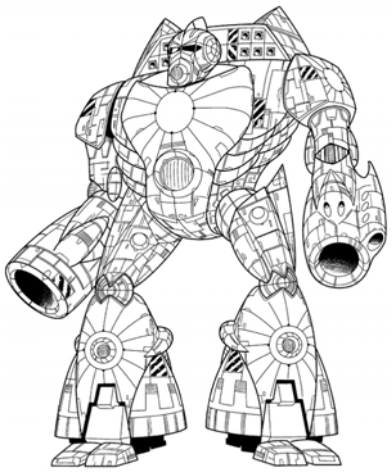
Cost: **BV:** 2,433

WARRIOR DATA

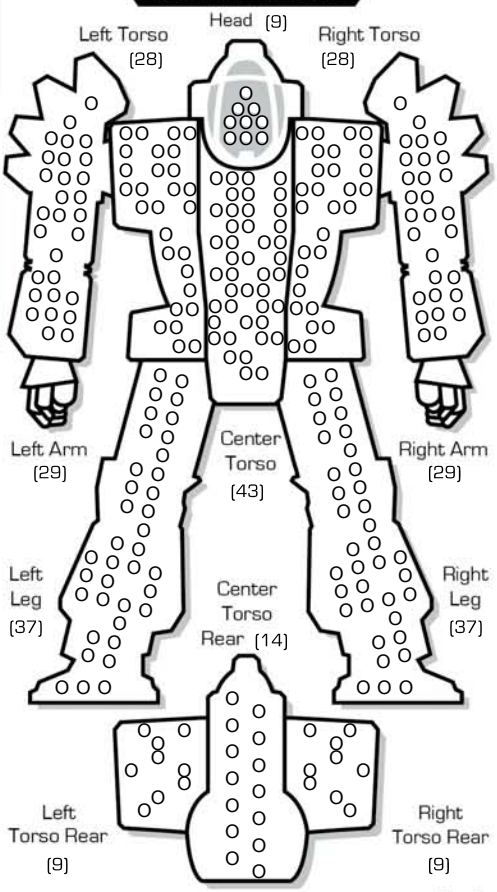
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. ER Large Laser

1. ER Large Laser
2. Beagle Active Probe
3. Beagle Active Probe
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. ER Medium Laser
5. ER Medium Laser
6. ER Medium Laser

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

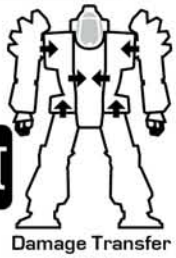
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Guardian ECM Suite
6. Guardian ECM Suite

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Gauss Rifle

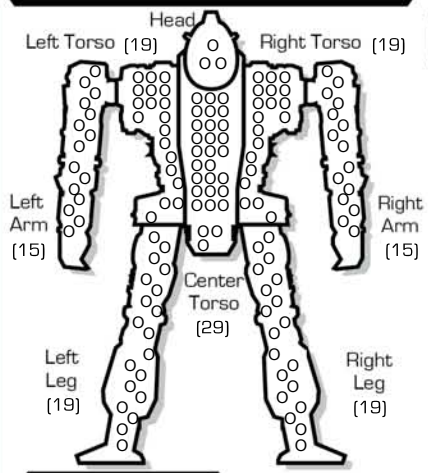
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. ER Medium Laser
5. ER Medium Laser
6. ER Medium Laser

1. Ammo (Gauss) 8
2. Ammo (Gauss) 8
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 (32) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Yu Huang Y-H11G

Movement Points:
Walking: 4
Running: 6
Jumping: 4

Tonnage: 90
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MML 5	RT	3	[M,S,C]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	MML 5	LT	3	[M,S,C]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Plasma Rifle	RA	10	10 [DE,H,AI]	—	5	10	15
2	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6
1	Plasma Rifle	LA	10	10 [DE,H,AI]	—	5	10	15

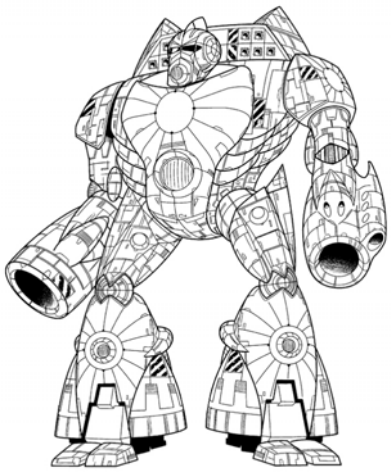
Cost: BV: 2,131

WARRIOR DATA

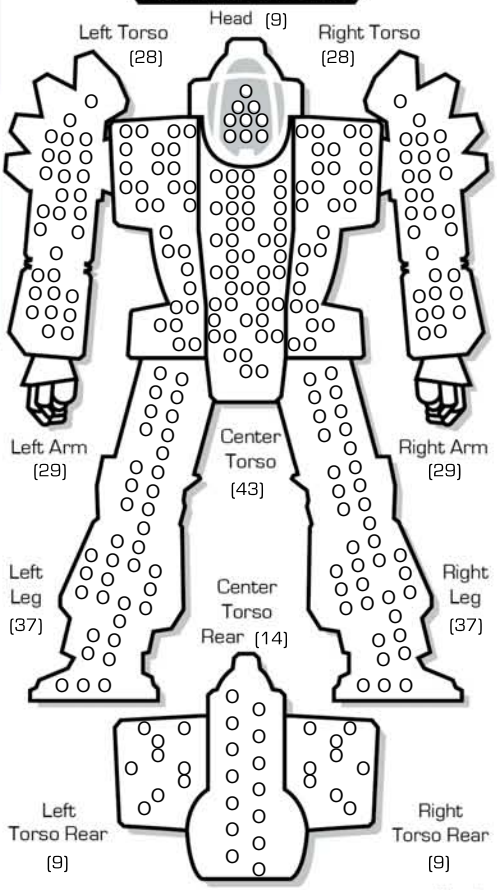
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Plasma Rifle
5. Plasma Rifle
6. Medium Pulse Laser

1. Medium Laser
2. Medium Laser
3. Endo Steel

4-6
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. MML 5
2. MML 5
3. MML 5

4-6
4. Ammo (MML 5/SRM) 20
5. CASE
6. Endo Steel

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

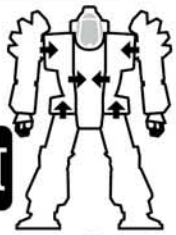
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Compact Gyro
5. Compact Gyro
6. XL Fusion Engine

1. XL Fusion Engine
2. XL Fusion Engine

4-6
3. Ammo (Plasma Rifle) 10
4. Ammo (Plasma Rifle) 10
5. Ammo (Plasma Rifle) 10
6. Ammo (Plasma Rifle) 10

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Plasma Rifle
5. Plasma Rifle
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel

4-6
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

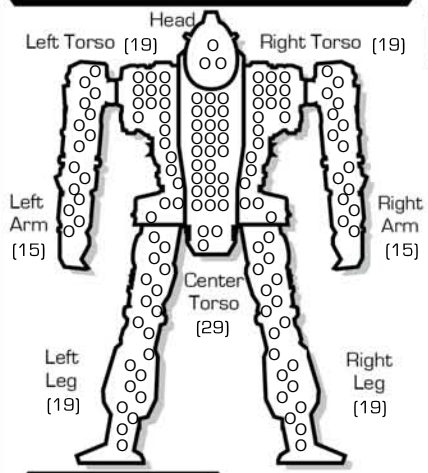
1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. MML 5
2. MML 5
3. MML 5

4-6
4. Ammo (MML 5/LRM) 24
5. CASE
6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 (32) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Hauptmann HA1-O

Movement Points:
Walking: 3
Running: 5
Jumping: 0

Tonnage: 95
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	3 [DE]	—	2	4	5
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	Streak SRM 2	RT	2	2/Msl [M,C]	—	3	6	9
1	LB 20-X AC	LT	6	20 [DB,C/F/S]	—	4	8	12
1	Streak SRM 2	LT	2	2/Msl [M,C]	—	3	6	9
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

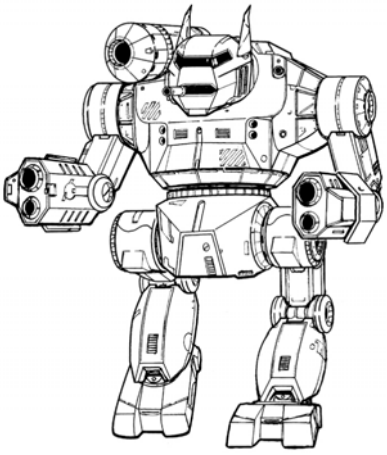
Cost: **BV:** 2,157

WARRIOR DATA

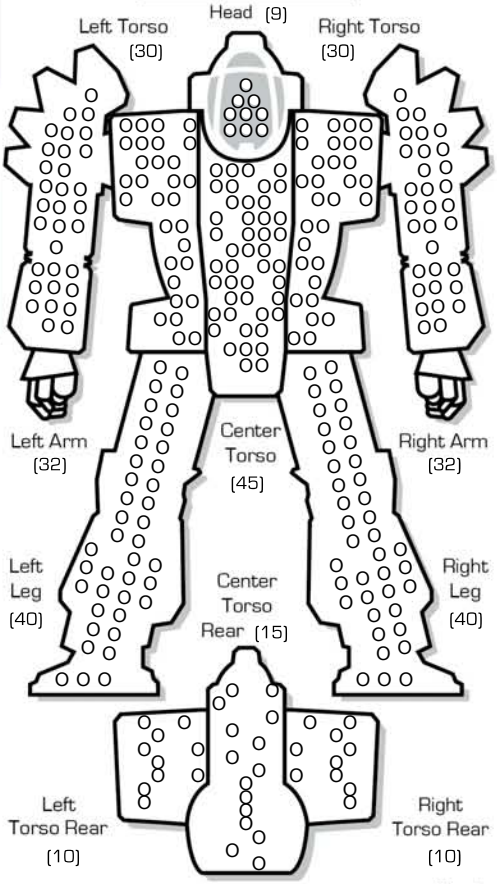
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

4-6
4. ER Large Laser
5. ER Large Laser
6. Medium Pulse Laser

Left Torso

1-3
1. LB 20-X AC
2. LB 20-X AC
3. LB 20-X AC
4. LB 20-X AC
5. LB 20-X AC
6. LB 20-X AC

4-6
1. LB 20-X AC
2. LB 20-X AC
3. LB 20-X AC
4. LB 20-X AC
5. LB 20-X AC
6. Streak SRM 2

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

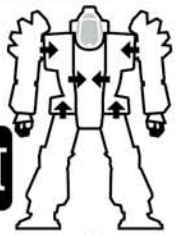
Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Small Laser
5. Sensors
6. Life Support

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Guardian ECM Suite
6. Guardian ECM Suite

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

4-6
4. ER Large Laser
5. ER Large Laser
6. Medium Pulse Laser

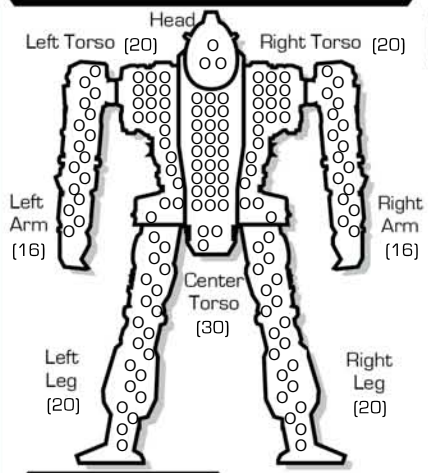
Right Torso

1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Streak SRM 2
2. Ammo (LB 20-X) 5
3. Ammo (LB 20-X) 5
4. Ammo (LB 20-X Cluster) 5
5. Ammo (Streak SRM 2) 50
6. CASE

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 17 (34) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Hauptmann HA1-OA

Movement Points:
Walking: 3
Running: 5
Jumping: 3

Tonnage: 95
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	SRM 6 w/Artemis IV FCS	RA	4	2/Msl [M,C]	—	3	6	9
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	SRM 6 w/Artemis IV FCS	LA	4	2/Msl [M,C]	—	3	6	9

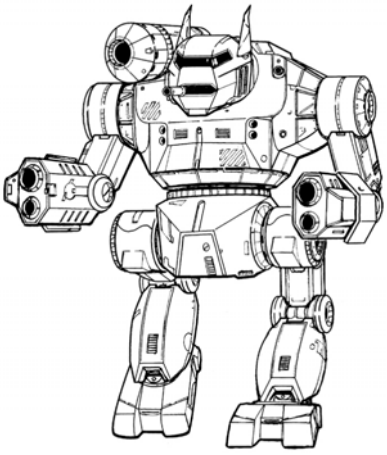
Cost:
BV: 2,311

WARRIOR DATA

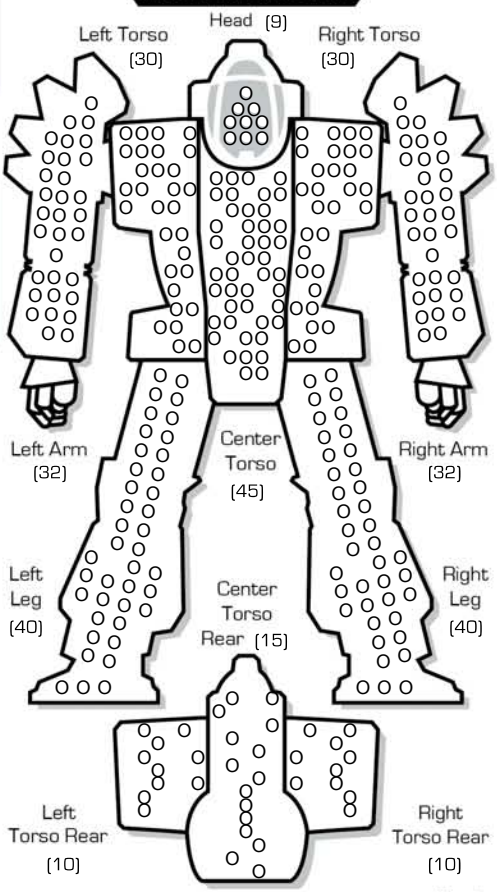
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

Left Arm (4-6)
1. Double Heat Sink
2. ER Medium Laser
3. ER Medium Laser
4. SRM 6
5. SRM 6
6. Artemis IV FCS

Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

Left Torso (4-6)
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

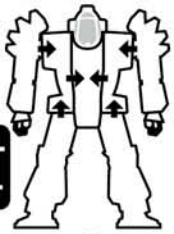
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

Center Torso (4-6)
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

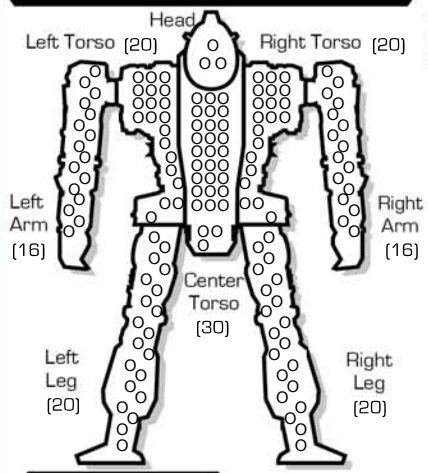
Right Arm (4-6)
1. Double Heat Sink
2. ER Medium Laser
3. ER Medium Laser
4. SRM 6
5. SRM 6
6. Artemis IV FCS

Right Torso
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

Right Torso (4-6)
1. Gauss Rifle
2. Ammo (Gauss) 8
3. Ammo (Gauss) 8
4. Ammo (SRM 6 Artemis) 15
5. Ammo (SRM 6 Artemis) 15
6. CASE

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 17 (34) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Hauptmann HA1-OB

Movement Points:
Walking: 3
Running: 5
Jumping: 0

Tonnage: 95
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	HD	4	6 [P]	—	2	4	6
1	Ultra AC/20	CT/RT	8	20/Sht [DB,R,C]	—	3	7	10
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	ER PPC	LA	15	10 [DE]	—	7	14	23
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

Cost:

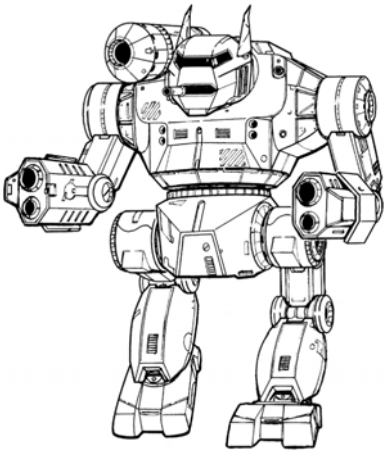
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WARRIOR DATA

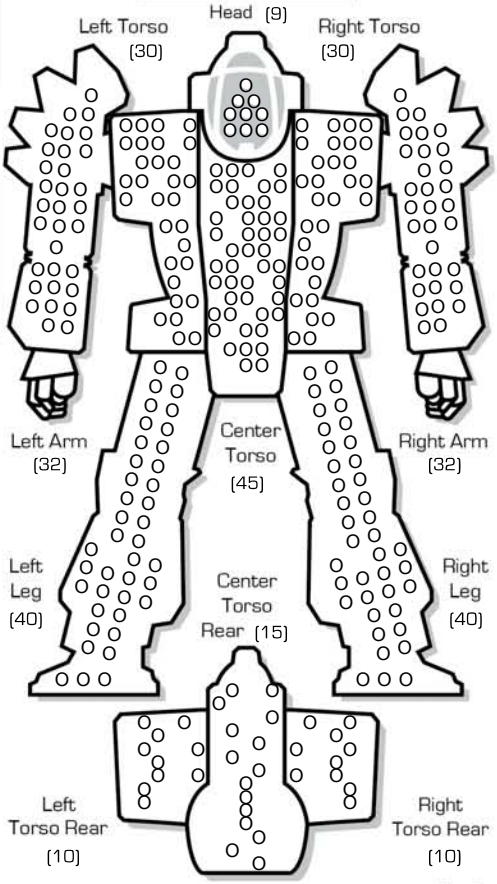
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. ER PPC

1-3

1. ER PPC
2. ER PPC
3. Medium Pulse Laser
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Medium Pulse Laser
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ultra AC/20
6. Ultra AC/20

4-6

Engine Hits OOO
Gyro Hits OO
Sensor Hits OO
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. ER PPC

1-3

1. ER PPC
2. ER PPC
3. Medium Pulse Laser
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso
1. Ultra AC/20
2. Ultra AC/20
3. Ultra AC/20
4. Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

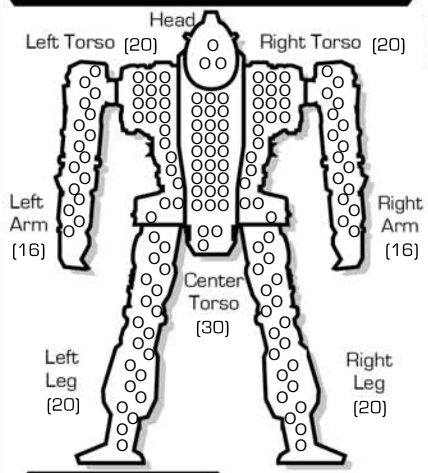
1-3

1. Ultra AC/20
2. Ultra AC/20
3. Ammo (Ultra AC/20) 5
4. Ammo (Ultra AC/20) 5
5. Ammo (Ultra AC/20) 5
6. CASE

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 (32) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Hauptmann HA1-OC

Movement Points:
Walking: 3
Running: 5
Jumping: 0

Tonnage: 95
Tech Base: Inner Sphere
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	3 [DE]	—	2	4	5
1	Heavy Gauss Rifle	CT/RT	2	25/20/10 [DB,X]	4	6	13	20
1	Guardian ECM Suite	LT	—	[E]	—	—	—	6
1	LRM 20 w/Artemis IV FCS	LT	6	1/Msl [M,C,S]	6	7	14	21
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

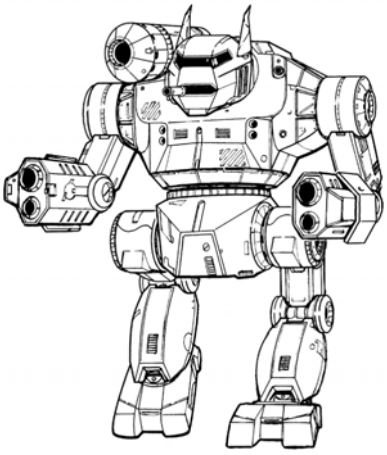
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WARRIOR DATA

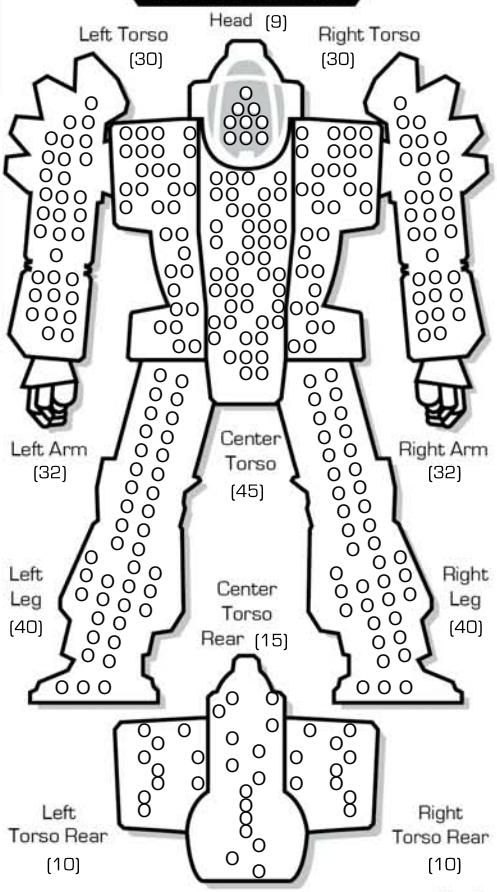
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Medium Pulse Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. Artemis IV FCS

1-3

1. Guardian ECM Suite
2. Guardian ECM Suite
3. Ammo (Heavy Gauss) 4
4. Ammo (Heavy Gauss) 4
5. Ammo (Heavy Gauss) 4
6. Ammo (Heavy Gauss) 4

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Small Laser
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

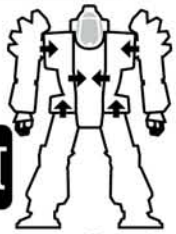
1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heavy Gauss Rifle
6. Heavy Gauss Rifle

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. ER Medium Laser
3. ER Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso
1. Heavy Gauss Rifle
2. Heavy Gauss Rifle
3. Heavy Gauss Rifle
4. Heavy Gauss Rifle
5. Heavy Gauss Rifle
6. Heavy Gauss Rifle

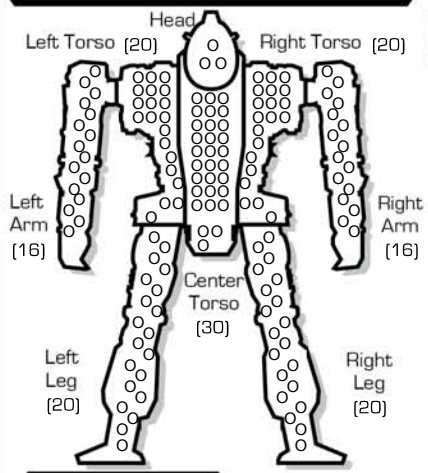
1-3

1. Heavy Gauss Rifle
2. Heavy Gauss Rifle
3. Heavy Gauss Rifle
4. Ammo (LRM 20 Artemis) 6
5. Ammo (LRM 20 Artemis) 6
6. CASE

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (26) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Hauptmann HA1-OD

Movement Points:
Walking: 3
Running: 5
Jumping: 0

Tonnage: 95
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	C³ Master	LT	0	[E]	—	5	10	15
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Rocket Launcher 10	RA	3	1/Msl [M,C]	—	5	11	18
1	Heavy PPC	LA	15	15 [DE]	3	6	12	18
1	Rocket Launcher 10	LA	3	1/Msl [M,C]	—	5	11	18

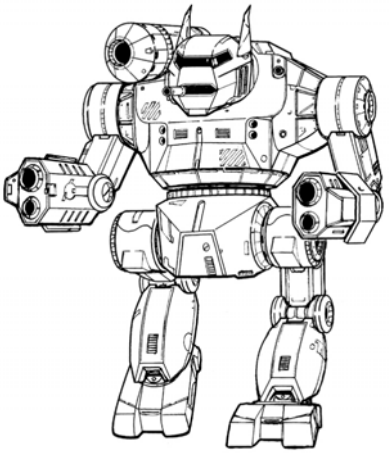
Cost: **BV:** 2,359

WARRIOR DATA

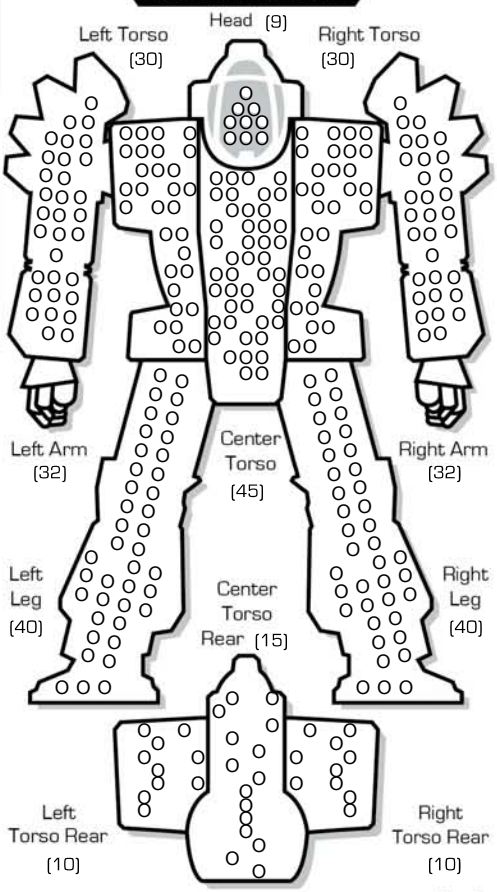
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Heavy PPC
4. Heavy PPC
5. Heavy PPC
6. Heavy PPC

1-3

1. Rocket Launcher 10
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. C³ Master
2. C³ Master
3. C³ Master
4. C³ Master
5. C³ Master
6. Targeting Computer

1-3

1. Targeting Computer
2. Targeting Computer
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Targeting Computer

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. ER Medium Laser
6. Ammo (Gauss) 8

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Rocket Launcher 10
6. ER Medium Laser

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

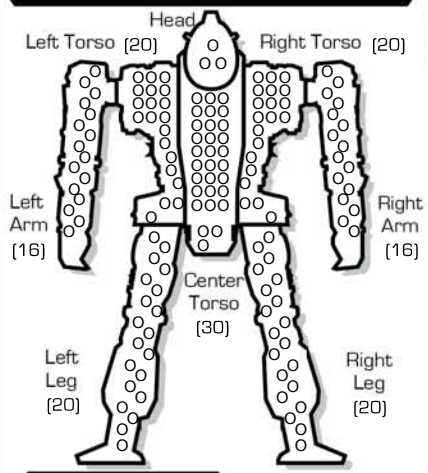
1-3

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Ammo (Gauss) 8
6. CASE

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Hauptmann HA1-OE

Movement Points:
Walking: 3
Running: 5
Jumping: 0

Tonnage: 95
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MML 5	RT	3	[M,S,C]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Plasma Rifle	RT	10	10 [DE,H,AI]	—	5	10	15
1	MML 5	LT	3	[M,S,C]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Plasma Rifle	LA	10	10 [DE,H,AI]	—	5	10	15

Cost:

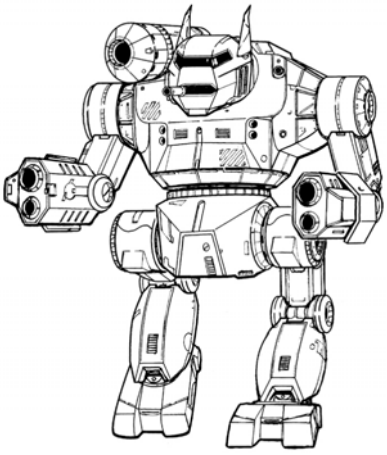
BV: 2,298

WARRIOR DATA

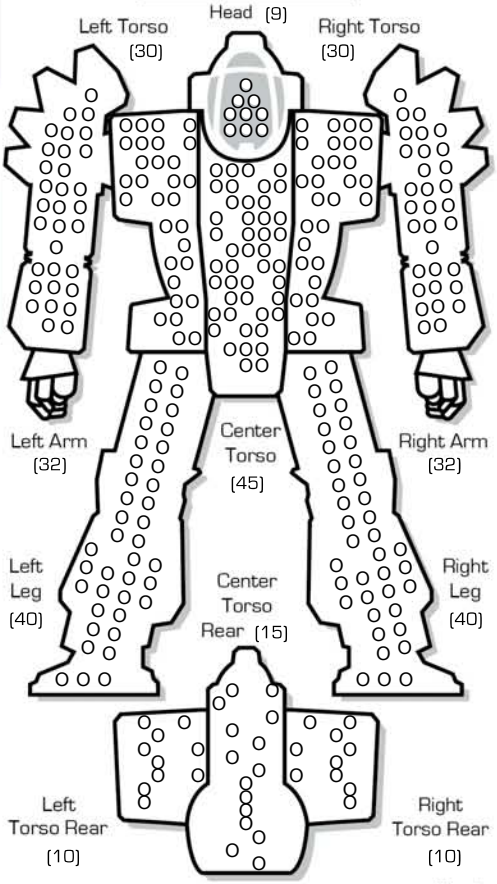
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Plasma Rifle
4. Plasma Rifle
5. Ammo (Plasma Rifle) 10
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. MML 5
5. MML 5
6. MML 5

1. Ammo (Plasma Rifle) 10
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

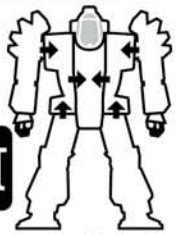
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (Plasma Rifle) 10
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

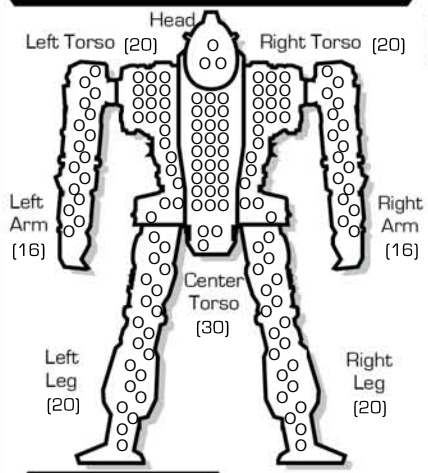
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Ammo (Gauss) 8
5. Ammo (Gauss) 8
6. Roll Again

Right Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Plasma Rifle
5. Plasma Rifle
6. MML 5

1. MML 5
2. MML 5
3. Ammo (MML 5/LRM) 24
4. Ammo (MML 5/SRM) 20
5. Ammo (MML 5/SRM) 20
6. CASE

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (26) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

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BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Sirocco SRC-3C

Movement Points:
- Walking: 3
- Running: 5
- Jumping: 0

Tonnage: 95
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	HD	4	6 [P]	—	2	4	6
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	ER Medium Laser(R)	RT	5	5 [DE]	—	4	8	12
1	Ultra AC/10	RT	4	10/Sht [DB,R,C]	—	6	12	18
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	ER Medium Laser(R)	LT	5	5 [DE]	—	4	8	12
1	Ultra AC/10	LT	4	10/Sht [DB,R,C]	—	6	12	18
1	A-Pod	FRL	—	[PD,OS,AI]	—	—	—	—
1	ER Medium Laser	FRL	5	5 [DE]	—	4	8	12
1	A-Pod	FLL	—	[PD,OS,AI]	—	—	—	—
1	ER Medium Laser	FLL	5	5 [DE]	—	4	8	12

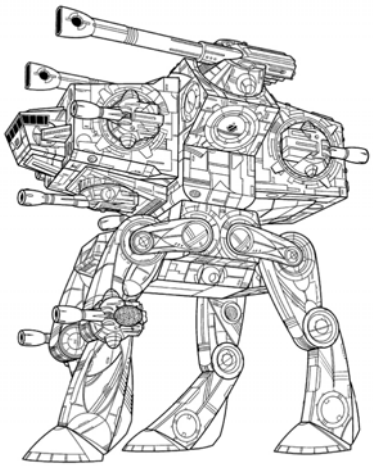
Cost: **BV:** 2,154

WARRIOR DATA

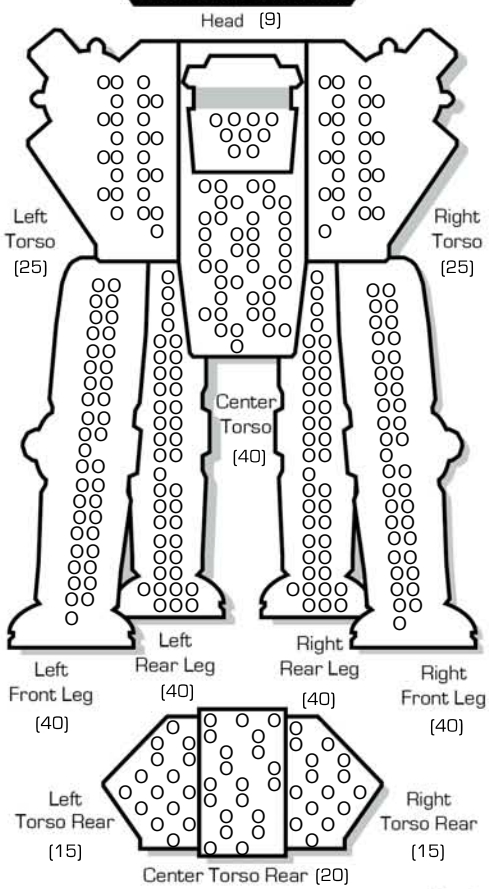
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head
1. Life Support
2. Sensors
3. Cockpit
4. Medium Pulse Laser
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Guardian ECM Suite
6. Guardian ECM Suite

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

Left Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. ER Medium Laser
6. A-Pod

Right Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. ER Medium Laser
6. A-Pod

Left Torso
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Ultra AC/10
5. Ultra AC/10
6. Ultra AC/10

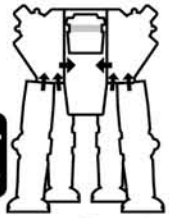
4-6
1. Ultra AC/10
2. Ultra AC/10
3. Ultra AC/10
4. Ultra AC/10
5. ER Medium Laser
6. ER Medium Laser(R)

Right Torso
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Ultra AC/10
5. Ultra AC/10
6. Ultra AC/10

4-6
1. Ultra AC/10
2. Ultra AC/10
3. Ultra AC/10
4. Ultra AC/10
5. ER Medium Laser
6. ER Medium Laser(R)

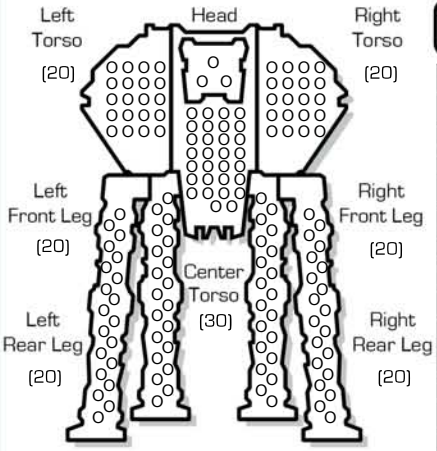
Left Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Ammo (Ultra AC/10) 10
6. Ammo (Ultra AC/10) 10

Right Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Ammo (Ultra AC/10) 10
6. Ammo (Ultra AC/10) 10



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (26) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Sirocco SRC-5C

Movement Points:
- Walking: 3
- Running: 5
- Jumping: 0

Tonnage: 95
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	HD	4	6 [P]	—	2	4	6
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	ER Medium Laser(R)	RT	5	5 [DE]	—	4	8	12
1	Light Gauss Rifle	RT	1	8 [DB,X]	3	8	17	25
1	SRM 4	RT	3	2/Msl [M,C]	—	3	6	9
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	ER Medium Laser(R)	LT	5	5 [DE]	—	4	8	12
1	Light Gauss Rifle	LT	1	8 [DB,X]	3	8	17	25
1	SRM 4	LT	3	2/Msl [M,C]	—	3	6	9
2	A-Pod	FRL	—	[PD,OS,AI]	—	—	—	—
2	A-Pod	FLL	—	[PD,OS,AI]	—	—	—	—

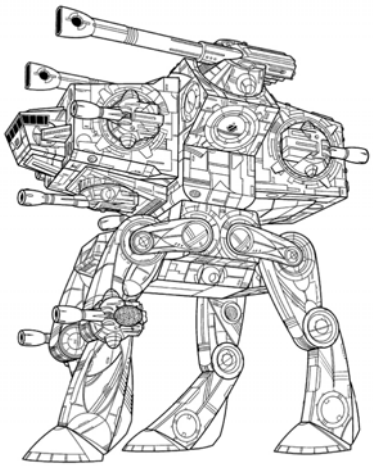
Cost: **BV:** 2,107

WARRIOR DATA

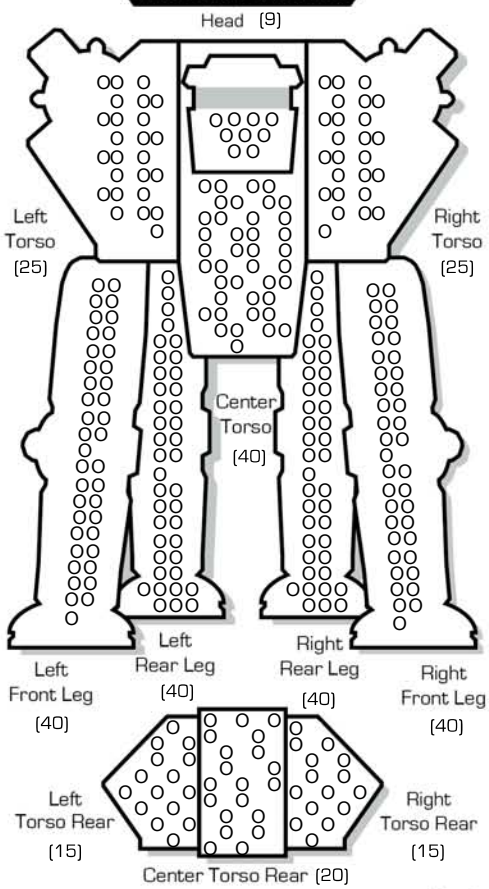
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head
1. Life Support
2. Sensors
3. Cockpit
4. Medium Pulse Laser
5. Sensors
6. Life Support

Left Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. A-Pod
6. A-Pod

Right Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. A-Pod
6. A-Pod

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Guardian ECM Suite
6. Guardian ECM Suite

Left Torso

1-3
1. Light Gauss Rifle
2. Light Gauss Rifle
3. Light Gauss Rifle
4. Light Gauss Rifle
5. Light Gauss Rifle
6. ER Medium Laser

4-6
1. SRM 4
2. ER Medium Laser(R)
3. Ammo (SRM 4) 25
4. CASE
5. Roll Again
6. Roll Again

Right Torso

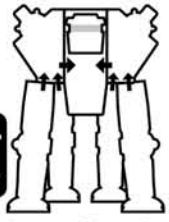
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Light Gauss Rifle
5. Light Gauss Rifle
6. Light Gauss Rifle

4-6
1. Light Gauss Rifle
2. Light Gauss Rifle
3. ER Medium Laser
4. SRM 4
5. ER Medium Laser(R)
6. CASE

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

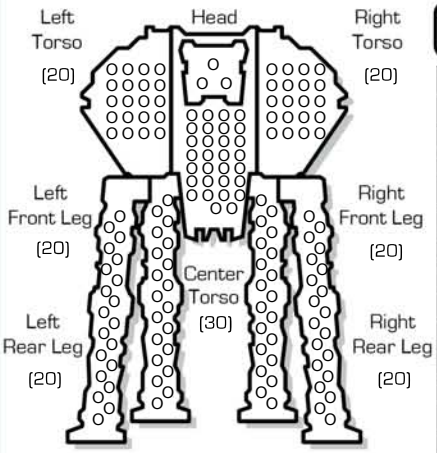
Left Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Ammo (Light Gauss) 16
6. Roll Again

Right Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Ammo (Light Gauss) 16
6. Roll Again



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Sirocco SRC-6C

Movement Points:
- Walking: 3
- Running: 5
- Jumping: 5

Tonnage: 95
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	HD	—	[E]	—	—	—	6
1	C³ Slave	RT	—	[E]	—	—	—	—
1	Light Gauss Rifle	RT	1	8 [DB,X]	3	8	17	25
1	ER Large Laser	LT	12	8 [DE]	—	7	14	19
4	ER Medium Laser	LT	5	5 [DE]	—	4	8	12

Cost:

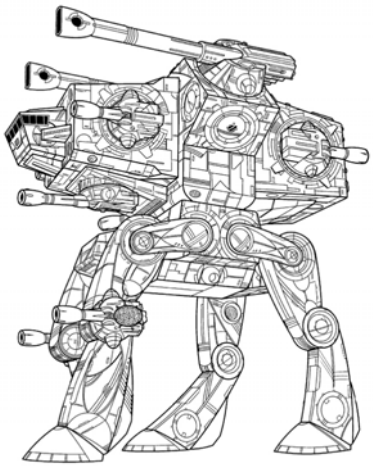
BV: 2,202

WARRIOR DATA

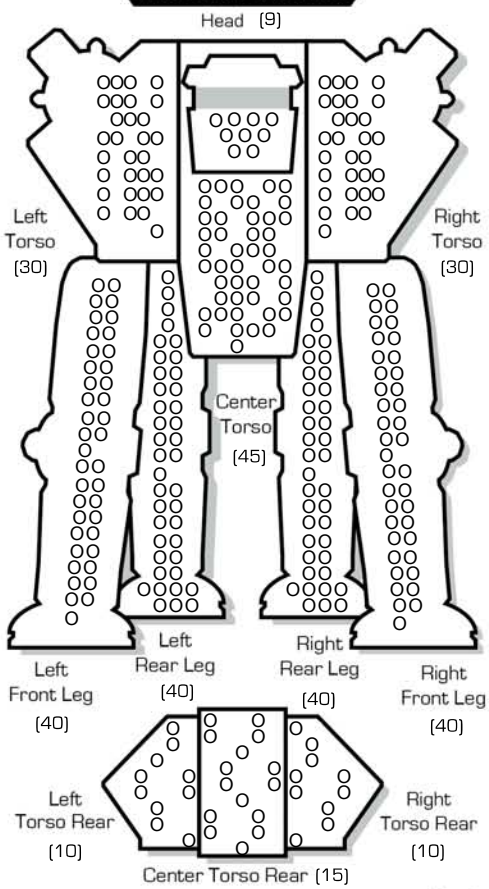
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Guardian ECM Suite
6. Guardian ECM Suite

Left Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Improved Jump Jet
6. Improved Jump Jet

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Improved Jump Jet
6. Improved Jump Jet

Right Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Improved Jump Jet
6. Improved Jump Jet

Left Torso

1-3
1. ER Large Laser
2. ER Large Laser
3. ER Medium Laser
4. ER Medium Laser
5. ER Medium Laser
6. ER Medium Laser

4-6
1. Light Ferro-Fibrous
2. Light Ferro-Fibrous
3. Light Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

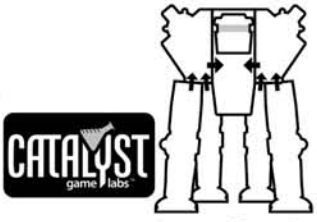
1-3
1. Light Gauss Rifle
2. Light Gauss Rifle
3. Light Gauss Rifle
4. Light Gauss Rifle
5. Light Gauss Rifle
6. Ammo (Light Gauss) 16

4-6
1. Ammo (Light Gauss) 16
2. C³ Slave
3. Light Ferro-Fibrous
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

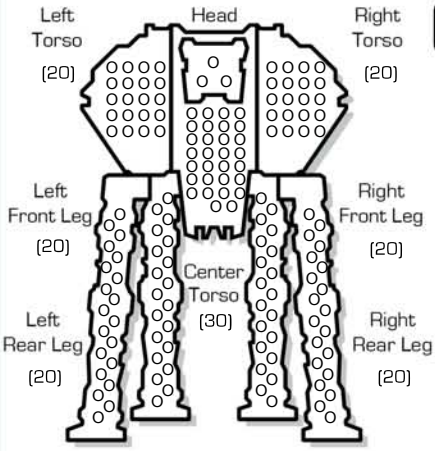
Left Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Improved Jump Jet
6. Improved Jump Jet

Right Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Improved Jump Jet
6. Improved Jump Jet



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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CLAN BATTLEMECHS

BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Snow Fox

Movement Points:
- Walking: 8
- Running: 12 [16]
- Jumping: 0

Tonnage: 20
Tech Base: Clan
Era: Succession Wars

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	ER Small Laser	RT	2	5 [DE]	—	2	4	6
1	ER Small Laser	LT	2	5 [DE]	—	2	4	6

Cost: **BV:** 807

WARRIOR DATA

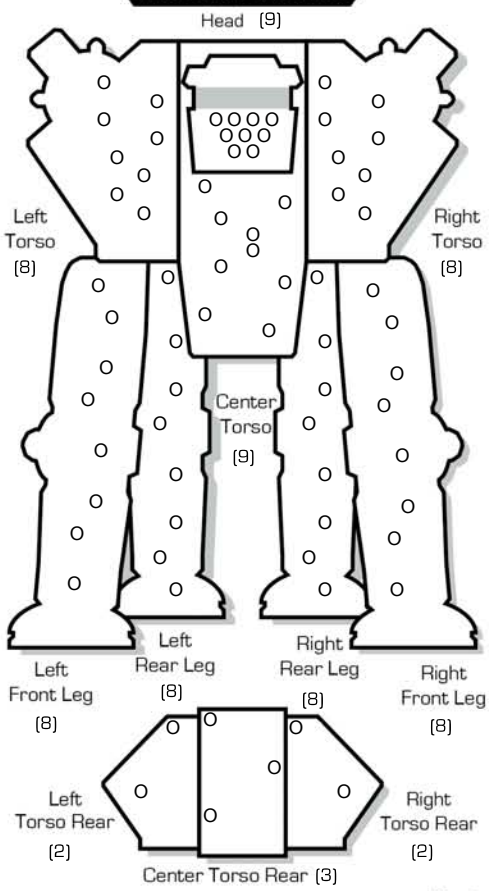
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Medium Laser
5. Sensors
6. Life Support

Left Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Roll Again
6. Roll Again

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. MASC
6. Ferro-Fibrous

Right Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Heat Sink
2. Heat Sink
3. ER Small Laser
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

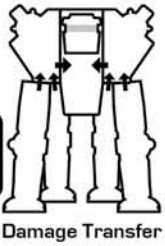
Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

Right Torso
1-3
1. Heat Sink
2. Heat Sink
3. ER Small Laser
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

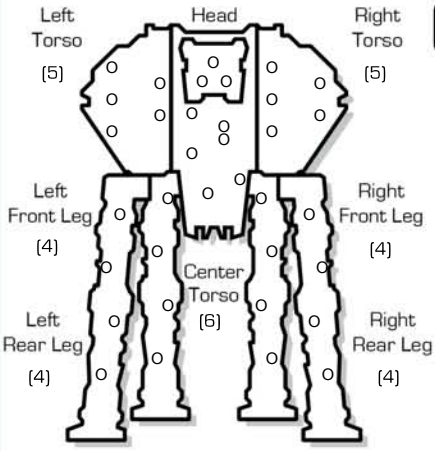
Left Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Roll Again
6. Roll Again

Right Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Roll Again
6. Roll Again



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (10) Single
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Snow Fox 2

Movement Points:
- Walking: 8
- Running: 12 [16]
- Jumping: 0

Tonnage: 20
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	HD	4	1/Msl [M,C,S]	—	7	14	21

Cost:

BV: 604

WARRIOR DATA

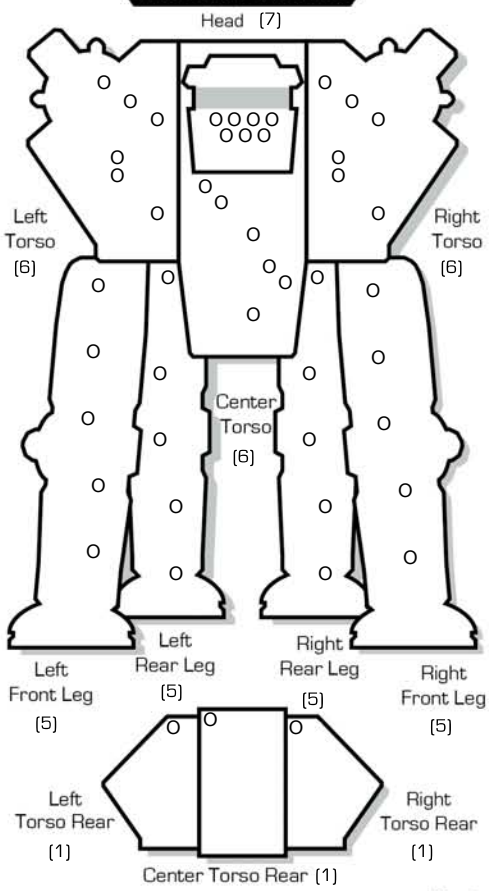
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head
1. Life Support
2. Sensors
3. Cockpit
4. LRM 10
5. Sensors
6. Life Support

Left Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Roll Again
6. Roll Again

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. MASC
6. Ferro-Fibrous

Right Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Heat Sink
2. Heat Sink
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

Right Torso (CASE)
1-3
1. Heat Sink
2. Heat Sink
3. Ammo (LRM 10) 12
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

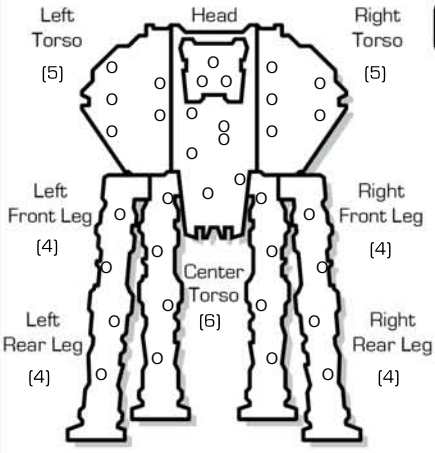
Left Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Roll Again
6. Roll Again

Right Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Roll Again
6. Roll Again



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (10) Single
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Snow Fox 3

Movement Points:
- Walking: 9
- Running: 14
- Jumping: 0

Tonnage: 20
Tech Base: Clan
Era: Jihad

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	ATM 3	CT	2	[M,S,C]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
1	AP Gauss Rifle	RT	1	3 [DB,X]	—	3	6	9
1	ECM Suite	RT	—	[E]	—	—	—	6
1	AP Gauss Rifle	LT	1	3 [DB,X]	—	3	6	9

Cost: **BV:** 903

WARRIOR DATA

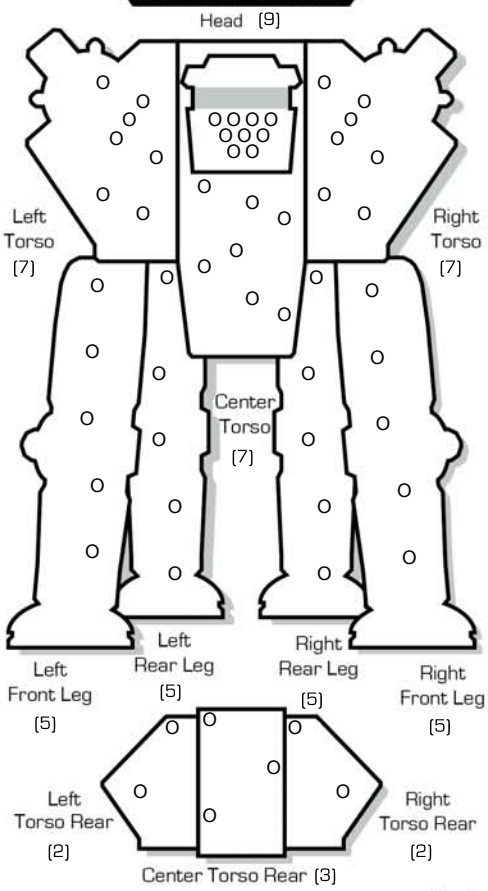
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Medium Laser
5. Sensors
6. Life Support

Left Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Ferro-Fibrous
6. Endo Steel

Center Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ATM 3
6. ATM 3

Right Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Ferro-Fibrous
6. Endo Steel

Left Torso (CASE)
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. AP Gauss Rifle
2. Ammo (ATM 3) 20
3. Ammo (ATM 3) 20
4. Endo Steel
5. Ferro-Fibrous
6. Roll Again

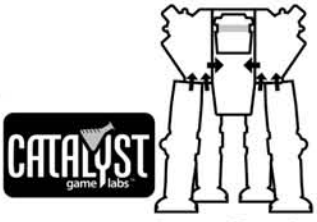
Right Torso (CASE)
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. AP Gauss Rifle
6. Ammo (AP Gauss) 40

4-6
1. ECM Suite
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

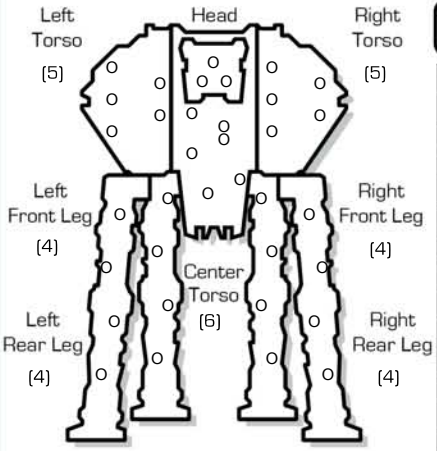
Left Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Ferro-Fibrous
6. Endo Steel

Right Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Ferro-Fibrous
6. Endo Steel



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Commando IIC

Movement Points:		**Tonnage:**	25
Walking:	6	**Tech Base:**	Clan
Running:	9	**Era:**	Succession Wars
Jumping:	0		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	CT	4	2/Msl [M,C]	—	3	6	9
1	SRM 4	RT	3	2/Msl [M,C]	—	3	6	9
1	SRM 4	LT	3	2/Msl [M,C]	—	3	6	9
1	SRM 4	RA	3	2/Msl [M,C]	—	3	6	9
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

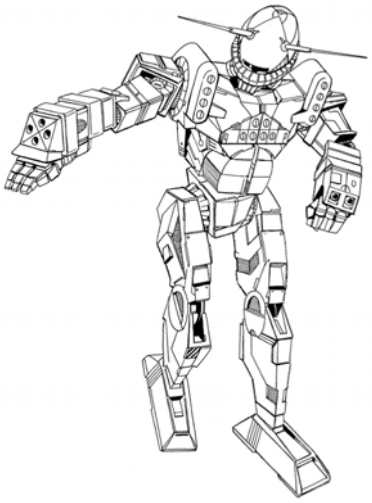
Cost: **BV:** 978

WARRIOR DATA

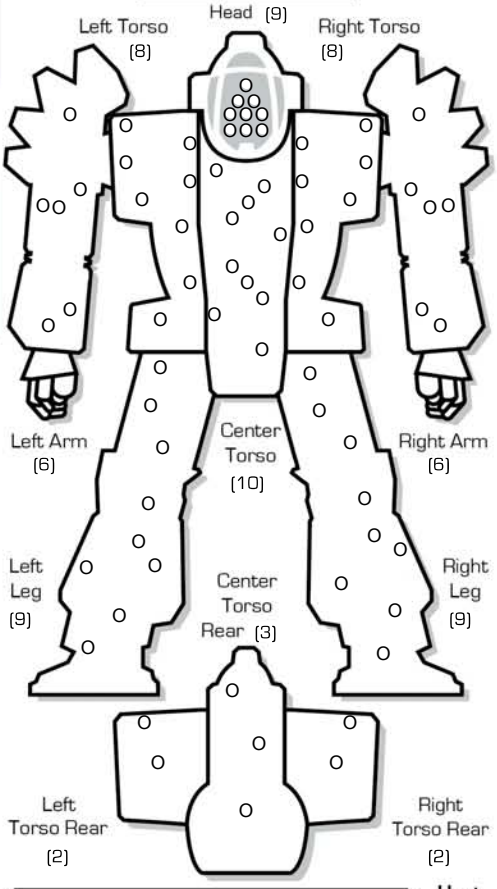
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

