# BATTLETECH™

# RECORD SHEETS: 3039 UNABRIDGED




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## 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.

**Silhouettes:** Starting in 1996, for various reasons, the use of numerous BattleMech images within the *BattleTech* universe were discontinued (their names and game stats remained, only their visual representation was omitted). As explained on page 280 of *Technical Readout: 3039*, from an "in-universe" perspective, all of those images were "upgraded" in look at feel to images that could be used (see the Project Phoenix section of *Technical Readout: 3085*). Now, however, many of those images are once again in use. If a silhouette appears for a specific variant, than that image still is not in use.


**VEHICLES**
- Ferret Light Scout VTOL
- Savannah Master Hovercraft
- Swift Wind Scout Car
- Armored Personnel Carriers
- J-27 Ordnance Transport
- Mobile Army Surgical Hospital
- Packrat LRPV PKR-T5
- Skulker Wheeled Scout Tank
- Warrior H-7
- Harasser Missile Platform
- J. Edgar Light Hover Tank
- Mobile Headquarters
- Scorpion Light Tank
- Coolant Truck
- Karnov UR Transport
- Hunter Light Support Tank
- Pegasus Scout Hovertank
- Saladin Assault Hover Tank
- Saracen Medium Hover Tank
- Scimitar Medium Hover Tank
- Striker Light Tank
- Engineering Vehicle
- Hetzer Wheeled Assault Gun
- Goblin Medium Tank
- Condor Heavy Hover Tank
- Drillson Heavy Hover Tank
- Maxim Heavy Hover Transport
- Vedette Medium Tank
- Bulldog Medium Tank
- Hi-Scout Drone Carrier
- LRM/SRM Carrier
- Manticore Heavy Tank
- Pike Support Vehicle
- Mobile Long Tom Artillery
- Rommel/Patton Tank
- Von Luckner Heavy Tank
- Demolisher Heavy Tank
- Partisan Heavy Tank
- Schrek PPC Carrier
- Sturmfeur Heavy Tank
- Ontos Heavy Tank
- Behemoth Heavy Tank

**BATTLEMECHS**
- Commando
- Javelin
- Spider
- UrbanMech
- Firestarter
- Jenner
- Panther
- Assassin
- Cicada
- Clint
- Hermes II
- Vulcan
- Whitworth
- Blackjack
- Vindicator
- Centurion
- Enforcer
- Hunchback
- Trebuchet
- Dervish
- Dragon
- Quickdraw
- Catapult
- JagerMech
- Grasshopper
- Orion
- Awesome
- Charger
- Victor
- Zeus
- Stalker
- Cyclops
- Banshee
- Atlas

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- Light Strike Fighter
- Boeing Jump Bomber
- Guardian Fighter
- Medium Strike Fighter
- Heavy Strike Fighter
- 'Mechbuster
- Planetlifter Air Transport

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- Seydlitz
- Cheetah
- Thrush
- Sparrowhawk
- Sholagar
- Corsair
- Samurai
- Transit
- Stingray
- Lucifer
- Shilone
- Transgressor
- Slayer
- Chippewa
- Riever
- Stuka

**FIRST IN CENTURIES…**
- Raven
- Wolfhound
- Hatchetman
- Cataphract
- Hatamoto-Chi
- Daboku
- Sai

**STAR LEAGUE**
- Thorn
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- Hornet
- Mongoose
- Falcon
- Hermes
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- Wyvern

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Ostroc
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Rifleman
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Thunderbolt
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Warhammer
Marauder
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Longbow
Marauder II

### STANDARD RULES

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

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

### ERAS

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

## CREDITS

**Record Sheet Application**
Jason Tighe

**Project Development**
Randall N. Bills

**Data Entry**
Peter Smith

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

**Production Staff**
*Art Direction*
Brent Evans
*Cover Art*
Franz Vowhinkel
*Cover Design*
David M. Stansel-Garner
*Additional Design*
Matt Heerdt
*Illustrations*
Doug Chaffee
David R. Deitrick
Dana Knutson
Chris Lewis
Kevin Long
Duane Loose
Mike Nielson

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

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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.



# VEHICLES

# BATTLETECH

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

### VEHICLE DATA

**Type:** Ferret Light Scout VTOL

**Movement Points:**
**Cruising:** 15
**Flank:** 23
**Engine Type:** Fusion Engine

**Tonnage:** 5
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

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

Ammo: (Machine Gun) 100

**Cost:** **BV:** 58

### 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

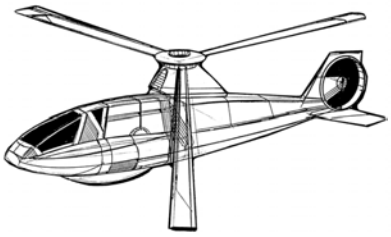
Flight Stabilizer* +3 Engine Hit ☐

Sensor Hits +1 +2 +3 D

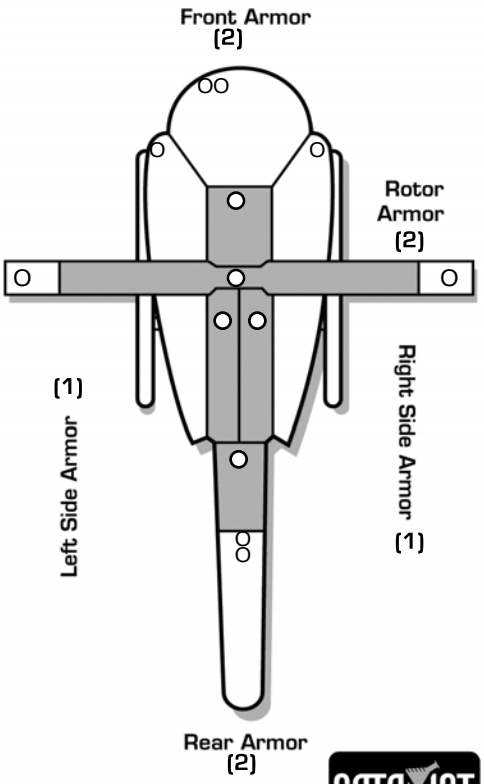
Stabilizers

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:** Ferret Light Scout VTOL (Armor) "Wild Weasel"

**Movement Points:**
- **Cruising:** 15
- **Flank:** 23

**Engine Type:** Fusion Engine

**Tonnage:** 5

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |

Ammo: (Machine Gun) 100

**Cost:** **BV:** 103

### 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

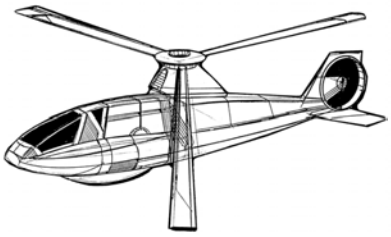
Flight Stabilizer* +3 Engine Hit ☐

Sensor Hits +1 +2 +3 D

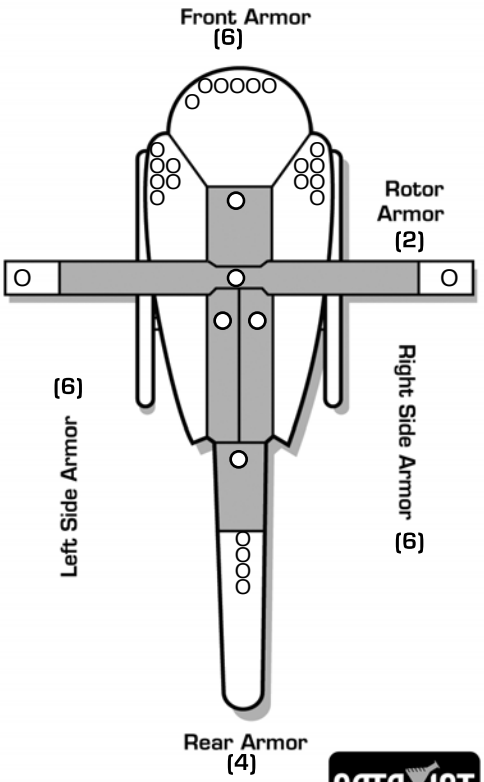
Stabilizers

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 |
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†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:** Ferret Light Scout VTOL (Cargo)

**Movement Points:**
- **Cruising:** 15
- **Flank:** 23

**Engine Type:** Fusion Engine

**Tonnage:** 5

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Infantry Bay (2 tons) | BD | [E] | — | — | — | — |

**Cost:** **BV:** 17

### 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

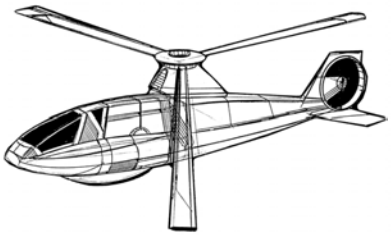
Flight Stabilizer* +3 Engine Hit ☐

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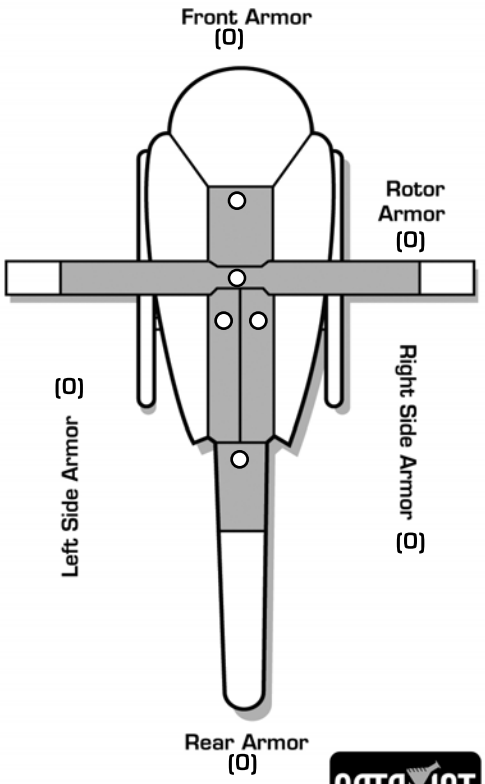
Stabilizers

Front ☐ Left ☐ Right ☐ Rear ☐

*Move at Cruising speed only



### ARMOR DIAGRAM




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| Turn | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
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| 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 |
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*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.
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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Savannah Master Hovercraft

**Movement Points:**
- **Cruising:** 13
- **Flank:** 20

**Movement Type:** Hover

**Engine Type:** Fusion Engine

**Tonnage:** 5

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

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

**Cost:** **BV:** 215

### 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 ☐

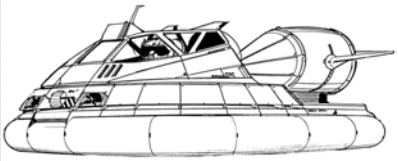
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

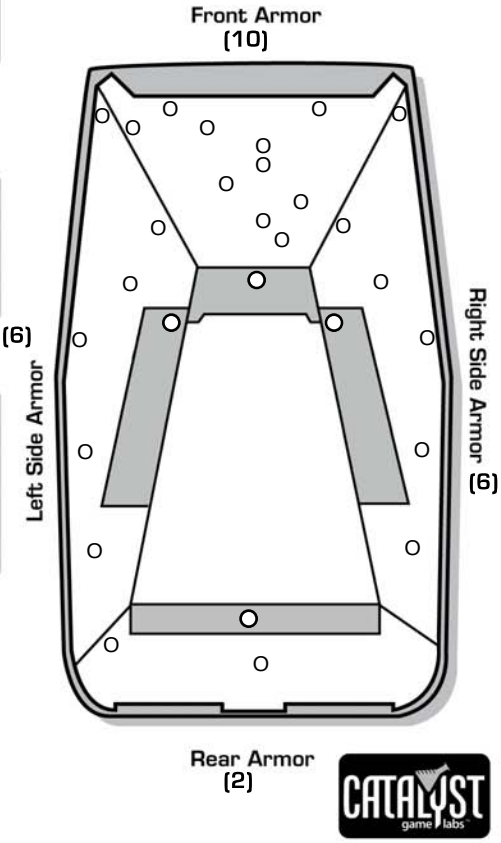
Stabilizers

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:** Savannah Master Hovercraft (SL)

**Movement Points:**
- Cruising: 13
- Flank: 20

**Movement Type:** Hover

**Engine Type:** Fusion Engine

**Tonnage:** 5

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 2 | Small Laser | FR | 3 [DE] | — | 1 | 2 | 3 |

**Cost:** **BV:** 131

### 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 ☐

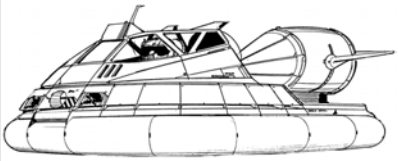
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

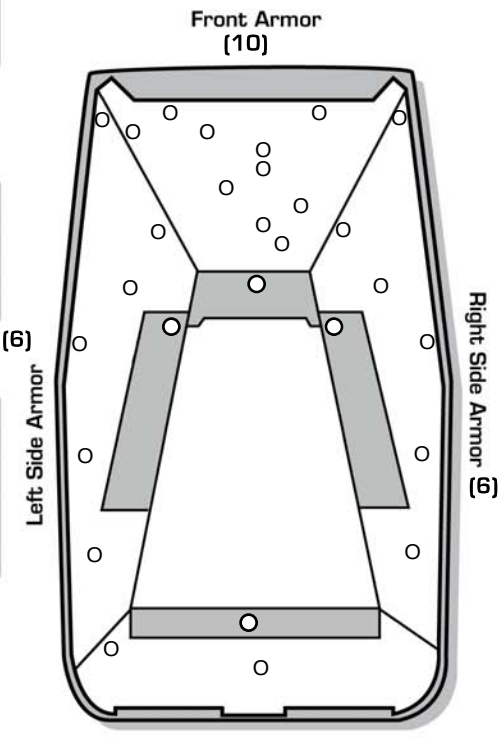
Stabilizers

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:** Swift Wind Scout Car

**Movement Points:**
- **Cruising:** 10
- **Flank:** 15

**Movement Type:** Wheeled

**Engine Type:** Fusion Engine

**Tonnage:** 8

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Infantry Bay (2 tons) | BD | [E] | — | — | — | — |

**Cost:** **BV:** 83

### 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 ☐

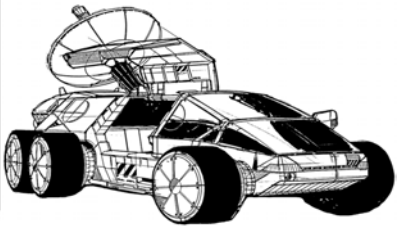
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐



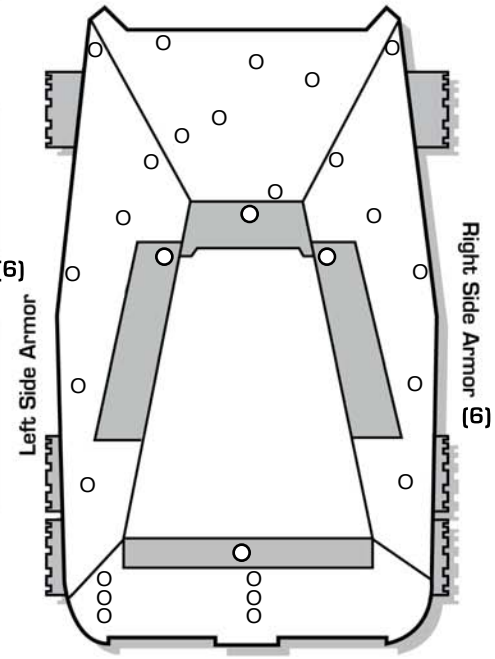
### ARMOR DIAGRAM

Front Armor (6)

Left Side Armor (6)

Right Side Armor (6)

Rear Armor (6)



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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:** Swift Wind Scout Car (ICE - Cargo)

**Movement Points:**
**Cruising:** 10
**Flank:** 15
**Movement Type:** Wheeled
**Engine Type:** I.C.E.

**Tonnage:** 8
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Infantry Bay (3 tons) | BD | [E] | — | — | — | — |

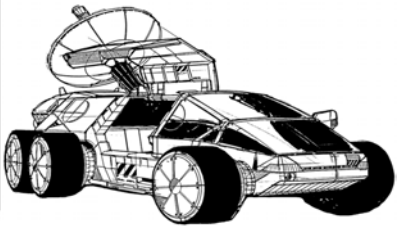
**Cost:** **BV:** 83

### CREW DATA

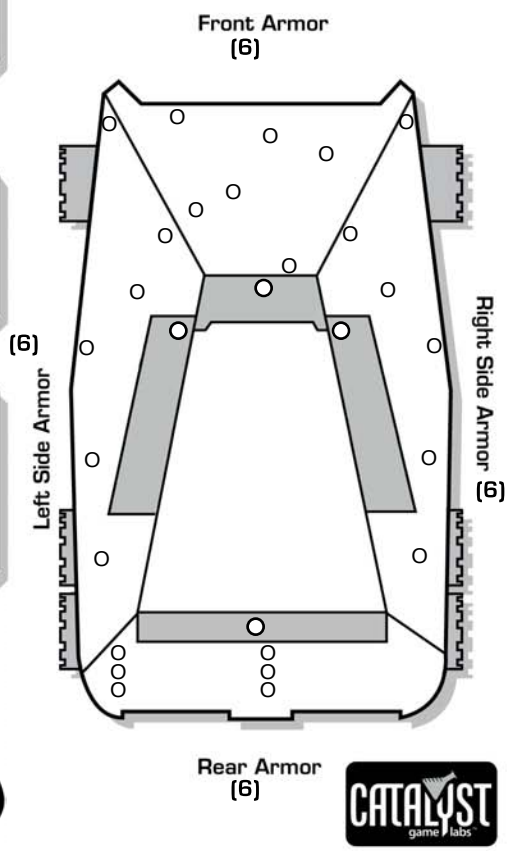
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** Swift Wind Scout Car (ICE - Speed)

**Movement Points:**
**Cruising:** 11
**Flank:** 17
**Movement Type:** Wheeled
**Engine Type:** I.C.E.

**Tonnage:** 8
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Infantry Bay (2 tons) | BD | [E] | — | — | — | — |

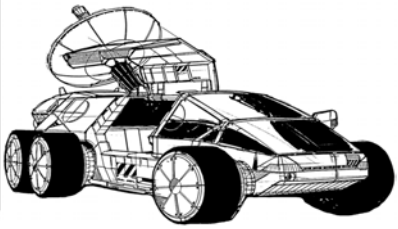
**Cost:** **BV:** 39

### CREW DATA

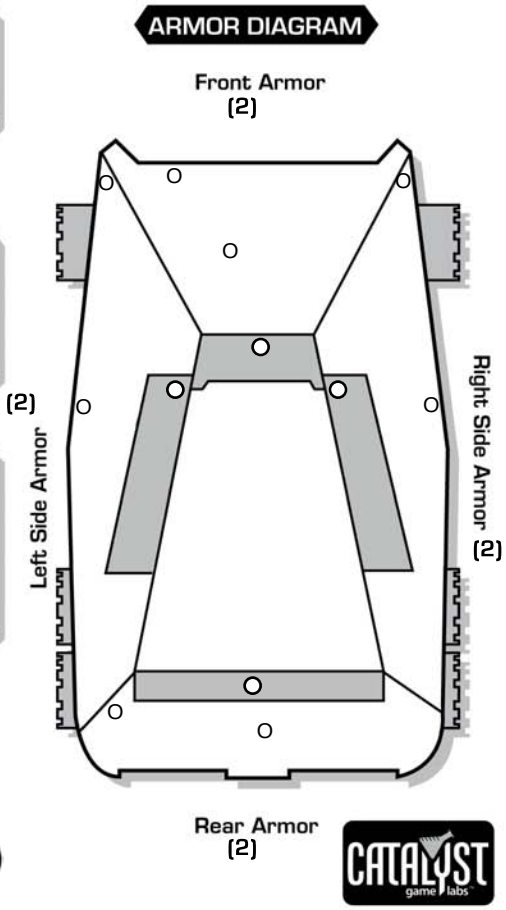
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** Swift Wind Scout Car (ICE)

**Movement Points:**
- Cruising: 10
- Flank: 15

**Movement Type:** Wheeled

**Engine Type:** I.C.E.

**Tonnage:** 8

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Infantry Bay (2 tons) | BD | [E] | — | — | — | — |

**Cost:** **BV:** 83

### 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 ☐

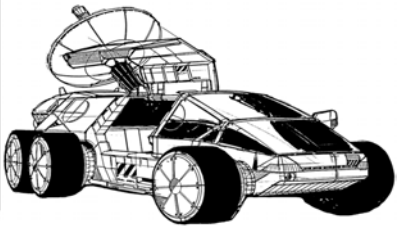
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐



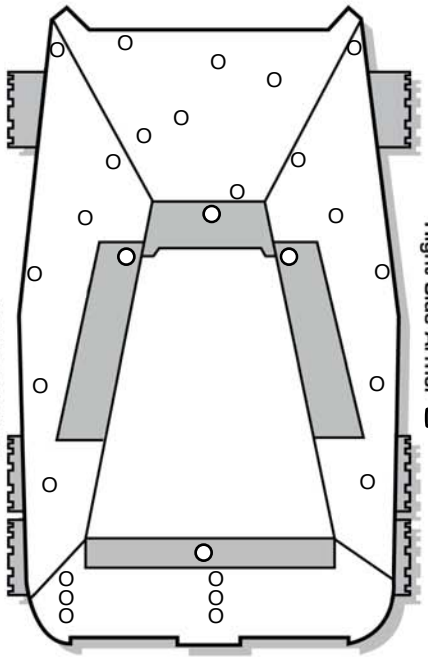
### ARMOR DIAGRAM

Front Armor (6)

Left Side Armor (6)

Right Side Armor (6)

Rear Armor (6)



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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:** APC (Hover)

**Movement Points:**
**Cruising:** 10
**Flank:** 15
**Movement Type:** Hover
**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 |
|---|---|---|---|---|---|---|---|
| 1 | Infantry Bay (1 tons) | BD | [E] | — | — | — | — |
| 2 | Machine Gun | T | 2 [DB,AI] | — | 1 | 2 | 3 |

Ammo: (Machine Gun) 100

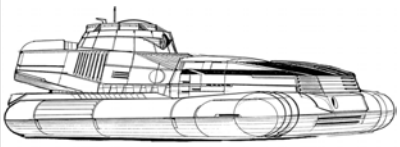
**Cost:** **BV:** 102

### CREW DATA

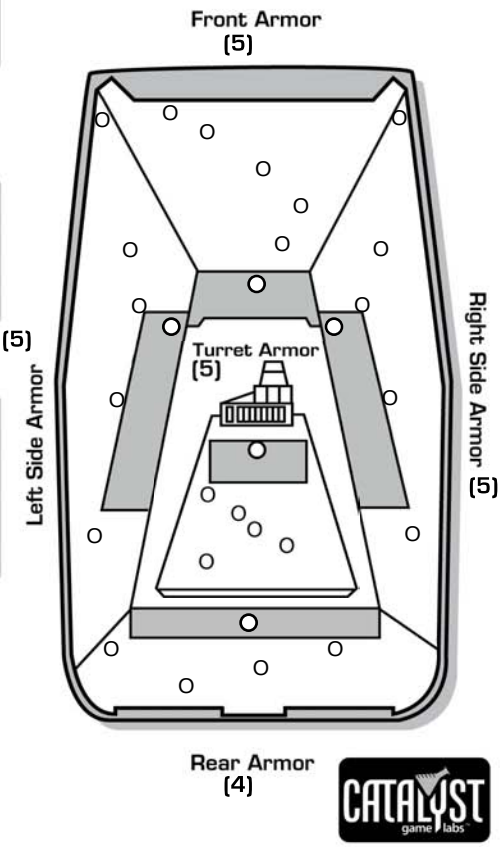
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** APC (Hover LRM)

**Movement Points:**
**Cruising:** 10
**Flank:** 15
**Movement Type:** Hover
**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 |
|---|---|---|---|---|---|---|---|
| 1 | LRM 5 | FR | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |

Ammo: (LRM 5) 24

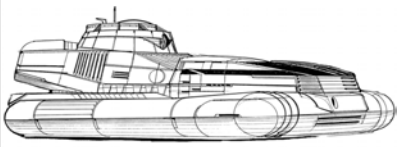
**Cost:** **BV:** 193

### CREW DATA

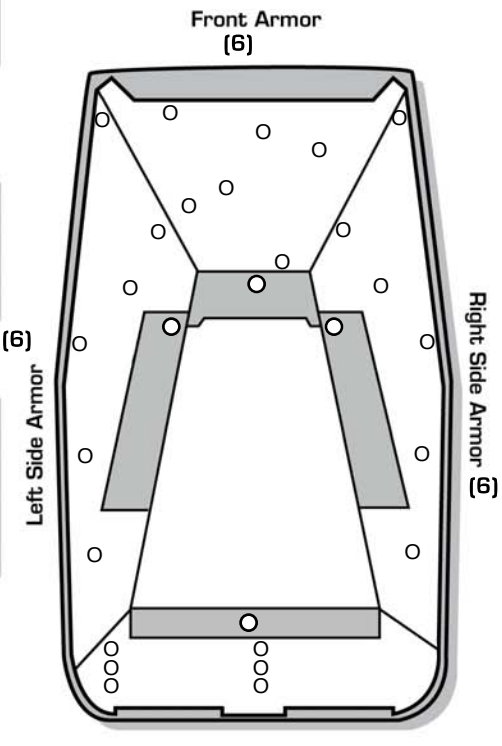
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



### ARMOR DIAGRAM




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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:** APC (Hover MG)

**Movement Points:**
- Cruising: 10
- Flank: 15

**Movement Type:** Hover

**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 |
|---|---|---|---|---|---|---|---|
| 1 | Infantry Bay (1 tons) | BD | [E] | — | — | — | — |
| 3 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |

Ammo: (Machine Gun) 100

**Cost:** **BV:** 113

### 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 ☐

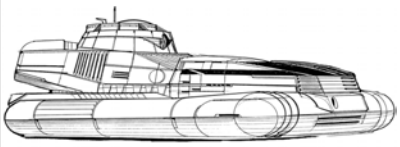
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

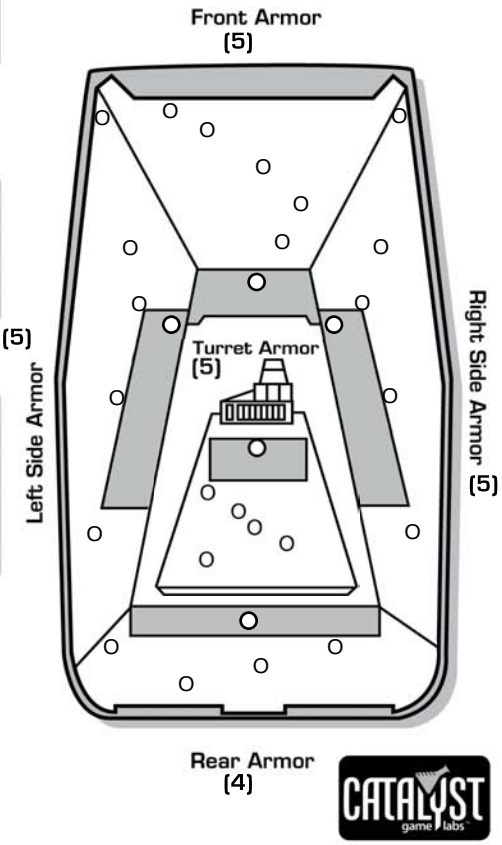
Stabilizers

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:** APC (Hover SRM)

**Movement Points:**
- **Cruising:** 10
- **Flank:** 15

**Movement Type:** Hover

**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 |
|---|---|---|---|---|---|---|---|
| 1 | Infantry Bay (1 tons) | BD | [E] | — | — | — | — |
| 1 | SRM 2 | FR | 2/Msl [M,C] | — | 3 | 6 | 9 |

Ammo: (SRM 2) 50

**Cost:** **BV:** 133

### 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 ☐

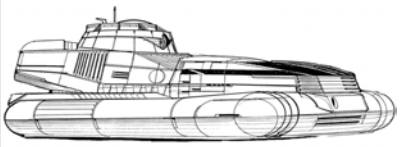
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

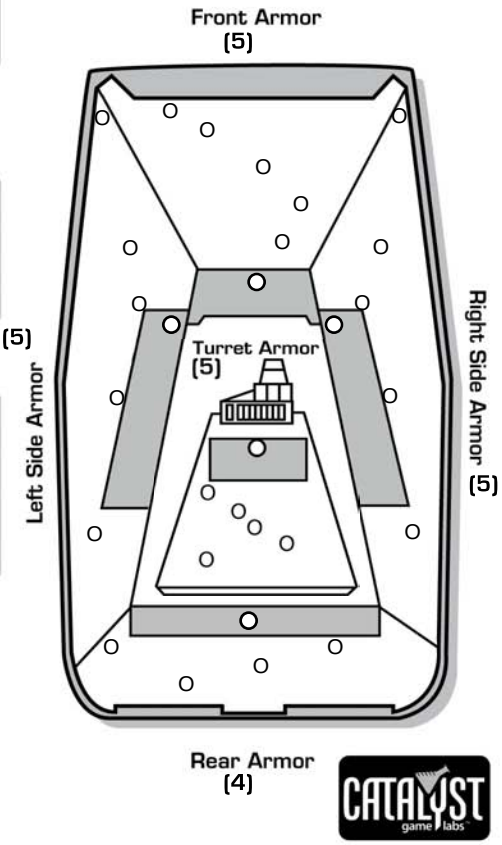
Stabilizers

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:** APC (Tracked)

**Movement Points:**
**Cruising:** 6
**Flank:** 9
**Movement Type:** Tracked
**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 |
|---|---|---|---|---|---|---|---|
| 1 | Infantry Bay (1 tons) | BD | [E] | — | — | — | — |
| 1 | Machine Gun | T | 2 [DB,AI] | — | 1 | 2 | 3 |

Ammo: (Machine Gun) 200

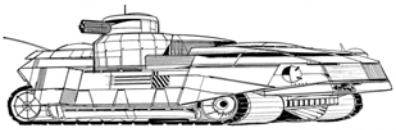
**Cost:** **BV:** 142

### CREW DATA

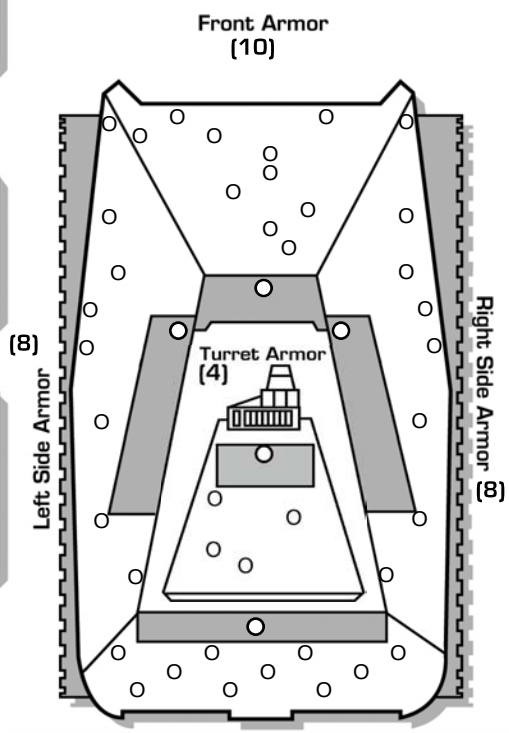
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** APC (Tracked LRM)

**Movement Points:**
**Cruising:** 6
**Flank:** 9
**Movement Type:** Tracked
**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 |
|---|---|---|---|---|---|---|---|
| 1 | Infantry Bay (1 tons) | BD | [E] | — | — | — | — |
| 1 | LRM 5 | FR | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |

Ammo: (LRM 5) 24

**Cost:** **BV:** 161

### 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 ☐

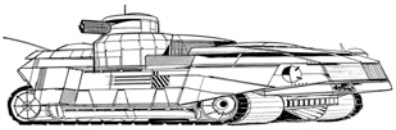
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐



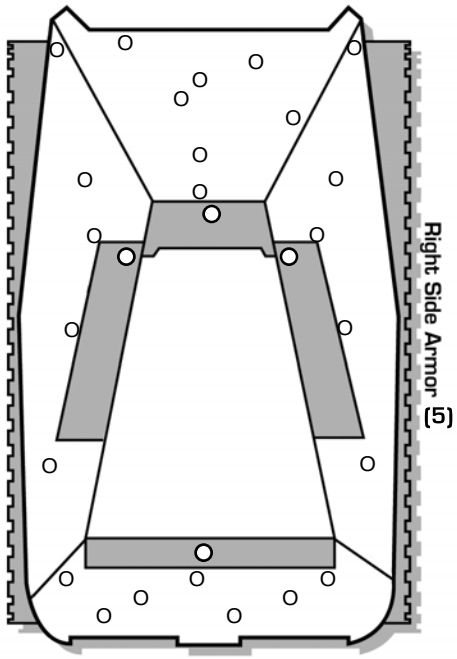
### ARMOR DIAGRAM

Front Armor (7)

Left Side Armor (5)

Right Side Armor (5)

Rear Armor (7)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

**Attack Direction Modifier:**

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

**Vehicle Type Modifiers:**

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** APC (Tracked MG)

**Movement Points:**
**Cruising:** 6
**Flank:** 9
**Movement Type:** Tracked
**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 |
|---|---|---|---|---|---|---|---|
| 1 | Infantry Bay (1 tons) | BD | [E] | — | — | — | — |
| 2 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |

Ammo: (Machine Gun) 200

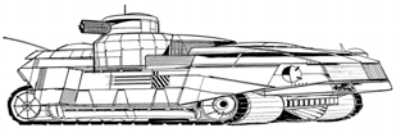
**Cost:** **BV:** 150

### CREW DATA

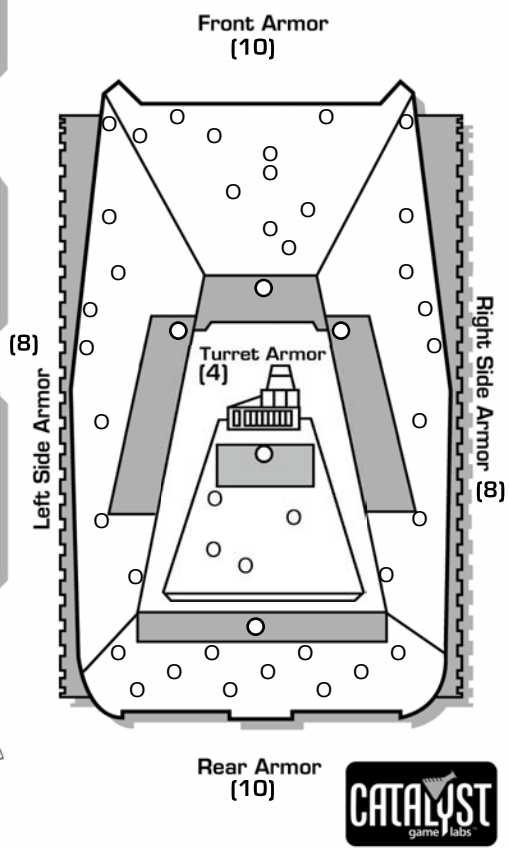
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** APC (Tracked SRM)

**Movement Points:**
**Cruising:** 6
**Flank:** 9
**Movement Type:** Tracked
**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 |
|---|---|---|---|---|---|---|---|
| 1 | Infantry Bay (1 tons) | BD | [E] | — | — | — | — |
| 1 | SRM 2 | FR | 2/Msl [M,C] | — | 3 | 6 | 9 |

Ammo: (SRM 2) 50

**Cost:** **BV:** 168

### CREW DATA

**Crew:** _____

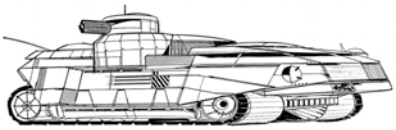
**Gunnery Skill:** ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

Driver Hit +2
Modifier to Driving Skill rolls

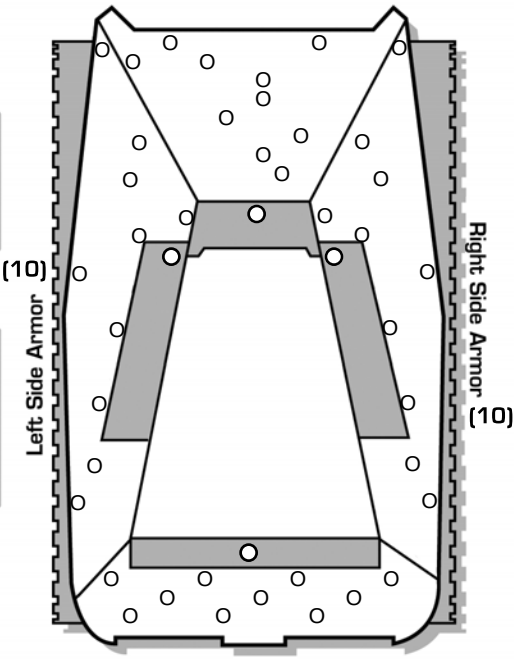
### CRITICAL DAMAGE

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)




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:** APC (Wheeled)

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

**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 |
|---|---|---|---|---|---|---|---|
| 1 | Infantry Bay (1 tons) | BD | [E] | — | — | — | — |
| 2 | Machine Gun | T | 2 [DB,AI] | — | 1 | 2 | 3 |

Ammo: (Machine Gun) 200

**Cost:** **BV:** 157

### 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 ☐

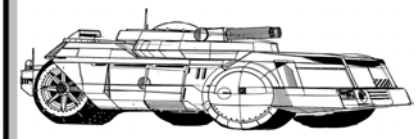
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



### ARMOR DIAGRAM

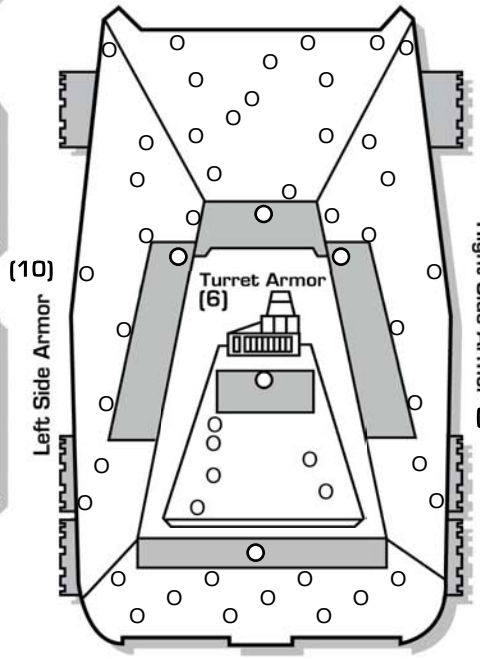
Front Armor (12)

Left Side Armor (10)

Turret Armor (6)

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:** APC (Wheeled LRM)

**Movement Points:**
**Cruising:** 6
**Flank:** 9
**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 |
|---|---|---|---|---|---|---|---|
| 1 | Infantry Bay (1 tons) | BD | [E] | — | — | — | — |
| 1 | LRM 5 | FR | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |

Ammo: (LRM 5) 24

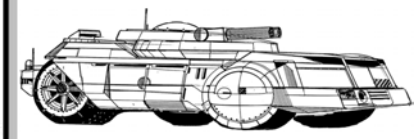
**Cost:** **BV:** 194

### CREW DATA

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

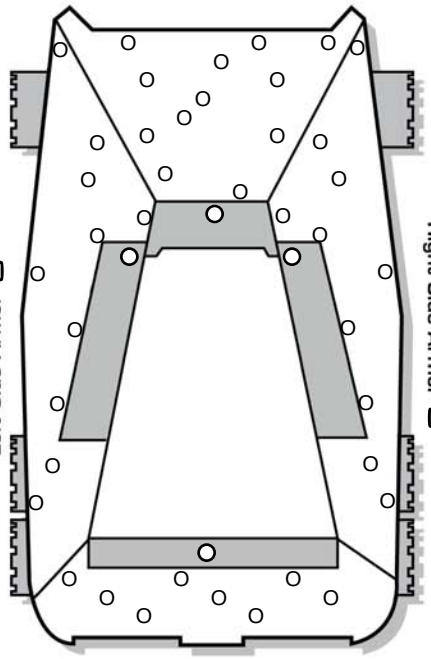
### CRITICAL DAMAGE

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 (12)
Left Side Armor (10)
Right Side Armor (10)
Rear Armor (8)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

**Attack Direction Modifier:**

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

**Vehicle Type Modifiers:**

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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# BATTLETECH

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** APC (Wheeled MG)

**Movement Points:**
**Cruising:** 6
**Flank:** 9
**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 |
|---|---|---|---|---|---|---|---|
| 1 | Infantry Bay (1 tons) | BD | [E] | — | — | — | — |
| 3 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |

Ammo: (Machine Gun) 200

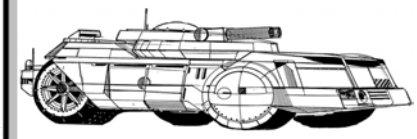
**Cost:** **BV:** 163

### CREW DATA

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

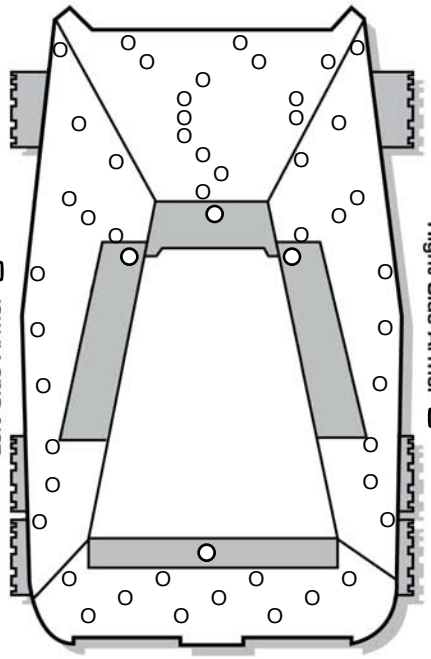
### CRITICAL DAMAGE

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 (14)
Left Side Armor (12)
Right Side Armor (12)
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:** APC (Wheeled SRM)

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

**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 |
|---|---|---|---|---|---|---|---|
| 1 | Infantry Bay (1 tons) | BD | [E] | — | — | — | — |
| 1 | SRM 2 | T | 2/Msl [M,C] | — | 3 | 6 | 9 |

Ammo: (SRM 2) 50

**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 ☐

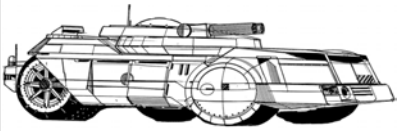
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

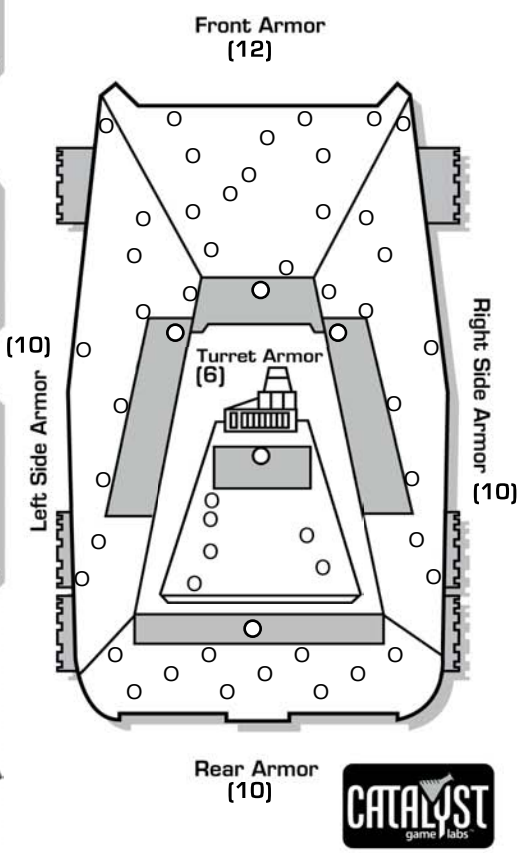
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ 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:** J-27 Ordnance Transport

**Movement Points:**
**Cruising:** 5
**Flank:** 8
**Movement Type:** Tracked
**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 |
|---|---|---|---|---|---|---|---|
| 1 | Infantry Bay (3 tons) | BD | [E] | — | — | — | — |
| 1 | Hitch | RR | [E] | — | — | — | — |
| 1 | Machine Gun | T | 2 [DB,AI] | — | 1 | 2 | 3 |

Ammo: (Machine Gun) 200

**Cost:** **BV:** 47

### CREW DATA

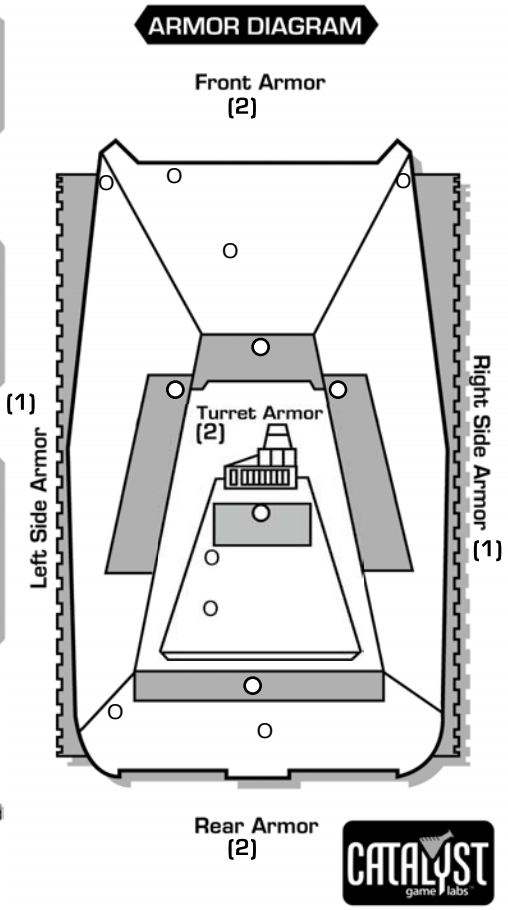
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** J-27 Ordnance Transport (Armor)

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

**Tonnage:** 10
**Tech Base:** Inner Sphere (Advanced)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Infantry Bay (3 tons) | BD | [E] | — | — | — | — |
| 1 | Hitch | RR | [E] | — | — | — | — |
| 1 | Machine Gun | T | 2 [DB,AI] | — | 1 | 2 | 3 |

Ammo: (Machine Gun) 100

**Cost:** **BV:** 70

### CREW DATA

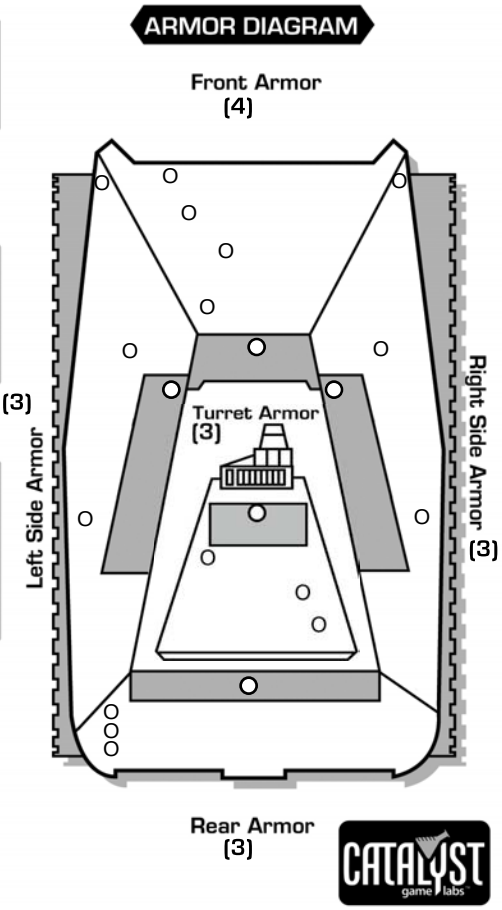
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** J-27 Ordnance Transport (Fusion)

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

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

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Infantry Bay (3 tons) | BD | [E] | — | — | — | — |
| 1 | Hitch | RR | [E] | — | — | — | — |
| 1 | Machine Gun | T | 2 [DB,AI] | — | 1 | 2 | 3 |

Ammo: (Machine Gun) 200

**Cost:** **BV:** 47

### CREW DATA

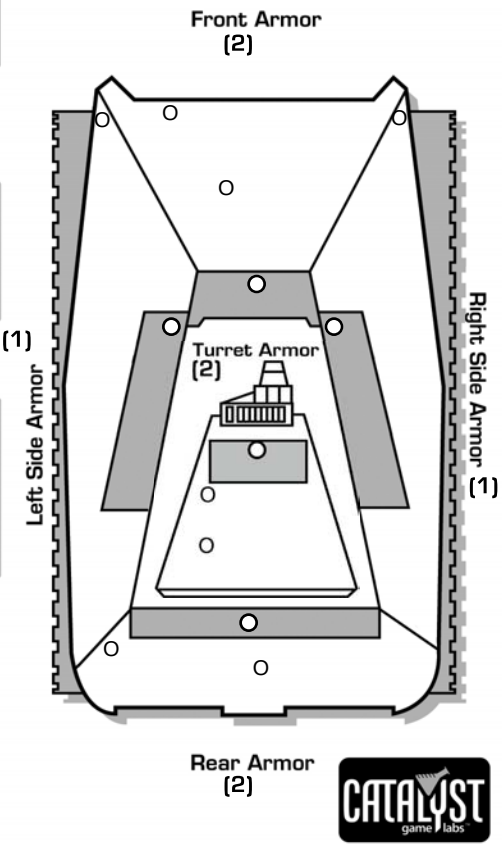
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** J-27 Ordnance Transport (Trailer)

**Movement Points:**
**Cruising:** 0
**Flank:** 0
**Movement Type:** Tracked
**Engine Type:** I.C.E.

**Tonnage:** 0
**Tech Base:** Inner Sphere (Advanced)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Infantry Bay (8 tons) | BD | [E] | — | — | — | — |
| 1 | Hitch | FR | [E] | — | — | — | — |
| 1 | Hitch | RR | [E] | — | — | — | — |

**Cost:** **BV:** 36

### CREW DATA

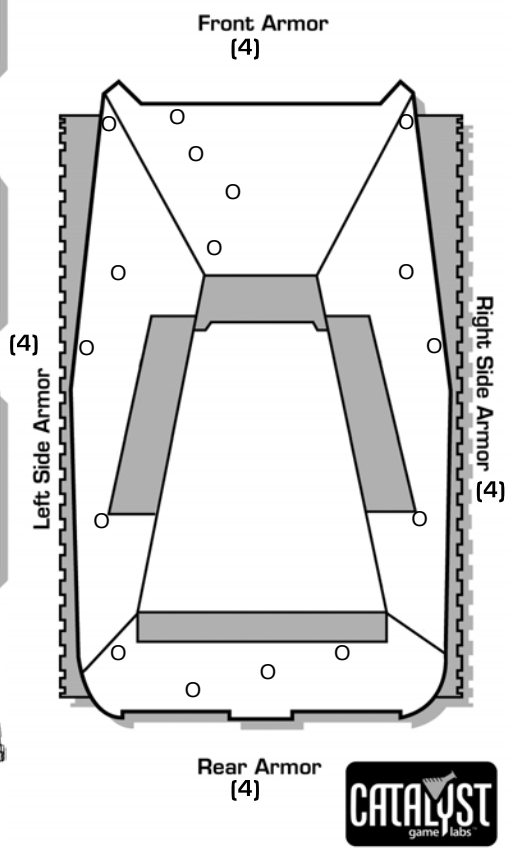
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** K-27 Ordnance Transport "Killjoy"

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

**Tonnage:** 10
**Tech Base:** Inner Sphere (Advanced)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Hitch | RR | [E] | — | — | — | — |
| 1 | SRM 4 | T | 2/Msl [M,C] | — | 3 | 6 | 9 |