1-3

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Double Heat Sink
2. Double Heat Sink
3. SRM 4
4. Endo Steel
5. Endo Steel
6. Endo Steel

1-3

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

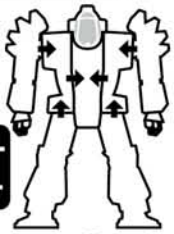
Center Torso

1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. SRM 6
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM 4
6. Roll Again

1-3

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

1. Double Heat Sink
2. Double Heat Sink
3. SRM 4
4. Ammo (SRM 6) 15
5. Ammo (SRM 4) 25
6. Endo Steel

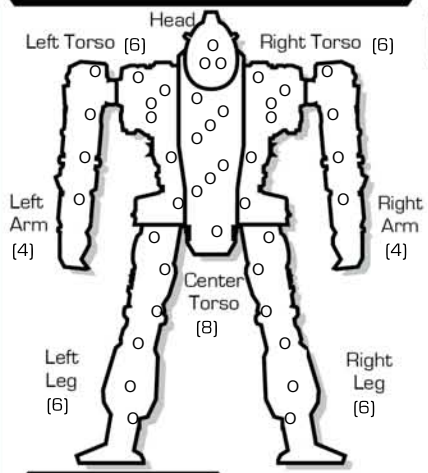
1-3

4-6
1. Endo Steel
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Icestorm

Movement Points:
- Walking: 12
- Running: 18
- Jumping: 0

Tonnage: 25
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 2	HD	2	2/Msl [M,C]	—	3	6	9
1	Clan TAG	CT	0	0 [S]	—	5	10	15
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15

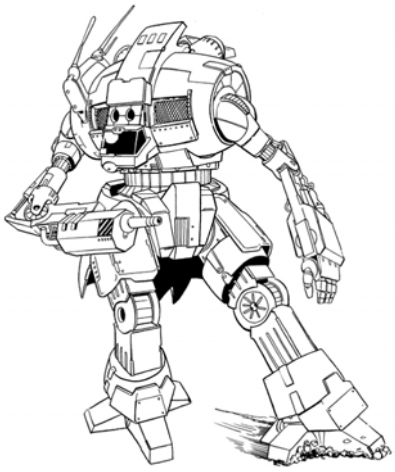
Cost: **BV:** 728

WARRIOR DATA

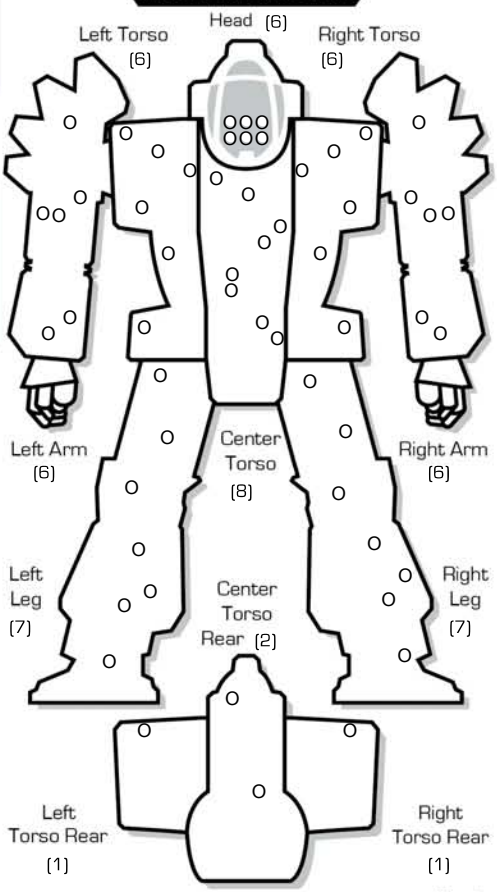
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

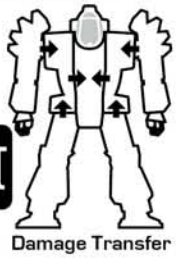
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. SRM 2
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Clan TAG
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Medium Laser
5. Roll Again
6. Roll Again

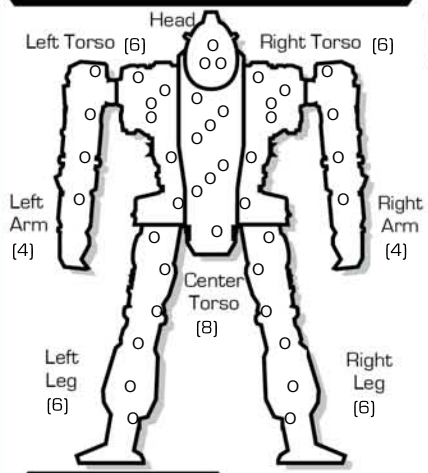
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Ammo (SRM 2) 50
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (10) Single
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Icestorm 2

Movement Points:
- Walking: 12
- Running: 18
- Jumping: 0

Tonnage: 25
Tech Base: Clan (Advanced)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Flamer	HD	4	2 [DE,H,AI]	—	3	5	7
1	Clan Light TAG	CT	0	0 [S]	—	3	6	9
1	Heavy Medium Laser	RT	7	10 [DE]	—	3	6	9
1	Heavy Medium Laser	RA	7	10 [DE]	—	3	6	9

Cost:

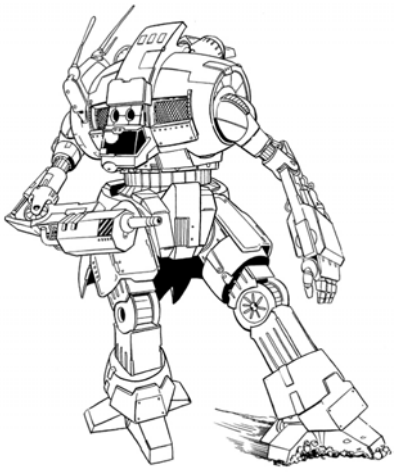
BV: 868

WARRIOR DATA

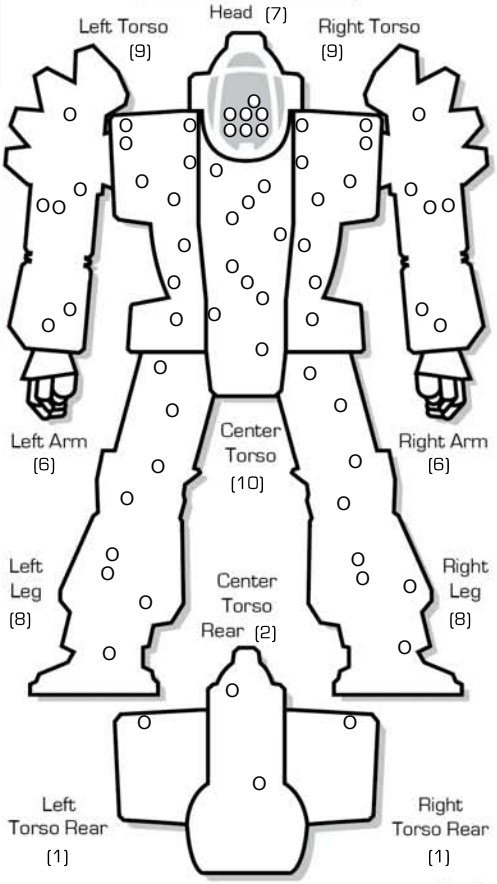
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

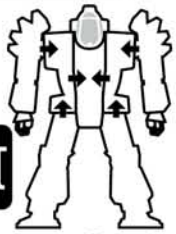
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Flamer
5. Sensors
6. Life Support

Center Torso
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Clan Light TAG
6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Heavy Medium Laser
5. Heavy Medium Laser
6. Roll Again

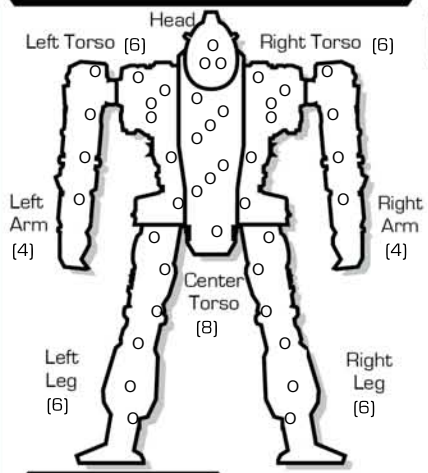
4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. Heavy Medium Laser
4. Heavy Medium Laser
5. Roll Again
6. Roll Again

4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Mandrill

Movement Points:
Walking: 4
Running: 6
Jumping: 4

Tonnage: 30
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	5 [DE]	—	2	4	6
1	LRM 20	RT	6	1/Msl [M,C,S]	—	7	14	21
1	LRM 20	LT	6	1/Msl [M,C,S]	—	7	14	21

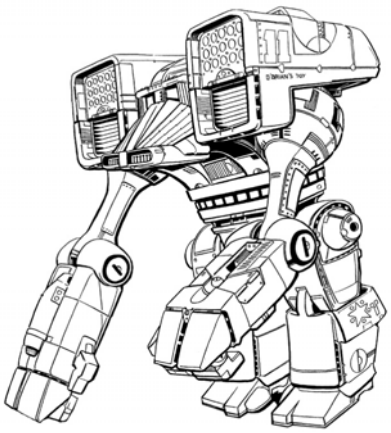
Cost: **BV:** 1,209

WARRIOR DATA

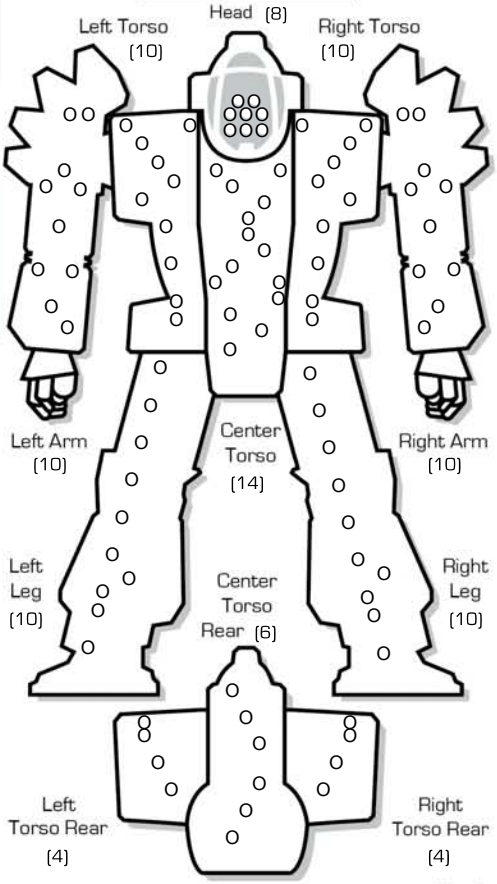
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Jump Jet

1-3
1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. Ammo (LRM 20) 6
6. Ammo (LRM 20) 6

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

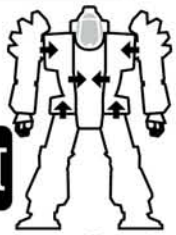
Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Small Laser
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Ferro-Fibrous

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

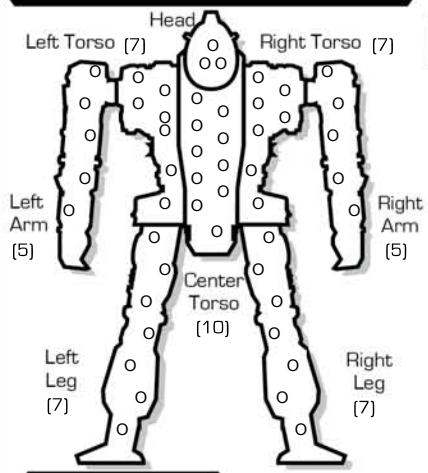
Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Jump Jet

1-3
1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. Ammo (LRM 20) 6
6. Ammo (LRM 20) 6

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Pack Hunter

Movement Points:		Tonnage:	30
Walking:	7	Tech Base:	Clan
Running:	11	Era:	Clan Invasion
Jumping:	7		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RT	15	15 [DE]	—	7	14	23

Cost: **BV:** 1,369

WARRIOR DATA

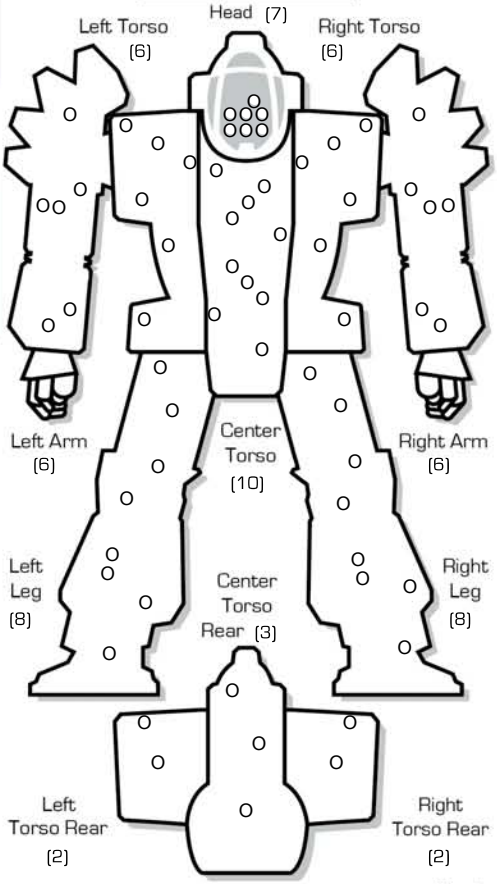
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso

1. Double Heat Sink
2. Double Heat Sink
3. Jump Jet
4. Jump Jet
5. Jump Jet
6. Endo Steel

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

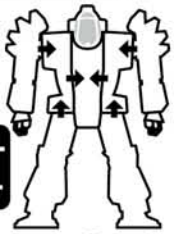
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Roll Again

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso

1. Double Heat Sink
2. Double Heat Sink
3. Jump Jet
4. Jump Jet
5. Jump Jet
6. ER PPC

1-3

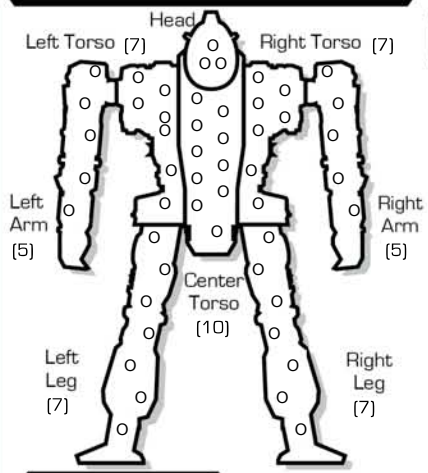
1. ER PPC
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Pack Hunter 2

Movement Points:		**Tonnage:**	30
Walking:	7	**Tech Base:**	Clan
Running:	11	**Era:**	Civil War
Jumping:	7		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	ER Micro Laser	RT	1	2 [DE]	—	1	2	4
1	ER PPC	RT	15	15 [DE]	—	7	14	23
4	ER Micro Laser	LT	1	2 [DE]	—	1	2	4

Cost: **BV:** 1,598

WARRIOR DATA

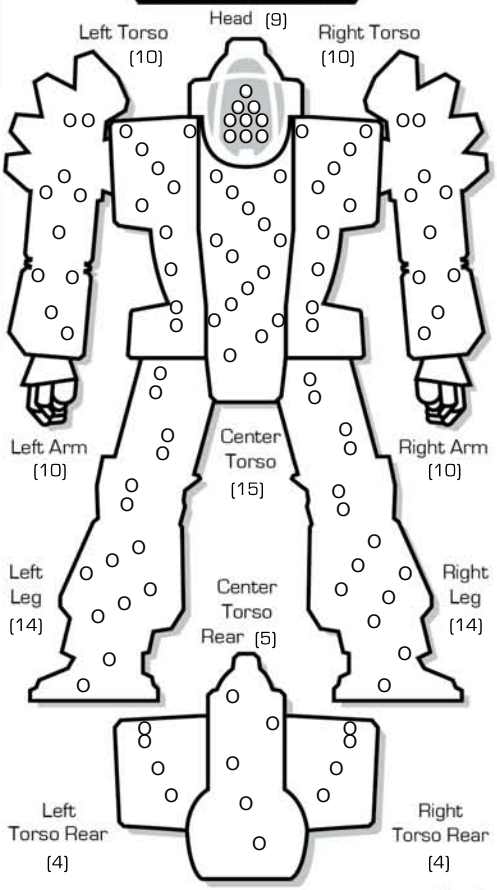
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. Jump Jet
6. ER Micro Laser

1. ER Micro Laser
2. ER Micro Laser
3. ER Micro Laser
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

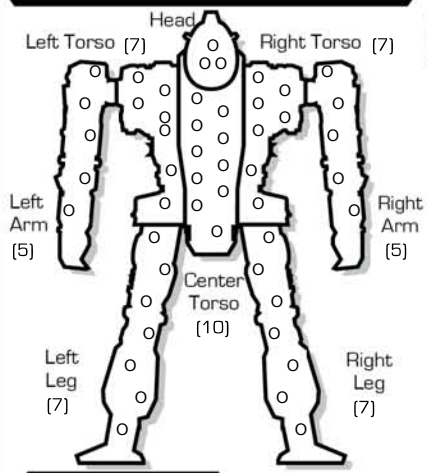
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. Jump Jet
6. ER PPC

1. ER PPC
2. ER Micro Laser
3. ER Micro Laser
4. ER Micro Laser
5. ER Micro Laser
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Pack Hunter 3

Movement Points:
Walking: 7
Running: 11 [14]
Jumping: 7

Tonnage: 30
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Micro Laser	RT	1	2 [DE]	—	1	2	4
1	ER PPC	RT	15	15 [DE]	—	7	14	23
2	ER Micro Laser	LT	1	2 [DE]	—	1	2	4

Cost:

BV: 1,747

WARRIOR DATA

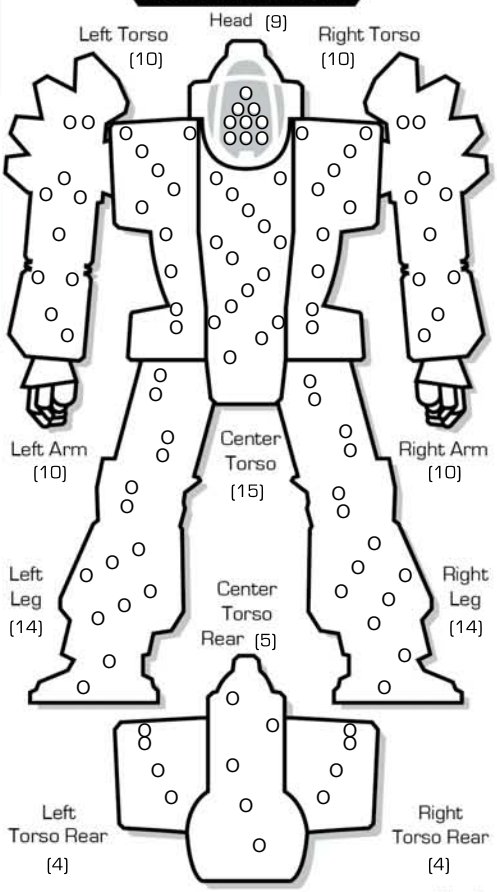
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. Jump Jet
6. ER Micro Laser

1. ER Micro Laser
2. MASC
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

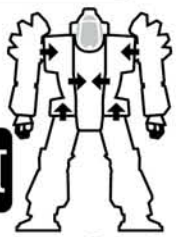
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

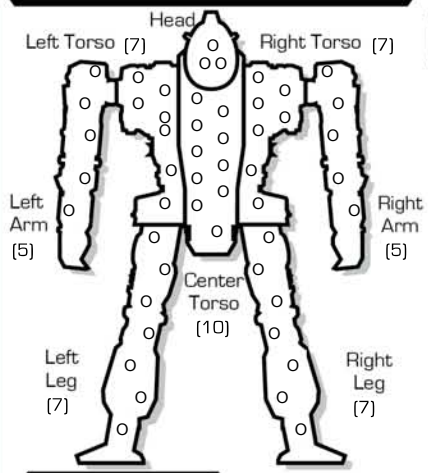
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. Jump Jet
6. ER PPC

1. ER PPC
2. ER Micro Laser
3. ER Micro Laser
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
20	-4 Movement Points
19	Ammo Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	-2 Movement Points
8	+1 Modifier to Fire
5	-1 Movement Points

Heat Sinks: 11 (22) 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

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Pack Hunter 4

Movement Points:			
Walking:	6	Tonnage:	30
Running:	9	Tech Base:	Clan
Jumping:	9	Era:	Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	HD	—	[E]	—	—	—	6
1	ER Large Laser	RT	12	10 [DE]	—	8	15	25
1	Targeting Computer	LT	—	[E]	—	—	—	—

Cost: **BV:** 1,257

WARRIOR DATA

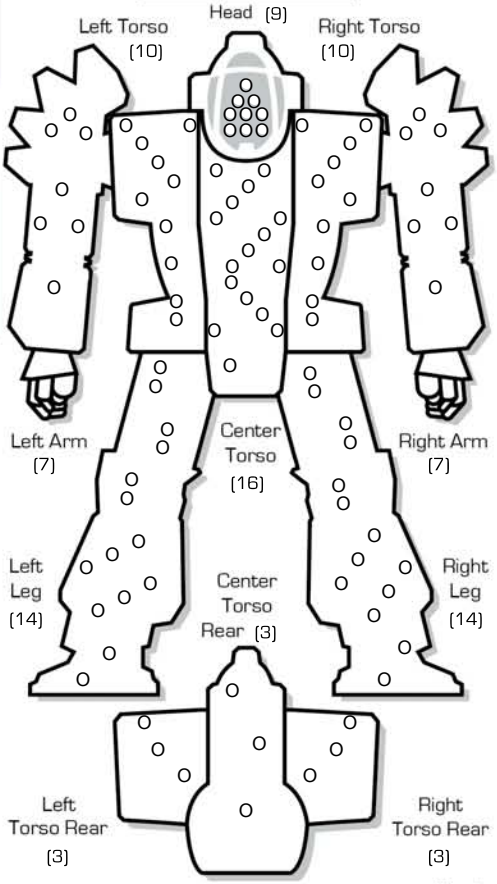
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Improved Jump Jet
6. Improved Jump Jet

4-6
1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. Targeting Computer
6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved Jump Jet

Head

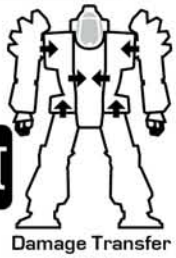
1. Life Support
2. Sensors
3. Cockpit
4. ECM Suite
5. Sensors
6. Life Support

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Improved Jump Jet
6. Improved Jump Jet

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



CATALYST game labs

Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Endo Steel

Right Torso

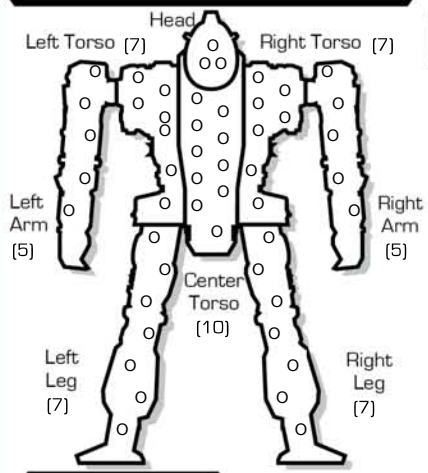
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Improved Jump Jet
6. Improved Jump Jet

4-6
1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. ER Large Laser
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: UrbanMech IIC

Movement Points:
- Walking: 3
- Running: 5
- Jumping: 3

Tonnage: 30
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/10	RA	3	10/Sht [DB,R,C]	—	6	12	18
1	ER Small Laser	LA	2	5 [DE]	—	2	4	6

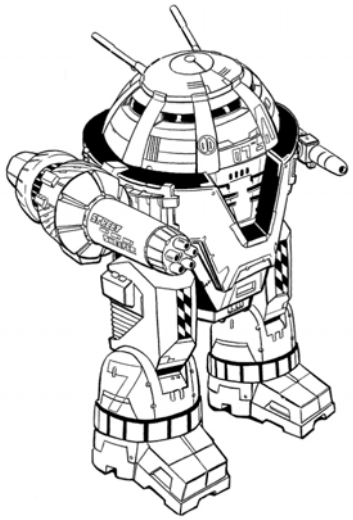
Cost: **BV:** 798

WARRIOR DATA

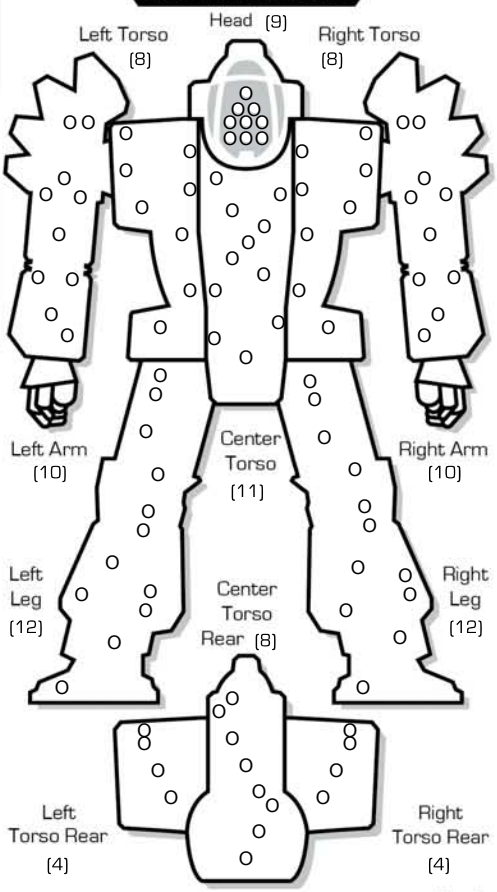
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. ER Small Laser
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. Heat Sink
2. Jump Jet
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

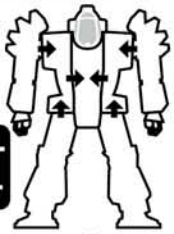
Right Torso
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits OOO
Gyro Hits OO
Sensor Hits OO
Life Support O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Ultra AC/10
4. Ultra AC/10
5. Ultra AC/10
6. Ultra AC/10

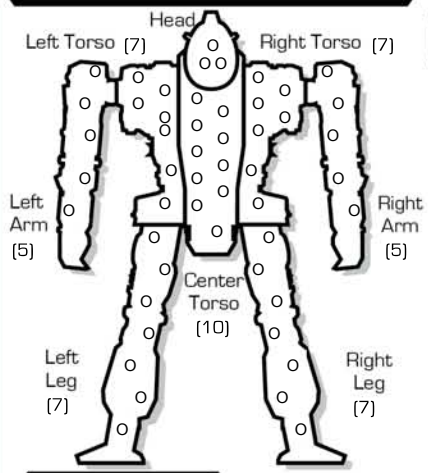
Right Torso (CASE)
1. Heat Sink
2. Jump Jet
3. Ammo (Ultra AC/10) 10
4. Ammo (Ultra AC/10) 10
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (10) Single
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: UrbanMech IIC 2

Movement Points:			
Walking:	3	Tonnage:	30
Running:	5	Tech Base:	Clan
Jumping:	3	Era:	Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HAG/20	RA	4	20 [C/F]	2	8	16	24
1	Flamer	LA	3	2 [DE,H,AI]	—	1	2	3

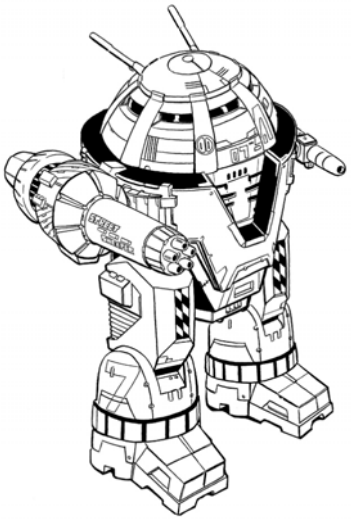
Cost: **BV:** 855

WARRIOR DATA

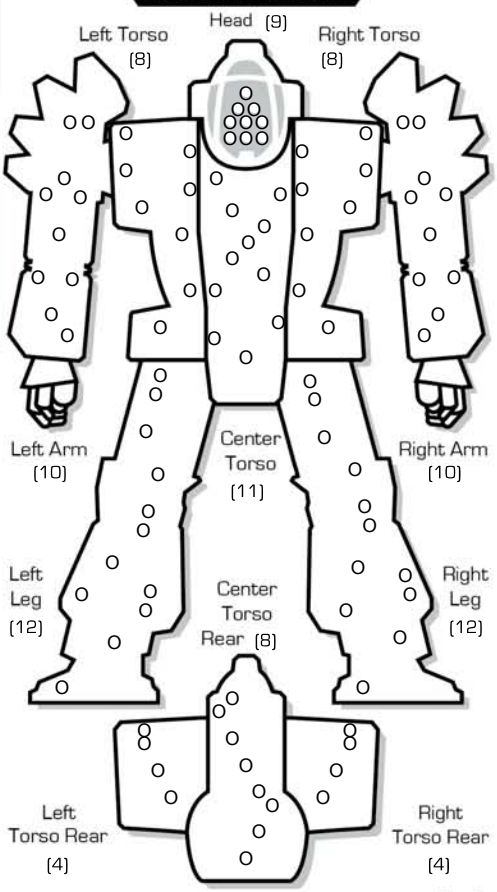
Name: _____

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

1. Shoulder
2. Upper Arm Actuator
3. Flamer
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Heat Sink
2. Jump Jet
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head

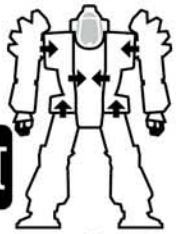
1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

Center Torso

1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. HAG/20
4. HAG/20
5. HAG/20
6. HAG/20

1. HAG/20
2. HAG/20
3. Ammo (HAG 20) 6
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

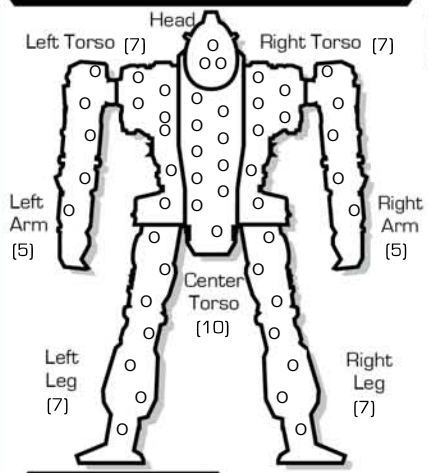
1. Heat Sink
2. Jump Jet
3. Ammo (HAG 20) 6
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (10) Single
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Cougar Prime

Movement Points:
Walking: 5
Running: 8
Jumping: 0

Tonnage: 35
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	RT	4	1/Msl [M,C,S]	—	7	14	21
1	LRM 10	LT	4	1/Msl [M,C,S]	—	7	14	21
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20

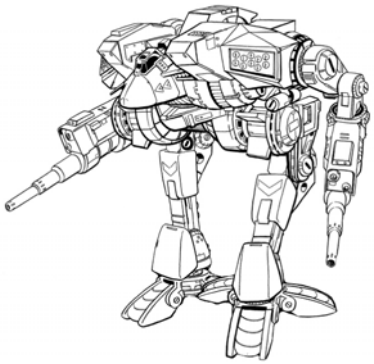
Cost: BV: 1,485

WARRIOR DATA

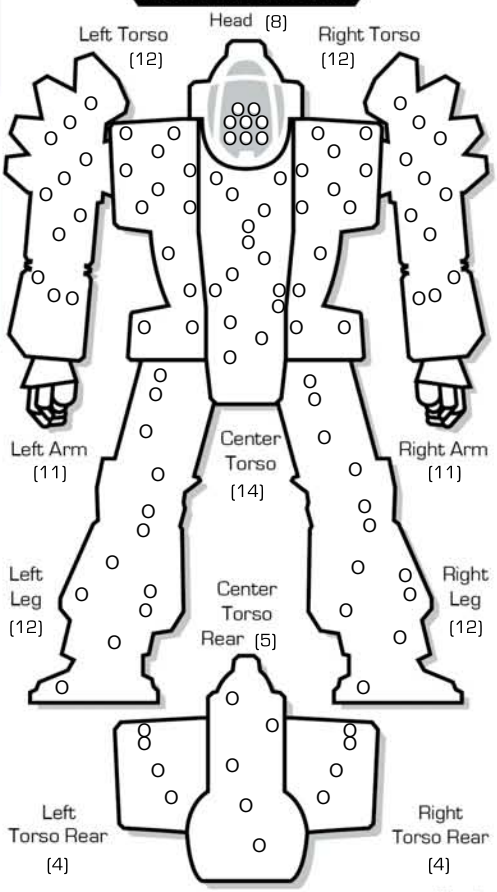
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. Double Heat Sink
5. Double Heat Sink
6. Large Pulse Laser
1. Large Pulse Laser
2. Roll Again
4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

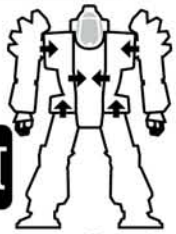
Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. LRM 10
4. Ammo (LRM 10) 12
5. Endo Steel
6. Endo Steel
1. Endo Steel
2. Endo Steel
4-6 3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. XL Fusion Engine
4-6 3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

Engine Hits OOO
Gyro Hits OO
Sensor Hits OO
Life Support O



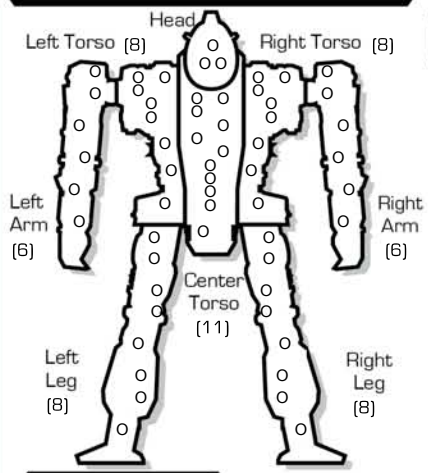
Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. Double Heat Sink
5. Double Heat Sink
6. Large Pulse Laser
1. Large Pulse Laser
2. Roll Again
4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. Double Heat Sink
4. Double Heat Sink
5. LRM 10
6. Ammo (LRM 10) 12
1. Ferro-Fibrous
2. Ferro-Fibrous
4-6 3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Cougar A

Movement Points:
Walking: 5
Running: 8
Jumping: 0

Tonnage: 35
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	HD	2	3 [P]	—	2	4	6
1	LRM 20 w/Artemis IV FCS	RT	6	1/Msl [M,C,S]	—	7	14	21
1	LRM 20 w/Artemis IV FCS	LT	6	1/Msl [M,C,S]	—	7	14	21
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

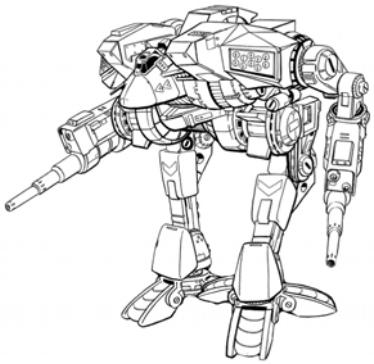
Cost: BV: 1,697

WARRIOR DATA

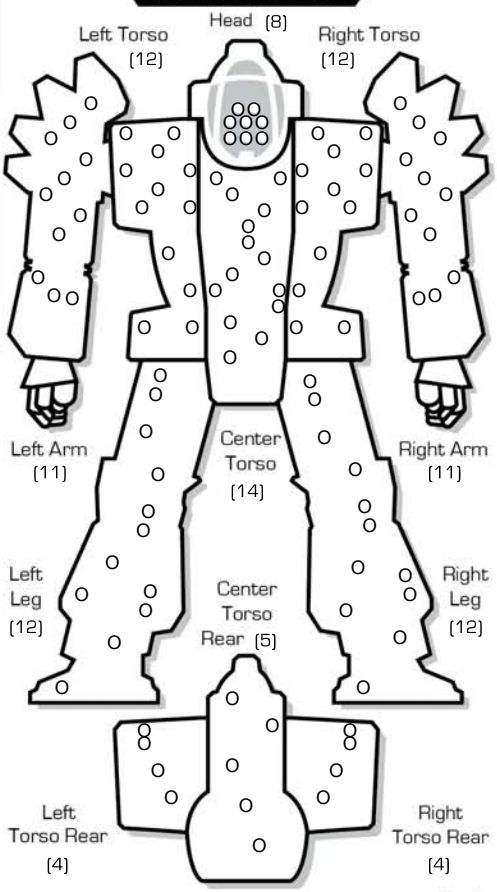
Name: _____

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 (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. [Double Heat Sink
5.]Double Heat Sink
6. ER Medium Laser

1. Ammo (LRM 20 Artemis) 6
2. Ammo (LRM 20 Artemis) 6
4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. [LRM 20
4. LRM 20
5. LRM 20
6.]LRM 20

1. Artemis IV FCS
2. Endo Steel
4-6 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

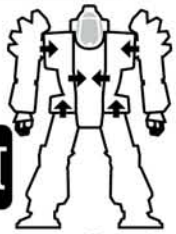
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Pulse Laser
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
4-6 3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



CATALYST game labs

Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. [Double Heat Sink
5.]Double Heat Sink
6. ER Medium Laser

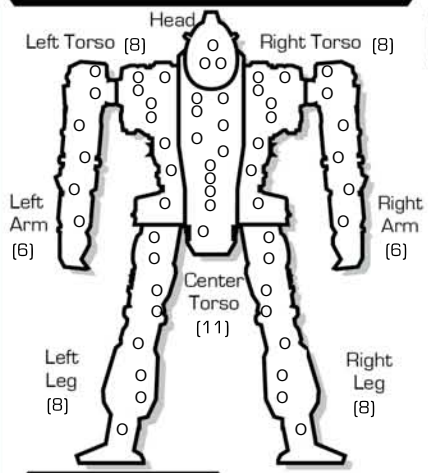
1. Ammo (LRM 20 Artemis) 6
2. Ammo (LRM 20 Artemis) 6
4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. [Double Heat Sink
4.]Double Heat Sink
5. [LRM 20
6.]LRM 20

1. LRM 20
2. LRM 20
4-6 3. Artemis IV FCS
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Cougar B

Movement Points:
Walking: 5
Running: 8
Jumping: 0

Tonnage: 35
Tech Base: Clan
Era: Clan Invasion

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	ER PPC	RA	15	15 [DE]	—	7	14	23
1	ER PPC	LA	15	15 [DE]	—	7	14	23

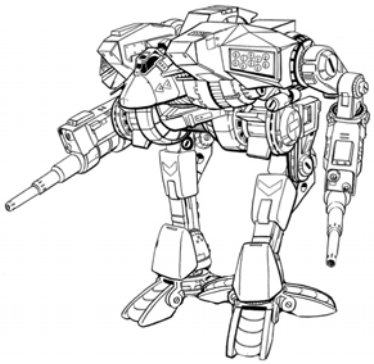
Cost: **BV:** 1,774

WARRIOR DATA

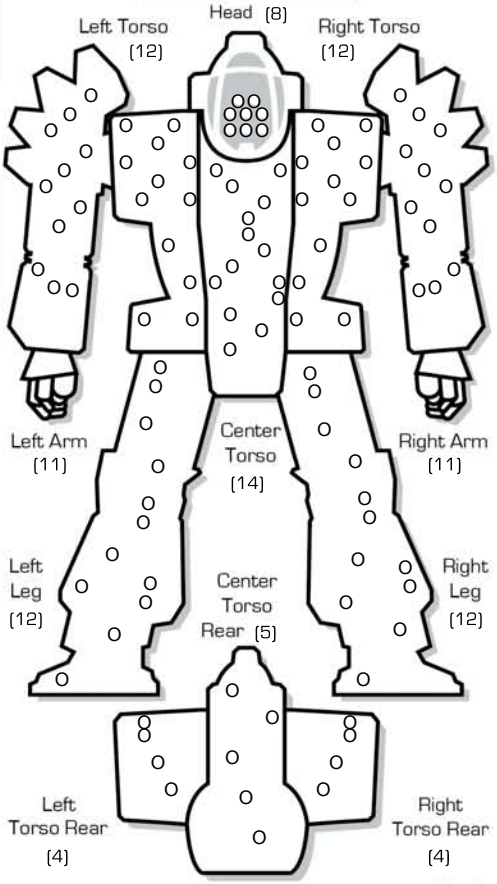
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. ER PPC
2. ER PPC
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Medium Laser
5. Sensors
6. Life Support

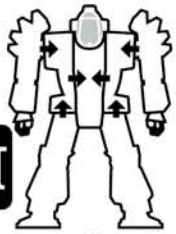
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. ER PPC
2. ER PPC
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

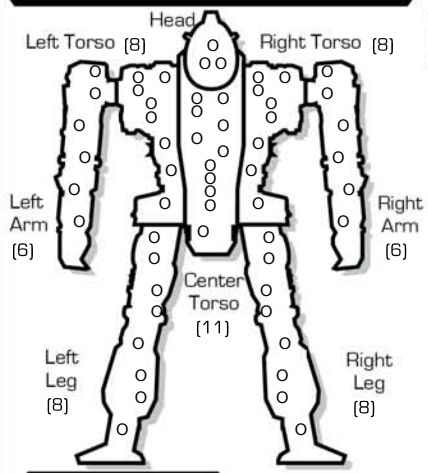
1-3

1. Double Heat Sink
2. Double Heat Sink
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 (32) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Cougar C

Movement Points:
Walking: 5
Running: 8
Jumping: 0

Tonnage: 35
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	7 [DE]	—	5	10	15
4	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22

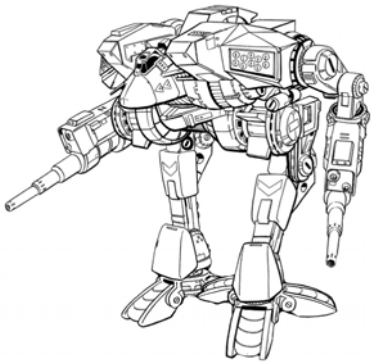
Cost: BV: 1,785

WARRIOR DATA

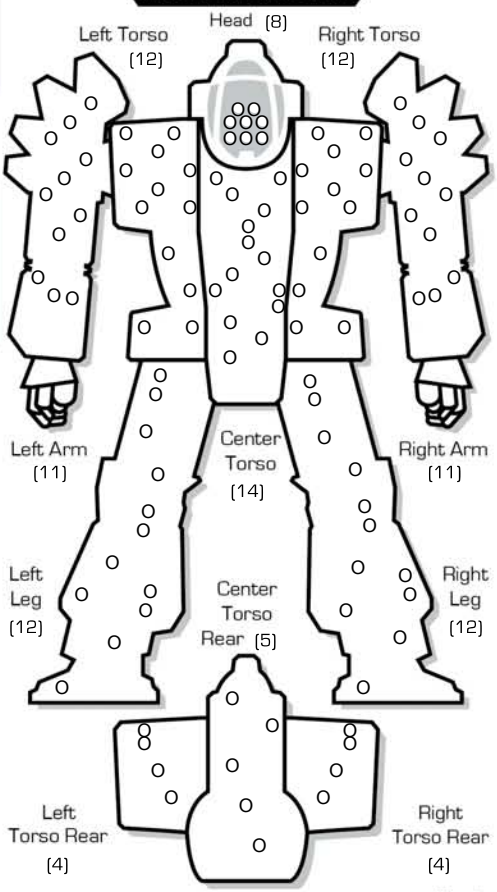
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Gauss Rifle
6. Gauss Rifle

1-3
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Roll Again
6. Roll Again

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Ammo (Gauss) 8
4. Ammo (Gauss) 8
5. Endo Steel
6. Endo Steel

1-3
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

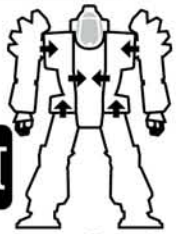
Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Medium Laser
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. ER Medium Laser

1-3
1. ER Medium Laser
2. ER Medium Laser
3. ER Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again

4-6

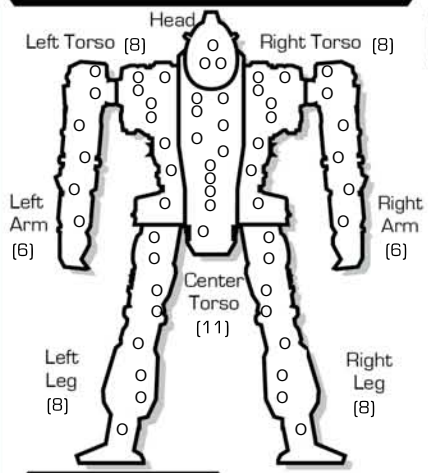
Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Ferro-Fibrous
6. Ferro-Fibrous

1-3
1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Cougar D

Movement Points:
Walking: 5
Running: 8
Jumping: 0

Tonnage: 35
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	RT	3	2/Msl [M,C]	—	3	6	9
1	SRM 4	LT	3	2/Msl [M,C]	—	3	6	9
1	Ultra AC/10	RA	3	10/Sht [DB,R,C]	—	6	12	18
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25

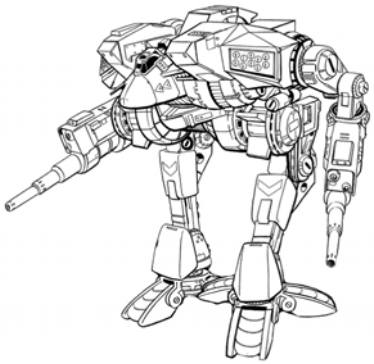
Cost: BV: 1,309

WARRIOR DATA

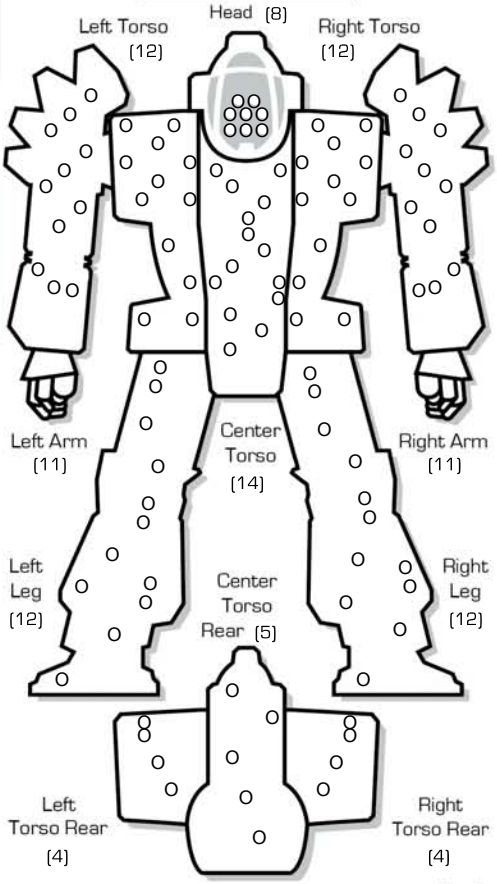
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. ER Large Laser

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. SRM 4
4. Endo Steel
5. Endo Steel
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

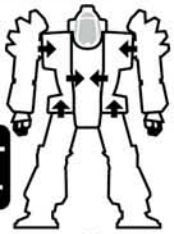
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Ultra AC/10
6. Ultra AC/10

1-3

1. Ultra AC/10
2. Ultra AC/10
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. SRM 4
6. Ammo (SRM 4) 25

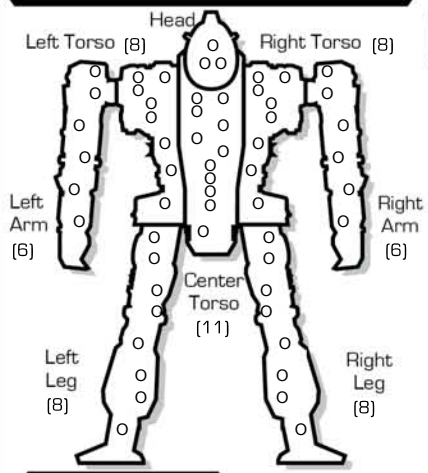
1-3

1. Ammo (Ultra AC/10) 10
2. Ammo (Ultra AC/10) 10
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Cougar E

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 0

Tonnage: 35
Tech Base: Clan
Era: Civil War

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	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	ATM 6	RA	4	[M,S,C]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
1	ATM 6	LA	4	[M,S,C]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9

Cost:

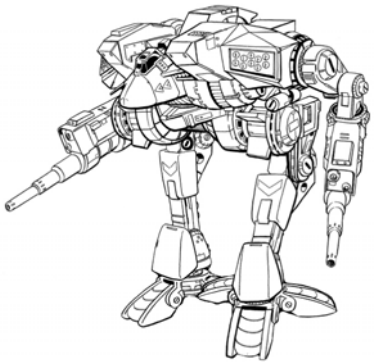
BV: 1,442

WARRIOR DATA

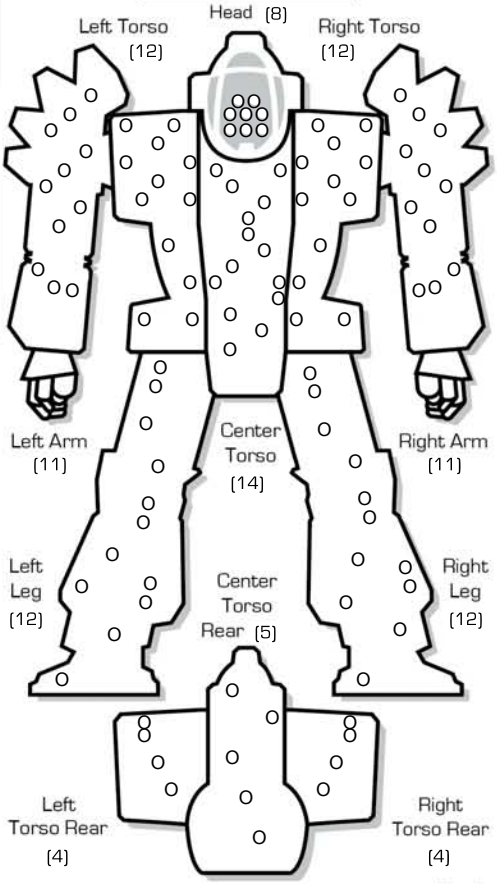
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

1. ATM 6
2. ATM 6
3. ATM 6
4. Ammo (ATM 6) 10
5. Ammo (ATM 6 ER) 10
6. Ammo (ATM 6 HE) 10

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. ER Medium Laser
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Medium Laser
5. Sensors
6. Life Support

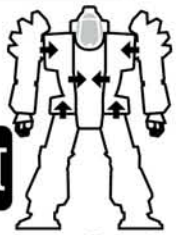
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

1. ATM 6
2. ATM 6
3. ATM 6
4. Ammo (ATM 6) 10
5. Ammo (ATM 6 ER) 10
6. Ammo (ATM 6 HE) 10

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

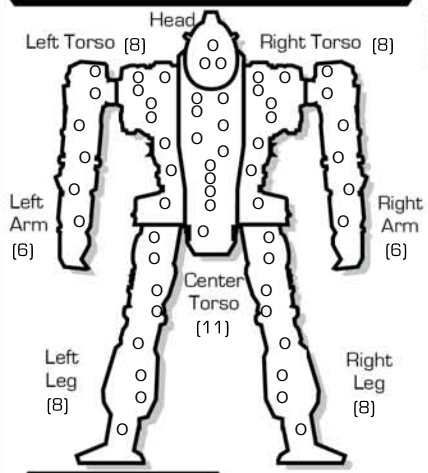
1-3

1. ER Medium Laser
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (26) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Cougar F

Movement Points:		**Tonnage:**	35
Walking:	5	**Tech Base:**	Clan
Running:	8	**Era:**	Jihad
Jumping:	5		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	HD	4	7 [P]	—	4	8	12
1	B-Pod	RT	0	1 [DB,PD,AI,X,OS]	—	0	0	—
1	Streak SRM 4	RT	3	2/Msl [M,C]	—	4	8	12
1	B-Pod	LT	0	1 [DB,PD,AI,X,OS]	—	0	0	—
4	Heavy Machine Gun	RA	0	3 [DB,AI]	—	1	2	—
1	Heavy Machine Gun Array	RA	—	[T]	—	—	—	—
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
4	Heavy Machine Gun	LA	0	3 [DB,AI]	—	1	2	—
1	Heavy Machine Gun Array	LA	—	[T]	—	—	—	—
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12

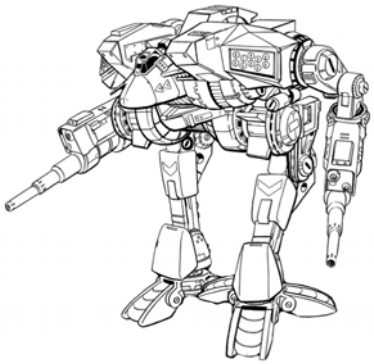
Cost: **BV:** 1,401

WARRIOR DATA

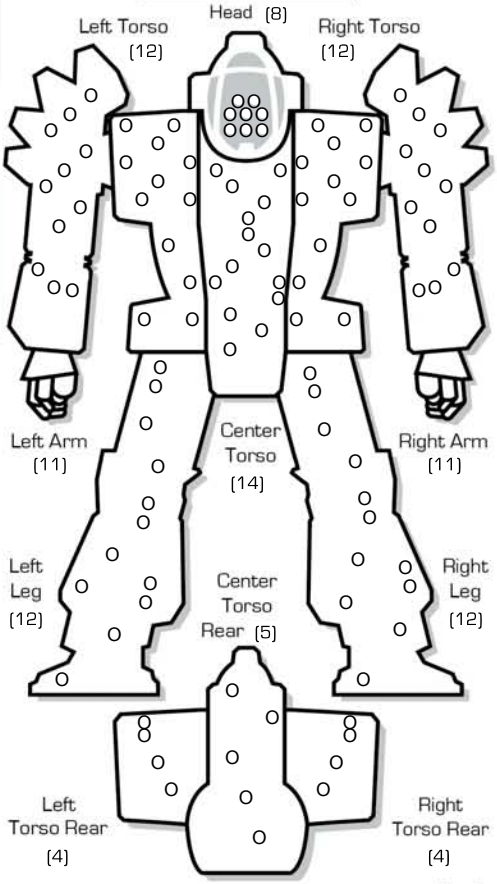
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3 4. Double Heat Sink
5. Double Heat Sink
6. Medium Pulse Laser

1. Heavy Machine Gun
2. Heavy Machine Gun

4-6 3. Heavy Machine Gun
4. Heavy Machine Gun
5. Heavy Machine Gun Array
6. Roll Again

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine

1-3 3. Jump Jet
4. Jump Jet
5. Jump Jet
6. Ammo (Heavy Machine Gun) 100

1. B-Pod
2. Endo Steel

4-6 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head

1. Life Support
2. Sensors
3. Cockpit
4. Medium Pulse Laser
5. Sensors
6. Life Support

Center Torso

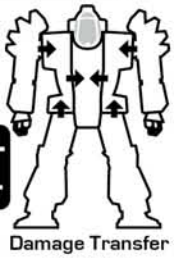
1. XL Fusion Engine
2. XL Fusion Engine

1-3 3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine

4-6 3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3 4. Double Heat Sink
5. Double Heat Sink
6. Medium Pulse Laser

1. Heavy Machine Gun
2. Heavy Machine Gun

4-6 3. Heavy Machine Gun
4. Heavy Machine Gun
5. Heavy Machine Gun Array
6. Roll Again

Right Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine

1-3 3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Jump Jet

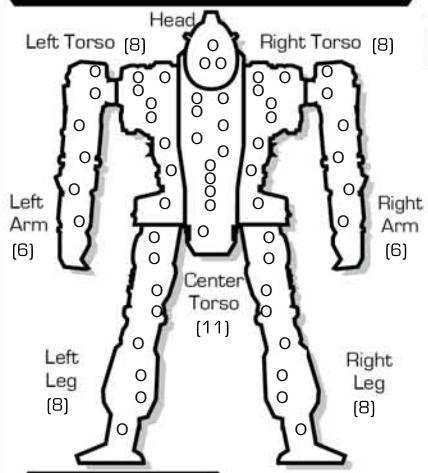
1. Streak SRM 4
2. Ammo (Streak SRM 4) 25

4-6 3. B-Pod
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Cougar G

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 0

Tonnage: 35
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	HD	12	10 [DE]	—	8	15	25
1	HAG/20	RA	4	20 [C/F]	2	8	16	24
2	LRM 5	LA	2	1/Msl [M,C,S]	—	7	14	21

Cost:

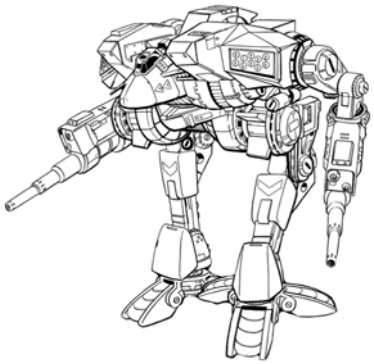
BV: 1,453

WARRIOR DATA

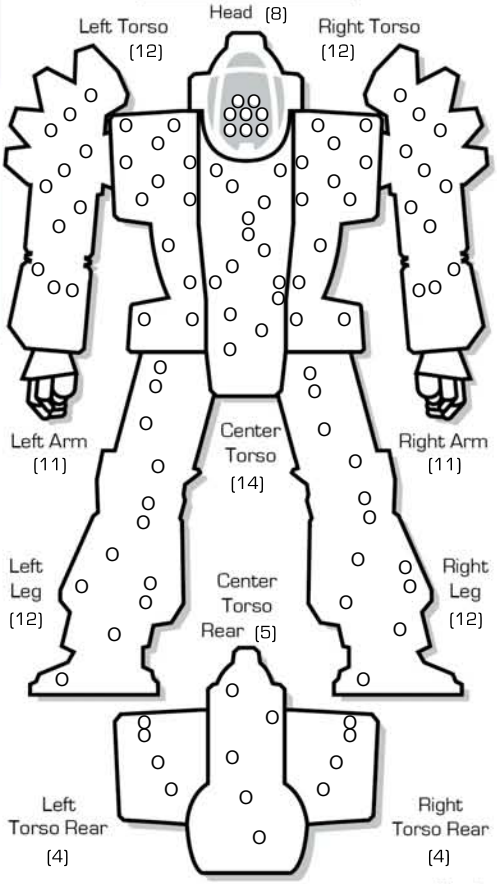
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. LRM 5
6. LRM 5

1-3

1. Ammo (LRM 5) 24
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

1-3

1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Large Laser
5. Sensors
6. Life Support

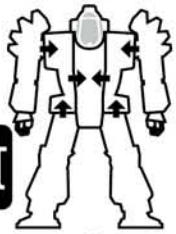
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. HAG/20
6. HAG/20

1-3

1. HAG/20
2. HAG/20
3. HAG/20
4. HAG/20
5. Ammo (HAG 20) 6
6. Ammo (HAG 20) 6

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Ferro-Fibrous
6. Ferro-Fibrous

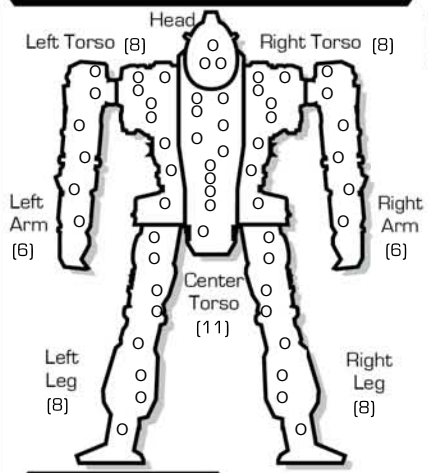
1-3

1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Cougar H

Movement Points:		**Tonnage:**	35
Walking:	5	**Tech Base:**	Clan
Running:	8	**Era:**	Civil War
Jumping:	4		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	HD	—	[E]	—	—	—	6
1	Targeting Computer	RT	—	[E]	—	—	—	—
3	Heavy Medium Laser	RA	7	10 [DE]	—	3	6	9
1	Ultra AC/5	LA	1	5/Sht [DB,R,C]	—	7	14	21

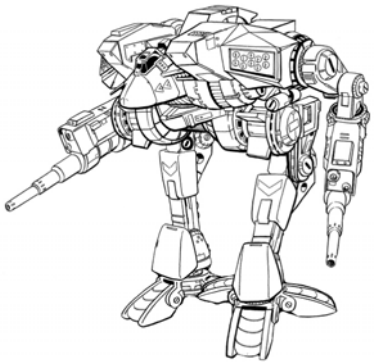
Cost: **BV:** 1,323

WARRIOR DATA

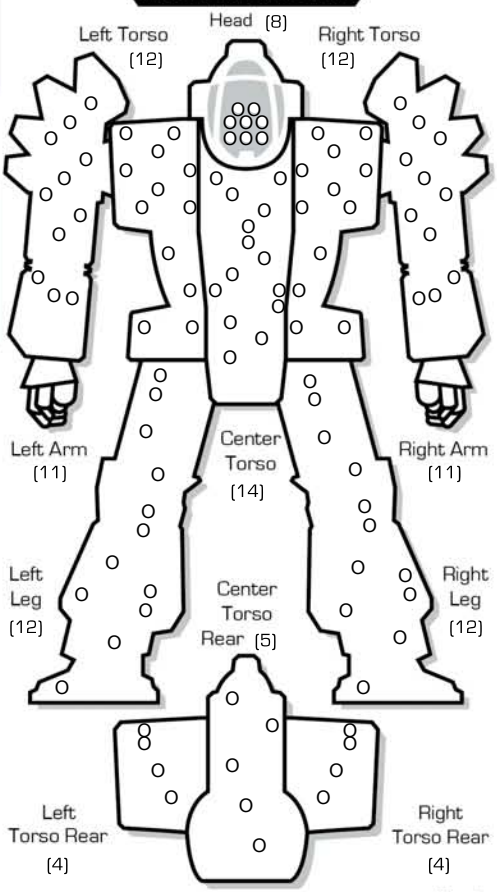
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Ultra AC/5
4. Ultra AC/5
5. Ultra AC/5
6. Ammo (Ultra AC/5) 20

4-6

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Jump Jet

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head

1. Life Support
2. Sensors
3. Cockpit
4. ECM Suite
5. Sensors
6. Life Support

Center Torso

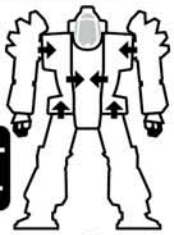
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Heavy Medium Laser
2. Heavy Medium Laser
3. Heavy Medium Laser
4. Heavy Medium Laser
5. Heavy Medium Laser
6. Heavy Medium Laser

4-6

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Jump Jet

1-3

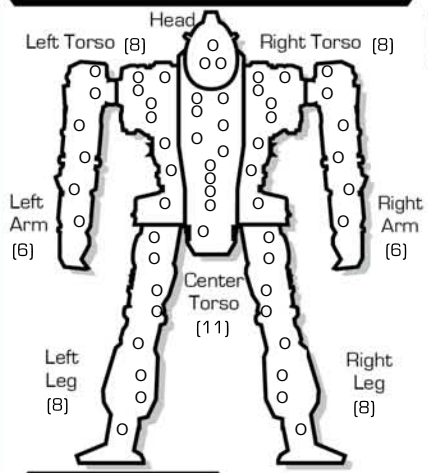
1. Targeting Computer
2. Targeting Computer
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (26) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Arctic Wolf

Movement Points:		Tonnage:	40
Walking:	7	Tech Base:	Clan
Running:	11	Era:	Clan Invasion
Jumping:	0		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Narc	CT	0	[M]	—	4	8	12
2	SRM 6	RT	4	2/Msl [M,C]	—	3	6	9
2	SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
1	SRM 4	RA	3	2/Msl [M,C]	—	3	6	9
1	SRM 6	RA	4	2/Msl [M,C]	—	3	6	9
1	SRM 4	LA	3	2/Msl [M,C]	—	3	6	9
1	SRM 6	LA	4	2/Msl [M,C]	—	3	6	9

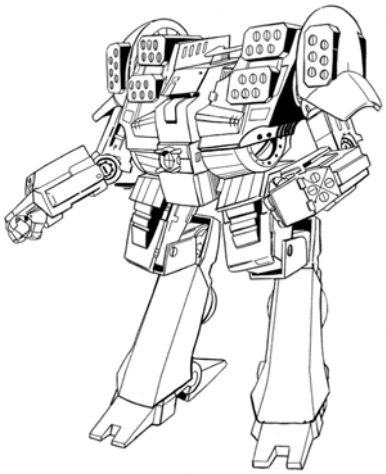
Cost: **BV:** 1,330

WARRIOR DATA

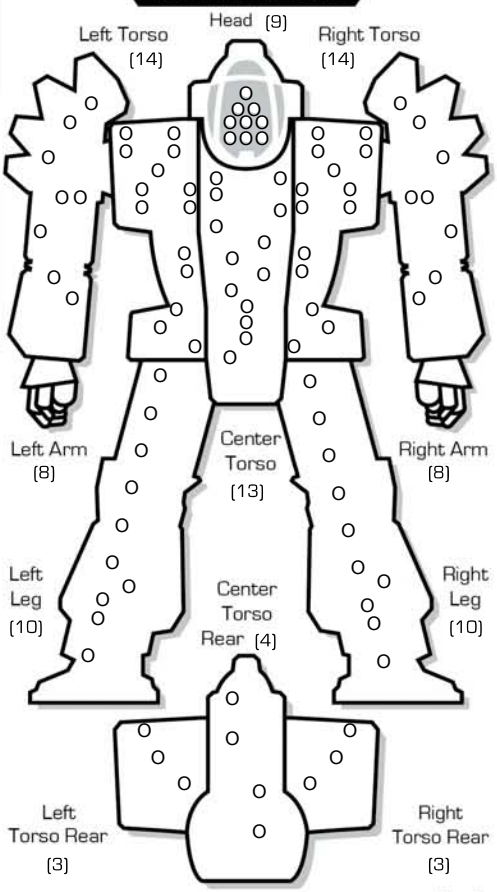
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM 6
6. SRM 4

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. SRM 6
4. SRM 6
5. Ammo (SRM 6 Narc) 15
6. Ammo (SRM 6 Narc) 15

4-6
1. Ammo (SRM 6 Narc) 15
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

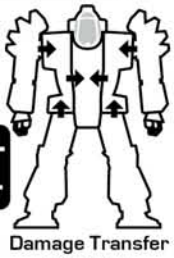
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Narc
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM 6
6. SRM 4

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

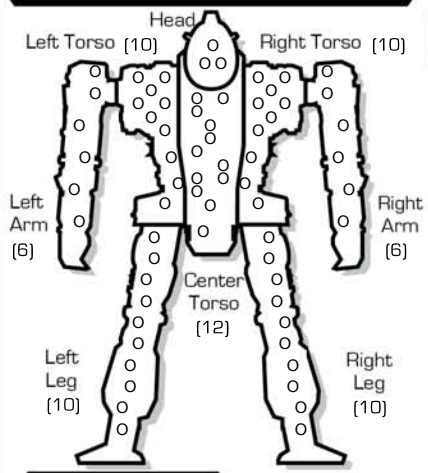
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. SRM 6
4. SRM 6
5. Ammo (SRM 4 Narc) 25
6. Ammo (Narc) 6

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Arctic Wolf 2

Movement Points:
Walking: 7
Running: 11
Jumping: 0

Tonnage: 40
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Narc	CT	0	[M]	—	4	8	12
2	SRM 6	RT	4	2/Msl [M,C]	—	3	6	9
1	Large Pulse Laser	LT	10	10 [P]	—	6	14	20
1	SRM 6	RA	4	2/Msl [M,C]	—	3	6	9
1	SRM 6	LA	4	2/Msl [M,C]	—	3	6	9

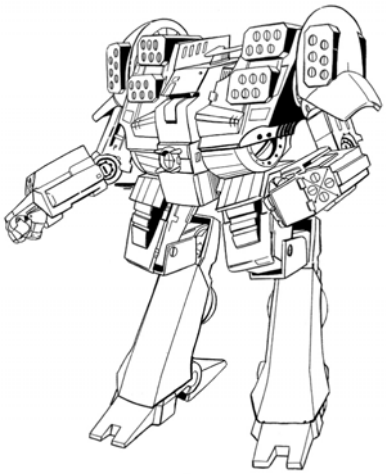
Cost: BV: 1,511

WARRIOR DATA

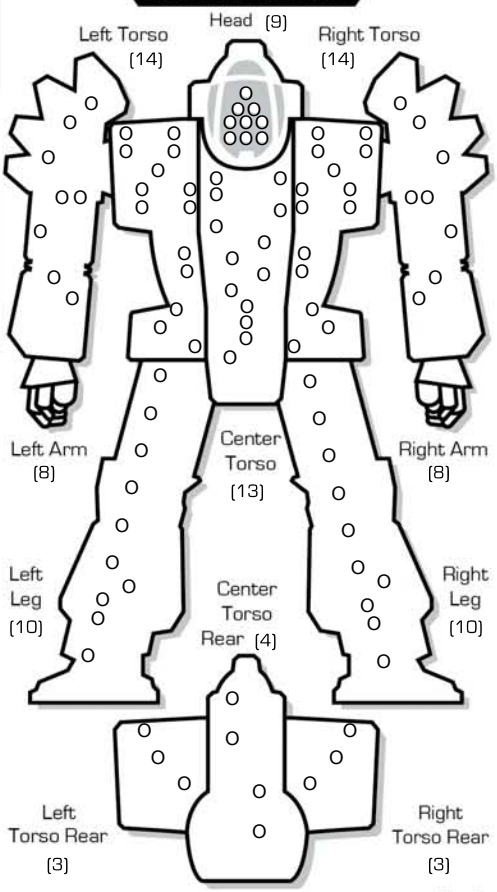
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM 6
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Large Pulse Laser
4. Large Pulse Laser
5. Ammo (SRM 6 Narc) 15
6. Ammo (SRM 6 Narc) 15

1-3

1. Ammo (SRM 6 Narc) 15
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

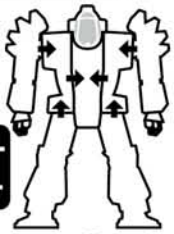
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Narc
6. Endo Steel

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM 6
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. SRM 6
4. SRM 6
5. Ammo (Narc) 6
6. Roll Again

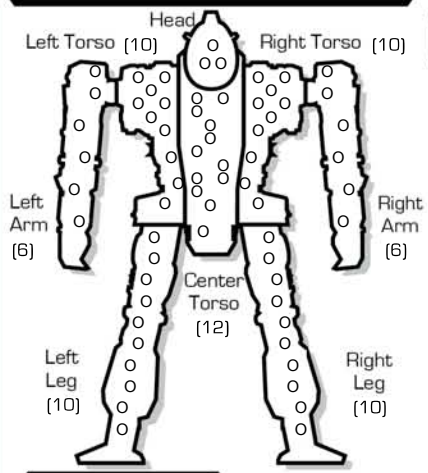
1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Arctic Wolf Prime

Movement Points:
Walking: 6
Running: 9
Jumping: 6

Tonnage: 40
Tech Base: Clan
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 6	RT	4	2/Msl [M,C]	—	4	8	12
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	4	8	12
1	Streak SRM 6	RA	4	2/Msl [M,C]	—	4	8	12
1	Streak SRM 6	LA	4	2/Msl [M,C]	—	4	8	12

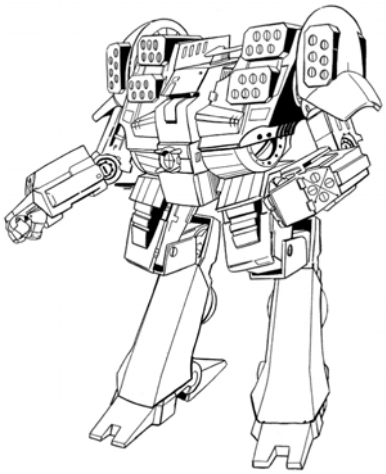
Cost: BV: 1,641

WARRIOR DATA

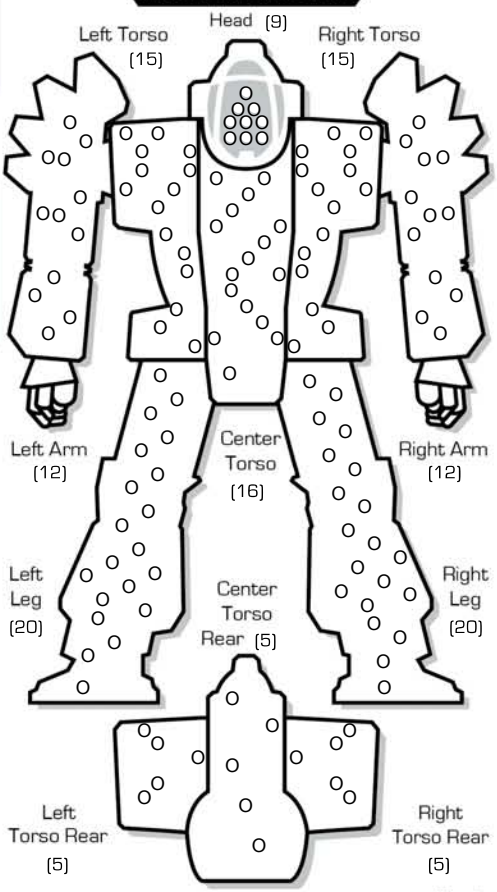
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. [Streak SRM 6
5. [Streak SRM 6
6. Endo Steel

1. Endo Steel
2. Ferro-Fibrous
4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. Jump Jet
4. Jump Jet
5. Jump Jet
6. [Streak SRM 6

1. [Streak SRM 6
2. Ammo (Streak SRM 6) 15
4-6 3. Ammo (Streak SRM 6) 15
4. Endo Steel
5. Ferro-Fibrous
6. Roll Again

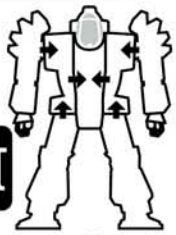
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
4-6 3. XL Fusion Engine
4. XL Fusion Engine
5. [Double Heat Sink
6. [Double Heat Sink

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. [Streak SRM 6
5. [Streak SRM 6
6. Endo Steel

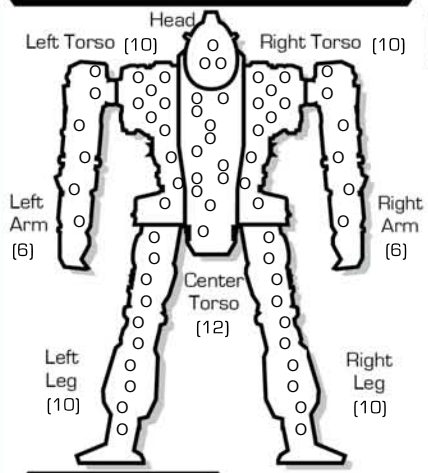
1. Ferro-Fibrous
2. Roll Again
4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. Jump Jet
4. Jump Jet
5. Jump Jet
6. [Streak SRM 6

1. [Streak SRM 6
2. Ammo (Streak SRM 6) 15
4-6 3. Ammo (Streak SRM 6) 15
4. Endo Steel
5. Ferro-Fibrous
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Arctic Wolf A

Movement Points:
Walking: 6
Running: 9
Jumping: 0

Tonnage: 40
Tech Base: Clan
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	RT	—	[E]	—	—	—	6
1	LRM 15	RT	5	1/Msl [M,C,S]	—	7	14	21
1	LRM 15	LT	5	1/Msl [M,C,S]	—	7	14	21
1	Small Pulse Laser	RA	2	3 [P]	—	2	4	6
1	SRM 6	RA	4	2/Msl [M,C]	—	3	6	9
1	Small Pulse Laser	LA	2	3 [P]	—	2	4	6
1	SRM 6	LA	4	2/Msl [M,C]	—	3	6	9

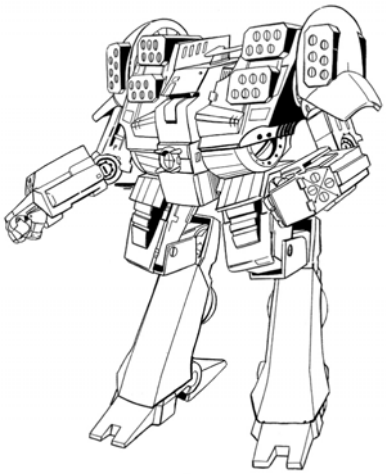
Cost: BV: 1,587

WARRIOR DATA

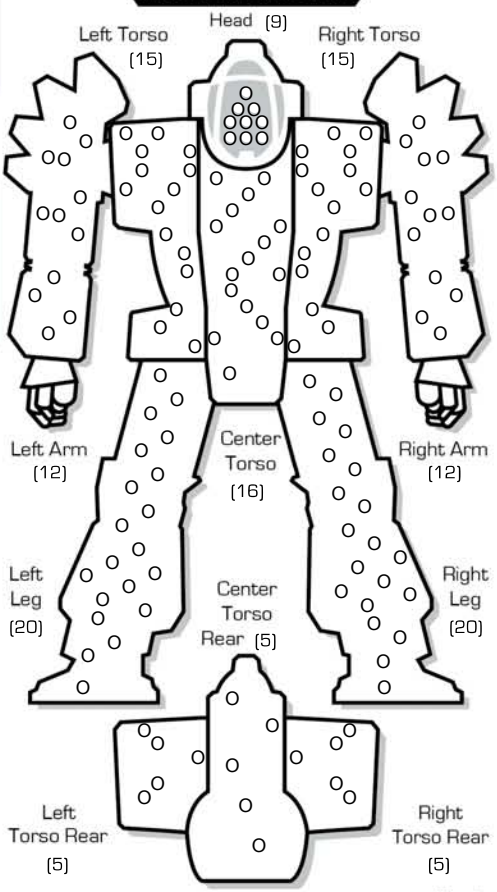
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. SRM 6
5. Small Pulse Laser
6. Ammo (SRM 6) 15

1-3

1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. LRM 15
4. LRM 15
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

1-3

1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

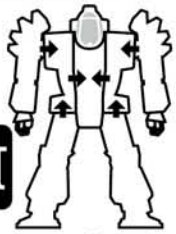
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. SRM 6
5. Small Pulse Laser
6. Ammo (SRM 6) 15

1-3

1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. LRM 15
4. LRM 15
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

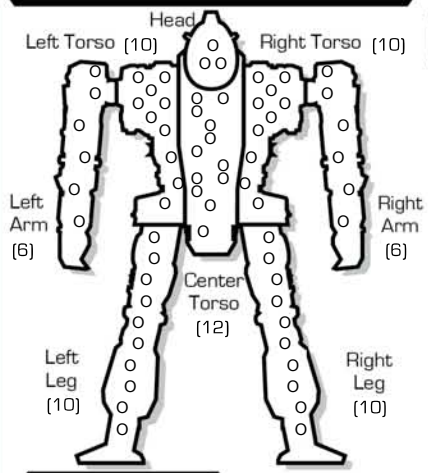
1-3

1. ECM Suite
2. Endo Steel
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Arctic Wolf J

Movement Points:
Walking: 6
Running: 9
Jumping: 4

Tonnage: 40
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	RT	—	[E]	—	—	—	6
1	Streak SRM 4	RT	3	2/Msl [M,C]	—	4	8	12
1	Active Probe	LT	—	[E]	—	—	—	5
1	Streak SRM 4	LT	3	2/Msl [M,C]	—	4	8	12
1	Plasma Cannon	RA	7	[DE,H,AI]	—	6	12	18
1	Streak SRM 4	RA	3	2/Msl [M,C]	—	4	8	12
1	Heavy Medium Laser	LA	7	10 [DE]	—	3	6	9
1	Streak SRM 4	LA	3	2/Msl [M,C]	—	4	8	12

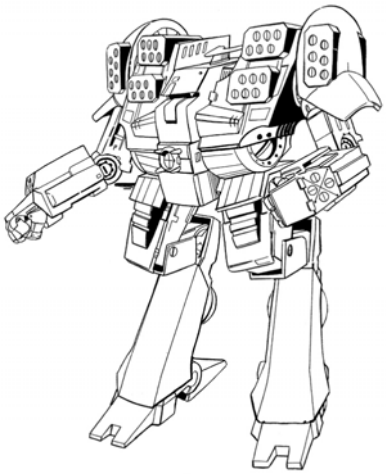
Cost: **BV:** 1,786

WARRIOR DATA

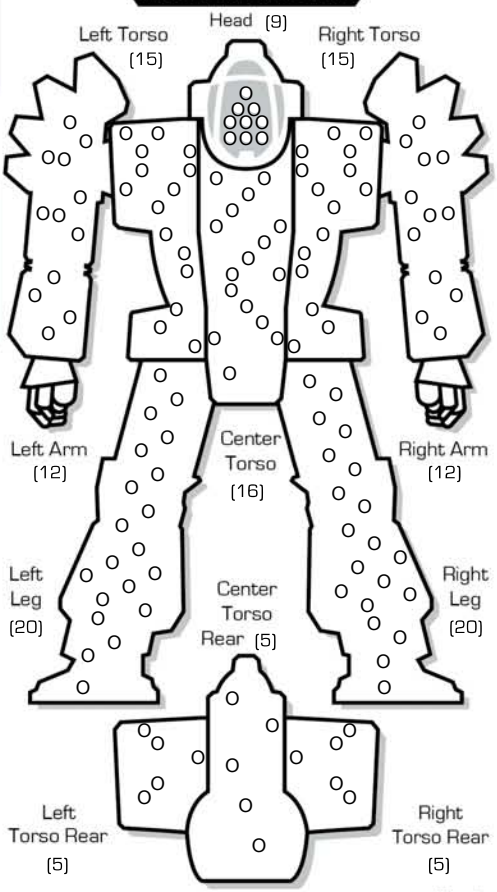
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Heavy Medium Laser
5. Heavy Medium Laser
6. Streak SRM 4

1-3

1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. Streak SRM 4
6. Ammo (Streak SRM 4) 25

1-3

1. Active Probe
2. Endo Steel
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

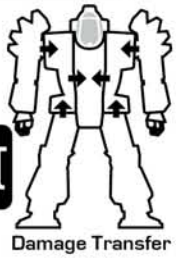
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Streak SRM 4
5. Plasma Cannon
6. Ammo (Plasma Cannon) 10

1-3

1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. Streak SRM 4
6. Ammo (Streak SRM 4) 25

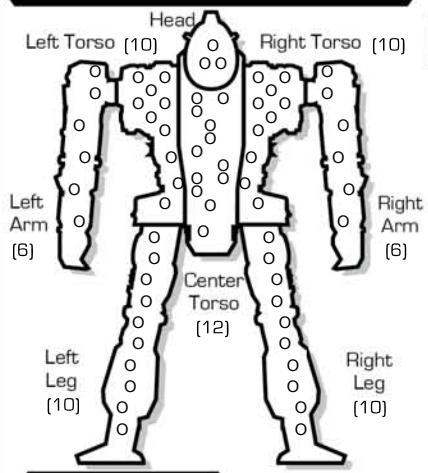
1-3

1. ECM Suite
2. Endo Steel
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Clint IIC

Movement Points:
- Walking: 6
- Running: 9
- Jumping: 6

Tonnage: 40
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	CT	5	7 [DE]	—	5	10	15
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	LB 10-X AC [DB,C/F/S]	RA	2	10	—	6	12	18

Cost: **BV:** 1,395

WARRIOR DATA

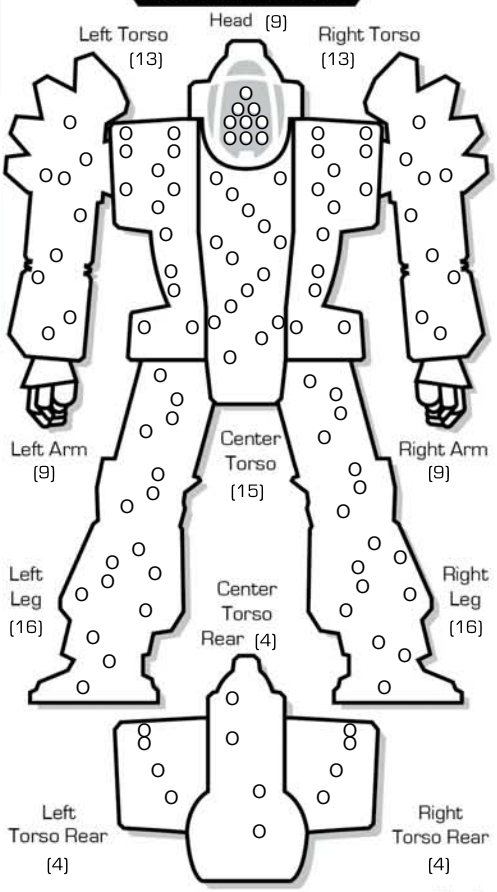
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. ER Medium Laser
5. Endo Steel
6. Endo Steel

1-3

1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

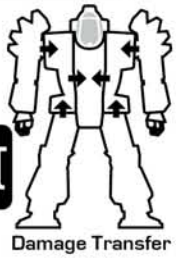
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ER Medium Laser
6. Endo Steel

4-6

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



CATALYST game labs

Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

1-3

1. LB 10-X AC
2. LB 10-X AC
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Heat Sink
4. Jump Jet
5. Ammo (LB-10X) 10
6. Ammo (LB-10X) 10

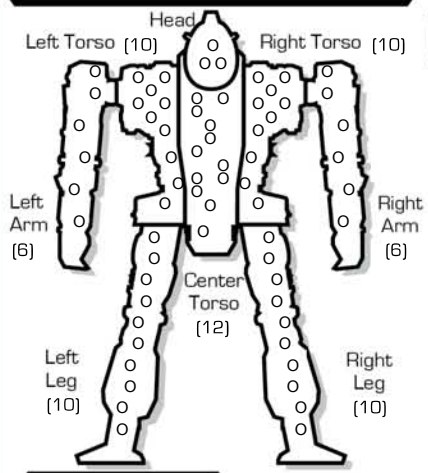
1-3

1. Ammo (LB-10X Cluster) 10
2. Ammo (LB-10X Cluster) 10
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (10) Single
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Clint IIC 2

Movement Points:
Walking: 6
Running: 9
Jumping: 8

Tonnage: 40
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	HD	—	[E]	—	—	—	6
1	Medium Pulse Laser	CT	4	7 [P]	—	4	8	12
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
3	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12

Cost: **BV:** 1,890

WARRIOR DATA

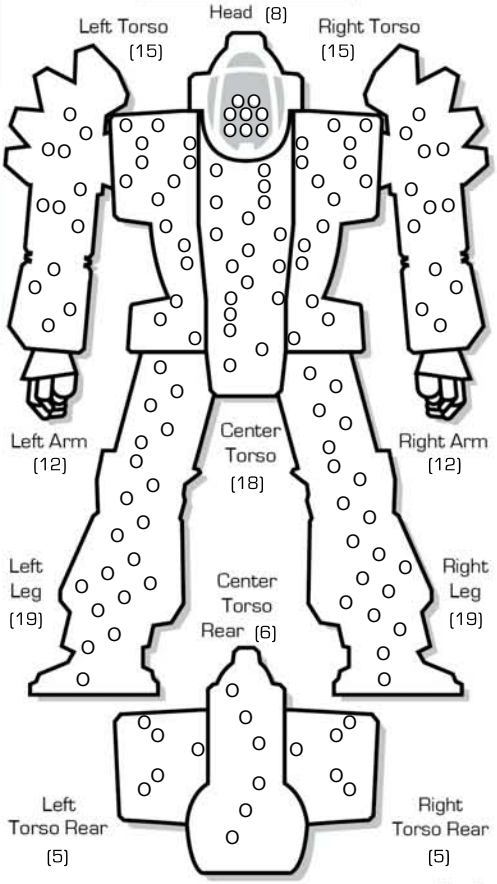
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

1-3

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

4-6

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

1-3

1. Improved Jump Jet
2. Improved Jump Jet
3. Medium Pulse Laser
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. ECM Suite
5. Sensors
6. Life Support

Center Torso

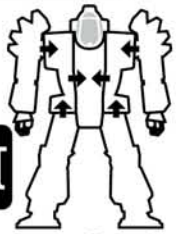
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Medium Pulse Laser
6. Endo Steel

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. Medium Pulse Laser

1-3

1. Medium Pulse Laser
2. Medium Pulse Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

1-3

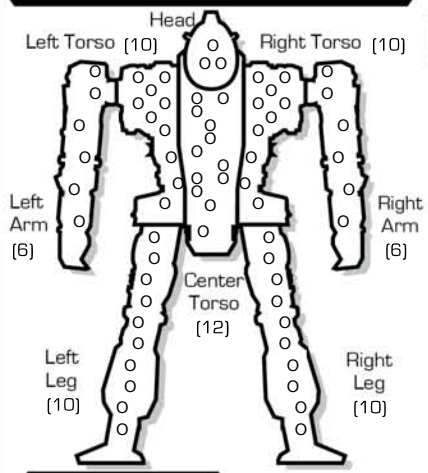
1. Improved Jump Jet
2. Improved Jump Jet
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Corvis

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 4

Tonnage: 40
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/10	RA	3	10/Sht [DB,R,C]	—	6	12	18
2	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12

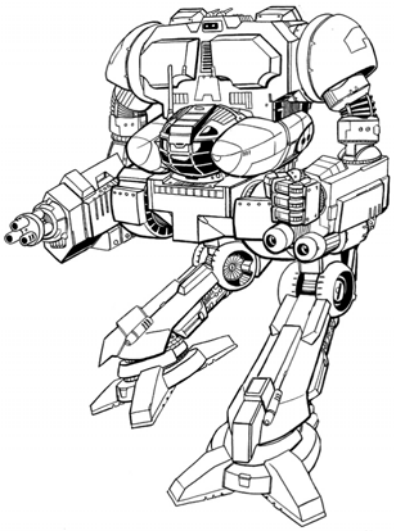
Cost: **BV:** 1,336

WARRIOR DATA

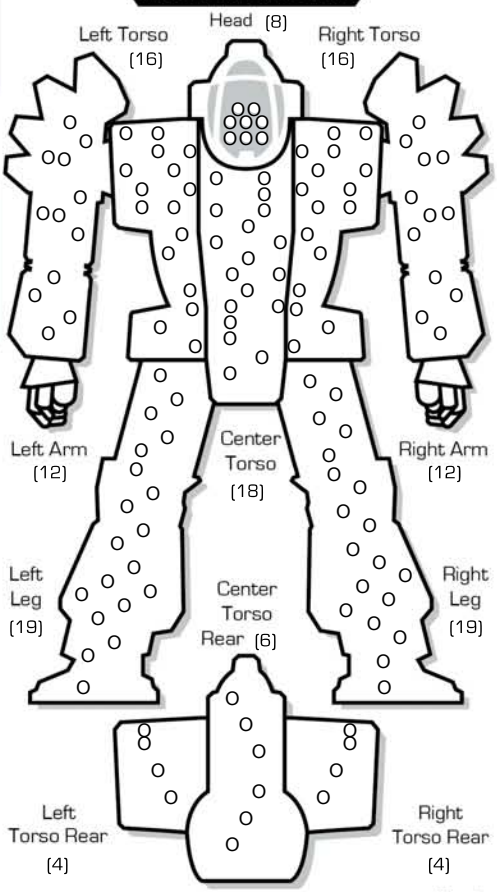
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. Medium Pulse Laser

1-3

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Jump Jet
4. Jump Jet
5. Endo Steel
6. Endo Steel

1-3

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

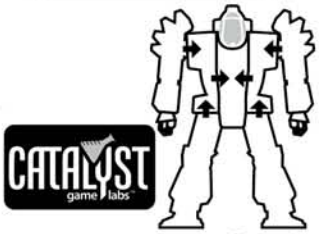
Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Endo Steel
6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Ultra AC/10
5. Ultra AC/10
6. Ultra AC/10

1-3

4-6
1. Ultra AC/10
2. Ammo (Ultra AC/10) 10
3. Ammo (Ultra AC/10) 10
4. Ammo (Ultra AC/10) 10
5. Ammo (Ultra AC/10) 10
6. Roll Again

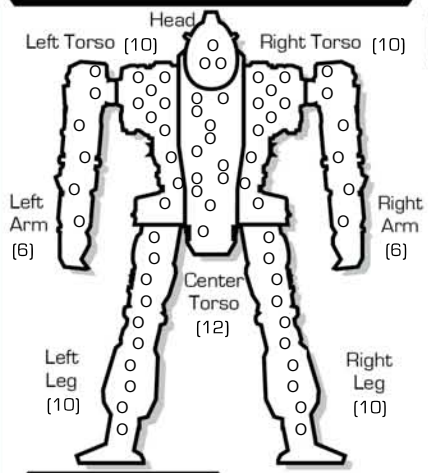
Right Torso
1. Double Heat Sink
2. Double Heat Sink
3. Jump Jet
4. Jump Jet
5. Ferro-Fibrous
6. Ferro-Fibrous

1-3

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Corvis 2

Movement Points:
Walking: 4
Running: 6
Jumping: 4

Tonnage: 40
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	HAG/20	RA	4	20 [C/F]	2	8	16	24
2	Heavy Medium Laser	LA	7	10 [DE]	—	3	6	9

Cost:

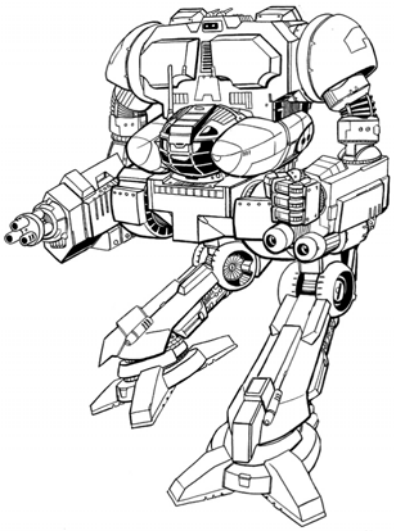
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WARRIOR DATA

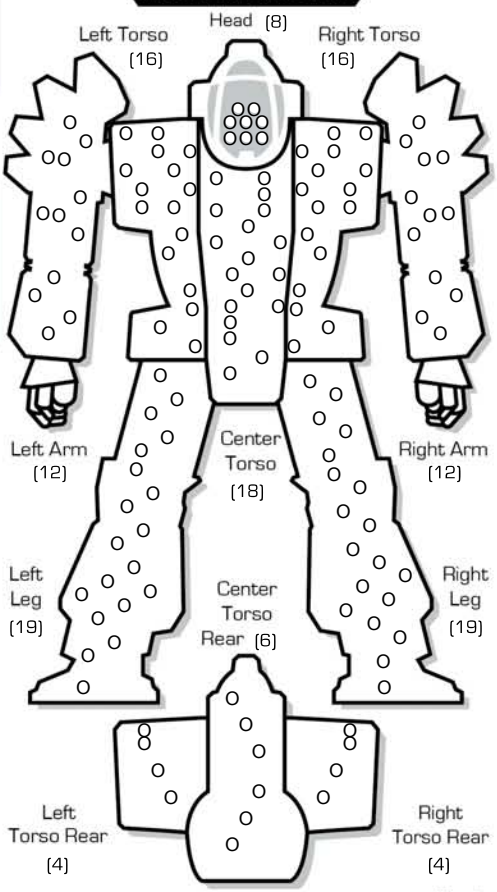
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heavy Medium Laser
6. Heavy Medium Laser

1-3

1. Heavy Medium Laser
2. Heavy Medium Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. Jump Jet
2. Jump Jet
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

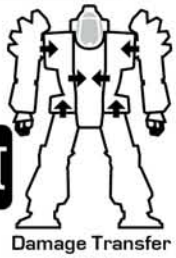
Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Endo Steel
6. Ferro-Fibrous

4-6

Engine Hits OOO
Gyro Hits OO
Sensor Hits OO
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. HAG/20
5. HAG/20
6. HAG/20

1-3

1. HAG/20
2. HAG/20
3. HAG/20
4. Ammo (HAG 20) 6
5. Ammo (HAG 20) 6
6. Ammo (HAG 20) 6

4-6

Right Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Jump Jet

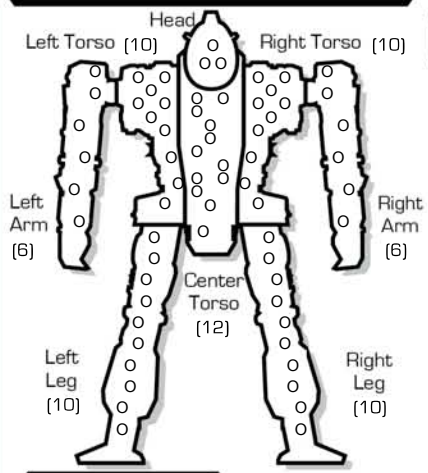
1-3

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Great Wyrm

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 0

Tonnage: 45
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	CT	4	1/Msl [M,C,S]	—	7	14	21
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	ER Small Laser	RT	2	5 [DE]	—	2	4	6
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	ER Small Laser	LT	2	5 [DE]	—	2	4	6
2	Ultra AC/2	RA	1	2/Sht [DB,R,C]	2	9	18	27

Cost:

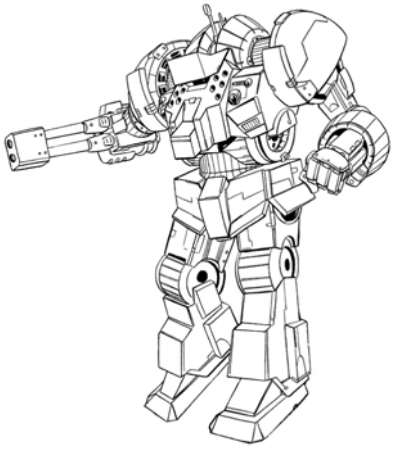
BV: 1,331

WARRIOR DATA

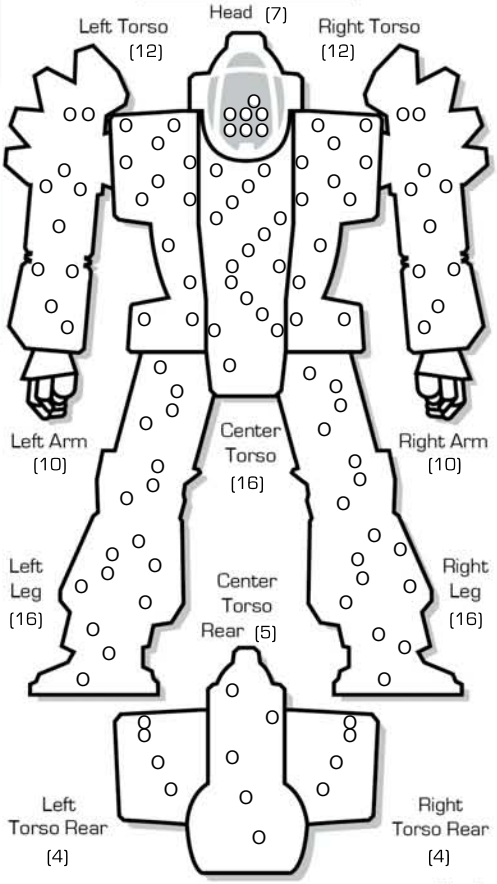
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. ER Medium Laser
2. ER Small Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

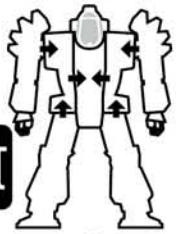
Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. LRM 10
6. Roll Again

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Ultra AC/2
4. Ultra AC/2
5. Ultra AC/2
6. Ultra AC/2

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso (CASE)
1. Double Heat Sink
2. Double Heat Sink
3. ER Medium Laser
4. ER Small Laser
5. Ammo (LRM 10) 12
6. Ammo (Ultra AC/2) 45

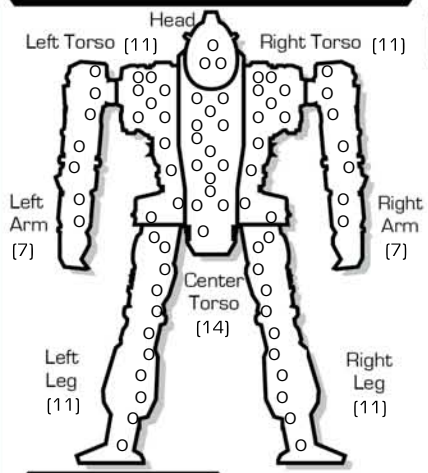
1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Great Wyrm 2

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 0

Tonnage: 45
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	CT	5	7 [DE]	—	5	10	15
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	HAG/20	RA	4	20 [C/F]	2	8	16	24
1	AP Gauss Rifle	LA	1	3 [DB,X]	—	3	6	9

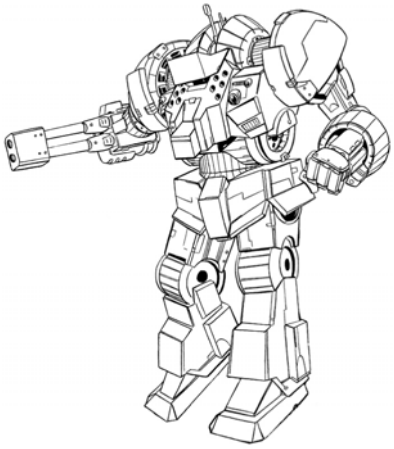
Cost: **BV:** 1,667

WARRIOR DATA

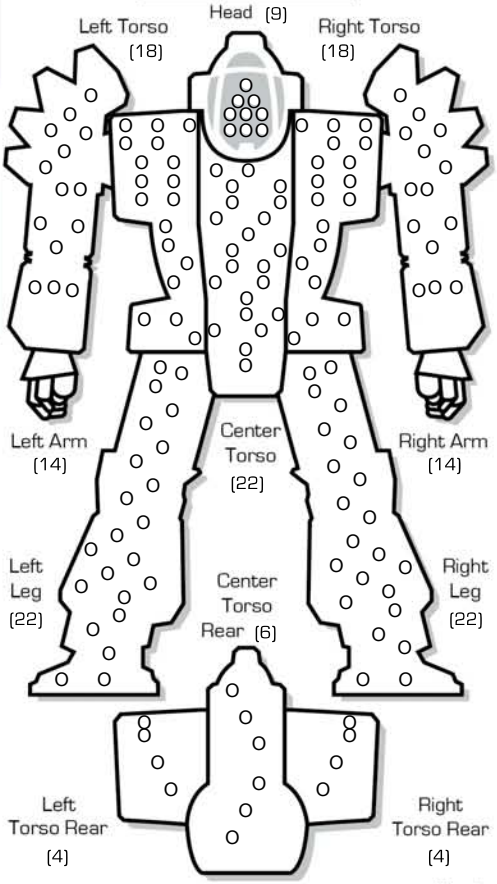
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. AP Gauss Rifle
6. Ammo (AP Gauss) 40

1-3

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. ER Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again

1-3

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

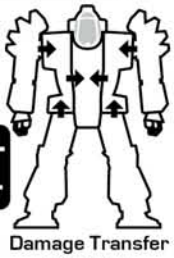
Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. ER Medium Laser
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. HAG/20
4. HAG/20
5. HAG/20
6. HAG/20

1-3

4-6
1. HAG/20
2. HAG/20
3. Ammo (HAG 20) 6
4. Ammo (HAG 20) 6
5. Roll Again
6. Roll Again

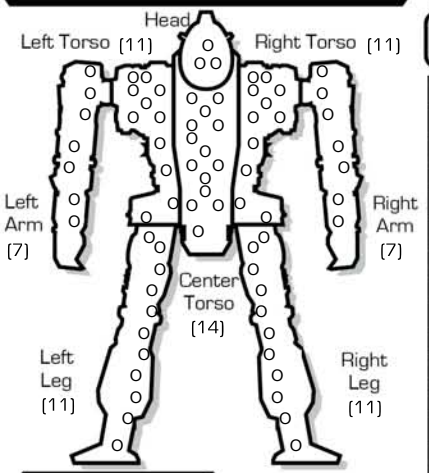
Right Torso
1. ER Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1-3

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Wyvern IIC

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 4

Tonnage: 45
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	CT	3	2 [DE,H,AI]	—	1	2	3
1	LRM 10	CT	4	1/Msl [M,C,S]	—	7	14	21
1	SRM 6	RT	4	2/Msl [M,C]	—	3	6	9
2	Machine Gun	LT	0	2 [DB,AI]	—	1	2	3
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
2	ER Small Laser	RA	2	5 [DE]	—	2	4	6
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

Cost:

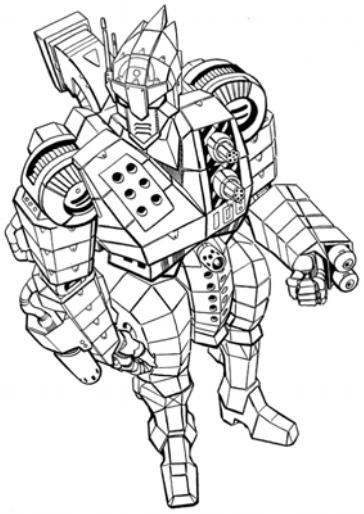
BV: 1,624

WARRIOR DATA

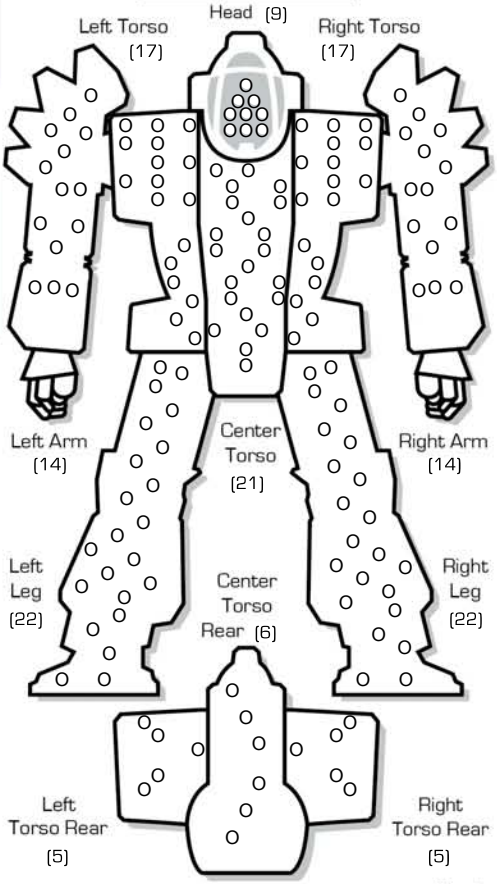
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

1-3
4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Left Torso (CASE)
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Machine Gun

1-3
4-6
1. Machine Gun
2. Ammo (Machine Gun) 200
3. Ammo (LRM 10) 12
4. Ammo (LRM 10) 12
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3
4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. LRM 10
6. Flamer

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Large Laser
6. ER Small Laser

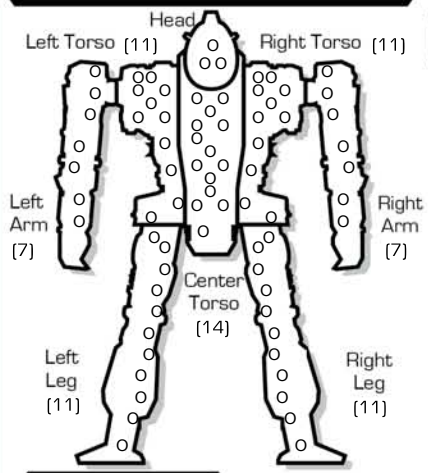
1-3
4-6
1. ER Small Laser
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Right Torso (CASE)
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3
4-6
1. Jump Jet
2. SRM 6
3. Ammo (SRM 6) 15
4. Ammo (SRM 6) 15
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Wyvern IIC 2

Movement Points:
Walking: 4
Running: 6
Jumping: 4

Tonnage: 45
Tech Base: Clan (Advanced)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Flamer	CT	4	2 [DE,H,AI]	—	3	5	7
1	ATM 9	RT	6	[M,S,C]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
3	Light Machine Gun	LT	0	1 [DB,AI]	—	2	4	6
1	Light Machine Gun Array	LT	—	[T]	—	—	—	—
1	Heavy Large Laser	RA	18	16 [DE]	—	5	10	15
2	Heavy Small Laser	RA	3	6 [DE]	—	1	2	3
2	Heavy Medium Laser	LA	7	10 [DE]	—	3	6	9

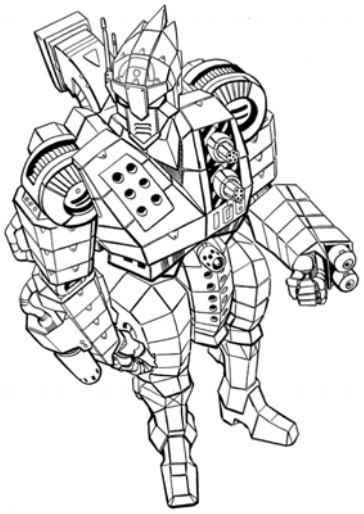
Cost: **BV:** 1,537

WARRIOR DATA

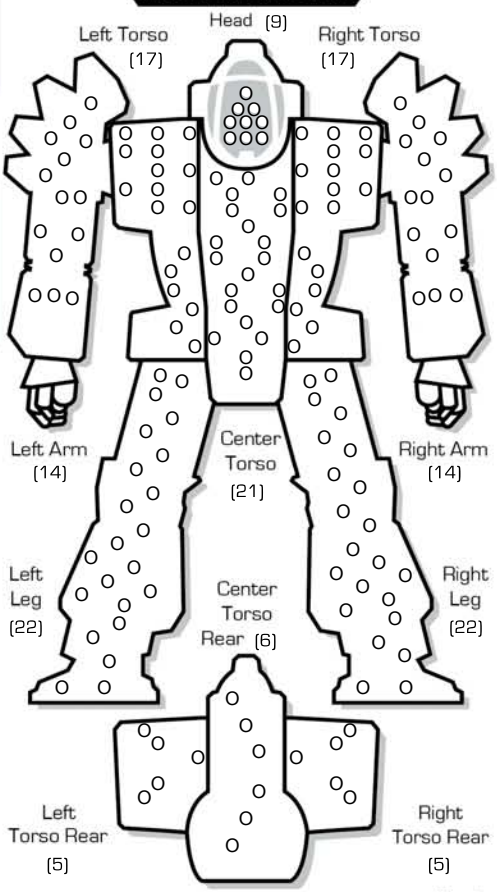
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heavy Medium Laser
6. Heavy Medium Laser

1-3

1. Heavy Medium Laser
2. Heavy Medium Laser
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Left Torso (CASE)
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Light Machine Gun

1-3

1. Light Machine Gun
2. Light Machine Gun
3. Light Machine Gun Array
4. Ammo (Light Machine Gun) 200
5. Ammo (ATM 9) 7
6. Ammo (ATM 9) 7

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

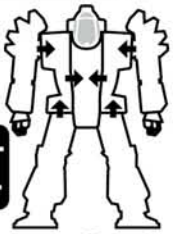
Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. ER Flamer
6. Roll Again

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



CATALYST game labs

Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heavy Large Laser
6. Heavy Large Laser

1-3

1. Heavy Large Laser
2. Heavy Small Laser
3. Heavy Small Laser
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Right Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

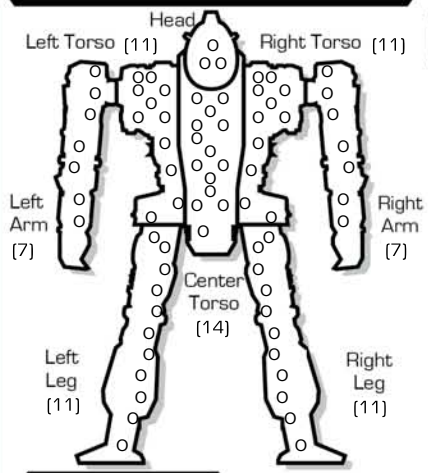
1-3

1. Jump Jet
2. ATM 9
3. ATM 9
4. ATM 9
5. ATM 9
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Stalking Spider

Movement Points:
- Walking: 5
- Running: 8 [10]
- Jumping: 5

Tonnage: 50
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RT	15	15 [DE]	—	7	14	23
2	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
2	SRM 4	LT	3	2/Msl [M,C]	—	3	6	9