Ammo: (SRM 4) 25

**Cost:** **BV:** 170

### 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

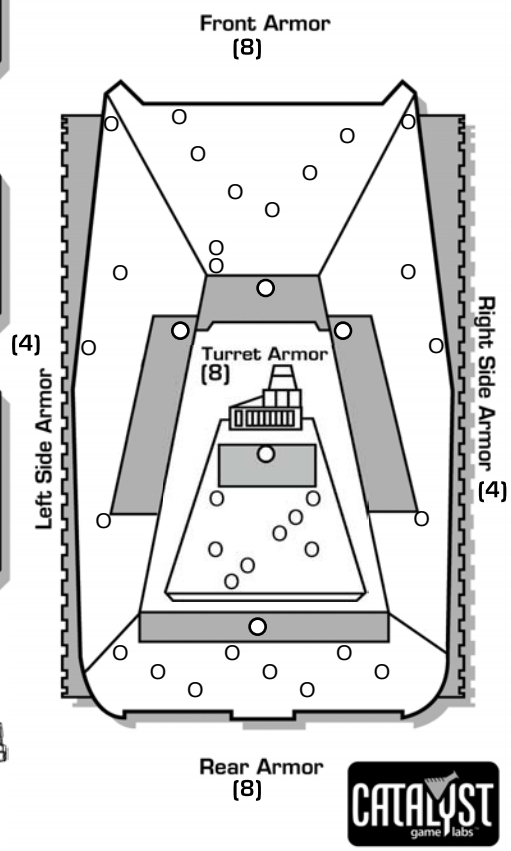
Stabilizers

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:** M.A.S.H. Truck

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

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

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | MASH core component | BD | [E] | — | — | — | — |
| 5 | MASH Operation Theater | BD | [E] | — | — | — | — |
| 2 | Small Laser | T | 3 [DE] | — | 1 | 2 | 3 |

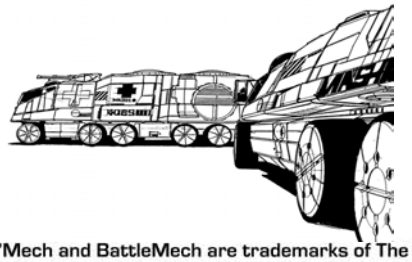
**Cost:** **BV:** 220

### CREW DATA

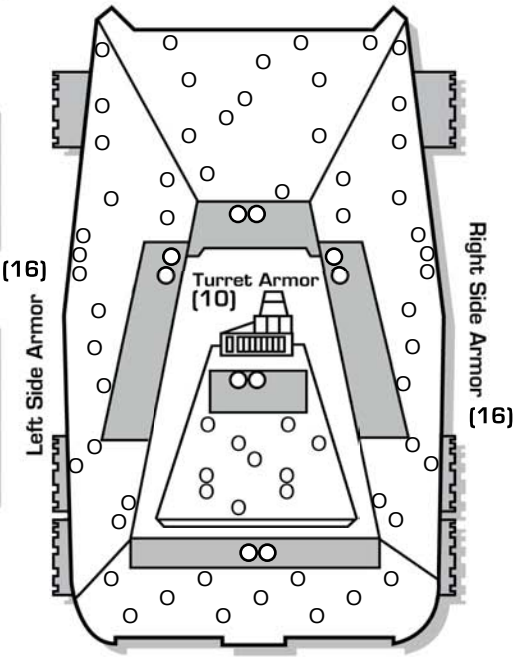
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** M.A.S.H. Truck (ICE)

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

**Tonnage:** 20
**Tech Base:** Inner Sphere (Advanced)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | MASH core component | BD | [E] | — | — | — | — |
| 5 | MASH Operation Theater | BD | [E] | — | — | — | — |

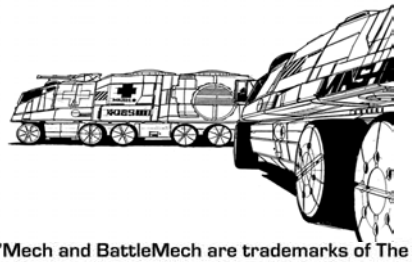
**Cost:** **BV:** 213

### CREW DATA

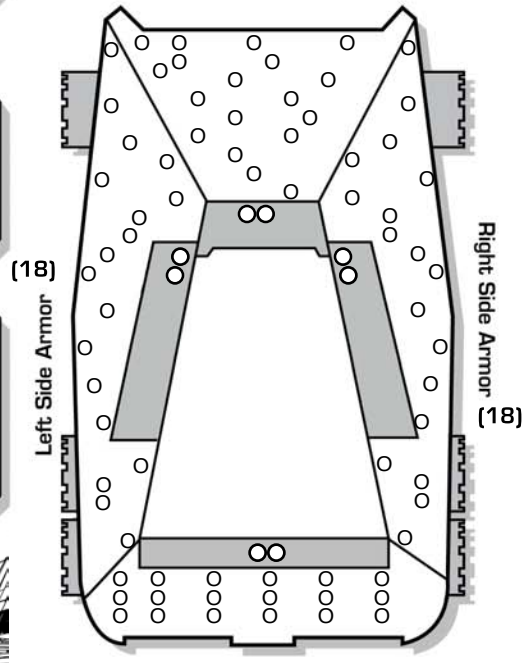
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** Packrat LRPV PKR-T5

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

**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 (1 tons) | BD | [E] | — | — | — | — |
| 1 | SRM 6 | FR | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Flamer | RR | 2 [DE,H,AI] | — | 1 | 2 | 3 |

Ammo: (SRM 6) 30

**Cost:** **BV:** 344

### CREW DATA

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

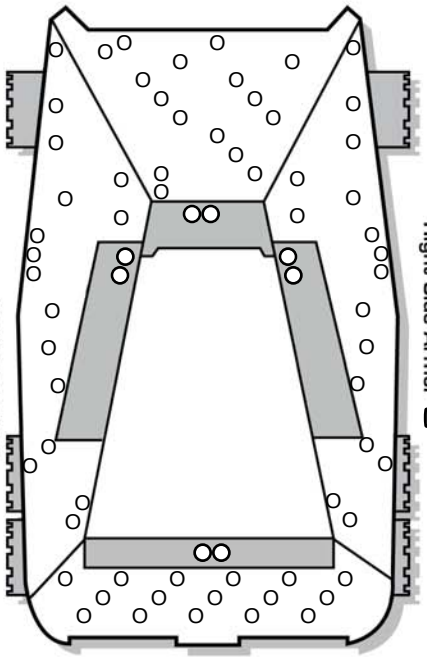
### CRITICAL DAMAGE

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 (16)
Left Side Armor (16)
Right Side Armor (16)
Rear Armor (16)



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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:** Packrat LRPV PKR-T5 (ICE)

**Movement Points:**
- **Cruising:** 7
- **Flank:** 11

**Movement Type:** Wheeled

**Engine Type:** I.C.E.

**Tonnage:** 20

**Tech Base:** Inner Sphere (Intro)

**Year:** 3060

**Weapons & Equipment Inventory** (hexes)

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

Ammo: (SRM 6) 30

**Cost:** **BV:** 294

### 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

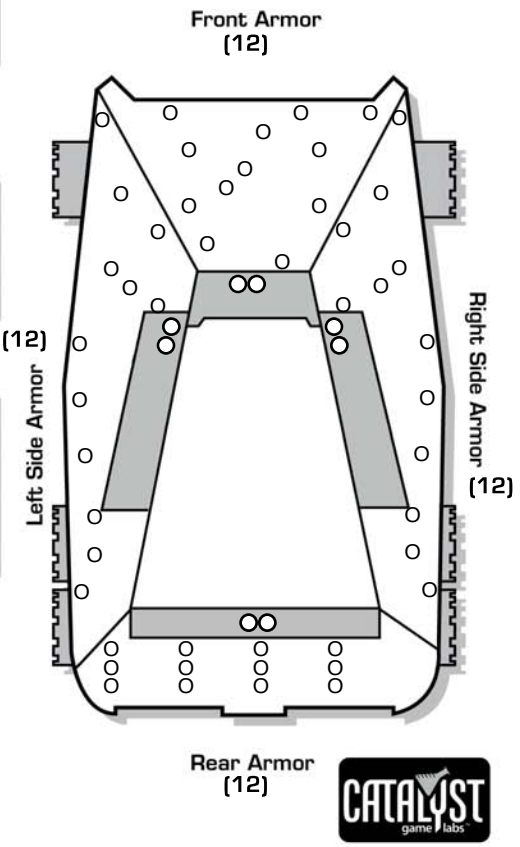
Stabilizers

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:** Packrat LRPV PKR-T5 (ML)

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

**Tonnage:** 20
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

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

Ammo: (SRM 6) 30

**Cost:** **BV:** 501

### CREW DATA

**Crew:** _____

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

Commander Hit +1
Modifier to all Skill rolls

Driver Hit +2
Modifier to Driving Skill rolls

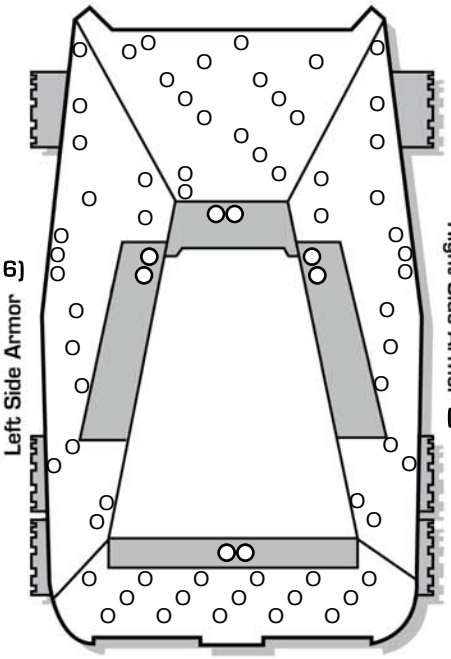
### CRITICAL DAMAGE

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 (16)



(16) Left Side Armor

Right Side Armor (16)

Rear Armor (16)

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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:** Packrat LRPV PKR-T5 (SRM2)

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

**Tonnage:** 20
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Infantry Bay (3 tons) | BD | [E] | — | — | — | — |
| 1 | SRM 2 | FR | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Flamer | RR | 2 [DE,H,AI] | — | 1 | 2 | 3 |

Ammo: (SRM 2) 100

**Cost:** **BV:** 263

### CREW DATA

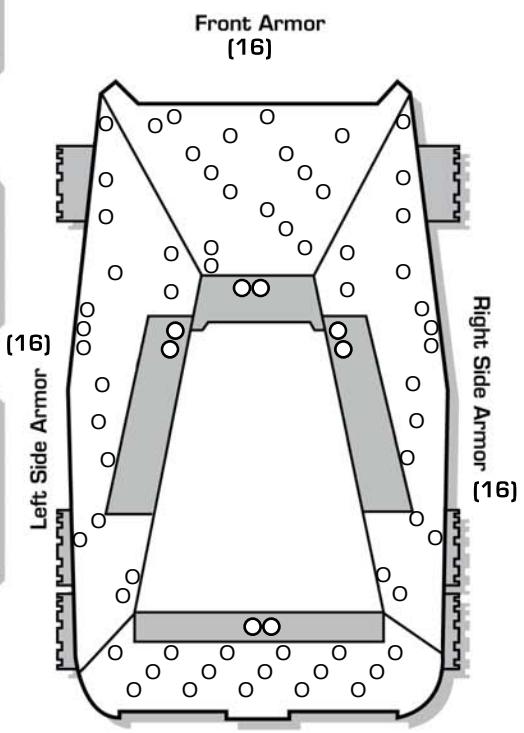
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** Skulker Wheeled Scout Tank

**Movement Points:**
- **Cruising:** 7
- **Flank:** 11

**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 | Medium Laser | FR | 5 [DE] | — | 3 | 6 | 9 |

**Cost:** **BV:** 314

### CREW DATA

**Crew:** _____

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

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

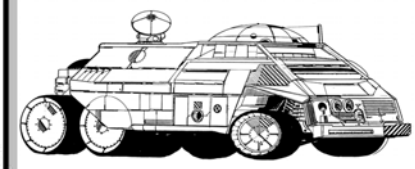
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

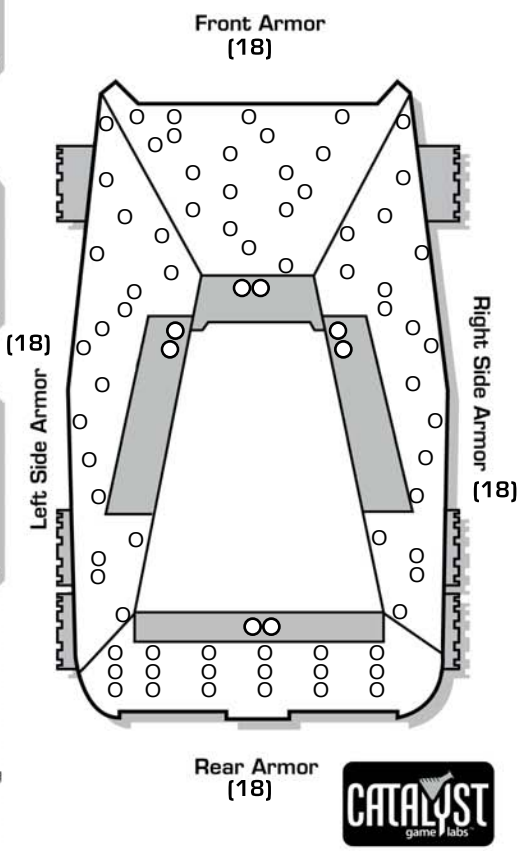
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐



### 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:** Skulker Wheeled Scout Tank (MG)

**Movement Points:**
- **Cruising:** 7
- **Flank:** 11

**Movement Type:** Wheeled

**Engine Type:** I.C.E.

**Tonnage:** 20

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

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

Ammo: (Machine Gun) 200

**Cost:** **BV:** 252

### 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 ☐

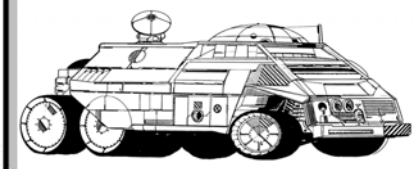
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

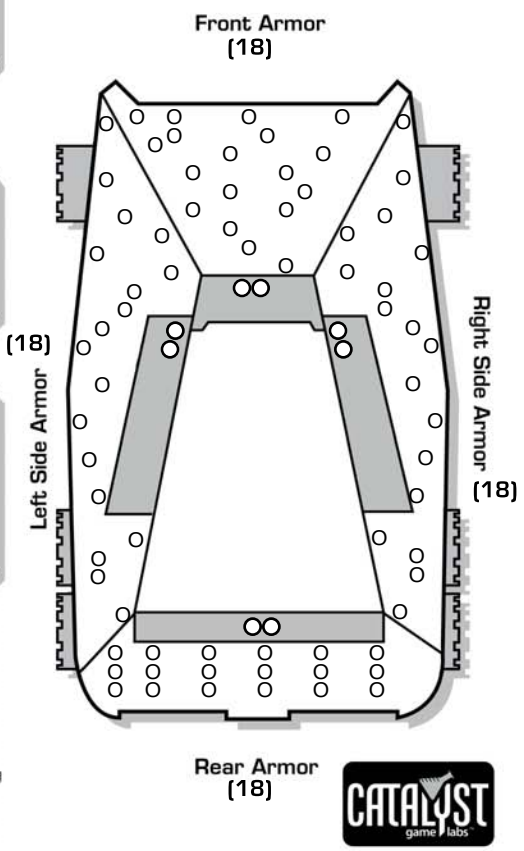
Stabilizers

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:** Skulker Wheeled Scout Tank (SRM)

**Movement Points:**
- Cruising: 7
- Flank: 11

**Movement Type:** Wheeled

**Engine Type:** I.C.E.

**Tonnage:** 20

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | SRM 4 | FR | 2/Msl [M,C] | — | 3 | 6 | 9 |

Ammo: (SRM 4) 50

**Cost:** **BV:** 319

### 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 ☐

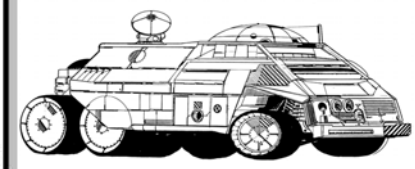
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

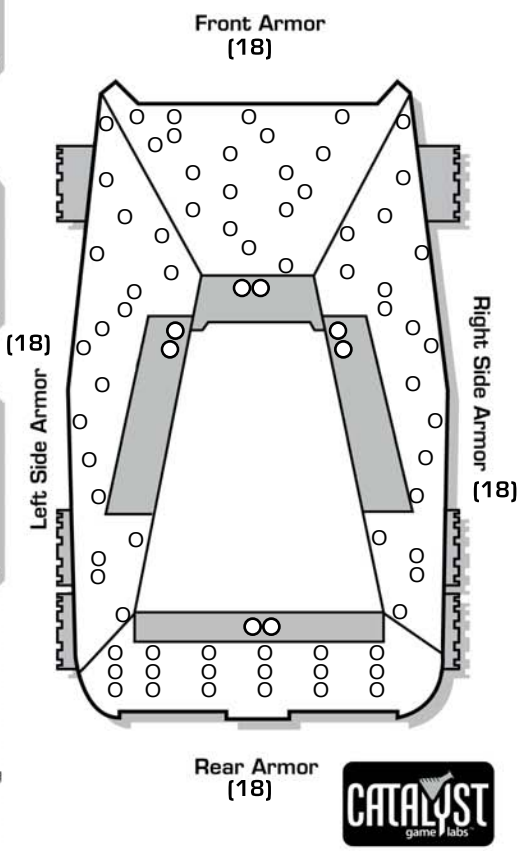
Stabilizers

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™

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

### VEHICLE DATA

**Type:** Warrior H-7

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

**Tonnage:** 21
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession wars

**Weapons & Equipment Inventory** (hexes)

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

Ammo: (SRM 4) 25, (AC/2) 45

**Cost:** **BV:** 295

### 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

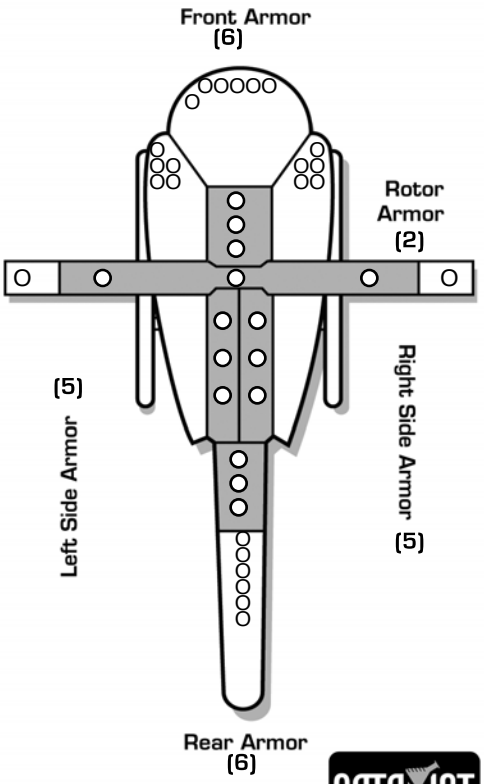
Stabilizers

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:** Warrior H-7A

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

**Tonnage:** 21
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

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

Ammo: (Machine Gun) 100, (AC/5) 20

**Cost:** **BV:** 292

### CREW DATA

**Crew:** _____

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

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

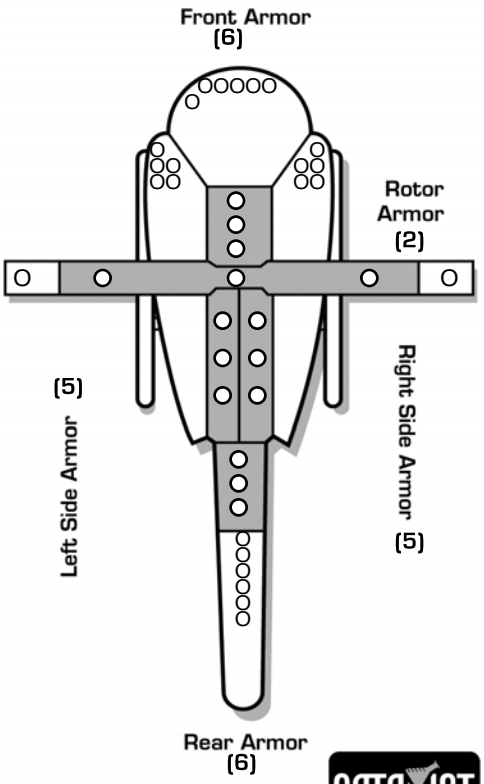
Pilot Hit +2
Modifier to Driving Skill rolls

### 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:** Warrior H-7C

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

**Tonnage:** 21
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | LRM 10 | FR | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | SRM 4 | FR | 2/Msl [M,C] | — | 3 | 6 | 9 |

Ammo: (SRM 4) 25, (LRM 10) 24

**Cost:** **BV:** 446

### 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

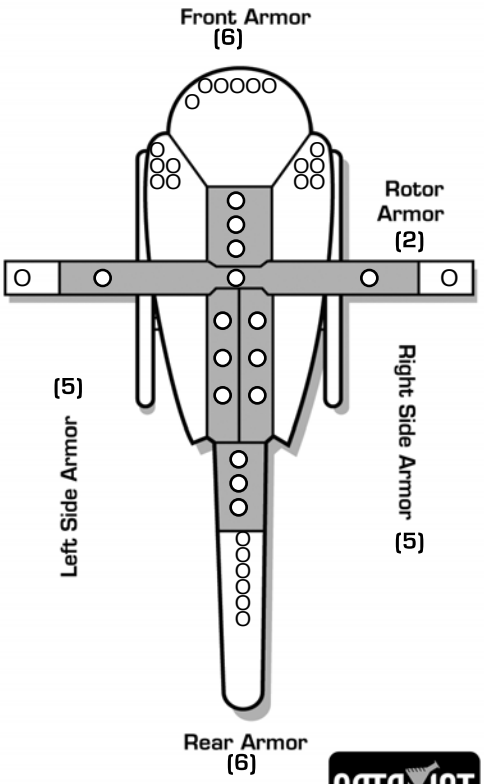
Stabilizers

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:** Harasser Laser Platform

**Movement Points:**
- **Cruising:** 10
- **Flank:** 15

**Movement Type:** Hover

**Engine Type:** I.C.E.

**Tonnage:** 25

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 2 | Medium Laser | T | 5 [DE] | — | 3 | 6 | 9 |

**Cost:** **BV:** 321

### 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 ☐

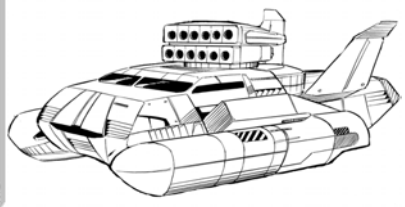
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

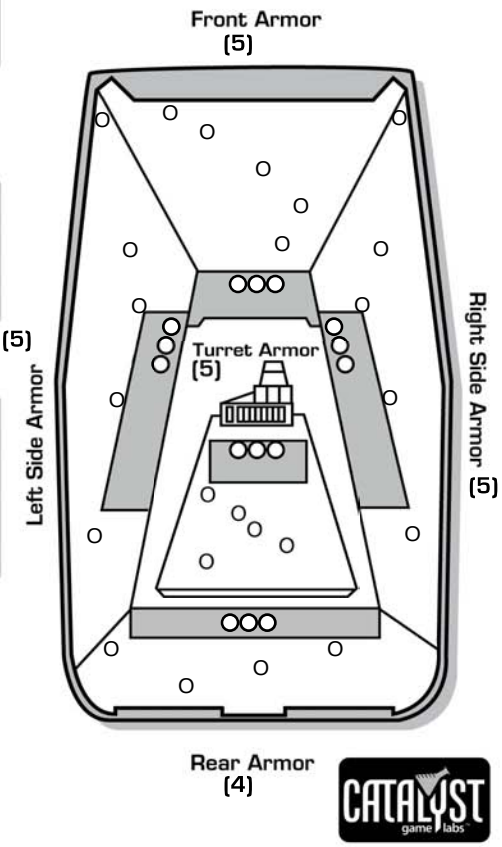
Stabilizers

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:** Harasser Missile Platform

**Movement Points:**
- **Cruising:** 10
- **Flank:** 15

**Movement Type:** Hover

**Engine Type:** I.C.E.

**Tonnage:** 25

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

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

Ammo: (SRM 6) 30

**Cost:** **BV:** 413

### 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 ☐

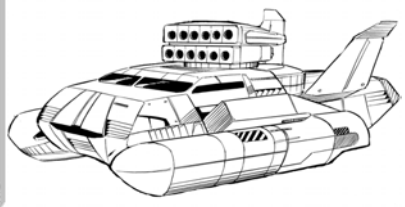
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

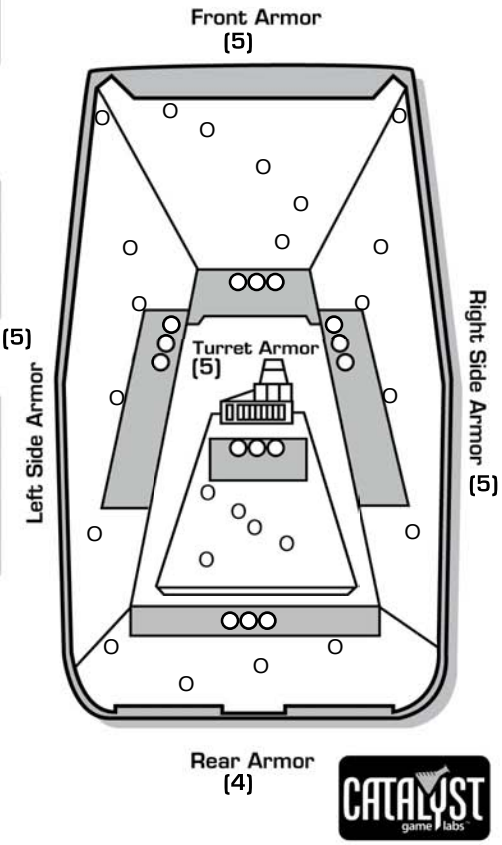
Stabilizers

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:** Harasser Missile Platform (Flamer)

**Movement Points:**
- Cruising: 10
- Flank: 15

**Movement Type:** Hover

**Engine Type:** I.C.E.

**Tonnage:** 25

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 2 | SRM 4 | T | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Vehicle Flamer | T | 2 [S] | — | 1 | 2 | 3 |

Ammo: (SRM 4) 50, (Flamer) 20

**Cost:** **BV:** 363

### CREW DATA

**Crew:** _____

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

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

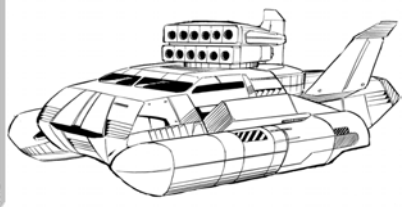
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

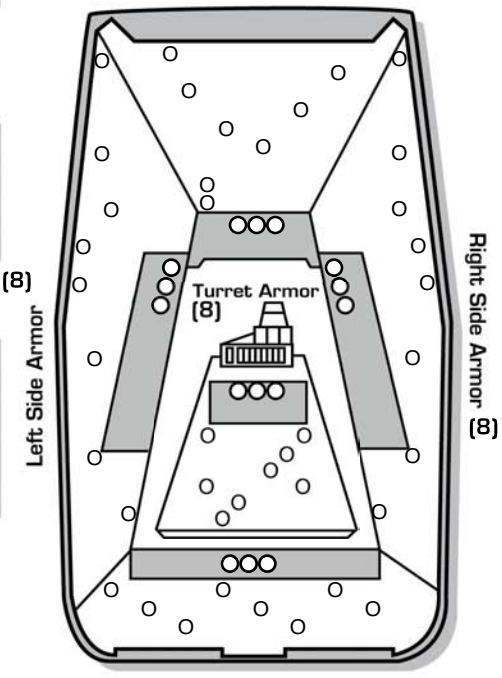
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



### ARMOR DIAGRAM




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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:** Harasser Missile Platform "Leaping Lisa"

**Movement Points:**
- Cruising: 10
- Flank: 15

**Movement Type:** Hover

**Engine Type:** I.C.E.

**Tonnage:** 25

**Tech Base:** Inner Sphere (Advanced)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 2 | SRM 4 | T | 2/Msl [M,C] | — | 3 | 6 | 9 |

Ammo: (SRM 4) 25

**Cost:** **BV:** 300

### 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 ☐

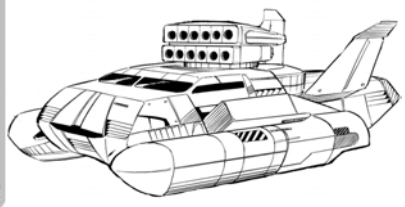
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

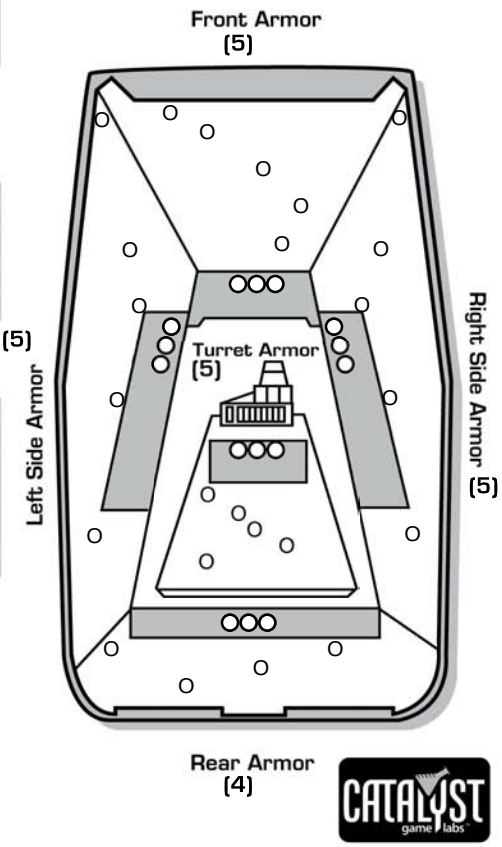
Stabilizers

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:** Harasser Missile Platform (LRM)

**Movement Points:**
- Cruising: 10
- Flank: 15

**Movement Type:** Hover

**Engine Type:** I.C.E.

**Tonnage:** 25

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | LRM 10 | T | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |

Ammo: (LRM 10) 36

**Cost:** **BV:** 412

### 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 ☐

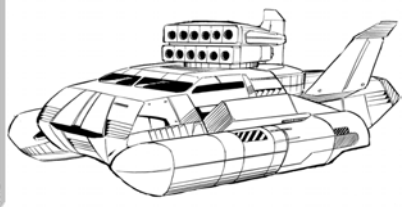
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

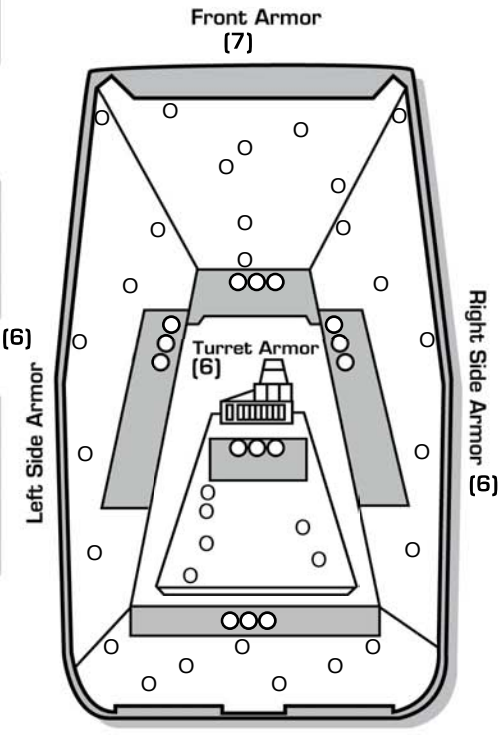
Stabilizers

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:** Harasser Missile Platform "Mini-Peggy"

**Movement Points:**
**Cruising:** 10
**Flank:** 15
**Movement Type:** Hover
**Engine Type:** I.C.E.

**Tonnage:** 25
**Tech Base:** Inner Sphere
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 2 | SRM 4 | T | 2/Msl [M,C] | — | 3 | 6 | 9 |

Ammo: (SRM 4) 50

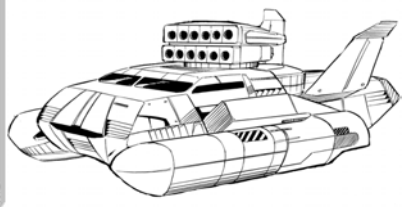
**Cost:** **BV:** 351

### CREW DATA

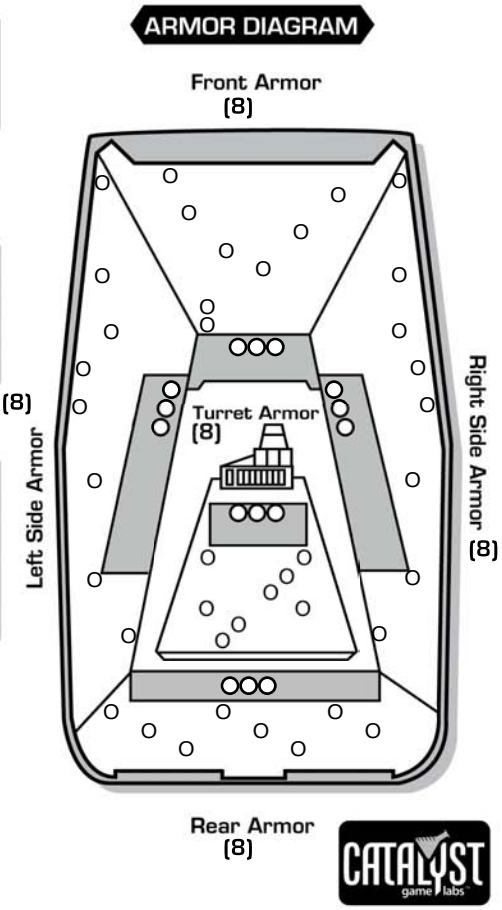
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** J. Edgar Light Hover Tank

**Movement Points:**
- **Cruising:** 11
- **Flank:** 17

**Movement Type:** Hover

**Engine Type:** Fusion Engine

**Tonnage:** 25

**Tech Base:** Inner Sphere (Intro)

**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

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

Ammo: (SRM 2) 50

**Cost:** **BV:** 544

### 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 ☐

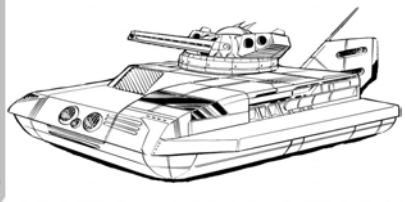
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

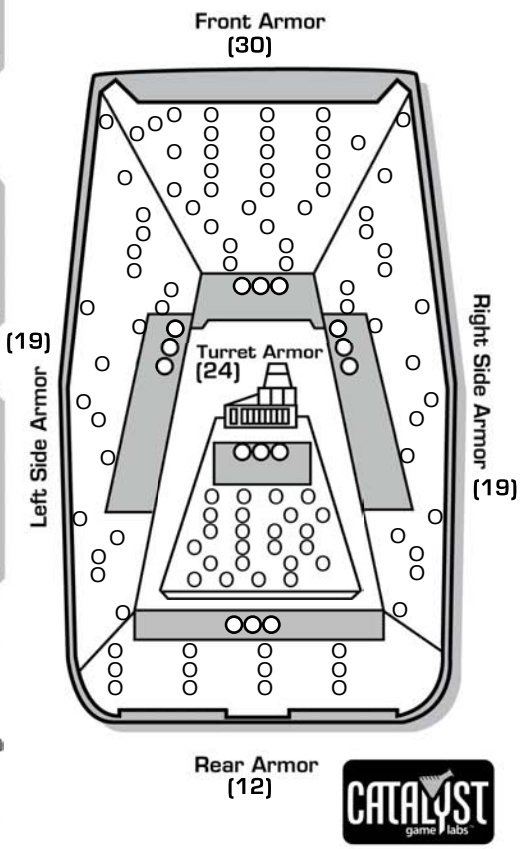
Stabilizers

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:** J. Edgar Light Hover Tank (Flamer)

**Movement Points:**
- **Cruising:** 11
- **Flank:** 17

**Movement Type:** Hover

**Engine Type:** Fusion Engine

**Tonnage:** 25

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | T | 5 [DE] | — | 3 | 6 | 9 |
| 2 | Vehicle Flamer | T | 2 [S] | — | 1 | 2 | 3 |

Ammo: (Flamer) 40

**Cost:** **BV:** 454

### 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 ☐

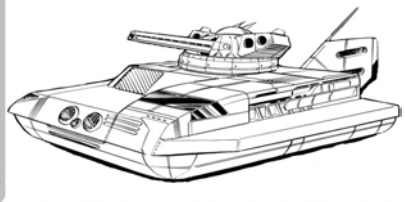
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

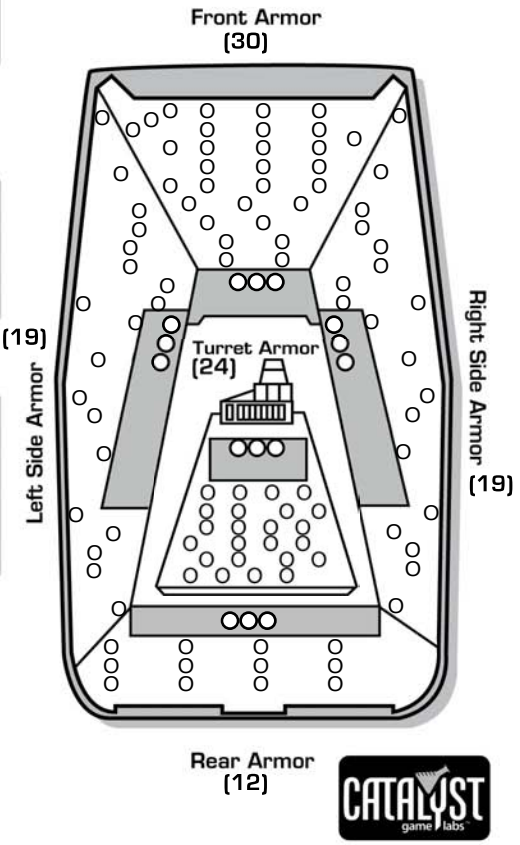
Stabilizers

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:** J. Edgar Light Hover Tank (ICE)

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

**Tonnage:** 25
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

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

Ammo: (SRM 2) 50

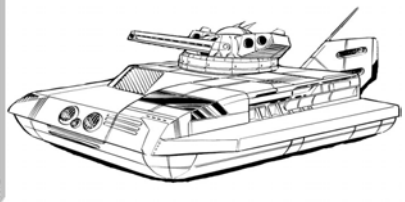
**Cost:** **BV:** 433

### CREW DATA

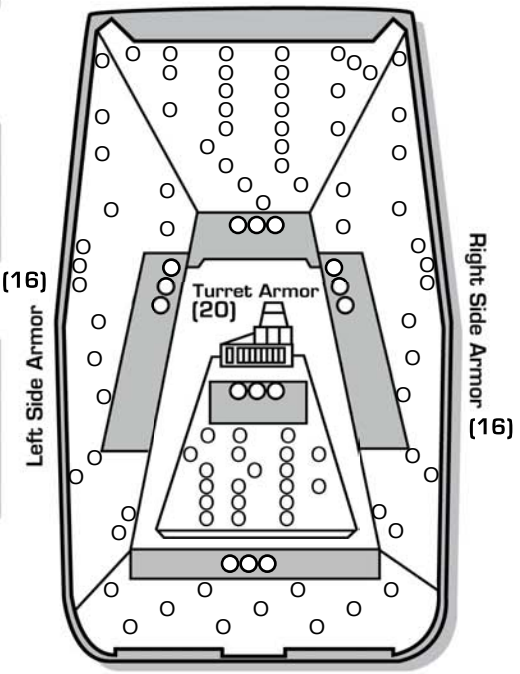
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** J. Edgar Light Hover Tank (MG)

**Movement Points:**
- **Cruising:** 11
- **Flank:** 17

**Movement Type:** Hover

**Engine Type:** Fusion Engine

**Tonnage:** 25

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 4 | Machine Gun | T | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Medium Laser | T | 5 [DE] | — | 3 | 6 | 9 |

Ammo: (Machine Gun) 200

**Cost:** **BV:** 482

### 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 ☐

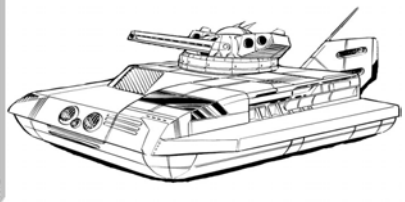
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

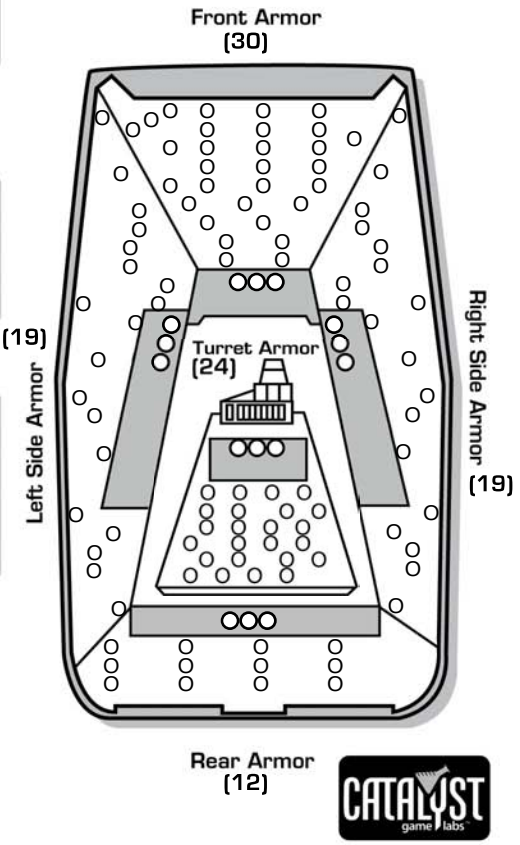
Stabilizers

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:** Mobile Headquarters

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

**Movement Type:** Wheeled

**Engine Type:** Fusion Engine

**Tonnage:** 25

**Tech Base:** Inner Sphere (Intro)

**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Infantry Bay (7 tons) | BD | [E] | — | — | — | — |
| 1 | Medium Laser | T | 5 [DE] | — | 3 | 6 | 9 |

**Cost:** **BV:** 319

### 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 (16)

Left Side Armor (19)

Turret Armor (10)

Right Side Armor (19)

Rear Armor (16)

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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:** Mobile Headquarters (ICE - LL)

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

**Movement Type:** Wheeled

**Engine Type:** I.C.E.

**Tonnage:** 25

**Tech Base:** Inner Sphere (Intro)

**Year:** 3060

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Infantry Bay (2 tons) | BD | [E] | — | — | — | — |
| 1 | Large Laser | FR | 8 [DE] | — | 5 | 10 | 15 |

**Cost:** **BV:** 326

### 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

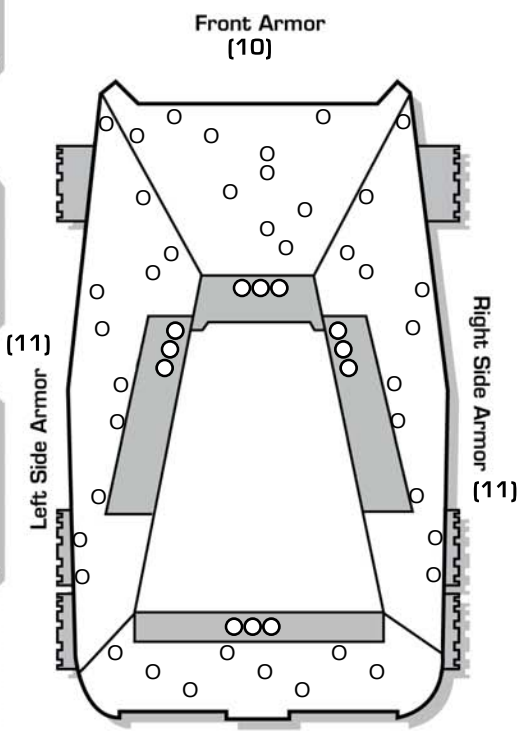
Stabilizers

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:** Mobile Headquarters (ICE - LRM)

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

**Movement Type:** Wheeled

**Engine Type:** I.C.E.

**Tonnage:** 25

**Tech Base:** Inner Sphere (Intro)

**Year:** 3060

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Infantry Bay (2 tons) | BD | [E] | — | — | — | — |
| 1 | LRM 10 | T | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |

Ammo: (LRM 10) 12

**Cost:** **BV:** 402

### CREW DATA

**Crew:** _____

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

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

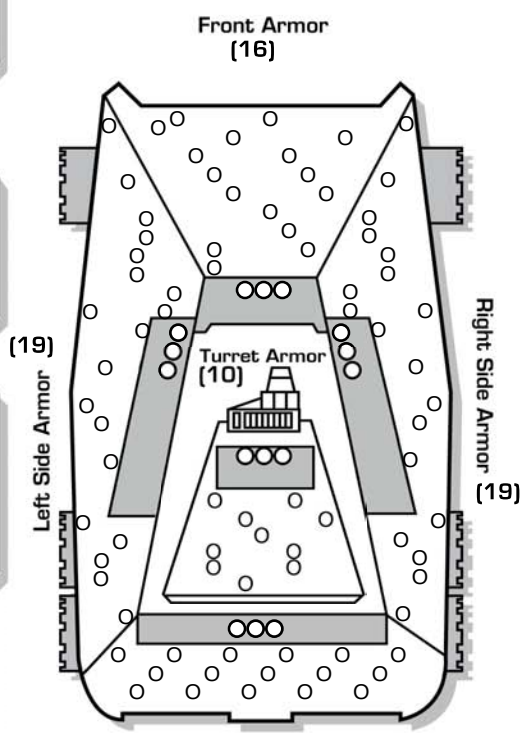
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



### ARMOR DIAGRAM




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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:** Mobile Headquarters (ICE)

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

**Movement Type:** Wheeled

**Engine Type:** I.C.E.

**Tonnage:** 25

**Tech Base:** Inner Sphere (Intro)

**Year:** 3060

**Weapons & Equipment Inventory** (hexes)

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

**Cost:**

**BV:** 319

### 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

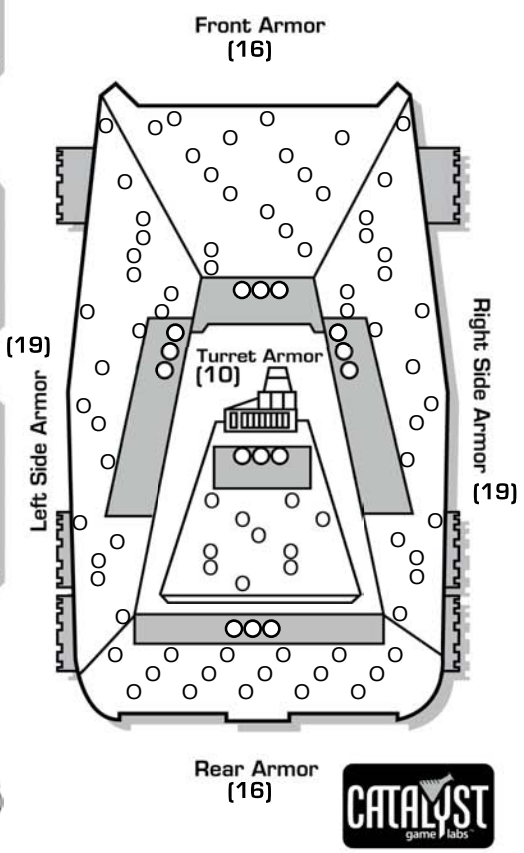
Stabilizers

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:** Mobile Headquarters (LL)

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

**Movement Type:** Wheeled

**Engine Type:** Fusion Engine

**Tonnage:** 25

**Tech Base:** Inner Sphere (Intro)

**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Infantry Bay (3 tons) | BD | [E] | — | — | — | — |
| 1 | Large Laser | T | 8 [DE] | — | 5 | 10 | 15 |

**Cost:** **BV:** 435

### 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

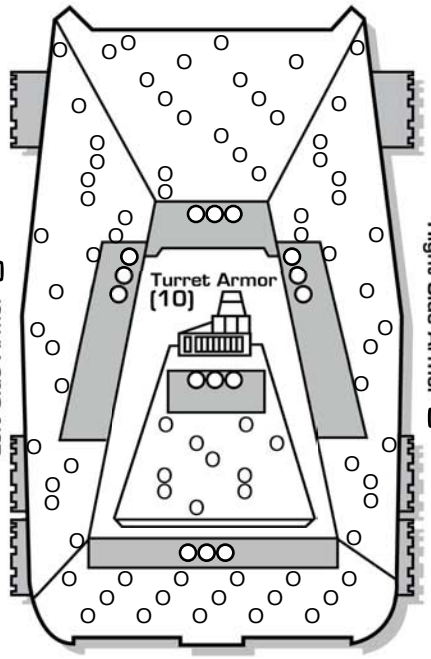
Front Armor (16)

Left Side Armor (19)

Turret Armor (10)

Right Side Armor (19)

Rear Armor (16)



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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:** Mobile Headquarters (LRM)

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

**Movement Type:** Wheeled

**Engine Type:** Fusion Engine

**Tonnage:** 25

**Tech Base:** Inner Sphere (Intro)

**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Infantry Bay (2 tons) | BD | [E] | — | — | — | — |
| 1 | LRM 10 | T | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |

Ammo: (LRM 10) 12

**Cost:** **BV:** 402

### CREW DATA

**Crew:** _____

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

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

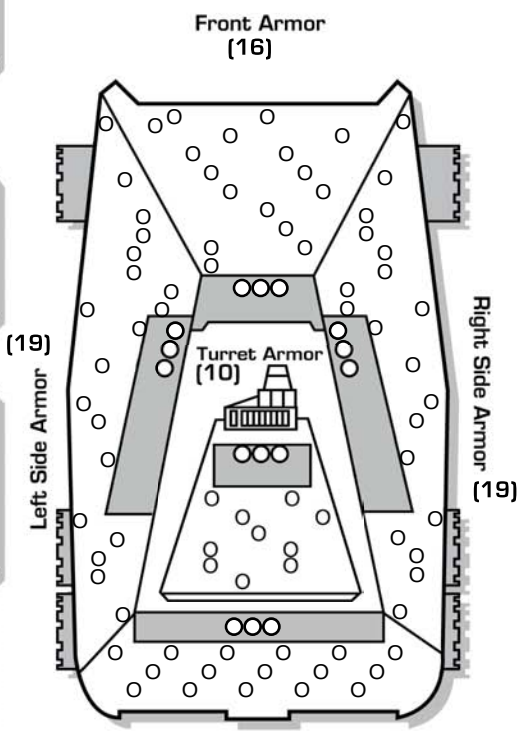
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



### ARMOR DIAGRAM




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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:** Scorpion Light Tank

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

**Tonnage:** 25
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

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

Ammo: (Machine Gun) 100, (AC/5) 20

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

### CREW DATA

**Crew:** _____

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

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

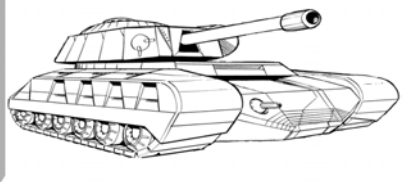
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

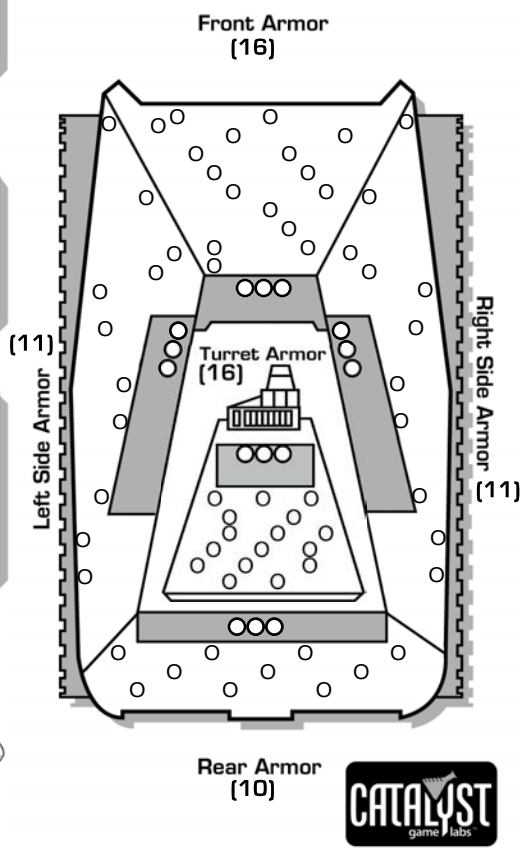
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



### ARMOR DIAGRAM




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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:** Scorpion Light Tank (LRM)

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

**Tonnage:** 25
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | LRM 10 | T | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | LRM 5 | T | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |

Ammo: (LRM 5) 24, (LRM 10) 12

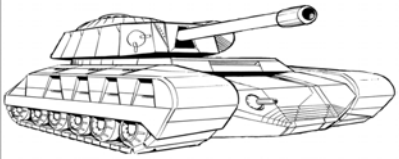
**Cost:** **BV:** 425

### CREW DATA

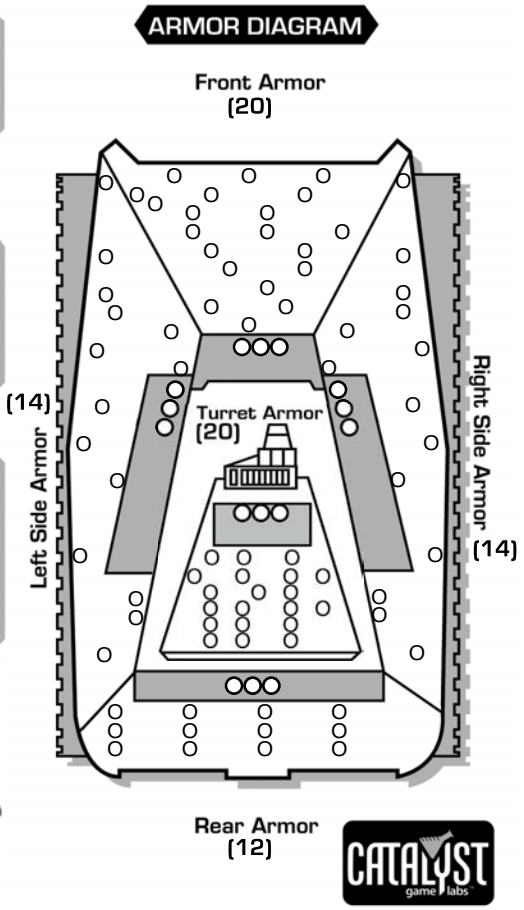
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** Scorpion Light Tank (ML)

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

**Tonnage:** 25
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Infantry Bay (1 tons) | BD | [E] | — | — | — | — |
| 1 | Machine Gun | T | 2 [DB,AI] | — | 1 | 2 | 3 |
| 2 | Medium Laser | T | 5 [DE] | — | 3 | 6 | 9 |

Ammo: (Machine Gun) 100

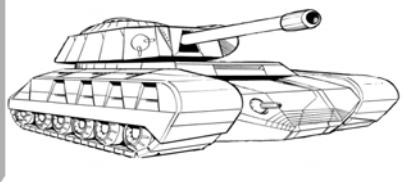
**Cost:** **BV:** 320

### CREW DATA

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

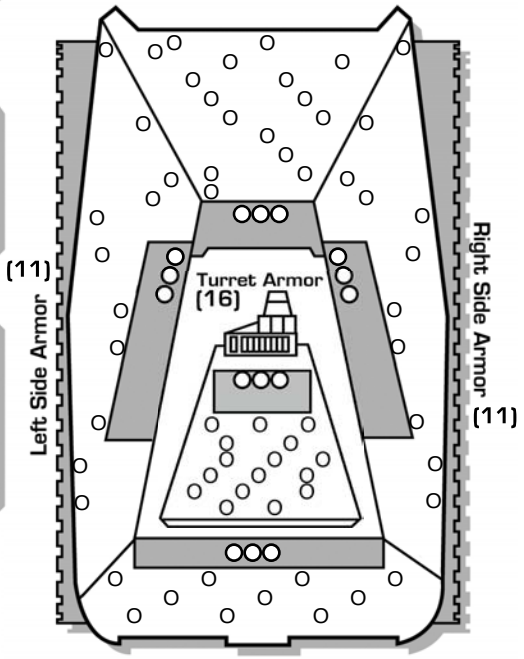
### CRITICAL DAMAGE

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 (16)




Rear Armor (10)

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

**Attack Direction Modifier:**

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

**Vehicle Type Modifiers:**

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Scorpion Light Tank (SRM)

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

**Tonnage:** 25
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Machine Gun | T | 2 [DB,AI] | — | 1 | 2 | 3 |
| 2 | SRM 6 | T | 2/Msl [M,C] | — | 3 | 6 | 9 |

Ammo: (Machine Gun) 100, (SRM 6) 45

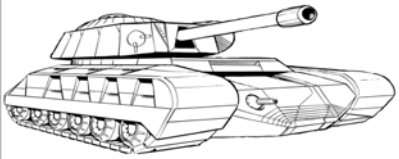
**Cost:** **BV:** 373

### CREW DATA

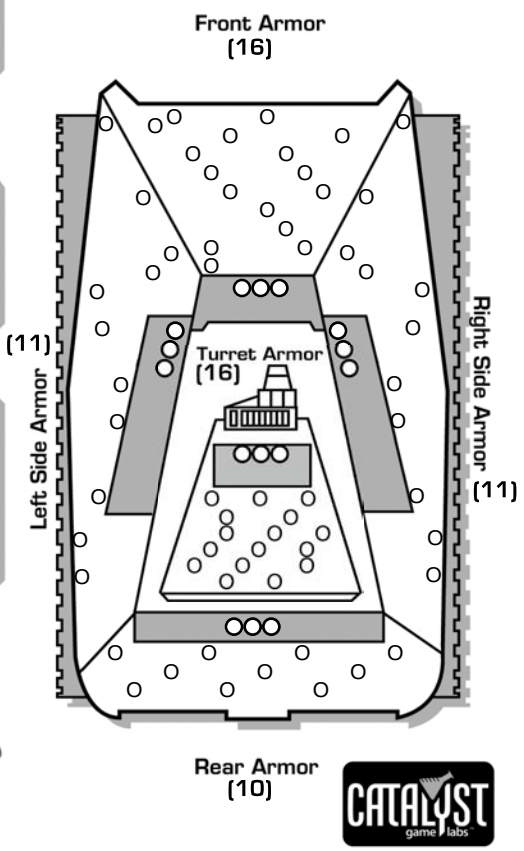
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** Coolant Truck 135-K

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

**Movement Type:** Wheeled

**Engine Type:** I.C.E.

**Tonnage:** 30

**Tech Base:** Inner Sphere (Intro)

**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Infantry Bay (9 tons) | BD | [E] | — | — | — | — |
| 2 | Vehicle Flamer | T | 2 [S] | — | 1 | 2 | 3 |

Ammo: (Flamer) 40

**Cost:** **BV:** 318

### 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 ☐

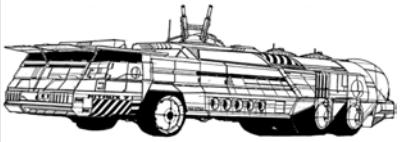
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

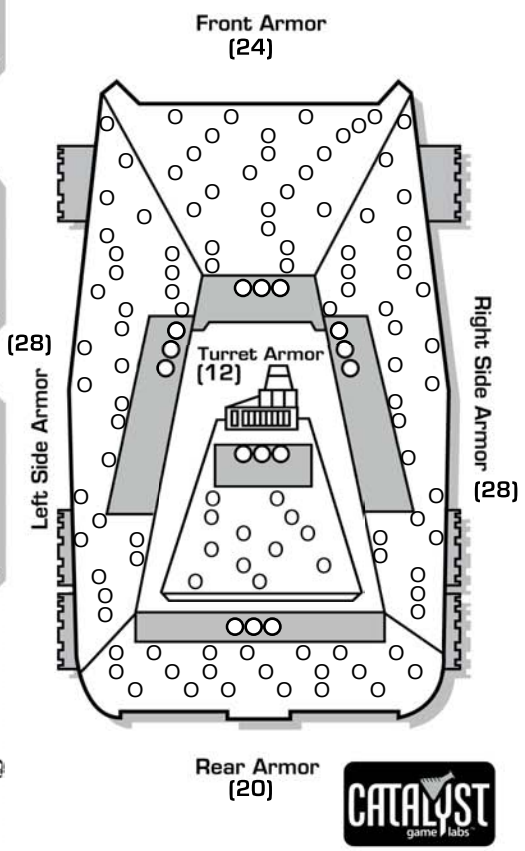
Stabilizers

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:** Coolant Truck (Hover)

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

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

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Infantry Bay (6 tons) | BD | [E] | — | — | — | — |
| 2 | Vehicle Flamer | T | 2 [S] | — | 1 | 2 | 3 |

Ammo: (Flamer) 40

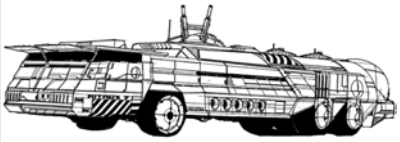
**Cost:** **BV:** 344

### CREW DATA

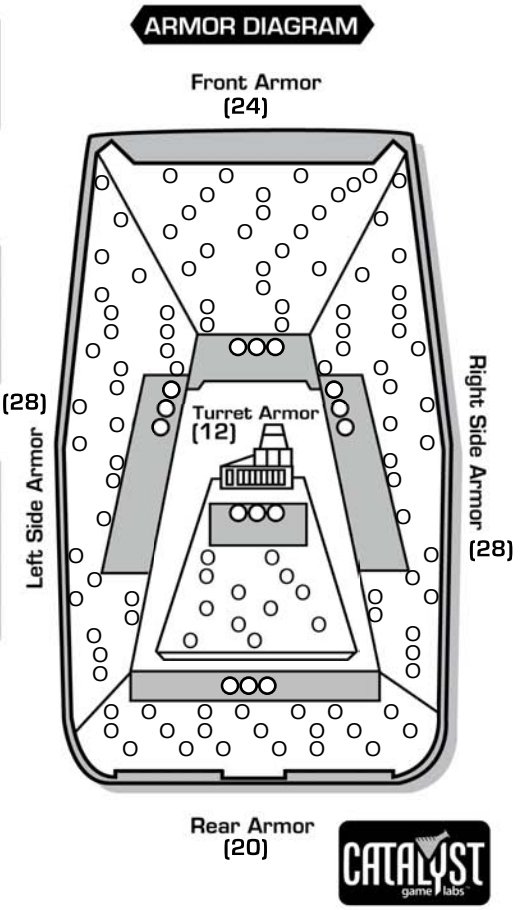
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** Coolant Truck (Tracked)

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

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

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Infantry Bay (7 tons) | BD | [E] | — | — | — | — |
| 2 | Vehicle Flamer | T | 2 [S] | — | 1 | 2 | 3 |

Ammo: (Flamer) 40

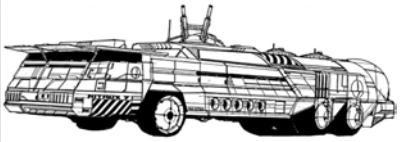
**Cost:** **BV:** 355

### CREW DATA

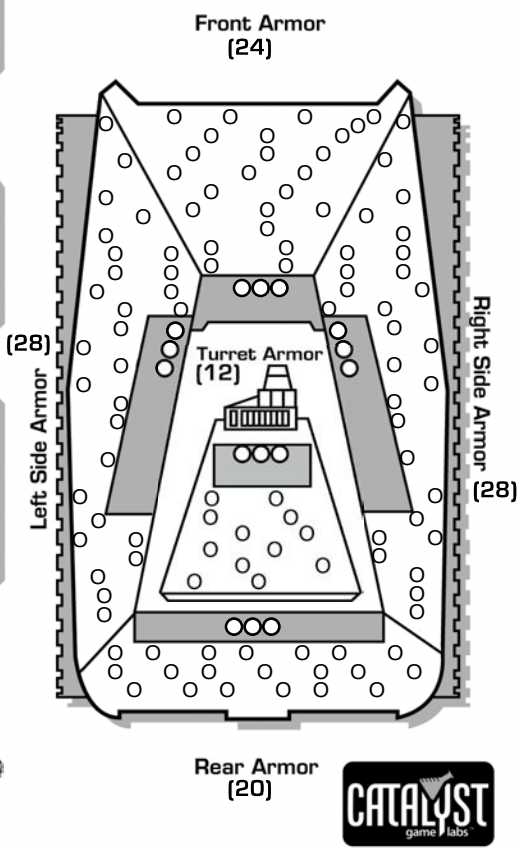
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



### ARMOR DIAGRAM




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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:** Karnov UR Transport

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 30 |
| **Cruising:** | 11 | **Tech Base:** | Inner Sphere (Intro) |
| **Flank:** | 17 | **Era:** | Star League |
| **Engine Type:** | Fusion Engine | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Infantry Bay (6 tons) | BD | [E] | — | — | — | — |

**Cost:** **BV:** 125

### 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

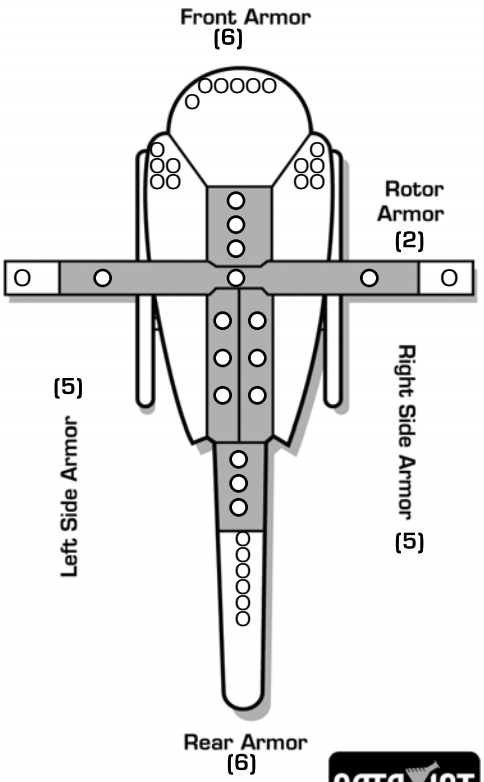
Stabilizers

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:** Karnov UR Transport (AC)

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

**Tonnage:** 30
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Autocannon/20 | LS | 20 [DB,S] | — | 3 | 6 | 9 |

Ammo: (AC/20) 5

**Cost:** **BV:** 641

### 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

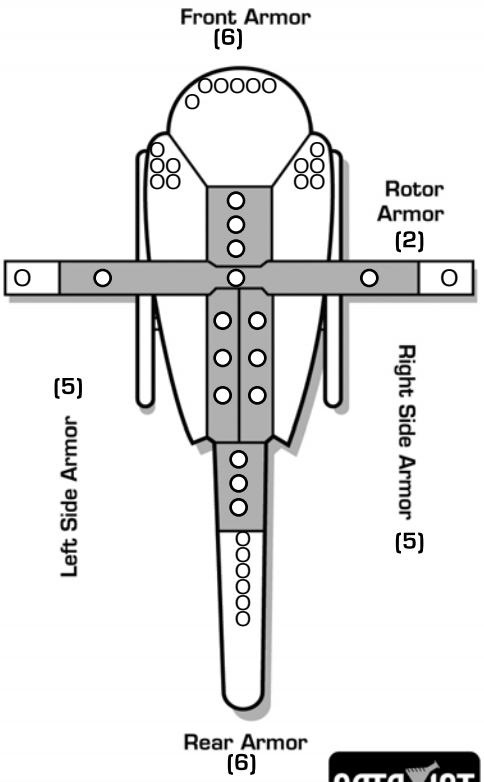
Stabilizers

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:** Karnov UR Transport (Artillery)

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

**Tonnage:** 30
**Tech Base:** Inner Sphere (Advanced)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Thumper | LS | 15 [AE,S,F] | — | 1 | 2 | 21 |

Ammo: (Thumper) 40

**Cost:** **BV:** 262

### 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

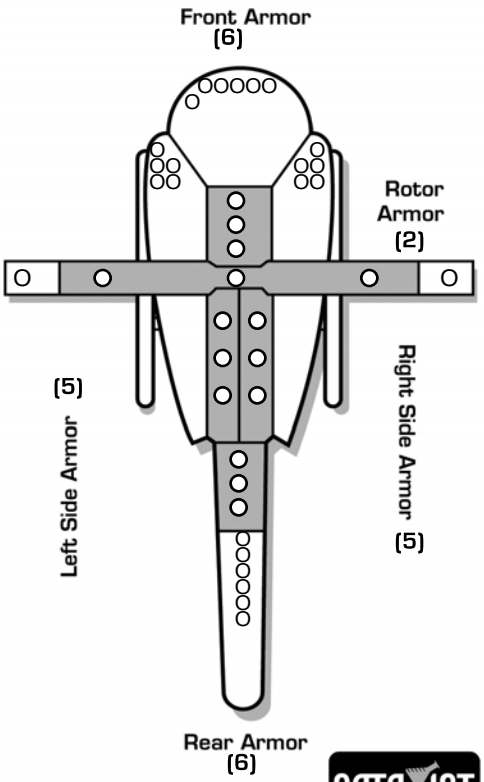
Stabilizers

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:** Karnov UR Transport (Gunship)

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

**Tonnage:** 30
**Tech Base:** Inner Sphere (Intro)
**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 | Machine Gun | RS | 2 [DB,AI] | — | 1 | 2 | 3 |
| 2 | Machine Gun | LS | 2 [DB,AI] | — | 1 | 2 | 3 |
| 2 | Machine Gun | RR | 2 [DB,AI] | — | 1 | 2 | 3 |

Ammo: (Machine Gun) 400

**Cost:** **BV:** 221

### 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

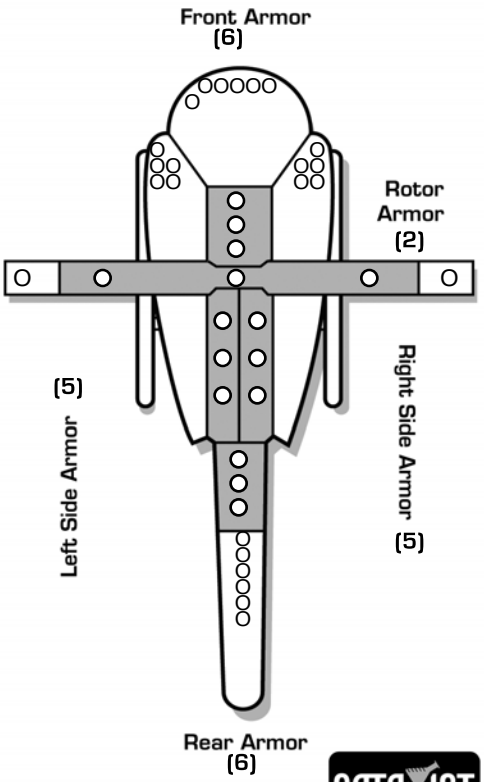
Stabilizers

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:** Hunter Light Support Tank

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

**Tonnage:** 35
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | LRM 20 | FR | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Flamer | RR | 2 [DE,H,AI] | — | 1 | 2 | 3 |

Ammo: (LRM 20) 12

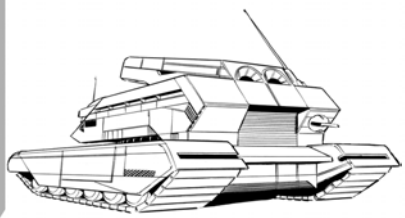
**Cost:** **BV:** 648

### CREW DATA

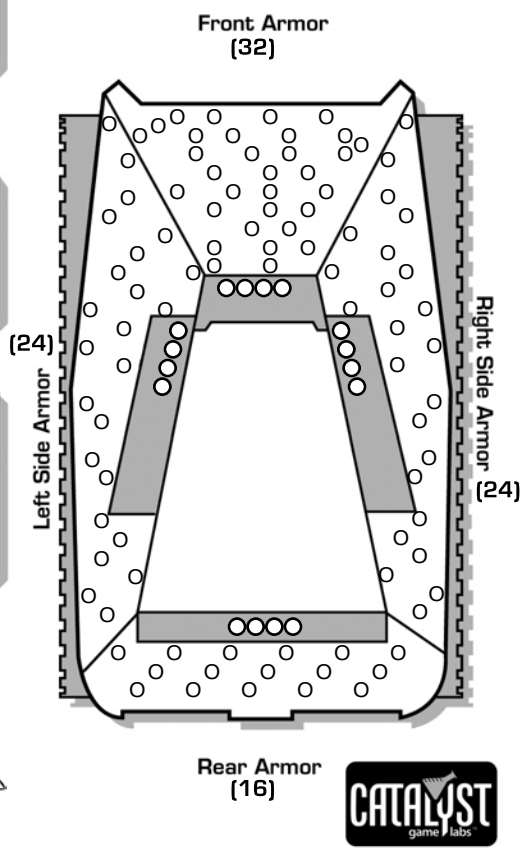
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** Hunter Light Support Tank (Ammo)

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

**Tonnage:** 35
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

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

Ammo: (LRM 20) 18

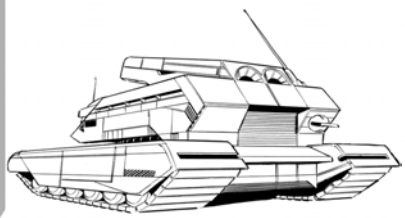
**Cost:** **BV:** 675

### CREW DATA

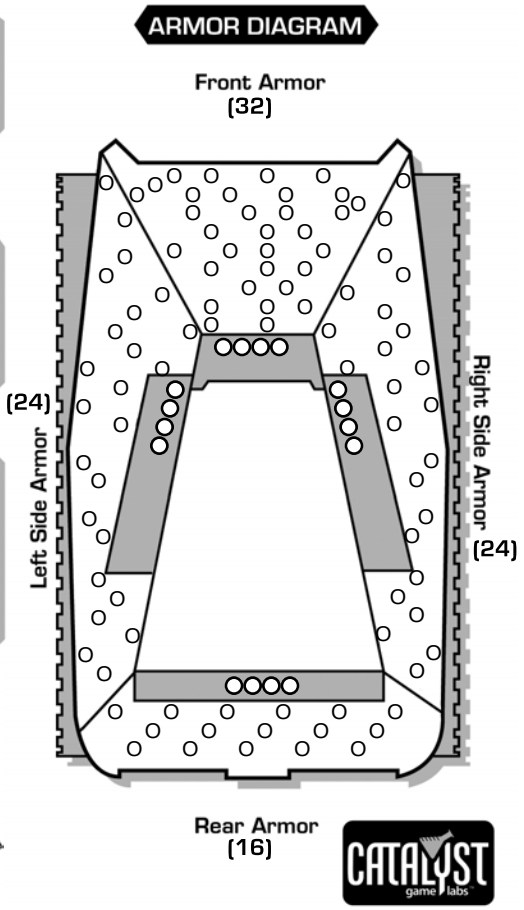
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** Hunter Light Support Tank (LRM10)

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

**Tonnage:** 35
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | LRM 10 | FR | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 2 | Medium Laser | FR | 5 [DE] | — | 3 | 6 | 9 |
| 2 | Machine Gun | RS | 2 [DB,AI] | — | 1 | 2 | 3 |
| 2 | Machine Gun | LS | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Flamer | RR | 2 [DE,H,AI] | — | 1 | 2 | 3 |

Ammo: (Machine Gun) 200, (LRM 10) 24

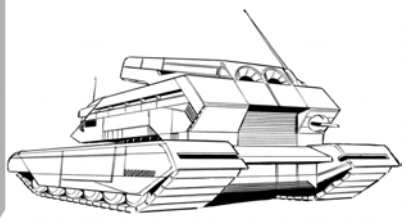
**Cost:** **BV:** 645

### CREW DATA

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

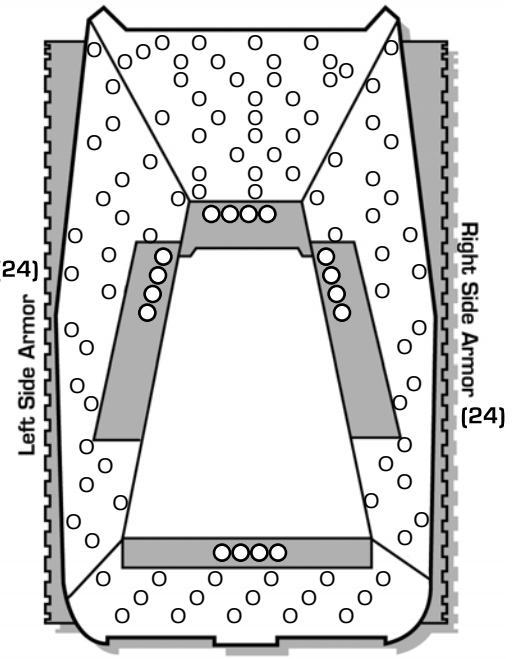
### CRITICAL DAMAGE

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 (32)
Left Side Armor (24)
Right Side Armor (24)
Rear Armor (16)



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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:** Hunter Light Support Tank (LRM15)

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

**Tonnage:** 35
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | LRM 15 | FR | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 2 | Machine Gun | RS | 2 [DB,AI] | — | 1 | 2 | 3 |
| 2 | Machine Gun | LS | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Flamer | RR | 2 [DE,H,AI] | — | 1 | 2 | 3 |

Ammo: (Machine Gun) 200, (LRM 15) 16

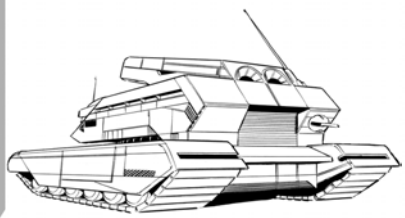
**Cost:** **BV:** 599

### CREW DATA

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

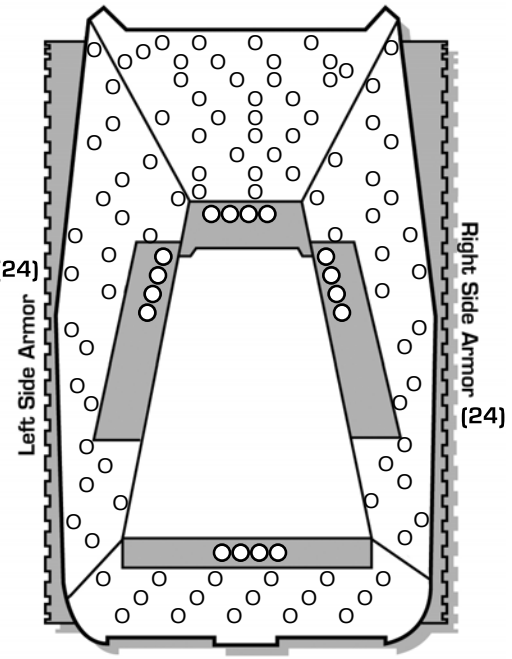
### CRITICAL DAMAGE

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 (32)
Left Side Armor (24)
Right Side Armor (24)
Rear Armor (16)



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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:** Pegasus Scout Hovertank

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

**Movement Type:** Hover

**Engine Type:** I.C.E.

**Tonnage:** 35

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

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

Ammo: (SRM 6) 15

**Cost:** **BV:** 640

### CREW DATA

**Crew:** _____

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

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

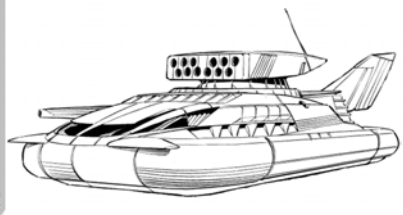
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

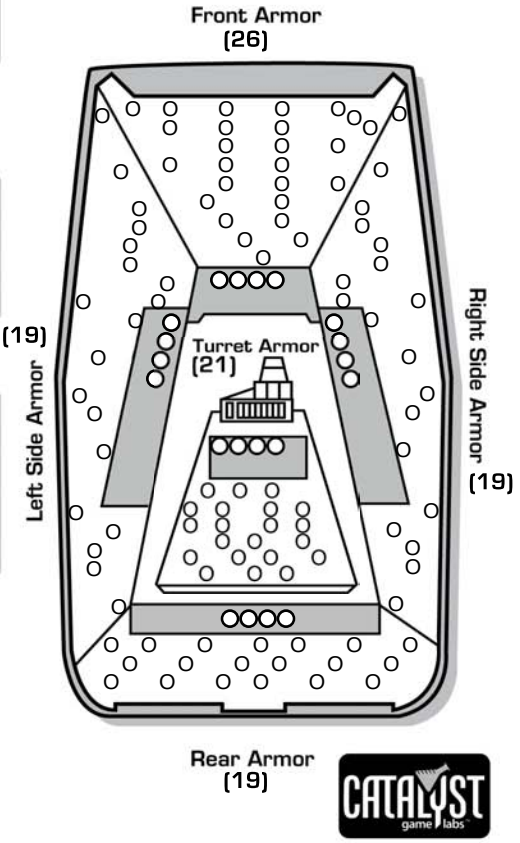
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



### ARMOR DIAGRAM




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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

**Attack Direction Modifier:**

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

**Vehicle Type Modifiers:**

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Pegasus Scout Hovertank (Missile)

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

**Movement Type:** Hover

**Engine Type:** I.C.E.

**Tonnage:** 35

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

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

Ammo: (SRM 6) 30

**Cost:** **BV:** 678

### 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 ☐

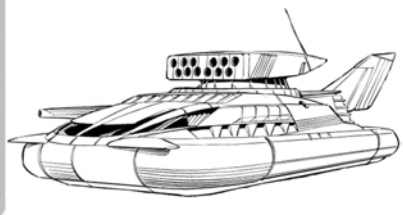
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

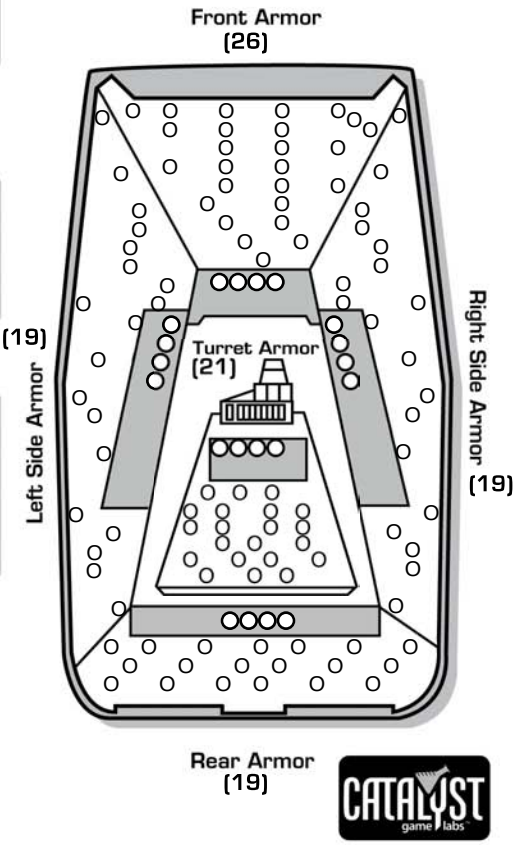
Stabilizers

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:** Pegasus Scout Hovertank (Sensors)

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

**Movement Type:** Hover

**Engine Type:** I.C.E.

**Tonnage:** 35

**Tech Base:** Inner Sphere

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | FR | 5 [DE] | — | 3 | 6 | 9 |
| 2 | SRM 4 | T | 2/Msl [M,C] | — | 3 | 6 | 9 |

Ammo: (SRM 4) 50

**Cost:** **BV:** 571

### 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 ☐

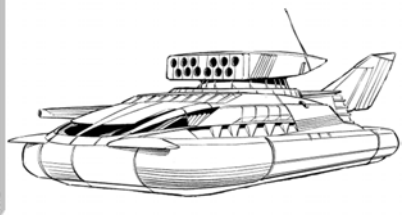
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

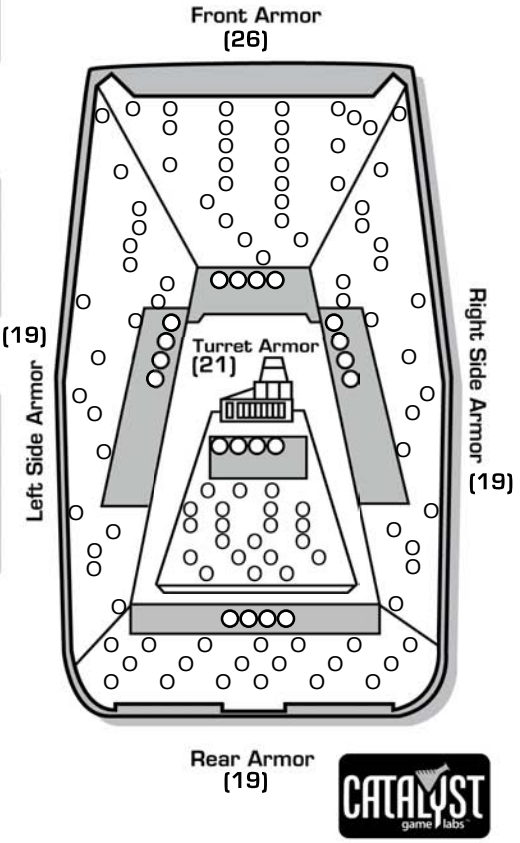
Stabilizers

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:** Pegasus Scout Hovertank (Unarmed)

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

**Movement Type:** Hover

**Engine Type:** I.C.E.

**Tonnage:** 35

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Infantry Bay (12 tons) | BD | [E] | — | — | — | — |

**Cost:** **BV:** 317

### 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 ☐

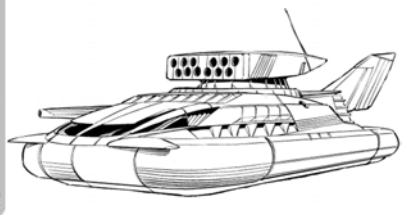
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

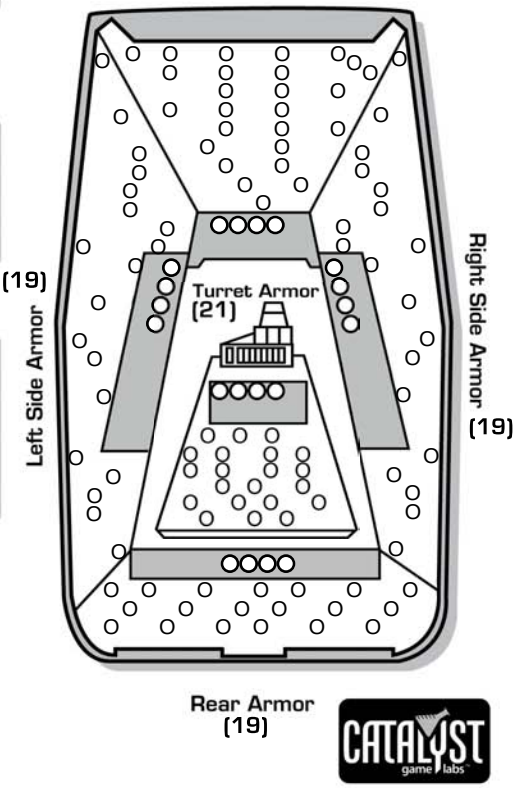
Stabilizers

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:** Saladin Assault Hover Tank

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

**Movement Type:** Hover

**Engine Type:** Fusion Engine

**Tonnage:** 35

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Autocannon/20 | FR | 20 [DB,S] | — | 3 | 6 | 9 |

Ammo: (AC/20) 15

**Cost:** **BV:** 596

### 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 ☐

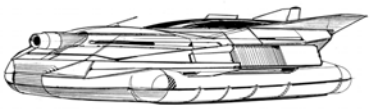
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐



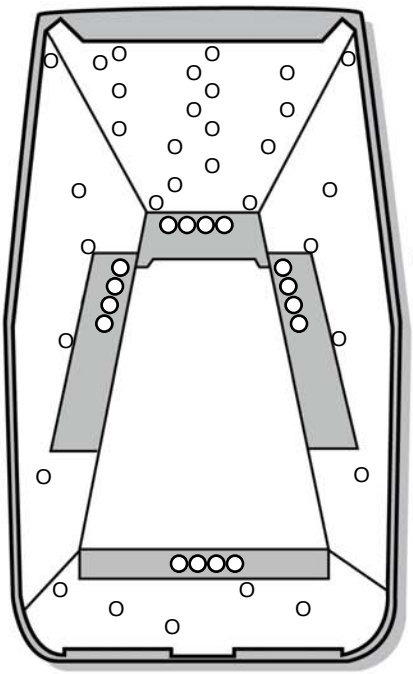
### ARMOR DIAGRAM

Front Armor (17)

Left Side Armor (5)

Right Side Armor (5)

Rear Armor (5)



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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:** Saladin Assault Hover Tank (Armor)

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

**Movement Type:** Hover

**Engine Type:** Fusion Engine

**Tonnage:** 35

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Autocannon/20 | FR | 20 [DB,S] | — | 3 | 6 | 9 |

Ammo: (AC/20) 10

**Cost:** **BV:** 594

### 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 ☐

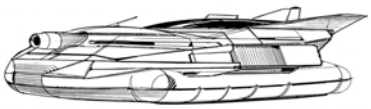
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

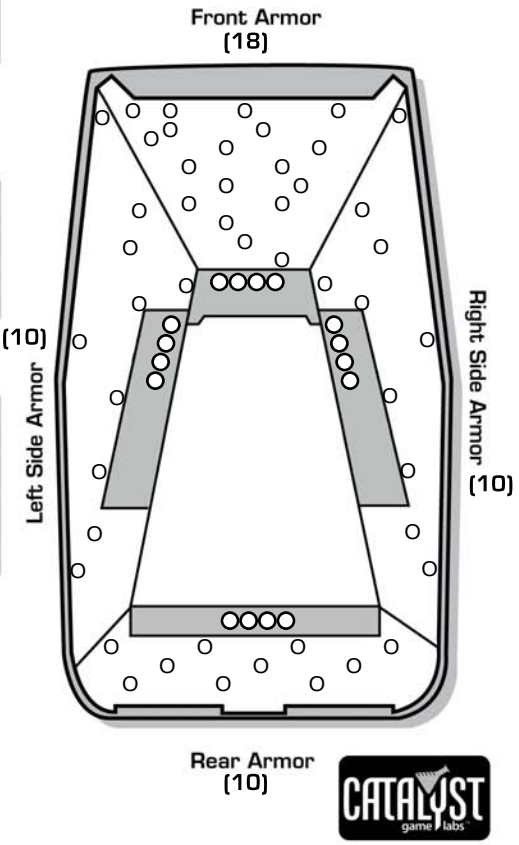
Stabilizers

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:** Saracen Medium Hover Tank

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

**Movement Type:** Hover

**Engine Type:** I.C.E.

**Tonnage:** 35

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

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

Ammo: (SRM 2) 50, (LRM 10) 24

**Cost:** **BV:** 673

### CREW DATA

**Crew:** _____

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

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

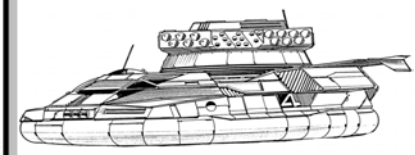
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

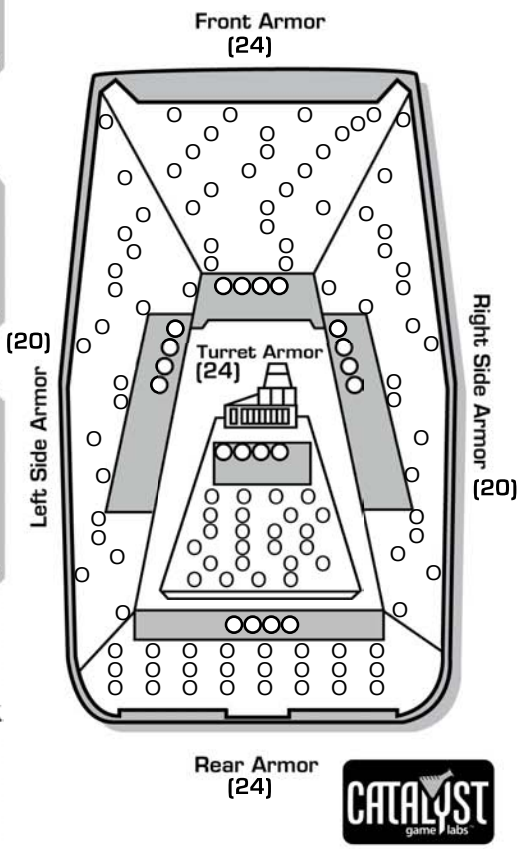
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



### ARMOR DIAGRAM




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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

| 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:** Scimitar Medium Hover Tank

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

**Movement Type:** Hover

**Engine Type:** I.C.E.

**Tonnage:** 35

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

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

Ammo: (SRM 2) 50, (AC/5) 20

**Cost:** **BV:** 532

### 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 ☐

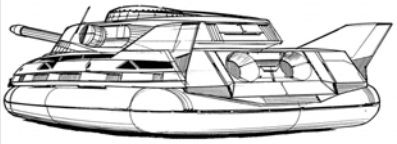
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

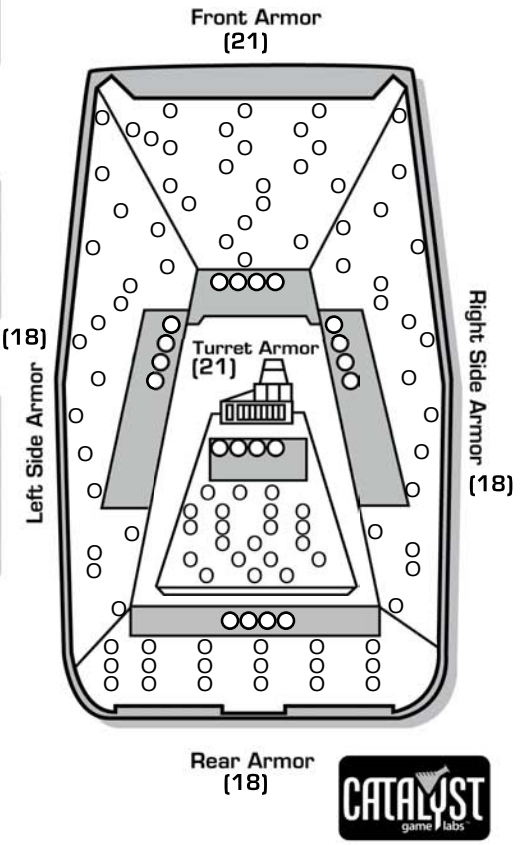
Stabilizers

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:** Scimitar Medium Hover Tank (Missile)

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

**Movement Type:** Hover

**Engine Type:** I.C.E.

**Tonnage:** 35

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

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

Ammo: (SRM 2) 50, (LRM 15) 16

**Cost:** **BV:** 704

### CREW DATA

**Crew:** _____

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

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

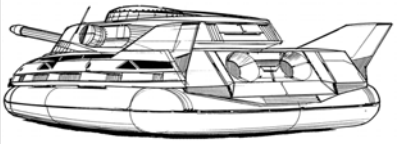
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

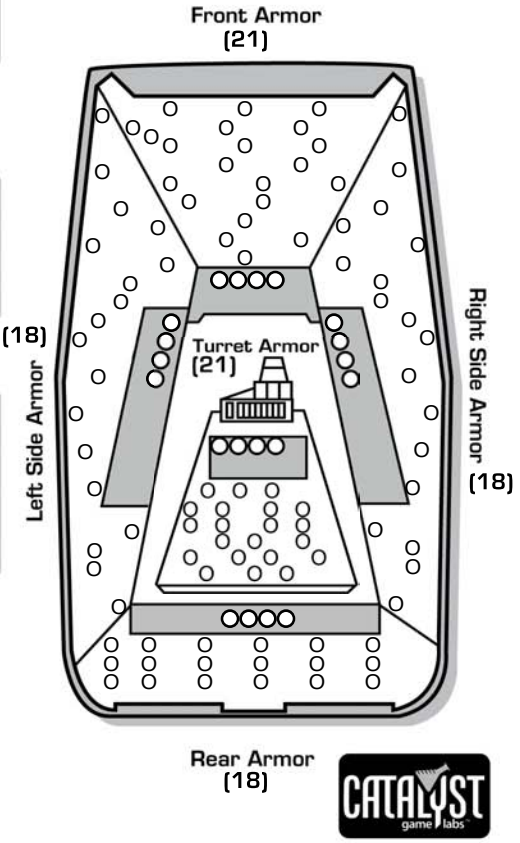
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ 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:** Striker Light Tank

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

**Movement Type:** Wheeled

**Engine Type:** I.C.E.

**Tonnage:** 35

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

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

Ammo: (SRM 6) 30, (LRM 10) 12

**Cost:** **BV:** 564

### 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 ☐

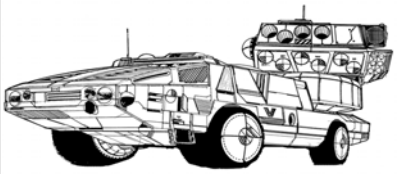
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

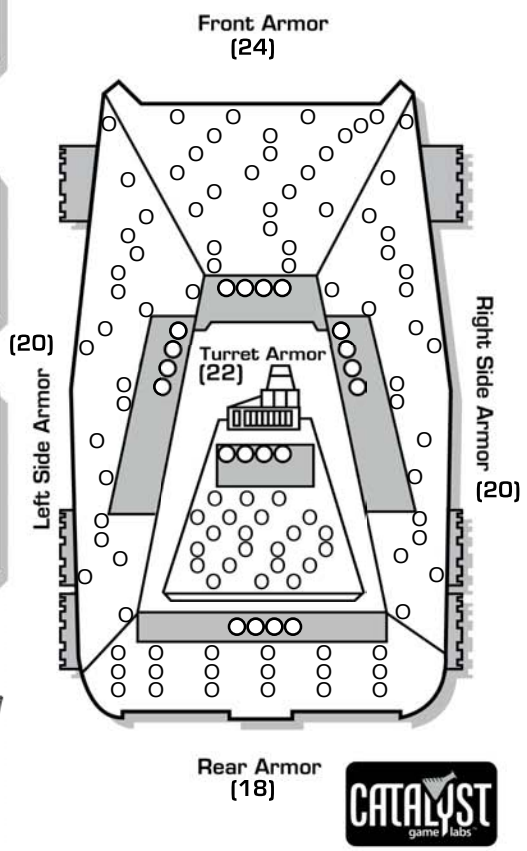
Stabilizers

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:** Striker Light Tank (LRM)

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

**Movement Type:** Wheeled

**Engine Type:** I.C.E.

**Tonnage:** 35

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | LRM 15 | T | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |

Ammo: (LRM 15) 32

**Cost:** **BV:** 605

### 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 ☐

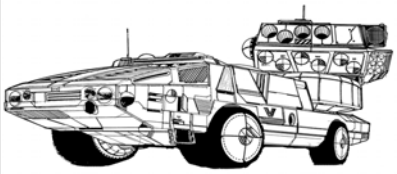
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

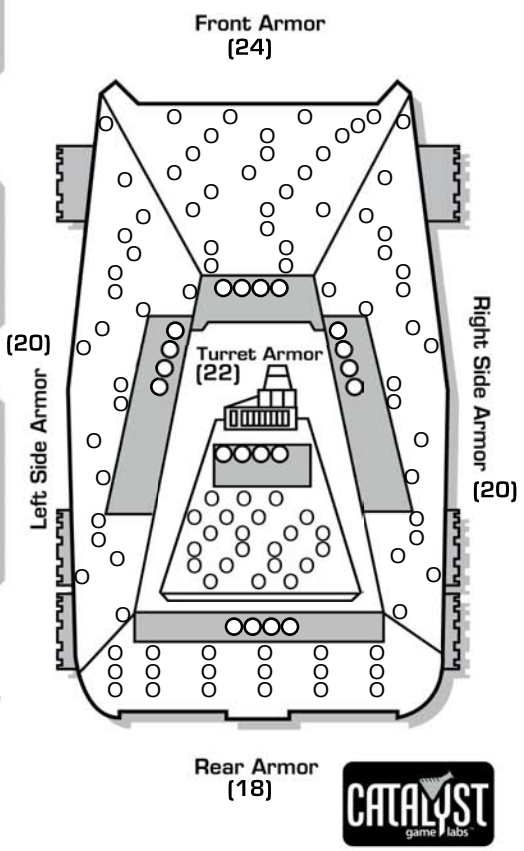
Stabilizers

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:** Striker Light Tank (SRM)

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

**Movement Type:** Wheeled

**Engine Type:** I.C.E.

**Tonnage:** 35

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | LRM 10 | T | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 4 | SRM 2 | T | 2/Msl [M,C] | — | 3 | 6 | 9 |

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

**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 ☐

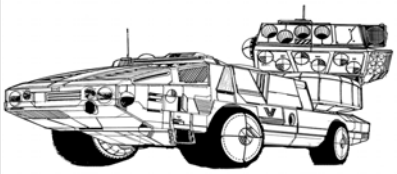
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

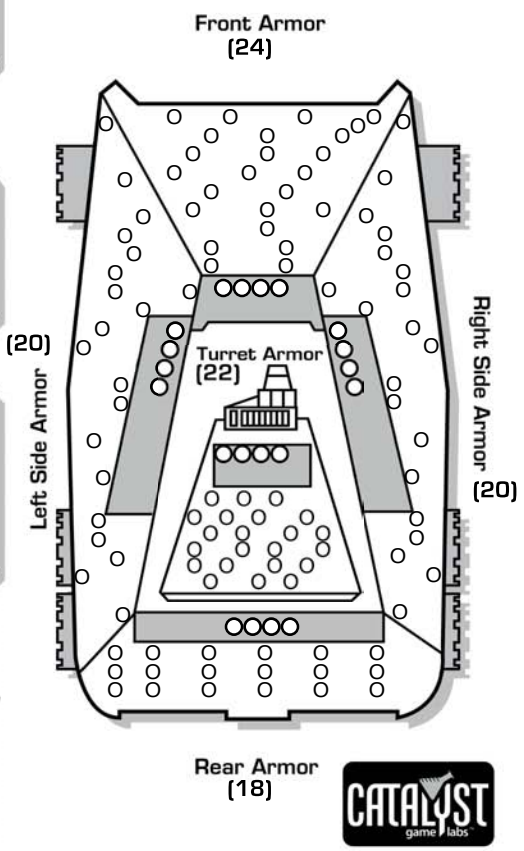
Stabilizers

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:** Engineering Vehicle

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

**Tonnage:** 40
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|

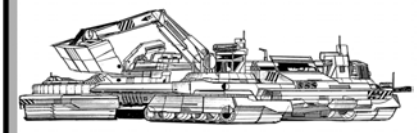
**Cost:** **BV:** 58

### CREW DATA

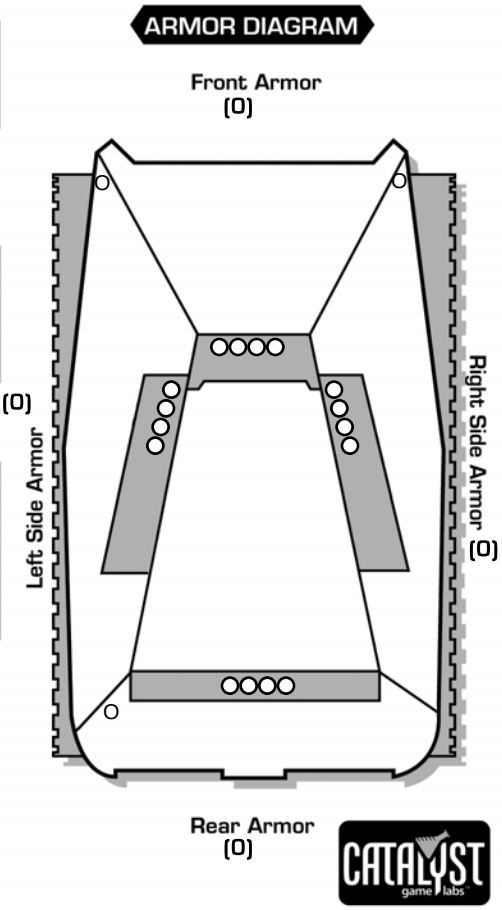
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** Engineering Vehicle (Autocannon)