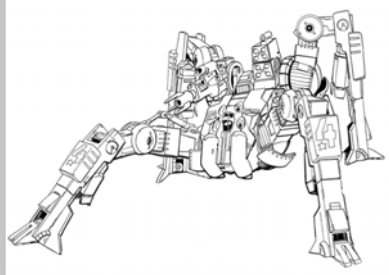
Cost: **BV:** 2,232

WARRIOR DATA

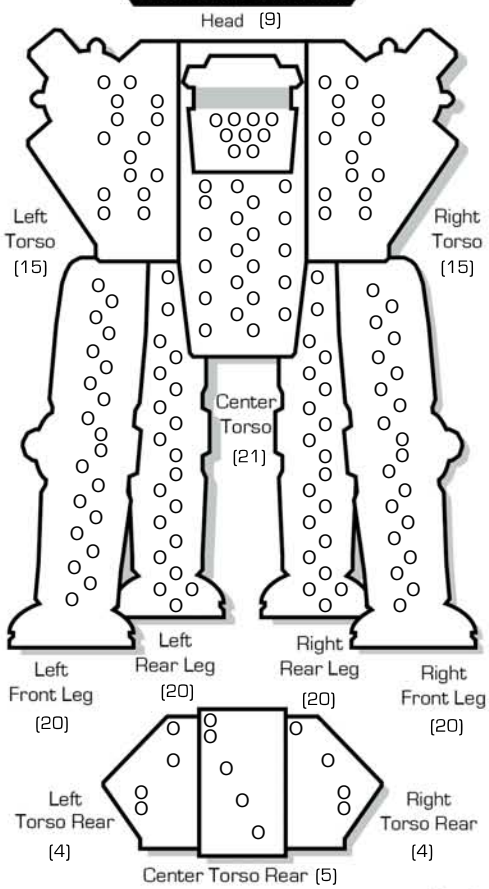
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Left Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Jump Jet
6. Ferro-Fibrous

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Ferro-Fibrous

Right Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Jump Jet
6. Ferro-Fibrous

Left Torso (CASE)
1-3
1. [Double Heat Sink
2.] Double Heat Sink
3. Medium Pulse Laser
4. Medium Pulse Laser
5. SRM 4
6. SRM 4

4-6
1. Ammo (SRM 4) 25
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

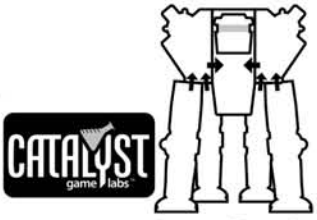
Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

Right Torso
1-3
1. [ER PPC
2.] ER PPC
3. [MASC
4.] MASC
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

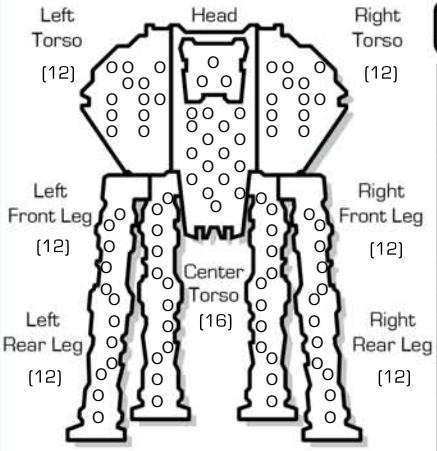
Left Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Jump Jet
6. Ferro-Fibrous

Right Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Jump Jet
6. Ferro-Fibrous



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Stalking Spider 2

Movement Points:
- Walking: 5
- Running: 8 [10]
- Jumping: 5

Tonnage: 50
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Large Laser	RT	18	16 [DE]	—	5	10	15
1	Active Probe	LT	—	[E]	—	—	—	5
1	Clan TAG	LT	0	0 [S]	—	5	10	15
2	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	Targeting Computer	LT	—	[E]	—	—	—	—

Cost:

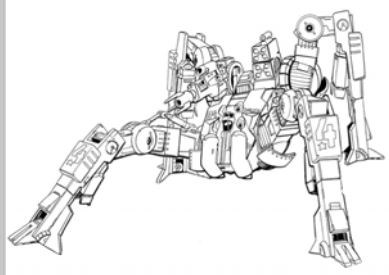
BV: 2,056

WARRIOR DATA

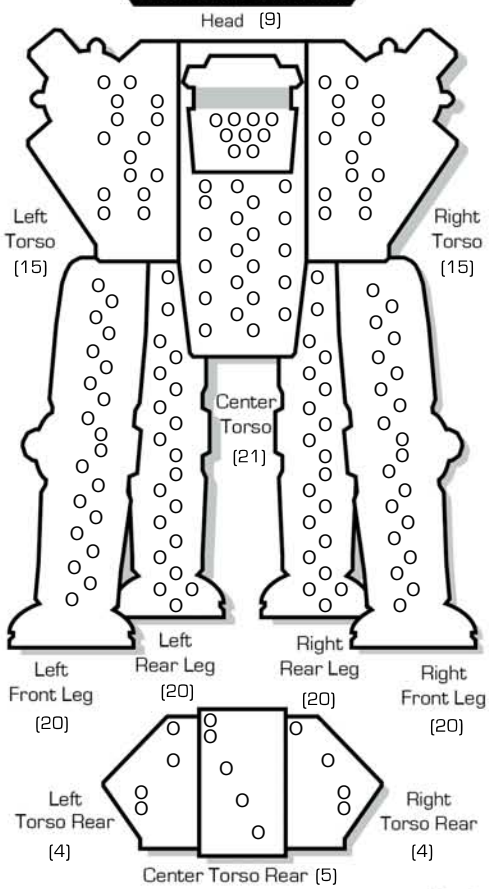
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Left Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Jump Jet
6. Ferro-Fibrous

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Ferro-Fibrous

Right Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Jump Jet
6. Ferro-Fibrous

Left Torso
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Medium Pulse Laser
4. Medium Pulse Laser
5. Clan TAG
6. Targeting Computer

4-6
1. Targeting Computer
2. Active Probe
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

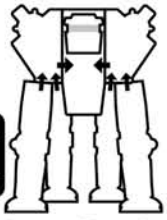
Right Torso
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Heavy Large Laser
4. Heavy Large Laser
5. Heavy Large Laser
6. MASC

4-6
1. MASC
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

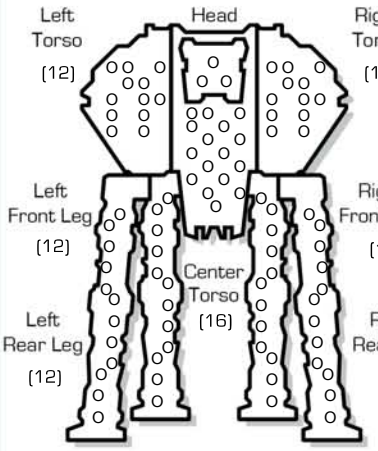
Left Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Jump Jet
6. Ferro-Fibrous

Right Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Jump Jet
6. Ferro-Fibrous



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Stalking Spider 3

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 8

Tonnage: 50
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	HD	—	[E]	—	—	—	—
2	Heavy Small Laser	CT	3	6 [DE]	—	1	2	3
1	SRM 6	RT	4	2/Msl [M,C]	—	3	6	9
2	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12

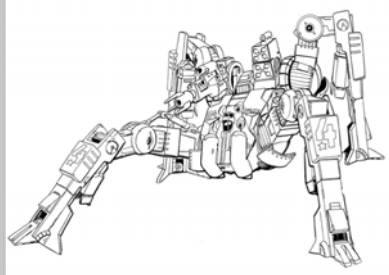
Cost: **BV:** 1,643

WARRIOR DATA

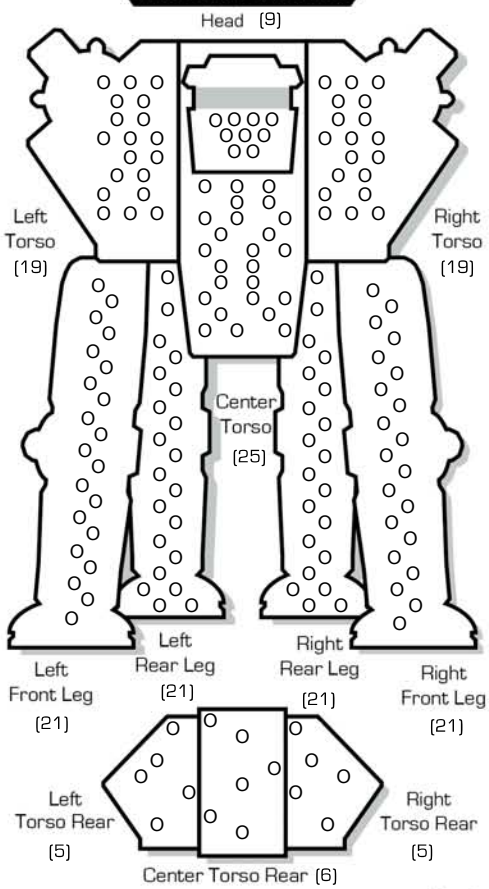
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head
1. Life Support
2. Sensors
3. Cockpit
4. Targeting Computer
5. Sensors
6. Life Support

Left Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Improved Jump Jet
6. Improved Jump Jet

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heavy Small Laser
6. Heavy Small Laser

Right Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Improved Jump Jet
6. Improved Jump Jet

Left Torso
1-3
1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. Medium Pulse Laser
6. Medium Pulse Laser

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Torso (CASE)
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

4-6
1. SRM 6
2. Ammo (SRM 6) 15
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

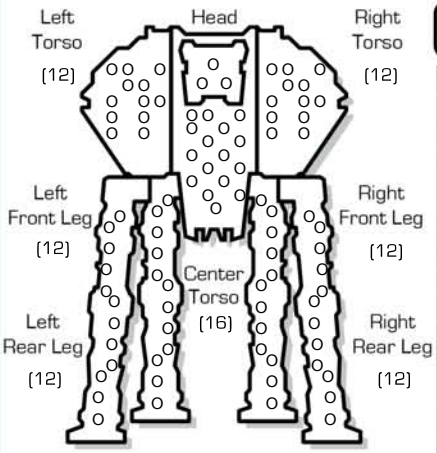
Left Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Improved Jump Jet
6. Improved Jump Jet

Right Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Improved Jump Jet
6. Improved Jump Jet



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Ursus

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 0

Tonnage: 50
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	CT	4	2/Msl [M,C]	—	3	6	9
1	ECM Suite	RT	—	[E]	—	—	—	6
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
2	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	LRM 10	LA	4	1/Msl [M,C,S]	—	7	14	21

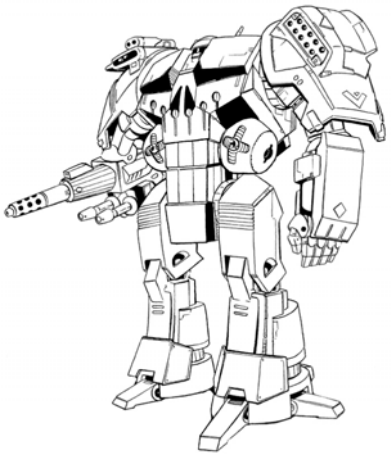
Cost: **BV:** 1,778

WARRIOR DATA

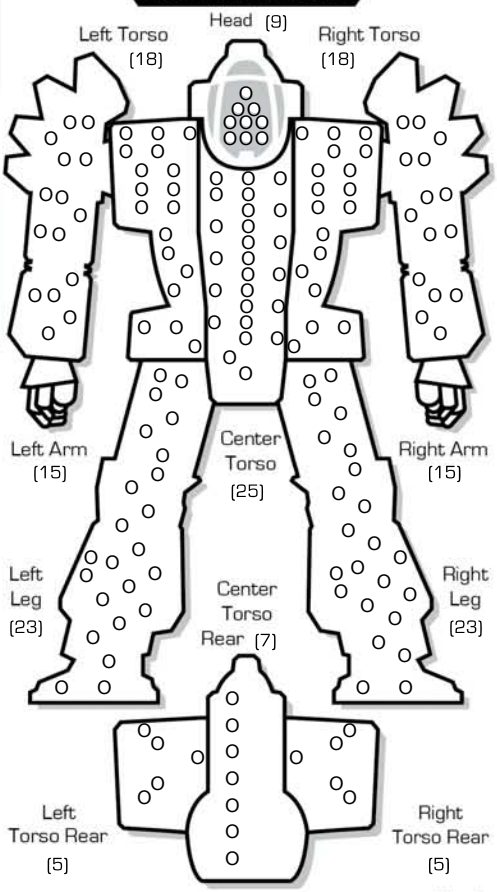
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 10
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ER Medium Laser
2. Ammo (LRM 10) 12
3. Ammo (SRM 6) 15
4. Roll Again
5. Roll Again
6. Roll Again

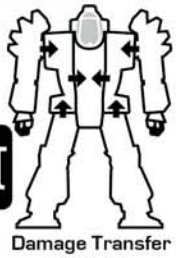
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. SRM 6
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

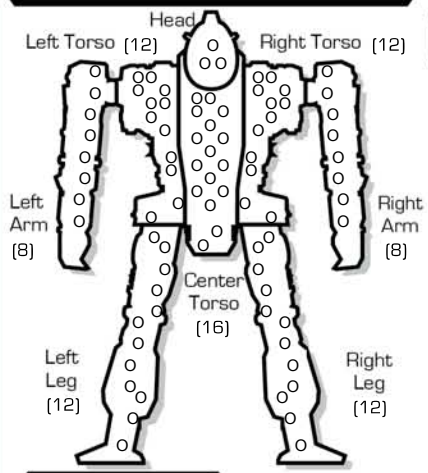
1. Double Heat Sink
2. ER Large Laser
3. Medium Pulse Laser
4. Medium Pulse Laser
5. Roll Again
6. Roll Again

Right Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ER Medium Laser
2. ECM Suite
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 (32) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Ursus 2

Movement Points:
Walking: 6
Running: 9
Jumping: 6

Tonnage: 50
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	HAG/20	LT	4	20 [C/F]	2	8	16	24
2	AP Gauss Rifle	RA	1	3 [DB,X]	—	3	6	9
1	Plasma Cannon	RA	7	[DE,H,AI]	—	6	12	18

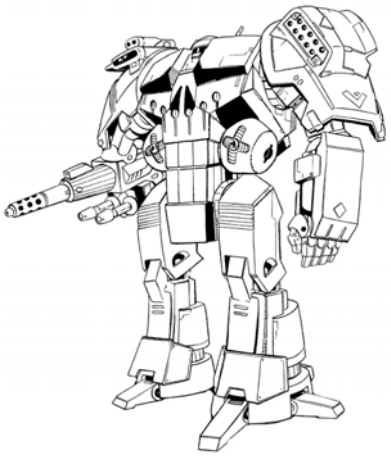
Cost: **BV:** 2,054

WARRIOR DATA

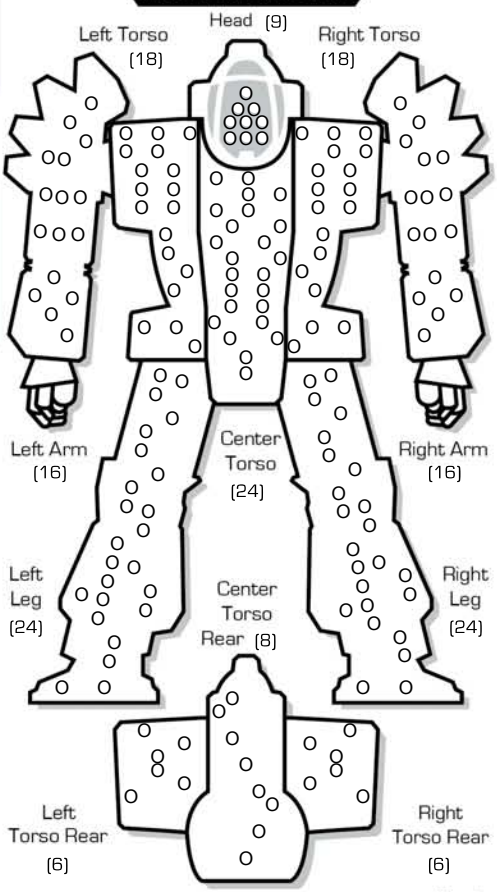
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

1-3
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. HAG/20
4. HAG/20
5. HAG/20
6. HAG/20

1-3
1. HAG/20
2. HAG/20
3. Ammo (HAG 20) 6
4. Endo Steel
5. Ferro-Fibrous
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

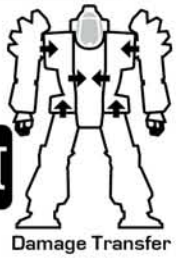
Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Jump Jet

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. AP Gauss Rifle
5. AP Gauss Rifle
6. Plasma Cannon

1-3
1. Ammo (Plasma Cannon) 10
2. Ammo (Plasma Cannon) 10
3. Ammo (AP Gauss) 40
4. Endo Steel
5. Ferro-Fibrous
6. Roll Again

4-6

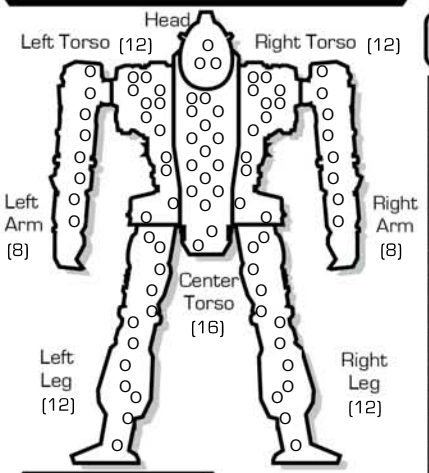
Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. ER Medium Laser
4. Endo Steel
5. Endo Steel
6. Endo Steel

1-3
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Stooping Hawk Prime

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 5

Tonnage: 55
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/10	RT	3	10/Sht [DB,R,C]	—	6	12	18
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12

Cost:

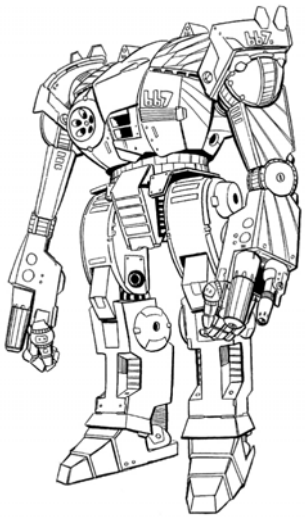
BV: 2,147

WARRIOR DATA

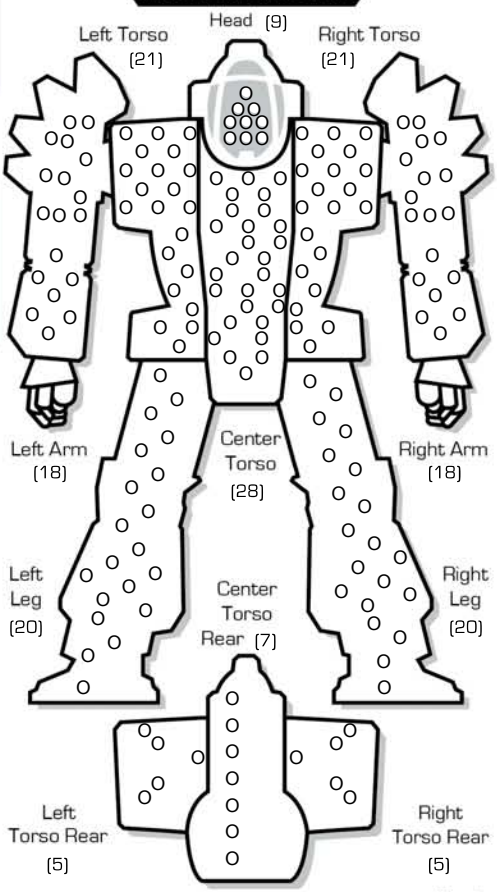
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. Medium Pulse Laser

1-3
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. Jump Jet
2. Jump Jet
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

1-3
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

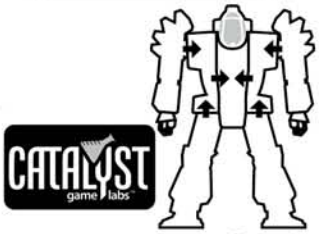
Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Roll Again

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. Medium Pulse Laser

1-3
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

4-6

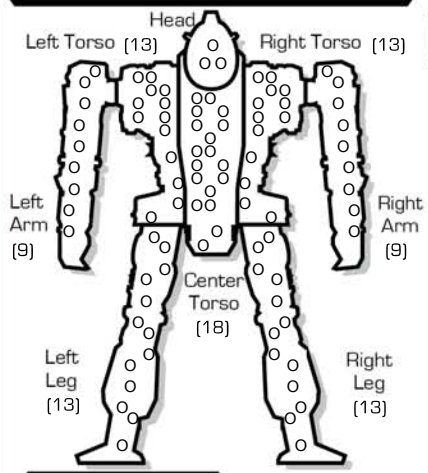
Right Torso (CASE)
1. Jump Jet
2. Jump Jet
3. Ultra AC/10
4. Ultra AC/10
5. Ultra AC/10
6. Ultra AC/10

1-3
1. Ammo (Ultra AC/10) 10
2. Ammo (Ultra AC/10) 10
3. Ammo (Ultra AC/10) 10
4. Endo Steel
5. Endo Steel
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Stooping Hawk A

Movement Points:		**Tonnage:**	55
Walking:	5	**Tech Base:**	Clan
Running:	8	**Era:**	Succession Wars
Jumping:	5		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RT	15	15 [DE]	—	7	14	23
1	ER PPC	LT	15	15 [DE]	—	7	14	23

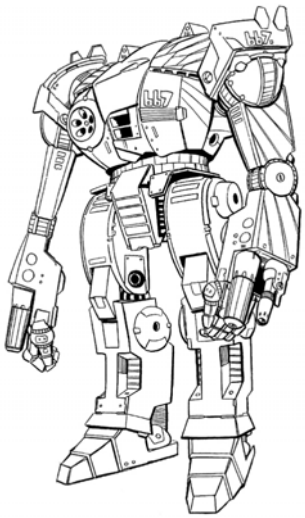
Cost: **BV:** 2,319

WARRIOR DATA

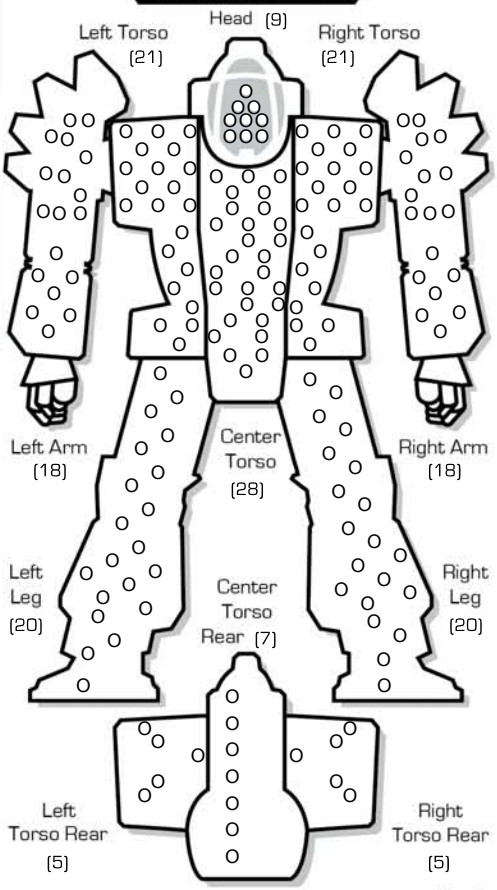
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Jump Jet
2. Jump Jet
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. ER PPC
4. ER PPC
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

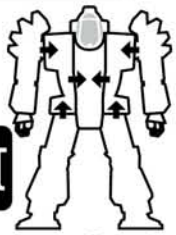
Center Torso

1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

CATALYST game labs



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

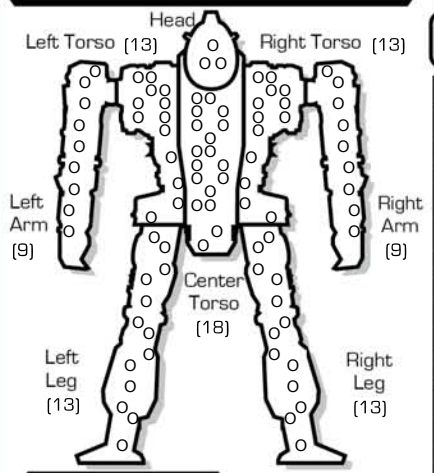
1. Jump Jet
2. Jump Jet
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. ER PPC
4. ER PPC
5. Endo Steel
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 17 (34) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Stooping Hawk B

Movement Points:		Tonnage:	55
Walking:	5	Tech Base:	Clan
Running:	8	Era:	Succession Wars
Jumping:	0		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	HD	12	10 [DE]	—	8	15	25
1	LRM 15 w/Artemis IV FCS	RT	5	1/Msl [M,C,S]	—	7	14	21
1	LRM 15 w/Artemis IV FCS	LT	5	1/Msl [M,C,S]	—	7	14	21
1	LRM 15 w/Artemis IV FCS	RA	5	1/Msl [M,C,S]	—	7	14	21

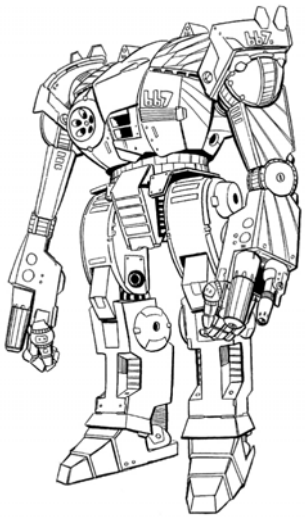
Cost: **BV:** 2,111

WARRIOR DATA

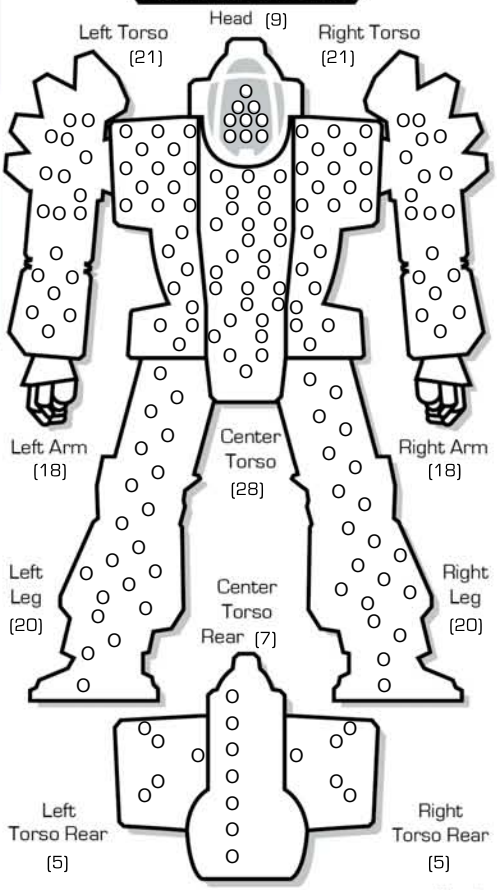
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

1-3

1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso (CASE)

1. LRM 15
2. LRM 15
3. Artemis IV FCS
4. Ammo (LRM 15 Artemis) 8
5. Ammo (LRM 15 Artemis) 8
6. Ferro-Fibrous

1-3

1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head

1. Life Support
2. Sensors
3. Cockpit
4. ER Large Laser
5. Sensors
6. Life Support

Center Torso

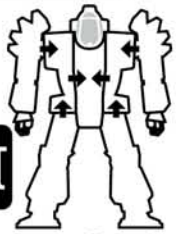
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 15
6. LRM 15

1-3

1. Artemis IV FCS
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

4-6

Right Torso (CASE)

1. LRM 15
2. LRM 15
3. Artemis IV FCS
4. Ammo (LRM 15 Artemis) 8
5. Ammo (LRM 15 Artemis) 8
6. Endo Steel

1-3

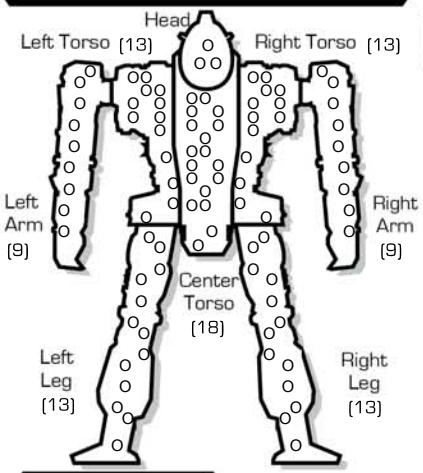
1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Stooping Hawk C

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 5

Tonnage: 55
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	HD	12	10 [DE]	—	8	15	25
1	ER Large Laser	CT	12	10 [DE]	—	8	15	25
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

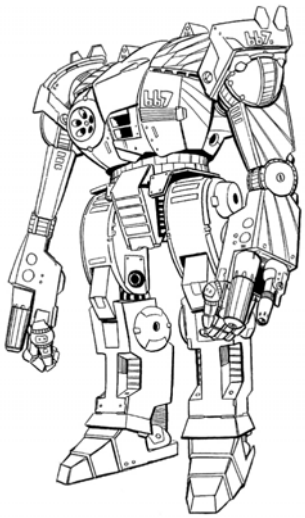
Cost: **BV:** 2,435

WARRIOR DATA

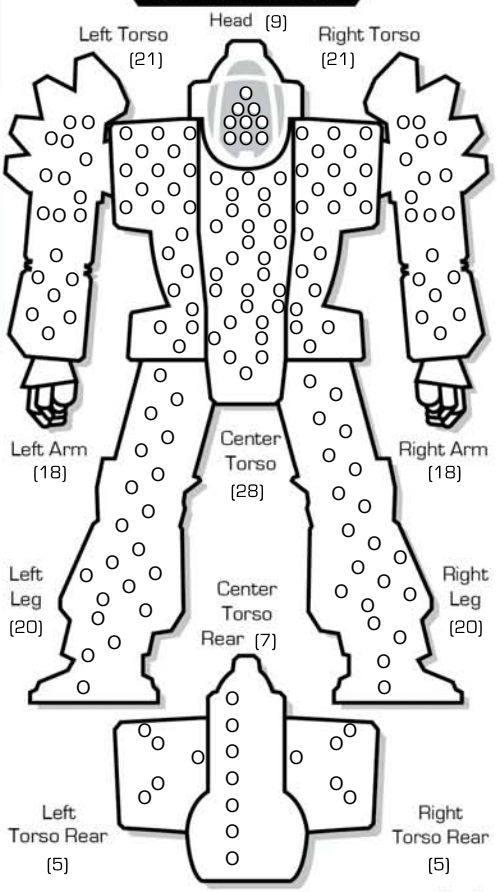
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. Ferro-Fibrous

1-3

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Jump Jet
2. Jump Jet
3. Targeting Computer
4. Targeting Computer
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Large Laser
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. ER Large Laser

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

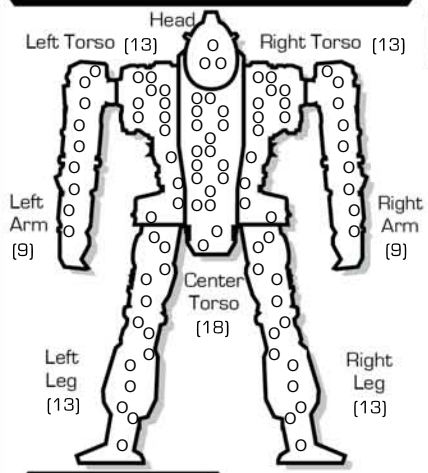
1-3

1. Jump Jet
2. Jump Jet
3. ER Medium Laser
4. Endo Steel
5. Endo Steel
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 17 (34) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Stooping Hawk D

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 0

Tonnage: 55
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	HD	12	10 [DE]	—	8	15	25
3	Heavy Medium Laser	RA	7	10 [DE]	—	3	6	9
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	ER Small Laser	LA	2	5 [DE]	—	2	4	6

Cost:

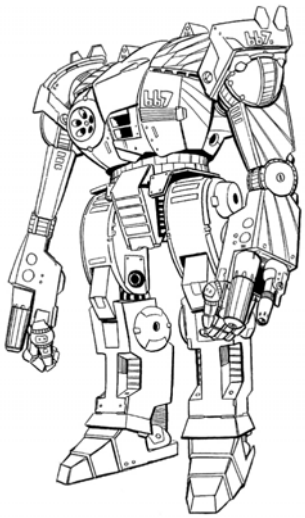
BV: 1,838

WARRIOR DATA

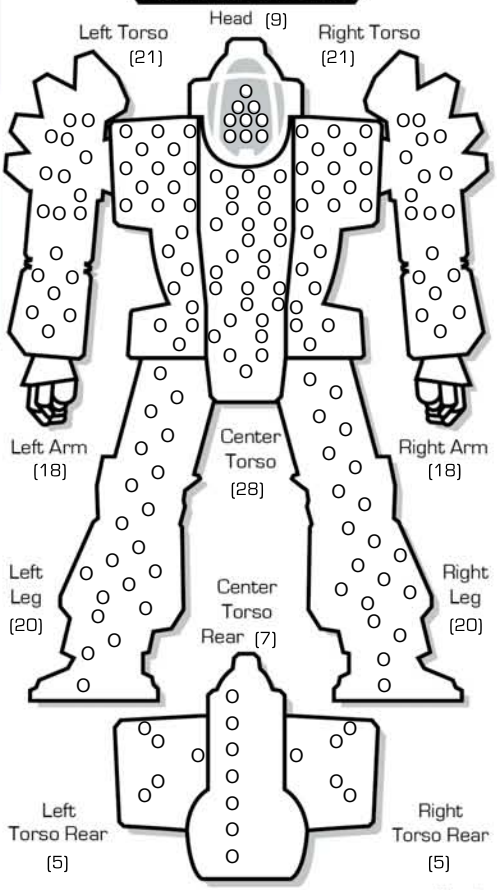
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. [Double Heat Sink
6. L Double Heat Sink

1. ER Medium Laser
2. ER Medium Laser

4-6
3. ER Small Laser
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso

1-3
1. [Double Heat Sink
2. L Double Heat Sink
3. [Double Heat Sink
4. L Double Heat Sink
5. [Double Heat Sink
6. L Double Heat Sink

4-6
1. [Double Heat Sink
2. L Double Heat Sink
3. [Double Heat Sink
4. L Double Heat Sink
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Large Laser
5. Sensors
6. Life Support

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. [Double Heat Sink
6. L Double Heat Sink

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs

Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. [Heavy Medium Laser
5. L Heavy Medium Laser
6. [Heavy Medium Laser

1. L Heavy Medium Laser
2. [Heavy Medium Laser
3. L Heavy Medium Laser

4-6
4. Endo Steel
5. Endo Steel
6. Endo Steel

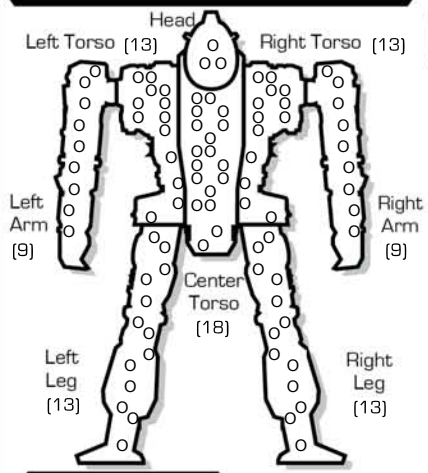
Right Torso

1-3
1. [Double Heat Sink
2. L Double Heat Sink
3. [Double Heat Sink
4. L Double Heat Sink
5. [Double Heat Sink
6. L Double Heat Sink

4-6
1. [Double Heat Sink
2. L Double Heat Sink
3. [Double Heat Sink
4. L Double Heat Sink
5. Endo Steel
6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Sinks: 22 (44) Double

Heat Level*	Effects	
30	Shutdown	O O O
28	Ammo Exp. avoid on 8+	O O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O O
15	-3 Movement Points	O O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Stooping Hawk E

Movement Points:
Walking: 5
Running: 8
Jumping: 0

Tonnage: 55
Tech Base: Clan
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RT	2	10 [DB,C/F/S]	—	6	12	18
1	ATM 3	LT	2	[M,S,C]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
2	ATM 3	LA	2	[M,S,C]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9

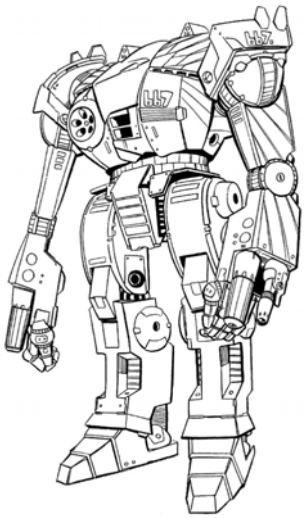
Cost: BV: 1,674

WARRIOR DATA

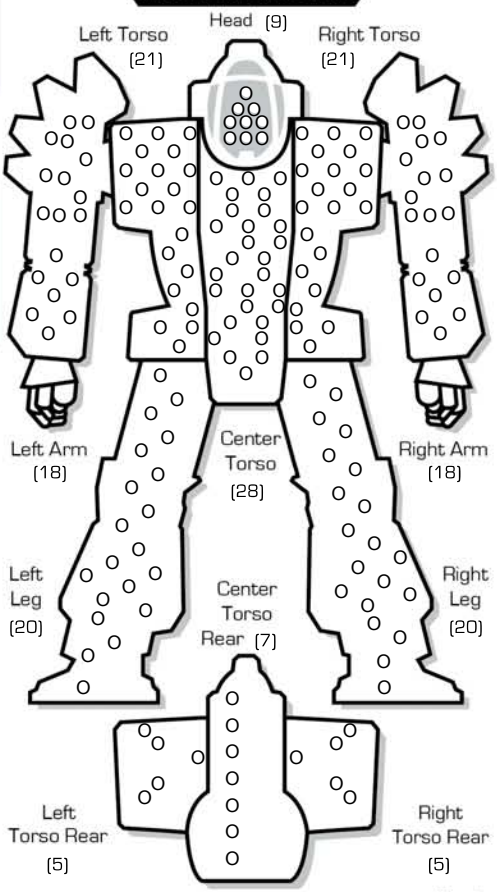
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ATM 3
6. ATM 3

1. ATM 3
2. ATM 3
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Left Torso (CASE)
1. ATM 3
2. ATM 3
3. Ammo (ATM 3) 20
4. Ammo (ATM 3 ER) 20
5. Ammo (ATM 3 HE) 20
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

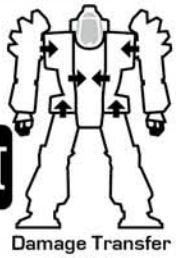
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits OOO
Gyro Hits OO
Sensor Hits OO
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

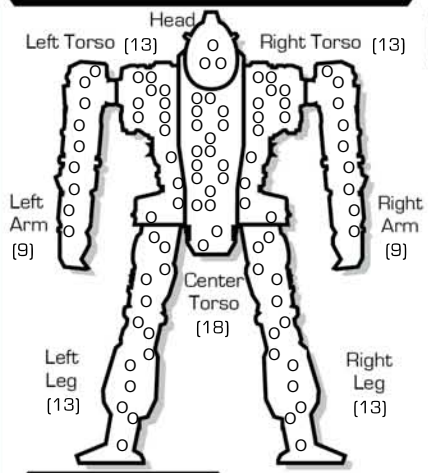
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)
1. LB 10-X AC
2. LB 10-X AC
3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. Ammo (LB-10X) 10

1. Ammo (LB-10X Cluster) 10
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Stooping Hawk F

Movement Points:
Walking: 5
Running: 8
Jumping: 8

Tonnage: 55
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Small Laser	HD	3	6 [DE]	—	1	2	3
2	Streak SRM 4	CT	3	2/Msl [M,C]	—	4	8	12
2	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
2	Heavy Medium Laser	LA	7	10 [DE]	—	3	6	9

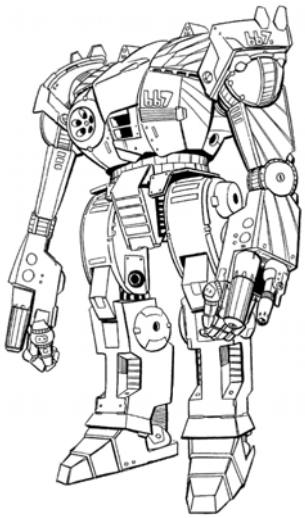
Cost: **BV:** 1,988

WARRIOR DATA

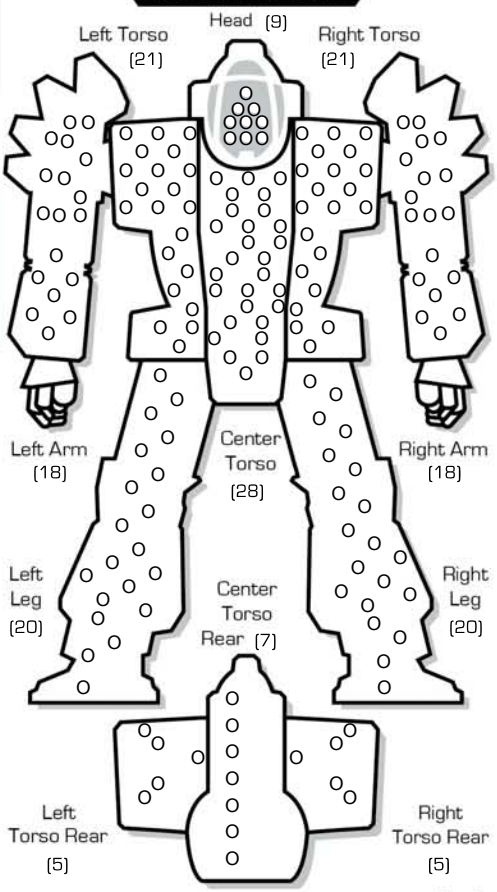
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heavy Medium Laser
6. Heavy Medium Laser

1-3

1. Heavy Medium Laser
2. Heavy Medium Laser
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

4-6

Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

1-3

1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Cockpit
4. Heavy Small Laser
5. Sensors
6. Life Support

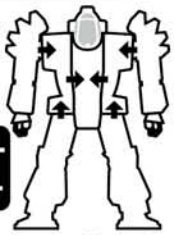
Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Streak SRM 4
6. Streak SRM 4

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Medium Pulse Laser
2. Medium Pulse Laser
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

4-6

Right Torso (CASE)
1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

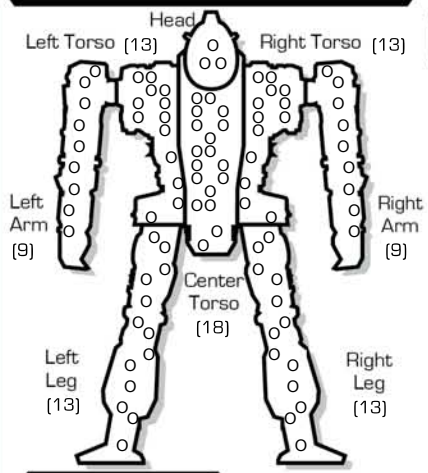
1-3

1. Improved Jump Jet
2. Improved Jump Jet
3. Ammo (Streak SRM 4) 25
4. Endo Steel
5. Endo Steel
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Sinks: 12 (24) Double

Heat Level*	Effects	
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Stooping Hawk G

Movement Points:
Walking: 5
Running: 8
Jumping: 0

Tonnage: 55
Tech Base: Clan (Advanced)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ProtoMech AC/4	RT	1	4 [DB,S]	—	5	10	15
1	ProtoMech AC/4	LT	1	4 [DB,S]	—	5	10	15
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

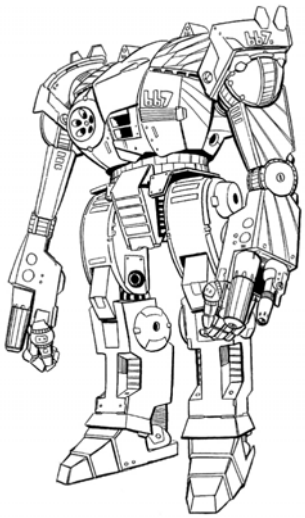
Cost: BV: 1,657

WARRIOR DATA

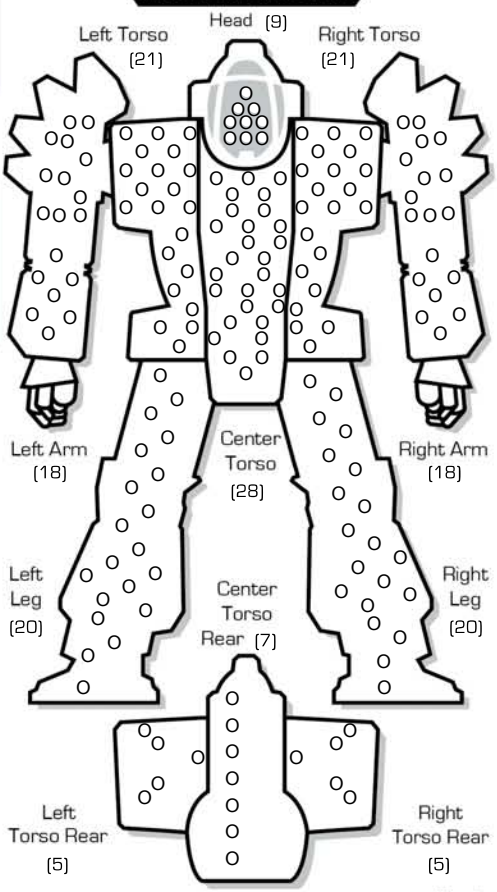
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

1-3
4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)
1. Double Heat Sink
2. Double Heat Sink
3. ProtoMech AC/4
4. ProtoMech AC/4
5. ProtoMech AC/4
6. Ammo (Proto AC/4) 20

1-3
4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

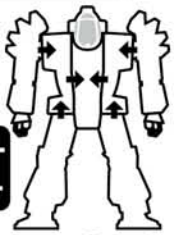
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3
4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

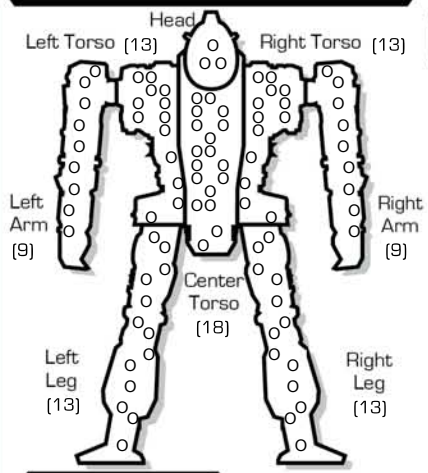
1-3
4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)
1. Double Heat Sink
2. Double Heat Sink
3. ProtoMech AC/4
4. ProtoMech AC/4
5. ProtoMech AC/4
6. ProtoMech AC/4

1-3
4-6
1. ProtoMech AC/4
2. ProtoMech AC/4
3. Ammo (Proto AC/4) 20
4. Endo Steel
5. Endo Steel
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Matador

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 4

Tonnage: 60
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 4	HD	3	2/Msl [M,C]	—	4	8	12
2	Small Pulse Laser	CT	2	3 [P]	—	2	4	6
1	Streak SRM 6	RT	4	2/Msl [M,C]	—	4	8	12
2	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
2	Machine Gun	RA	0	2 [DB,AI]	—	1	2	3
2	Machine Gun	LA	0	2 [DB,AI]	—	1	2	3
3	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12

Cost:

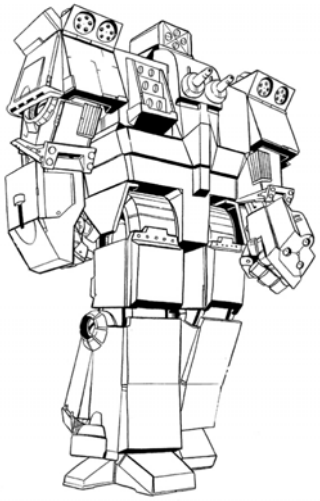
BV: 2,006

WARRIOR DATA

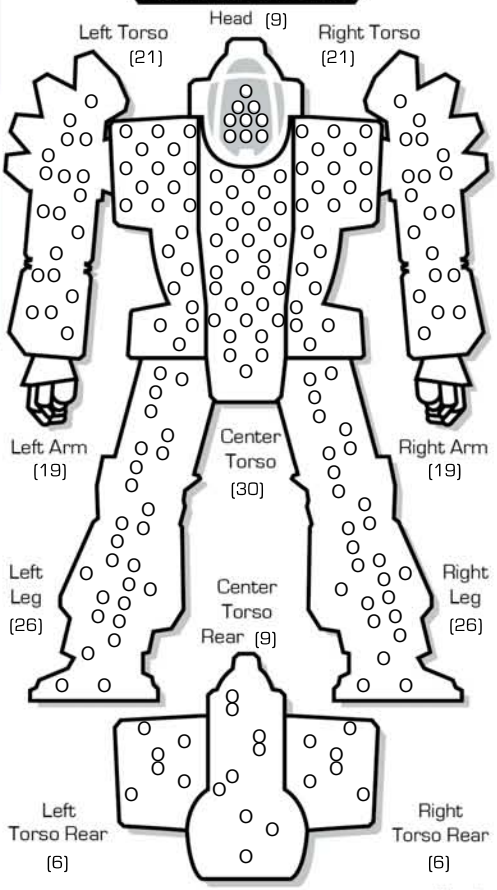
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. Medium Pulse Laser

1-3

1. Medium Pulse Laser
2. Machine Gun
3. Machine Gun
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. ER Medium Laser
2. ER Medium Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Streak SRM 4
5. Sensors
6. Life Support

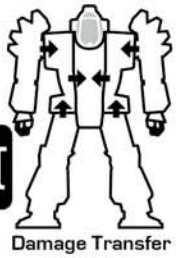
Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Small Pulse Laser
6. Small Pulse Laser

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Machine Gun
6. Machine Gun

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso (CASE)
1. Streak SRM 6
2. Streak SRM 6
3. Ammo (Streak SRM 6) 15
4. Ammo (Streak SRM 4) 25
5. Ammo (Machine Gun) 100
6. Roll Again

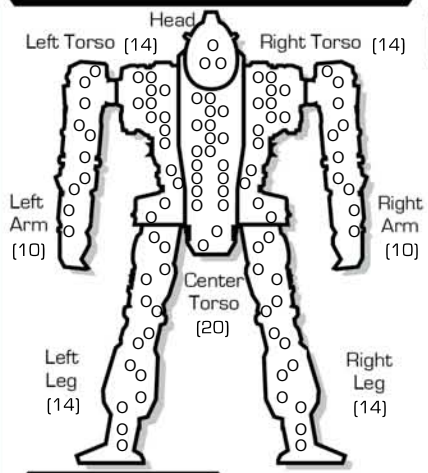
1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Matador 2

Movement Points:
Walking: 4
Running: 6
Jumping: 4

Tonnage: 60
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	HD	—	[E]	—	—	—	—
1	ATM 9	RT	6	[M,S,C]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
3	AP Gauss Rifle	RA	1	3 [DB,X]	—	3	6	9
3	Heavy Medium Laser	LA	7	10 [DE]	—	3	6	9

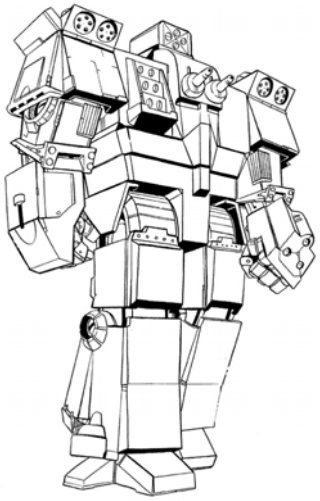
Cost: **BV:** 1,728

WARRIOR DATA

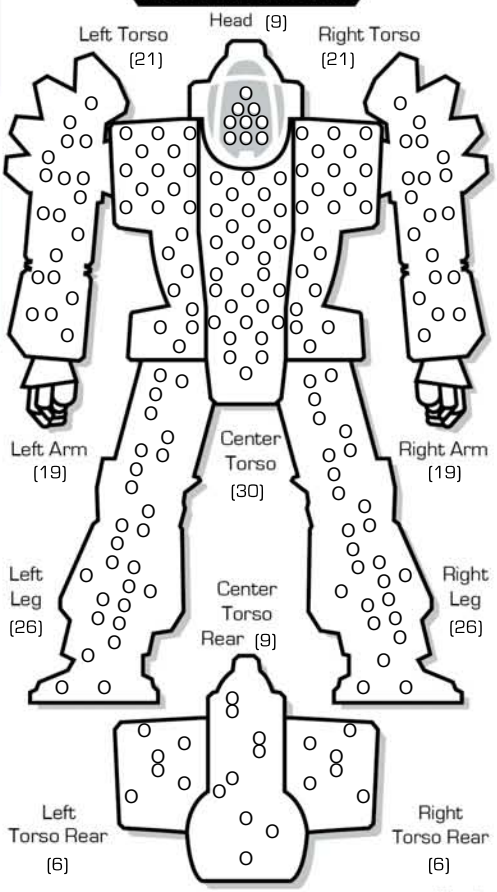
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Heavy Medium Laser
2. Heavy Medium Laser
3. Heavy Medium Laser
4. Heavy Medium Laser
5. Heavy Medium Laser
6. Heavy Medium Laser

4-6

Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Targeting Computer
5. Sensors
6. Life Support

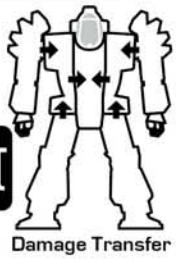
Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

1. AP Gauss Rifle
2. AP Gauss Rifle
3. AP Gauss Rifle
4. Ammo (AP Gauss) 40
5. Ammo (AP Gauss) 40
6. Roll Again

4-6

Right Torso (CASE)
1. Double Heat Sink
2. Double Heat Sink
3. ATM 9
4. ATM 9
5. ATM 9
6. ATM 9

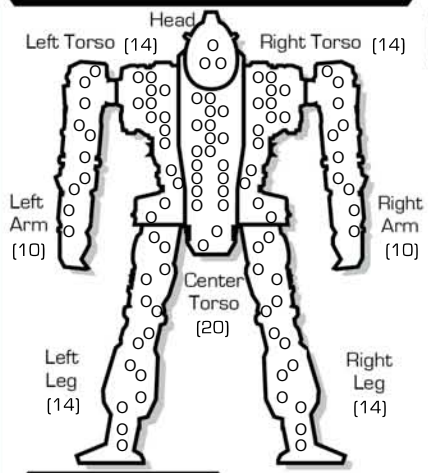
1-3

1. Ammo (ATM 9) 7
2. Ammo (ATM 9 ER) 7
3. Ammo (ATM 9 HE) 7
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 15 (30) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Predator

Movement Points:
Walking: 5
Running: 8
Jumping: 0

Tonnage: 60
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RT	2	10 [DB,C/F/S]	—	6	12	18
1	LB 10-X AC	LT	2	10 [DB,C/F/S]	—	6	12	18
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	ER Small Laser	RL	2	5 [DE]	—	2	4	6
1	ER Small Laser	LL	2	5 [DE]	—	2	4	6

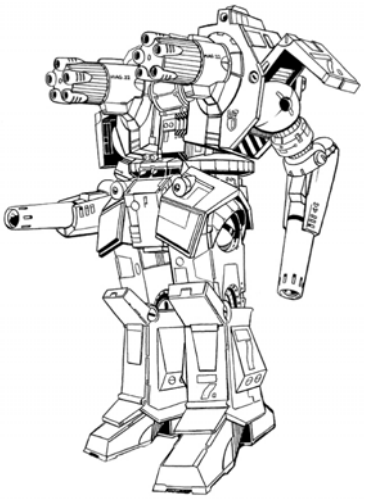
Cost: BV: 1,754

WARRIOR DATA

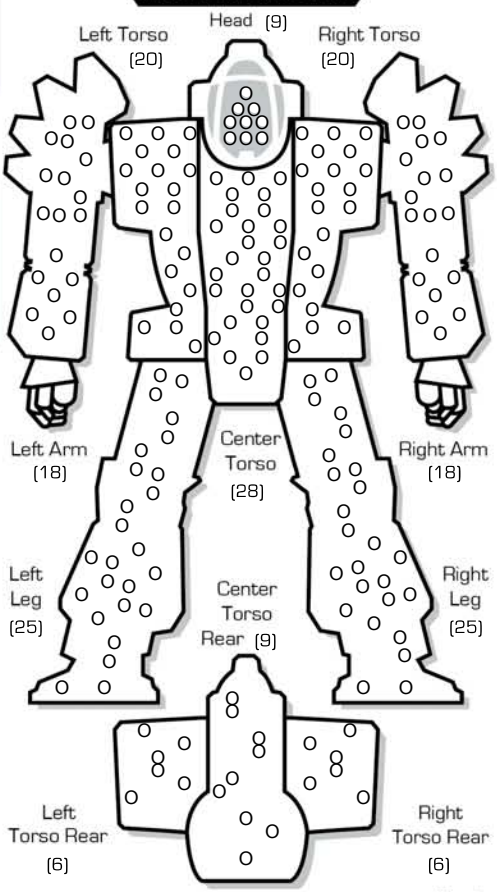
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Medium Laser
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