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

**Tonnage:** 40
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Autocannon/20 | FR | 20 [DB,S] | — | 3 | 6 | 9 |

Ammo: (AC/20) 5

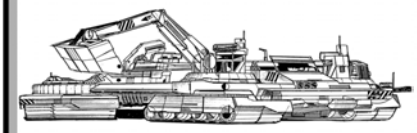
**Cost:** **BV:** 452

### CREW DATA

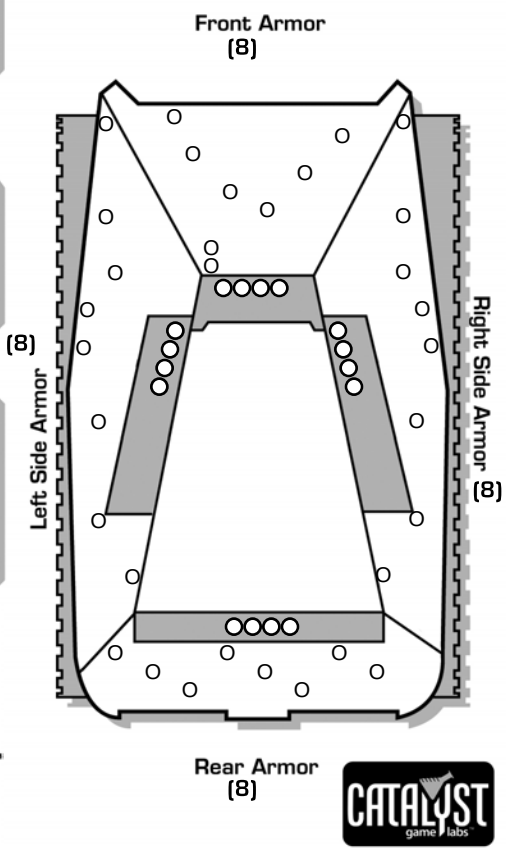
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



### 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:** Engineering Vehicle (Flamer)

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

**Tonnage:** 40
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Infantry Bay (5 tons) | BD | [E] | — | — | — | — |
| 1 | Vehicle Flamer | FR | 2 [S] | — | 1 | 2 | 3 |
| 2 | Vehicle Flamer | T | 2 [S] | — | 1 | 2 | 3 |

Ammo: (Flamer) 40

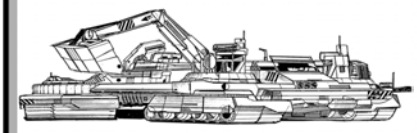
**Cost:** **BV:** 181

### CREW DATA

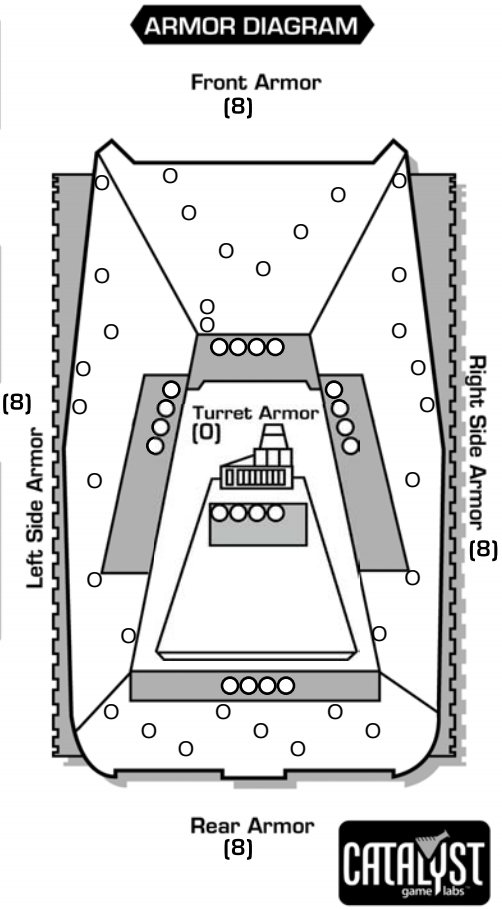
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



### ARMOR DIAGRAM




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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:** Hetzer Wheeled Assault Gun

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

**Movement Type:** Wheeled

**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/20 | FR | 20 [DB,S] | — | 3 | 6 | 9 |

Ammo: (AC/20) 20

**Cost:** **BV:** 574

### 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 ☐

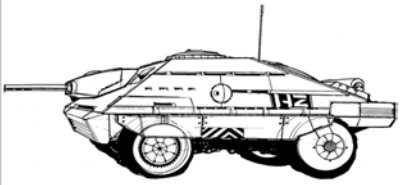
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐



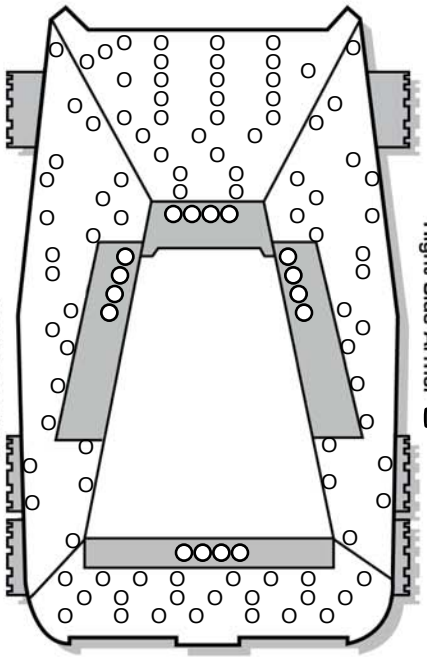
### ARMOR DIAGRAM

Front Armor (30)

Left Side Armor (22)

Right Side Armor (22)

Rear Armor (22)



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:** Hetzer Wheeled Assault Gun (AC10)

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

**Movement Type:** Wheeled

**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) 50

**Cost:** **BV:** 536

### 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 ☐

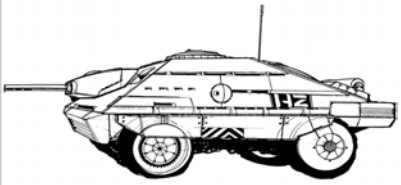
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐



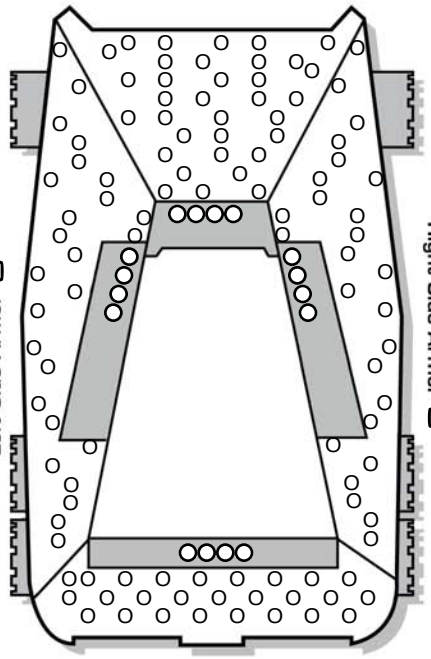
### ARMOR DIAGRAM

Front Armor (34)

Left Side Armor (26)

Right Side Armor (26)

Rear Armor (26)



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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:** Hetzer Wheeled Assault Gun (Laser)

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

**Movement Type:** Wheeled

**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 |
|---|---|---|---|---|---|---|---|
| 4 | Medium Laser | FR | 5 [DE] | — | 3 | 6 | 9 |

**Cost:** **BV:** 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 ☐

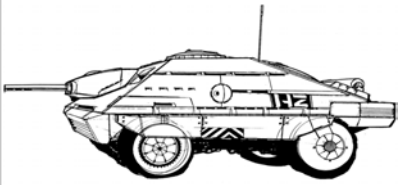
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐



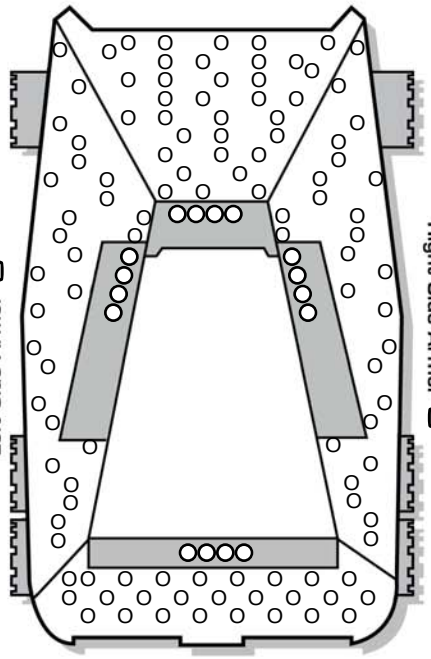
### ARMOR DIAGRAM

Front Armor (34)

Left Side Armor (26)

Right Side Armor (26)

Rear Armor (26)



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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:** Hetzer Wheeled Assault Gun (LRM)

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

**Movement Type:** Wheeled

**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 |
|---|---|---|---|---|---|---|---|
| 2 | LRM 15 | FR | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |

Ammo: (LRM 15) 32

**Cost:** **BV:** 657

### 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 ☐

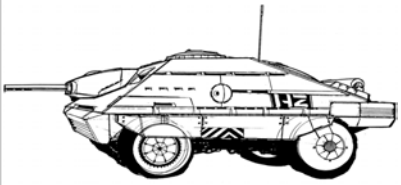
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

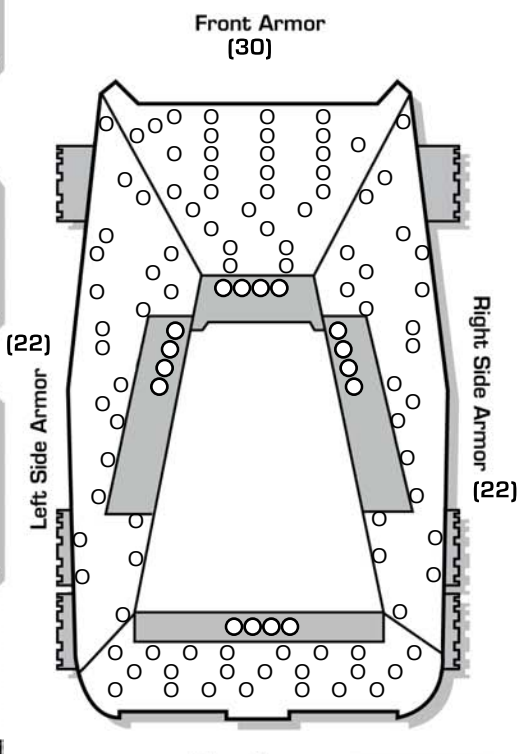
Stabilizers

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:** Hetzer Wheeled Assault Gun (Scout)

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

**Tonnage:** 40
**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 | Autocannon/20 | FR | 20 [DB,S] | — | 3 | 6 | 9 |

Ammo: (AC/20) 10

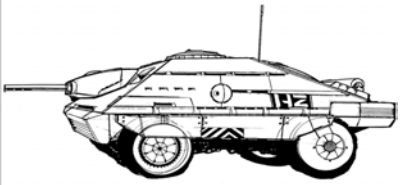
**Cost:** **BV:** 553

### CREW DATA

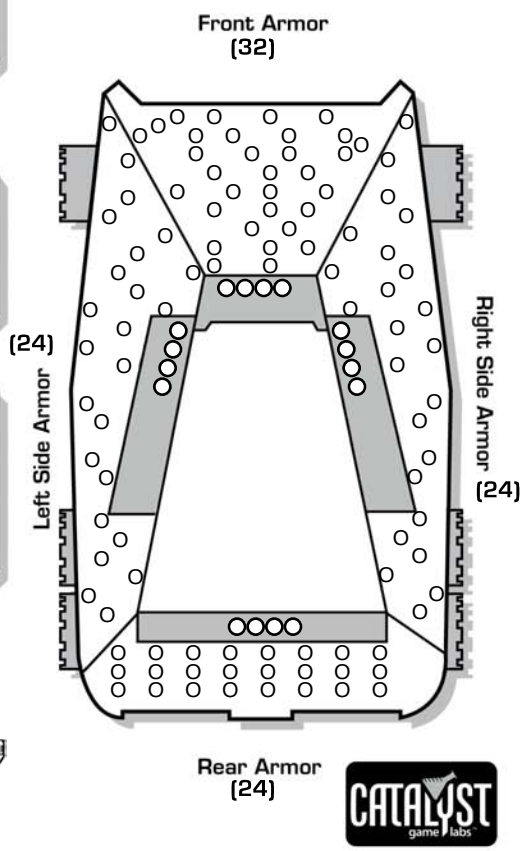
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** Hetzer Wheeled Assault Gun (SRM)

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

**Movement Type:** Wheeled

**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 |
|---|---|---|---|---|---|---|---|
| 5 | SRM 6 | FR | 2/Msl [M,C] | — | 3 | 6 | 9 |

Ammo: (SRM 6) 45

**Cost:** **BV:** 630

### 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 ☐

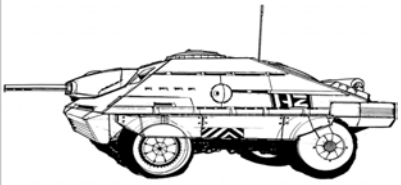
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

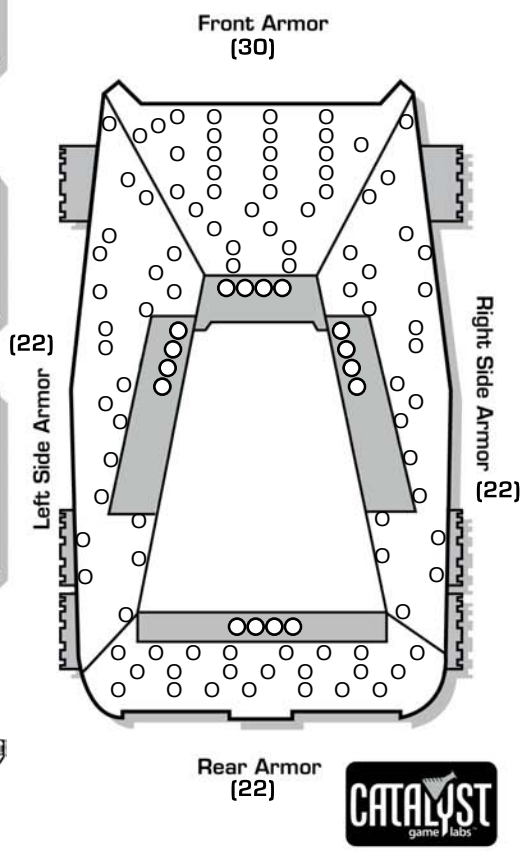
Stabilizers

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:** Goblin Medium Tank

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

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

**Weapons & Equipment Inventory** (hexes)

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

Ammo: (Machine Gun) 100

**Cost:** **BV:** 555

### CREW DATA

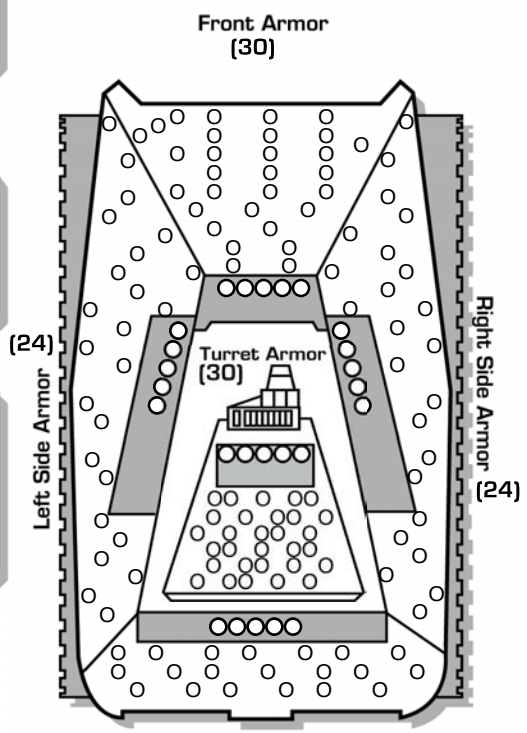
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** Goblin Medium Tank (SRM)

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

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

**Weapons & Equipment Inventory** (hexes)

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

Ammo: (Machine Gun) 100, (SRM 6) 60

**Cost:** **BV:** 647

### 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

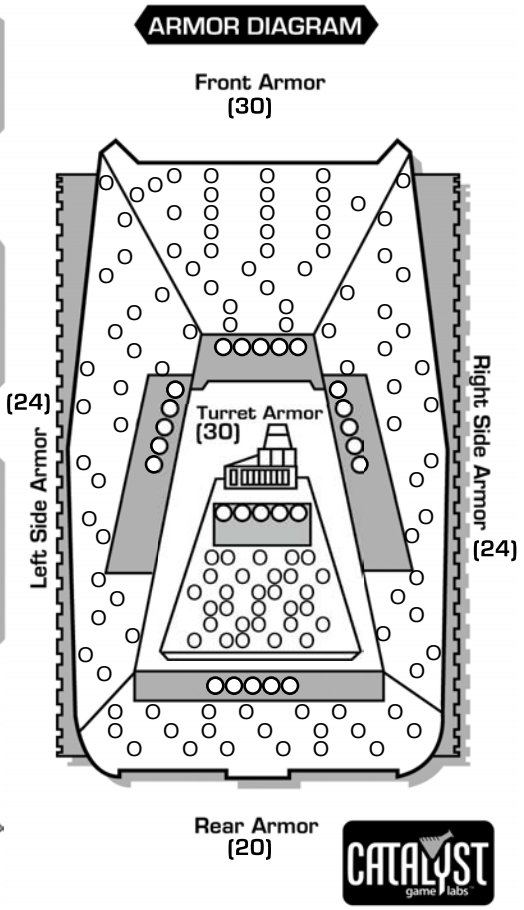
Stabilizers

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:** Goblin Medium Tank (LRM)

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

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

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Infantry Bay (1 tons) | BD | [E] | — | — | — | — |
| 1 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |
| 2 | LRM 10 | T | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |

Ammo: (Machine Gun) 100, (LRM 10) 36

**Cost:** **BV:** 656

### CREW DATA

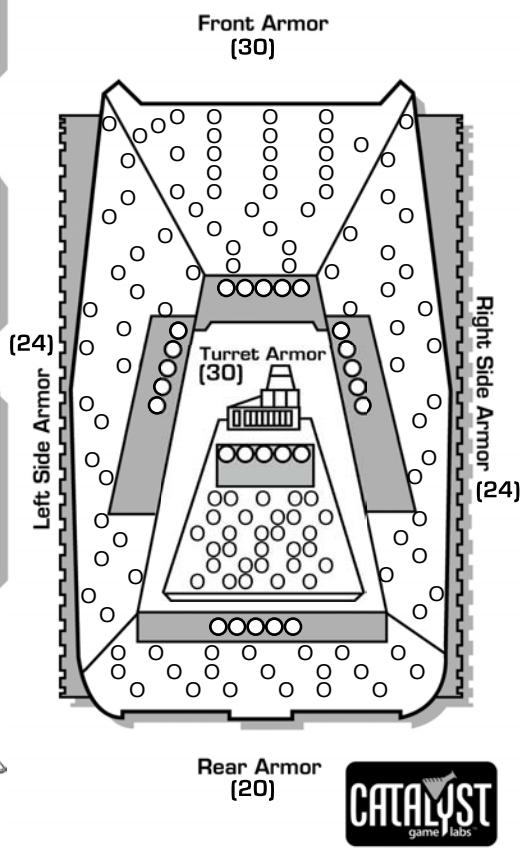
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** Goblin Medium Tank (MG)

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

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

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Infantry Bay (5 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 |
| 1 | Machine Gun | RR | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Machine Gun | T | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | SRM 6 | T | 2/Msl [M,C] | — | 3 | 6 | 9 |

Ammo: (Machine Gun) 500, (SRM 6) 30

**Cost:** **BV:** 527

### CREW DATA

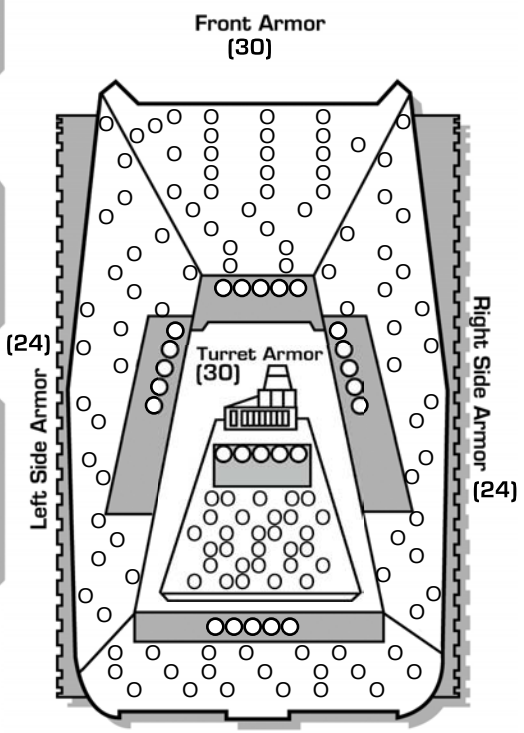
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** Condor Heavy Hover Tank

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

**Movement Type:** Hover

**Engine Type:** I.C.E.

**Tonnage:** 50

**Tech Base:** Inner Sphere (Intro)

**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

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

Ammo: (Machine Gun) 100, (AC/5) 20

**Cost:** **BV:** 653

### 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 ☐

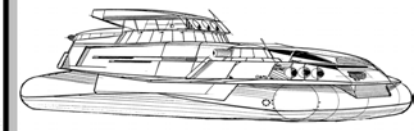
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

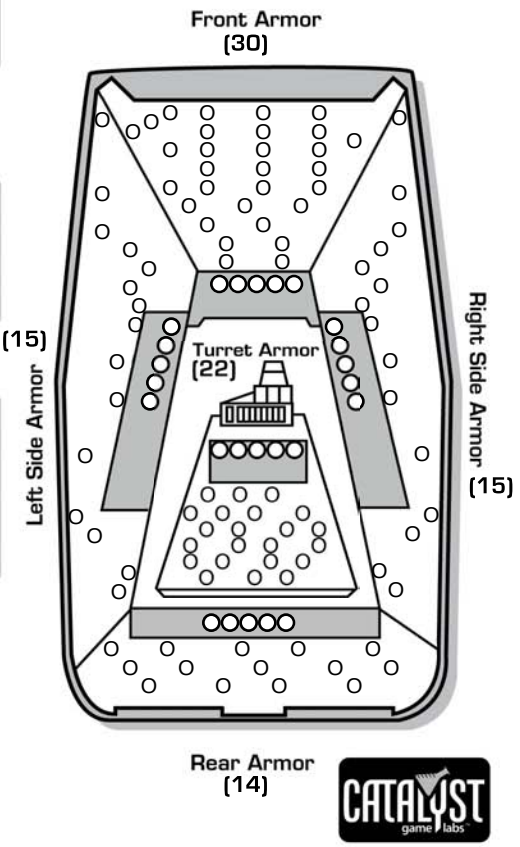
Stabilizers

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:** Condor Heavy Hover Tank (Davion)

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

**Movement Type:** Hover

**Engine Type:** I.C.E.

**Tonnage:** 50

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

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

Ammo: (Machine Gun) 100, (AC/5) 20

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

### CREW DATA

**Crew:** _____

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

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

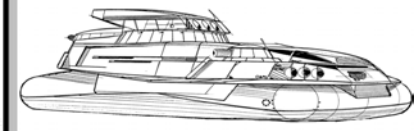
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

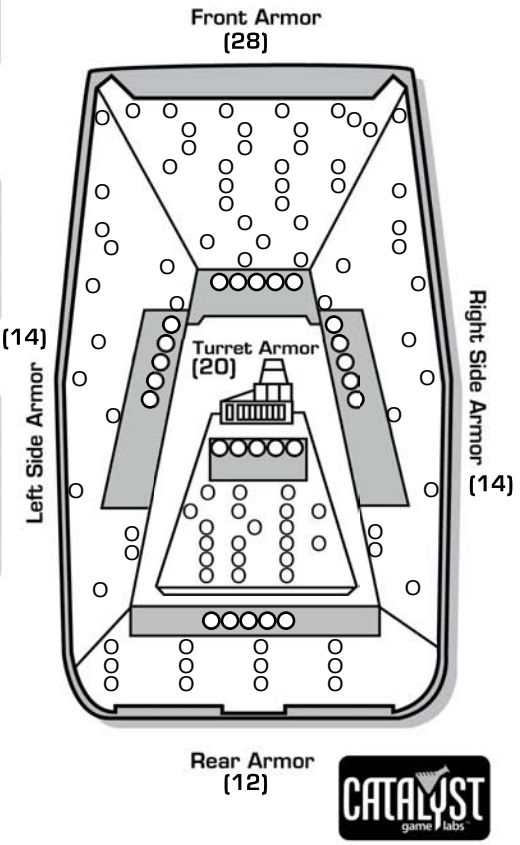
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



### ARMOR DIAGRAM




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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:** Condor Heavy Hover Tank (Flamer)

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

**Movement Type:** Hover

**Engine Type:** I.C.E.

**Tonnage:** 50

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Vehicle Flamer | FR | 2 [S] | — | 1 | 2 | 3 |
| 1 | Vehicle Flamer | RR | 2 [S] | — | 1 | 2 | 3 |
| 2 | Machine Gun | T | 2 [DB,AI] | — | 1 | 2 | 3 |
| 3 | Medium Laser | T | 5 [DE] | — | 3 | 6 | 9 |

Ammo: (Machine Gun) 200, (Flamer) 20

**Cost:** **BV:** 713

### 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 ☐

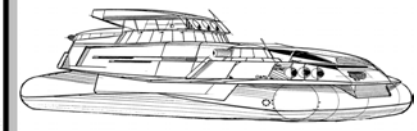
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

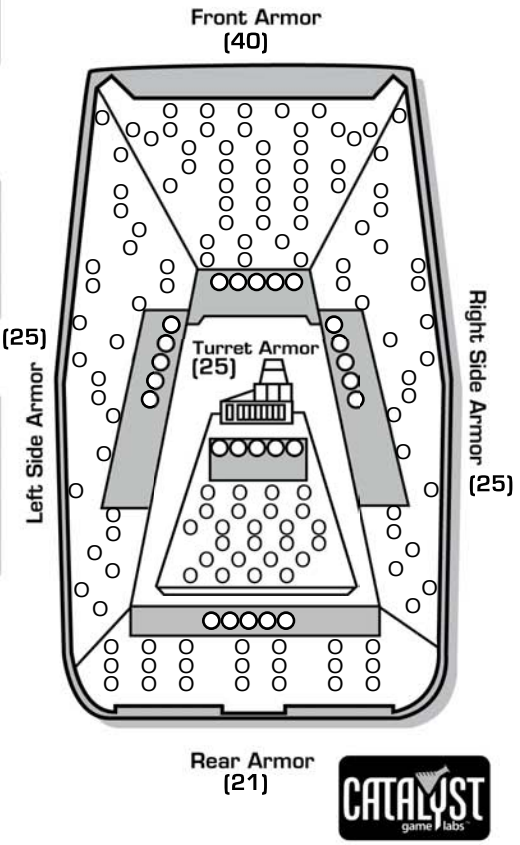
Stabilizers

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:** Condor Heavy Hover Tank (Liao)

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

**Tonnage:** 50
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 4 | Medium Laser | T | 5 [DE] | — | 3 | 6 | 9 |

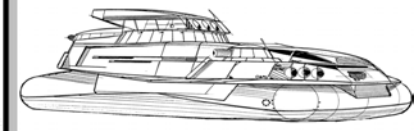
**Cost:** **BV:** 765

### CREW DATA

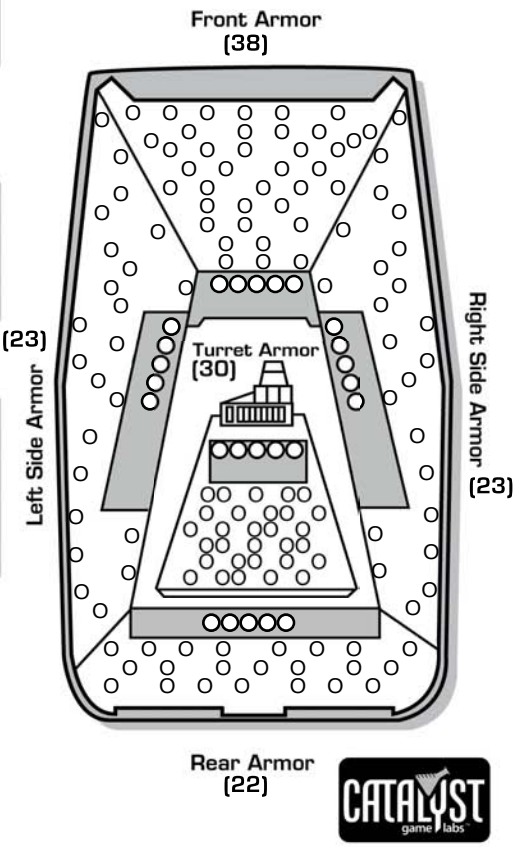
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** Drillson Heavy Hover Tank

**Movement Points:**
- **Cruising:** 9
- **Flank:** 14

**Movement Type:** Hover

**Engine Type:** Fusion Engine

**Tonnage:** 50

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

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

Ammo: (SRM 2) 50, (Machine Gun) 100, (LRM 10) 12

**Cost:** **BV:** 949

### 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 ☐

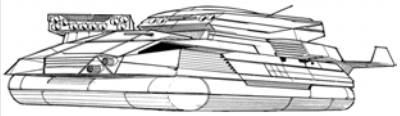
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

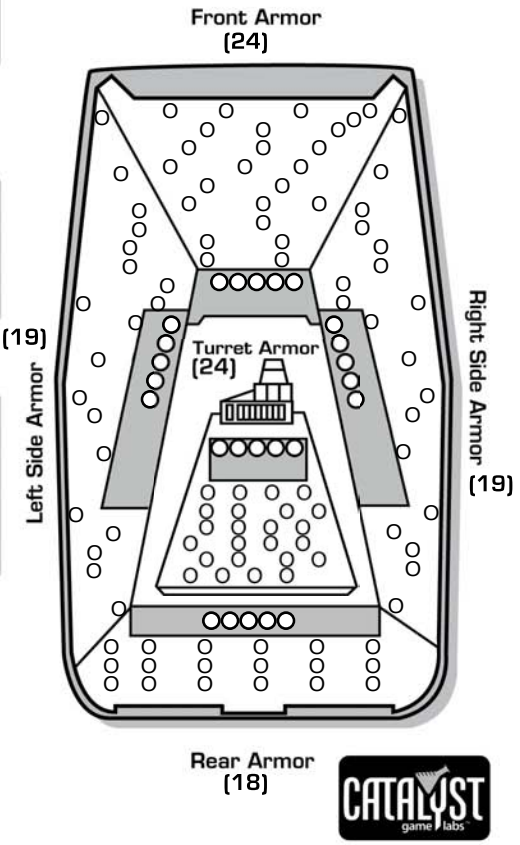
Stabilizers

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:** Drillson Heavy Hover Tank (ERLL)

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

**Tonnage:** 50
**Tech Base:** Inner Sphere
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | LRM 10 | FR | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | ER Large Laser | T | 8 [DE] | — | 7 | 14 | 19 |
| 1 | SRM 2 | T | 2/Msl [M,C] | — | 3 | 6 | 9 |

Ammo: (SRM 2) 50, (Machine Gun) 100, (LRM 10) 12

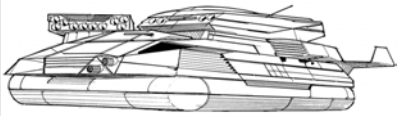
**Cost:** **BV:** 960

### CREW DATA

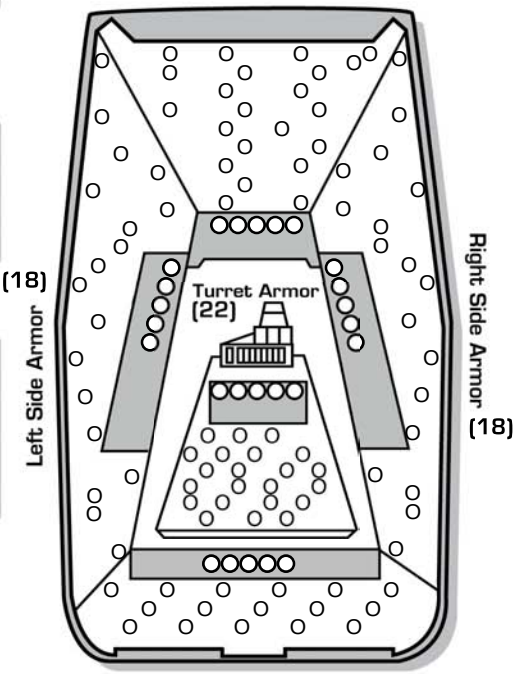
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** Drillson Heavy Hover Tank (SRM)

**Movement Points:**
- **Cruising:** 9
- **Flank:** 14

**Movement Type:** Hover

**Engine Type:** Fusion Engine

**Tonnage:** 50

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

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

Ammo: (SRM 2) 150, (Machine Gun) 100

**Cost:** **BV:** 926

### 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 ☐

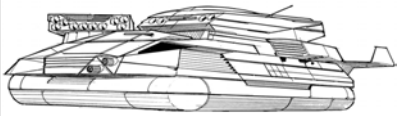
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



### ARMOR DIAGRAM

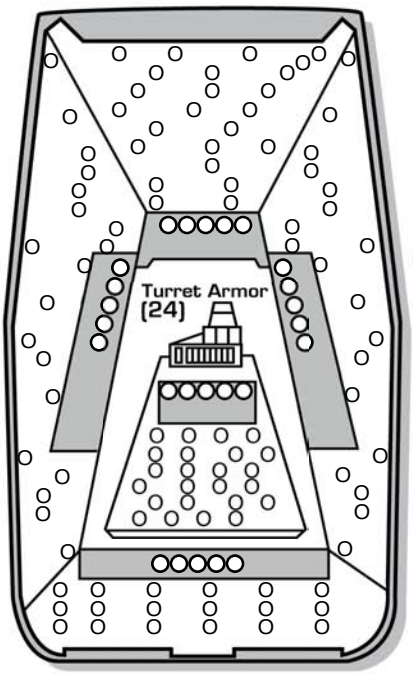
Front Armor (24)

Left Side Armor (19)

Turret Armor (24)

Right Side Armor (19)

Rear Armor (18)



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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:** Drillson Heavy Hover Tank (Streak)

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

**Tonnage:** 50
**Tech Base:** Inner Sphere
**Era:** Clan Invasion

**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 | Large Pulse Laser | T | 9 [P] | — | 3 | 7 | 10 |
| 2 | Streak SRM 2 | T | 2/Msl [M,C] | — | 3 | 6 | 9 |

Ammo: (Streak SRM 2) 50

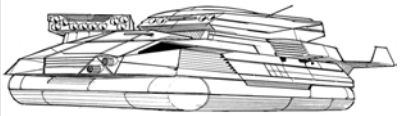
**Cost:** **BV:** 890

### CREW DATA

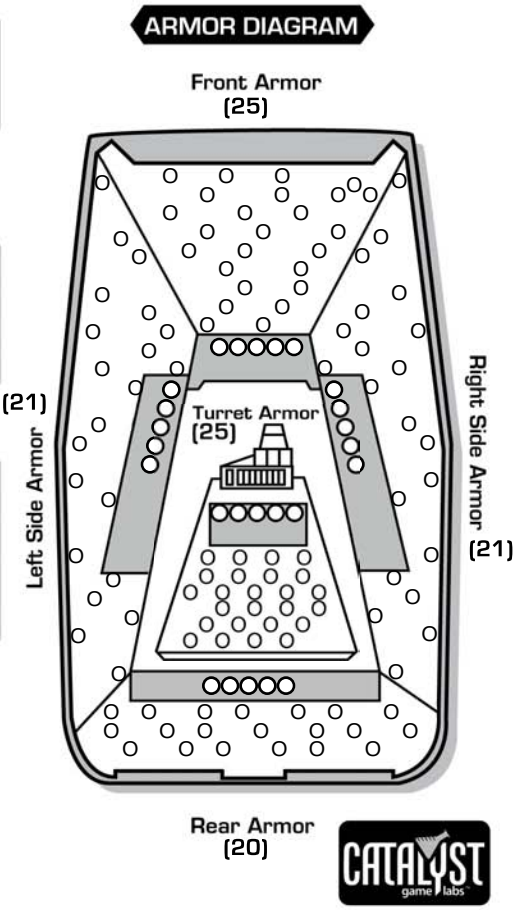
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** Maxim Heavy Hover Transport

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

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

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Infantry Bay (3 tons) | BD | [E] | — | — | — | — |
| 2 | LRM 5 | FR | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | SRM 2 | RS | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | SRM 2 | LS | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | LRM 5 | RR | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 3 | Machine Gun | T | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | SRM 6 | T | 2/Msl [M,C] | — | 3 | 6 | 9 |

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

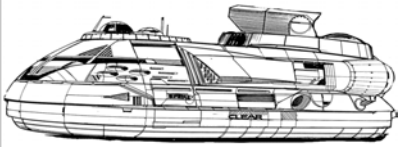
**Cost:** **BV:** 764

### CREW DATA

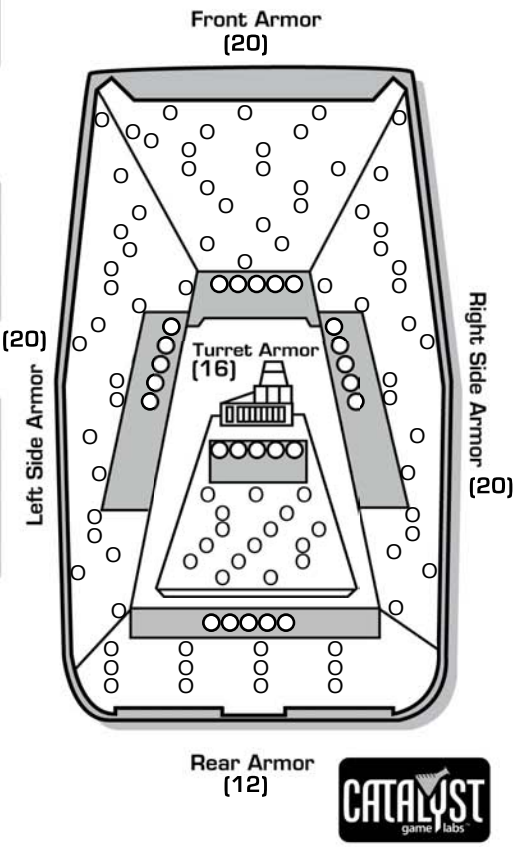
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** Maxim Heavy Hover Transport (SRM2)

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

**Movement Type:** Hover

**Engine Type:** I.C.E.

**Tonnage:** 50

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Infantry Bay (3 tons) | BD | [E] | — | — | — | — |
| 2 | LRM 5 | FR | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | LRM 5 | RR | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 3 | Machine Gun | T | 2 [DB,AI] | — | 1 | 2 | 3 |
| 2 | SRM 2 | T | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | SRM 6 | T | 2/Msl [M,C] | — | 3 | 6 | 9 |

Ammo: (LRM 5) 24, (SRM 2) 50, (Machine Gun) 100 (SRM 6) 15

**Cost:** **BV:** 763

### 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 ☐

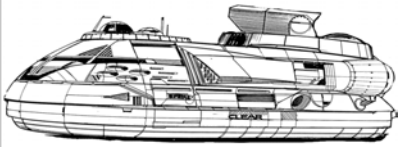
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

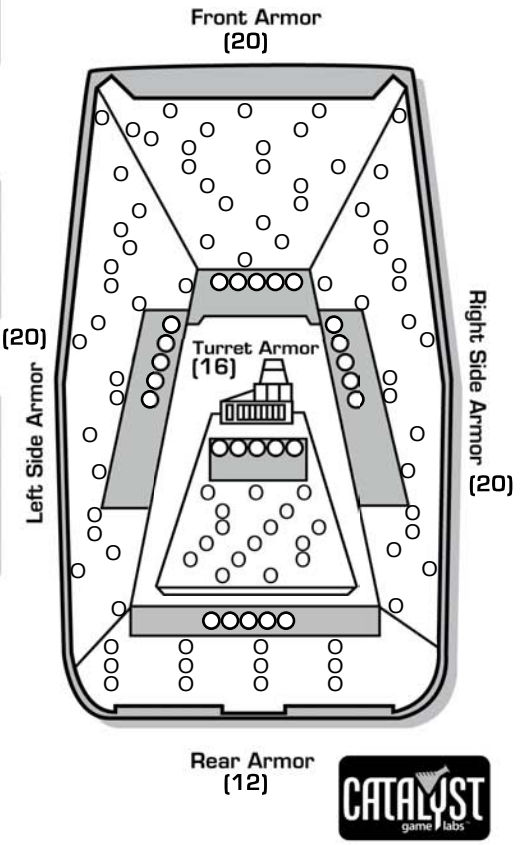
Stabilizers

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:** Maxim Heavy Hover Transport (SRM4)

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

**Movement Type:** Hover

**Engine Type:** I.C.E.

**Tonnage:** 50

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

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

Ammo: (SRM 4) 50, (SRM 2) 50, (Machine Gun) 200 (SRM 6) 30

**Cost:** **BV:** 682

### 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 ☐

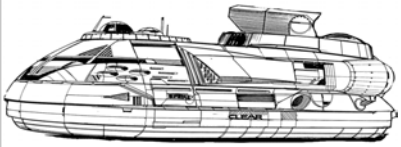
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

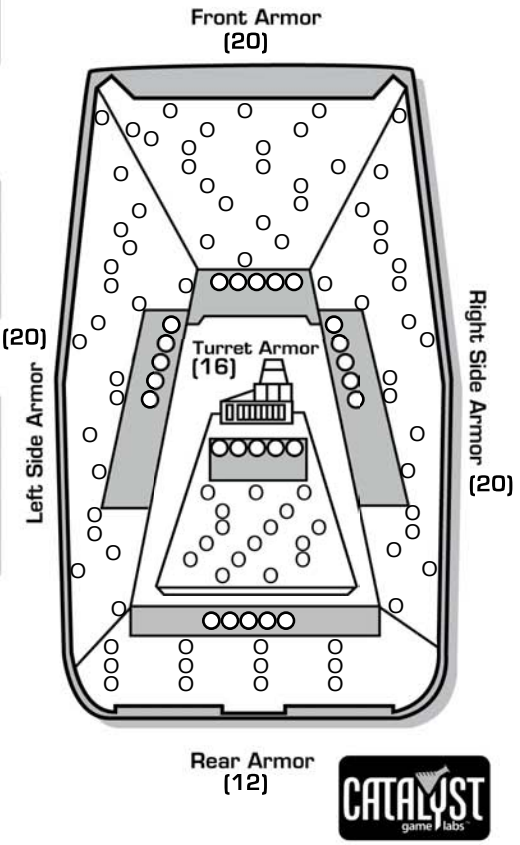
Stabilizers

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:** Vedette Medium Tank

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

**Movement Type:** Tracked

**Engine Type:** I.C.E.

**Tonnage:** 50

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

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

Ammo: (Machine Gun) 200, (AC/5) 20

**Cost:** **BV:** 475

### 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 ☐

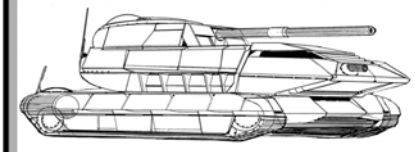
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

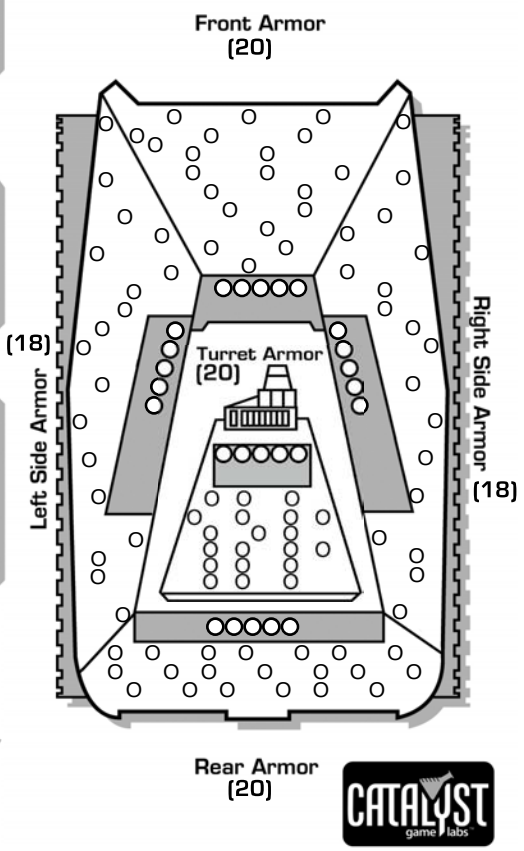
Stabilizers

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:** Vedette Medium Tank (AC2)

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

**Movement Type:** Tracked

**Engine Type:** I.C.E.

**Tonnage:** 50

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Autocannon/2 | T | 2 [DB,S] | 4 | 8 | 16 | 24 |
| 1 | SRM 2 | T | 2/Msl [M,C] | — | 3 | 6 | 9 |

Ammo: (AC/2) 45, (SRM 2) 50, (Machine Gun) 200

**Cost:** **BV:** 458

### 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 ☐

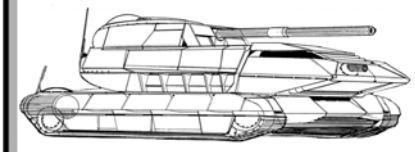
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

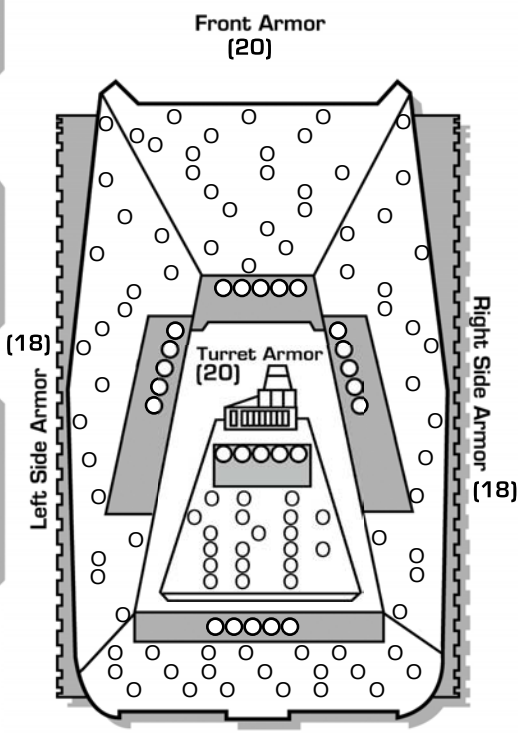
Stabilizers

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:** Vedette Medium Tank (Liao)

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

**Movement Type:** Tracked

**Engine Type:** I.C.E.

**Tonnage:** 50

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |
| 2 | Medium Laser | T | 5 [DE] | — | 3 | 6 | 9 |

Ammo: (Machine Gun) 400

**Cost:** **BV:** 495

### 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 ☐

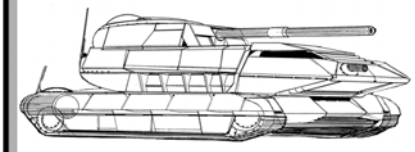
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

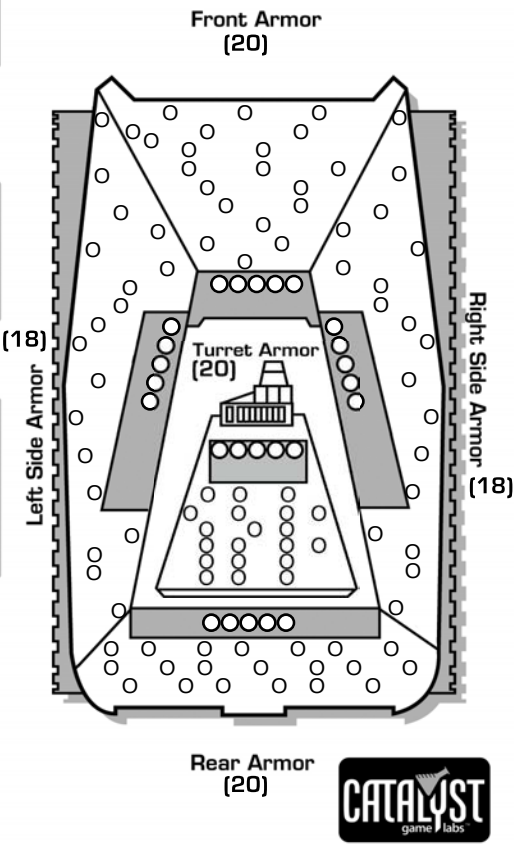
Stabilizers

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:** Bulldog Medium Tank

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

**Tonnage:** 60
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

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

Ammo: (SRM 4) 50, (Machine Gun) 100

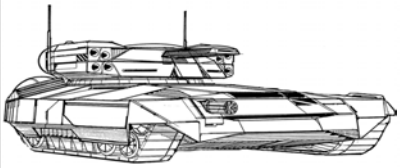
**Cost:** **BV:** 605

### CREW DATA

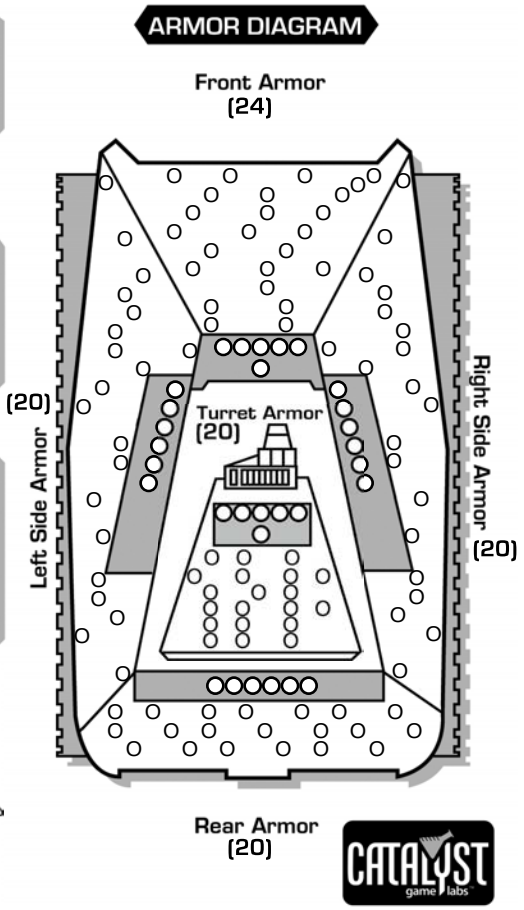
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** Bulldog Medium Tank (AC2)

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

**Tonnage:** 60
**Tech Base:** Inner Sphere (Intro)
**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 | Autocannon/2 | T | 2 [DB,S] | 4 | 8 | 16 | 24 |
| 2 | SRM 4 | T | 2/Msl [M,C] | — | 3 | 6 | 9 |

Ammo: (SRM 4) 25, (AC/2) 45, (Machine Gun) 100

**Cost:** **BV:** 556

### CREW DATA

**Crew:** _____

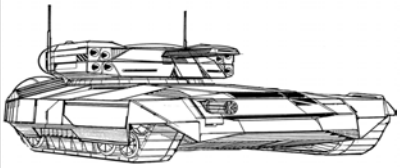
**Gunnery Skill:** ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

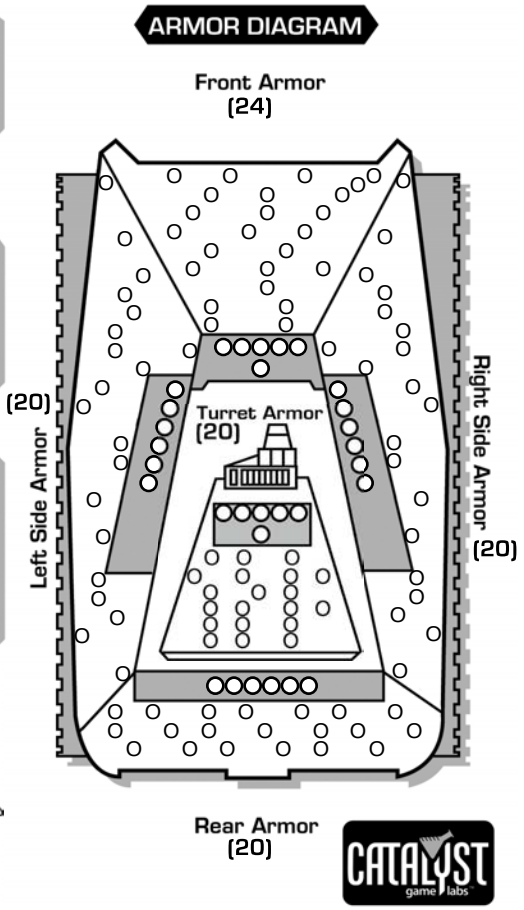
Driver Hit +2
Modifier to Driving Skill rolls

### 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:** Bulldog Medium Tank (LRM)

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

**Movement Type:** Tracked

**Engine Type:** I.C.E.

**Tonnage:** 60

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | LRM 20 | T | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 2 | SRM 4 | T | 2/Msl [M,C] | — | 3 | 6 | 9 |

Ammo: (SRM 4) 50, (LRM 20) 18, (Machine Gun) 100

**Cost:** **BV:** 748

### 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 ☐

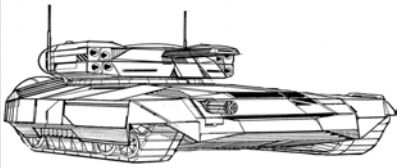
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

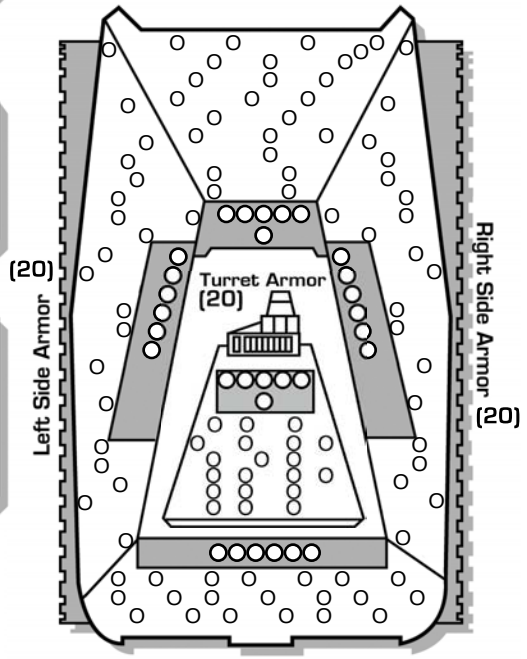
Stabilizers

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:** Hi-Scout Drone Carrier

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

**Tonnage:** 60
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Infantry Bay (20 tons) | BD | [E] | — | — | — | — |
| 1 | SRM 2 | T | 2/Msl [M,C] | — | 3 | 6 | 9 |

Ammo: (SRM 2) 50

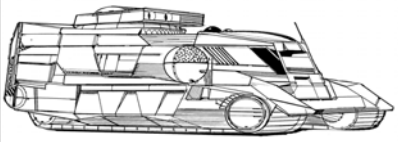
**Cost:** **BV:** 347

### CREW DATA

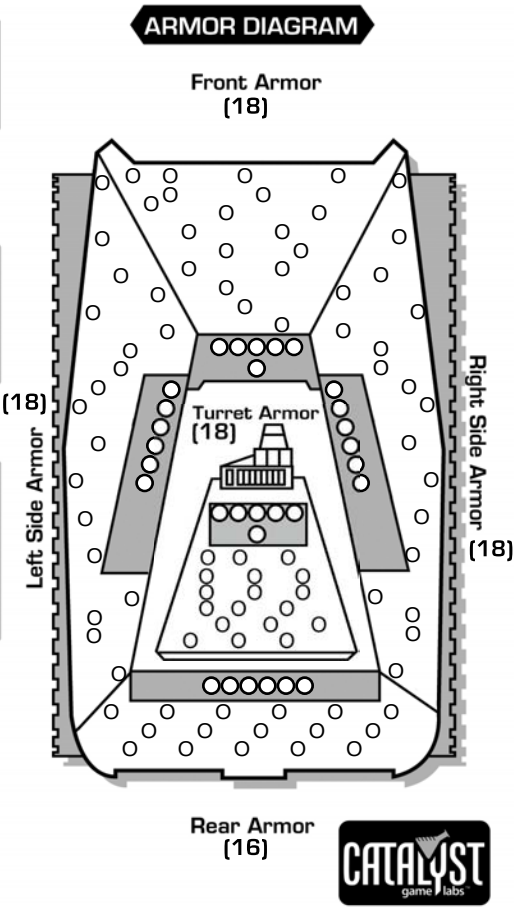
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** Hi-Scout Drone (NapFind)

**Movement Points:**
- Cruising: 15
- Flank: 23

**Movement Type:** Hover

**Engine Type:** I.C.E.

**Tonnage:** 3

**Tech Base:** Inner Sphere (Advanced)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|

**Cost:**

**BV:** 11

### 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 ☐

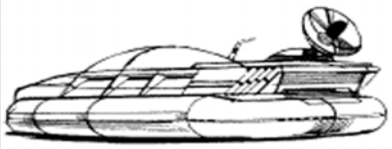
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

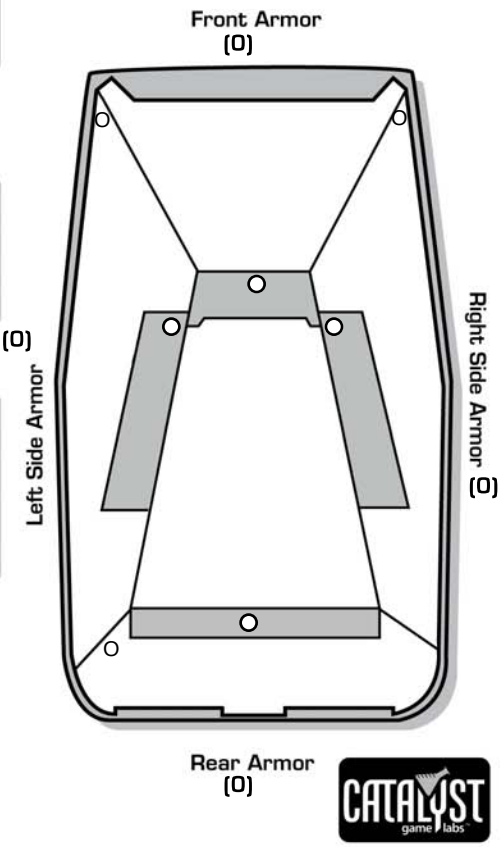
Stabilizers

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:** Hi-Scout Drone (PathTrak)

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

**Tonnage:** 3
**Tech Base:** Inner Sphere (Advanced)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|

**Cost:**

**BV:** 36

### 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 ☐

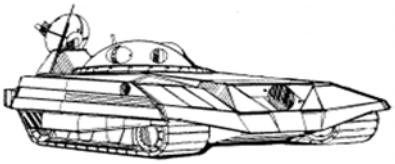
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

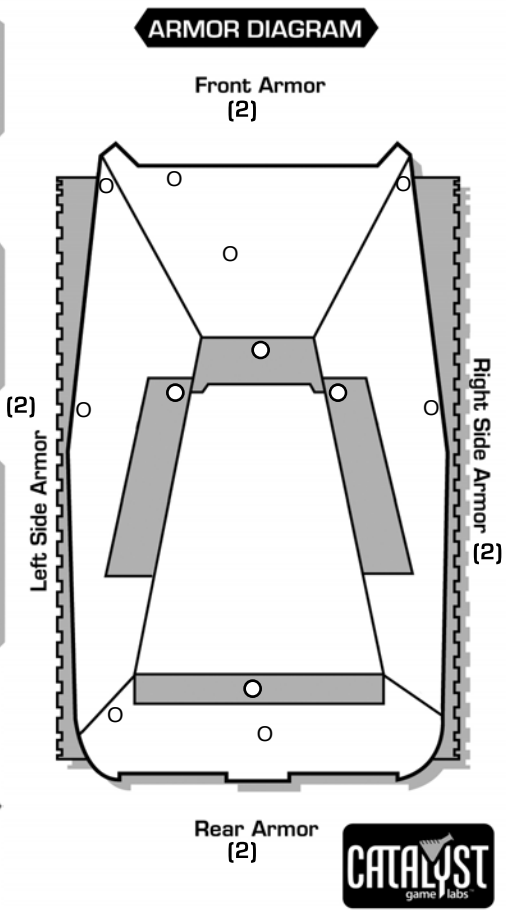
Stabilizers

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:** AC2 Carrier

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

**Tonnage:** 60
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 5 | Autocannon/2 | FR | 2 [DB,S] | 4 | 8 | 16 | 24 |

Ammo: (AC/2) 180

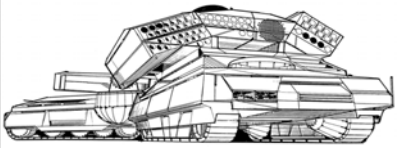
**Cost:** **BV:** 403

### CREW DATA

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

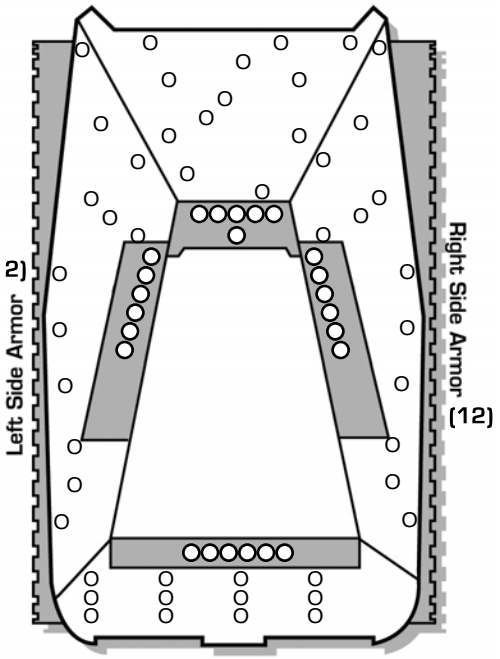
### CRITICAL DAMAGE

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 (12)




Rear Armor (12)

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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:** Laser Carrier

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

**Tonnage:** 60
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 8 | Medium Laser | FR | 5 [DE] | — | 3 | 6 | 9 |

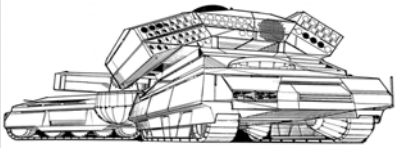
**Cost:** **BV:** 566

### CREW DATA

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

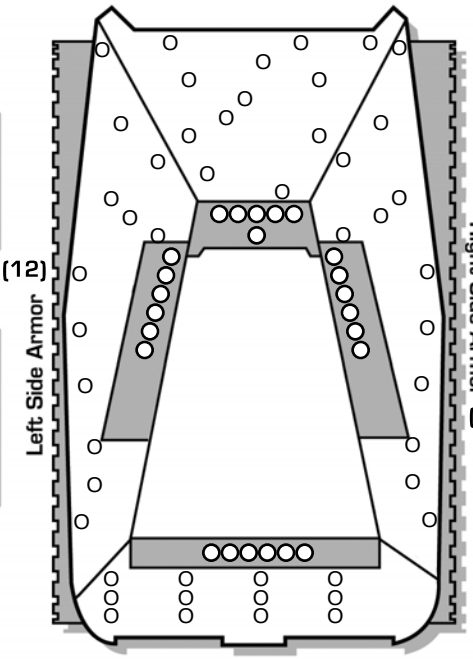
### CRITICAL DAMAGE

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 (12)



Left Side Armor (12)
Right Side Armor (12)
Rear Armor (12)

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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:** LRM Carrier

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

**Movement Type:** Tracked

**Engine Type:** I.C.E.

**Tonnage:** 60

**Tech Base:** Inner Sphere (Intro)

**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

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

Ammo: (LRM 20) 24

**Cost:** **BV:** 833

### 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 ☐

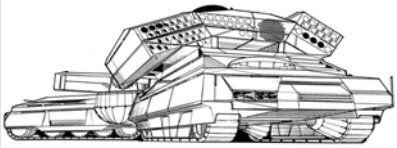
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

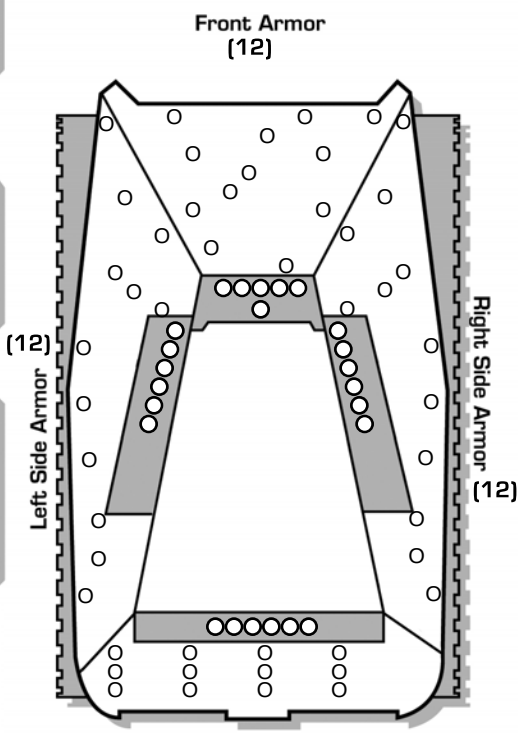
Stabilizers

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:** SRM Carrier

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

**Movement Type:** Tracked

**Engine Type:** I.C.E.

**Tonnage:** 60

**Tech Base:** Inner Sphere (Intro)

**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

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

Ammo: (SRM 6) 60

**Cost:** **BV:** 816

### 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 ☐

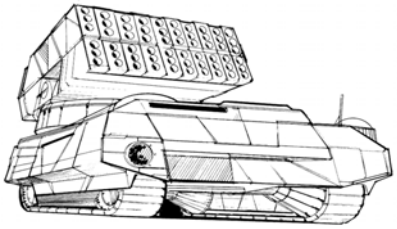
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

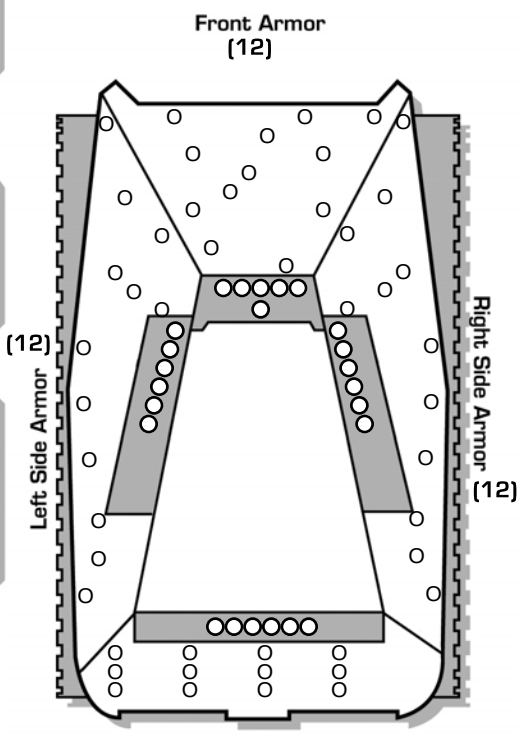
Stabilizers

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:** Manticore Heavy Tank

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

**Tonnage:** 60
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

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

Ammo: (SRM 6) 15, (LRM 10) 12

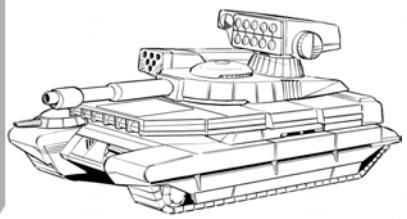
**Cost:** **BV:** 993

### CREW DATA

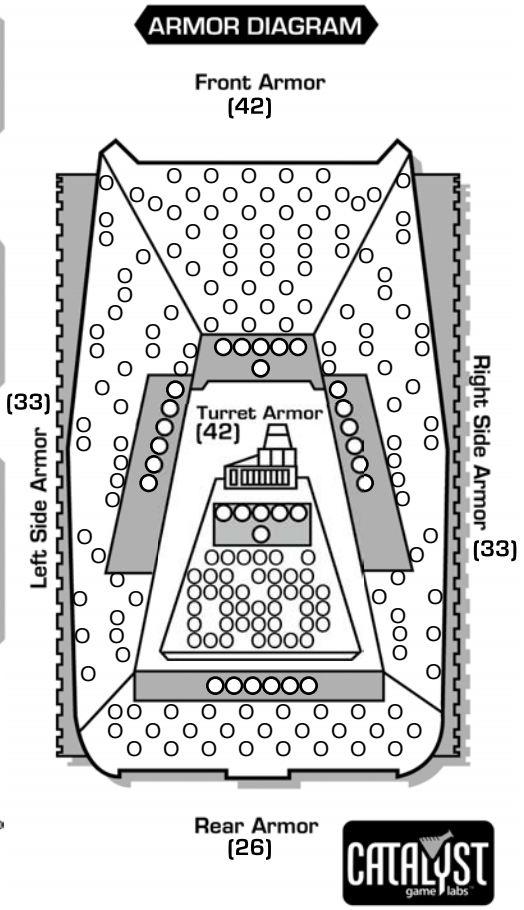
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** Pike Support Vehicle

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

**Tonnage:** 60
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

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

Ammo: (AC/2) 225, (SRM 2) 50

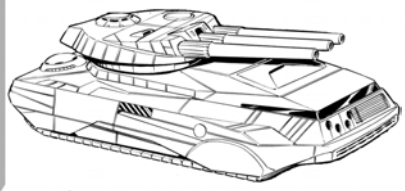
**Cost:** **BV:** 648

### CREW DATA

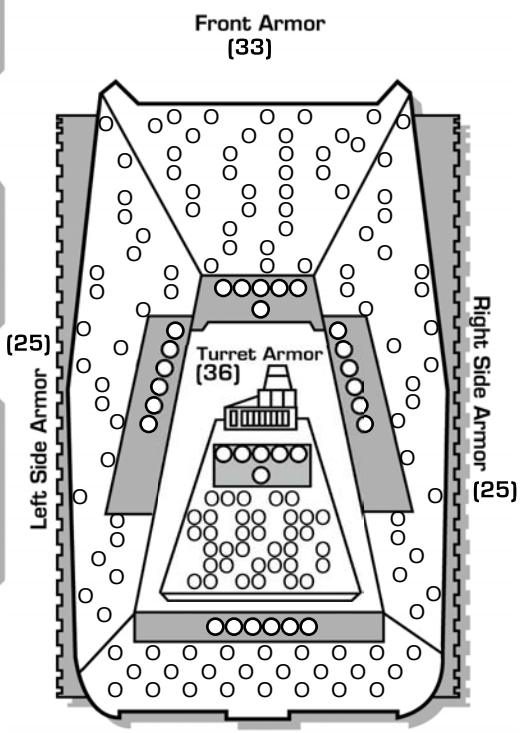
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** Pike Support Vehicle (AC5)

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

**Movement Type:** Tracked

**Engine Type:** I.C.E.

**Tonnage:** 60

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

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

Ammo: (SRM 2) 50, (AC/5) 140

**Cost:** **BV:** 715

### 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 ☐

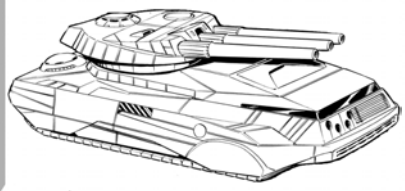
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

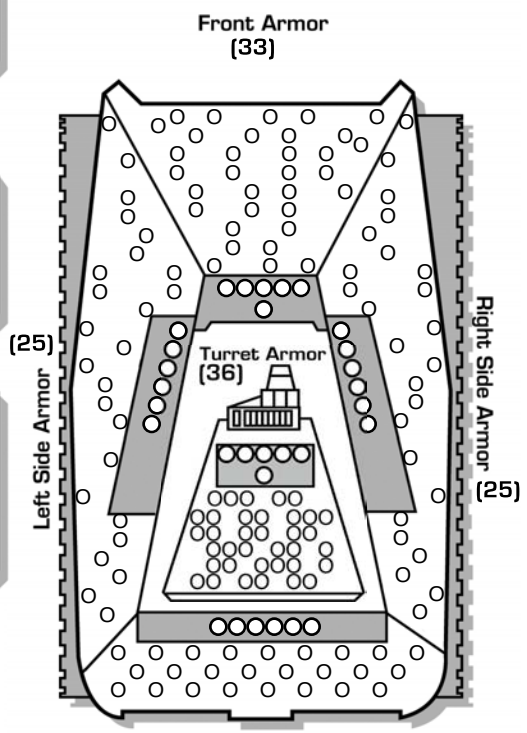
Stabilizers

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:** Pike Support Vehicle (Missile)

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

**Tonnage:** 60
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 2 | SRM 2 | FR | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 2 | LRM 20 | T | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |

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

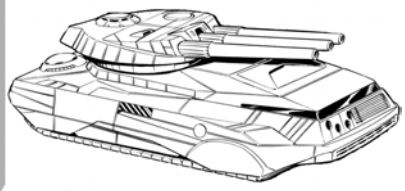
**Cost:** **BV:** 943

### CREW DATA

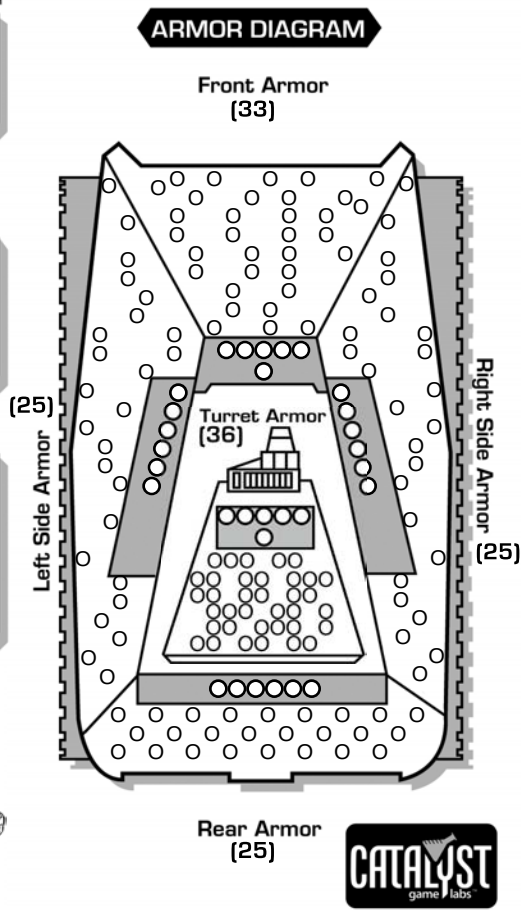
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** Mobile Long Tom

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

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

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Infantry Bay (2 tons) | BD | [E] | — | — | — | — |
| 1 | Long Tom | FR | 25 [AE,S,F] | — | 1 | 2 | 30 |
| 2 | Machine Gun | RS | 2 [DB,AI] | — | 1 | 2 | 3 |
| 2 | Machine Gun | LS | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Hitch | RR | [E] | — | — | — | — |

Ammo: (Machine Gun) 300

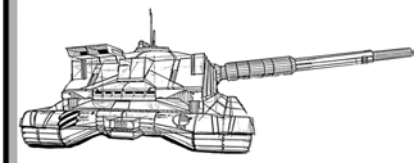
**Cost:** **BV:** 515

### CREW DATA

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

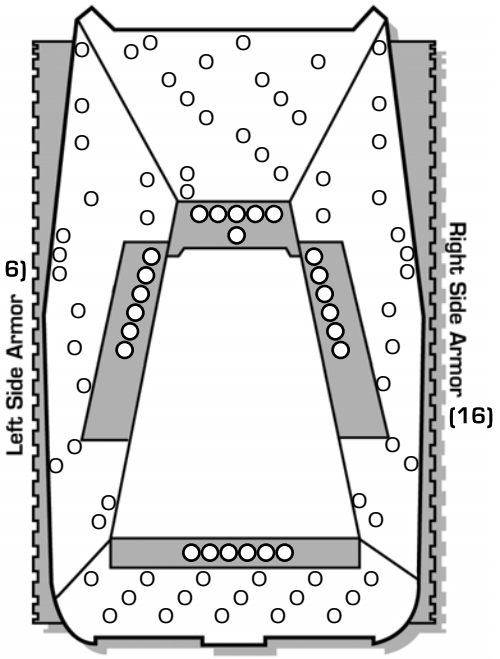
### CRITICAL DAMAGE

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 (16)
Left Side Armor (16)
Right Side Armor (16)
Rear Armor (16)



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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:** Mobile Long Tom (Ammo Carriage)

**Movement Points:**
**Cruising:** 0
**Flank:** 0
**Movement Type:** Tracked
**Engine Type:** I.C.E.

**Tonnage:** 0
**Tech Base:** Inner Sphere (Advanced)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Infantry Bay (5 tons) | BD | [E] | — | — | — | — |
| 1 | Hitch | FR | [E] | — | — | — | — |
| 1 | Hitch | RR | [E] | — | — | — | — |

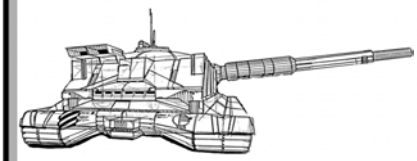
**Cost:** **BV:** 144

### CREW DATA

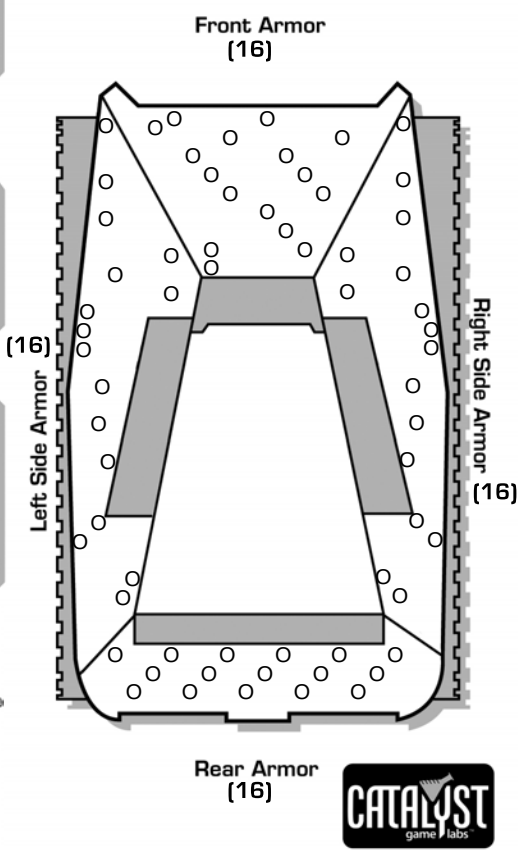
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** Mobile Long Tom (Support Carriage)

**Movement Points:**
**Cruising:** 0
**Flank:** 0
**Movement Type:** Tracked
**Engine Type:** I.C.E.

**Tonnage:** 0
**Tech Base:** Inner Sphere (Advanced)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Hitch | FR | [E] | — | — | — | — |
| 1 | Hitch | RR | [E] | — | — | — | — |

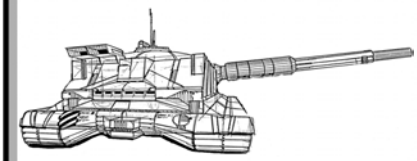
**Cost:** **BV:** 144

### CREW DATA

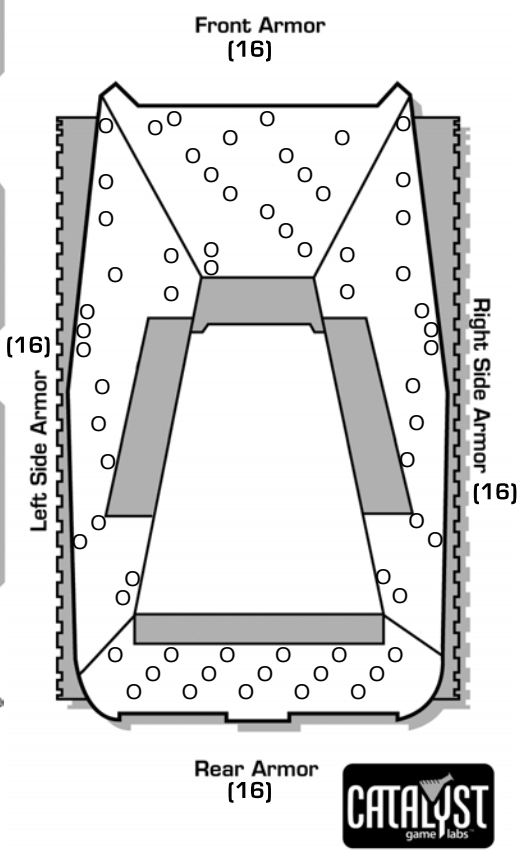
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** Axel Mk 1

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

**Movement Type:** Tracked

**Engine Type:** I.C.E.

**Tonnage:** 65

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

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

Ammo: (Machine Gun) 100, (AC/20) 20, (LRM 10) 24

**Cost:** **BV:** 931

### 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 ☐

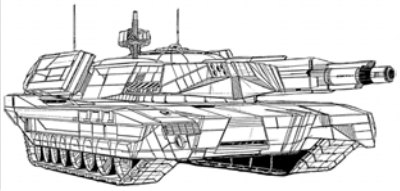
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers

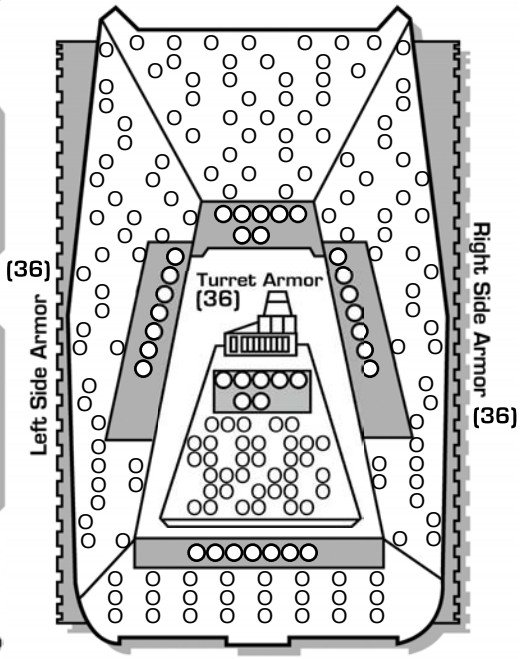
Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



### ARMOR DIAGRAM

Front Armor (36)




Rear Armor (24)

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

**Attack Direction Modifier:**

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

**Vehicle Type Modifiers:**

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Axel Mk 2

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

**Tonnage:** 65
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Vehicle Flamer | RR | 2 [S] | — | 1 | 2 | 3 |
| 1 | Autocannon/20 | T | 20 [DB,S] | — | 3 | 6 | 9 |
| 1 | LRM 10 | T | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Machine Gun | T | 2 [DB,AI] | — | 1 | 2 | 3 |

Ammo: (Machine Gun) 100, (Flamer) 20, (AC/20) 20 (LRM 10) 12

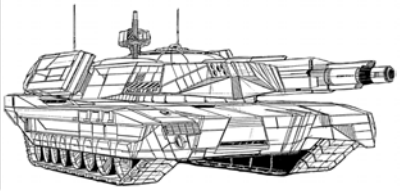
**Cost:** **BV:** 901

### CREW DATA

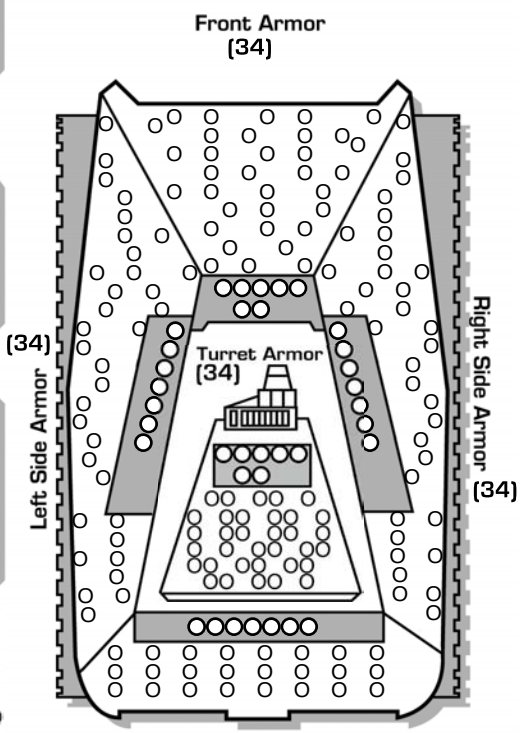
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** Patton Tank

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

**Tonnage:** 65
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

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

Ammo: (LRM 5) 24, (AC/10) 20

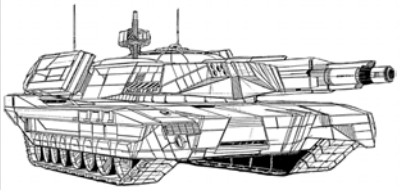
**Cost:** **BV:** 961

### CREW DATA

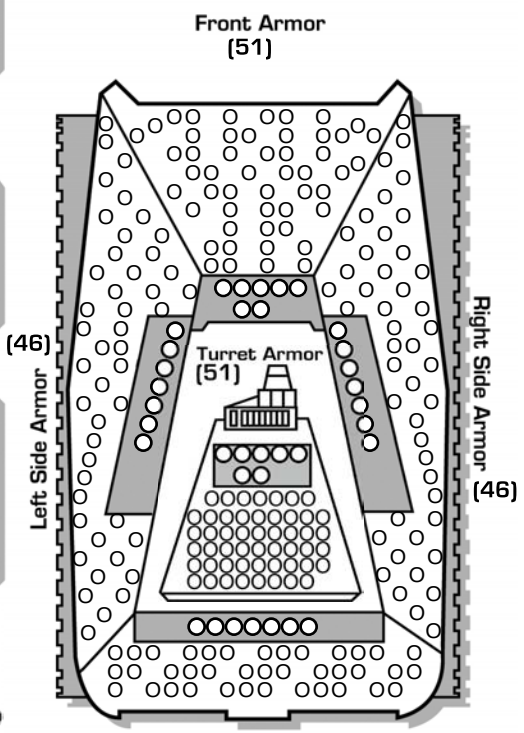
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



### ARMOR DIAGRAM




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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:** Rommel Tank

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

**Tonnage:** 65
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

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

Ammo: (LRM 5) 24, (AC/20) 20

**Cost:** **BV:** 933

### 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 ☐

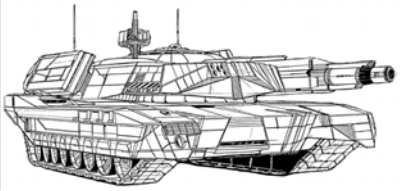
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

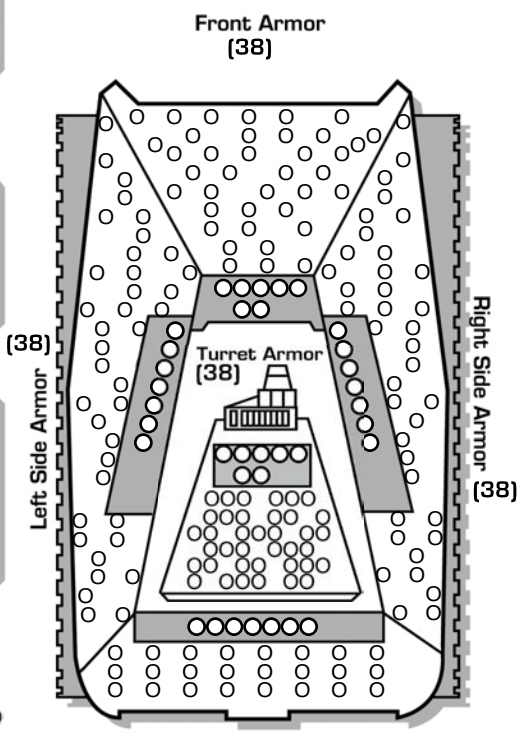
Stabilizers

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:** Von Luckner Heavy Tank VNL-K65N

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

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

**Weapons & Equipment Inventory** (hexes)

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

Ammo: (SRM 4) 25, (Machine Gun) 100, (SRM 6) 15 (AC/20) 15, (LRM 10) 12

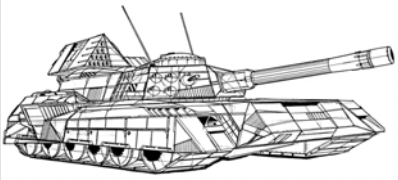
**Cost:** **BV:** 1,100

### CREW DATA

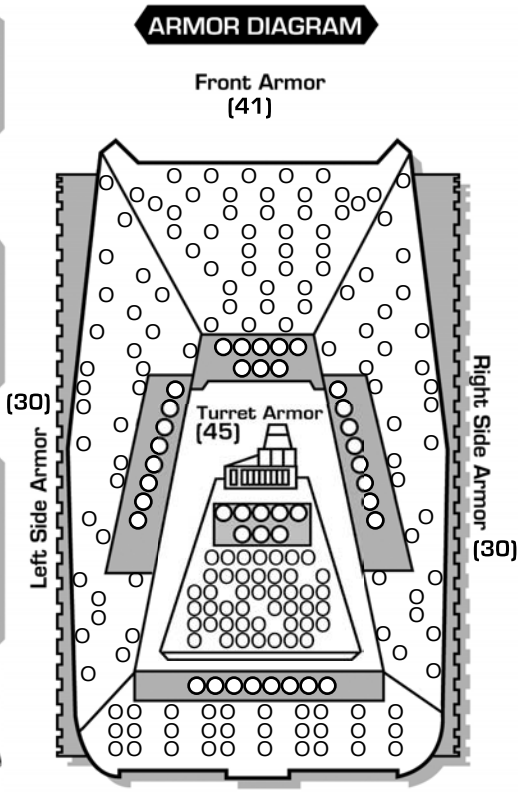
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** Von Luckner Heavy Tank VNL-K70

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

**Tonnage:** 75
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Flamer | FR | 2 [DE,H,AI] | — | 1 | 2 | 3 |
| 1 | LRM 10 | RR | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Autocannon/10 | T | 10 [DB,S] | — | 5 | 10 | 15 |
| 1 | Machine Gun | T | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | PPC | T | 10 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | SRM 4 | T | 2/Msl [M,C] | — | 3 | 6 | 9 |

Ammo: (SRM 4) 25, (Machine Gun) 100, (AC/10) 20 (LRM 10) 12

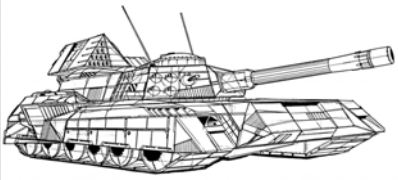
**Cost:** **BV:** 1,060

### CREW DATA

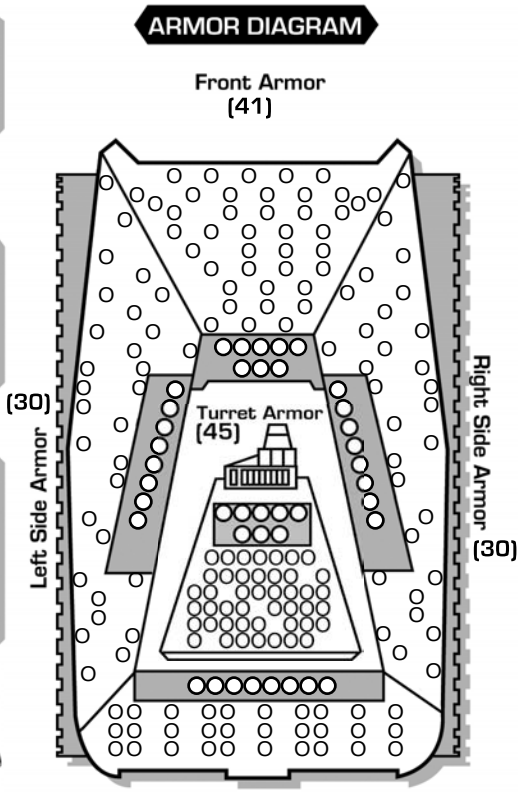
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** Von Luckner Heavy Tank VNL-K100

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

**Tonnage:** 75
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 2 | Autocannon/20 | T | 20 [DB,S] | — | 3 | 6 | 9 |
| 1 | SRM 6 | T | 2/Msl [M,C] | — | 3 | 6 | 9 |

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

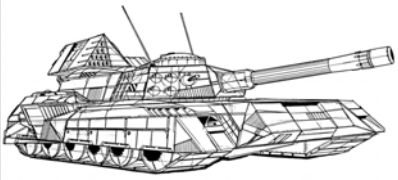
**Cost:** **BV:** 1,001

### CREW DATA

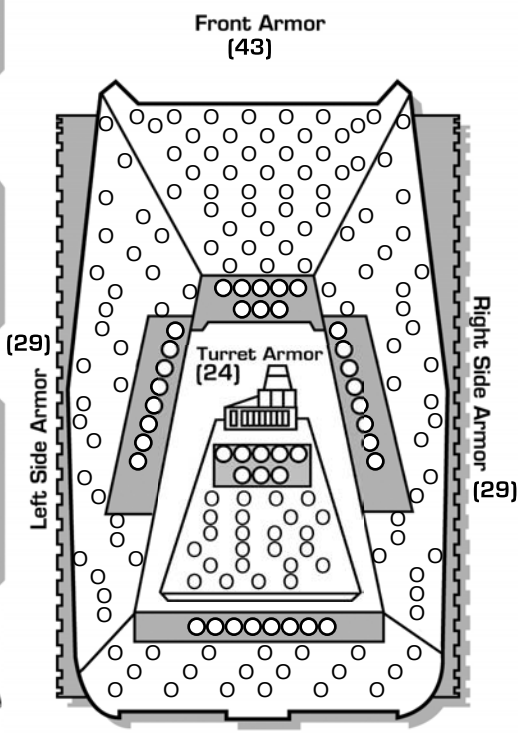
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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 Heavy Tank

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

**Movement Type:** Tracked

**Engine Type:** I.C.E.

**Tonnage:** 80

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

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

Ammo: (AC/20) 20

**Cost:** **BV:** 981

### 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 ☐

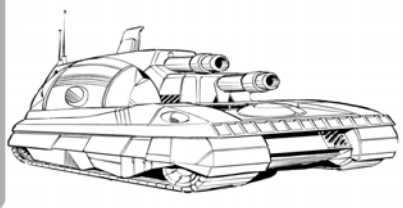
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

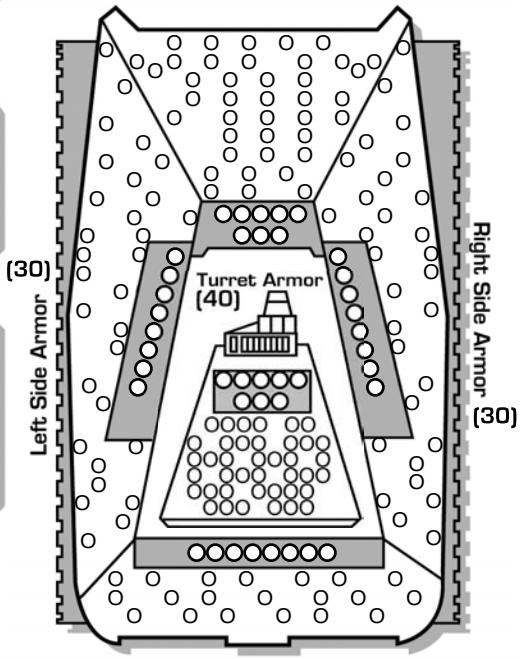
Stabilizers

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:** Demolisher Heavy Tank (Defensive)

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

**Movement Type:** Tracked

**Engine Type:** I.C.E.

**Tonnage:** 80

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Machine Gun | FR | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Machine Gun | RS | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Machine Gun | LS | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Machine Gun | RR | 2 [DB,AI] | — | 1 | 2 | 3 |
| 2 | Autocannon/20 | T | 20 [DB,S] | — | 3 | 6 | 9 |

Ammo: (Machine Gun) 100, (AC/20) 20

**Cost:** **BV:** 891

### 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 ☐

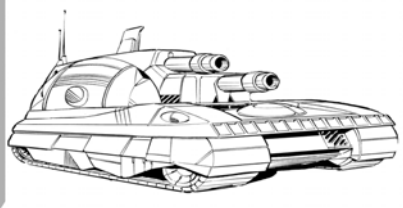
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

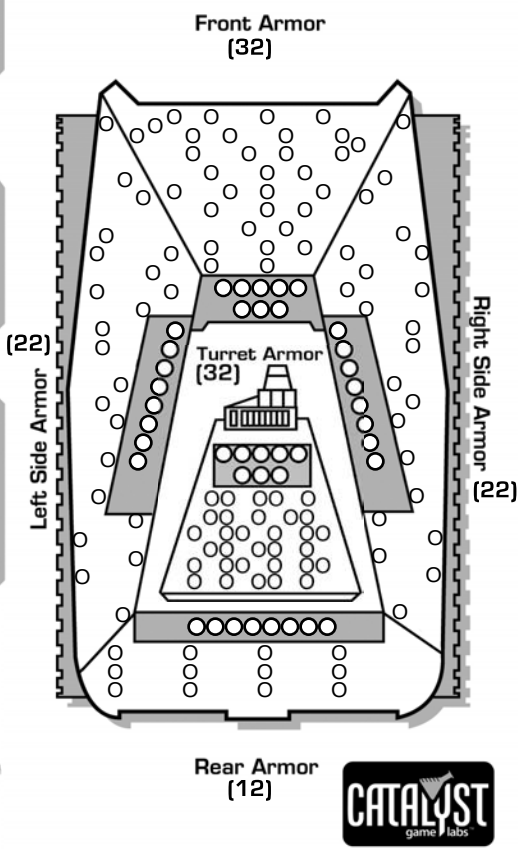
Stabilizers

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:** Devastator Heavy Tank

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

**Tonnage:** 80
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | Flamer | FR | 2 [DE,H,AI] | — | 1 | 2 | 3 |
| 1 | SRM 6 | FR | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 2 | Autocannon/20 | T | 20 [DB,S] | — | 3 | 6 | 9 |
| 3 | Small Laser | T | 3 [DE] | — | 1 | 2 | 3 |

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

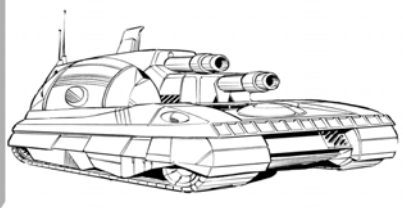
**Cost:** **BV:** 1,037

### CREW DATA

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

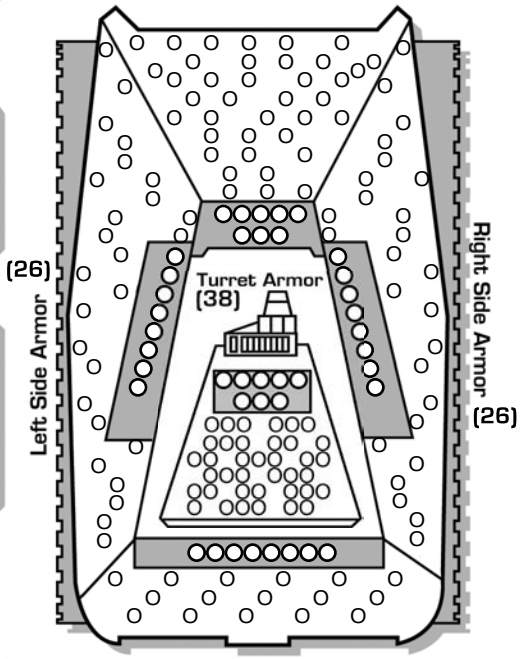
### CRITICAL DAMAGE

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 (38)




Rear Armor (16)

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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:** Partisan Heavy Tank

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

**Tonnage:** 80
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

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

Ammo: (Machine Gun) 100, (AC/5) 40

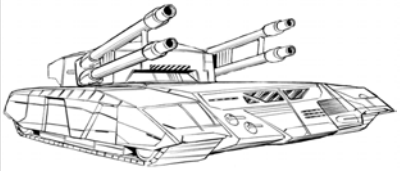
**Cost:** **BV:** 673

### CREW DATA

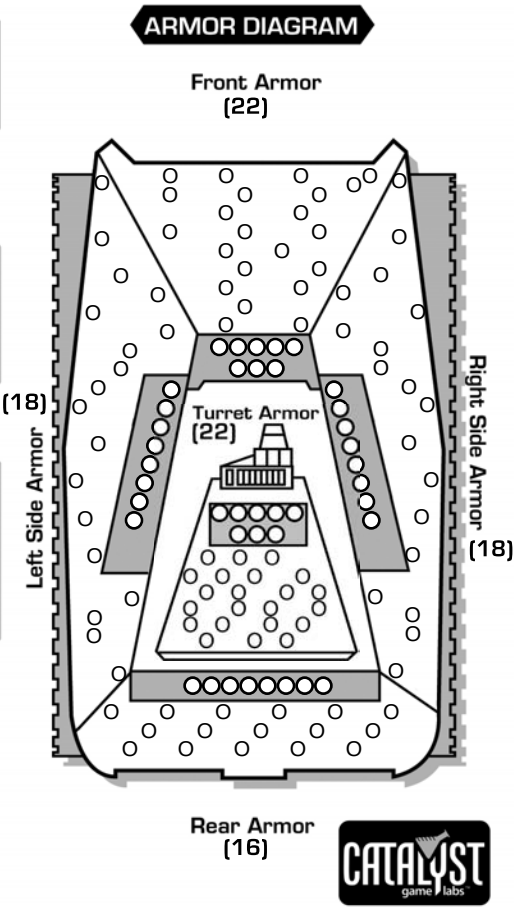
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



### ARMOR DIAGRAM




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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

| 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:** Partisan Heavy Tank (AC2)

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

**Movement Type:** Tracked

**Engine Type:** I.C.E.

**Tonnage:** 80

**Tech Base:** Inner Sphere (Intro)

**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 |
| 5 | Autocannon/2 | T | 2 [DB,S] | 4 | 8 | 16 | 24 |

Ammo: (AC/2) 180, (Machine Gun) 200

**Cost:** **BV:** 580

### 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 ☐

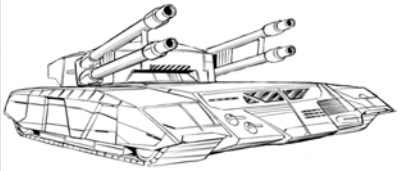
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

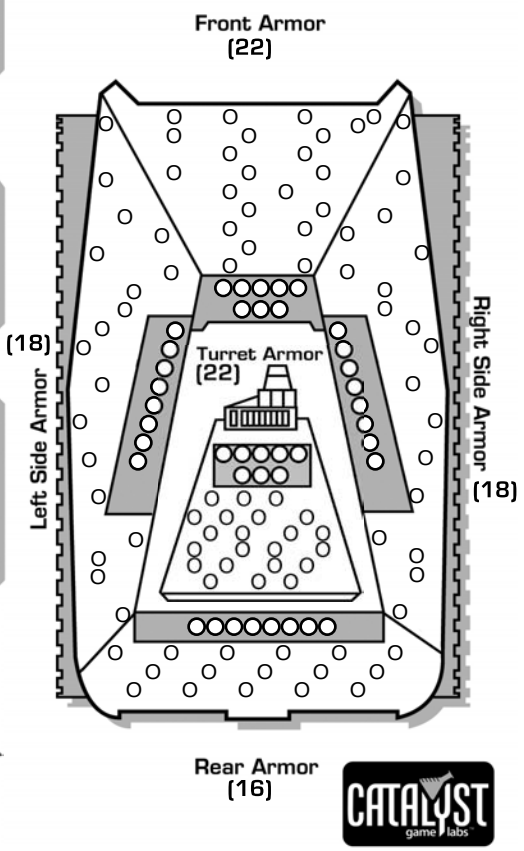
Stabilizers

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:** Partisan Heavy Tank (LRM)