1-3

1. LB 10-X AC
2. Ammo (LB-10X) 10
3. Ammo (LB-10X Cluster) 10
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. ER Small Laser
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

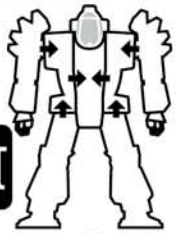
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Roll Again
6. Roll Again

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Medium Laser
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

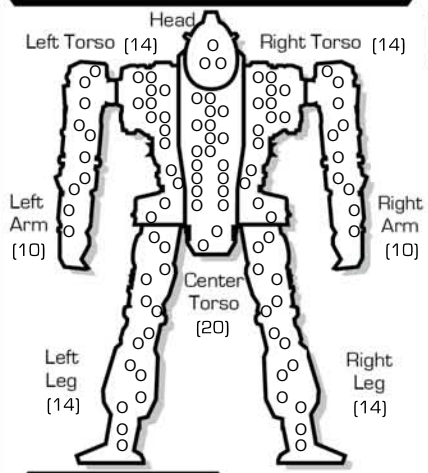
1-3

1. LB 10-X AC
2. Ammo (LB-10X) 10
3. Ammo (LB-10X Cluster) 10
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. ER Small Laser
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Predator 2

Movement Points:
Walking: 5
Running: 8
Jumping: 0

Tonnage: 60
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HAG/20	RT	4	20 [C/F]	2	8	16	24
1	HAG/20	LT	4	20 [C/F]	2	8	16	24
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	ER Small Laser	RL	2	5 [DE]	—	2	4	6
1	ER Small Laser	LL	2	5 [DE]	—	2	4	6

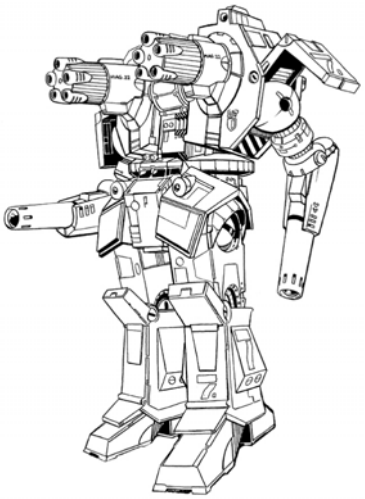
Cost: **BV:** 2,159

WARRIOR DATA

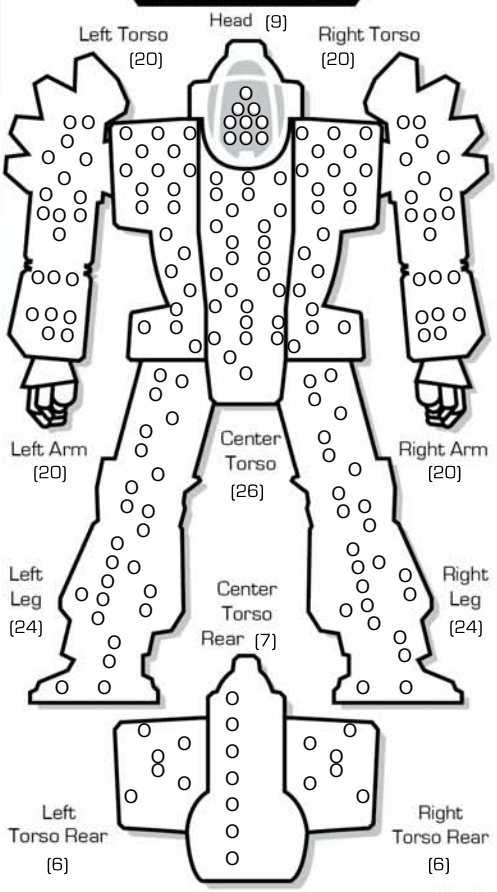
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Pulse Laser
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. HAG/20
4. HAG/20
5. HAG/20
6. HAG/20

1-3

1. HAG/20
2. HAG/20
3. Ammo (HAG 20) 6
4. Ammo (HAG 20) 6
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. ER Small Laser
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

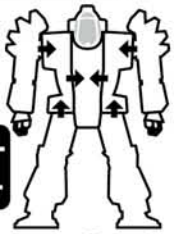
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Pulse Laser
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. HAG/20
4. HAG/20
5. HAG/20
6. HAG/20

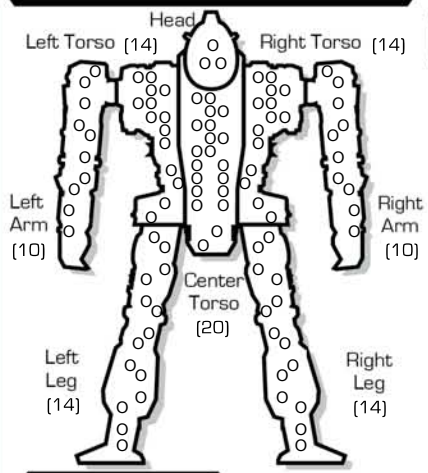
1-3

1. HAG/20
2. HAG/20
3. Ammo (HAG 20) 6
4. Ammo (HAG 20) 6
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. ER Small Laser
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Fire Scorpion

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tonnage: 65
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RT	2	10 [DB,C/F/S]	—	6	12	18
1	Ultra AC/10	LT	3	10/Sht [DB,R,C]	—	6	12	18
1	A-Pod	FRL	—	[PD,OS,AI]	—	—	—	—
1	A-Pod	FLL	—	[PD,OS,AI]	—	—	—	—
1	A-Pod	RRL	—	[PD,OS,AI]	—	—	—	—
1	A-Pod	RLL	—	[PD,OS,AI]	—	—	—	—

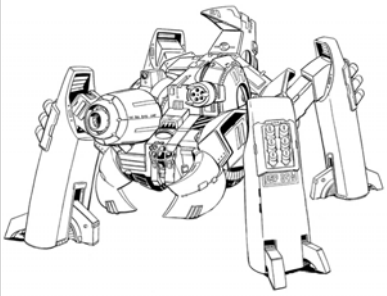
Cost: BV: 1,546

WARRIOR DATA

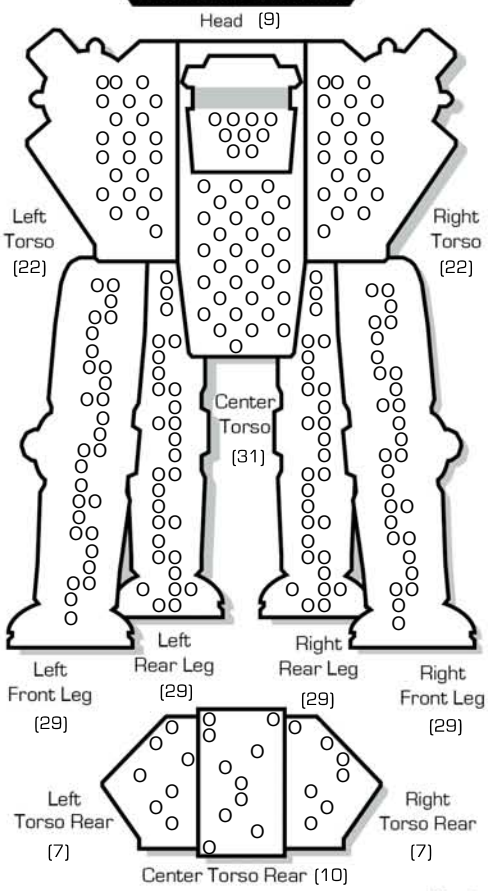
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Left Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. A-Pod
6. Endo Steel

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Endo Steel
6. Endo Steel

Right Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. A-Pod
6. Endo Steel

Left Torso (CASE)
1-3
1. Ultra AC/10
2. Ultra AC/10
3. Ultra AC/10
4. Ultra AC/10
5. Ammo (Ultra AC/10) 10
6. Ammo (Ultra AC/10) 10

4-6
1. Ammo (Ultra AC/10) 10
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

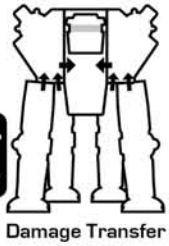
Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

Right Torso (CASE)
1-3
1. LB 10-X AC
2. LB 10-X AC
3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. Ammo (LB-10X) 10

4-6
1. Ammo (LB-10X) 10
2. Ammo (LB-10X Cluster) 10
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

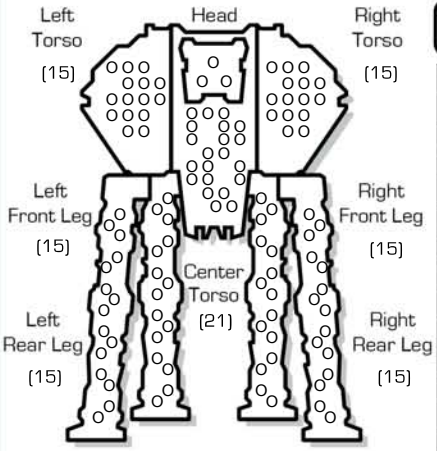
Left Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. A-Pod
6. Endo Steel

Right Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. A-Pod
6. Endo Steel



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (10) Single
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Fire Scorpion 2

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 0

Tonnage: 65
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Active Probe	RT	—	[E]	—	—	—	5
2	LRM 10	RT	4	1/Msl [M,C,S]	—	7	14	21
4	Machine Gun	RT	0	2 [DB,AI]	—	1	2	3
1	Ultra AC/20	LT	7	20/Sht [DB,R,C]	—	4	8	12
1	A-Pod	FRL	—	[PD,OS,AI]	—	—	—	—
1	A-Pod	FLL	—	[PD,OS,AI]	—	—	—	—
1	A-Pod	RRL	—	[PD,OS,AI]	—	—	—	—
1	A-Pod	RLL	—	[PD,OS,AI]	—	—	—	—

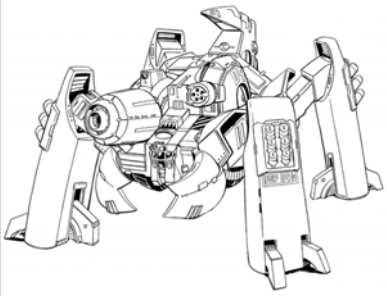
Cost: **BV:** 1,749

WARRIOR DATA

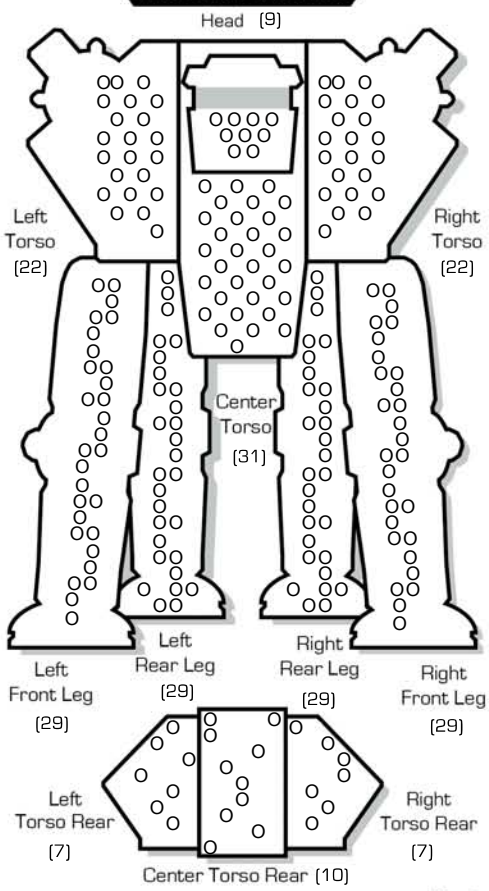
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Left Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. A-Pod
6. Endo Steel

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Endo Steel
6. Endo Steel

Right Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. A-Pod
6. Endo Steel

Left Torso (CASE)
1-3
1. Ultra AC/20
2. Ultra AC/20
3. Ultra AC/20
4. Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

4-6
1. Ultra AC/20
2. Ultra AC/20
3. Ammo (Ultra AC/20) 5
4. Ammo (Ultra AC/20) 5
5. Ammo (Ultra AC/20) 5
6. Ammo (Ultra AC/20) 5

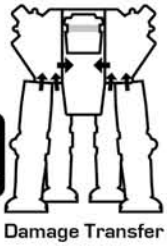
Right Torso (CASE)
1-3
1. LRM 10
2. LRM 10
3. Machine Gun
4. Machine Gun
5. Machine Gun
6. Machine Gun

4-6
1. Ammo (Machine Gun) 200
2. Ammo (LRM 10) 12
3. Ammo (LRM 10) 12
4. Active Probe
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

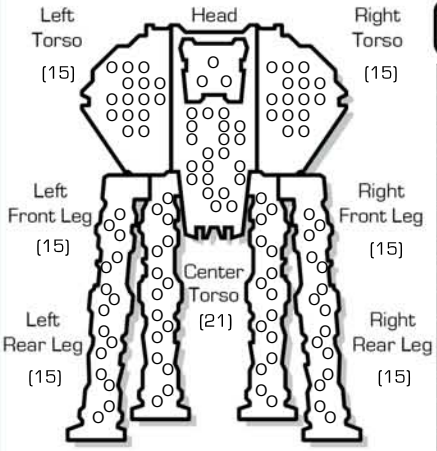
Left Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. A-Pod
6. Endo Steel

Right Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. A-Pod
6. Endo Steel



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (10) Single
30	Shutdown	
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Fire Scorpion 3

Movement Points:
Walking: 4
Running: 6
Jumping: 4

Tonnage: 65
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Active Probe	HD	—	[E]	—	—	—	5
4	AP Gauss Rifle	RT	1	3 [DB,X]	—	3	6	9
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Ultra AC/20	LT	7	20/Sht [DB,R,C]	—	4	8	12

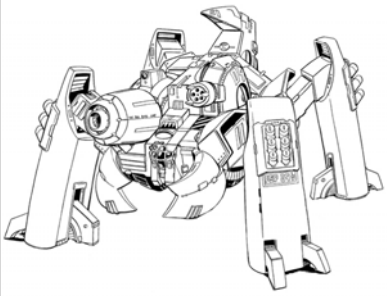
Cost: **BV:** 1,904

WARRIOR DATA

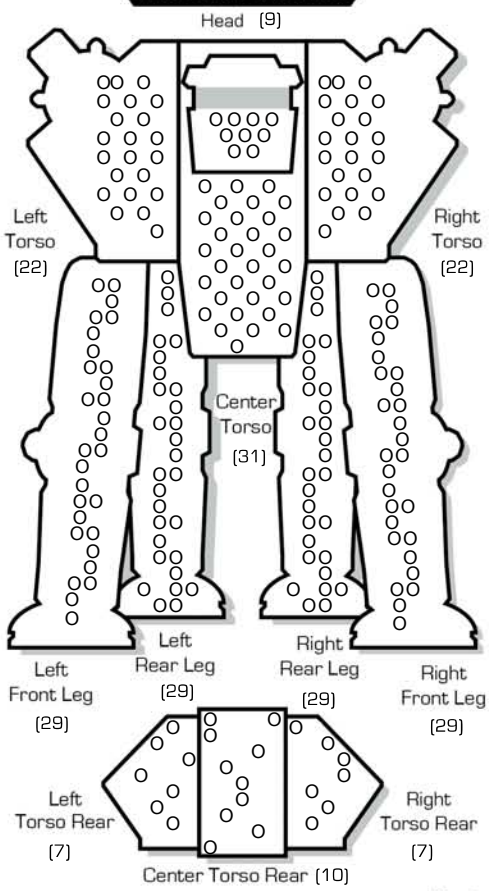
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head
1. Life Support
2. Sensors
3. Cockpit
4. Active Probe
5. Sensors
6. Life Support

Left Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Jump Jet
6. Endo Steel

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Endo Steel
6. Endo Steel

Right Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Jump Jet
6. Endo Steel

Left Torso (CASE)
1-3
1. Ultra AC/20
2. Ultra AC/20
3. Ultra AC/20
4. Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

4-6
1. Ultra AC/20
2. Ultra AC/20
3. Ammo (Ultra AC/20) 5
4. Ammo (Ultra AC/20) 5
5. Ammo (Ultra AC/20) 5
6. Ammo (Ultra AC/20) 5

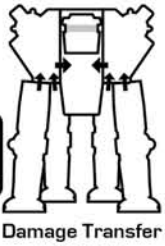
Right Torso (CASE)
1-3
1. AP Gauss Rifle
2. AP Gauss Rifle
3. AP Gauss Rifle
4. AP Gauss Rifle
5. Ammo (AP Gauss) 40
6. Ammo (AP Gauss) 40

4-6
1. Targeting Computer
2. Targeting Computer
3. Targeting Computer
4. Endo Steel
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

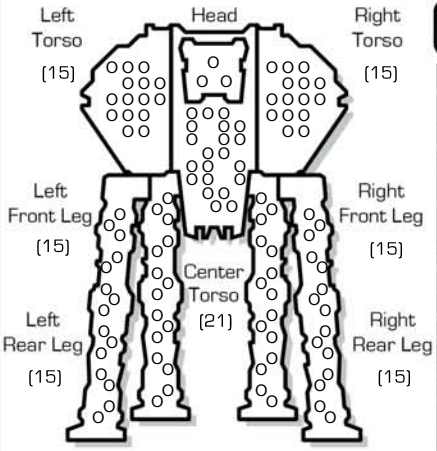
Left Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Jump Jet
6. Roll Again

Right Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Jump Jet
6. Endo Steel



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (10) Single
30	Shutdown	
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Ha Otoko

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tonnage: 65
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	RT	6	1/Msl [M,C,S]	—	7	14	21
1	LRM 20	LT	6	1/Msl [M,C,S]	—	7	14	21
1	LRM 10	RA	4	1/Msl [M,C,S]	—	7	14	21
1	LRM 10	LA	4	1/Msl [M,C,S]	—	7	14	21

Cost: **BV:** 1,873

WARRIOR DATA

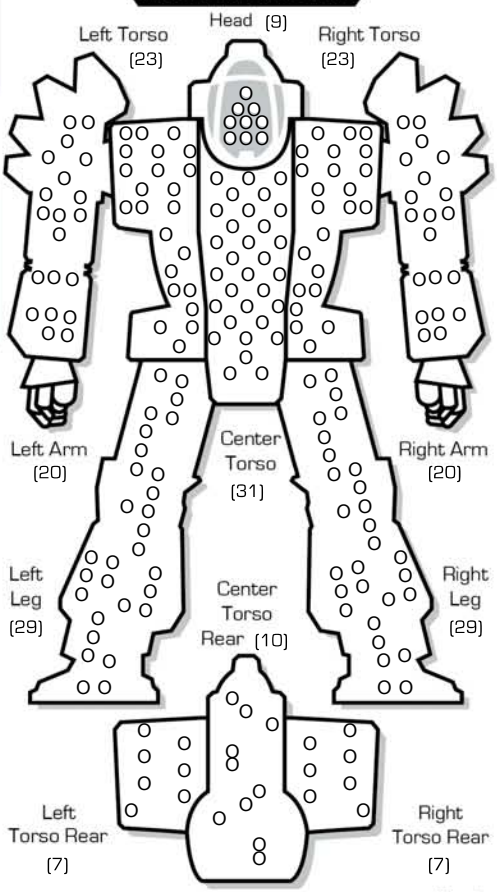
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 10
6. Ammo (LRM 10) 12

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso (CASE)
1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. Ammo (LRM 20) 6
6. Ammo (LRM 20) 6

1-3

1. Ammo (LRM 20) 6
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

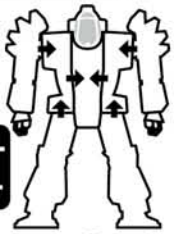
Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. Roll Again

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 10
6. Ammo (LRM 10) 12

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso (CASE)
1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. Ammo (LRM 20) 6
6. Ammo (LRM 20) 6

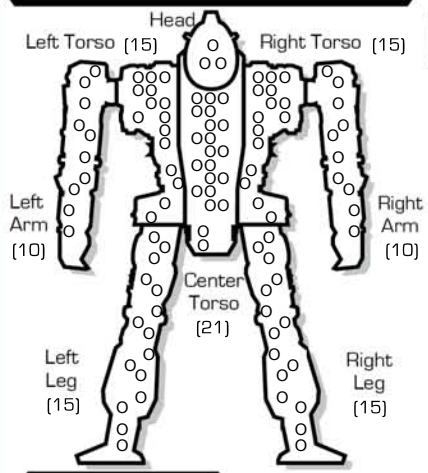
1-3

1. Ammo (LRM 20) 6
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (13) Single
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Ha Otoko 2

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tonnage: 65
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
2	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	Plasma Cannon	LT	7	[DE,H,AI]	—	6	12	18
1	HAG/30	RA	6	30 [C/F]	2	8	16	24
1	LRM 10	LA	4	1/Msl [M,C,S]	—	7	14	21

Cost:

BV: 2,348

WARRIOR DATA

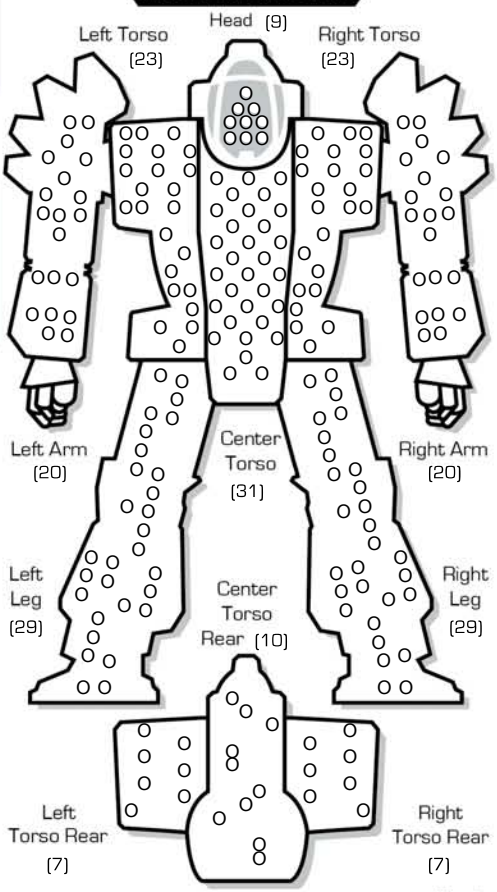
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 10
6. Ammo (LRM 10) 12

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. ER Medium Laser
4. ER Medium Laser
5. Plasma Cannon
6. Ammo (Plasma Cannon) 10

4-6
1. Ammo (Plasma Cannon) 10
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head

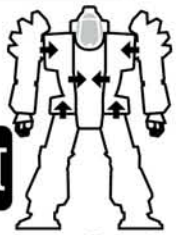
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. HAG/30
6. HAG/30

4-6
1. HAG/30
2. HAG/30
3. HAG/30
4. HAG/30
5. HAG/30
6. HAG/30

Right Torso

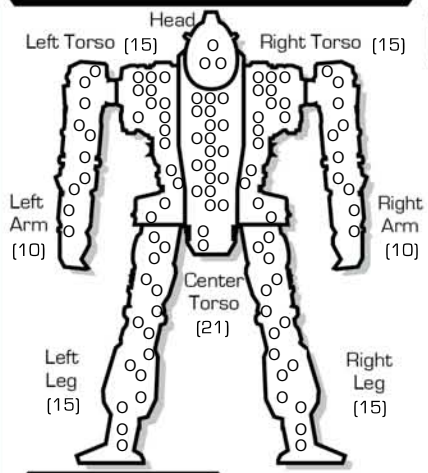
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. ER Medium Laser
4. ER Medium Laser
5. Ammo (HAG 30) 4
6. Ammo (HAG 30) 4

4-6
1. Ammo (HAG 30) 4
2. Ammo (HAG 30) 4
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (26) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Ha Otoko HKO-1C

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tonnage: 65
Tech Base: Inner Sphere
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	RT	6	1/Msl [M,C,S]	6	7	14	21
1	LRM 20	LT	6	1/Msl [M,C,S]	6	7	14	21
1	LRM 10	RA	4	1/Msl [M,C,S]	6	7	14	21
1	LRM 10	LA	4	1/Msl [M,C,S]	6	7	14	21

Cost: **BV:** 1,288

WARRIOR DATA

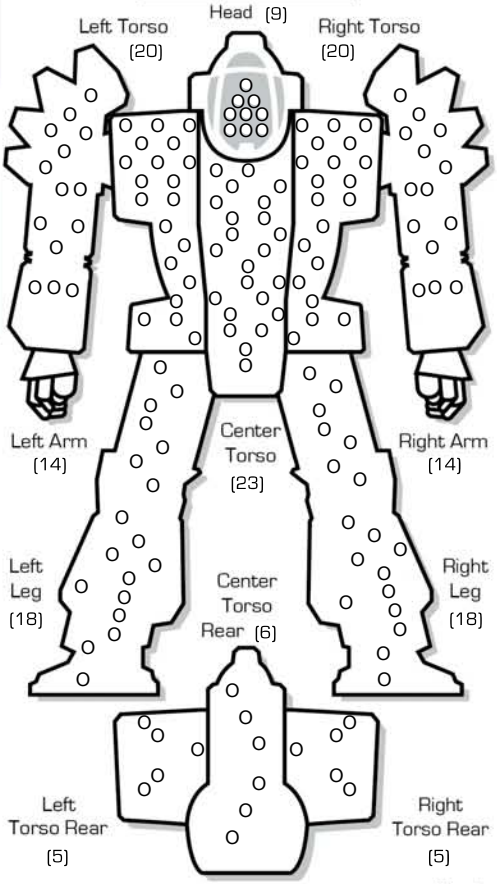
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 10
6. LRM 10

1-3

1. Ammo (LRM 10) 12
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. LRM 20
5. LRM 20
6. LRM 20

1-3

1. LRM 20
2. LRM 20
3. Ammo (LRM 20) 6
4. Ammo (LRM 20) 6
5. Roll Again
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

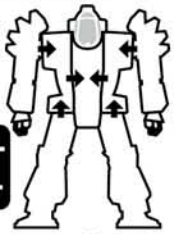
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Roll Again
6. Roll Again

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 10
6. LRM 10

1-3

1. Ammo (LRM 10) 12
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. LRM 20
5. LRM 20
6. LRM 20

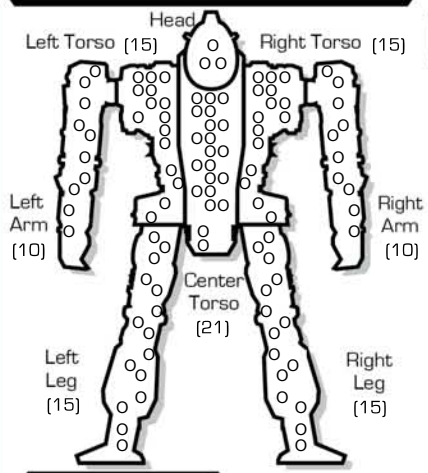
1-3

1. LRM 20
2. LRM 20
3. Ammo (LRM 20) 6
4. Ammo (LRM 20) 6
5. Roll Again
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Guillotine IIC

Movement Points:			
Walking:	4	Tonnage:	70
Running:	6	Tech Base:	Clan
Jumping:	4	Era:	Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	CT	4	2/Msl [M,C]	—	3	6	9
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
2	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	ER PPC	LA	15	15 [DE]	—	7	14	23

Cost: **BV:** 2,377

WARRIOR DATA

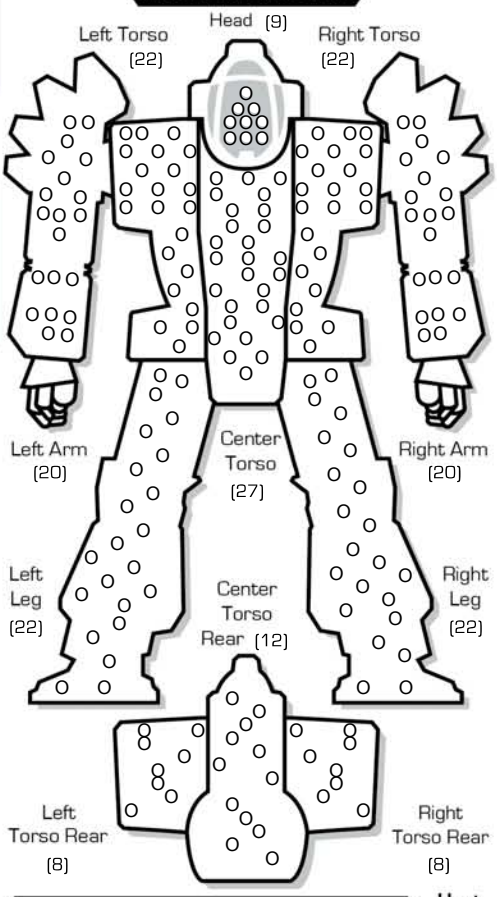
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER PPC
5. ER PPC
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Jump Jet
2. ER Medium Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso (CASE)

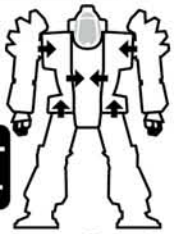
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. SRM 6
6. Ammo (SRM 6) 15

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Pulse Laser
5. Large Pulse Laser
6. Large Pulse Laser

1-3

1. Large Pulse Laser
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

4-6

Right Torso

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. ER Medium Laser

1-3

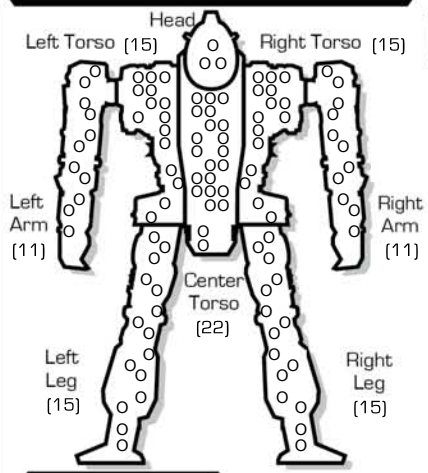
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 (32) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Guillotine IIC 2

Movement Points:		**Tonnage:**	70
Walking:	4	**Tech Base:**	Clan
Running:	6	**Era:**	Jihad
Jumping:	6		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 4	CT	3	2/Msl [M,C]	—	4	8	12
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	Targeting Computer	LT	—	[E]	—	—	—	—
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER PPC	LA	15	15 [DE]	—	7	14	23

Cost: **BV:** 2,721

WARRIOR DATA

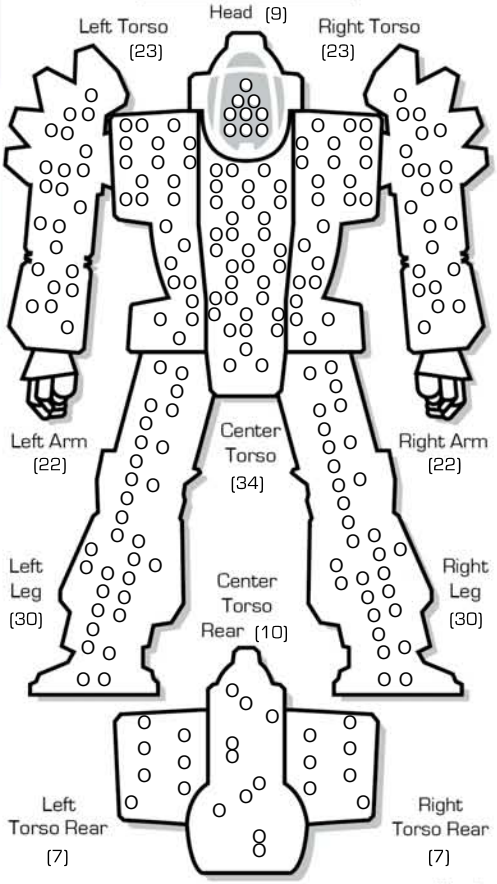
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. ER PPC
4. ER PPC
5. Endo Steel
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

4-6

Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

1-3

1. Improved Jump Jet
2. Improved Jump Jet
3. ER Medium Laser
4. Targeting Computer
5. Targeting Computer
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

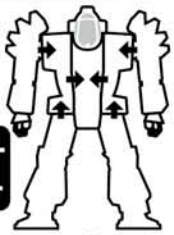
Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Streak SRM 4
6. Roll Again

4-6

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Medium Laser
5. ER Medium Laser
6. Ferro-Fibrous

1-3

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Right Torso (CASE)
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Improved Jump Jet
6. Improved Jump Jet

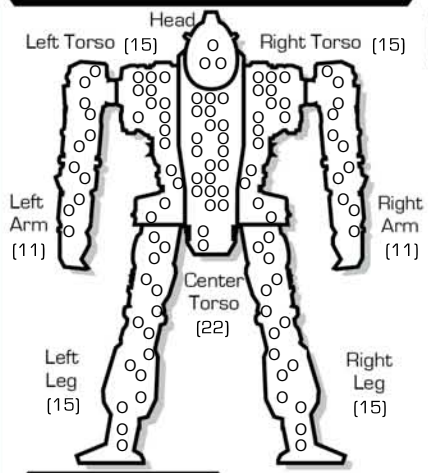
1-3

1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. ER Medium Laser
6. Ammo (Streak SRM 4) 25

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 (32) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Nova Cat Prime

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tonnage: 70
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER PPC	RA	15	15 [DE]	—	7	14	23
3	ER Large Laser	LA	12	10 [DE]	—	8	15	25

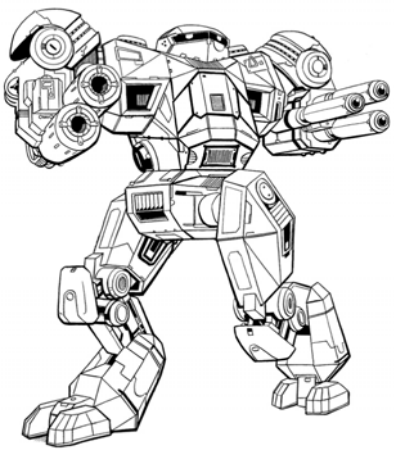
Cost: **BV:** 2,530

WARRIOR DATA

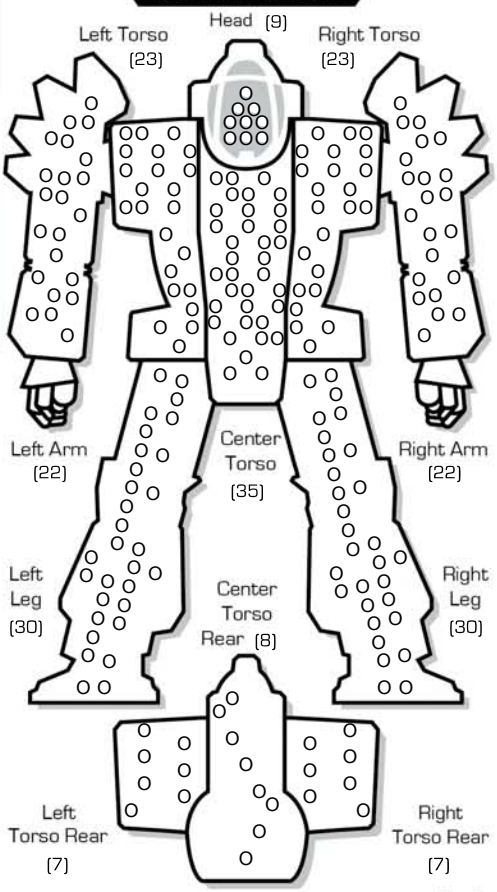
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. ER Large Laser
2. ER Large Laser
3. ER Large Laser
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

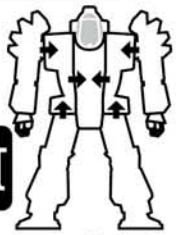
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. ER PPC
2. ER PPC
3. ER PPC
4. ER PPC
5. Roll Again
6. Roll Again

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

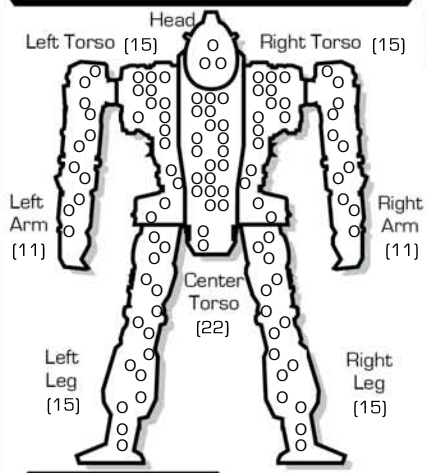
1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 25 (50) Double
30	Shutdown	O O O
28	Ammo Exp. avoid on 8+	O O O
26	Shutdown, avoid on 10+	O O O
25	-5 Movement Points	O O O
24	+4 Modifier to Fire	O O O
23	Ammo Exp. avoid on 6+	O O O
22	Shutdown, avoid on 8+	O O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O O
15	-3 Movement Points	O O
14	Shutdown, avoid on 4+	O O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Nova Cat A

Movement Points:		**Tonnage:**	70
Walking:	4	**Tech Base:**	Clan
Running:	6	**Era:**	Clan Invasion
Jumping:	4		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	RT	—	[E]	—	—	—	—
2	ER Large Laser	RA	12	10 [DE]	—	8	15	25
2	ER Large Laser	LA	12	10 [DE]	—	8	15	25

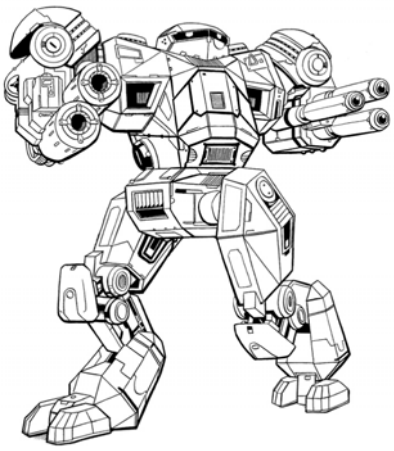
Cost: **BV:** 2,629

WARRIOR DATA

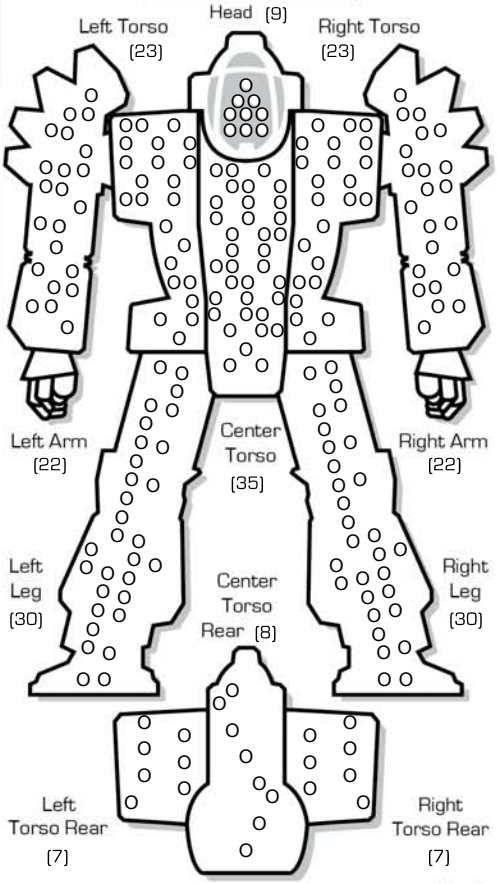
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator

1-3:
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6:
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. ER Large Laser
6. ER Large Laser

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3:
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6:
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Jump Jet

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

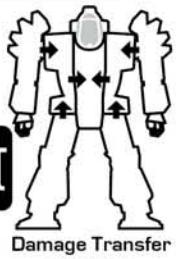
Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3:
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator

1-3:
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6:
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. ER Large Laser
6. ER Large Laser

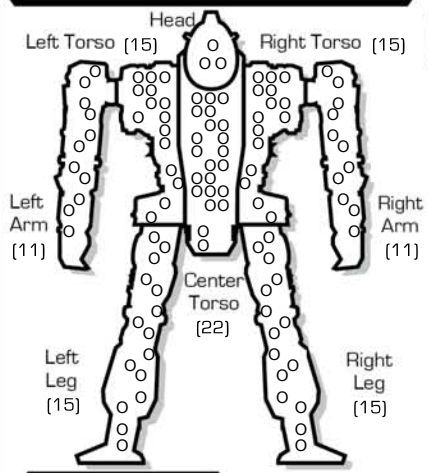
Right Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3:
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6:
1. Jump Jet
2. Jump Jet
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Targeting Computer

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 25 (50) Double
30	Shutdown	O O O
28	Ammo Exp. avoid on 8+	O O O
26	Shutdown, avoid on 10+	O O O
25	-5 Movement Points	O O O
24	+4 Modifier to Fire	O O O
23	Ammo Exp. avoid on 6+	O O O
22	Shutdown, avoid on 8+	O O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O O
15	-3 Movement Points	O O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Nova Cat B

Movement Points:		**Tonnage:**	70
Walking:	4	**Tech Base:**	Clan
Running:	6	**Era:**	Clan Invasion
Jumping:	0		

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	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
3	LRM 15	RA	5	1/Msl [M,C,S]	—	7	14	21
3	LRM 15	LA	5	1/Msl [M,C,S]	—	7	14	21

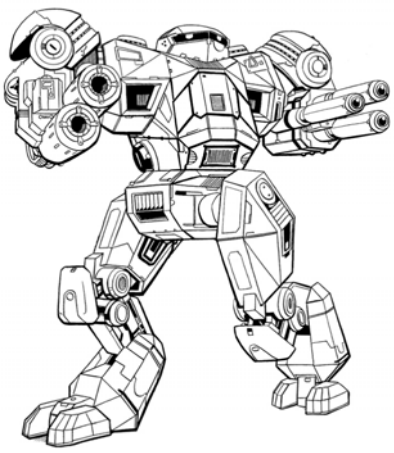
Cost: **BV:** 2,492

WARRIOR DATA

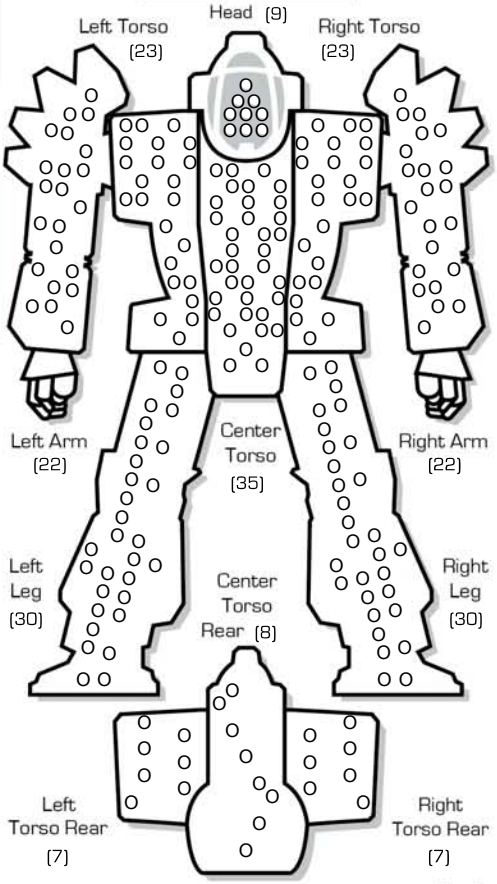
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. LRM 15
4. LRM 15
5. LRM 15
6. LRM 15

1-3

1. LRM 15
2. LRM 15
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. ER Medium Laser
2. Ammo (LRM 15) 8
3. Ammo (LRM 15) 8
4. Ammo (LRM 15) 8
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

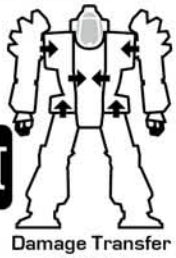
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. LRM 15
6. LRM 15

1-3

1. LRM 15
2. LRM 15
3. LRM 15
4. LRM 15
5. Roll Again
6. Roll Again

4-6

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

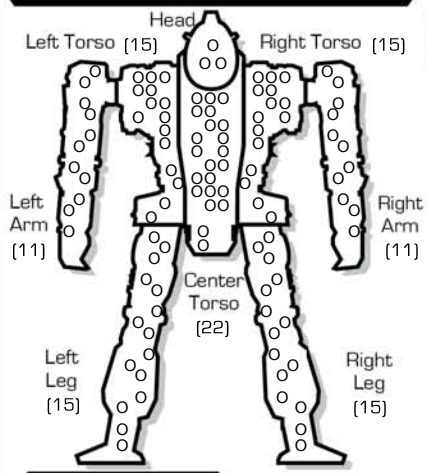
1-3

1. ER Medium Laser
2. Ammo (LRM 15) 8
3. Ammo (LRM 15) 8
4. Ammo (LRM 15) 8
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 (32) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Nova Cat C

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tonnage: 70
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 5-X AC	RA	1	5 [DB,C/F/S]	3	8	15	24
2	Ultra AC/5	RA	1	5/Sht [DB,R,C]	—	7	14	21
2	Large Pulse Laser	LA	10	10 [P]	—	6	14	20

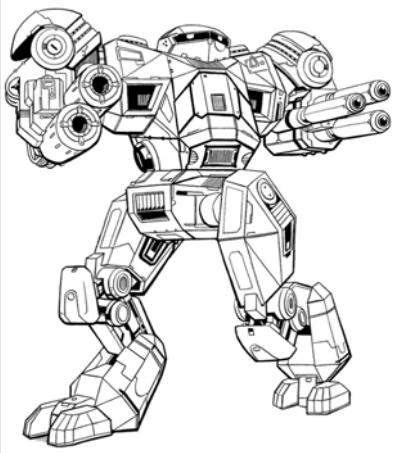
Cost: **BV:** 1,944

WARRIOR DATA

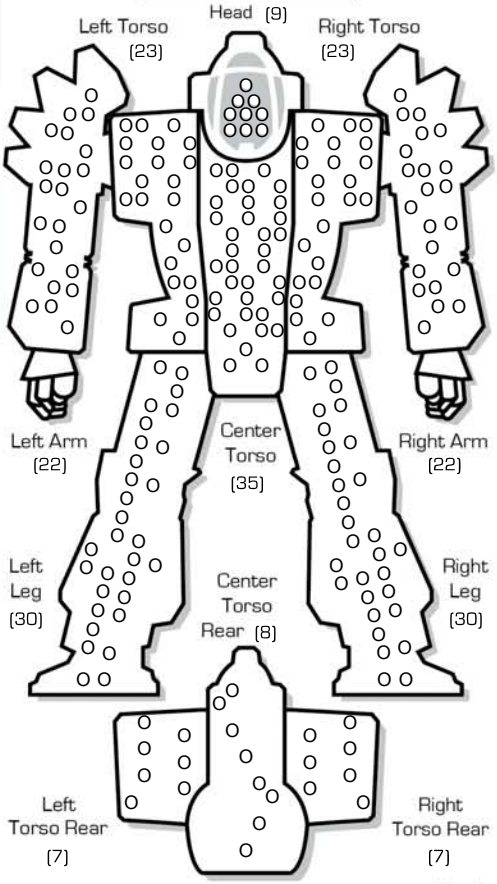
Name: _____

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Pulse Laser
6. Large Pulse Laser

1-3

1. Large Pulse Laser
2. Large Pulse Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

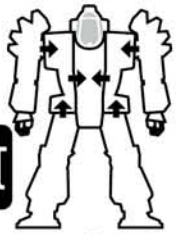
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

4-6

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Ultra AC/5
4. Ultra AC/5
5. Ultra AC/5
6. Ultra AC/5

1-3

1. Ultra AC/5
2. Ultra AC/5
3. LB 5-X AC
4. LB 5-X AC
5. LB 5-X AC
6. LB 5-X AC

4-6

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Ammo (Ultra AC/5) 20
6. Ammo (Ultra AC/5) 20

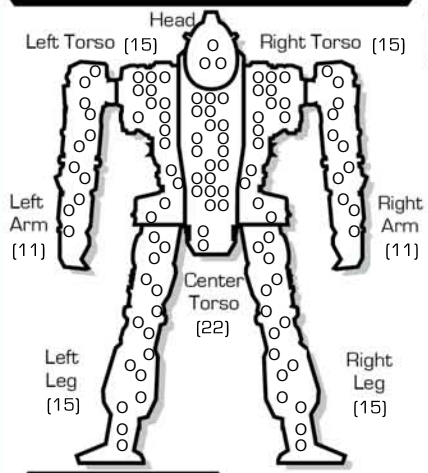
1-3

1. Ammo (LB-5X) 20
2. Ammo (LB-5X Cluster) 20
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Nova Cat D

Movement Points:		**Tonnage:**	70
Walking:	4	**Tech Base:**	Clan
Running:	6	**Era:**	Clan Invasion
Jumping:	0		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	LT	—	[E]	—	—	—	—
2	Heavy Large Laser	RA	18	16 [DE]	—	5	10	15
1	Heavy Large Laser	LA	18	16 [DE]	—	5	10	15
1	LB 10-X AC	LA	2	10 [DB,C/F/S]	—	6	12	18

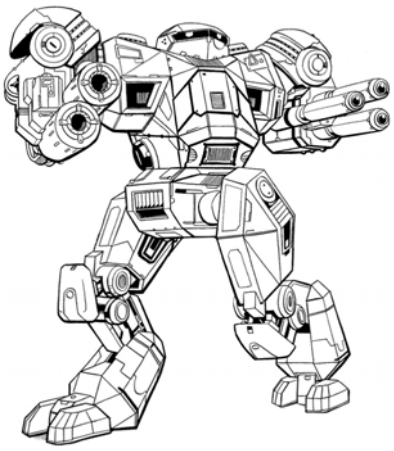
Cost: **BV:** 2,084

WARRIOR DATA

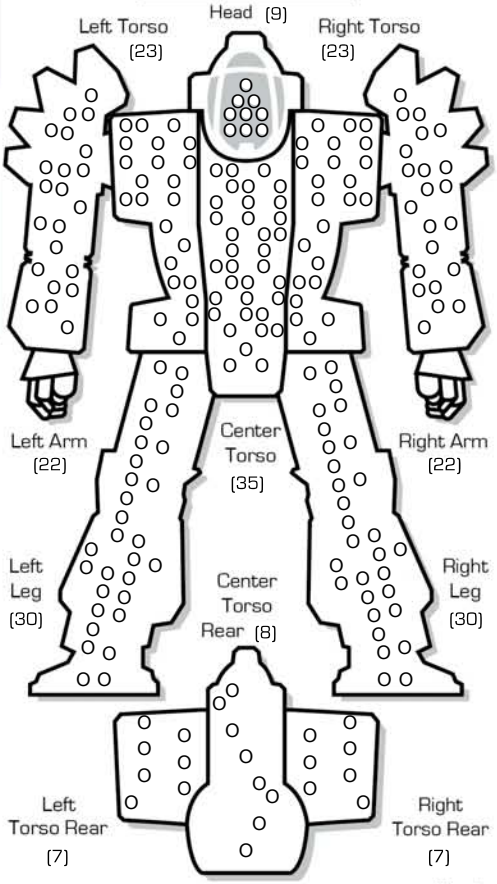
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. LB 10-X AC
6. LB 10-X AC

1-3

1. LB 10-X AC
2. LB 10-X AC
3. LB 10-X AC
4. Heavy Large Laser
5. Heavy Large Laser
6. Heavy Large Laser

4-6

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Ammo (LB-10X) 10
6. Ammo (LB-10X Cluster) 10

1-3

1. Targeting Computer
2. Targeting Computer
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Roll Again

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

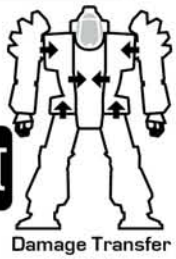
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Heavy Large Laser
2. Heavy Large Laser
3. Heavy Large Laser
4. Heavy Large Laser
5. Heavy Large Laser
6. Heavy Large Laser

4-6

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

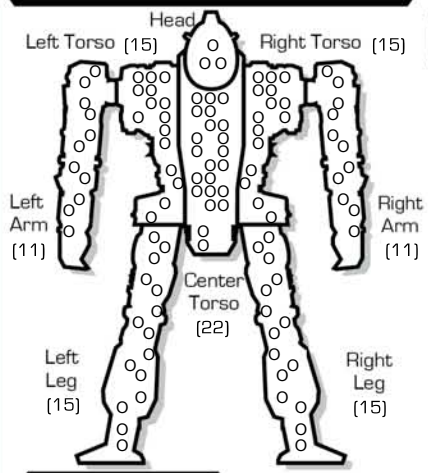
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 20 (40) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O O
15	-3 Movement Points	O O
14	Shutdown, avoid on 4+	O O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Nova Cat E

Movement Points:		**Tonnage:**	70
Walking:	4	**Tech Base:**	Clan
Running:	6	**Era:**	Civil War
Jumping:	0		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RT	10	10 [P]	—	6	14	20
2	ATM 9	RA	6	[M,S,C]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
2	ATM 9	LA	6	[M,S,C]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9

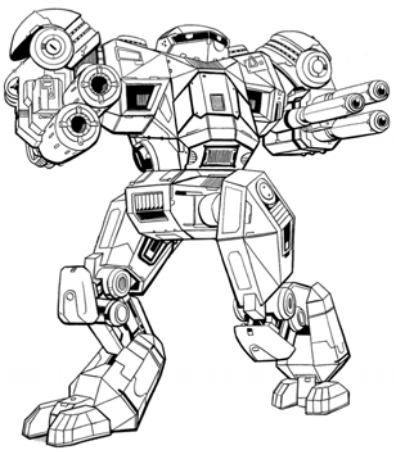
Cost: **BV:** 2,191

WARRIOR DATA

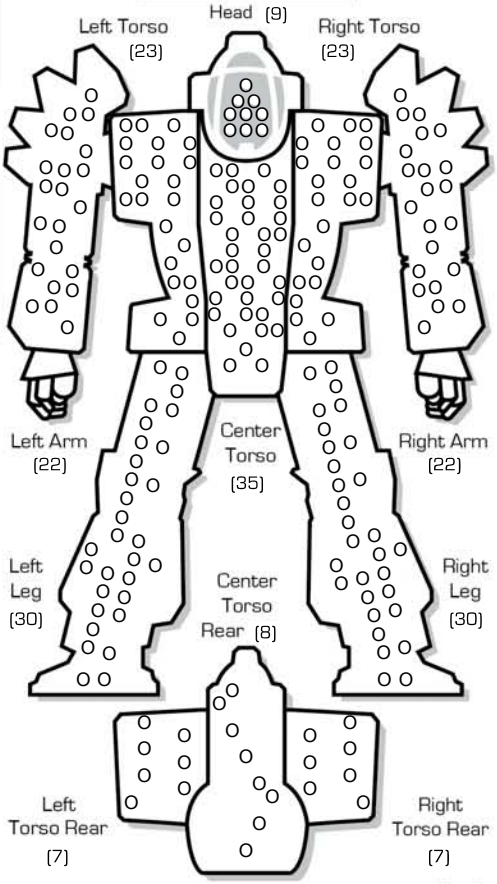
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator

1-3
3. ATM 9
4. ATM 9
5. ATM 9
6. ATM 9

4-6
1. ATM 9
2. ATM 9
3. ATM 9
4. ATM 9
5. Roll Again
6. Roll Again

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Ammo (ATM 9) 7
4. Ammo (ATM 9) 7
5. Ammo (ATM 9 ER) 7
6. Ammo (ATM 9 HE) 7

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

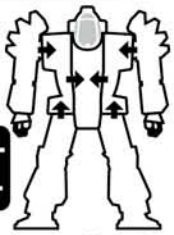
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator

1-3
3. ATM 9
4. ATM 9
5. ATM 9
6. ATM 9

4-6
1. ATM 9
2. ATM 9
3. ATM 9
4. ATM 9
5. Roll Again
6. Roll Again

Right Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine

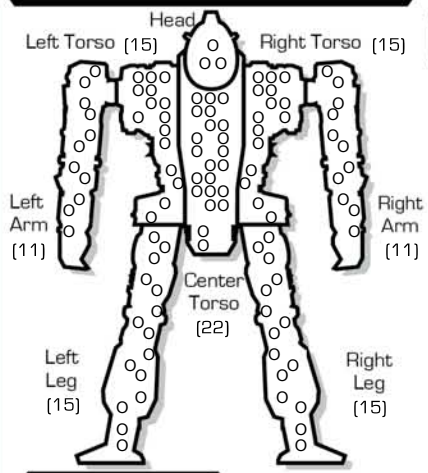
1-3
3. Double Heat Sink
4. Double Heat Sink
5. Large Pulse Laser
6. Large Pulse Laser