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

**Tonnage:** 80
**Tech Base:** Inner Sphere (Intro)
**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 |
| 4 | LRM 15 | T | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |

Ammo: (Machine Gun) 200, (LRM 15) 48

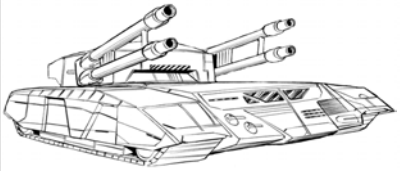
**Cost:** **BV:** 1,021

### CREW DATA

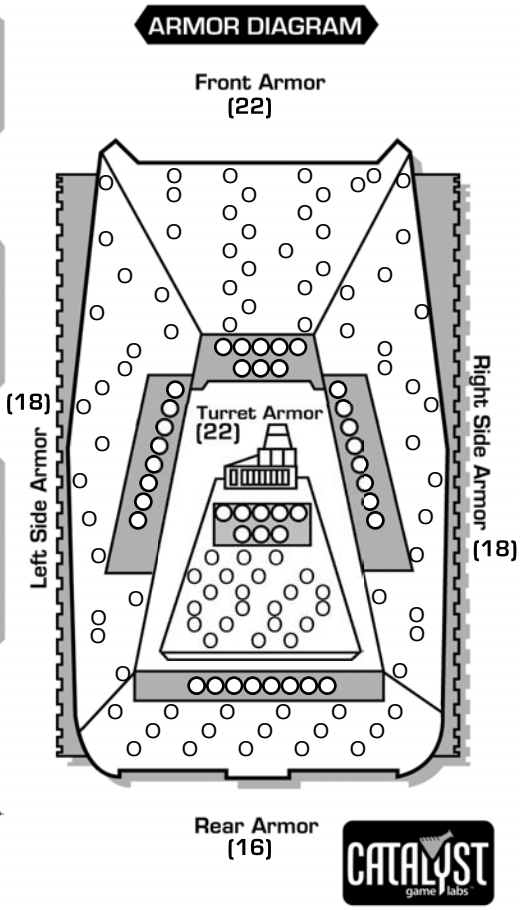
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** Schrek AC Carrier

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

**Tonnage:** 80
**Tech Base:** Inner Sphere (Intro)
**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 |
| 1 | Machine Gun | RS | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Machine Gun | LS | 2 [DB,AI] | — | 1 | 2 | 3 |
| 3 | Autocannon/5 | T | 5 [DB,S] | 3 | 6 | 12 | 18 |
| 4 | Machine Gun | T | 2 [DB,AI] | — | 1 | 2 | 3 |

Ammo: (Machine Gun) 400, (AC/5) 60

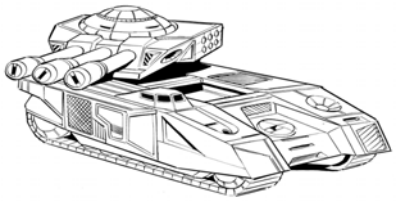
**Cost:** **BV:** 773

### CREW DATA

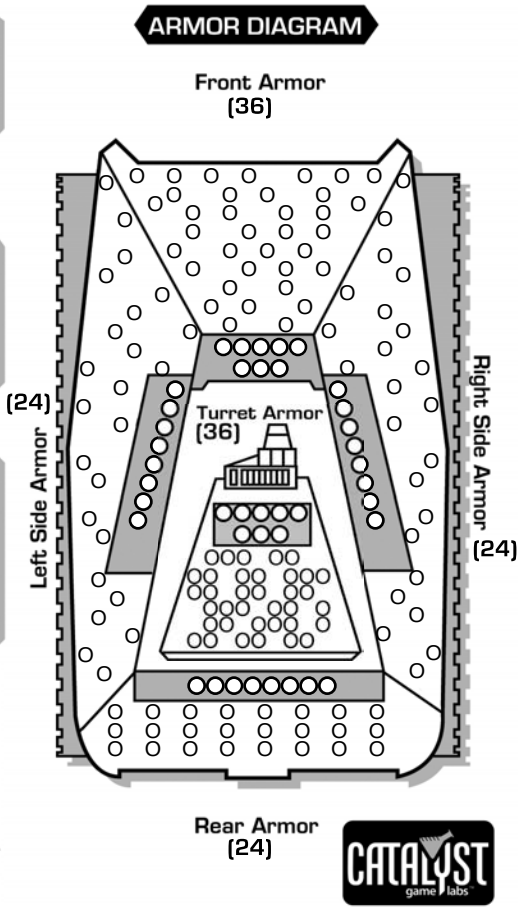
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** Schrek PPC Carrier

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

**Tonnage:** 80
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

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

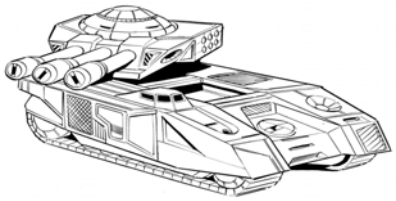
**Cost:** **BV:** 935

### CREW DATA

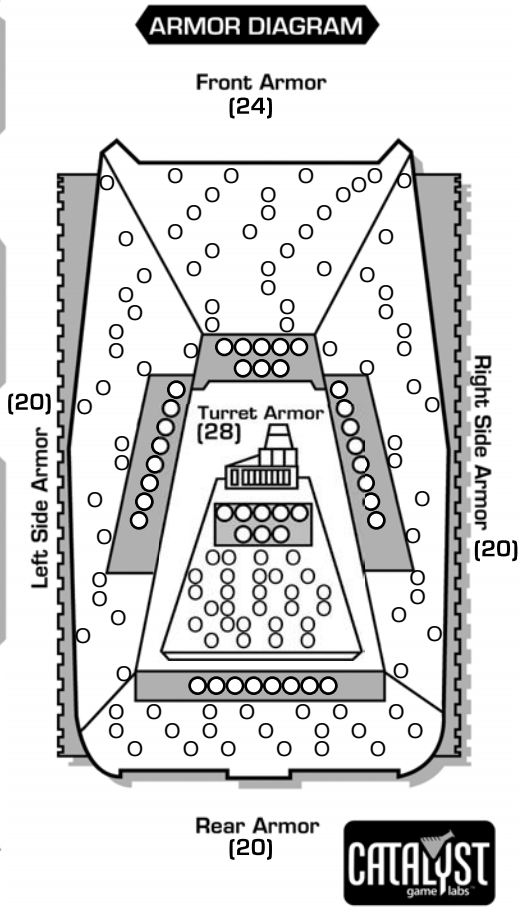
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** Schrek PPC Carrier (Anti-Infantry)

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

**Movement Type:** Tracked

**Engine Type:** Fusion Engine

**Tonnage:** 80

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 2 | Machine Gun | T | 2 [DB,AI] | — | 1 | 2 | 3 |
| 3 | PPC | T | 10 [DE,X] | 3 | 6 | 12 | 18 |

Ammo: (Machine Gun) 100

**Cost:** **BV:** 881

### 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 ☐

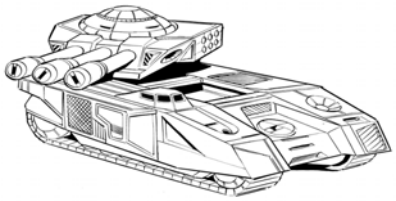
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

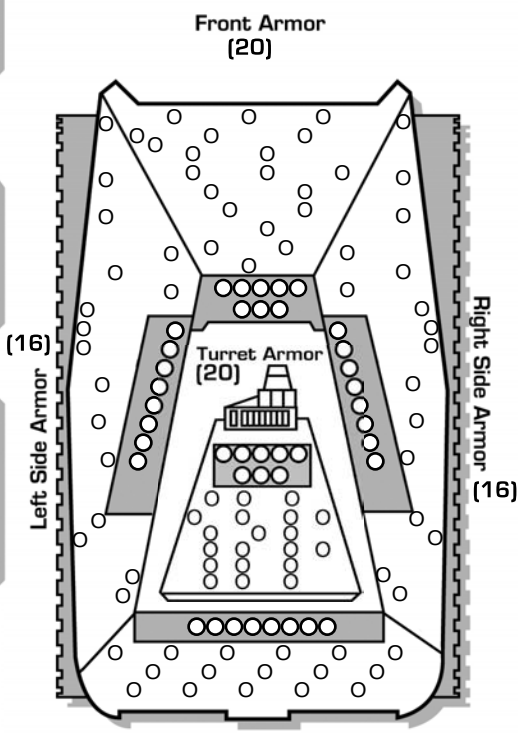
Stabilizers

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:** Sturmfeur Heavy Tank

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

**Movement Type:** Tracked

**Engine Type:** I.C.E.

**Tonnage:** 85

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

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

Ammo: (LRM 20) 18, (Machine Gun) 200

**Cost:** **BV:** 1,400

### 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 ☐

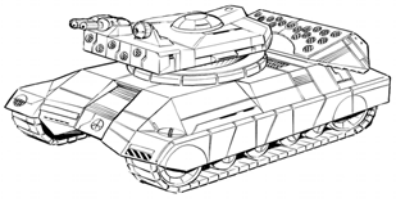
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

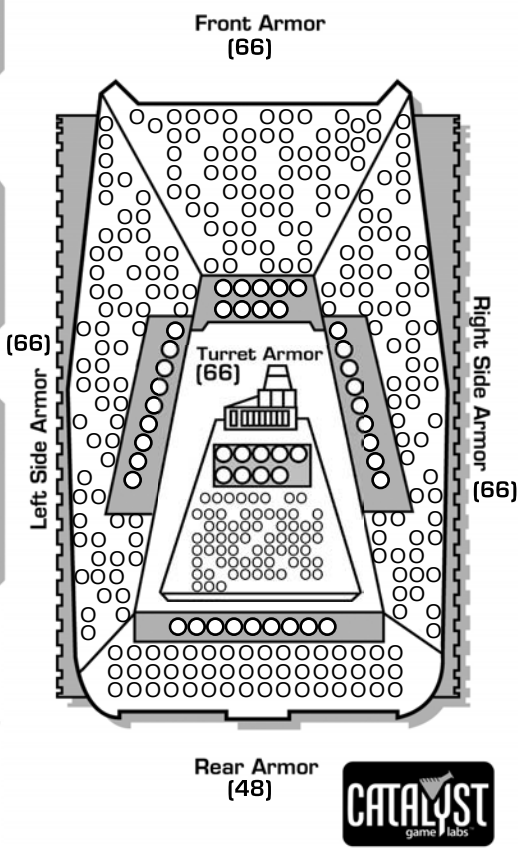
Stabilizers

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:** Sturmfeur Heavy Tank (SRM)

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

**Movement Type:** Tracked

**Engine Type:** I.C.E.

**Tonnage:** 85

**Tech Base:** Inner Sphere (Intro)

**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 1 | LRM 20 | FR | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 3 | Machine Gun | T | 2 [DB,AI] | — | 1 | 2 | 3 |
| 4 | SRM 4 | T | 2/Msl [M,C] | — | 3 | 6 | 9 |

Ammo: (SRM 4) 50, (LRM 20) 18, (Machine Gun) 200

**Cost:** **BV:** 1,390

### 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 ☐

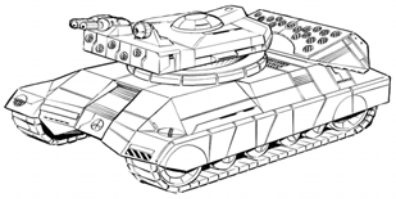
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

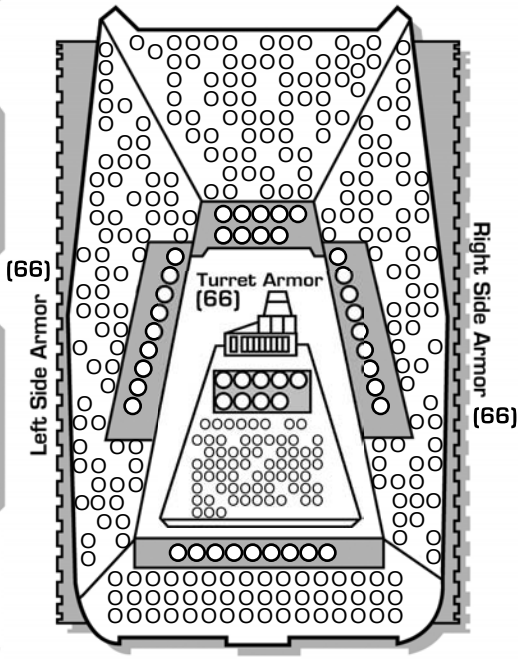
Stabilizers

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:** Ontos Heavy Tank

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

**Tonnage:** 95
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

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

Ammo: (LRM 5) 24

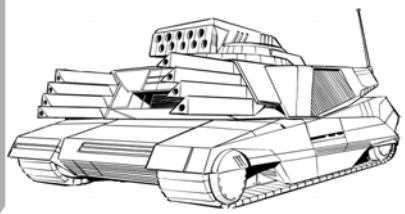
**Cost:** **BV:** 938

### CREW DATA

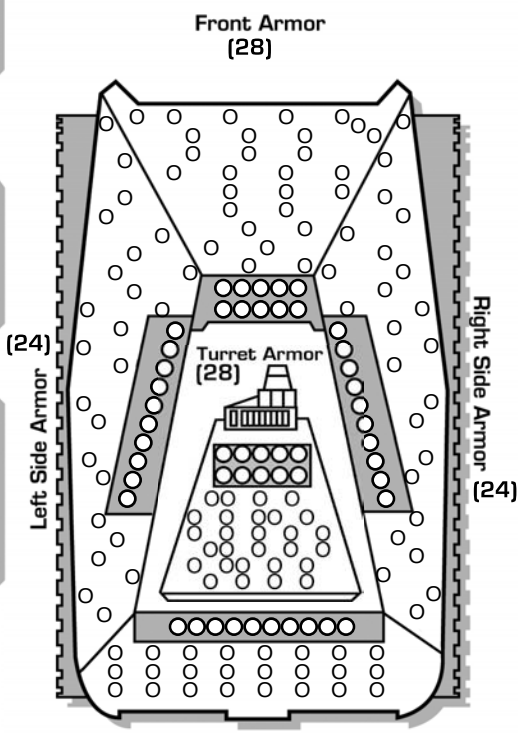
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** Ontos Heavy Tank (Fusion)

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

**Tonnage:** 95
**Tech Base:** Inner Sphere (Intro)
**Year:** 3060

**Weapons & Equipment Inventory** (hexes)

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

Ammo: (LRM 10) 24

**Cost:** **BV:** 1,287

### 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 ☐

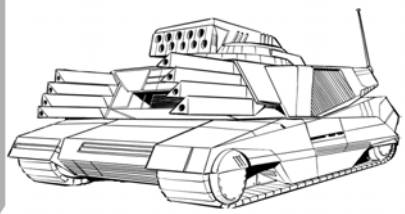
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

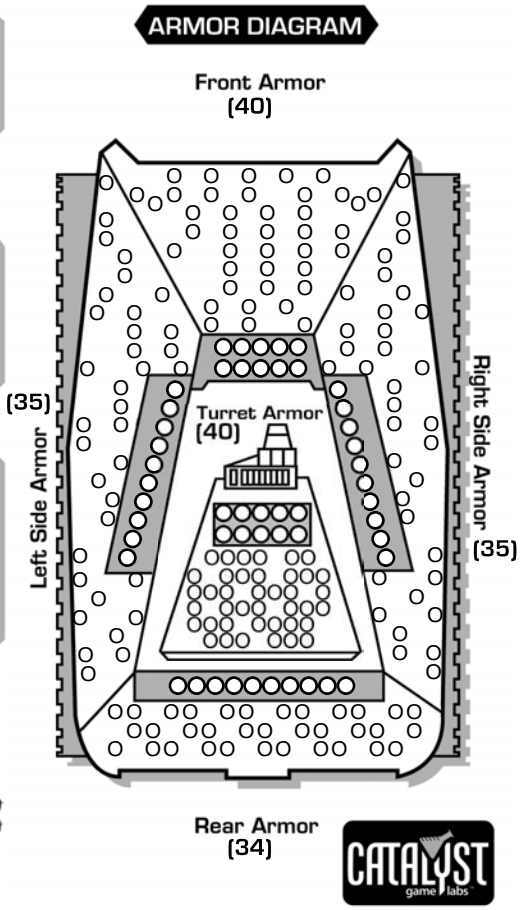
Stabilizers

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:** Ontos Heavy Tank (LRM)

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

**Tonnage:** 95
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 2 | LRM 10 | T | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 2 | LRM 20 | T | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |

Ammo: (LRM 20) 30, (LRM 10) 12

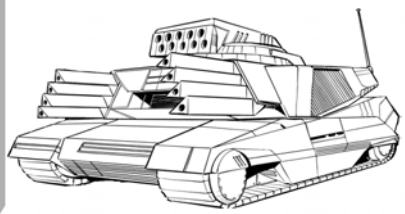
**Cost:** **BV:** 1,164

### CREW DATA

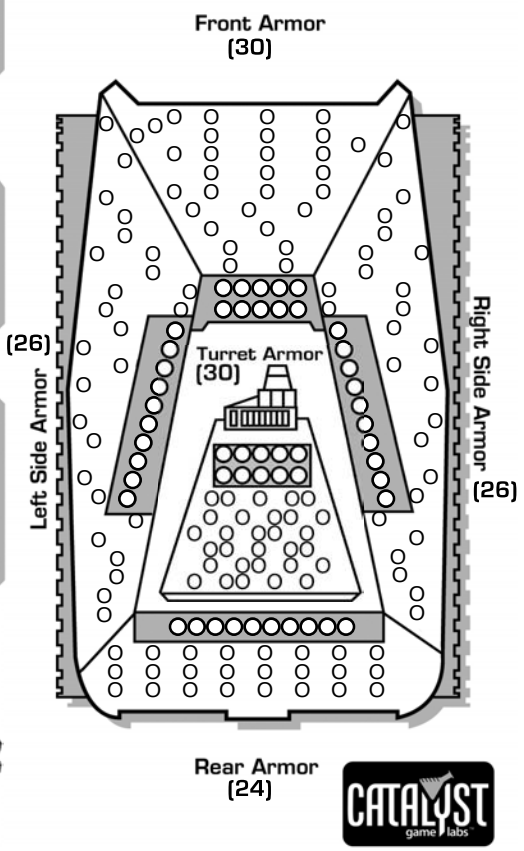
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** Behemoth Heavy Tank

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

**Tonnage:** 100
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

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

Ammo: (SRM 2) 50, (LRM 5) 48, (Machine Gun) 200
(SRM 6) 30, (AC/10) 20

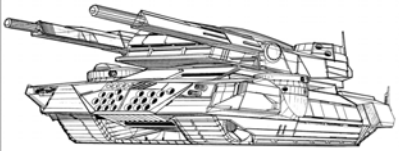
**Cost:** **BV:** 1,173

### CREW DATA

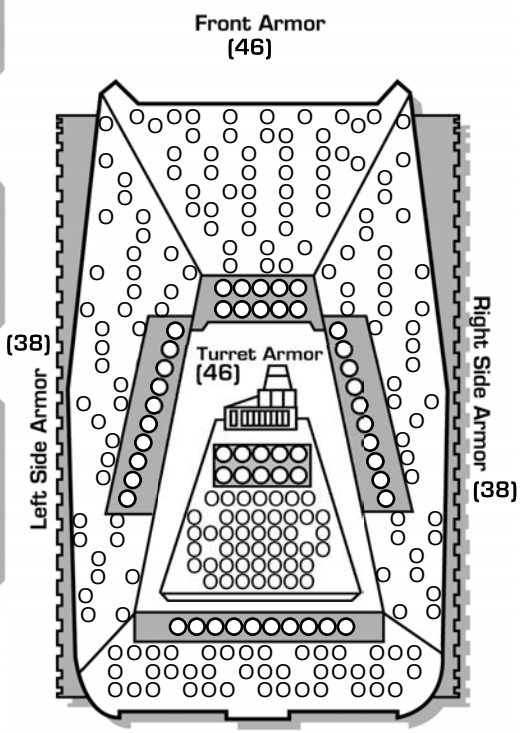
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** Behemoth Heavy Tank (Armor)

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

**Tonnage:** 100
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| 4 | LRM 5 | FR | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 2 | Autocannon/10 | T | 10 [DB,S] | — | 5 | 10 | 15 |
| 2 | SRM 6 | T | 2/Msl [M,C] | — | 3 | 6 | 9 |

Ammo: (LRM 5) 48, (SRM 6) 30, (AC/10) 20

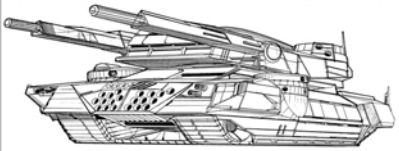
**Cost:** **BV:** 1,406

### CREW DATA

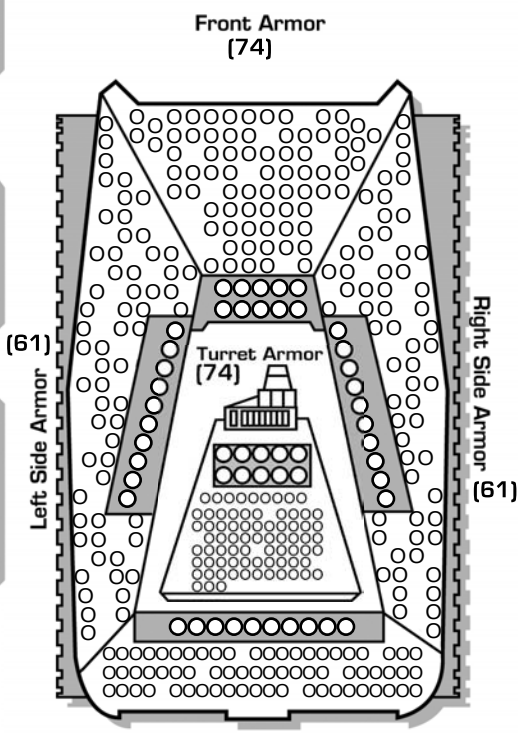
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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:** Behemoth Heavy Tank (Flamer)

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

**Tonnage:** 100
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

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

Ammo: (LRM 5) 48, (Machine Gun) 200, (Flamer) 40
(SRM 6) 30, (AC/10) 20

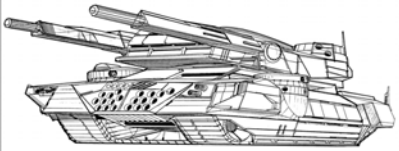
**Cost:** **BV:** 1,129

### CREW DATA

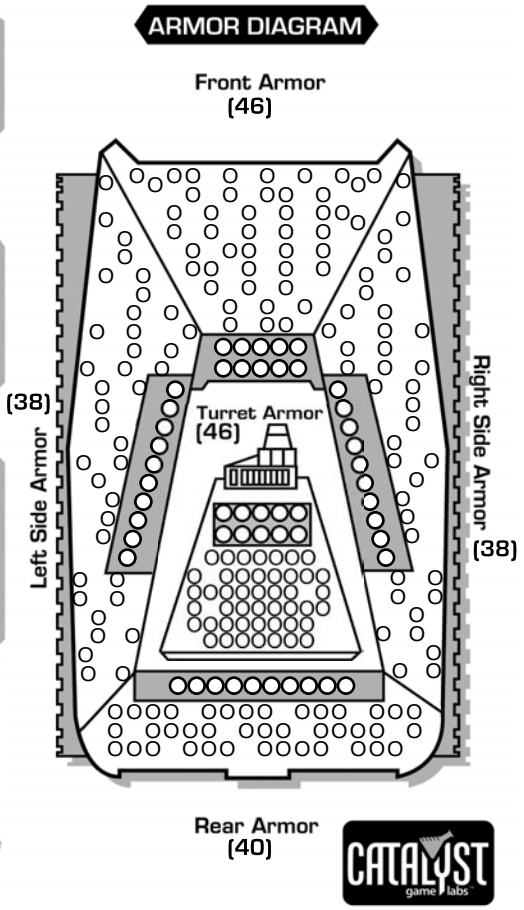
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

### 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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# BATTLEMECHS

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Commando COM-1D

**Movement Points:**
- Walking: 6
- Running: 9
- Jumping: 0

**Tonnage:** 25
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**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 | Large Laser | RA | 8 | 8 [DE] | — | 5 | 10 | 15 |

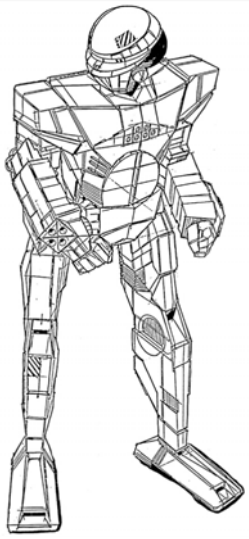
**Cost:** **BV:** 558

### WARRIOR DATA

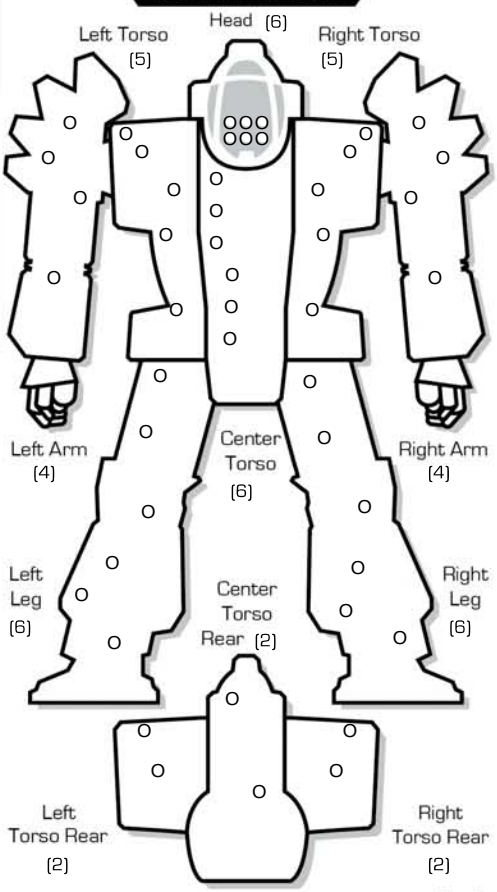
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 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. Heat Sink
2. Heat Sink
3. Ammo (SRM 6) 15
4. Roll Again
5. Roll Again
6. Roll Again

1-3

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

4-6

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

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

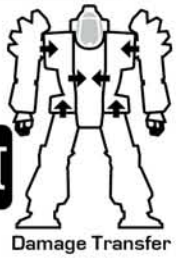
#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

1-3

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

4-6

#### Right Torso
1. Heat Sink
2. Heat Sink
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

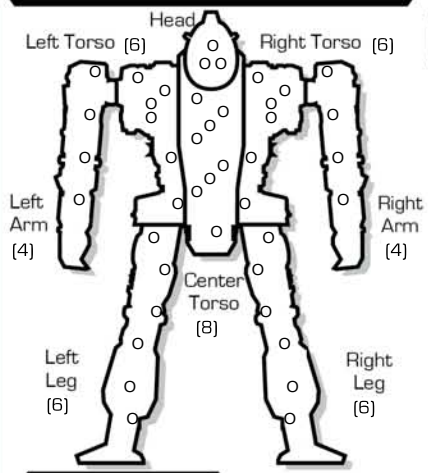
1-3

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

4-6

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

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

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

**Heat Scale**

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

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Commando COM-2D

**Movement Points:**
- Walking: 6
- Running: 9
- Jumping: 0

**Tonnage:** 25
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**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 | RA | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

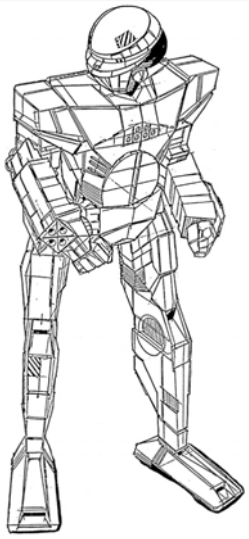
**Cost:** **BV:** 541

### WARRIOR DATA

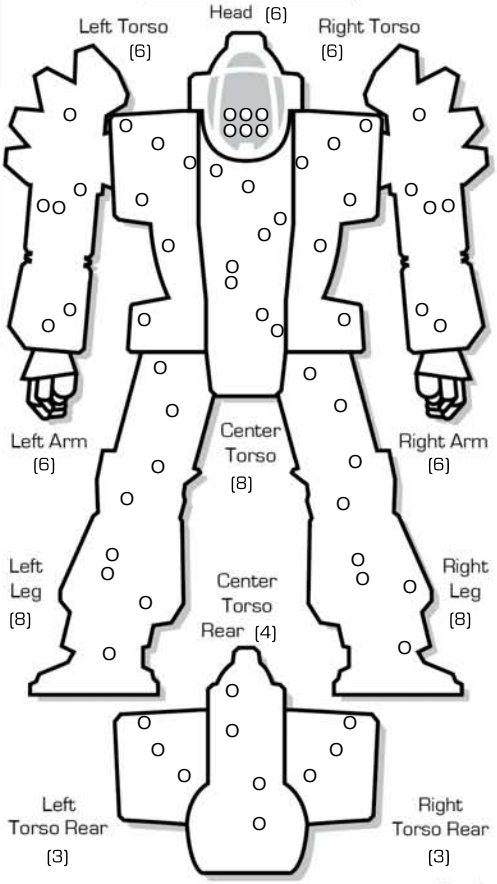
**Name:** _____

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

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

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

1-3

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

4-6

#### Left Torso
1. Heat Sink
2. Heat Sink
3. Ammo (SRM 6) 15
4. Roll Again
5. Roll Again
6. Roll Again

1-3

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

4-6

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

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

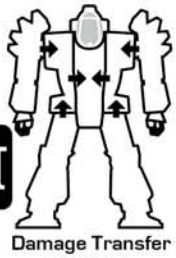
#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. 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. SRM 4
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. Heat Sink
2. Heat Sink
3. Ammo (SRM 4) 25
4. Roll Again
5. Roll Again
6. Roll Again

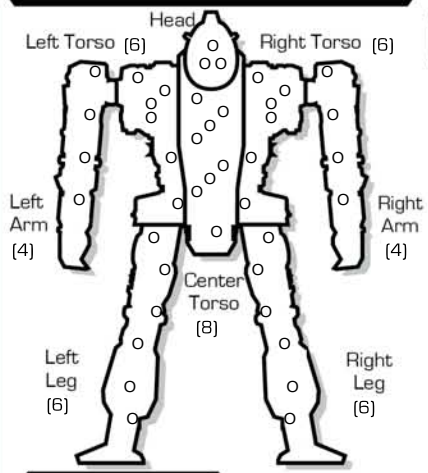
1-3

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

4-6

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

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

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

**Heat Scale**

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

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Commando COM-3A

**Movement Points:**
- Walking: 6
- Running: 9
- Jumping: 0

**Tonnage:** 25
**Tech Base:** Inner Sphere (Intro)
**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 | Flamer | RA | 3 | 2 [DE,H,AI] | — | 1 | 2 | 3 |
| 1 | SRM 6 | RA | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

**Cost:**

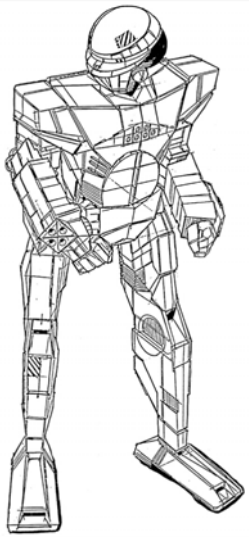
**BV:** 540

### WARRIOR DATA

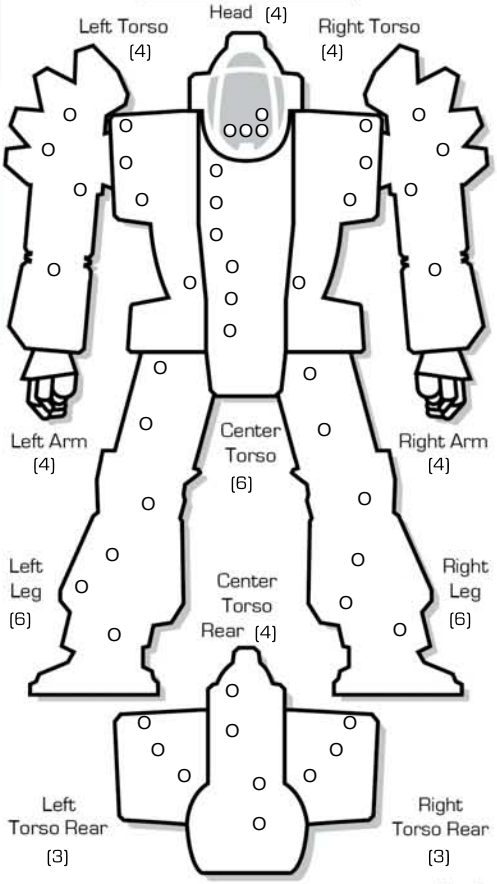
**Name:** _____

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

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

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

1-3

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

4-6

#### Left Torso
1. Roll Again
2. Roll Again
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. Heat Sink
6. Heat Sink

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

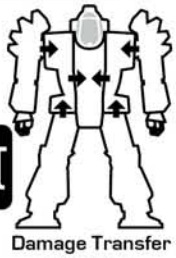
#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

1-3

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

4-6

#### Right Torso
1. Ammo (SRM 6) 15
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

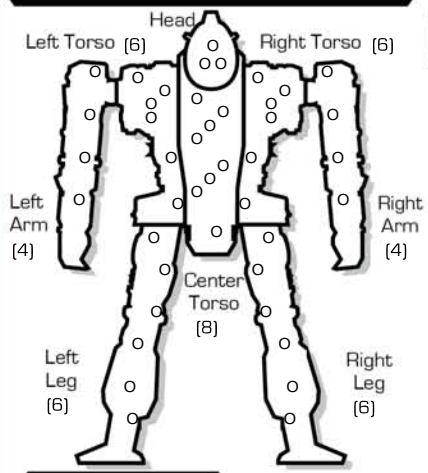
1-3

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

4-6

#### 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:** Javelin JVN-10F "Fire Javelin"

| Movement Points: | | | |
|---|---|---|---|
| Walking: | 6 | Tonnage: | 30 |
| Running: | 9 | Tech Base: | Inner Sphere (Intro) |
| Jumping: | 6 | Era: | Succession Wars |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 2 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |

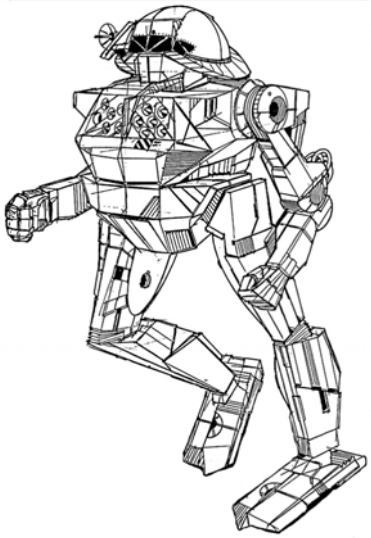
**Cost:** **BV:** 835

### WARRIOR DATA

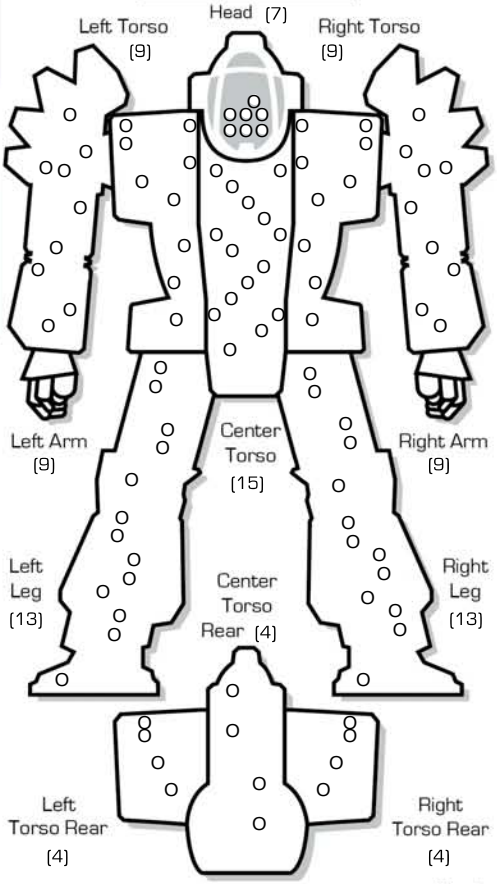
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 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. Heat Sink
2. Heat Sink
3. Medium Laser
4. Medium Laser
5. Roll Again
6. Roll Again

1-3

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

4-6

#### 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

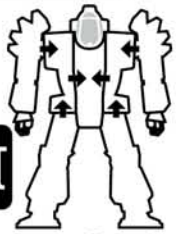
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. 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. 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. Heat Sink
2. Heat Sink
3. Medium Laser
4. Medium Laser
5. Roll Again
6. Roll Again

1-3

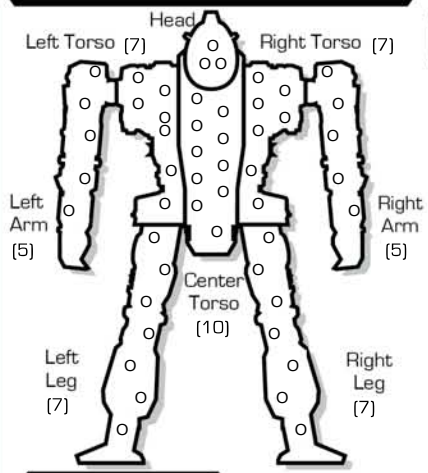
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right 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:** Javelin JVN-10N

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

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

**Weapons & Equipment Inventory** (hexes)

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

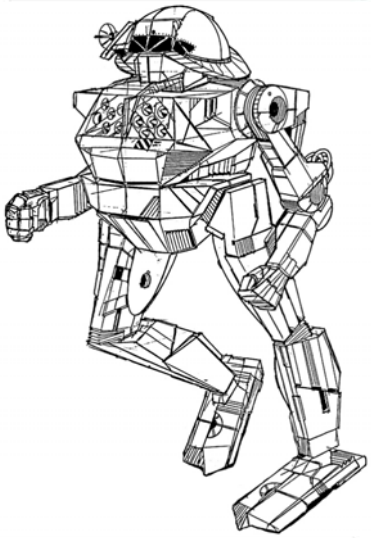
**Cost:** **BV:** 594

### WARRIOR DATA

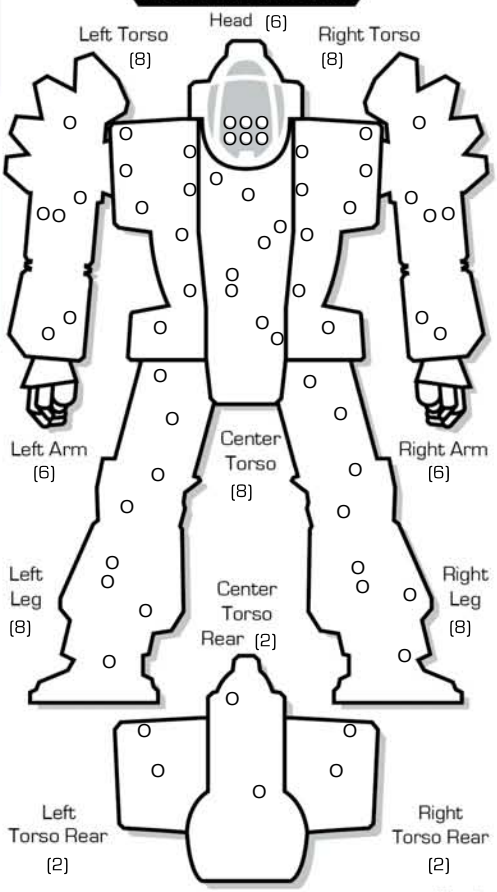
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
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. Heat Sink
2. SRM 6
3. SRM 6
4. Ammo (SRM 6) 15
5. Roll Again
6. Roll Again

1-3

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

4-6

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

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

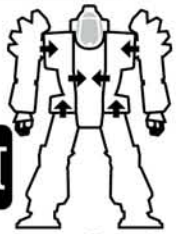
#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

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. 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. Heat Sink
2. Heat Sink
3. SRM 6
4. SRM 6
5. Ammo (SRM 6) 15
6. Roll Again

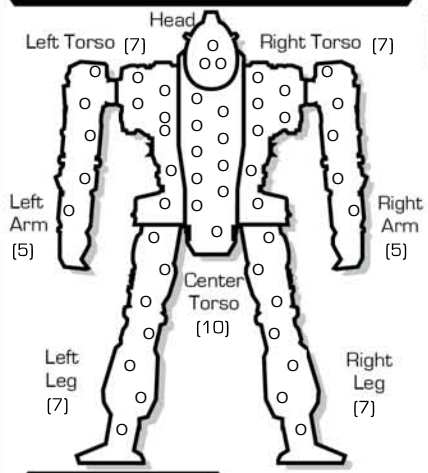
1-3

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

4-6

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

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 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:** Spider SDR-5D

**Movement Points:**
- Walking: 8
- Running: 12
- Jumping: 8

**Tonnage:** 30
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

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

**Cost:**

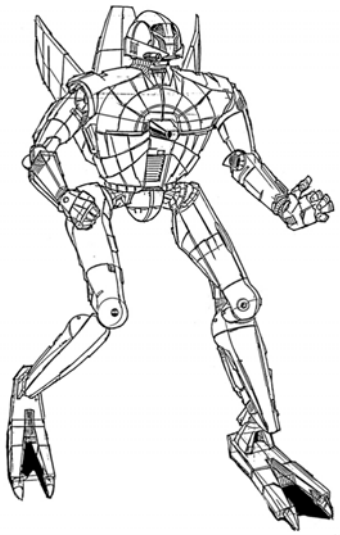
**BV:** 524

### WARRIOR DATA

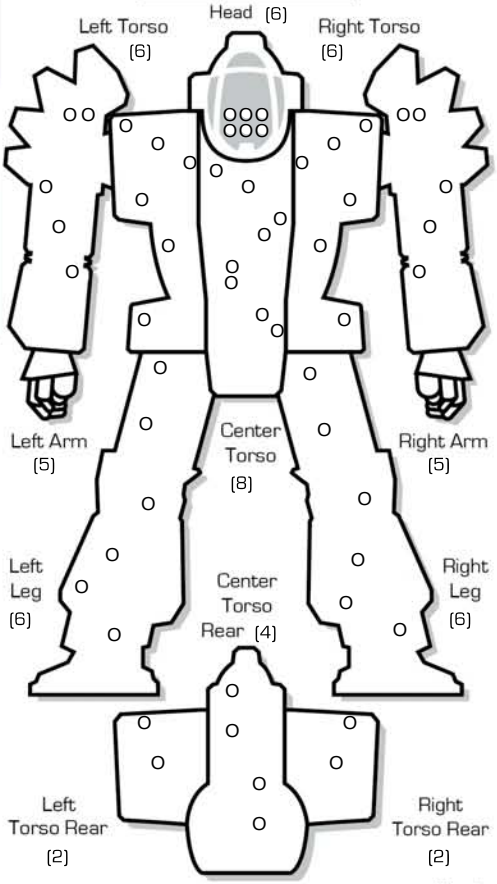
**Name:** _____

**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<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Hand Actuator<br>5. Roll Again<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

#### Left Torso

| | |
|---|---|
| 1-3 | 1. Jump Jet<br>2. Jump Jet<br>3. Jump Jet<br>4. Jump Jet<br>5. Roll Again<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

#### Left Leg

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

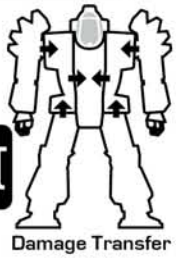
#### Head

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

#### Center Torso

| | |
|---|---|
| 1-3 | 1. Fusion Engine<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Gyro<br>5. Gyro<br>6. Gyro |
| 4-6 | 1. Gyro<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Fusion Engine<br>5. Medium Laser<br>6. Roll Again |

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



Damage Transfer Diagram

#### Right Arm

| | |
|---|---|
| 1-3 | 1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Hand Actuator<br>5. Flamer<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

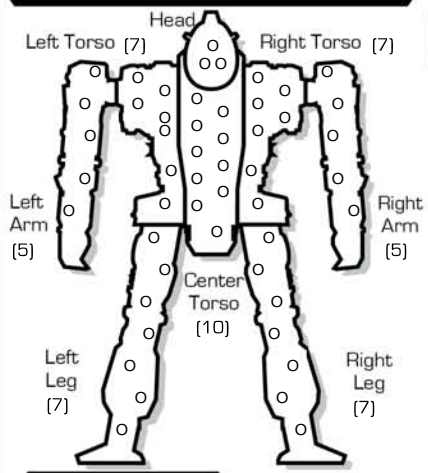
#### Right Torso

| | |
|---|---|
| 1-3 | 1. Jump Jet<br>2. Jump Jet<br>3. Jump Jet<br>4. Jump Jet<br>5. Roll Again<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

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

**Heat Scale**

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

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Spider SDR-5K

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 30 |
| Walking: | 8 | **Tech Base:** | Inner Sphere (Intro) |
| Running: | 12 | **Era:** | Succession Wars |
| Jumping: | 6 | | |

**Weapons & Equipment Inventory** (hexes)

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

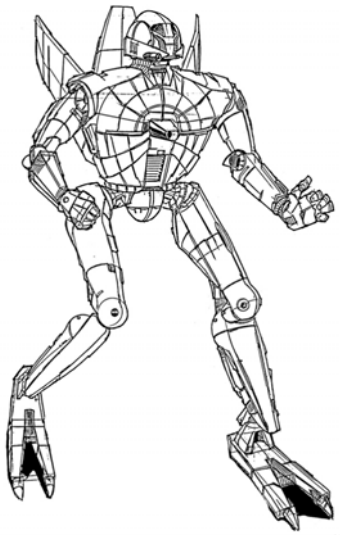
**Cost:** **BV:** 503

### WARRIOR DATA

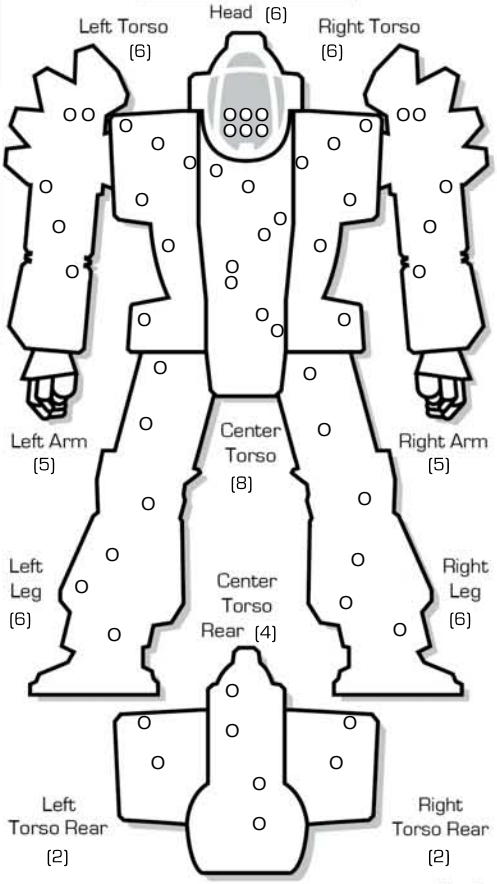
**Name:** _____

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

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

| | |
|---|---|
| 1-3 | 1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Hand Actuator<br>5. Machine Gun<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

#### Left Torso

| | |
|---|---|
| 1-3 | 1. Jump Jet<br>2. Jump Jet<br>3. Jump Jet<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

#### Left Leg

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

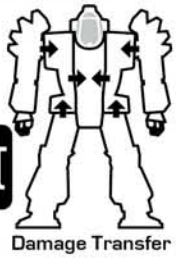
#### Head

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

#### Center Torso

| | |
|---|---|
| 1-3 | 1. Fusion Engine<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Gyro<br>5. Gyro<br>6. Gyro |
| 4-6 | 1. Gyro<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Fusion Engine<br>5. Medium Laser<br>6. Ammo (Machine Gun) 200 |

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



Damage Transfer Diagram

#### Right Arm

| | |
|---|---|
| 1-3 | 1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Hand Actuator<br>5. Machine Gun<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

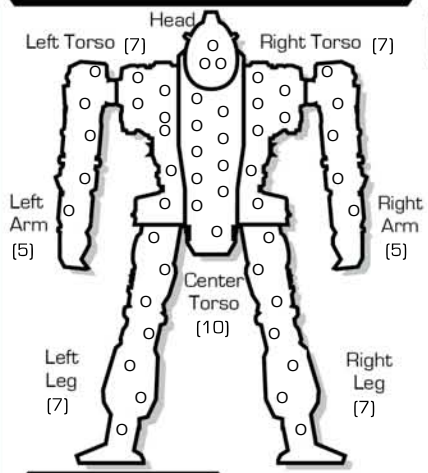
#### Right Torso

| | |
|---|---|
| 1-3 | 1. Jump Jet<br>2. Jump Jet<br>3. Jump Jet<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

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

**Heat Scale**

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

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Spider SDR-5V

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 30 |
| Walking: | 8 | **Tech Base:** | Inner Sphere (Intro) |
| Running: | 12 | **Era:** | Star League |
| Jumping: | 8 | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | Medium Laser | CT | 3 | 5 [DE] | — | 3 | 6 | 9 |

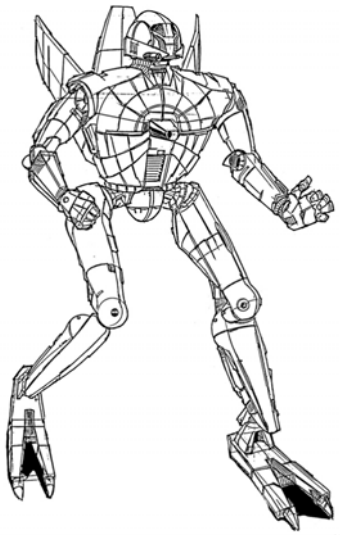
**Cost:** **BV:** 622

### WARRIOR DATA

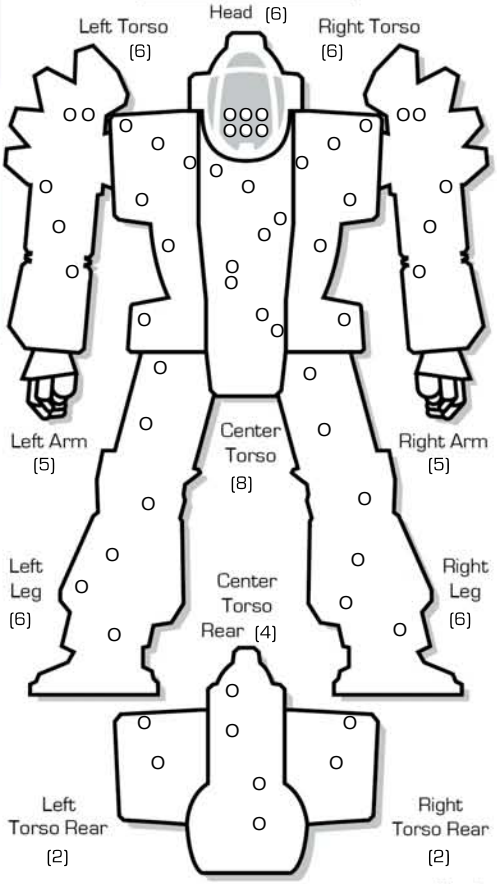
**Name:** _____

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

| Hits Taken | 1 | 2 | 3 | 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. Jump Jet
2. Jump Jet
3. Jump Jet
4. Jump Jet
5. Roll Again
6. Roll Again

1-3

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

4-6

#### 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. Heat Sink
5. Sensors
6. Life Support

#### Center Torso

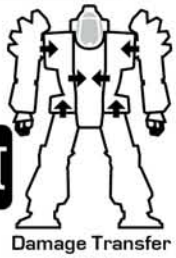
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

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



Damage Transfer Diagram

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. 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. Jump Jet
2. Jump Jet
3. Jump Jet
4. Jump Jet
5. Roll Again
6. Roll Again

1-3

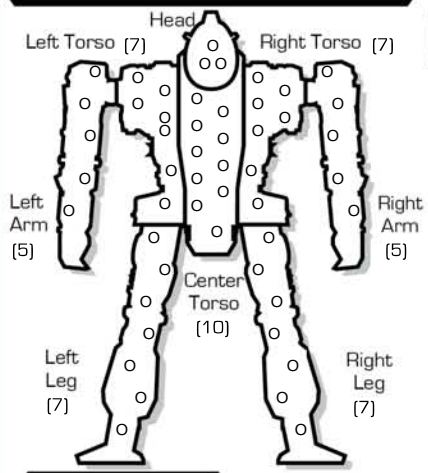
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | 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 UM-R60

**Movement Points:**
- Walking: 2
- Running: 3
- Jumping: 2

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

**Weapons & Equipment Inventory** (hexes)

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

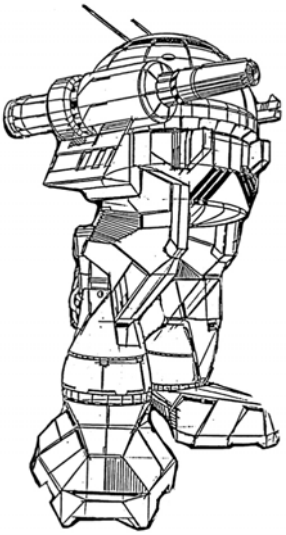
**Cost:** **BV:** 504

### WARRIOR DATA

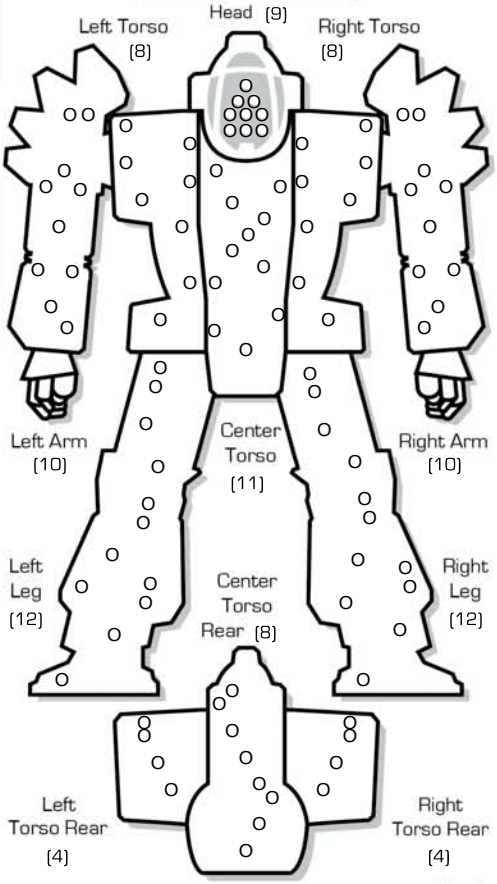
**Name:** _____

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

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Small Laser

1-3: 4. Roll Again, 5. Roll Again, 6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again

4-6: 4. Roll Again, 5. Roll Again, 6. Roll Again

#### Left Torso
1. Heat Sink
2. Heat Sink

1-3: 3. Roll Again, 4. Roll Again, 5. Roll Again, 6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again

4-6: 4. Roll Again, 5. Roll Again, 6. Roll Again

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

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

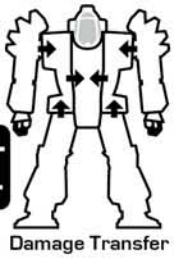
#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine

1-3: 4. Gyro, 5. Gyro, 6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine

4-6: 4. Fusion Engine, 5. Jump Jet, 6. Jump Jet

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



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Damage Transfer Diagram

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

1-3: 3. Autocannon/10, 4. Autocannon/10, 5. Autocannon/10, 6. Autocannon/10

1. Autocannon/10
2. Autocannon/10
3. Autocannon/10

4-6: 4. Roll Again, 5. Roll Again, 6. Roll Again

#### Right Torso
1. Heat Sink
2. Heat Sink
3. Ammo (AC/10) 10

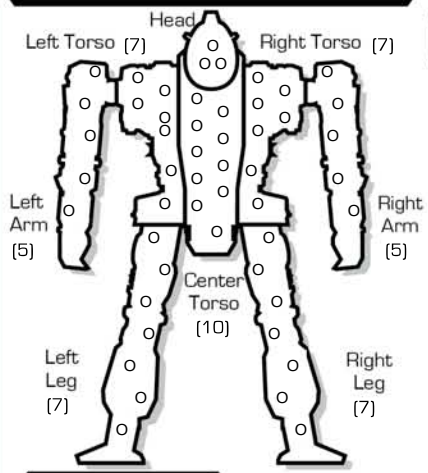
1-3: 4. Roll Again, 5. Roll Again, 6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again

4-6: 4. Roll Again, 5. Roll Again, 6. Roll Again

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. 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: 11 (11) Single |
|---|---|---|
| 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:** UrbanMech UM-R60L

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 30 |
| Walking: | 2 | **Tech Base:** | Inner Sphere (Intro) |
| Running: | 3 | **Era:** | Succession Wars |
| Jumping: | 2 | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Autocannon/20 | RA | 7 | 20 [DB,S] | — | 3 | 6 | 9 |
| 1 | Small Laser | LA | 1 | 3 [DE] | — | 1 | 2 | 3 |

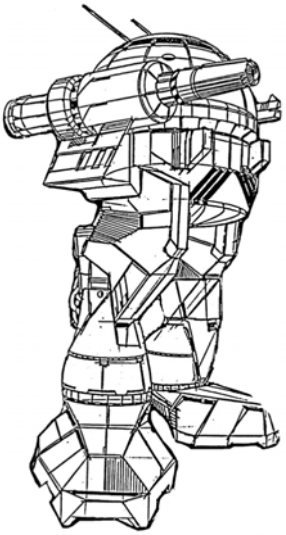
**Cost:** **BV:** 470

### WARRIOR DATA

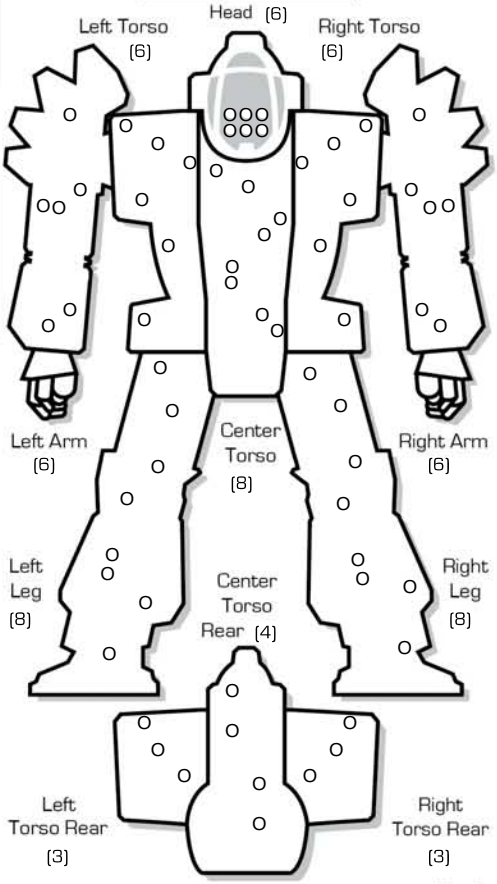
**Name:** _____

**Gunnery Skill:** ___ **Piloting 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. Small Laser
4. Roll Again
5. Roll Again
6. Roll Again

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

#### Left Torso

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

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

#### Left Leg

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

#### Head

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

#### Center Torso

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

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
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. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

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

#### Right Torso

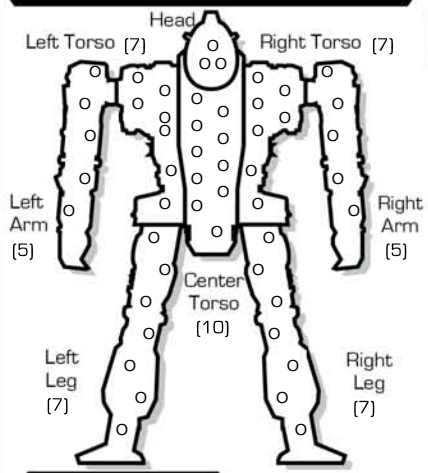
1-3
1. Heat Sink
2. Heat Sink
3. Ammo (AC/20) 5
4. Roll Again
5. Roll Again
6. Roll Again

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

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

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

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 11 (11) Single |
|---|---|---|
| 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:** Firestarter FS9-A

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

**Tonnage:** 35
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**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 | Flamer(R) | CT | 3 | 2 [DE,H,AI] | — | 1 | 2 | 3 |
| 1 | Small Laser | RT | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | Small Laser | LT | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | Flamer | RA | 3 | 2 [DE,H,AI] | — | 1 | 2 | 3 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Flamer | LA | 3 | 2 [DE,H,AI] | — | 1 | 2 | 3 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

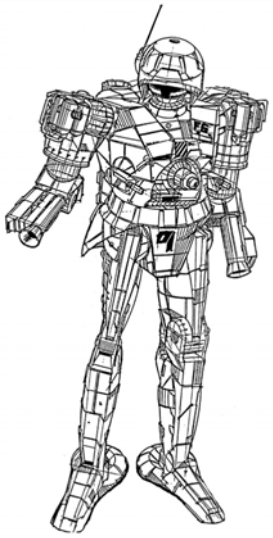
**Cost:** **BV:** 773

### WARRIOR DATA

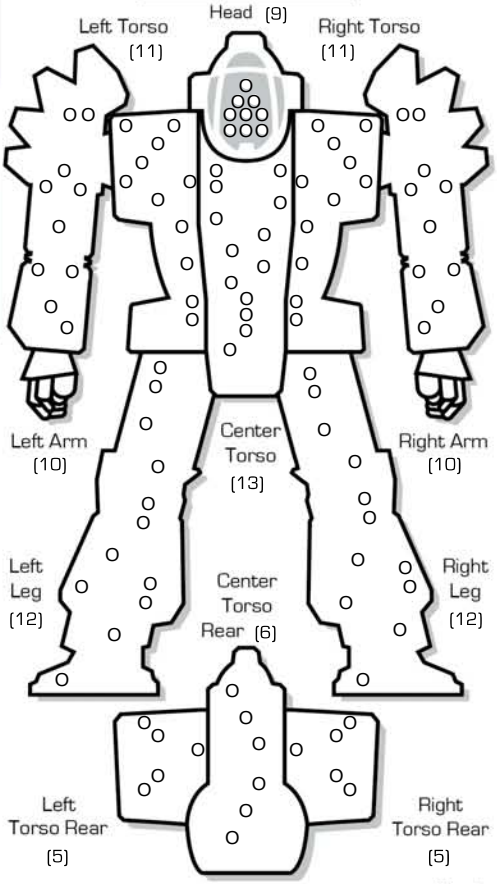
**Name:** _____

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

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. Flamer
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 Torso
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Small Laser
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. Heat Sink
6. Roll Again

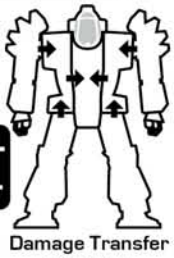
#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

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

1-3

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

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 Laser
5. Flamer
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

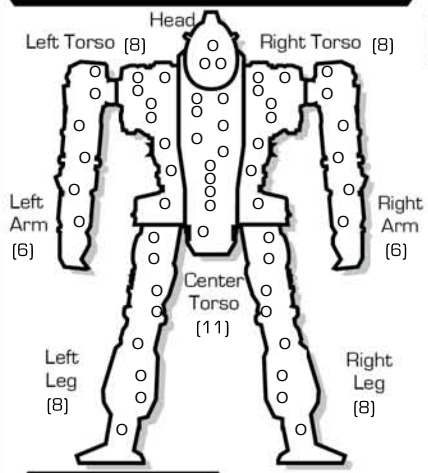
#### Right Torso
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Small Laser
5. Roll Again
6. Roll Again

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. 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: 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:** Firestarter FS9-H

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

**Tonnage:** 35
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**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 | Flamer(R) | CT | 3 | 2 [DE,H,AI] | — | 1 | 2 | 3 |
| 1 | Machine Gun | RT | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Machine Gun | LT | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Flamer | RA | 3 | 2 [DE,H,AI] | — | 1 | 2 | 3 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Flamer | LA | 3 | 2 [DE,H,AI] | — | 1 | 2 | 3 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

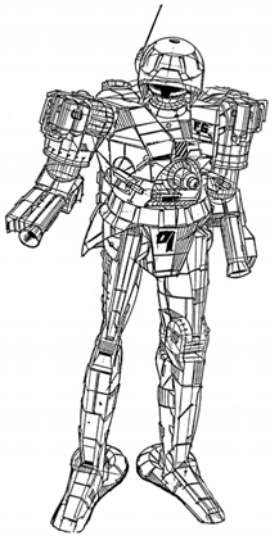
**Cost:**
**BV:** 694

### WARRIOR DATA

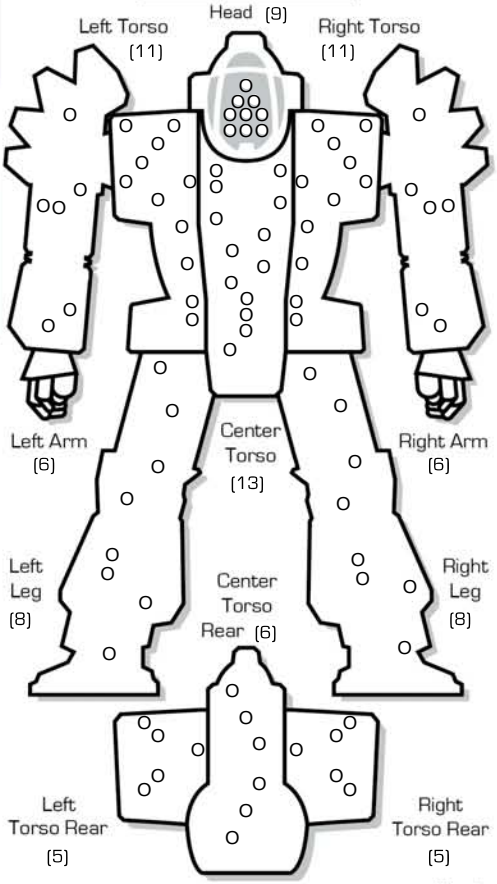
**Name:** _____

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

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. Flamer
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 Torso
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Machine Gun
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. Heat Sink
6. Roll Again

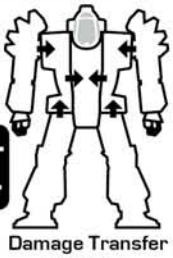
#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

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

1-3

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

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 Laser
5. Flamer
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

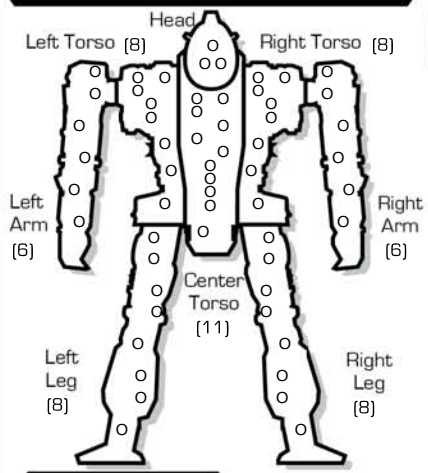
#### Right Torso
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Machine Gun
5. Ammo (Machine Gun) 200
6. Roll Again

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. 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: 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:** Firestarter FS9-K

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

**Tonnage:** 35
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**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 | Flamer(R) | CT | 3 | 2 [DE,H,AI] | — | 1 | 2 | 3 |
| 1 | Large Laser | RA | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 2 | Small Laser | LA | 1 | 3 [DE] | — | 1 | 2 | 3 |

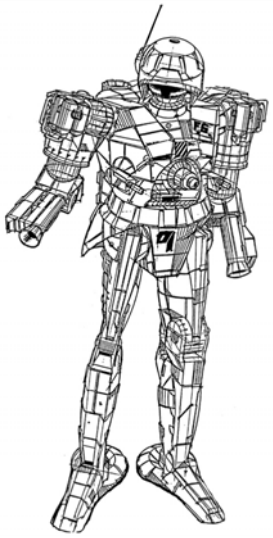
**Cost:** **BV:** 763

### WARRIOR DATA

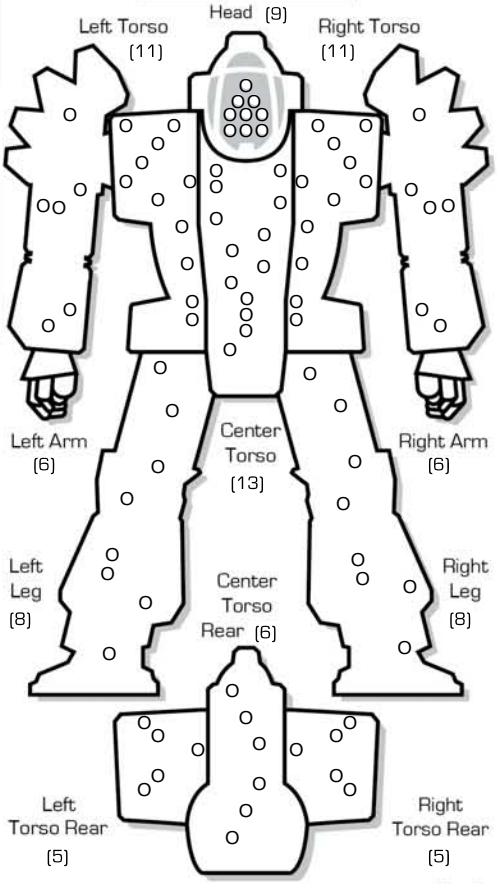
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

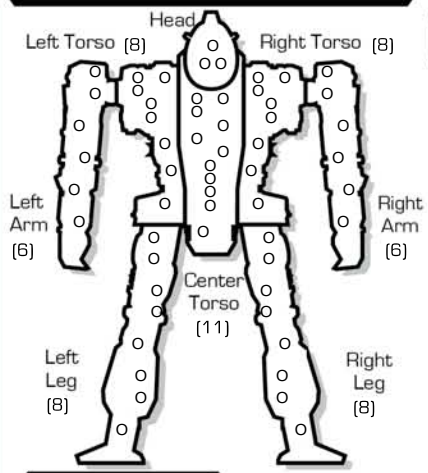
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR 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 | |

### CRITICAL HIT TABLE

#### Left Arm

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

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

#### Left Torso

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

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

#### Left Leg

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

#### Head

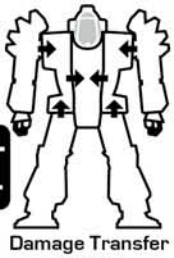
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

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

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

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



Damage Transfer Diagram

#### Right Arm

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

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

#### Right Torso

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

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

#### Right Leg

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

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Firestarter FS9-M "Mirage"

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

**Tonnage:** 35
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

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

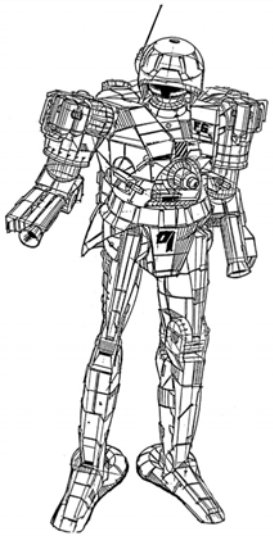
**Cost:**
**BV:** 798

### WARRIOR DATA

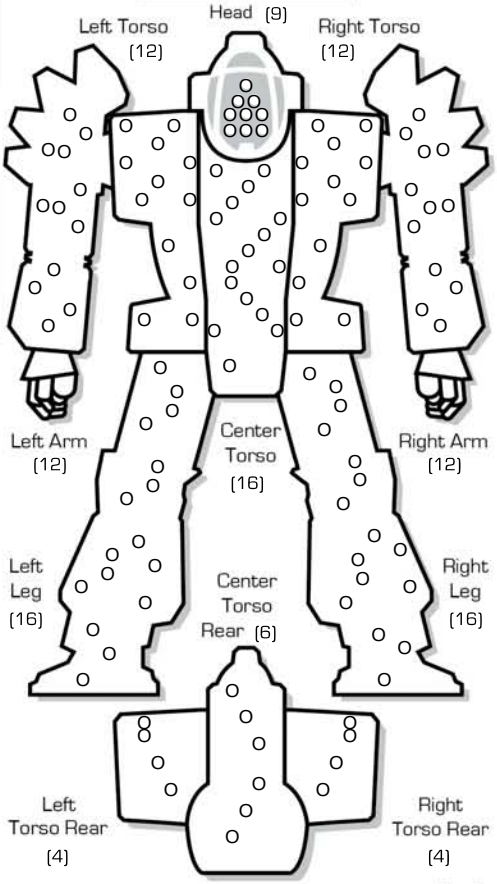
**Name:** _____

**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. Lower Arm Actuator
4. Medium Laser
5. Small 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. Heat Sink
2. Heat Sink
3. Jump Jet
4. Machine Gun
5. Roll Again
6. Roll Again

1-3

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

4-6

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. 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. 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. Medium Laser
5. Small Laser
6. Roll Again

1-3

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

4-6

#### Right Torso
1. Heat Sink
2. Jump Jet
3. Machine Gun
4. Ammo (Machine Gun) 200
5. Roll Again
6. Roll Again

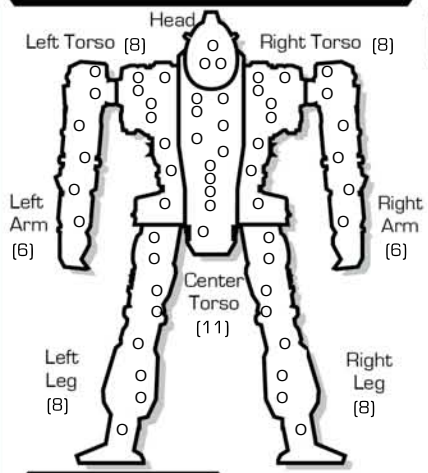
1-3

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

4-6

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

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 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 (11) Single
O O
O
O
O
O
O
O
O
O
O
O

**Heat Scale**

Overflow

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

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Jenner JR7-A

**Movement Points:**
- Walking: 7
- Running: 11
- Jumping: 5

**Tonnage:** 35
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

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

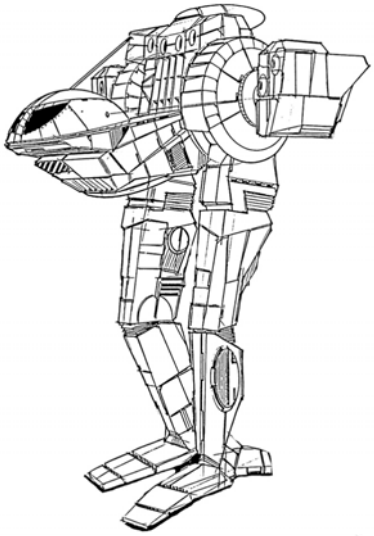
**Cost:**
**BV:** 712

### WARRIOR DATA

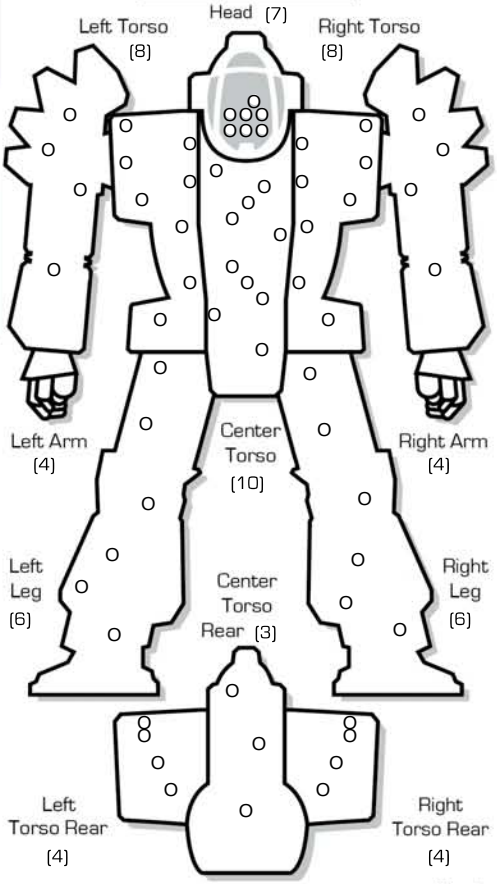
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
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 Torso
1. Jump Jet
2. Jump Jet
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. Heat Sink
6. Roll Again

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

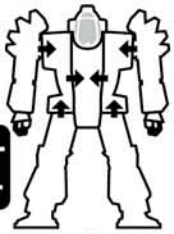
#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

#### Right Torso
1. Jump Jet
2. Jump Jet
3. Large Laser
4. Large Laser
5. Roll Again
6. Roll Again

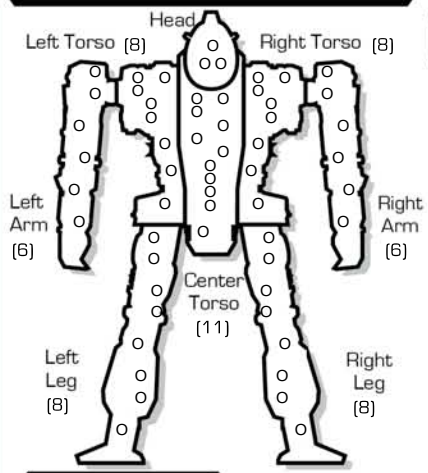
1-3

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

4-6

#### Right 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: 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 | |

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Jenner JR7-D

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 35 |
| Walking: | 7 | **Tech Base:** | Inner Sphere (Intro) |
| Running: | 11 | **Era:** | Succession Wars |
| Jumping: | 5 | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | SRM 4 | CT | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 2 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 2 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

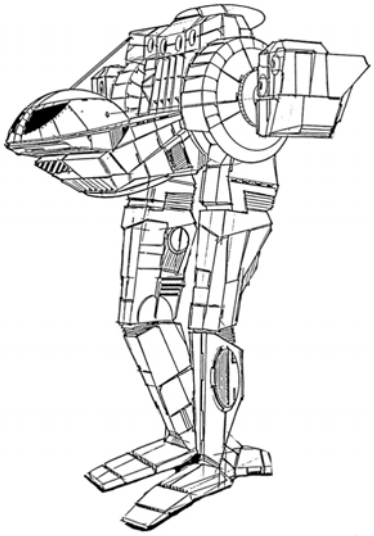
**Cost:** **BV:** 875

### WARRIOR DATA

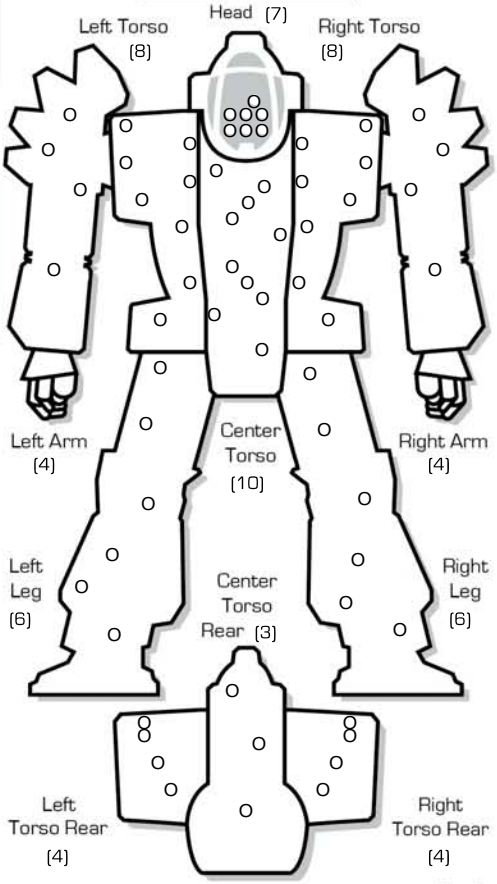
**Name:** _____

**Gunnery Skill:** ___ **Piloting 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. Medium Laser
4. Medium Laser
5. Roll Again
6. Roll Again

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

#### Left Torso

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

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

#### Left Leg

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

#### Head

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

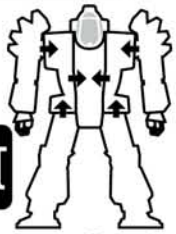
#### Center Torso

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

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

Engine Hits OOO
Gyro Hits OO
Sensor Hits OO
Life Support O

CATALYST game labs



Damage Transfer Diagram

#### Right Arm

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

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

#### Right Torso

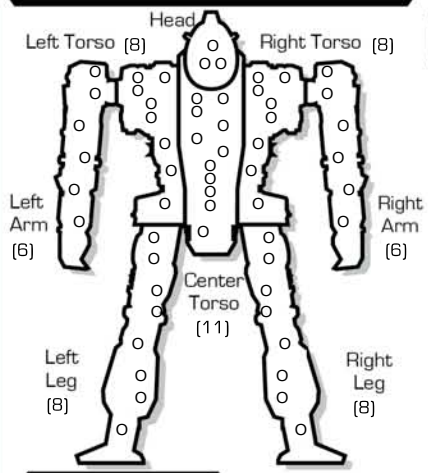
1-3
1. Jump Jet
2. Jump Jet
3. Ammo (SRM 4) 25
4. Roll Again
5. Roll Again
6. Roll Again

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

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

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

**Heat Scale**

Overflow

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

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Jenner JR7-F

**Movement Points:**
- Walking: 7
- Running: 11
- Jumping: 5

**Tonnage:** 35
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 2 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

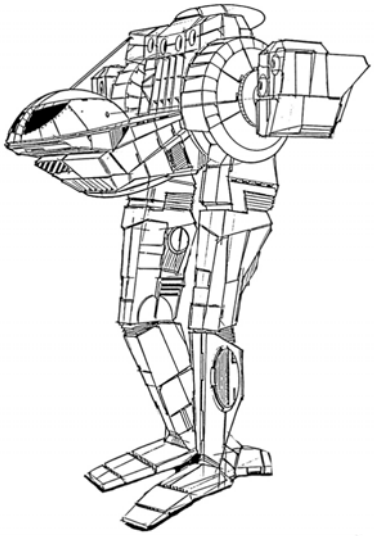
**Cost:**
**BV:** 1,011

### WARRIOR DATA

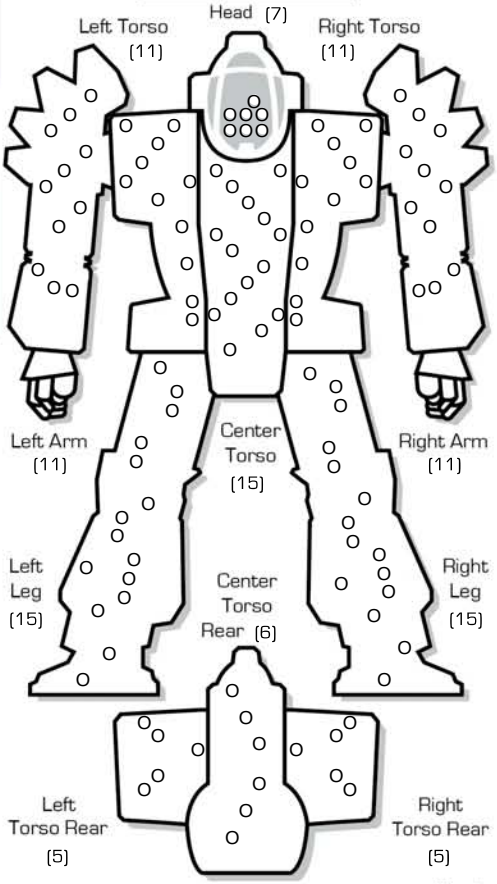
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 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 Laser
4. Medium Laser
5. Roll Again
6. Roll Again

#### Left Torso
1. Jump Jet
2. Jump Jet
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

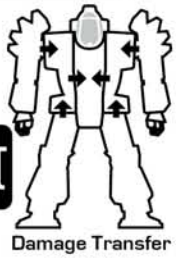
#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

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

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

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

Engine Hits OOO
Gyro Hits OO
Sensor Hits OO
Life Support O



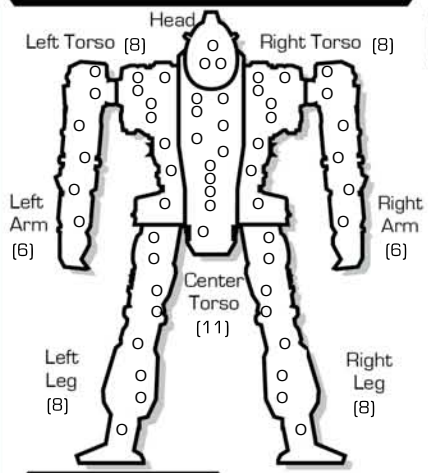
Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Medium Laser
4. Medium Laser
5. Roll Again
6. Roll Again

#### Right Torso
1. Jump Jet
2. Jump Jet
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 10 (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:** Panther PNT-8Z

| Movement Points: | | | |
|---|---|---|---|
| Walking: | 4 | Tonnage: | 35 |
| Running: | 6 | Tech Base: | Inner Sphere (Intro) |
| Jumping: | 4 | Era: | Star League |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | SRM 4 | CT | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Large Laser | RA | 8 | 8 [DE] | — | 5 | 10 | 15 |

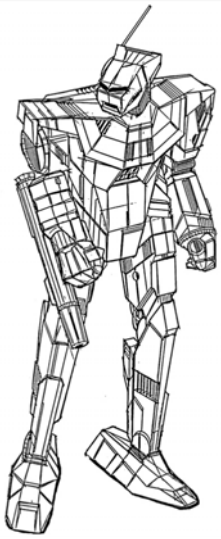
**Cost:** **BV:** 741

### WARRIOR DATA

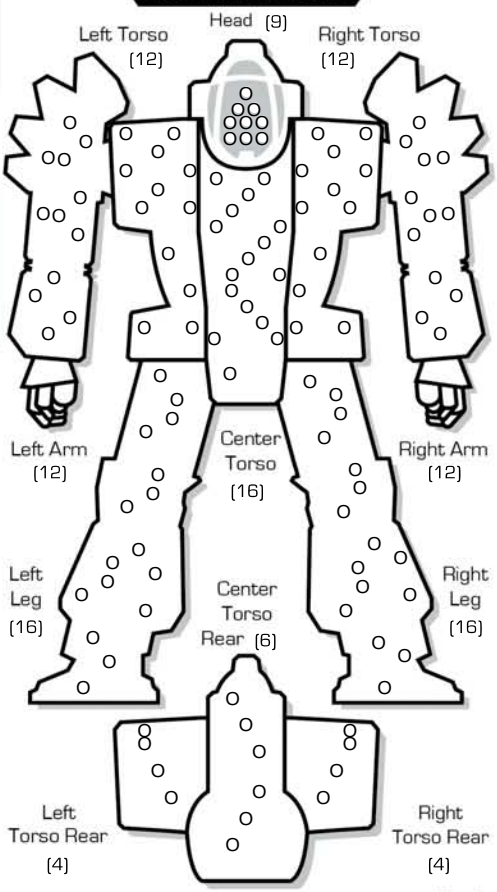
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**

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. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Ammo (SRM 4) 25
6. Roll Again

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

**Left Leg**

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

**Head**

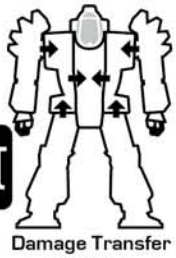
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

**Center Torso**

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

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. SRM 4

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



Damage Transfer Diagram

**Right Arm**

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

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

**Right Torso**

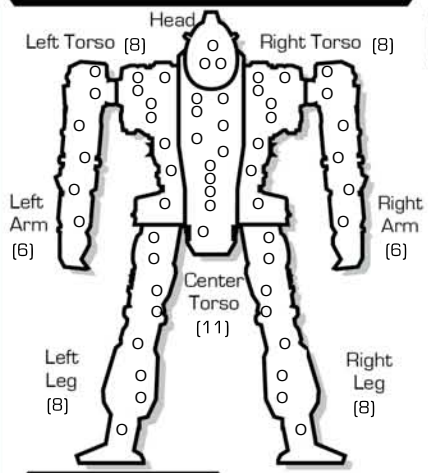
1-3
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Roll Again
6. Roll Again

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

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

Heat Scale

Overflow

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

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Panther PNT-9R

| Movement Points: | | | |
|---|---|---|---|
| Walking: | 4 | Tonnage: | 35 |
| Running: | 6 | Tech Base: | Inner Sphere (Intro) |
| Jumping: | 4 | Era: | Star League |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | SRM 4 | CT | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | PPC | RA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |

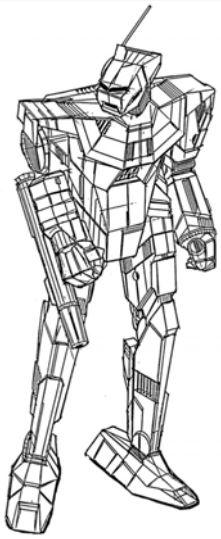
**Cost:** **BV:** 769

### WARRIOR DATA

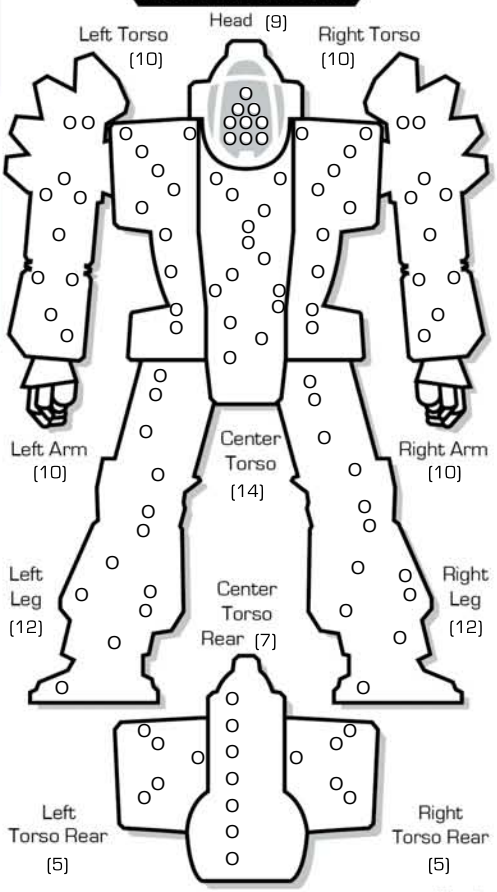
Name: _____

Gunnery Skill: ___ Piloting 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. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Ammo (SRM 4) 25
6. Roll Again

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

**Left Leg**

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

**Head**

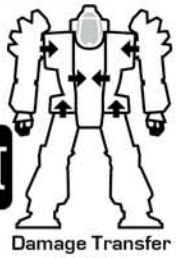
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

**Center Torso**

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

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

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



Damage Transfer Diagram

**Right Arm**

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

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

**Right Torso**

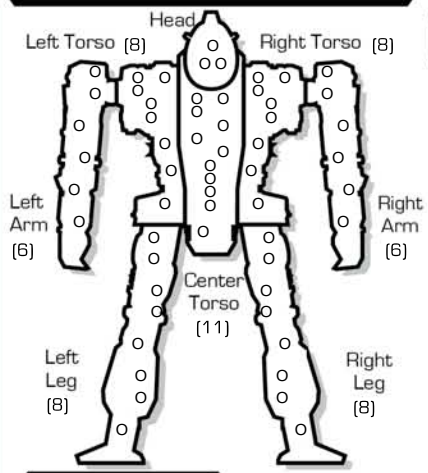
1-3
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Roll Again
6. Roll Again

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

**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 (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:** Assassin ASN-21

**Movement Points:**
Walking: 7
Running: 11
Jumping: 7

**Tonnage:** 40
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

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

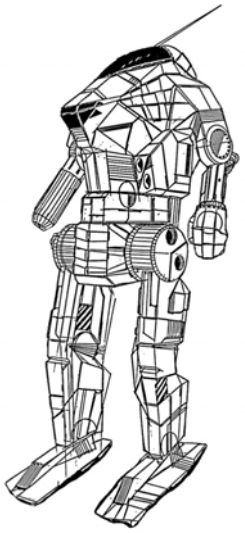
**Cost:** **BV:** 749

### WARRIOR DATA

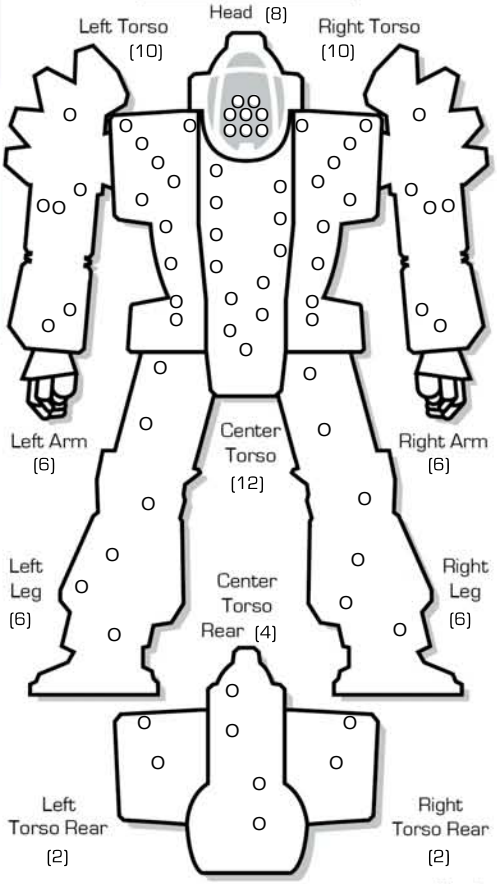
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**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. Jump Jet
2. Jump Jet
3. Jump Jet
4. SRM 2
5. Ammo (SRM 2) 50
6. Roll Again

1-3

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

4-6

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

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

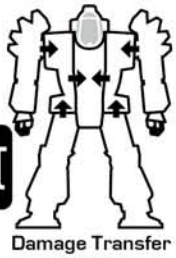
**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

Engine Hits 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 Laser
5. Roll Again
6. Roll Again

1-3

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

4-6

**Right Torso**
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. LRM 5
5. Ammo (LRM 5) 24
6. Roll Again

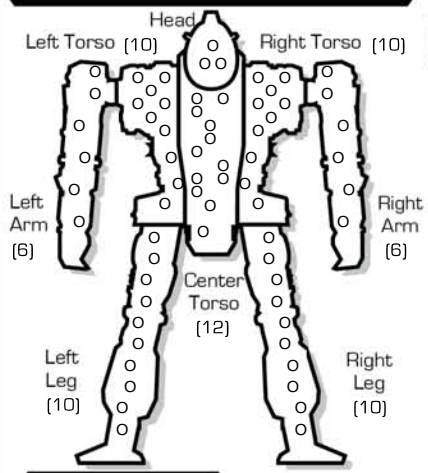
1-3

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

4-6

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

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | 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:** Assassin ASN-101

**Movement Points:**
Walking: 7
Running: 11
Jumping: 5

**Tonnage:** 40
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Small Laser | HD | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | LRM 5 | RT | 2 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | SRM 2 | LT | 2 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Small Laser | RL | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | Small Laser | LL | 1 | 3 [DE] | — | 1 | 2 | 3 |

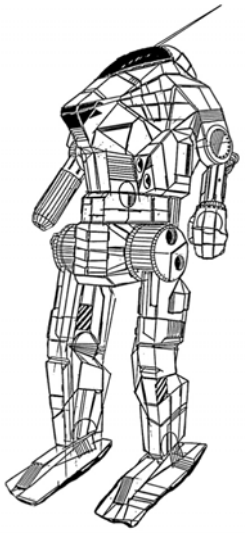
**Cost:** **BV:** 757

### WARRIOR DATA

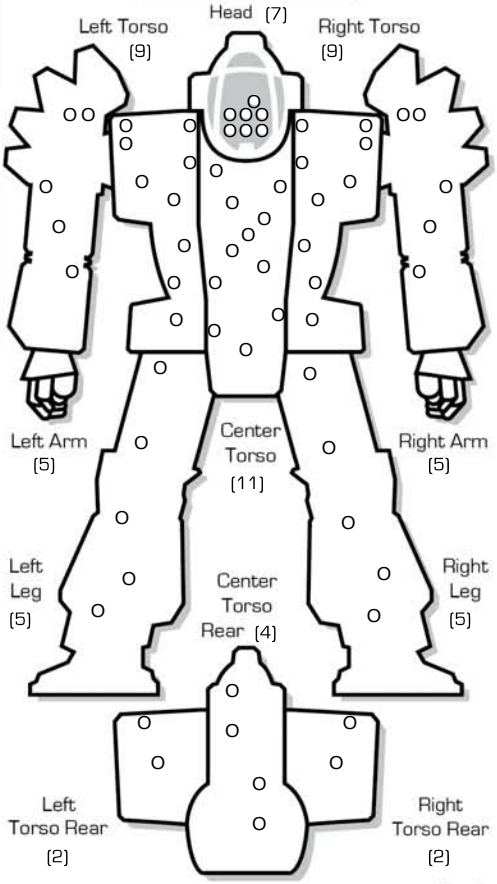
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 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. Jump Jet
2. Jump Jet
3. SRM 2
4. Ammo (SRM 2) 50
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. Small Laser
6. Roll Again

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

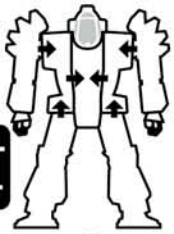
**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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. Medium Laser
5. Roll Again
6. Roll Again

1-3

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

4-6

**Right Torso**
1. Jump Jet
2. Jump Jet
3. LRM 5
4. Ammo (LRM 5) 24
5. Roll Again
6. Roll Again

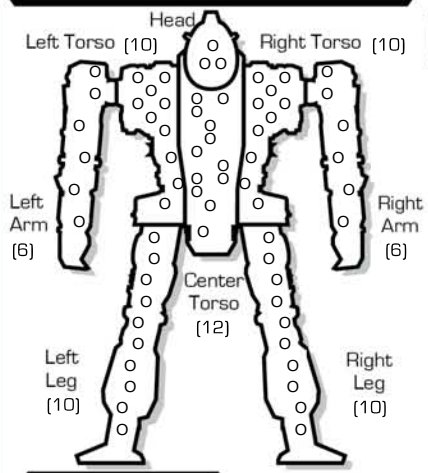
1-3

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

4-6

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Small Laser
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

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

**Heat Scale**

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

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Cicada CDA-2A

**Movement Points:**
Walking: 8
Running: 12
Jumping: 0

**Tonnage:** 40
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Small Laser | CT | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |

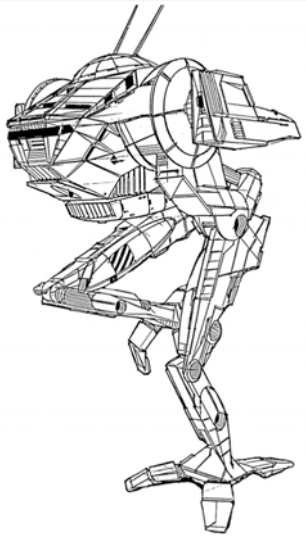
**Cost:**
**BV:** 659

### WARRIOR DATA

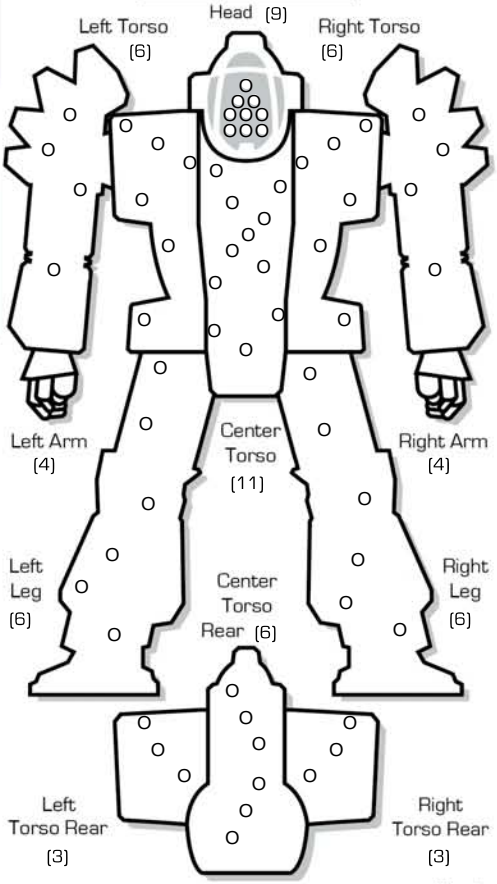
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

1. Shoulder
2. Upper Arm Actuator
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 Torso

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

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

#### Left Leg

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

#### Head

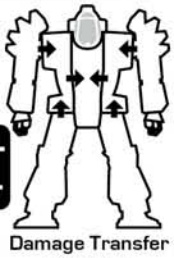
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

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

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

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

#### Right Torso

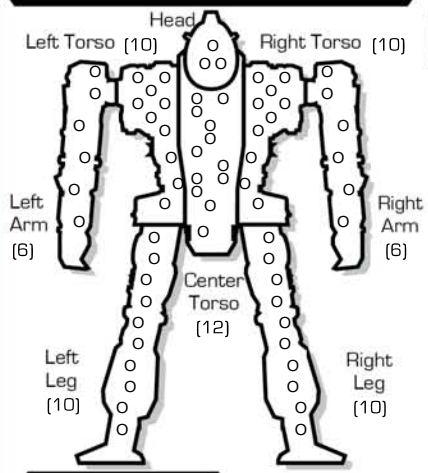
1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

#### 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:** Cicada CDA-2B

**Movement Points:**
Walking: 8
Running: 12
Jumping: 0

**Tonnage:** 40
**Tech Base:** Inner Sphere (Intro)
**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 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |

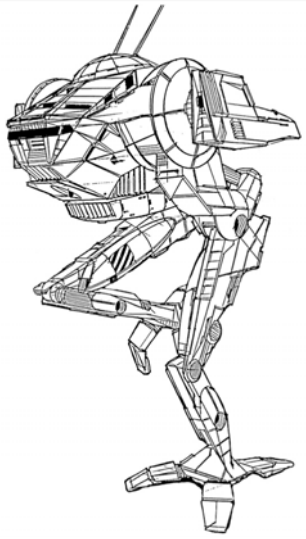
**Cost:**
**BV:** 626

### WARRIOR DATA

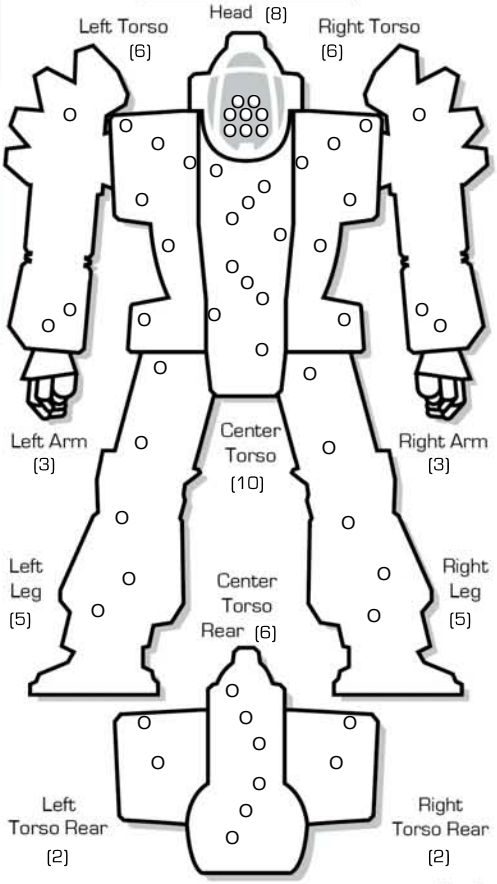
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. 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 Torso
1. Medium Laser
2. Roll Again
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