4-6
1. Ammo (ATM 9) 7
2. Ammo (ATM 9) 7
3. Ammo (ATM 9 ER) 7
4. Ammo (ATM 9 HE) 7
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 15 (30) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Nova Cat F

Movement Points:
Walking: 4
Running: 6
Jumping: 6

Tonnage: 70
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	ECM Suite	LT	—	[E]	—	—	—	6
2	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
3	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12

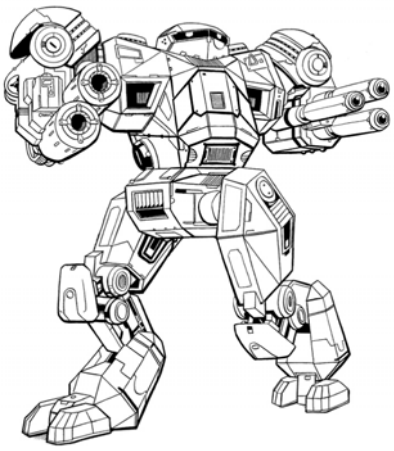
Cost: **BV:** 2,706

WARRIOR DATA

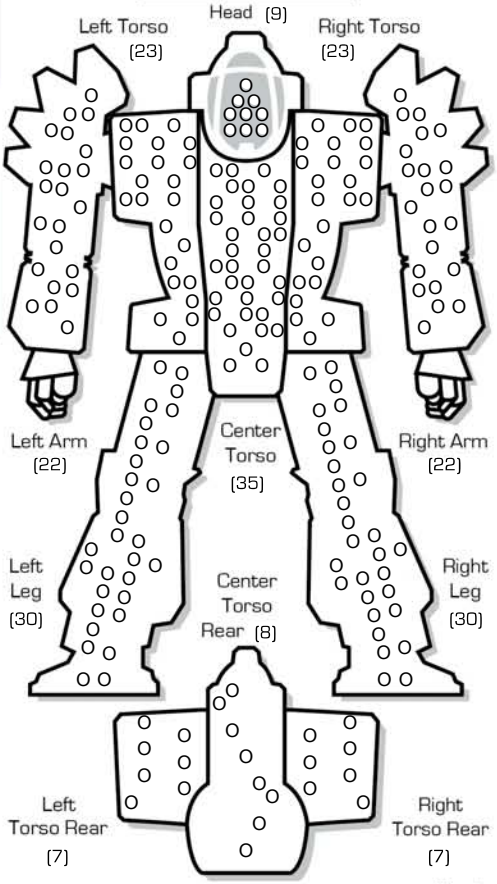
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Medium Pulse Laser
6. Medium Pulse Laser

1-3

1. Medium Pulse Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Improved Jump Jet
6. Improved Jump Jet

1-3

1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. ECM Suite
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

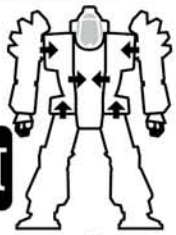
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Large Pulse Laser
6. Large Pulse Laser

1-3

1. Large Pulse Laser
2. Large Pulse Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

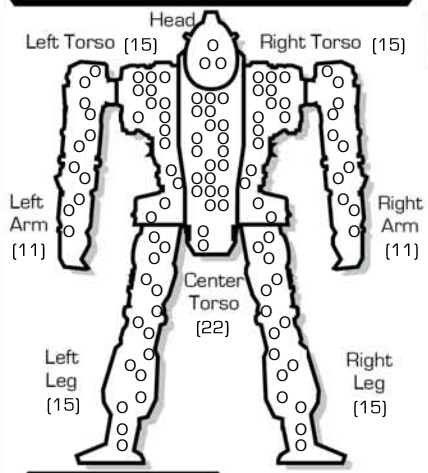
1-3

1. Improved Jump Jet
2. Improved Jump Jet
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Targeting Computer

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 (28) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Nova Cat G

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tonnage: 70
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	AP Gauss Rifle	RT	1	3 [DB,X]	—	3	6	9
4	AP Gauss Rifle	LT	1	3 [DB,X]	—	3	6	9
1	ECM Suite	LT	—	[E]	—	—	—	6
1	ER Large Laser	LT	12	10 [DE]	—	8	15	25
1	Targeting Computer	LT	—	[E]	—	—	—	—
2	LRM 20 w/Artemis IV FCS	RA	6	1/Msl [M,C,S]	—	7	14	21
1	LRM 20 w/Artemis IV FCS	LA	6	1/Msl [M,C,S]	—	7	14	21

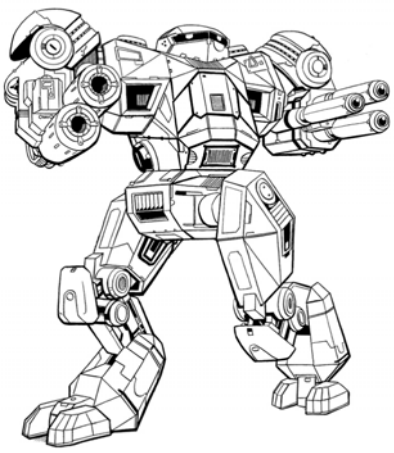
Cost: **BV:** 2,522

WARRIOR DATA

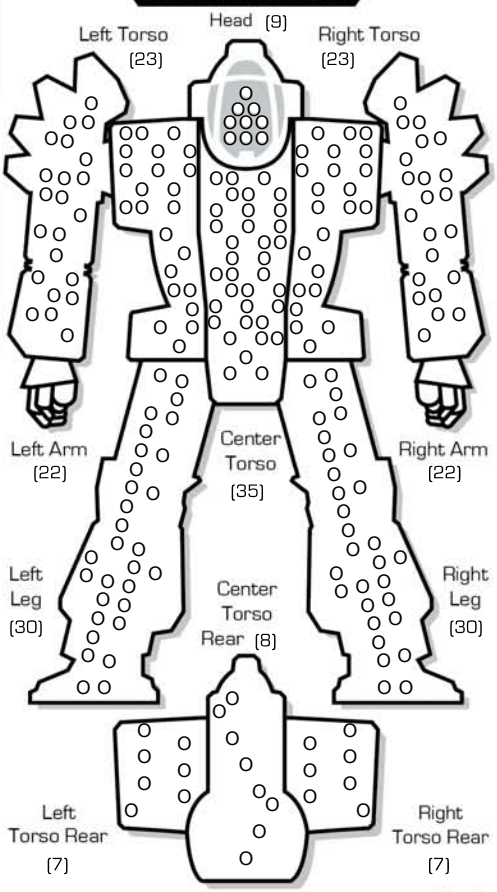
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. LRM 20
6. LRM 20

1-3

1. LRM 20
2. LRM 20
3. Artemis IV FCS
4. Ammo (LRM 20 Artemis) 6
5. Ammo (LRM 20 Artemis) 6
6. Ammo (LRM 20 Artemis) 6

4-6

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. ER Large Laser
4. AP Gauss Rifle
5. AP Gauss Rifle
6. AP Gauss Rifle

1-3

1. AP Gauss Rifle
2. Ammo (AP Gauss) 40
3. Targeting Computer
4. Targeting Computer
5. ECM Suite
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

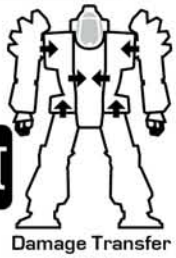
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

1-3

1. Artemis IV FCS
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. Artemis IV FCS

4-6

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

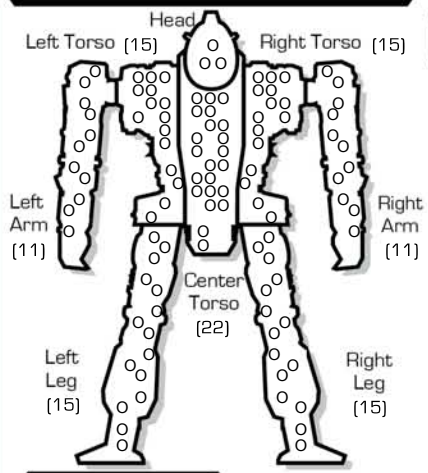
1-3

1. AP Gauss Rifle
2. AP Gauss Rifle
3. AP Gauss Rifle
4. AP Gauss Rifle
5. Ammo (LRM 20 Artemis) 6
6. Ammo (LRM 20 Artemis) 6

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 (28) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Orion IIC

Movement Points:		**Tonnage:**	75
Walking:	4	**Tech Base:**	Clan
Running:	6	**Era:**	Succession Wars
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	SRM 4	LT	3	2/Msl [M,C]	—	3	6	9
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	LRM 20	LA	6	1/Msl [M,C,S]	—	7	14	21

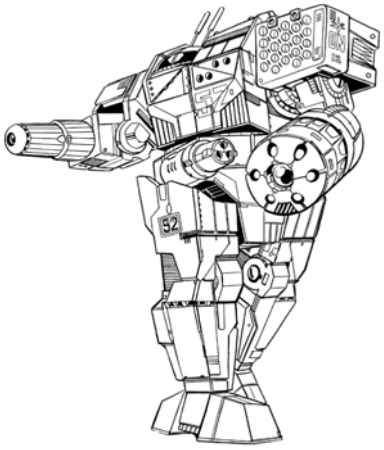
Cost: **BV:** 2,392

WARRIOR DATA

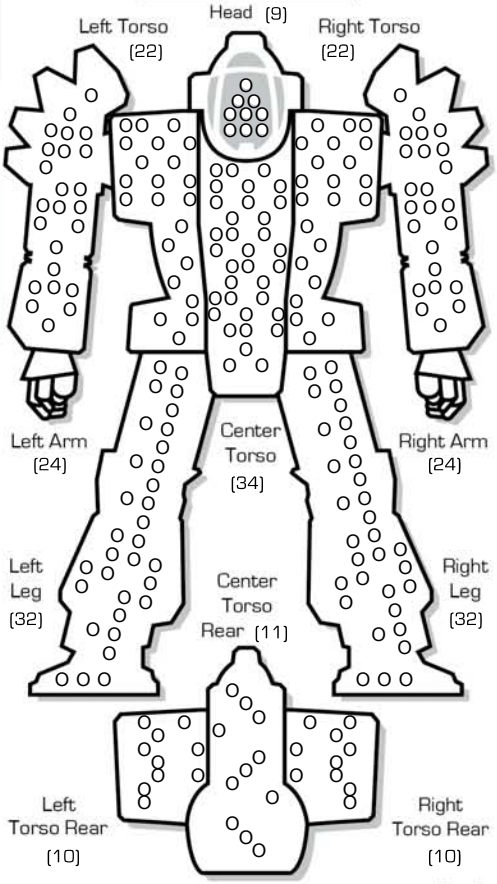
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. LRM 20
5. LRM 20
6. LRM 20

1. LRM 20
2. ER Large Laser

4-6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1. SRM 4
2. Ammo (SRM 4) 25

1-3
3. Ammo (LRM 20) 6
4. Ammo (LRM 20) 6
5. Ammo (LRM 20) 6
6. Endo Steel

1. Endo Steel
2. Endo Steel

4-6
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

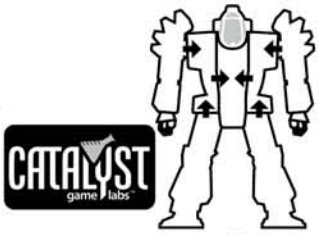
1. Fusion Engine
2. Fusion Engine

1-3
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine

4-6
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. ER Large Laser
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again

4-6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

1. Gauss Rifle
2. Gauss Rifle

1-3
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

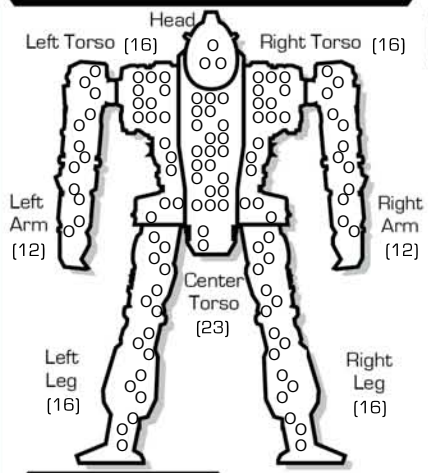
1. Ammo (Gauss) 8
2. Ammo (Gauss) 8

4-6
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Canis

Movement Points:
- Walking: 3
- Running: 5
- Jumping: 3

Tonnage: 80
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/10	RT	3	10/Sht [DB,R,C]	—	6	12	18
1	Ultra AC/10	LT	3	10/Sht [DB,R,C]	—	6	12	18
2	ER Large Laser	RA	12	10 [DE]	—	8	15	25
2	ER Large Laser	LA	12	10 [DE]	—	8	15	25

Cost:

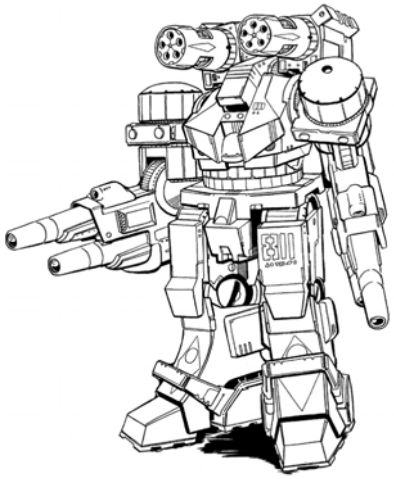
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WARRIOR DATA

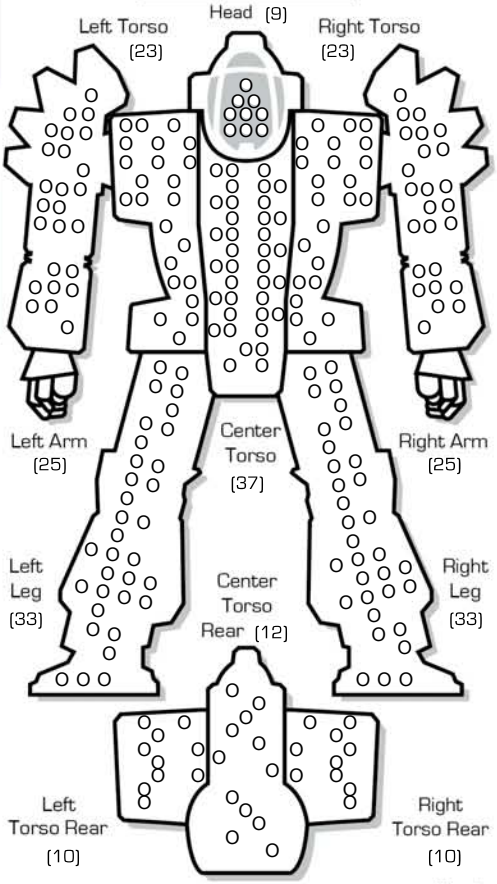
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. ER Large Laser

4-6
3. ER Large Laser
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet

1-3
4. Ultra AC/10
5. Ultra AC/10
6. Ultra AC/10

1. Ultra AC/10
2. Ammo (Ultra AC/10) 10

4-6
3. Ammo (Ultra AC/10) 10
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

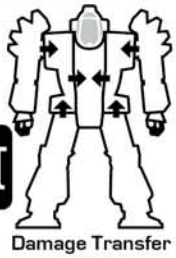
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine

4-6
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

4-6
4. ER Large Laser
5. ER Large Laser
6. Roll Again

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet

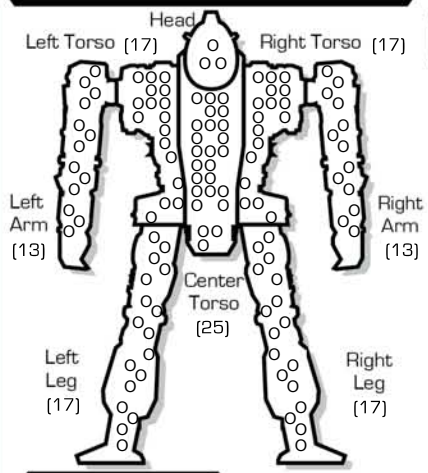
1-3
4. Ultra AC/10
5. Ultra AC/10
6. Ultra AC/10

1. Ultra AC/10
2. Ammo (Ultra AC/10) 10

4-6
3. Ammo (Ultra AC/10) 10
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 (32) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Canis 2

Movement Points:
Walking: 3
Running: 5
Jumping: 3

Tonnage: 80
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	HD	12	10 [DE]	—	8	15	25
1	HAG/20	RT	4	20 [C/F]	2	8	16	24
1	HAG/20	LT	4	20 [C/F]	2	8	16	24
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20

Cost:

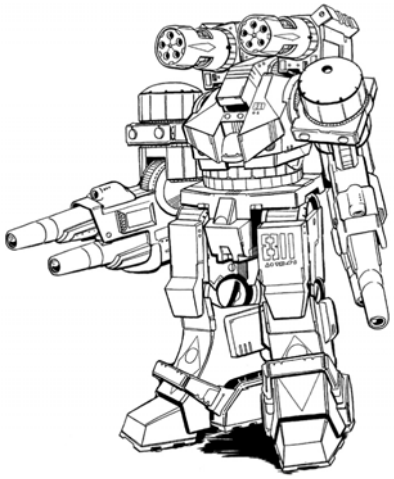
BV: 2,822

WARRIOR DATA

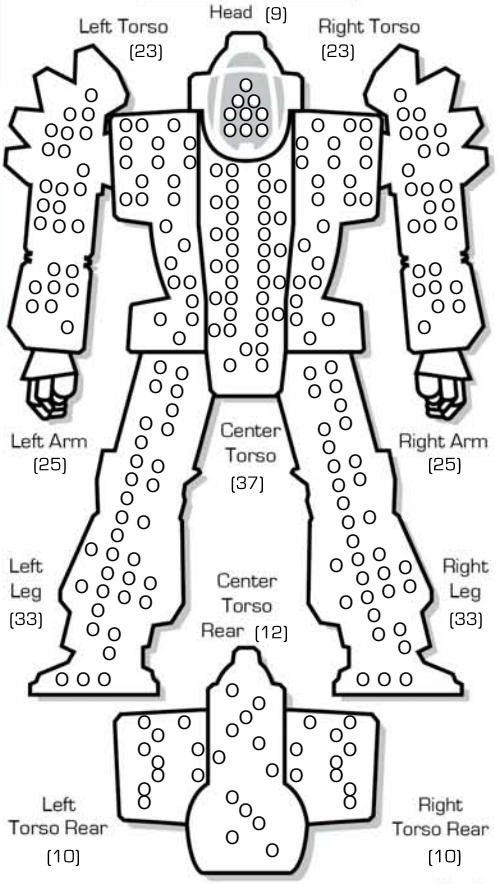
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. Double Heat Sink
2. Double Heat Sink
4-6 3. Double Heat Sink
4. Large Pulse Laser
5. Large Pulse Laser
6. Endo Steel

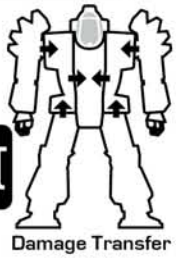
Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
1-3 4. HAG/20
5. HAG/20
6. HAG/20
1. HAG/20
2. HAG/20
4-6 3. HAG/20
4. Ammo (HAG 20) 6
5. Ammo (HAG 20) 6
6. Endo Steel

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Large Laser
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. XL Fusion Engine
4-6 3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



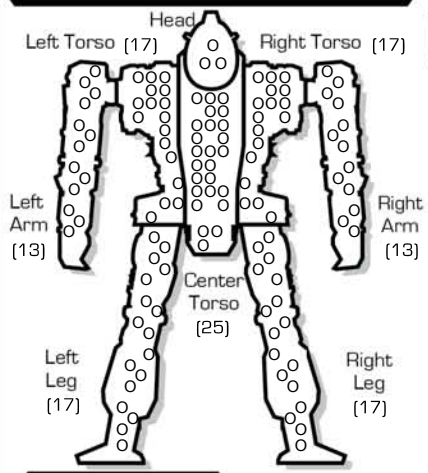
Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. Double Heat Sink
2. Large Pulse Laser
4-6 3. Large Pulse Laser
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
1-3 4. HAG/20
5. HAG/20
6. HAG/20
1. HAG/20
2. HAG/20
4-6 3. HAG/20
4. Ammo (HAG 20) 6
5. Ammo (HAG 20) 6
6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 (32) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Thunder Stallion

Movement Points:
- Walking: 3
- Running: 5
- Jumping: 0

Tonnage: 85
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 20-X AC	CT/RT	6	20 [DB,C/F/S]	—	4	8	12
2	LRM 15	RT	5	1/Msl [M,C,S]	—	7	14	21
2	LRM 15	LT	5	1/Msl [M,C,S]	—	7	14	21

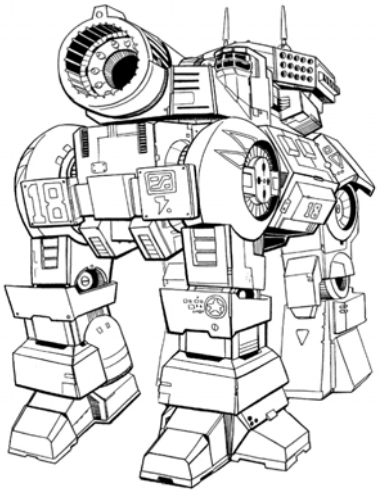
Cost: **BV:** 2,306

WARRIOR DATA

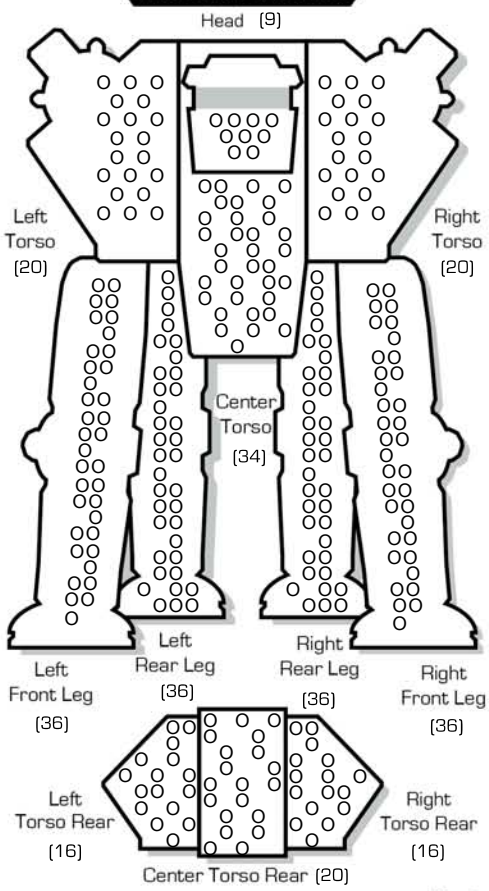
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Double Heat Sink
6. Double Heat Sink

Head (CASE)
1. Life Support
2. Sensors
3. Cockpit
4. Ammo (LB-20X) 5
5. Sensors
6. Life Support

Right Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Double Heat Sink
6. Double Heat Sink

Left Torso (CASE)

1-3
1. LRM 15
2. LRM 15
3. LRM 15
4. LRM 15
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

4-6
1. Ammo (LRM 15) 8
2. Ammo (LRM 15) 8
3. Ammo (LRM 15) 8
4. Ammo (LRM 15) 8
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

Center Torso (CASE)

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. LB 20-X AC
6. Ammo (LB-20X Cluster) 5

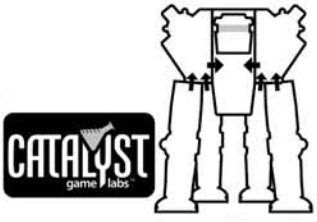
Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

Right Torso

1-3
1. LB 20-X AC
2. LB 20-X AC
3. LB 20-X AC
4. LB 20-X AC
5. LB 20-X AC
6. LB 20-X AC

4-6
1. LB 20-X AC
2. LB 20-X AC
3. LRM 15
4. LRM 15
5. LRM 15
6. LRM 15

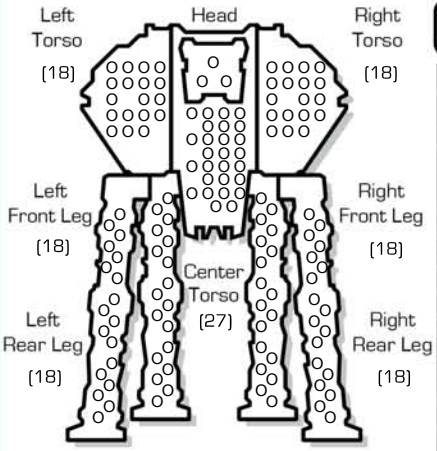
Left Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Double Heat Sink
6. Double Heat Sink



Damage Transfer Diagram

Right Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 (28) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Thunder Stallion 2 "Fire Stallion"

Movement Points:			
Walking:	3	Tonnage:	85
Running:	5	Tech Base:	Clan
Jumping:	0	Era:	Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Large Pulse Laser	RT	10	10 [P]	—	6	14	20
2	LRM 15	RT	5	1/Msl [M,C,S]	—	7	14	21
2	LRM 15	LT	5	1/Msl [M,C,S]	—	7	14	21

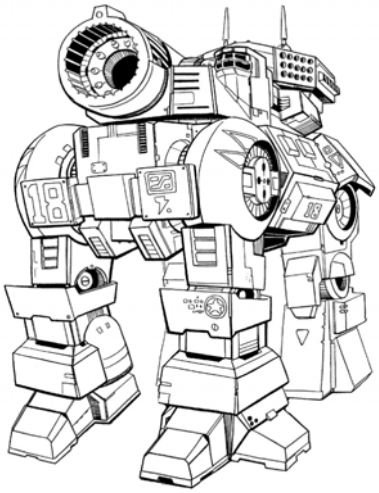
Cost: **BV:** 2,575

WARRIOR DATA

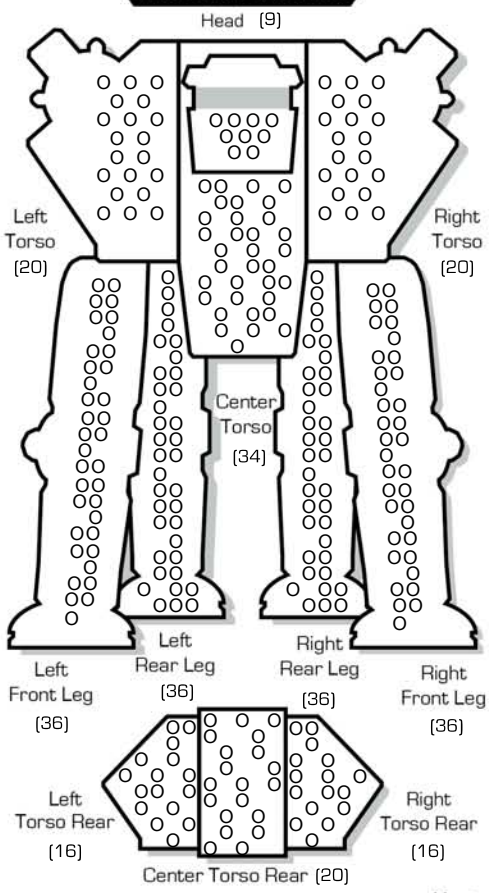
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Left Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. [Double Heat Sink
6.] Double Heat Sink

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

Right Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. [Double Heat Sink
6.] Double Heat Sink

Left Torso (CASE)

1-3
1. [LRM 15
2.] LRM 15
3. [LRM 15
4.] LRM 15
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

4-6
1. Ammo (LRM 15) 8
2. Ammo (LRM 15) 8
3. Ammo (LRM 15) 8
4. Ammo (LRM 15) 8
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

Right Torso

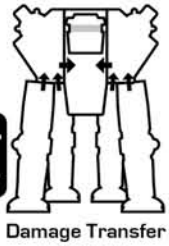
1-3
1. [Double Heat Sink
2.] Double Heat Sink
3. [Double Heat Sink
4.] Double Heat Sink
5. [LRM 15
6.] LRM 15

4-6
1. [LRM 15
2.] LRM 15
3. [Large Pulse Laser
4.] Large Pulse Laser
5. [Large Pulse Laser
6.] Large Pulse Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

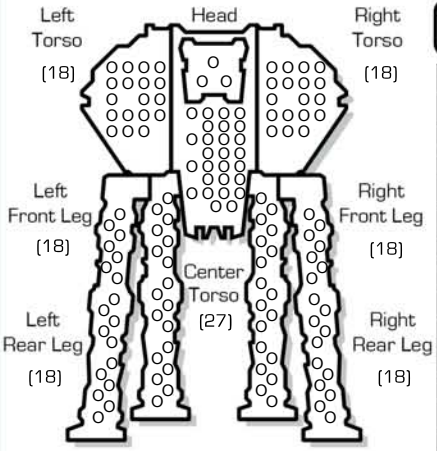
Left Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. [Double Heat Sink
6.] Double Heat Sink

Right Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. [Double Heat Sink
6.] Double Heat Sink



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 (32) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Thunder Stallion 3

Movement Points:
Walking: 3
Running: 5
Jumping: 0

Tonnage: 85
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	HD	—	[E]	—	—	—	6
1	ER Medium Laser	CT	5	7 [DE]	—	5	10	15
1	LB 20-X AC	RT	6	20 [DB,C/F/S]	—	4	8	12
1	HAG/40	LT	8	40 [C/F]	2	8	16	24

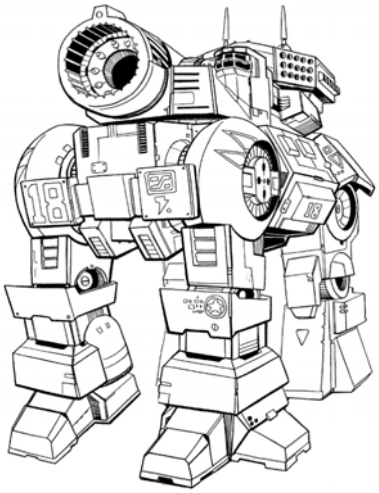
Cost: BV: 2,667

WARRIOR DATA

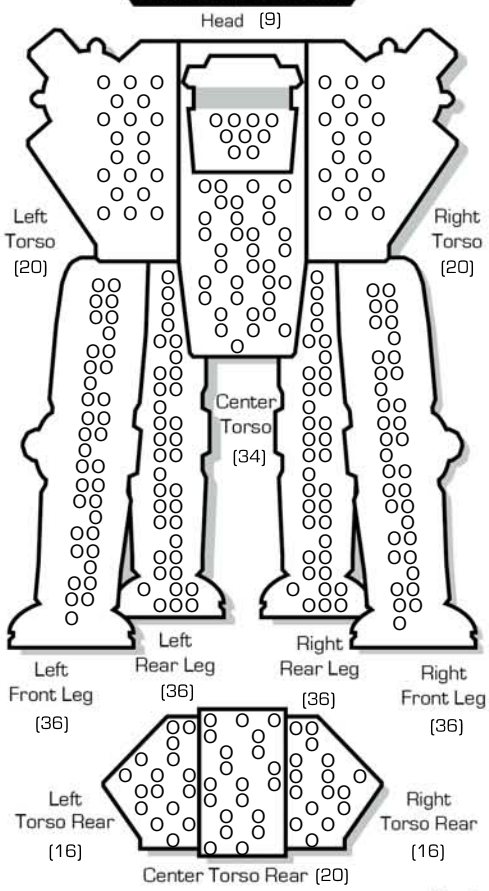
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head
1. Life Support
2. Sensors
3. Cockpit
4. ECM Suite
5. Sensors
6. Life Support

Left Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Ammo (HAG 40) 3
6. Ammo (HAG 40) 3

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. ER Medium Laser
6. Roll Again

Right Front Leg (CASE)
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Ammo (LB-20X) 5
6. Ammo (LB-20X Cluster) 5

Left Torso (CASE)
1-3
1. HAG/40
2. HAG/40
3. HAG/40
4. HAG/40
5. HAG/40
6. HAG/40

4-6
1. HAG/40
2. HAG/40
3. HAG/40
4. HAG/40
5. Ammo (HAG 40) 3
6. Ammo (HAG 40) 3

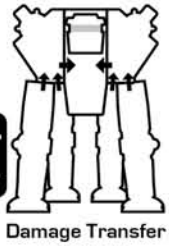
Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

Right Torso (CASE)
1-3
1. LB 20-X AC
2. LB 20-X AC
3. LB 20-X AC
4. LB 20-X AC
5. LB 20-X AC
6. LB 20-X AC

4-6
1. LB 20-X AC
2. LB 20-X AC
3. LB 20-X AC
4. Ammo (LB-20X) 5
5. Ammo (HAG 40) 3
6. Ammo (HAG 40) 3

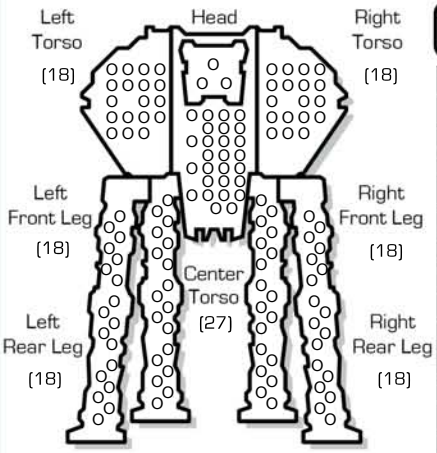
Left Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Roll Again
6. Roll Again

Right Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Double Heat Sink
6. Double Heat Sink



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Blood Asp Prime

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tonnage: 90
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 6	CT	4	2/Msl [M,C]	—	4	8	12
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	LT	1	15 [DB,X]	2	7	15	22
2	Heavy Medium Laser	RA	7	10 [DE]	—	3	6	9
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
2	Heavy Medium Laser	LA	7	10 [DE]	—	3	6	9
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12

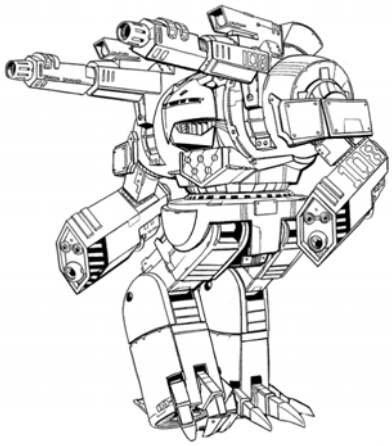
Cost: BV: 2,654

WARRIOR DATA

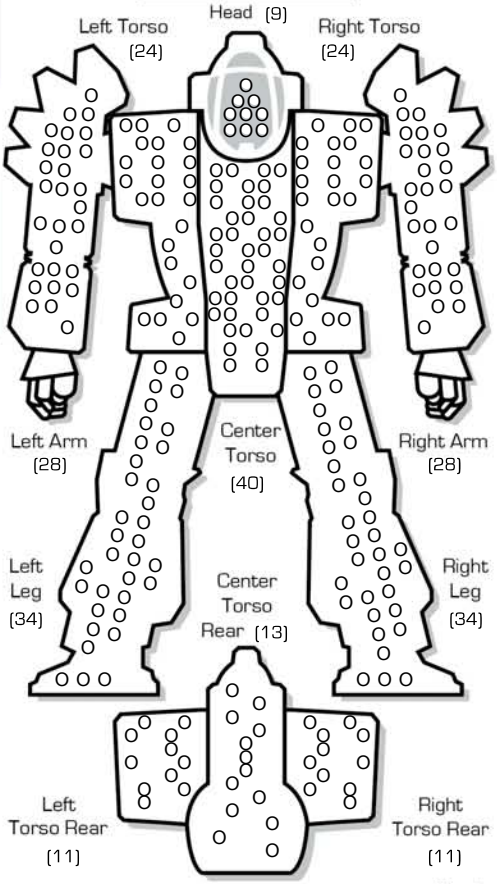
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAMOND



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. Heavy Medium Laser
5. Heavy Medium Laser
6. Heavy Medium Laser
1. Heavy Medium Laser
2. Medium Pulse Laser
4-6 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

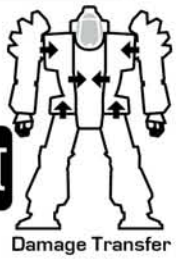
Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. Double Heat Sink
4. Double Heat Sink
5. Gauss Rifle
6. Gauss Rifle
1. Gauss Rifle
2. Gauss Rifle
4-6 3. Gauss Rifle
4. Gauss Rifle
5. Ammo (Gauss) 8
6. Endo Steel

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. XL Fusion Engine
4-6 3. XL Fusion Engine
4. XL Fusion Engine
5. Streak SRM 6
6. Streak SRM 6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



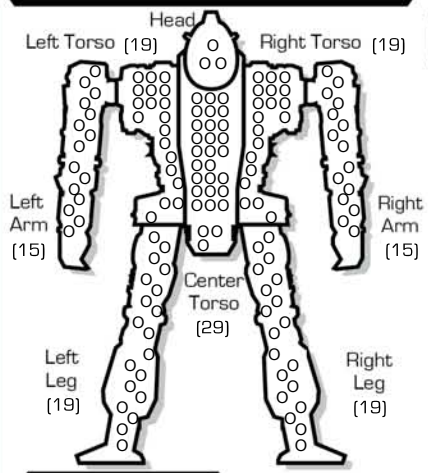
Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. Double Heat Sink
5. Double Heat Sink
6. Heavy Medium Laser
1. Heavy Medium Laser
2. Heavy Medium Laser
3. Heavy Medium Laser
4-6 4. Medium Pulse Laser
5. Endo Steel
6. Roll Again

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle
1. Gauss Rifle
2. Gauss Rifle
4-6 3. Ammo (Gauss) 8
4. Ammo (Streak SRM 6) 15
5. Endo Steel
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Sinks: 18 (36) Double

Heat Level*	Effects	
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Blood Asp A

Movement Points:		**Tonnage:**	90
Walking:	4	**Tech Base:**	Clan
Running:	6	**Era:**	Clan Invasion
Jumping:	3		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	CT	—	[E]	—	—	—	6
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	Heavy Large Laser	RA	18	16 [DE]	—	5	10	15
1	ER PPC	LA	15	15 [DE]	—	7	14	23
1	Heavy Large Laser	LA	18	16 [DE]	—	5	10	15

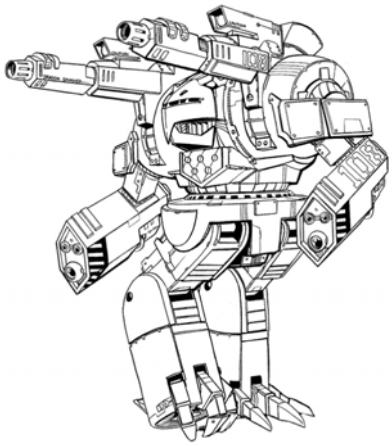
Cost: **BV:** 3,452

WARRIOR DATA

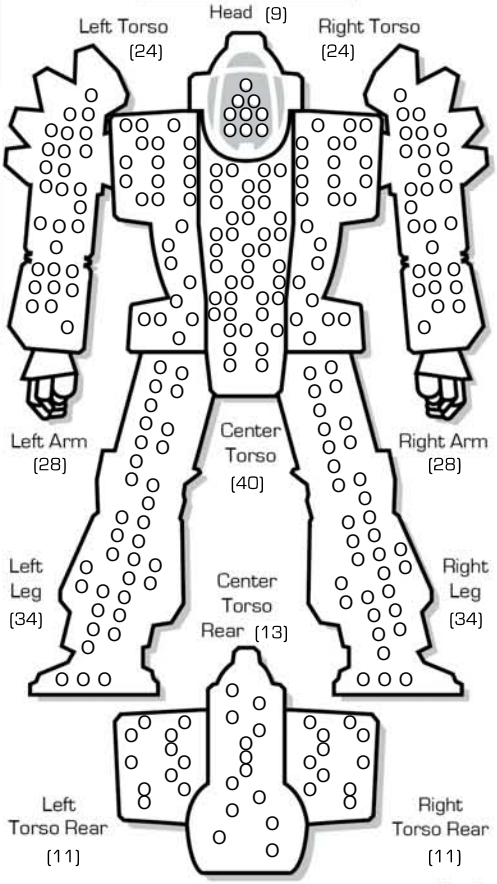
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Heavy Large Laser
6. Heavy Large Laser

1-3

1. Heavy Large Laser
2. ER PPC
3. ER PPC
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Endo Steel

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

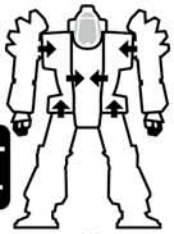
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. ECM Suite

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Heavy Large Laser
2. Heavy Large Laser
3. Heavy Large Laser
4. ER PPC
5. ER PPC
6. Endo Steel

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

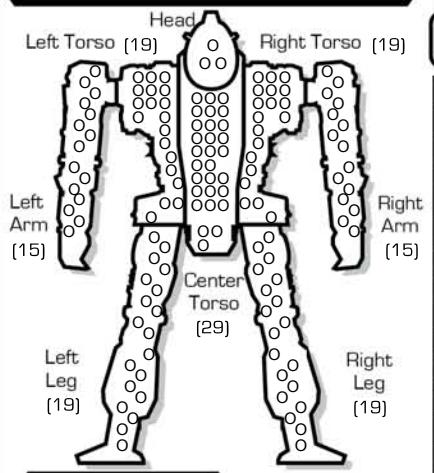
1-3

1. Jump Jet
2. Targeting Computer
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Endo Steel

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 25 (50) Double
30	Shutdown	O O O
28	Ammo Exp. avoid on 8+	O O O
26	Shutdown, avoid on 10+	O O O
25	-5 Movement Points	O O O
24	+4 Modifier to Fire	O O O
23	Ammo Exp. avoid on 6+	O O O
22	Shutdown, avoid on 8+	O O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O O
15	-3 Movement Points	O O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Blood Asp B

Movement Points:		**Tonnage:**	90
Walking:	4	**Tech Base:**	Clan
Running:	6	**Era:**	Clan Invasion
Jumping:	0		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	CT	—	[E]	—	—	—	6
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
4	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	LRM 20 w/Artemis IV FCS	RA	6	1/Msl [M,C,S]	—	7	14	21
1	LRM 20 w/Artemis IV FCS	LA	6	1/Msl [M,C,S]	—	7	14	21

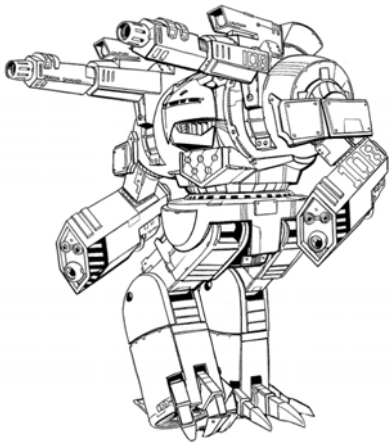
Cost: **BV:** 2,885

WARRIOR DATA

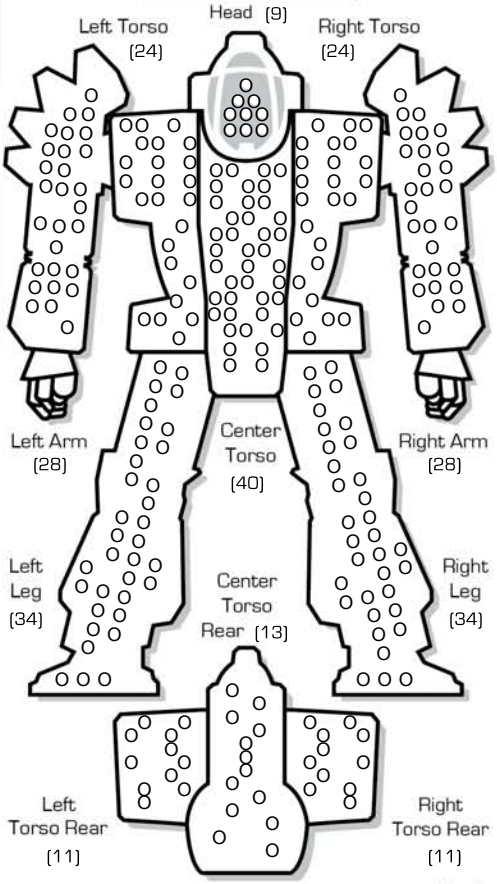
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator

1-3
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

4-6
1. Artemis IV FCS
2. Ammo (LRM 20 Artemis) 6
3. Ammo (LRM 20 Artemis) 6
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Medium Pulse Laser

1-3
4. Medium Pulse Laser
5. Medium Pulse Laser
6. Medium Pulse Laser

4-6
1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (Gauss) 8
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

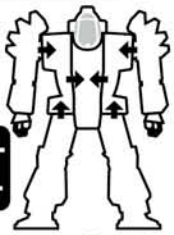
Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ECM Suite
6. Ammo (Gauss) 8

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)

1. Shoulder
2. Upper Arm Actuator

1-3
3. Double Heat Sink
4. Double Heat Sink
5. LRM 20
6. LRM 20

4-6
1. LRM 20
2. LRM 20
3. Artemis IV FCS
4. Ammo (LRM 20 Artemis) 6
5. Ammo (LRM 20 Artemis) 6
6. Endo Steel

Right Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine

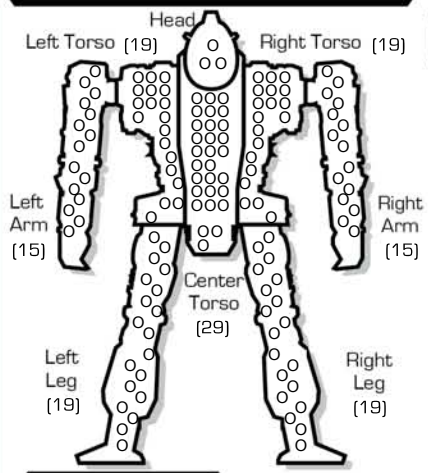
1-3
3. Double Heat Sink
4. Double Heat Sink
5. Gauss Rifle
6. Gauss Rifle

4-6
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Endo Steel
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (Gauss) 8
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 (32) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Blood Asp C

Movement Points:		**Tonnage:**	90
Walking:	4	**Tech Base:**	Clan
Running:	6	**Era:**	Clan Invasion
Jumping:	0		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 20-X AC	RT	6	20 [DB,C/F/S]	—	4	8	12
1	Ultra AC/10	LT	3	10/Sht [DB,R,C]	—	6	12	18
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	Ultra AC/10	LA	3	10/Sht [DB,R,C]	—	6	12	18

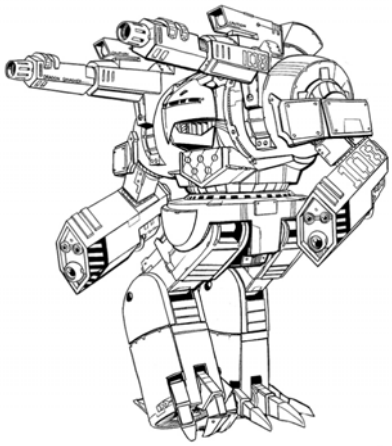
Cost: **BV:** 2,270

WARRIOR DATA

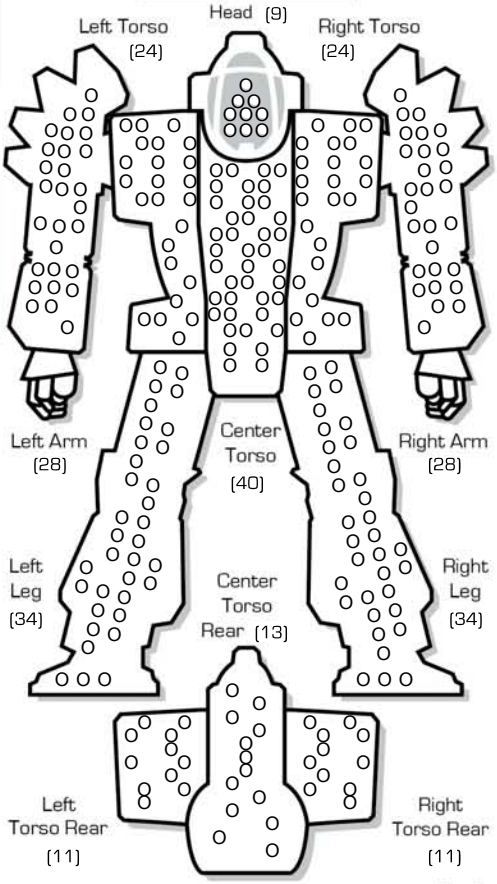
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Ultra AC/10 (1-3)
4. Ultra AC/10
5. Ultra AC/10
6. Ultra AC/10

1. Endo Steel
2. Endo Steel
3. Endo Steel (4-6)
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. Ultra AC/10 (1-3)
4. Ultra AC/10
5. Ultra AC/10
6. Ultra AC/10

1. Ammo (Ultra AC/10) 10
2. Ammo (Ultra AC/10) 10
3. Ammo (Ultra AC/10) 10 (4-6)
4. Ammo (Ultra AC/10) 10
5. Endo Steel
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine (4-6)
4. XL Fusion Engine
5. Ammo (LB-20X) 5
6. Ammo (LB-20X Cluster) 5

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator (1-3)
4. ER Large Laser
5. Endo Steel
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again (4-6)
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

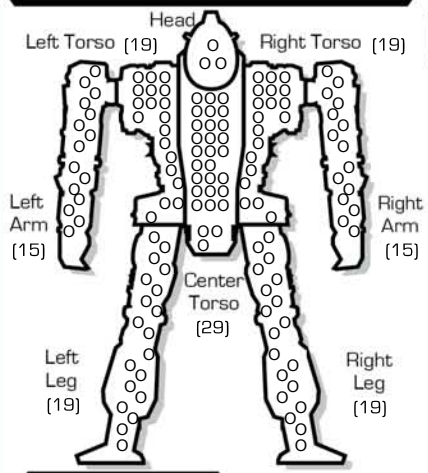
1. XL Fusion Engine
2. XL Fusion Engine
3. LB 20-X AC (1-3)
4. LB 20-X AC
5. LB 20-X AC
6. LB 20-X AC

1. LB 20-X AC
2. LB 20-X AC
3. LB 20-X AC (4-6)
4. LB 20-X AC
5. LB 20-X AC
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 (28) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Blood Asp D

Movement Points:		**Tonnage:**	90
Walking:	4	**Tech Base:**	Clan
Running:	6	**Era:**	Clan Invasion
Jumping:	0		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Ultra AC/2	RT	1	2/Sht [DB,R,C]	2	9	18	27
1	Gauss Rifle	LT	1	15 [DB,X]	2	7	15	22
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	Heavy Medium Laser	RA	7	10 [DE]	—	3	6	9
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	Heavy Medium Laser	LA	7	10 [DE]	—	3	6	9

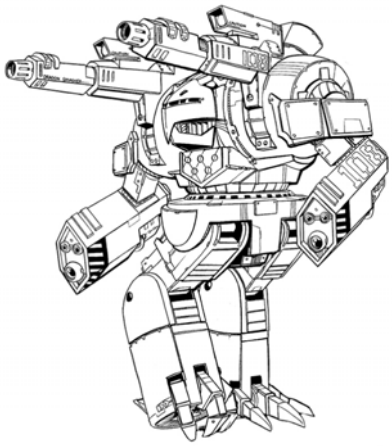
Cost: **BV:** 2,396

WARRIOR DATA

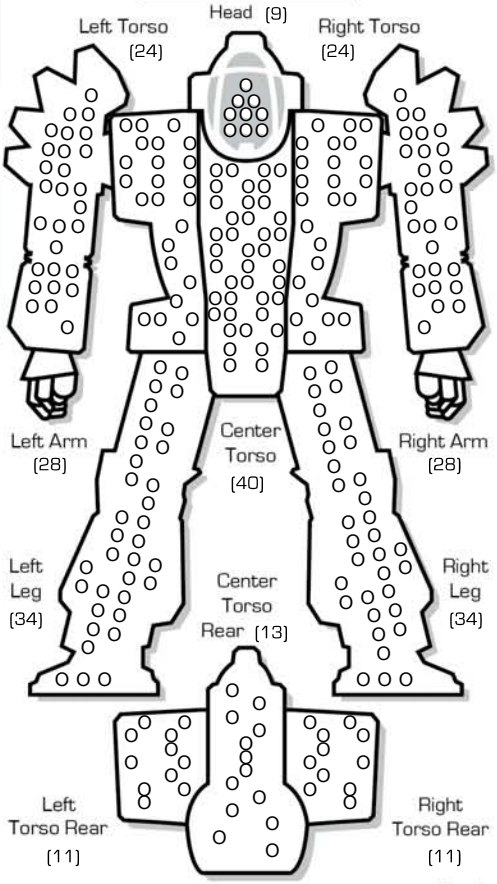
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Large Laser
5. Heavy Medium Laser
6. Heavy Medium Laser

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

4-6
1. Gauss Rifle
2. Gauss Rifle
3. Ammo (Gauss) 8
4. Ammo (Gauss) 8
5. Endo Steel
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

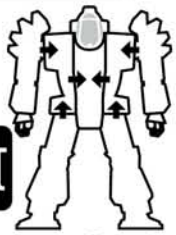
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Large Laser
5. Heavy Medium Laser
6. Heavy Medium Laser

4-6
1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

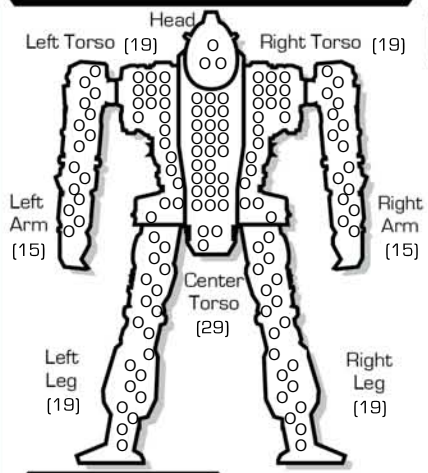
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Ultra AC/2
6. Ultra AC/2

4-6
1. Ultra AC/2
2. Ultra AC/2
3. Ultra AC/2
4. Ultra AC/2
5. Ammo (Ultra AC/2) 45
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 (32) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Blood Asp E

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 4

Tonnage: 90
Tech Base: Clan
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RT	15	15 [DE]	—	7	14	23
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	ER PPC	LT	15	15 [DE]	—	7	14	23
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	Targeting Computer	LT	—	[E]	—	—	—	—
2	ATM 3	RA	2	[M,S,C]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
2	ATM 3	LA	2	[M,S,C]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9

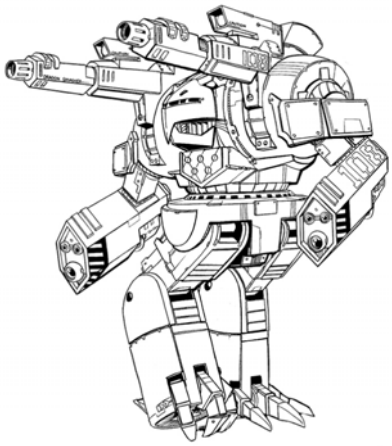
Cost: **BV:** 3,179

WARRIOR DATA

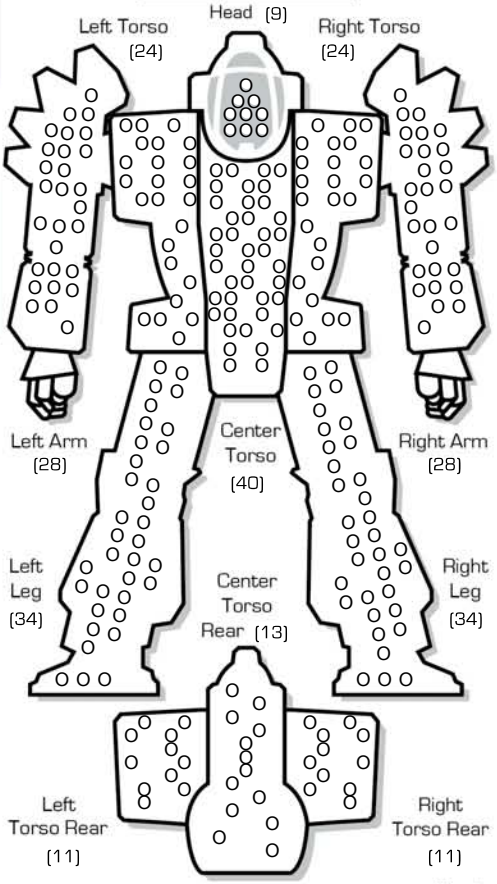
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ATM 3
6. ATM 3

1-3
1. ATM 3
2. ATM 3
3. Ammo (ATM 3) 20
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. ER PPC
6. ER PPC

1-3
1. Medium Pulse Laser
2. Targeting Computer
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Endo Steel

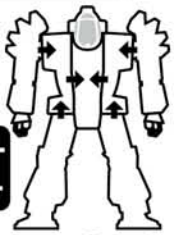
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

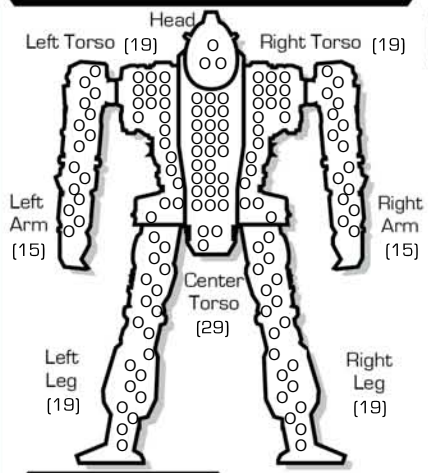
1-3
1. ATM 3
2. ATM 3
3. ATM 3
4. ATM 3
5. Ammo (ATM 3) 20
6. Endo Steel

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3
1. Double Heat Sink
2. Double Heat Sink
3. ER PPC
4. ER PPC
5. Medium Pulse Laser
6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 20 (40) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O O
15	-3 Movement Points	O O
14	Shutdown, avoid on 4+	O O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Blood Asp F

Movement Points:		**Tonnage:**	90
Walking:	4	**Tech Base:**	Clan
Running:	6	**Era:**	Jihad
Jumping:	0		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	AP Gauss Rifle	CT	1	3 [DB,X]	—	3	6	9
2	Streak SRM 6	RT	4	2/Msl [M,C]	—	4	8	12
2	Streak SRM 6	LT	4	2/Msl [M,C]	—	4	8	12
1	ER PPC	RA	15	15 [DE]	—	7	14	23
2	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	ER PPC	LA	15	15 [DE]	—	7	14	23
1	Plasma Cannon	LA	7	[DE,H,AI]	—	6	12	18

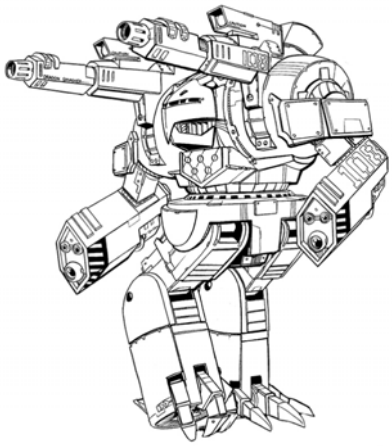
Cost: **BV:** 2,908

WARRIOR DATA

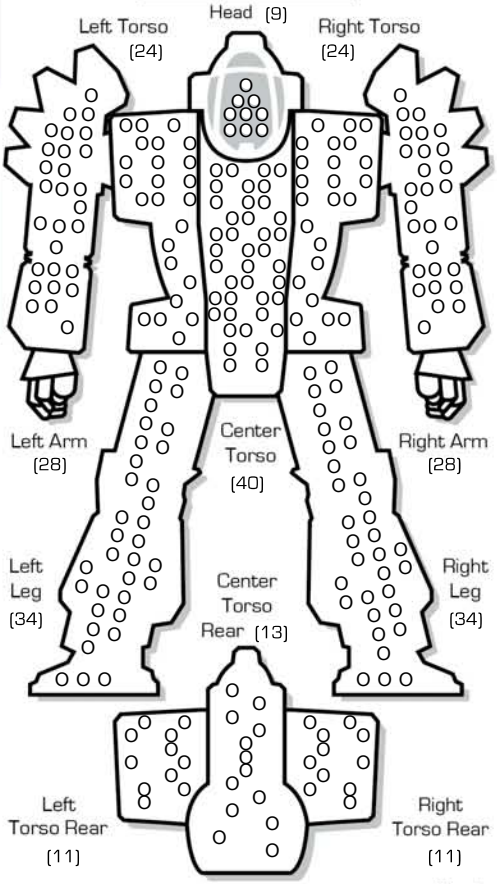
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. ER PPC
6. ER PPC

1-3

1. Plasma Cannon
2. Ammo (Plasma Cannon) 10
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

4-6

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Streak SRM 6
6. Streak SRM 6

1-3

1. Streak SRM 6
2. Streak SRM 6
3. Ammo (Streak SRM 6) 15
4. Ammo (AP Gauss) 40
5. Endo Steel
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

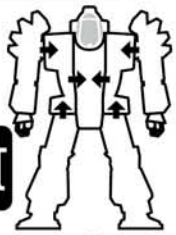
Center Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. AP Gauss Rifle
6. AP Gauss Rifle

4-6

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. ER PPC
4. ER PPC
5. Medium Pulse Laser
6. Medium Pulse Laser

1-3

1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Streak SRM 6
6. Streak SRM 6

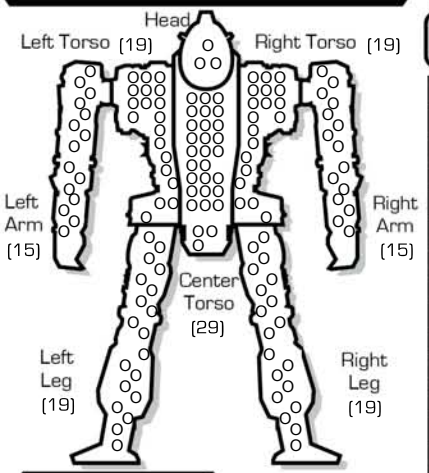
1-3

1. Streak SRM 6
2. Streak SRM 6
3. Ammo (Streak SRM 6) 15
4. Ammo (Streak SRM 6) 15
5. Endo Steel
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 19 (38) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Blood Asp G

Movement Points:			
Walking:	4	Tonnage:	90
Running:	6	Tech Base:	Clan
Jumping:	0	Era:	Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RT	12	10 [DE]	—	8	15	25
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	HAG/40	LT/LA	8	40 [C/F]	2	8	16	24
1	Heavy Medium Laser	LT	7	10 [DE]	—	3	6	9
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	Heavy Medium Laser	RA	7	10 [DE]	—	3	6	9
2	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12

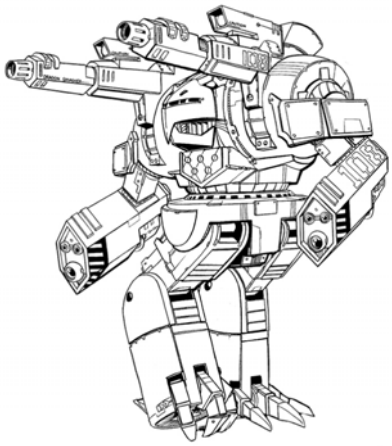
Cost: **BV:** 3,192

WARRIOR DATA

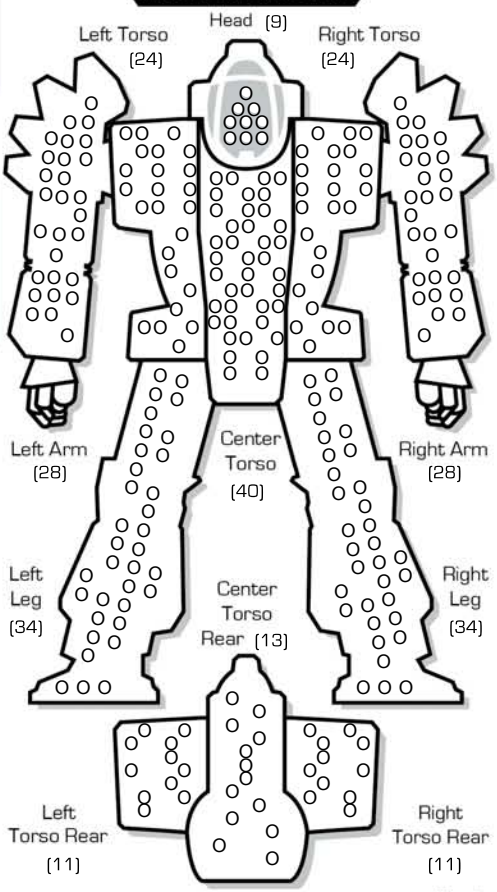
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. HAG/40
4. HAG/40
5. HAG/40
6. HAG/40

1-3
1. HAG/40
2. HAG/40
3. HAG/40
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. HAG/40
4. HAG/40
5. HAG/40
6. Heavy Medium Laser

1-3
1. Heavy Medium Laser
2. Ammo (HAG 40) 3
3. Ammo (HAG 40) 3
4. Ammo (HAG 40) 3
5. Ammo (HAG 40) 3
6. Endo Steel

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. ER Large Laser
4. Heavy Medium Laser
5. Heavy Medium Laser
6. Medium Pulse Laser

1-3
1. Medium Pulse Laser
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

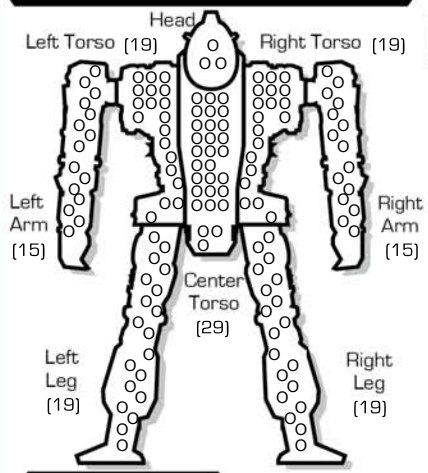
Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. ER Large Laser
6. Targeting Computer

1-3
1. Targeting Computer
2. Targeting Computer
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Endo Steel

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 (32) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Highlander IIC

Movement Points:
- Walking: 3
- Running: 5
- Jumping: 3

Tonnage: 90
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20 w/Artemis IV FCS	RT	6	1/Msl [M,C,S]	—	7	14	21
3	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
2	Streak SRM 6	LA	4	2/Msl [M,C]	—	4	8	12

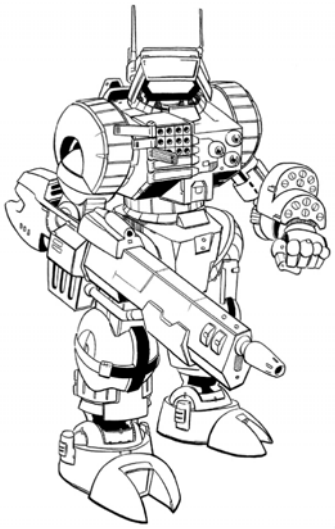
Cost: **BV:** 2,979

WARRIOR DATA

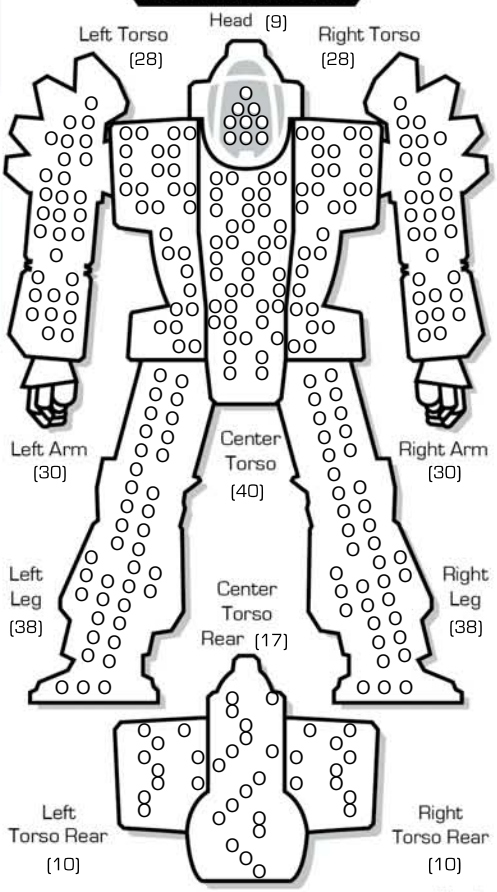
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. Streak SRM 6
6. Streak SRM 6

1. Streak SRM 6
2. Streak SRM 6

4-6
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Torso (CASE)
1. Jump Jet
2. Medium Pulse Laser

1-3
3. Medium Pulse Laser
4. Medium Pulse Laser
5. Ammo (LRM 20 Artemis) 6
6. Ammo (LRM 20 Artemis) 6

1. Ammo (LRM 20 Artemis) 6
2. Ammo (LRM 20 Artemis) 6

4-6
3. Ammo (Streak SRM 6) 15
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

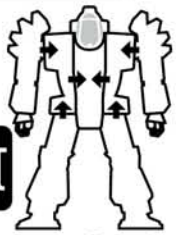
Center Torso
1. Fusion Engine
2. Fusion Engine

1-3
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine

4-6
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle

4-6
3. Gauss Rifle
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Right Torso
1. Jump Jet

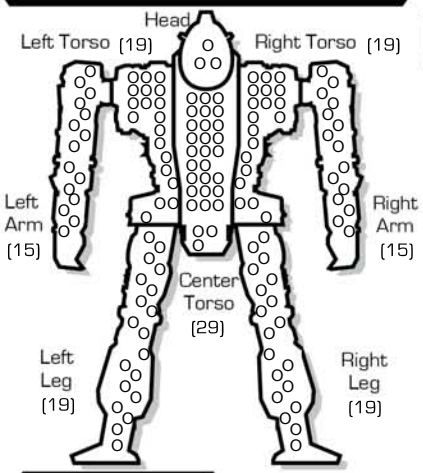
1-3
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. Artemis IV FCS

1. Ammo (Gauss) 8
2. Ammo (Gauss) 8

4-6
3. Ammo (Gauss) 8
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Highlander IIC 2

Movement Points:			
Walking:	3	Tonnage:	90
Running:	5	Tech Base:	Clan (Advanced)
Jumping:	3	Era:	Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	HD	—	[E]	—	—	—	6
3	ATM 6	RT	4	[M,S,C]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
3	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
6	AP Gauss Rifle	LA	1	3 [DB,X]	—	3	6	9
1	Streak SRM 6	LA	4	2/Msl [M,C]	—	4	8	12

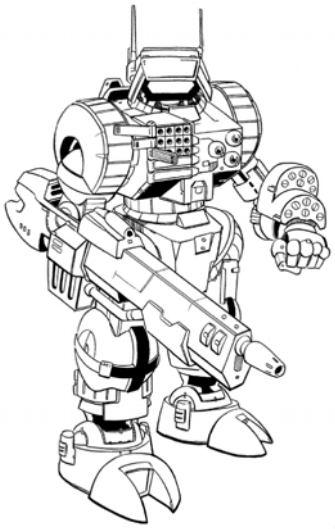
Cost: **BV:** 2,928

WARRIOR DATA

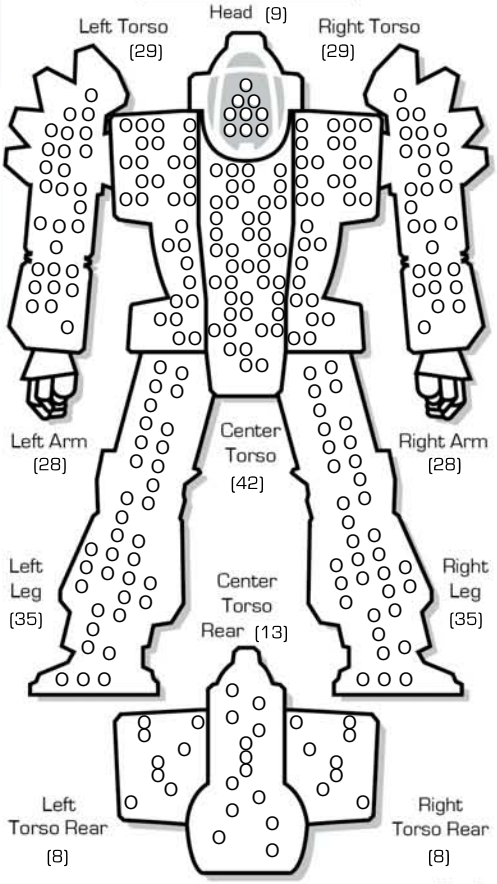
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Streak SRM 6
6. Streak SRM 6

1-3

1. AP Gauss Rifle
2. AP Gauss Rifle
3. AP Gauss Rifle
4. AP Gauss Rifle
5. AP Gauss Rifle
6. AP Gauss Rifle

4-6

Left Torso (CASE)
1. Laser Heat Sink
2. Laser Heat Sink
3. ER Medium Laser
4. ER Medium Laser
5. ER Medium Laser
6. Ammo (ATM 6) 10

1-3

1. Ammo (Streak SRM 6) 15
2. Ammo (AP Gauss) 40
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. ECM Suite
5. Sensors
6. Life Support

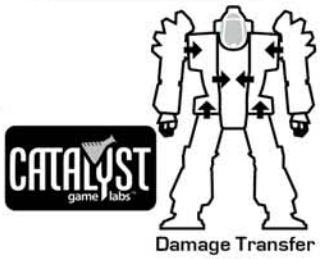
Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Endo Steel

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1-3

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Ammo (Gauss) 8
5. Ammo (Gauss) 8
6. Ammo (Gauss) 8

4-6

Right Torso (CASE)
1. ATM 6
2. ATM 6
3. ATM 6
4. ATM 6
5. ATM 6
6. ATM 6

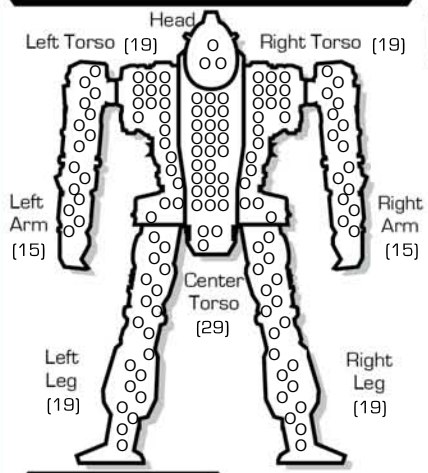
1-3

1. ATM 6
2. ATM 6
3. ATM 6
4. Ammo (ATM 6) 10
5. Ammo (ATM 6 ER) 10
6. Ammo (ATM 6 HE) 10

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Laser
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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PROTOMECHS

BATTLETECH™



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Harpy**
Tons: 2
Era: Clan Invasion
Movement Points:
Walk/Run/Jump
3 / 5 / 3

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Machine Gun	2 [DB,AI]	—	1	2	3

Ammo: (Machine Gun) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

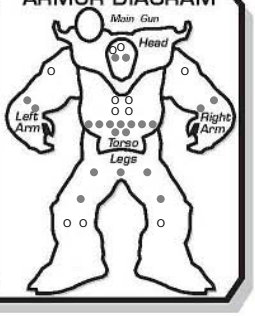
Cost: BV: 56

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: **Harpy**
Tons: 2
Era: Clan Invasion
Movement Points:
Walk/Run/Jump
3 / 5 / 3

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Machine Gun	2 [DB,AI]	—	1	2	3

Ammo: (Machine Gun) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

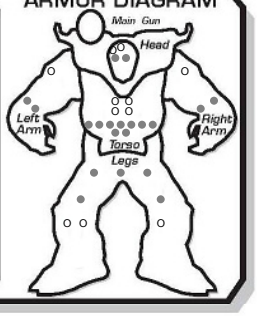
Cost: BV: 56

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: **Harpy**
Tons: 2
Era: Clan Invasion
Movement Points:
Walk/Run/Jump
3 / 5 / 3

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Machine Gun	2 [DB,AI]	—	1	2	3

Ammo: (Machine Gun) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

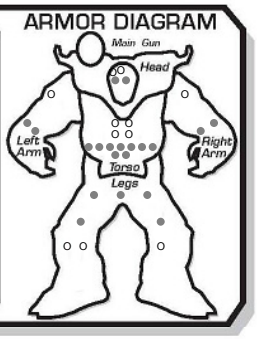
Cost: BV: 56

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: **Harpy**
Tons: 2
Era: Clan Invasion
Movement Points:
Walk/Run/Jump
3 / 5 / 3

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Machine Gun	2 [DB,AI]	—	1	2	3

Ammo: (Machine Gun) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

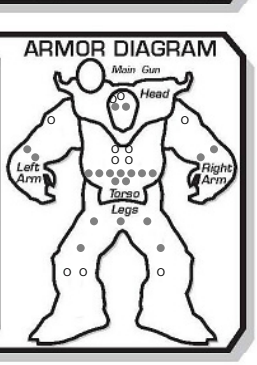
Cost: BV: 56

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: **Harpy**
Tons: 2
Era: Clan Invasion
Movement Points:
Walk/Run/Jump
3 / 5 / 3

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Machine Gun	2 [DB,AI]	—	1	2	3

Ammo: (Machine Gun) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

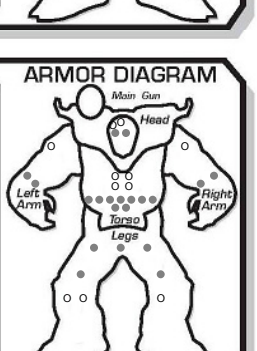
Cost: BV: 56

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



CATALYST game labs

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BATTLETECH™



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Harpy 2**
Tons: 2
Era: Civil War
Movement Points:
Walk/Run/Jump
3 / 5 / 3

WEAPONS INVENTORY

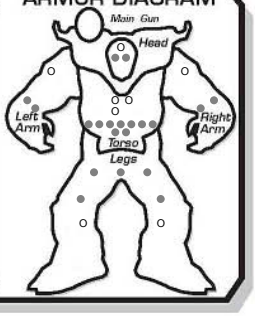
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

Cost: BV: 48

PROTOMECH 2

Type: **Harpy 2**
Tons: 2
Era: Civil War
Movement Points:
Walk/Run/Jump
3 / 5 / 3

WEAPONS INVENTORY

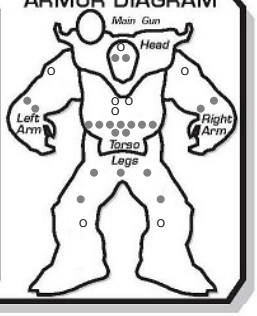
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

Cost: BV: 48

PROTOMECH 3

Type: **Harpy 2**
Tons: 2
Era: Civil War
Movement Points:
Walk/Run/Jump
3 / 5 / 3

WEAPONS INVENTORY

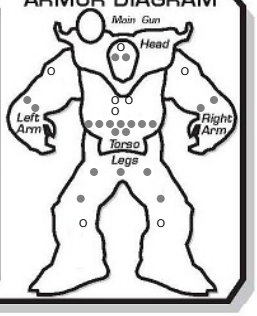
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

Cost: BV: 48

PROTOMECH 4

Type: **Harpy 2**
Tons: 2
Era: Civil War
Movement Points:
Walk/Run/Jump
3 / 5 / 3

WEAPONS INVENTORY

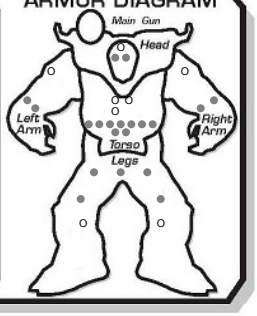
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

Cost: BV: 48

PROTOMECH 5

Type: **Harpy 2**
Tons: 2
Era: Civil War
Movement Points:
Walk/Run/Jump
3 / 5 / 3

WEAPONS INVENTORY

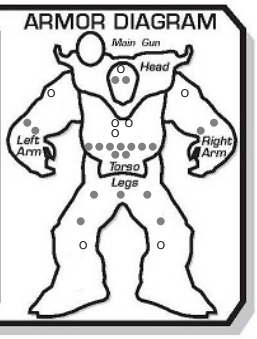
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

Cost: BV: 48

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BATTLETECH™



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Harpy 3**
Tons: 2
Era: Civil War
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Light Machine Gun	1 [DB,AI]	—	2	4	6

Ammo: (Light Machine Gun) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

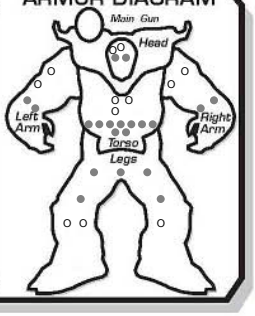
Cost: BV: 64

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: **Harpy 3**
Tons: 2
Era: Civil War
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Light Machine Gun	1 [DB,AI]	—	2	4	6

Ammo: (Light Machine Gun) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

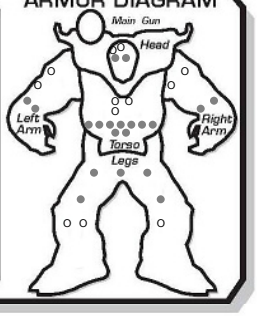
Cost: BV: 64

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: **Harpy 3**
Tons: 2
Era: Civil War
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Light Machine Gun	1 [DB,AI]	—	2	4	6

Ammo: (Light Machine Gun) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

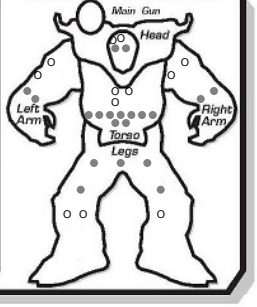
Cost: BV: 64

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: **Harpy 3**
Tons: 2
Era: Civil War
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Light Machine Gun	1 [DB,AI]	—	2	4	6

Ammo: (Light Machine Gun) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

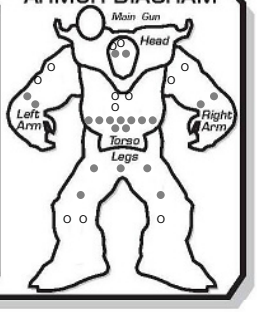
Cost: BV: 64

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: **Harpy 3**
Tons: 2
Era: Civil War
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Light Machine Gun	1 [DB,AI]	—	2	4	6

Ammo: (Light Machine Gun) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

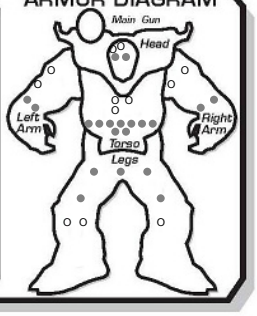
Cost: BV: 64

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



CATALYST game labs

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BATTLETECH™



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: Harpy 4
Tons: 2
Era: Jihad
Movement Points:
Walk/Run/Jump
3 / 5 [6] / 3

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Light Machine Gun	1 [DB,AI]	—	2	4	6

Protomech Myomer Booster
Ammo: (Light Machine Gun) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

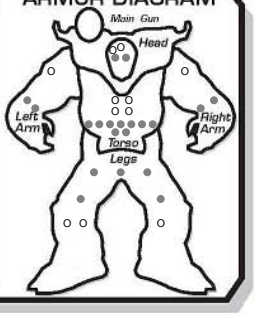
Cost: BV: 56

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: Harpy 4
Tons: 2
Era: Jihad
Movement Points:
Walk/Run/Jump
3 / 5 [6] / 3

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Light Machine Gun	1 [DB,AI]	—	2	4	6

Protomech Myomer Booster
Ammo: (Light Machine Gun) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

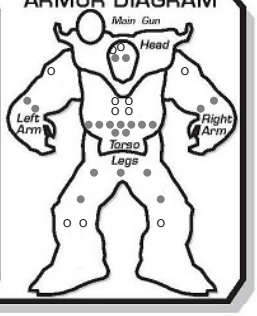
Cost: BV: 56

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: Harpy 4
Tons: 2
Era: Jihad
Movement Points:
Walk/Run/Jump
3 / 5 [6] / 3

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Light Machine Gun	1 [DB,AI]	—	2	4	6

Protomech Myomer Booster
Ammo: (Light Machine Gun) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

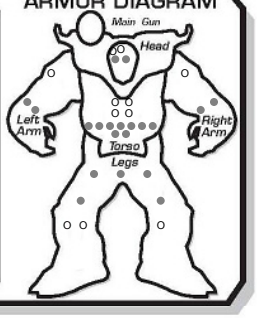
Cost: BV: 56

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: Harpy 4
Tons: 2
Era: Jihad
Movement Points:
Walk/Run/Jump
3 / 5 [6] / 3

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Light Machine Gun	1 [DB,AI]	—	2	4	6

Protomech Myomer Booster
Ammo: (Light Machine Gun) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

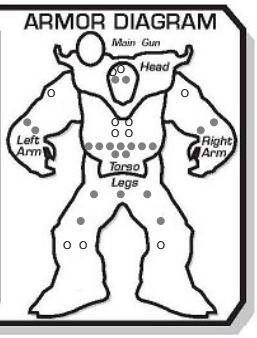
Cost: BV: 56

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: Harpy 4
Tons: 2
Era: Jihad
Movement Points:
Walk/Run/Jump
3 / 5 [6] / 3

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Light Machine Gun	1 [DB,AI]	—	2	4	6

Protomech Myomer Booster
Ammo: (Light Machine Gun) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

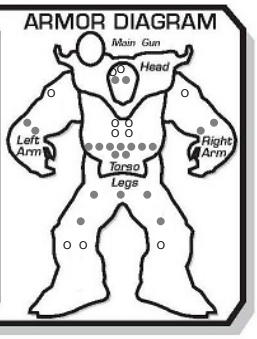
Cost: BV: 56

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



CATALYST game labs

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BATTLETECH™



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Siren**
Tons: 3
Era: Clan Invasion
Movement Points:
Walk/Run/Jump
10 / 15

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Right Arm:	Light Machine Gun	1 [DB,AI]	—	2	4	6
Left Arm:	Light Machine Gun	1 [DB,AI]	—	2	4	6

Ammo: (Light Machine Gun) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

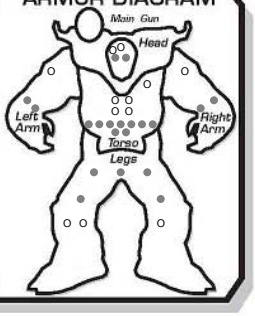
Cost: BV: 86

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: **Siren**
Tons: 3
Era: Clan Invasion
Movement Points:
Walk/Run/Jump
10 / 15

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Right Arm:	Light Machine Gun	1 [DB,AI]	—	2	4	6
Left Arm:	Light Machine Gun	1 [DB,AI]	—	2	4	6

Ammo: (Light Machine Gun) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

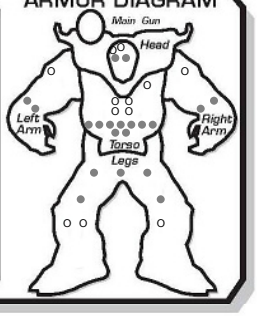
Cost: BV: 86

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: **Siren**
Tons: 3
Era: Clan Invasion
Movement Points:
Walk/Run/Jump
10 / 15

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Right Arm:	Light Machine Gun	1 [DB,AI]	—	2	4	6
Left Arm:	Light Machine Gun	1 [DB,AI]	—	2	4	6

Ammo: (Light Machine Gun) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

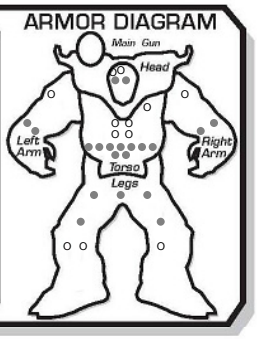
Cost: BV: 86

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: **Siren**
Tons: 3
Era: Clan Invasion
Movement Points:
Walk/Run/Jump
10 / 15

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Right Arm:	Light Machine Gun	1 [DB,AI]	—	2	4	6
Left Arm:	Light Machine Gun	1 [DB,AI]	—	2	4	6

Ammo: (Light Machine Gun) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

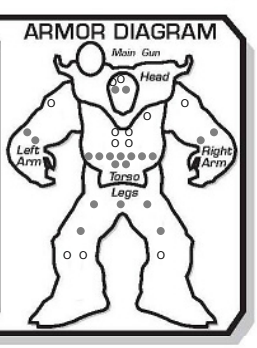
Cost: BV: 86

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: **Siren**
Tons: 3
Era: Clan Invasion
Movement Points:
Walk/Run/Jump
10 / 15

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Right Arm:	Light Machine Gun	1 [DB,AI]	—	2	4	6
Left Arm:	Light Machine Gun	1 [DB,AI]	—	2	4	6

Ammo: (Light Machine Gun) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

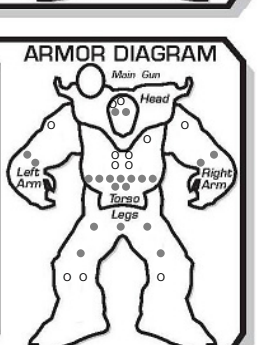
Cost: BV: 86

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: Siren 2
Tons: 3
Era: Civil War
Movement Points:
Walk/Run/Jump
10 / 15

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Right Arm:	Machine Gun	2 [DB,AI]	—	1	2	3
Left Arm:	Machine Gun	2 [DB,AI]	—	1	2	3

Ammo: (Machine Gun) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

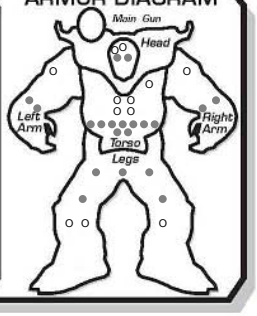
Cost: BV: 86

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: Siren 2
Tons: 3
Era: Civil War
Movement Points:
Walk/Run/Jump
10 / 15

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Right Arm:	Machine Gun	2 [DB,AI]	—	1	2	3
Left Arm:	Machine Gun	2 [DB,AI]	—	1	2	3

Ammo: (Machine Gun) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

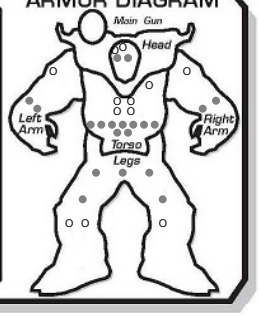
Cost: BV: 86

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: Siren 2
Tons: 3
Era: Civil War
Movement Points:
Walk/Run/Jump
10 / 15

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Right Arm:	Machine Gun	2 [DB,AI]	—	1	2	3
Left Arm:	Machine Gun	2 [DB,AI]	—	1	2	3

Ammo: (Machine Gun) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

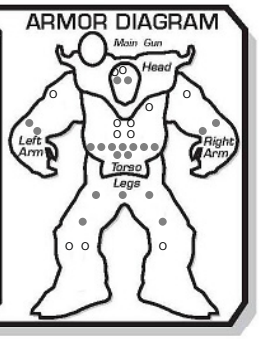
Cost: BV: 86

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: Siren 2
Tons: 3
Era: Civil War
Movement Points:
Walk/Run/Jump
10 / 15

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Right Arm:	Machine Gun	2 [DB,AI]	—	1	2	3
Left Arm:	Machine Gun	2 [DB,AI]	—	1	2	3

Ammo: (Machine Gun) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

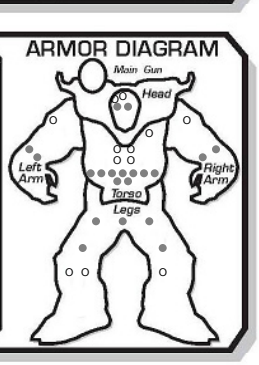
Cost: BV: 86

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: Siren 2
Tons: 3
Era: Civil War
Movement Points:
Walk/Run/Jump
10 / 15

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Right Arm:	Machine Gun	2 [DB,AI]	—	1	2	3
Left Arm:	Machine Gun	2 [DB,AI]	—	1	2	3

Ammo: (Machine Gun) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

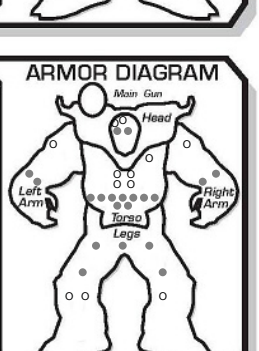
Cost: BV: 86

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: Siren 3
Tons: 3
Era: Civil War
Movement Points:
Walk/Run/Jump
8 / 12

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Right Arm:	SRM 1	2/Msl [M,C]	—	3	6	9
Left Arm:	SRM 1	2/Msl [M,C]	—	3	6	9

Ammo: (SRM 1) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken / Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

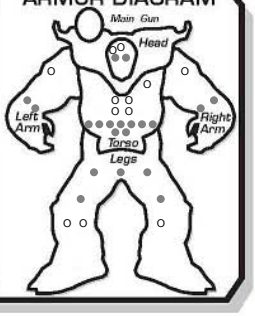
Cost: BV: 120

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: Siren 3
Tons: 3
Era: Civil War
Movement Points:
Walk/Run/Jump
8 / 12

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Right Arm:	SRM 1	2/Msl [M,C]	—	3	6	9
Left Arm:	SRM 1	2/Msl [M,C]	—	3	6	9

Ammo: (SRM 1) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken / Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

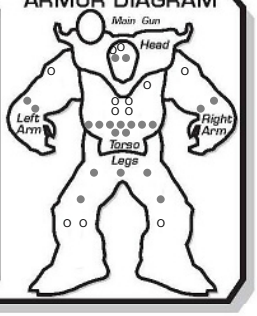
Cost: BV: 120

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: Siren 3
Tons: 3
Era: Civil War
Movement Points:
Walk/Run/Jump
8 / 12

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Right Arm:	SRM 1	2/Msl [M,C]	—	3	6	9
Left Arm:	SRM 1	2/Msl [M,C]	—	3	6	9

Ammo: (SRM 1) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken / Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

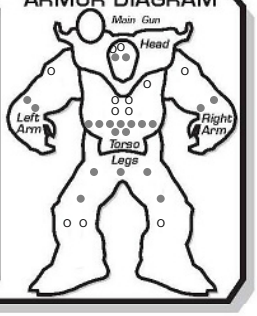
Cost: BV: 120

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: Siren 3
Tons: 3
Era: Civil War
Movement Points:
Walk/Run/Jump
8 / 12

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Right Arm:	SRM 1	2/Msl [M,C]	—	3	6	9
Left Arm:	SRM 1	2/Msl [M,C]	—	3	6	9

Ammo: (SRM 1) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken / Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

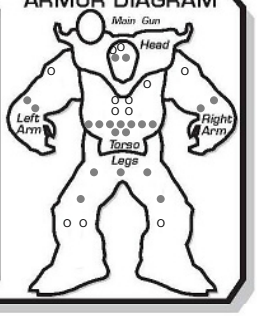
Cost: BV: 120

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: Siren 3
Tons: 3
Era: Civil War
Movement Points:
Walk/Run/Jump
8 / 12

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Right Arm:	SRM 1	2/Msl [M,C]	—	3	6	9
Left Arm:	SRM 1	2/Msl [M,C]	—	3	6	9

Ammo: (SRM 1) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken / Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

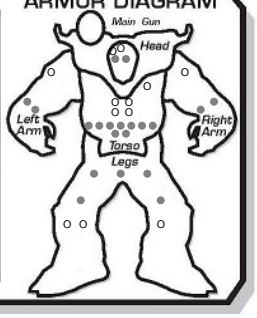
Cost: BV: 120

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: Siren 4
Tons: 3
Era: Jihad
Movement Points:
Walk/Run/Jump
10 / 15 [20]

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4

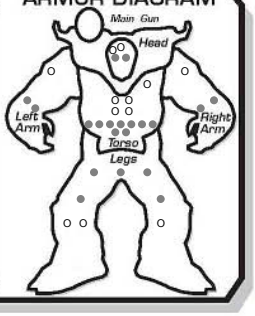
Protomech Myomer Booster

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

Cost: BV: 88

PROTOMECH 2

Type: Siren 4
Tons: 3
Era: Jihad
Movement Points:
Walk/Run/Jump
10 / 15 [20]

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4

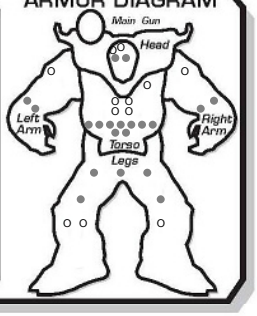
Protomech Myomer Booster

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

Cost: BV: 88

PROTOMECH 3

Type: Siren 4
Tons: 3
Era: Jihad
Movement Points:
Walk/Run/Jump
10 / 15 [20]

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4

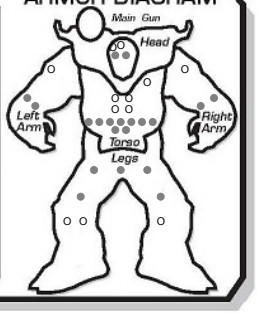
Protomech Myomer Booster

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

Cost: BV: 88

PROTOMECH 4

Type: Siren 4
Tons: 3
Era: Jihad
Movement Points:
Walk/Run/Jump
10 / 15 [20]

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4

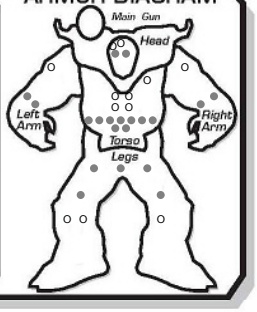
Protomech Myomer Booster

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

Cost: BV: 88

PROTOMECH 5

Type: Siren 4
Tons: 3
Era: Jihad
Movement Points:
Walk/Run/Jump
10 / 15 [20]

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4

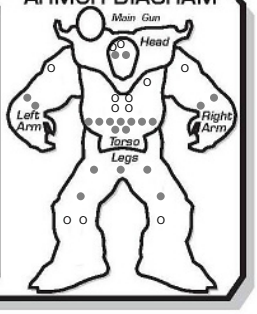
Protomech Myomer Booster

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

Cost: BV: 88

CATALYST game labs

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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: Siren 5
Tons: 3
Era: Jihad
Movement Points:
Walk/Run/Jump
8 / 12

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	AP Gauss Rifle	3 [DB,X]	—	3	6	9

Ammo: (AP Gauss) 8

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

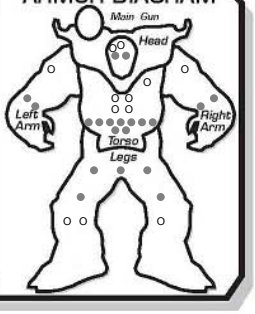
Cost: BV: 105

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: Siren 5
Tons: 3
Era: Jihad
Movement Points:
Walk/Run/Jump
8 / 12

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	AP Gauss Rifle	3 [DB,X]	—	3	6	9

Ammo: (AP Gauss) 8

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

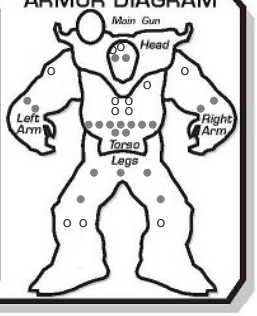
Cost: BV: 105

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: Siren 5
Tons: 3
Era: Jihad
Movement Points:
Walk/Run/Jump
8 / 12

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	AP Gauss Rifle	3 [DB,X]	—	3	6	9

Ammo: (AP Gauss) 8

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

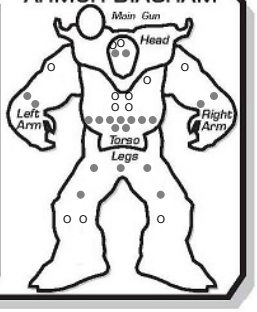
Cost: BV: 105

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: Siren 5
Tons: 3
Era: Jihad
Movement Points:
Walk/Run/Jump
8 / 12

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	AP Gauss Rifle	3 [DB,X]	—	3	6	9

Ammo: (AP Gauss) 8

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

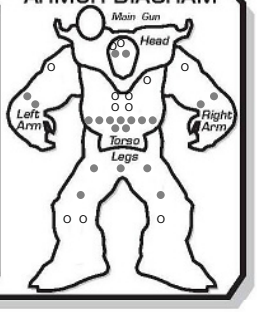
Cost: BV: 105

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: Siren 5
Tons: 3
Era: Jihad
Movement Points:
Walk/Run/Jump
8 / 12

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	AP Gauss Rifle	3 [DB,X]	—	3	6	9

Ammo: (AP Gauss) 8

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

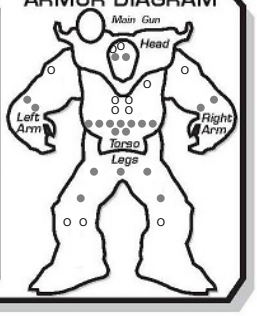
Cost: BV: 105

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Satyr**
Tons: 4
Era: Clan Invasion
Movement Points:
Walk/Run/Jump
7 / 11

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Small Laser	5 [DE]	—	2	4	6
Torso B:	Light Active Probe	[E]	—	—	—	—

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

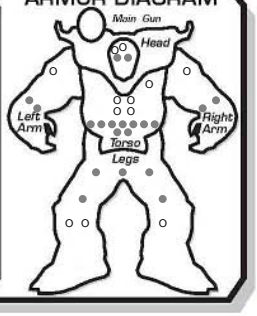
Cost: BV: 133

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: **Satyr**
Tons: 4
Era: Clan Invasion
Movement Points:
Walk/Run/Jump
7 / 11

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Small Laser	5 [DE]	—	2	4	6
Torso B:	Light Active Probe	[E]	—	—	—	—

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

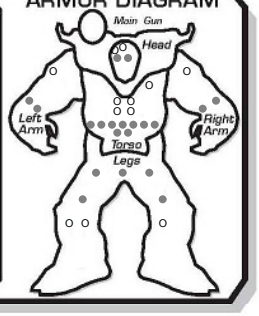
Cost: BV: 133

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: **Satyr**
Tons: 4
Era: Clan Invasion
Movement Points:
Walk/Run/Jump
7 / 11

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Small Laser	5 [DE]	—	2	4	6
Torso B:	Light Active Probe	[E]	—	—	—	—

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

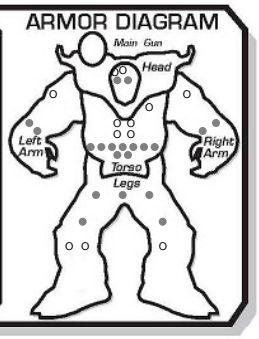
Cost: BV: 133

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: **Satyr**
Tons: 4
Era: Clan Invasion
Movement Points:
Walk/Run/Jump
7 / 11

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Small Laser	5 [DE]	—	2	4	6
Torso B:	Light Active Probe	[E]	—	—	—	—

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

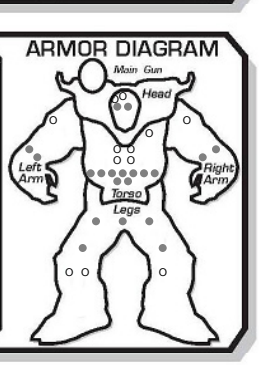
Cost: BV: 133

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: **Satyr**
Tons: 4
Era: Clan Invasion
Movement Points:
Walk/Run/Jump
7 / 11

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Small Laser	5 [DE]	—	2	4	6
Torso B:	Light Active Probe	[E]	—	—	—	—

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

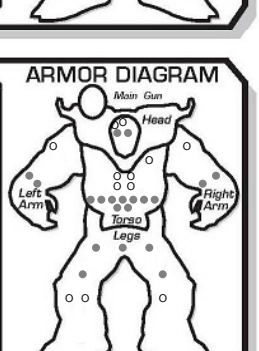
Cost: BV: 133

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



CATALYST game labs

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BATTLETECH™



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: Satyr 2
Tons: 4
Era: Civil War
Movement Points:
Walk/Run/Jump
7 / 11 / 7

WEAPONS INVENTORY

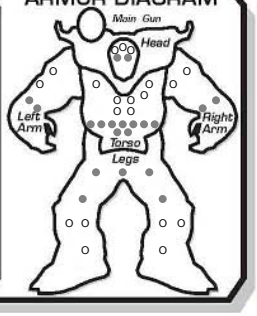
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Micro Pulse Laser	3 [P]	—	1	2	3

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

Cost: BV: 125

PROTOMECH 2

Type: Satyr 2
Tons: 4
Era: Civil War
Movement Points:
Walk/Run/Jump
7 / 11 / 7

WEAPONS INVENTORY

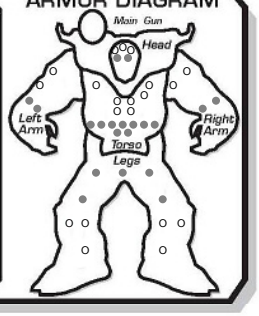
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Micro Pulse Laser	3 [P]	—	1	2	3

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

Cost: BV: 125

PROTOMECH 3

Type: Satyr 2
Tons: 4
Era: Civil War
Movement Points:
Walk/Run/Jump
7 / 11 / 7

WEAPONS INVENTORY

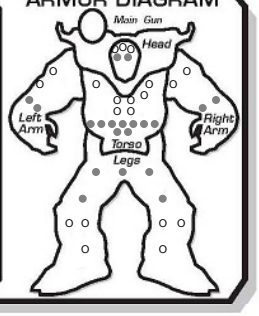
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Micro Pulse Laser	3 [P]	—	1	2	3

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

Cost: BV: 125

PROTOMECH 4

Type: Satyr 2
Tons: 4
Era: Civil War
Movement Points:
Walk/Run/Jump
7 / 11 / 7

WEAPONS INVENTORY

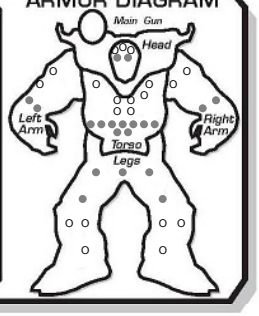
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Micro Pulse Laser	3 [P]	—	1	2	3

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

Cost: BV: 125

PROTOMECH 5

Type: Satyr 2
Tons: 4
Era: Civil War
Movement Points:
Walk/Run/Jump
7 / 11 / 7

WEAPONS INVENTORY

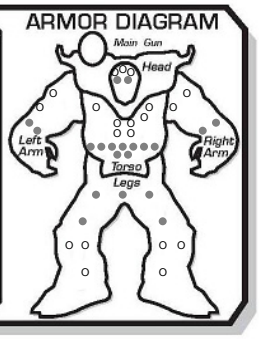
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Micro Pulse Laser	3 [P]	—	1	2	3

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

Cost: BV: 125

CATALYST game labs

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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Satyr 3**
Tons: 4
Era: Civil War
Movement Points:
Walk/Run/Jump
7 / 11 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Streak SRM 2	2/Msl [M,C]	—	4	8	12

Ammo: (Streak SRM 2) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

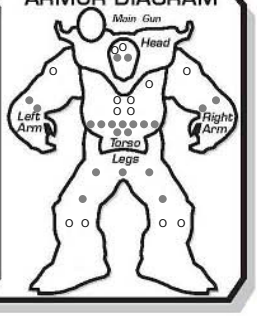
Cost: BV: 160

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: **Satyr 3**
Tons: 4
Era: Civil War
Movement Points:
Walk/Run/Jump
7 / 11 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Streak SRM 2	2/Msl [M,C]	—	4	8	12

Ammo: (Streak SRM 2) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

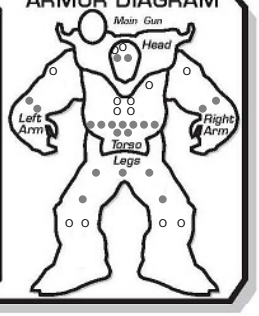
Cost: BV: 160

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: **Satyr 3**
Tons: 4
Era: Civil War
Movement Points:
Walk/Run/Jump
7 / 11 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Streak SRM 2	2/Msl [M,C]	—	4	8	12

Ammo: (Streak SRM 2) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

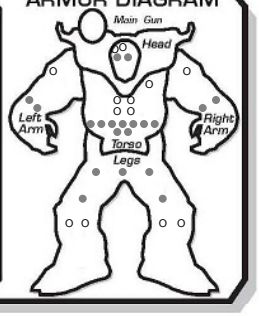
Cost: BV: 160

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: **Satyr 3**
Tons: 4
Era: Civil War
Movement Points:
Walk/Run/Jump
7 / 11 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Streak SRM 2	2/Msl [M,C]	—	4	8	12

Ammo: (Streak SRM 2) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

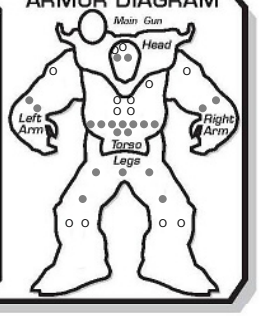
Cost: BV: 160

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: **Satyr 3**
Tons: 4
Era: Civil War
Movement Points:
Walk/Run/Jump
7 / 11 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Streak SRM 2	2/Msl [M,C]	—	4	8	12

Ammo: (Streak SRM 2) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

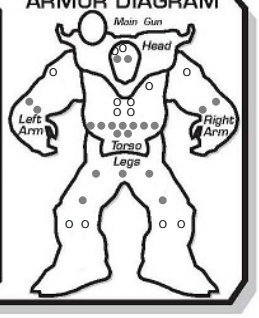
Cost: BV: 160

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Satyr 4**
Tons: 4
Era: Jihad
Movement Points:
Walk/Run/Jump
7 / 11

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	AP Gauss Rifle	3 [DB,X]	—	3	6	9
Torso B:	Clan Light TAG	0 [S]	—	3	6	9

Ammo: (AP Gauss) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken / Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

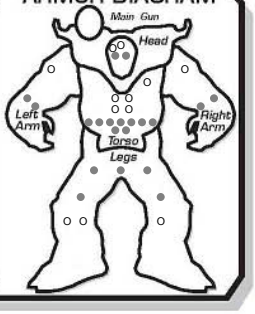
Cost: BV: 109

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: **Satyr 4**
Tons: 4
Era: Jihad
Movement Points:
Walk/Run/Jump
7 / 11

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	AP Gauss Rifle	3 [DB,X]	—	3	6	9
Torso B:	Clan Light TAG	0 [S]	—	3	6	9

Ammo: (AP Gauss) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken / Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

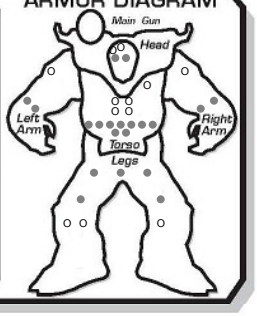
Cost: BV: 109

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: **Satyr 4**
Tons: 4
Era: Jihad
Movement Points:
Walk/Run/Jump
7 / 11

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	AP Gauss Rifle	3 [DB,X]	—	3	6	9
Torso B:	Clan Light TAG	0 [S]	—	3	6	9

Ammo: (AP Gauss) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken / Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

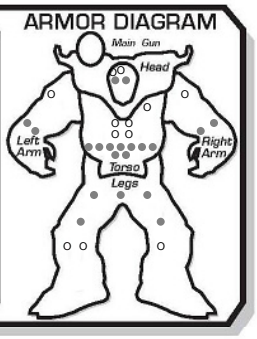
Cost: BV: 109

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: **Satyr 4**
Tons: 4
Era: Jihad
Movement Points:
Walk/Run/Jump
7 / 11

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	AP Gauss Rifle	3 [DB,X]	—	3	6	9
Torso B:	Clan Light TAG	0 [S]	—	3	6	9

Ammo: (AP Gauss) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken / Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

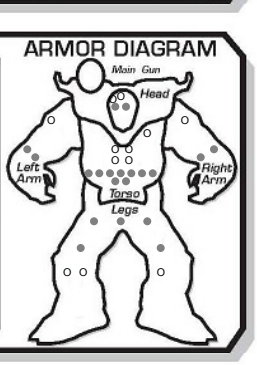
Cost: BV: 109

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: **Satyr 4**
Tons: 4
Era: Jihad
Movement Points:
Walk/Run/Jump
7 / 11

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	AP Gauss Rifle	3 [DB,X]	—	3	6	9
Torso B:	Clan Light TAG	0 [S]	—	3	6	9

Ammo: (AP Gauss) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken / Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

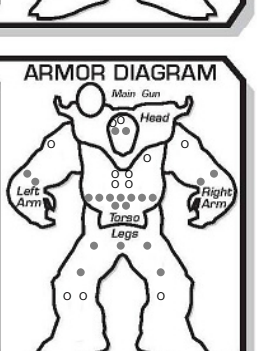
Cost: BV: 109

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



CATALYST game labs

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BATTLETECH™



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: Centaur
Tons: 5
Era: Clan Invasion
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	LRM 3	1/Msl [M,C,S]	—	7	14	21
Torso B:	SRM 2	2/Msl [M,C]	—	3	6	9
Main Gun:	ER Micro Laser	2 [DE]	—	1	2	4

Ammo: (SRM 2) 10, (LRM 3) 8

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

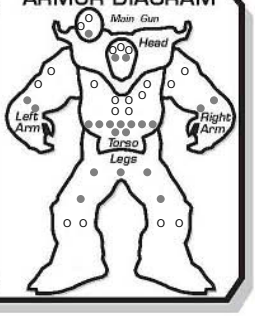
Cost: BV: 192

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: Centaur
Tons: 5
Era: Clan Invasion
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	LRM 3	1/Msl [M,C,S]	—	7	14	21
Torso B:	SRM 2	2/Msl [M,C]	—	3	6	9
Main Gun:	ER Micro Laser	2 [DE]	—	1	2	4

Ammo: (SRM 2) 10, (LRM 3) 8

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

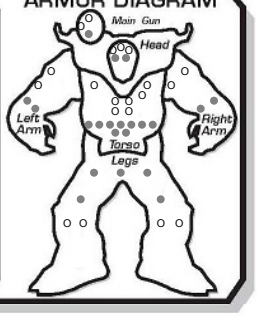
Cost: BV: 192

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: Centaur
Tons: 5
Era: Clan Invasion
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	LRM 3	1/Msl [M,C,S]	—	7	14	21
Torso B:	SRM 2	2/Msl [M,C]	—	3	6	9
Main Gun:	ER Micro Laser	2 [DE]	—	1	2	4

Ammo: (SRM 2) 10, (LRM 3) 8

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

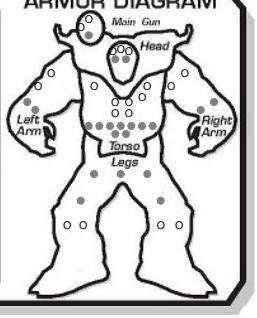
Cost: BV: 192

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: Centaur
Tons: 5
Era: Clan Invasion
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	LRM 3	1/Msl [M,C,S]	—	7	14	21
Torso B:	SRM 2	2/Msl [M,C]	—	3	6	9
Main Gun:	ER Micro Laser	2 [DE]	—	1	2	4

Ammo: (SRM 2) 10, (LRM 3) 8

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

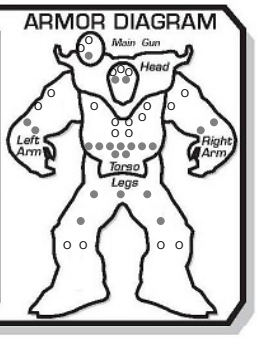
Cost: BV: 192

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: Centaur
Tons: 5
Era: Clan Invasion
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	LRM 3	1/Msl [M,C,S]	—	7	14	21
Torso B:	SRM 2	2/Msl [M,C]	—	3	6	9
Main Gun:	ER Micro Laser	2 [DE]	—	1	2	4

Ammo: (SRM 2) 10, (LRM 3) 8

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

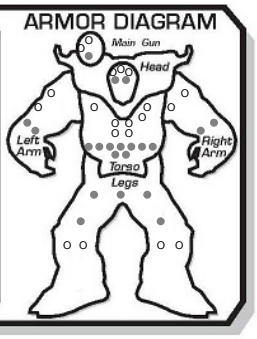
Cost: BV: 192

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Centaur 2**
Tons: 5
Era: Civil War
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 2	2/Msl [M,C]	—	3	6	9
Main Gun:	Heavy Small Laser	6 [DE]	—	1	2	3

Ammo: (SRM 2) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

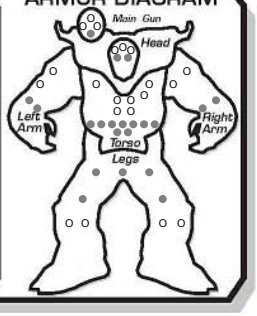
Cost: BV: 154

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: **Centaur 2**
Tons: 5
Era: Civil War
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 2	2/Msl [M,C]	—	3	6	9
Main Gun:	Heavy Small Laser	6 [DE]	—	1	2	3

Ammo: (SRM 2) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

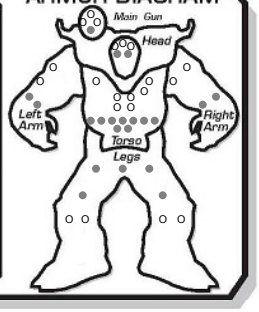
Cost: BV: 154

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: **Centaur 2**
Tons: 5
Era: Civil War
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 2	2/Msl [M,C]	—	3	6	9
Main Gun:	Heavy Small Laser	6 [DE]	—	1	2	3

Ammo: (SRM 2) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

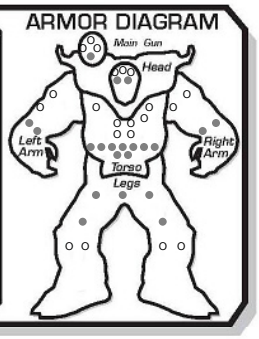
Cost: BV: 154

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: **Centaur 2**
Tons: 5
Era: Civil War
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 2	2/Msl [M,C]	—	3	6	9
Main Gun:	Heavy Small Laser	6 [DE]	—	1	2	3

Ammo: (SRM 2) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

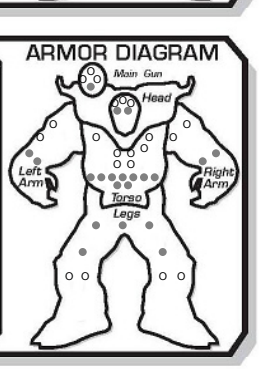
Cost: BV: 154

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: **Centaur 2**
Tons: 5
Era: Civil War
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 2	2/Msl [M,C]	—	3	6	9
Main Gun:	Heavy Small Laser	6 [DE]	—	1	2	3

Ammo: (SRM 2) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

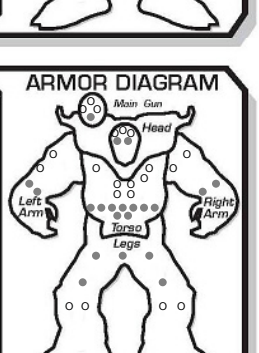
Cost: BV: 154

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: Centaur 3
Tons: 5
Era: Civil War
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Medium Laser	7 [DE]	—	5	10	15

PILOT DATA

Name: _____ Hits Taken

Gunnery Skill: ____ Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

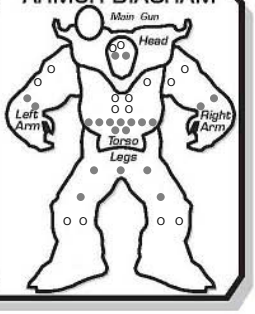
Cost: BV: 238

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: Centaur 3
Tons: 5
Era: Civil War
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Medium Laser	7 [DE]	—	5	10	15

PILOT DATA

Name: _____ Hits Taken

Gunnery Skill: ____ Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

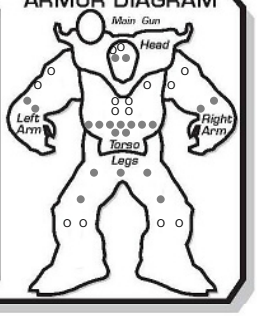
Cost: BV: 238

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: Centaur 3
Tons: 5
Era: Civil War
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Medium Laser	7 [DE]	—	5	10	15

PILOT DATA

Name: _____ Hits Taken

Gunnery Skill: ____ Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

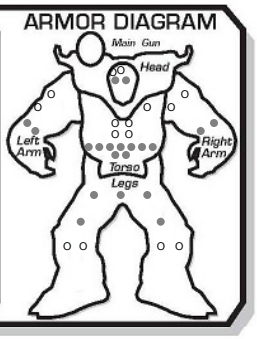
Cost: BV: 238

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: Centaur 3
Tons: 5
Era: Civil War
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Medium Laser	7 [DE]	—	5	10	15

PILOT DATA

Name: _____ Hits Taken

Gunnery Skill: ____ Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

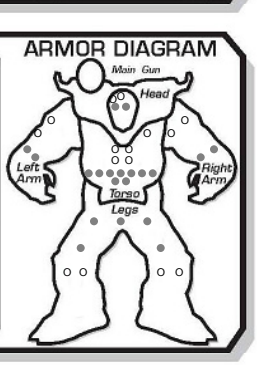
Cost: BV: 238

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: Centaur 3
Tons: 5
Era: Civil War
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Medium Laser	7 [DE]	—	5	10	15

PILOT DATA

Name: _____ Hits Taken

Gunnery Skill: ____ Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

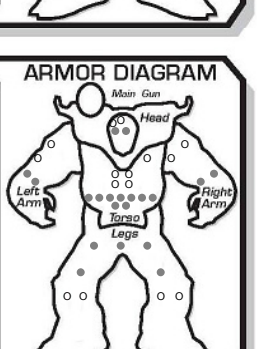
Cost: BV: 238

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



CATALYST game labs

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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: Centaur 4
Tons: 5
Era: Jihad
Movement Points:
Walk/Run/Jump
6 / 9 [12]

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 1	2/Msl [M,C]	—	3	6	9
Torso B:	SRM 1	2/Msl [M,C]	—	3	6	9
Main Gun:	AP Gauss Rifle	3 [DB,X]	—	3	6	9

Protomech Myomer Booster
Ammo: (AP Gauss) 13, (SRM 1) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken / Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

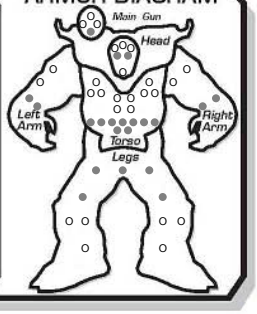
Cost: BV: 228

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: Centaur 4
Tons: 5
Era: Jihad
Movement Points:
Walk/Run/Jump
6 / 9 [12]

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 1	2/Msl [M,C]	—	3	6	9
Torso B:	SRM 1	2/Msl [M,C]	—	3	6	9
Main Gun:	AP Gauss Rifle	3 [DB,X]	—	3	6	9

Protomech Myomer Booster
Ammo: (AP Gauss) 13, (SRM 1) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken / Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

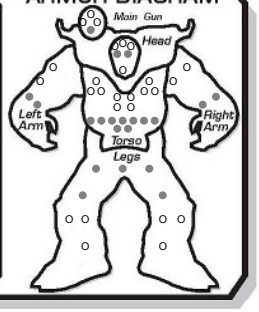
Cost: BV: 228

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: Centaur 4
Tons: 5
Era: Jihad
Movement Points:
Walk/Run/Jump
6 / 9 [12]

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 1	2/Msl [M,C]	—	3	6	9
Torso B:	SRM 1	2/Msl [M,C]	—	3	6	9
Main Gun:	AP Gauss Rifle	3 [DB,X]	—	3	6	9

Protomech Myomer Booster
Ammo: (AP Gauss) 13, (SRM 1) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken / Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

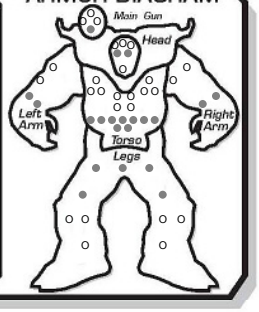
Cost: BV: 228

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: Centaur 4
Tons: 5
Era: Jihad
Movement Points:
Walk/Run/Jump
6 / 9 [12]

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 1	2/Msl [M,C]	—	3	6	9
Torso B:	SRM 1	2/Msl [M,C]	—	3	6	9
Main Gun:	AP Gauss Rifle	3 [DB,X]	—	3	6	9

Protomech Myomer Booster
Ammo: (AP Gauss) 13, (SRM 1) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken / Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

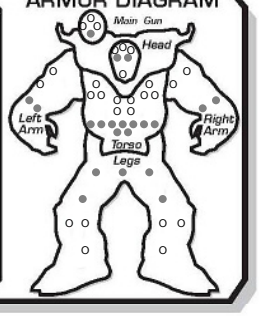
Cost: BV: 228

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: Centaur 4
Tons: 5
Era: Jihad
Movement Points:
Walk/Run/Jump
6 / 9 [12]

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 1	2/Msl [M,C]	—	3	6	9
Torso B:	SRM 1	2/Msl [M,C]	—	3	6	9
Main Gun:	AP Gauss Rifle	3 [DB,X]	—	3	6	9

Protomech Myomer Booster
Ammo: (AP Gauss) 13, (SRM 1) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken / Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

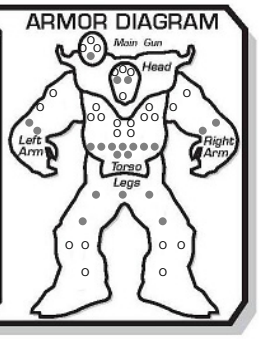
Cost: BV: 228

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: Hydra
Tons: 6
Era: Clan Invasion
Movement Points:
Walk/Run/Jump
4 / 6

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Micro Pulse Laser	3 [P]	—	1	2	3
Main Gun:	Streak SRM 3	2/Msl [M,C]	—	4	8	12

Ammo: (Streak SRM 3) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

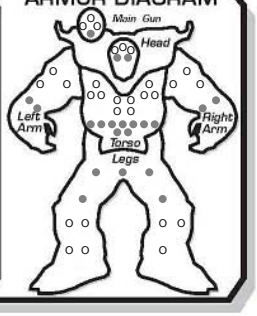
Cost: BV: 209

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: Hydra
Tons: 6
Era: Clan Invasion
Movement Points:
Walk/Run/Jump
4 / 6

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Micro Pulse Laser	3 [P]	—	1	2	3
Main Gun:	Streak SRM 3	2/Msl [M,C]	—	4	8	12

Ammo: (Streak SRM 3) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

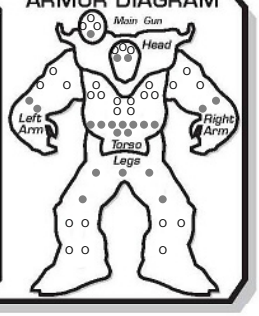
Cost: BV: 209

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: Hydra
Tons: 6
Era: Clan Invasion
Movement Points:
Walk/Run/Jump
4 / 6

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Micro Pulse Laser	3 [P]	—	1	2	3
Main Gun:	Streak SRM 3	2/Msl [M,C]	—	4	8	12

Ammo: (Streak SRM 3) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

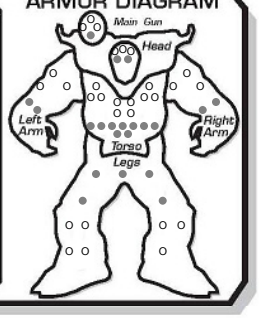
Cost: BV: 209

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: Hydra
Tons: 6
Era: Clan Invasion
Movement Points:
Walk/Run/Jump
4 / 6

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Micro Pulse Laser	3 [P]	—	1	2	3
Main Gun:	Streak SRM 3	2/Msl [M,C]	—	4	8	12

Ammo: (Streak SRM 3) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

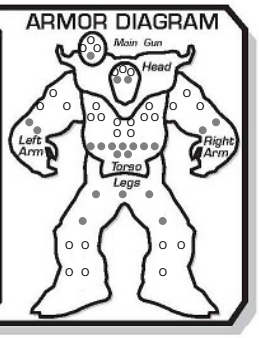
Cost: BV: 209

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: Hydra
Tons: 6
Era: Clan Invasion
Movement Points:
Walk/Run/Jump
4 / 6

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Micro Pulse Laser	3 [P]	—	1	2	3
Main Gun:	Streak SRM 3	2/Msl [M,C]	—	4	8	12

Ammo: (Streak SRM 3) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

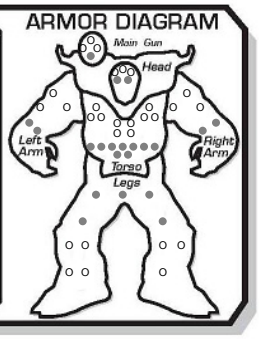
Cost: BV: 209

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: Hydra 2
Tons: 6
Era: Civil War
Movement Points:
Walk/Run/Jump
4 / 6 / 3

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	Streak SRM 5	2/Msl [M,C]	—	4	8	12

Ammo: (Streak SRM 5) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

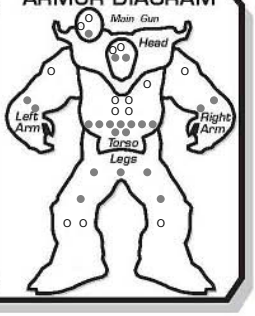
Cost: BV: 223

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: Hydra 2
Tons: 6
Era: Civil War
Movement Points:
Walk/Run/Jump
4 / 6 / 3

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	Streak SRM 5	2/Msl [M,C]	—	4	8	12

Ammo: (Streak SRM 5) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

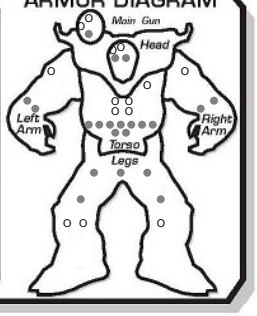
Cost: BV: 223

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: Hydra 2
Tons: 6
Era: Civil War
Movement Points:
Walk/Run/Jump
4 / 6 / 3

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	Streak SRM 5	2/Msl [M,C]	—	4	8	12

Ammo: (Streak SRM 5) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

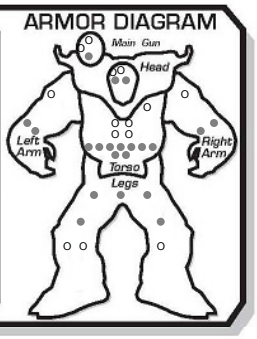
Cost: BV: 223

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: Hydra 2
Tons: 6
Era: Civil War
Movement Points:
Walk/Run/Jump
4 / 6 / 3

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	Streak SRM 5	2/Msl [M,C]	—	4	8	12

Ammo: (Streak SRM 5) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

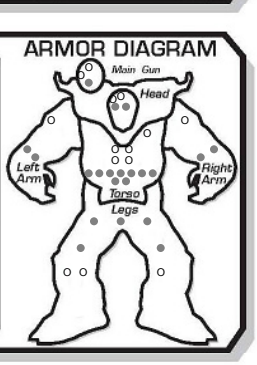
Cost: BV: 223

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: Hydra 2
Tons: 6
Era: Civil War
Movement Points:
Walk/Run/Jump
4 / 6 / 3

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	Streak SRM 5	2/Msl [M,C]	—	4	8	12

Ammo: (Streak SRM 5) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

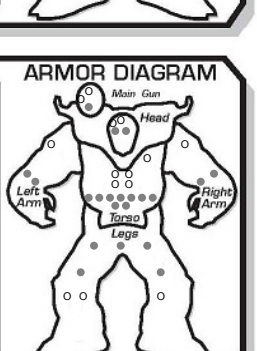
Cost: BV: 223

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: Hydra 3
Tons: 6
Era: Civil War
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	LRM 6	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 6) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

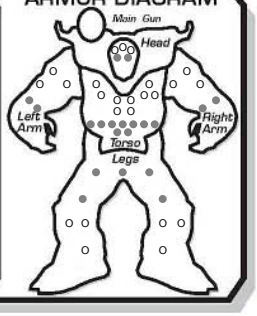
Cost: BV: 247

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: Hydra 3
Tons: 6
Era: Civil War
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	LRM 6	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 6) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

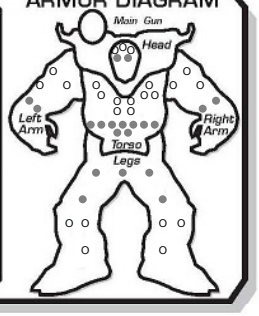
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HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: Hydra 3
Tons: 6
Era: Civil War
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	LRM 6	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 6) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

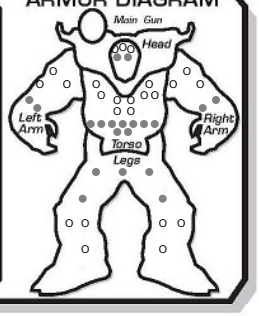
Cost: BV: 247

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: Hydra 3
Tons: 6
Era: Civil War
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	LRM 6	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 6) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

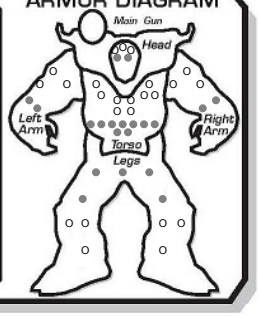
Cost: BV: 247

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: Hydra 3
Tons: 6
Era: Civil War
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	LRM 6	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 6) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

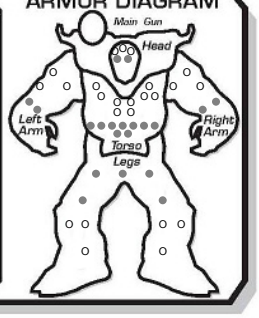
Cost: BV: 247

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: Hydra 4
Tons: 6
Era: Jihad
Movement Points:
Walk/Run/Jump
4 / 6

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	AP Gauss Rifle	3 [DB,X]	—	3	6	9
Torso B:	AP Gauss Rifle	3 [DB,X]	—	3	6	9
Main Gun:	AP Gauss Rifle	3 [DB,X]	—	3	6	9

Ammo: (AP Gauss) 30

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

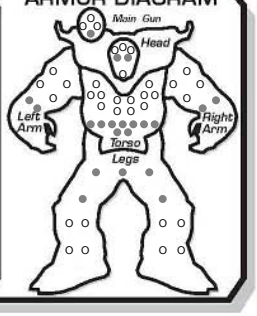
Cost: BV: 221

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: Hydra 4
Tons: 6
Era: Jihad
Movement Points:
Walk/Run/Jump
4 / 6

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	AP Gauss Rifle	3 [DB,X]	—	3	6	9
Torso B:	AP Gauss Rifle	3 [DB,X]	—	3	6	9
Main Gun:	AP Gauss Rifle	3 [DB,X]	—	3	6	9

Ammo: (AP Gauss) 30

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

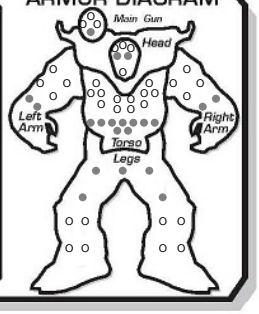
Cost: BV: 221

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: Hydra 4
Tons: 6
Era: Jihad
Movement Points:
Walk/Run/Jump
4 / 6

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	AP Gauss Rifle	3 [DB,X]	—	3	6	9
Torso B:	AP Gauss Rifle	3 [DB,X]	—	3	6	9
Main Gun:	AP Gauss Rifle	3 [DB,X]	—	3	6	9

Ammo: (AP Gauss) 30

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

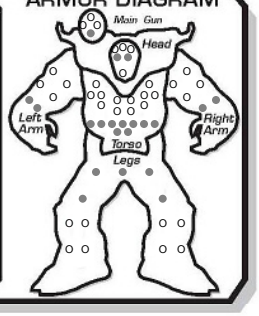
Cost: BV: 221

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: Hydra 4
Tons: 6
Era: Jihad
Movement Points:
Walk/Run/Jump
4 / 6

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	AP Gauss Rifle	3 [DB,X]	—	3	6	9
Torso B:	AP Gauss Rifle	3 [DB,X]	—	3	6	9
Main Gun:	AP Gauss Rifle	3 [DB,X]	—	3	6	9

Ammo: (AP Gauss) 30

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

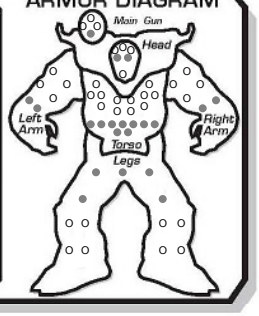
Cost: BV: 221

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: Hydra 4
Tons: 6
Era: Jihad
Movement Points:
Walk/Run/Jump
4 / 6

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	AP Gauss Rifle	3 [DB,X]	—	3	6	9
Torso B:	AP Gauss Rifle	3 [DB,X]	—	3	6	9
Main Gun:	AP Gauss Rifle	3 [DB,X]	—	3	6	9

Ammo: (AP Gauss) 30

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

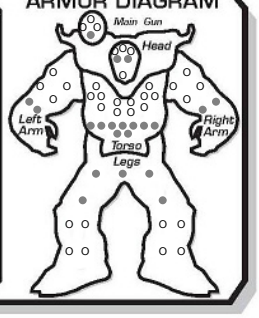
Cost: BV: 221

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Roc**
Tons: 7
Era: Clan Invasion
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	ER Medium Laser	7 [DE]	—	5	10	15

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

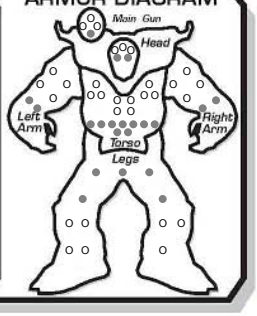
Cost: BV: 336

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: **Roc**
Tons: 7
Era: Clan Invasion
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	ER Medium Laser	7 [DE]	—	5	10	15

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

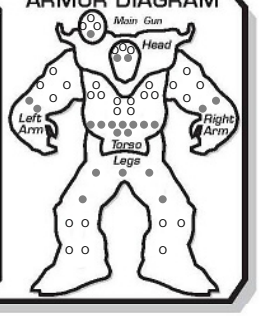
Cost: BV: 336

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: **Roc**
Tons: 7
Era: Clan Invasion
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	ER Medium Laser	7 [DE]	—	5	10	15

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

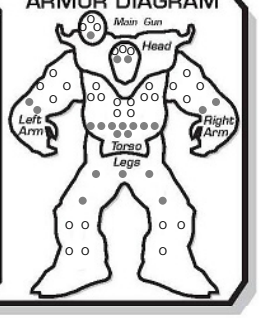
Cost: BV: 336

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: **Roc**
Tons: 7
Era: Clan Invasion
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	ER Medium Laser	7 [DE]	—	5	10	15

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

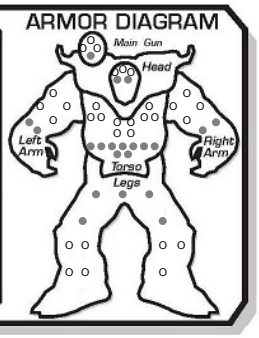
Cost: BV: 336

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: **Roc**
Tons: 7
Era: Clan Invasion
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	ER Medium Laser	7 [DE]	—	5	10	15

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

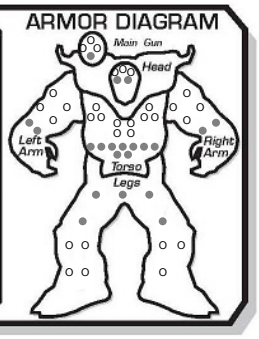
Cost: BV: 336

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Roc 2**
Tons: 7
Era: Civil War
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	Heavy Medium Laser	10 [DE]	—	3	6	9

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

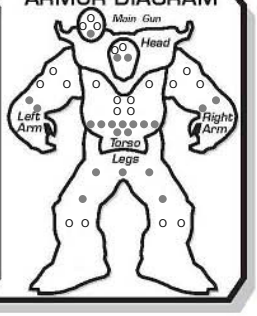
Cost: BV: 245

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: **Roc 2**
Tons: 7
Era: Civil War
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	Heavy Medium Laser	10 [DE]	—	3	6	9

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

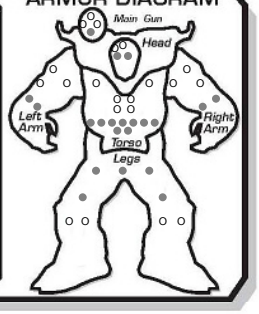
Cost: BV: 245

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: **Roc 2**
Tons: 7
Era: Civil War
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	Heavy Medium Laser	10 [DE]	—	3	6	9

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

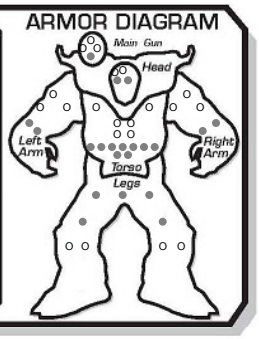
Cost: BV: 245

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: **Roc 2**
Tons: 7
Era: Civil War
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	Heavy Medium Laser	10 [DE]	—	3	6	9

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

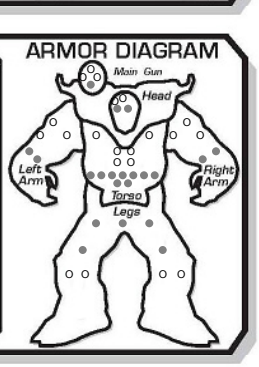
Cost: BV: 245

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: **Roc 2**
Tons: 7
Era: Civil War
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	Heavy Medium Laser	10 [DE]	—	3	6	9

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

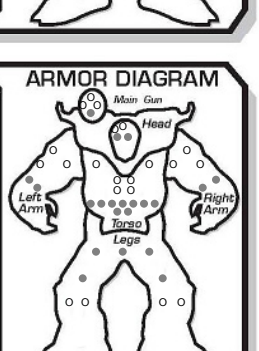
Cost: BV: 245

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Roc 3**
Tons: 7
Era: Civil War
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	Medium Pulse Laser	7 [P]	—	4	8	12

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

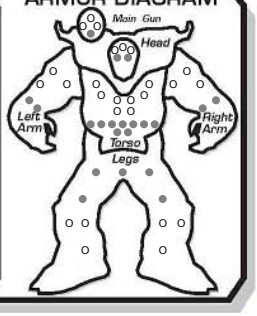
Cost: BV: 281

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: **Roc 3**
Tons: 7
Era: Civil War
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	Medium Pulse Laser	7 [P]	—	4	8	12

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

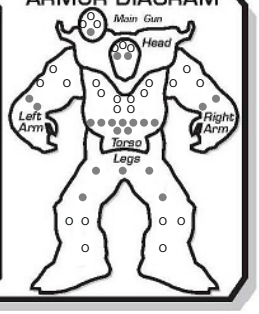
Cost: BV: 281

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: **Roc 3**
Tons: 7
Era: Civil War
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	Medium Pulse Laser	7 [P]	—	4	8	12

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

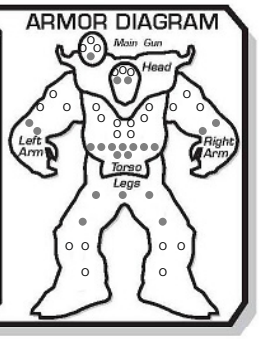
Cost: BV: 281

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: **Roc 3**
Tons: 7
Era: Civil War
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	Medium Pulse Laser	7 [P]	—	4	8	12

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

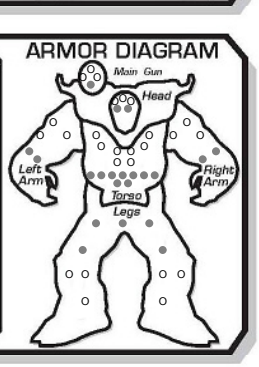
Cost: BV: 281

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: **Roc 3**
Tons: 7
Era: Civil War
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	Medium Pulse Laser	7 [P]	—	4	8	12

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

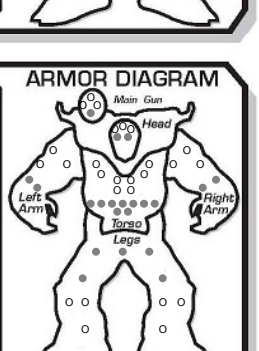
Cost: BV: 281

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: Roc 4
Tons: 7
Era: Jihad
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ECM Suite	[E]	—	—	—	6
Main Gun:	AP Gauss Rifle	3 [DB,X]	—	3	6	9

Ammo: (AP Gauss) 16

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

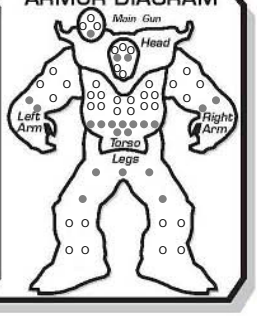
Cost: BV: 297

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: Roc 4
Tons: 7
Era: Jihad
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ECM Suite	[E]	—	—	—	6
Main Gun:	AP Gauss Rifle	3 [DB,X]	—	3	6	9

Ammo: (AP Gauss) 16

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

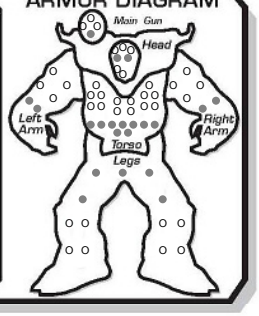
Cost: BV: 297

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: Roc 4
Tons: 7
Era: Jihad
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ECM Suite	[E]	—	—	—	6
Main Gun:	AP Gauss Rifle	3 [DB,X]	—	3	6	9

Ammo: (AP Gauss) 16

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

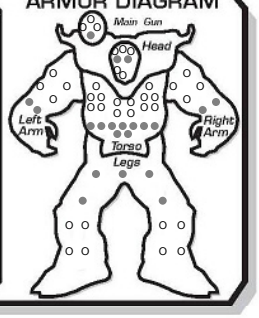
Cost: BV: 297

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: Roc 4
Tons: 7
Era: Jihad
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ECM Suite	[E]	—	—	—	6
Main Gun:	AP Gauss Rifle	3 [DB,X]	—	3	6	9

Ammo: (AP Gauss) 16

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

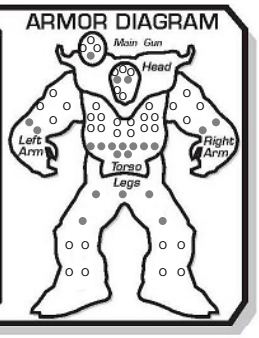
Cost: BV: 297

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: Roc 4
Tons: 7
Era: Jihad
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ECM Suite	[E]	—	—	—	6
Main Gun:	AP Gauss Rifle	3 [DB,X]	—	3	6	9

Ammo: (AP Gauss) 16

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

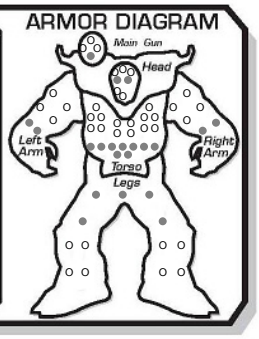
Cost: BV: 297

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Gorgon**
Tons: 8
Era: Clan Invasion
Movement Points:
Walk/Run/Jump
4 / 6

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4
Main Gun:	LRM 10	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 10) 12

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

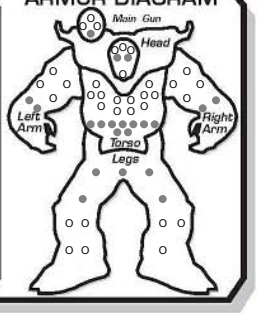
Cost: BV: 295

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: **Gorgon**
Tons: 8
Era: Clan Invasion
Movement Points:
Walk/Run/Jump
4 / 6

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4
Main Gun:	LRM 10	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 10) 12

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

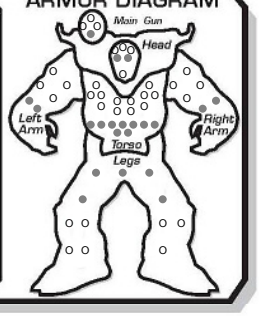
Cost: BV: 295

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: **Gorgon**
Tons: 8
Era: Clan Invasion
Movement Points:
Walk/Run/Jump
4 / 6

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4
Main Gun:	LRM 10	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 10) 12

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

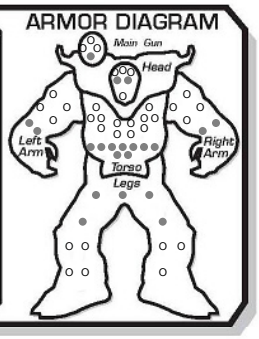
Cost: BV: 295

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: **Gorgon**
Tons: 8
Era: Clan Invasion
Movement Points:
Walk/Run/Jump
4 / 6

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4
Main Gun:	LRM 10	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 10) 12

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

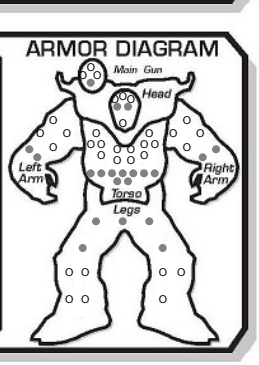
Cost: BV: 295

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: **Gorgon**
Tons: 8
Era: Clan Invasion
Movement Points:
Walk/Run/Jump
4 / 6

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4
Main Gun:	LRM 10	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 10) 12

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

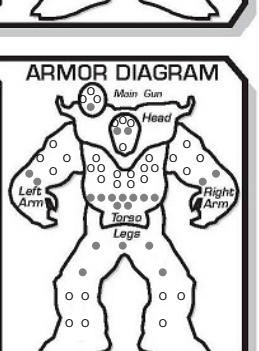
Cost: BV: 295

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Gorgon 2**
Tons: 8
Era: Civil War
Movement Points:
Walk/Run/Jump
4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	Medium Pulse Laser	7 [P]	—	4	8	12

PILOT DATA

Name: _____ Hits Taken

Gunnery Skill: ____ Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

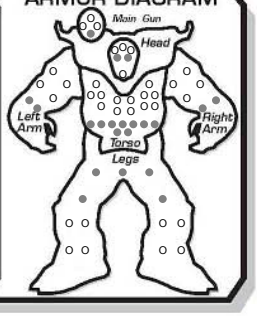
Cost: BV: 308

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: **Gorgon 2**
Tons: 8
Era: Civil War
Movement Points:
Walk/Run/Jump
4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	Medium Pulse Laser	7 [P]	—	4	8	12

PILOT DATA

Name: _____ Hits Taken

Gunnery Skill: ____ Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

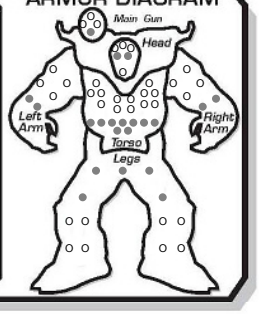
Cost: BV: 308

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: **Gorgon 2**
Tons: 8
Era: Civil War
Movement Points:
Walk/Run/Jump
4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	Medium Pulse Laser	7 [P]	—	4	8	12

PILOT DATA

Name: _____ Hits Taken

Gunnery Skill: ____ Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

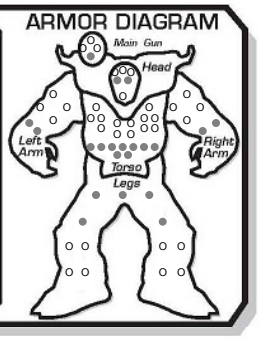
Cost: BV: 308

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: **Gorgon 2**
Tons: 8
Era: Civil War
Movement Points:
Walk/Run/Jump
4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	Medium Pulse Laser	7 [P]	—	4	8	12

PILOT DATA

Name: _____ Hits Taken

Gunnery Skill: ____ Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

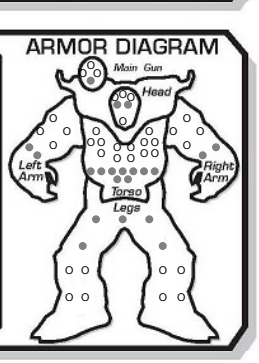
Cost: BV: 308

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: **Gorgon 2**
Tons: 8
Era: Civil War
Movement Points:
Walk/Run/Jump
4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	Medium Pulse Laser	7 [P]	—	4	8	12

PILOT DATA

Name: _____ Hits Taken

Gunnery Skill: ____ Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

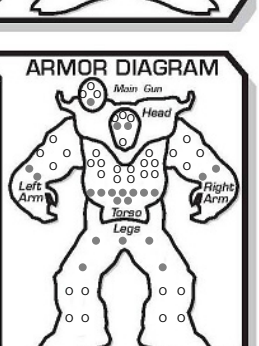
Cost: BV: 308

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: Gorgon 3
Tons: 8
Era: Civil War
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 4	2/Msl [M,C]	—	3	6	9
Torso B:	SRM 4	2/Msl [M,C]	—	3	6	9

Ammo: (SRM 4) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

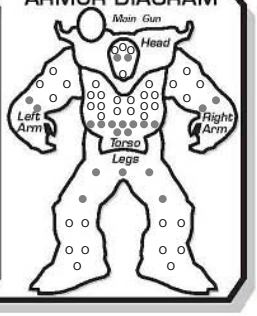
Cost: BV: 285

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: Gorgon 3
Tons: 8
Era: Civil War
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 4	2/Msl [M,C]	—	3	6	9
Torso B:	SRM 4	2/Msl [M,C]	—	3	6	9

Ammo: (SRM 4) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

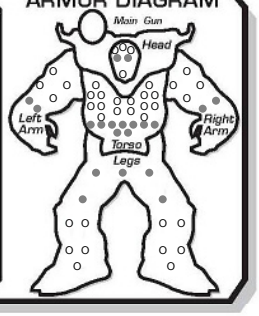
Cost: BV: 285

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: Gorgon 3
Tons: 8
Era: Civil War
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 4	2/Msl [M,C]	—	3	6	9
Torso B:	SRM 4	2/Msl [M,C]	—	3	6	9

Ammo: (SRM 4) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

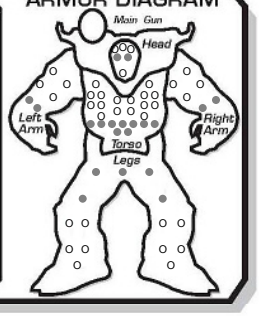
Cost: BV: 285

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: Gorgon 3
Tons: 8
Era: Civil War
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 4	2/Msl [M,C]	—	3	6	9
Torso B:	SRM 4	2/Msl [M,C]	—	3	6	9

Ammo: (SRM 4) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

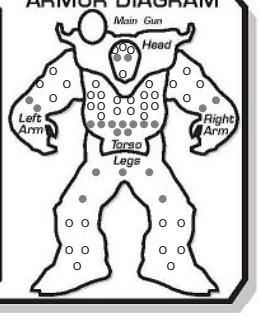
Cost: BV: 285

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: Gorgon 3
Tons: 8
Era: Civil War
Movement Points:
Walk/Run/Jump
5 / 8

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 4	2/Msl [M,C]	—	3	6	9
Torso B:	SRM 4	2/Msl [M,C]	—	3	6	9

Ammo: (SRM 4) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

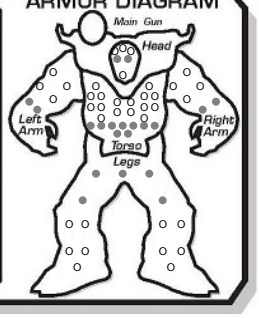
Cost: BV: 285

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™



PROTOMECH RECORD SHEET

PROTOMECH 1

Type: Gorgon 4
Tons: 8
Era: Jihad
Movement Points:
Walk/Run/Jump
4 / 6 / 3

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	AP Gauss Rifle	3 [DB,X]	—	3	6	9
Main Gun:	SRM 6	2/Msl [M,C]	—	3	6	9

Ammo: (AP Gauss) 10, (SRM 6) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

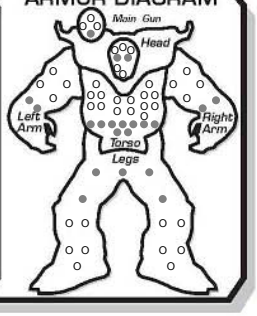
Cost: BV: 289

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: Gorgon 4
Tons: 8
Era: Jihad
Movement Points:
Walk/Run/Jump
4 / 6 / 3

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	AP Gauss Rifle	3 [DB,X]	—	3	6	9
Main Gun:	SRM 6	2/Msl [M,C]	—	3	6	9

Ammo: (AP Gauss) 10, (SRM 6) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

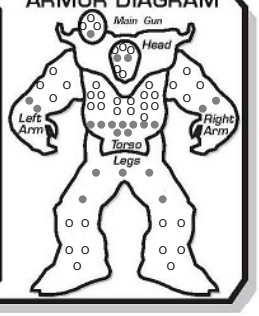
Cost: BV: 289

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: Gorgon 4
Tons: 8
Era: Jihad
Movement Points:
Walk/Run/Jump
4 / 6 / 3

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	AP Gauss Rifle	3 [DB,X]	—	3	6	9
Main Gun:	SRM 6	2/Msl [M,C]	—	3	6	9

Ammo: (AP Gauss) 10, (SRM 6) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

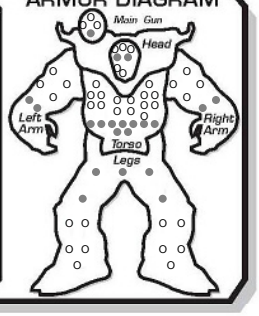
Cost: BV: 289

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: Gorgon 4
Tons: 8
Era: Jihad
Movement Points:
Walk/Run/Jump
4 / 6 / 3

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	AP Gauss Rifle	3 [DB,X]	—	3	6	9
Main Gun:	SRM 6	2/Msl [M,C]	—	3	6	9

Ammo: (AP Gauss) 10, (SRM 6) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

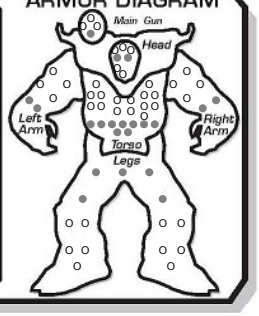
Cost: BV: 289

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: Gorgon 4
Tons: 8
Era: Jihad
Movement Points:
Walk/Run/Jump
4 / 6 / 3

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	AP Gauss Rifle	3 [DB,X]	—	3	6	9
Main Gun:	SRM 6	2/Msl [M,C]	—	3	6	9

Ammo: (AP Gauss) 10, (SRM 6) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

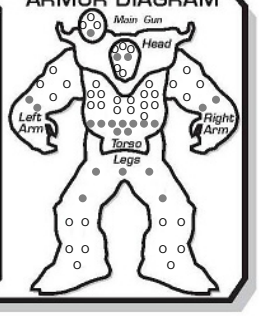
Cost: BV: 289

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: Minotaur
Tons: 9
Era: Clan Invasion
Movement Points:
Walk/Run/Jump
3 / 5 / 3

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Medium Laser	7 [DE]	—	5	10	15
Torso B:	ER Medium Laser	7 [DE]	—	5	10	15

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

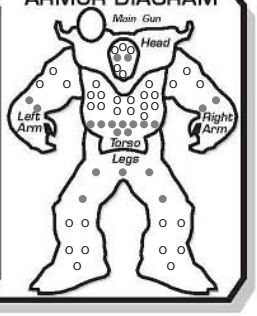
Cost: BV: 424

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: Minotaur
Tons: 9
Era: Clan Invasion
Movement Points:
Walk/Run/Jump
3 / 5 / 3

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Medium Laser	7 [DE]	—	5	10	15
Torso B:	ER Medium Laser	7 [DE]	—	5	10	15

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

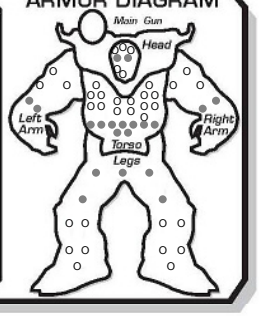
Cost: BV: 424

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: Minotaur
Tons: 9
Era: Clan Invasion
Movement Points:
Walk/Run/Jump
3 / 5 / 3

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Medium Laser	7 [DE]	—	5	10	15
Torso B:	ER Medium Laser	7 [DE]	—	5	10	15

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

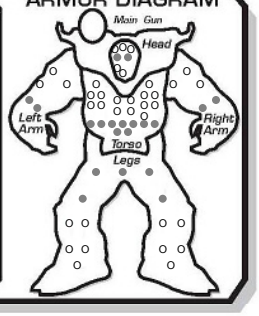
Cost: BV: 424

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: Minotaur
Tons: 9
Era: Clan Invasion
Movement Points:
Walk/Run/Jump
3 / 5 / 3

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Medium Laser	7 [DE]	—	5	10	15
Torso B:	ER Medium Laser	7 [DE]	—	5	10	15

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

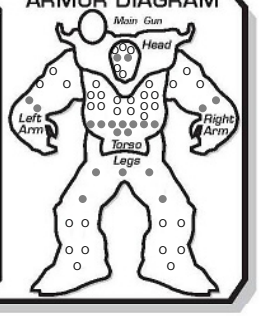
Cost: BV: 424

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: Minotaur
Tons: 9
Era: Clan Invasion
Movement Points:
Walk/Run/Jump
3 / 5 / 3

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Medium Laser	7 [DE]	—	5	10	15
Torso B:	ER Medium Laser	7 [DE]	—	5	10	15

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

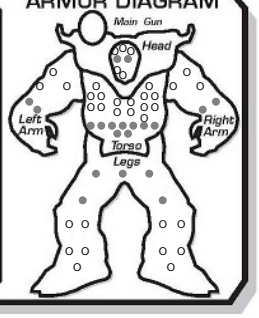
Cost: BV: 424

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: Minotaur 2
Tons: 9
Era: Civil War
Movement Points:
Walk/Run/Jump
3 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	LB 2-X AC [DB,C/F/S]	2	4	10	20	30

Ammo: (LB-2X) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken / Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

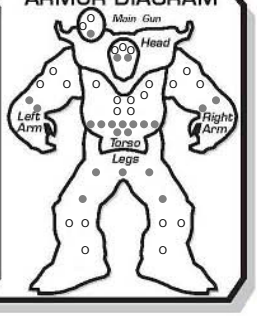
Cost: BV: 168

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: Minotaur 2
Tons: 9
Era: Civil War
Movement Points:
Walk/Run/Jump
3 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	LB 2-X AC [DB,C/F/S]	2	4	10	20	30

Ammo: (LB-2X) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken / Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

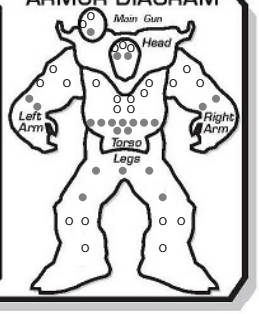
Cost: BV: 168

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: Minotaur 2
Tons: 9
Era: Civil War
Movement Points:
Walk/Run/Jump
3 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	LB 2-X AC [DB,C/F/S]	2	4	10	20	30

Ammo: (LB-2X) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken / Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

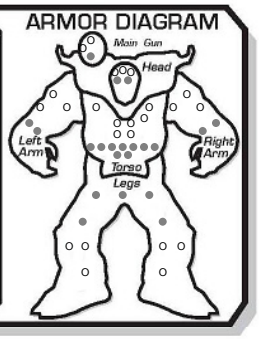
Cost: BV: 168

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: Minotaur 2
Tons: 9
Era: Civil War
Movement Points:
Walk/Run/Jump
3 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	LB 2-X AC [DB,C/F/S]	2	4	10	20	30

Ammo: (LB-2X) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken / Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

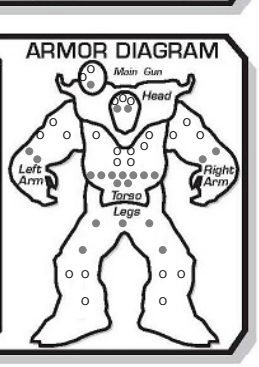
Cost: BV: 168

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: Minotaur 2
Tons: 9
Era: Civil War
Movement Points:
Walk/Run/Jump
3 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	LB 2-X AC [DB,C/F/S]	2	4	10	20	30

Ammo: (LB-2X) 20

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken / Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

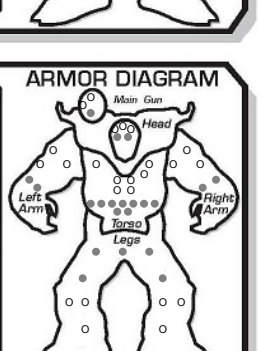
Cost: BV: 168

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Minotaur 3**
Tons: 9
Era: Civil War
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	LRM 12	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 12) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

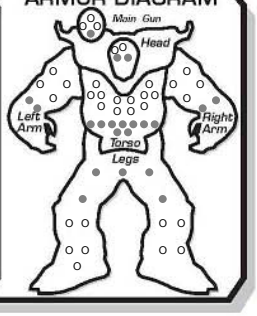
Cost: BV: 443

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: **Minotaur 3**
Tons: 9
Era: Civil War
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	LRM 12	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 12) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

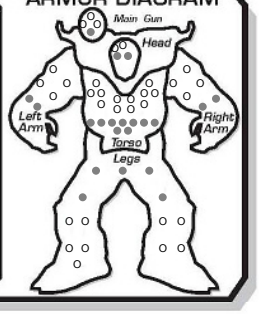
Cost: BV: 443

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: **Minotaur 3**
Tons: 9
Era: Civil War
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	LRM 12	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 12) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

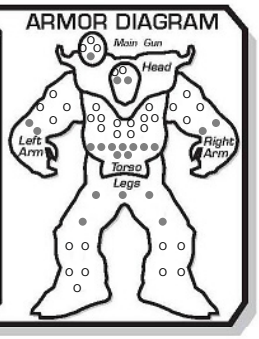
Cost: BV: 443

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: **Minotaur 3**
Tons: 9
Era: Civil War
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	LRM 12	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 12) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

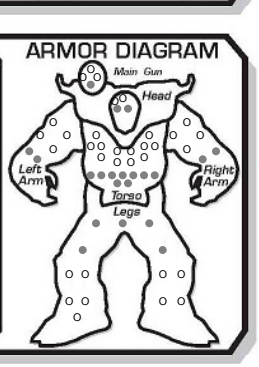
Cost: BV: 443

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: **Minotaur 3**
Tons: 9
Era: Civil War
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	LRM 12	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 12) 10

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

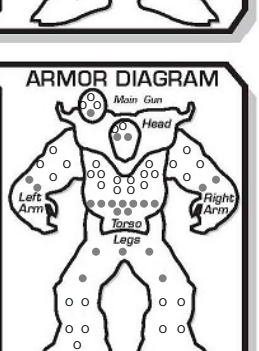
Cost: BV: 443

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: Minotaur 4
Tons: 9 [Advanced]
Era: Jihad
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	ProtoMech AC/2	2 [DB,S]	—	7	14	20

Ammo: (Proto AC/2) 16

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

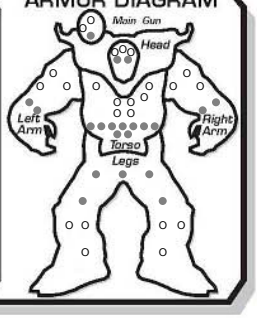
Cost: BV: 188

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: Minotaur 4
Tons: 9 [Advanced]
Era: Jihad
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	ProtoMech AC/2	2 [DB,S]	—	7	14	20

Ammo: (Proto AC/2) 16

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

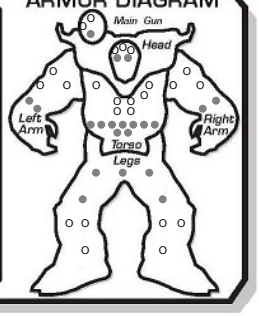
Cost: BV: 188

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: Minotaur 4
Tons: 9 [Advanced]
Era: Jihad
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	ProtoMech AC/2	2 [DB,S]	—	7	14	20

Ammo: (Proto AC/2) 16

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

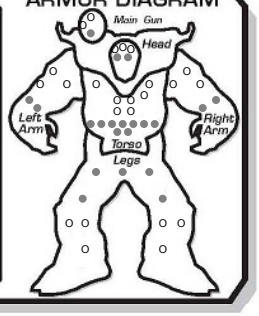
Cost: BV: 188

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: Minotaur 4
Tons: 9 [Advanced]
Era: Jihad
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	ProtoMech AC/2	2 [DB,S]	—	7	14	20

Ammo: (Proto AC/2) 16

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

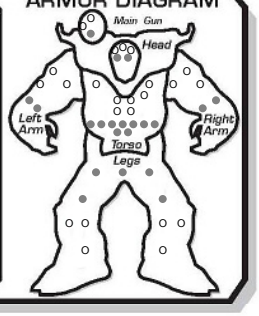
Cost: BV: 188

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: Minotaur 4
Tons: 9 [Advanced]
Era: Jihad
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	ProtoMech AC/2	2 [DB,S]	—	7	14	20

Ammo: (Proto AC/2) 16

PILOT DATA

Name: _____
Gunnery Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

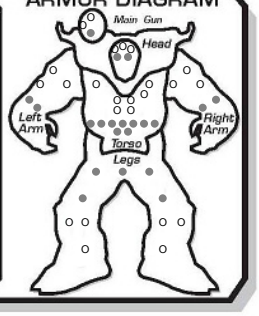
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HIT LOCATIONS AND CRITICAL HITS

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12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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