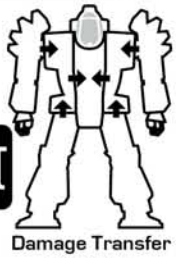
#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

#### Right Torso
1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

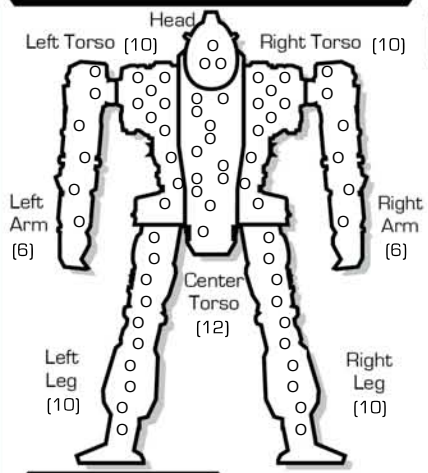
1-3

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

4-6

#### 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:** Cicada CDA-3C

**Movement Points:**
- Walking: 7
- Running: 11
- Jumping: 0

**Tonnage:** 40
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | PPC | RT | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | Machine Gun | RL | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Machine Gun | LL | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |

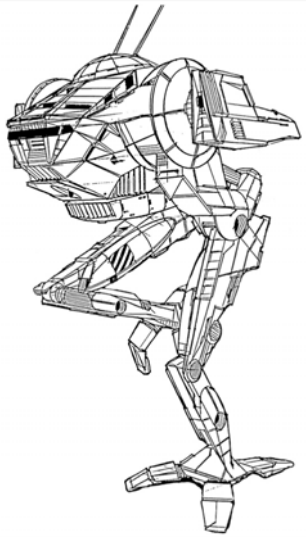
**Cost:** **BV:** 771

### WARRIOR DATA

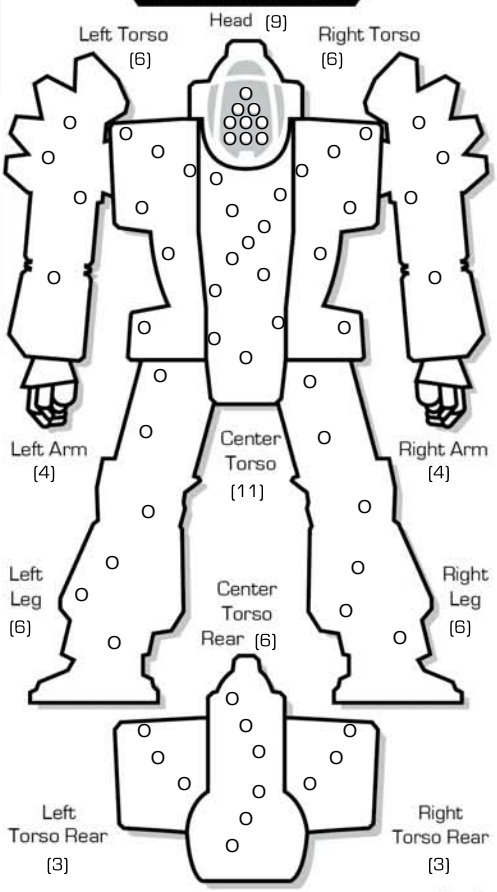
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 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. Roll Again
2. Roll Again
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. Machine Gun
6. Roll Again

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

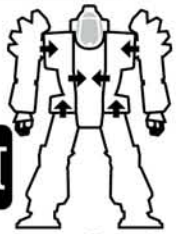
#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (Machine Gun) 200
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. PPC
2. PPC
3. PPC
4. Roll Again
5. Roll Again
6. Roll Again

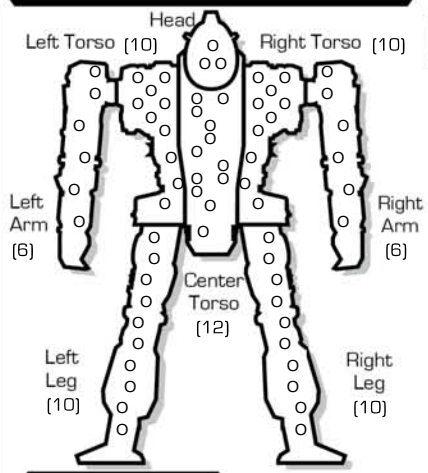
1-3

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

4-6

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Machine Gun
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

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

### HEAT DATA

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

Heat Sinks: 11 (11) Single
O O
O
O
O
O
O
O
O
O
O
O

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Clint CLNT-1-2R

**Movement Points:**
Walking: 6
Running: 9
Jumping: 0

Tonnage: 40
Tech Base: Inner Sphere (Intro)
Era: Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | CT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Autocannon/10 | RA | 3 | 10 [DB,S] | — | 5 | 10 | 15 |

Cost:

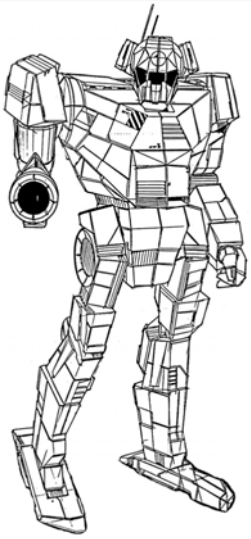
BV: 707

### WARRIOR DATA

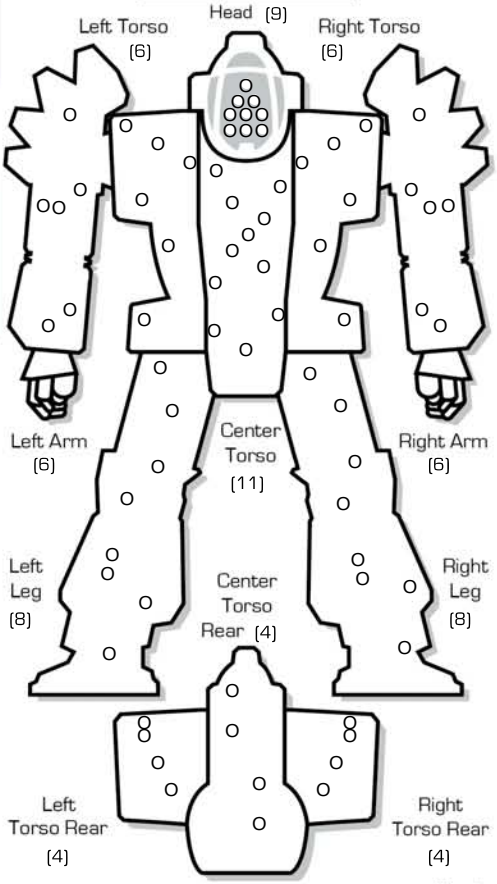
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 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

**Left Torso**
1. Heat Sink
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

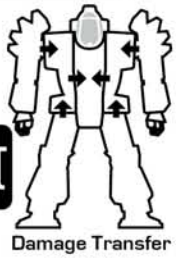
**Right Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10

**Right Torso**
1. Ammo (AC/10) 10
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

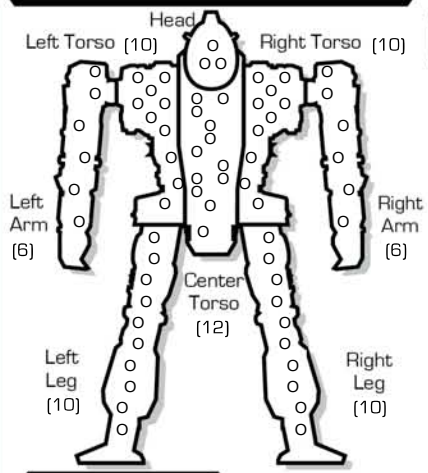
1-3 / 4-6 (Left Arm, Left Torso, Center Torso, Right Arm, Right Torso, Left Leg, Right Leg)
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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



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™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Clint CLNT-2-3T

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

**Tonnage:** 40
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | CT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Autocannon/5 | RA | 1 | 5 [DB,S] | 3 | 6 | 12 | 18 |

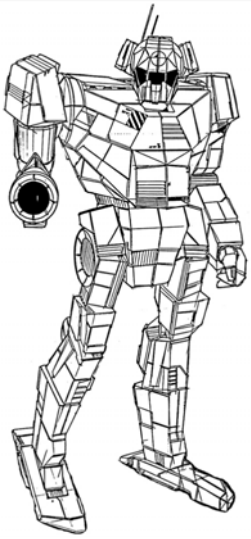
**Cost:** **BV:** 770

### WARRIOR DATA

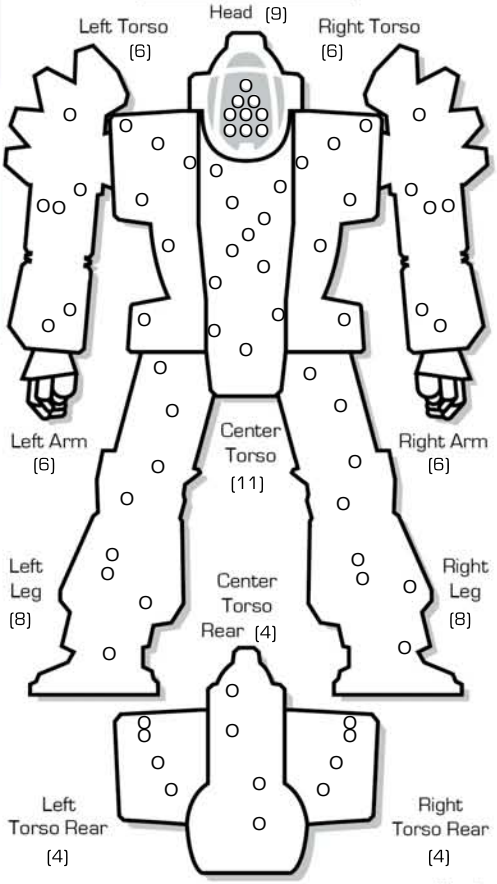
**Name:** _____

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

| Hits Taken | 1 | 2 | 3 | 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

**Left Arm 4-6**
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Left Torso**
1. Jump Jet
2. Medium Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Left Torso 4-6**
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

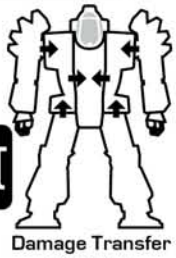
**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

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

**Center Torso**
1. 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. Medium Laser
6. Roll Again

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



Damage Transfer Diagram

**Right Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Autocannon/5
5. Autocannon/5
6. Autocannon/5

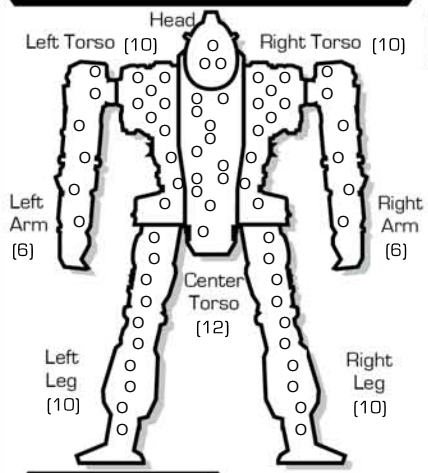
**Right Arm 4-6**
1. Autocannon/5
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Torso**
1. Heat Sink
2. Jump Jet
3. Ammo (AC/5) 20
4. Roll Again
5. Roll Again
6. Roll Again

**Right Torso 4-6**
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

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

### HEAT DATA

| Heat Level* | Effects | 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:** Clint CLNT-2-3T Denton

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

**Tonnage:** 40
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

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

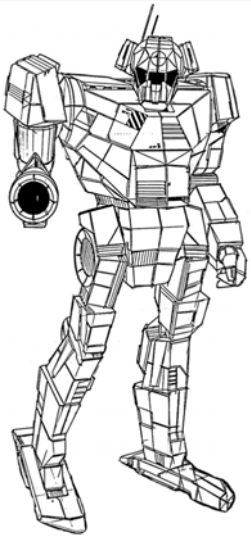
**Cost:** **BV:** 873

### WARRIOR DATA

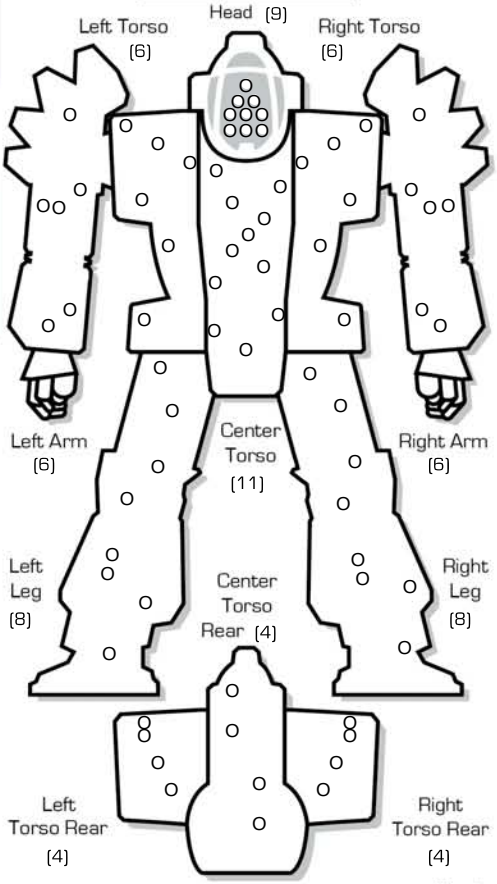
Name: _____

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**
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. Heat Sink
2. Jump Jet
3. Medium Laser
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. Jump Jet
6. Jump Jet

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

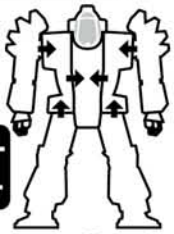
**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

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



Damage Transfer Diagram

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

1-3

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

4-6

**Right Torso**
1. Heat Sink
2. Jump Jet
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

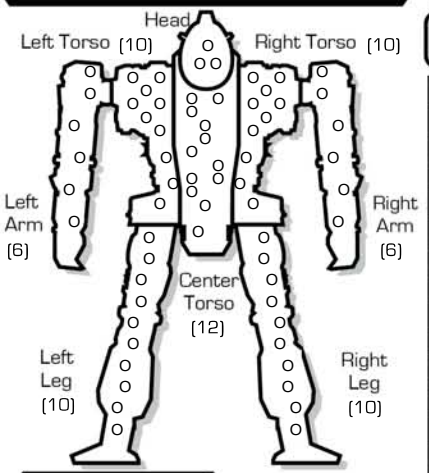
1-3

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

4-6

**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: 14 (14) Single
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:** Clint CLNT-2-4T

**Movement Points:**
- Walking: 6
- Running: 9
- Jumping: 0

**Tonnage:** 40
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | CT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 2 | Autocannon/2 | RA | 1 | 2 [DB,S] | 4 | 8 | 16 | 24 |

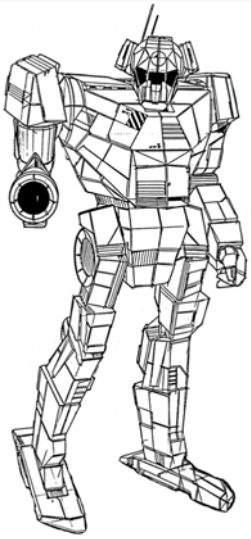
**Cost:** **BV:** 619

### WARRIOR DATA

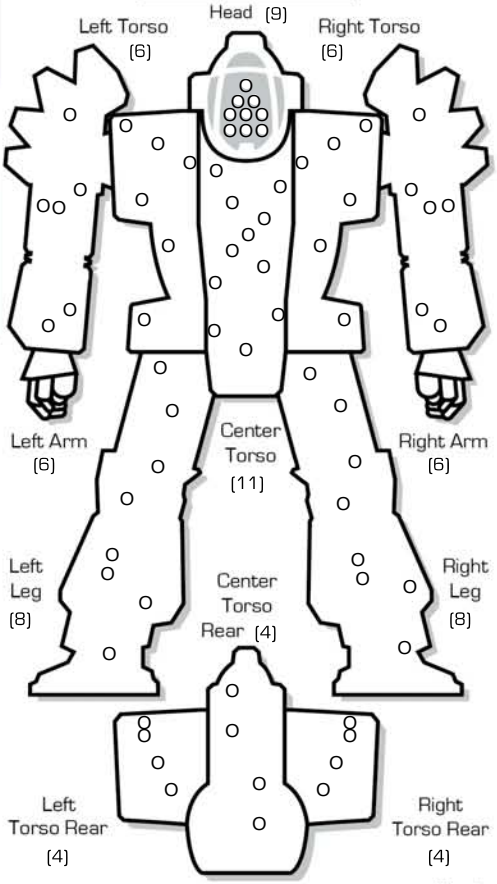
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 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. Heat Sink
2. Roll Again
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

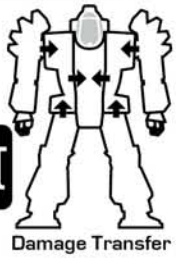
**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
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. Autocannon/2
5. Autocannon/2
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. Ammo (AC/2) 45
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

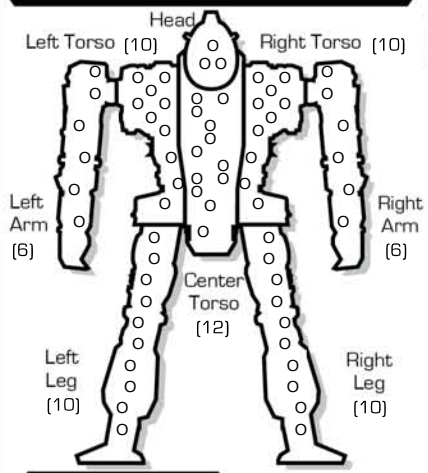
1-3

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

4-6

**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:** Hermes II HER-2M "Mercury"

**Movement Points:**
- Walking: 7
- Running: 11
- Jumping: 0

**Tonnage:** 40
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

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

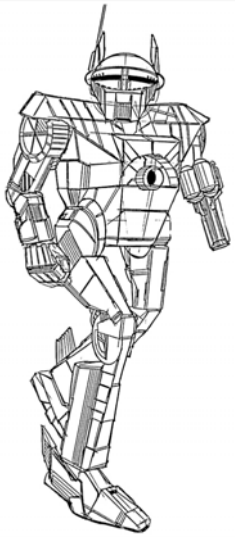
**Cost:** **BV:** 910

### WARRIOR DATA

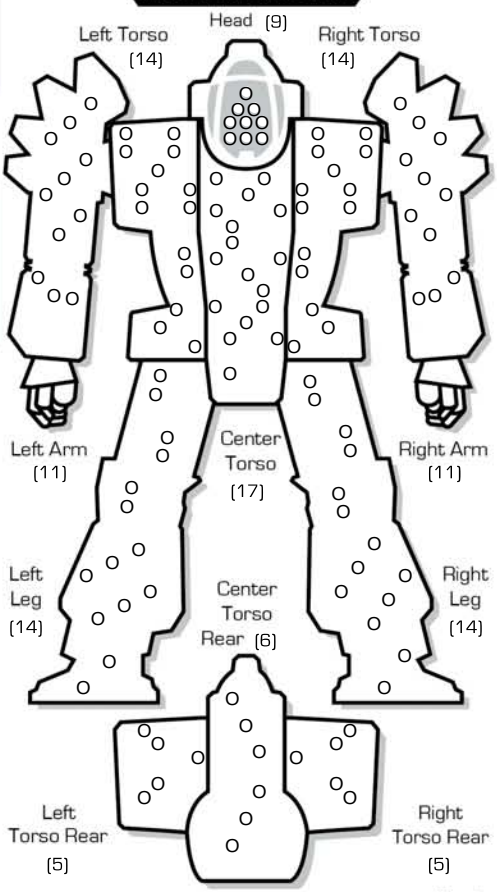
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Flamer
5. Roll Again
6. Roll Again

#### Left Torso
1. Ammo (Machine Gun) 100
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

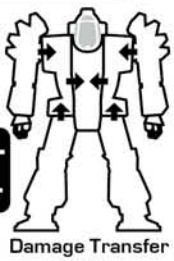
#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

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

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

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

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



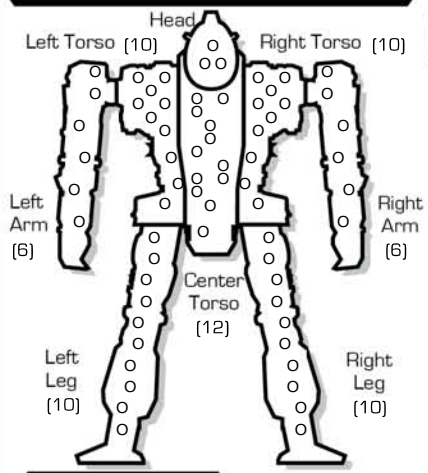
Damage Transfer Diagram

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

#### Right Torso
1. Medium Laser
2. Medium Laser
3. Machine Gun
4. Machine Gun
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: 11 (11) Single |
|---|---|---|
| 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:** Hermes II HER-2S

**Movement Points:**
Walking: 6
Running: 9
Jumping: 0

**Tonnage:** 40
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Autocannon/5 | RT | 1 | 5 [DB,S] | 3 | 6 | 12 | 18 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Flamer | LA | 3 | 2 [DE,H,AI] | — | 1 | 2 | 3 |

**Cost:**

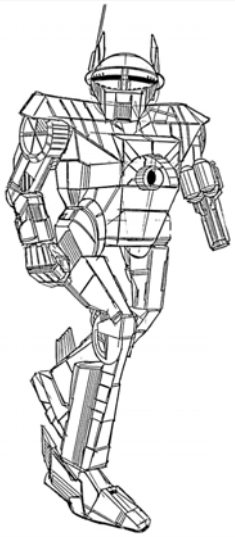
**BV:** 784

### WARRIOR DATA

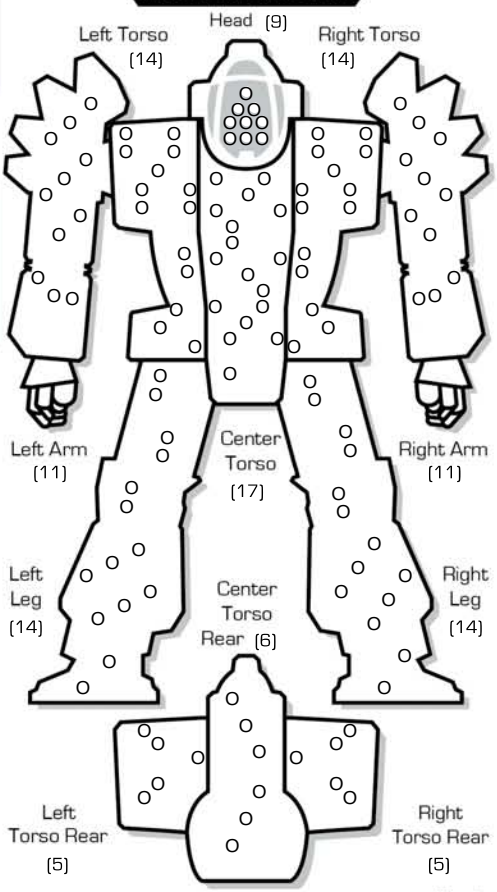
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Flamer
5. Roll Again
6. Roll Again

**Left Arm** 4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Left Torso**
1. Heat Sink
2. Ammo (AC/5) 20
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Left Torso** 4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

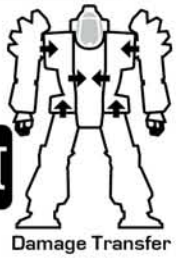
**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

**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

**Center Torso** 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. Medium Laser
6. Roll Again

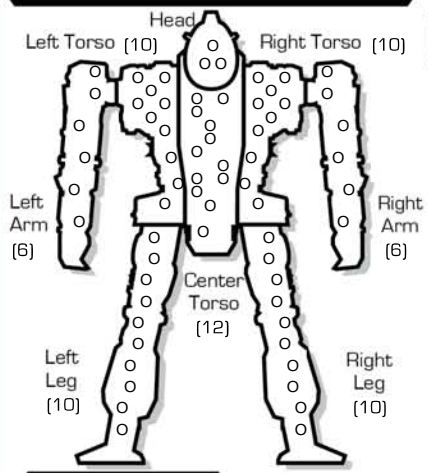
**Right Arm** 4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Torso**
1. Autocannon/5
2. Autocannon/5
3. Autocannon/5
4. Autocannon/5
5. Roll Again
6. Roll Again

**Right Torso** 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 (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:** Hermes III HER-4K

| Movement Points: | | | |
|---|---|---|---|
| Walking: | 6 | Tonnage: | 40 |
| Running: | 9 | Tech Base: | Inner Sphere (Intro) |
| Jumping: | 0 | Era: | Succession Wars |

**Weapons & Equipment Inventory** (hexes)

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

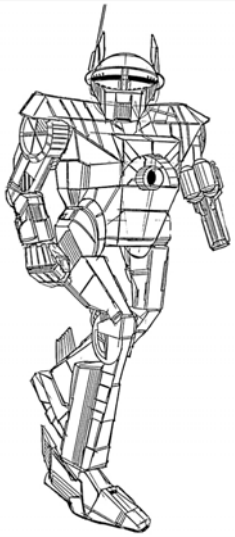
**Cost:** **BV:** 976

### WARRIOR DATA

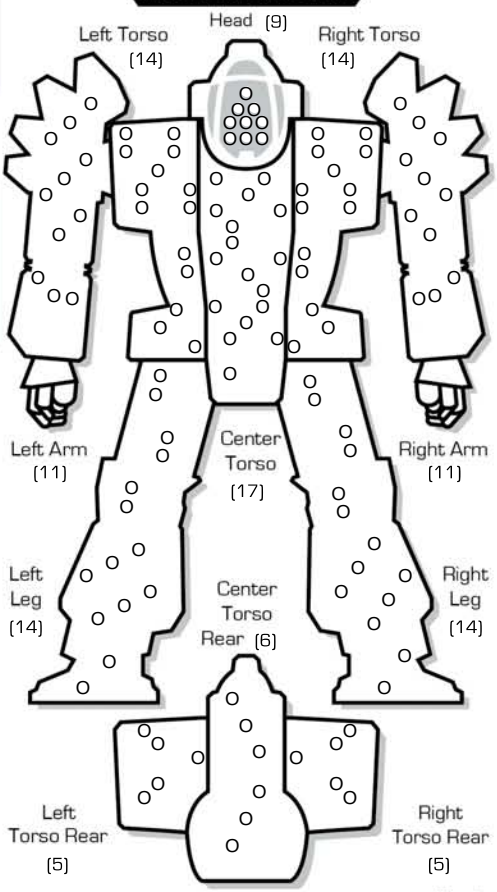
**Name:** _____

**Gunnery Skill:** ___ **Piloting 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. Roll Again
5. Roll Again
6. Roll Again

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

**Left Torso**

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

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

**Left Leg**

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

**Head**

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

**Center Torso**

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

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

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



Damage Transfer Diagram

**Right Arm**

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

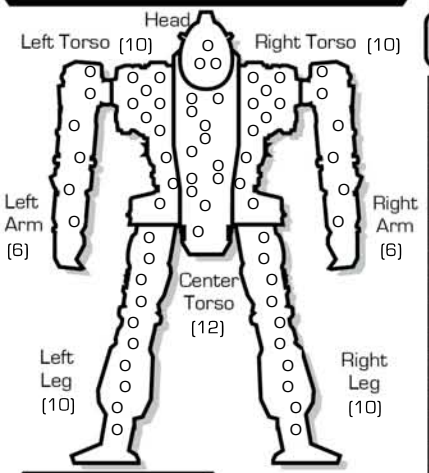
1-3
1. Large Laser
2. Large Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

**Right Leg**

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

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 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+ | 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:** Vulcan VL-2T

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

**Tonnage:** 40
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

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

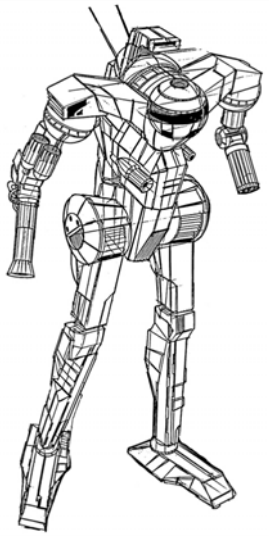
**Cost:**
**BV:** 642

### WARRIOR DATA

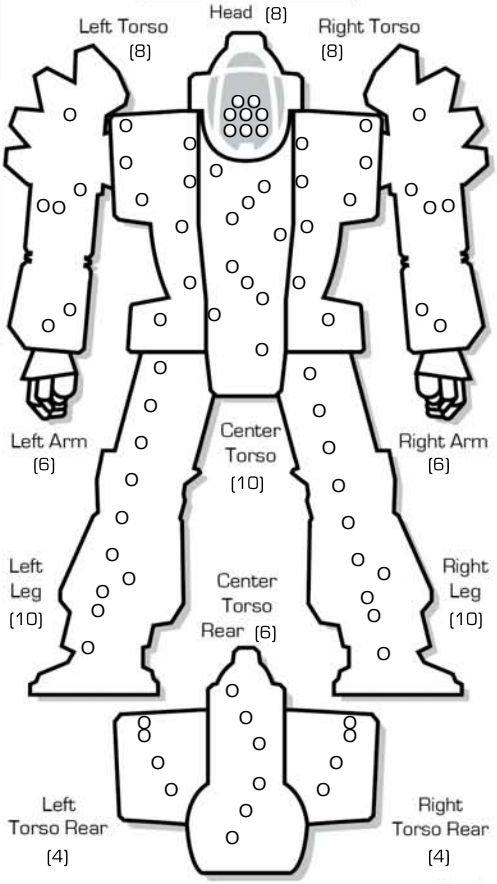
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Machine Gun
5. Roll Again
6. Roll Again

**Left Arm 4-6**
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Left Torso**
1. Jump Jet
2. Jump Jet
3. Medium Laser
4. Ammo (Machine Gun) 200
5. Roll Again
6. Roll Again

**Left Torso 4-6**
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

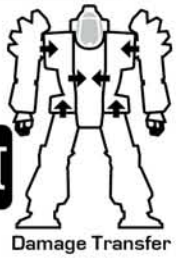
**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

**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

**Center Torso 4-6**
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Jump Jet

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



Damage Transfer Diagram

**Right Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Flamer
5. Roll Again
6. Roll Again

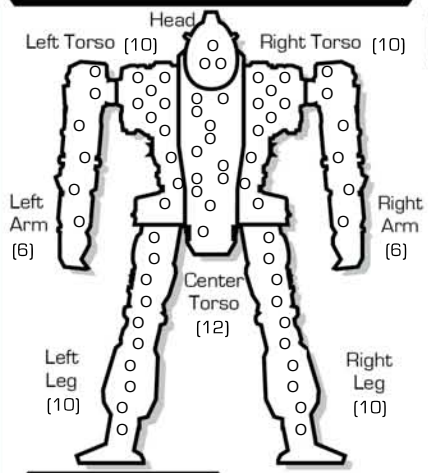
**Right Arm 4-6**
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Torso**
1. Heat Sink
2. Jump Jet
3. Jump Jet
4. Autocannon/2
5. Ammo (AC/2) 45
6. Roll Again

**Right Torso 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 (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:** Vulcan VL-5T

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 40 |
| Walking: | 6 | **Tech Base:** | Inner Sphere (Intro) |
| Running: | 9 | **Era:** | Star League |
| Jumping: | 6 | | |

**Weapons & Equipment Inventory** (hexes)

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

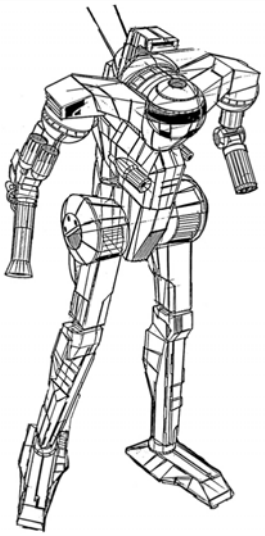
**Cost:** **BV:** 942

### WARRIOR DATA

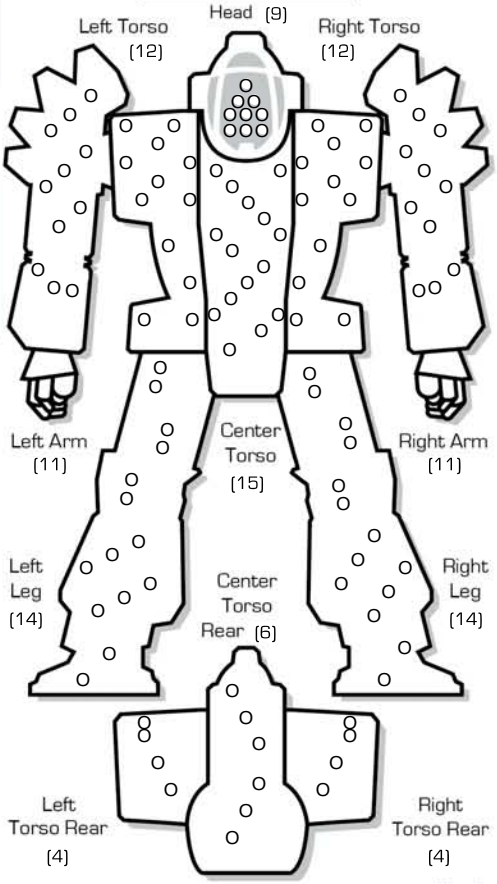
**Name:** _____

**Gunnery Skill:** ___ **Piloting 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. Machine Gun
5. Roll Again
6. Roll Again

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

#### Left Torso

1-3
1. Heat Sink
2. Jump Jet
3. Jump Jet
4. Medium Laser
5. Ammo (Machine Gun) 200
6. Roll Again

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

#### Left Leg

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

#### Head

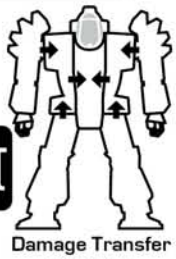
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

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

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

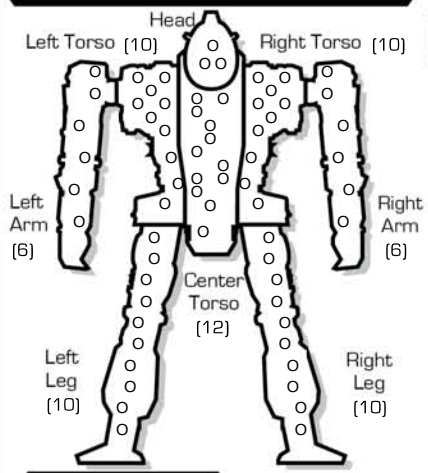
1-3
1. Jump Jet
2. Jump Jet
3. Medium Laser
4. Medium Laser
5. Medium Laser
6. Roll Again

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

#### Right 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: 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+ | 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:** Whitworth WTH-0

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

**Tonnage:** 40
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

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

**Cost:**

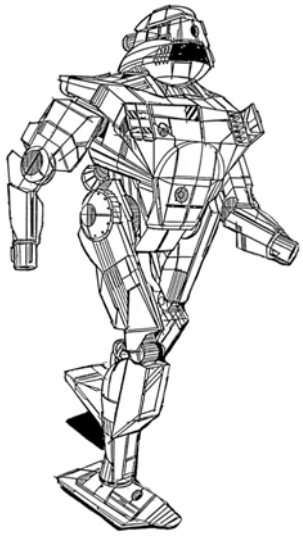
**BV:** 863

### WARRIOR DATA

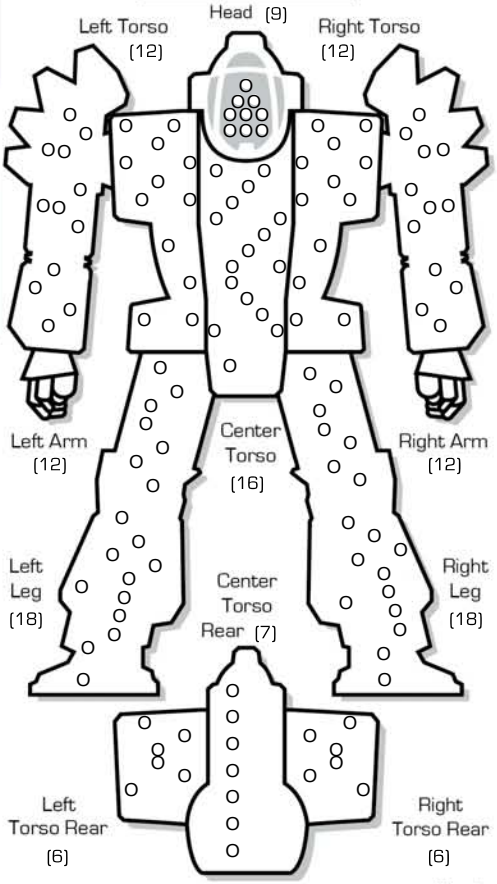
**Name:** _____

**Gunnery Skill:** ___ **Piloting 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. Flamer |
| | 5. Roll Again |
| | 6. Roll Again |
| 4-6 | 1. Roll Again |
| | 2. Roll Again |
| | 3. Roll Again |
| | 4. Roll Again |
| | 5. Roll Again |
| | 6. Roll Again |

**Left Torso**

| | |
|---|---|
| 1-3 | 1. Heat Sink |
| | 2. Heat Sink |
| | 3. Heat Sink |
| | 4. SRM 6 |
| | 5. SRM 6 |
| | 6. Ammo (SRM 6) 15 |
| 4-6 | 1. Roll Again |
| | 2. Roll Again |
| | 3. Roll Again |
| | 4. Roll Again |
| | 5. Roll Again |
| | 6. Roll Again |

**Left Leg**

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

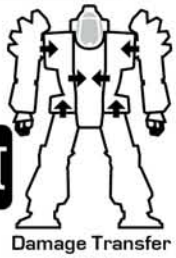
**Head**

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

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



Damage Transfer Diagram

**Right Arm**

| | |
|---|---|
| 1-3 | 1. Shoulder |
| | 2. Upper Arm Actuator |
| | 3. Lower Arm Actuator |
| | 4. 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 |

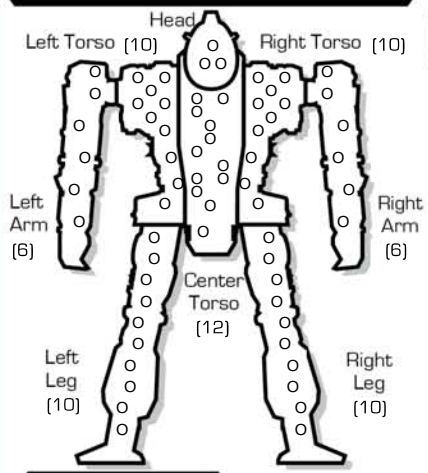
**Right Torso**

| | |
|---|---|
| 1-3 | 1. Heat Sink |
| | 2. Heat Sink |
| | 3. Heat Sink |
| | 4. SRM 6 |
| | 5. SRM 6 |
| | 6. Ammo (SRM 6) 15 |
| 4-6 | 1. Roll Again |
| | 2. Roll Again |
| | 3. Roll Again |
| | 4. Roll Again |
| | 5. Roll Again |
| | 6. Roll Again |

**Right Leg**

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

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

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

### HEAT DATA

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

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Whitworth WTH-1

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

**Tonnage:** 40
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | HD | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | LRM 10 | RT | 4 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | LRM 10 | LT | 4 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

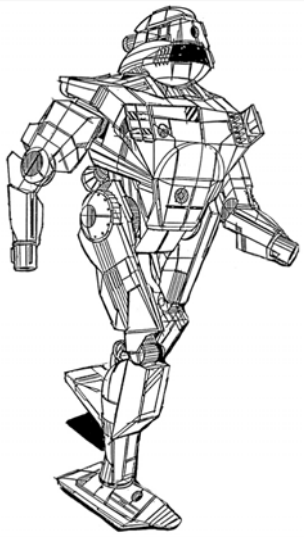
**Cost:** **BV:** 982

### WARRIOR DATA

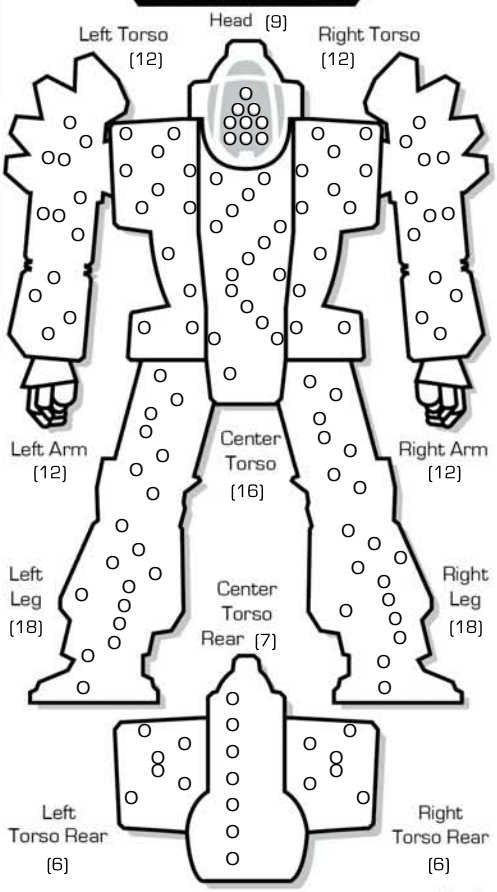
**Name:** _____

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

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

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

1-3

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

4-6

#### Left Torso
1. Heat Sink
2. Heat Sink
3. LRM 10
4. LRM 10
5. Ammo (LRM 10) 12
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. Medium Laser
5. Sensors
6. Life Support

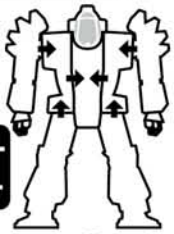
#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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. Medium Laser
5. Roll Again
6. Roll Again

1-3

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

4-6

#### Right Torso
1. Heat Sink
2. Heat Sink
3. LRM 10
4. LRM 10
5. Ammo (LRM 10) 12
6. Roll Again

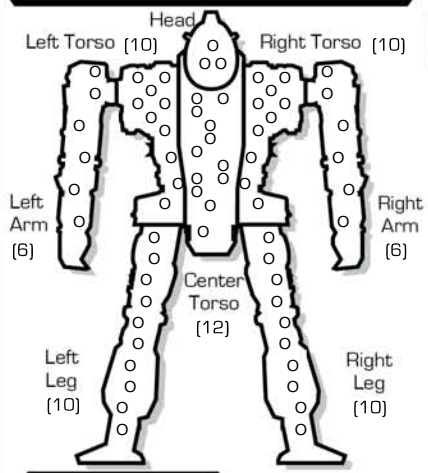
1-3

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

4-6

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

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 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:** Whitworth WTH-1S

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

**Tonnage:** 40
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

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

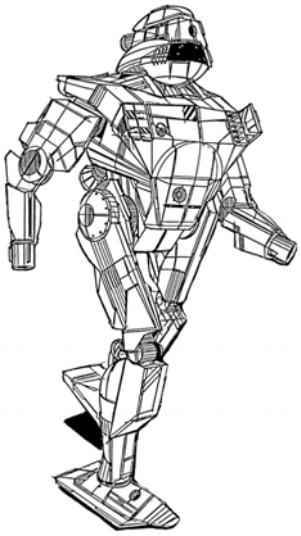
**Cost:** **BV:** 917

### WARRIOR DATA

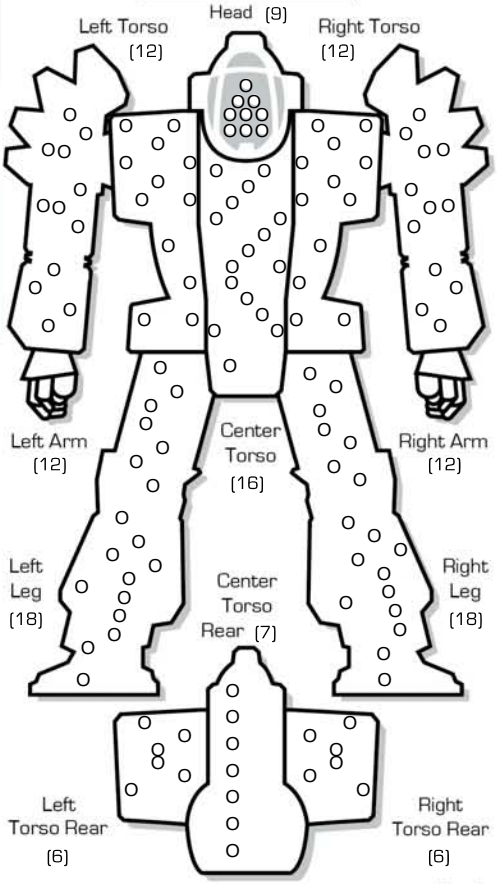
**Name:** _____

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

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

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

1-3

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

4-6

#### Left Torso
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. [SRM 6
5. [SRM 6
6. Ammo (SRM 6) 15

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. Medium Laser
5. Sensors
6. Life Support

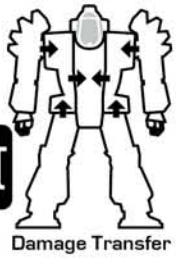
#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

1-3

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

4-6

#### Right Torso
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. [SRM 6
5. [SRM 6
6. Ammo (SRM 6) 15

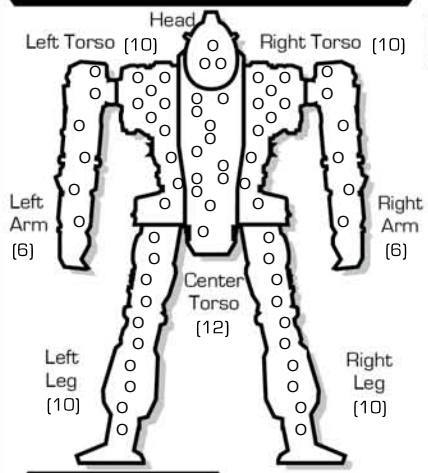
1-3

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 |
|---|---|
| 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:** 14 (14) Single
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:** Blackjack BJ-1

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

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

**Weapons & Equipment Inventory** (hexes)

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

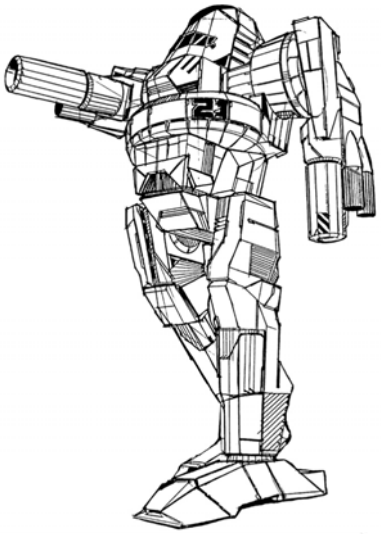
**Cost:** **BV:** 949

### WARRIOR DATA

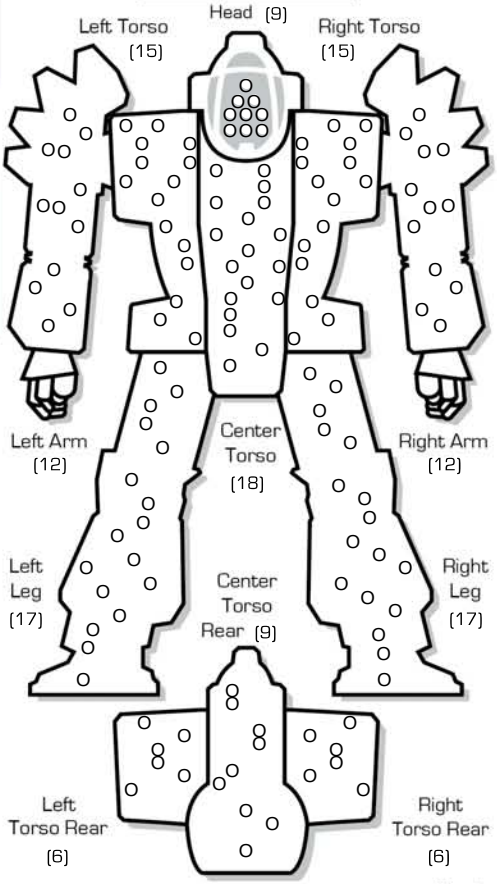
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. Medium Laser
4. Autocannon/2
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. Heat Sink
2. Heat Sink
3. Medium Laser
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. Jump Jet
6. Jump Jet

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

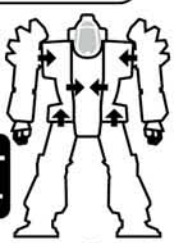
**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (AC/2) 45
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. Medium Laser
4. Autocannon/2
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. Heat Sink
2. Heat Sink
3. Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again

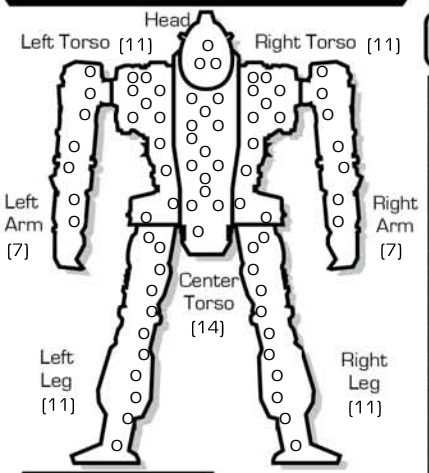
1-3

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

4-6

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

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
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+ | 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:** Blackjack BJ-1DB

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

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

**Weapons & Equipment Inventory** (hexes)

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

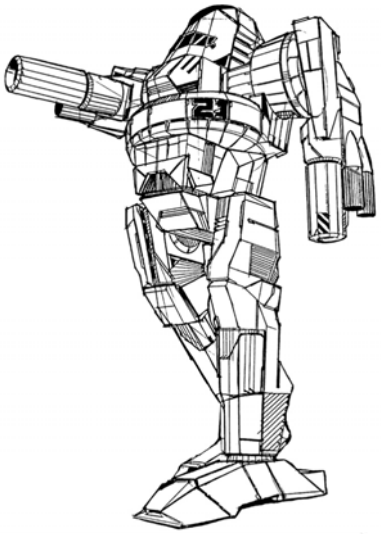
**Cost:**
**BV:** 1,015

### WARRIOR DATA

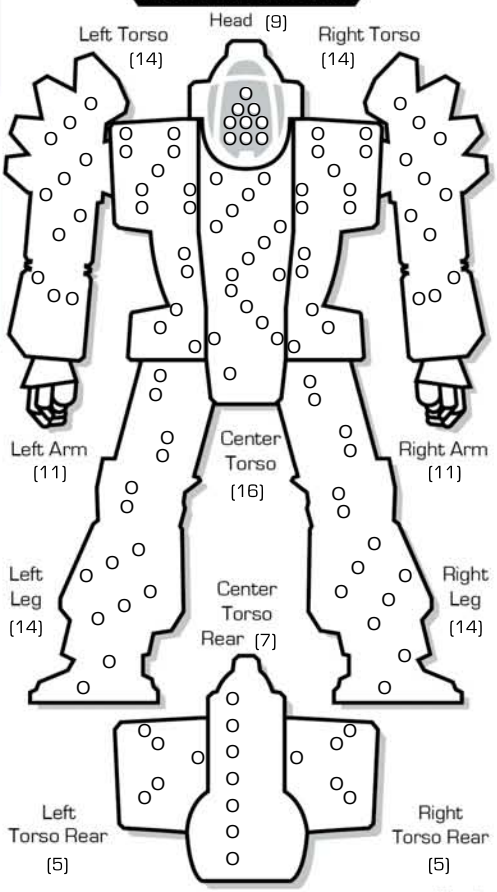
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 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 Laser (1-3)
4. Large Laser (1-3)
5. Medium Laser
6. Roll Again

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

#### Left Torso
1. Heat Sink
2. Heat Sink
3. Heat Sink (1-3)
4. Heat Sink (1-3)
5. Heat Sink (1-3)
6. Roll Again

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

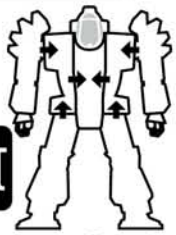
#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

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

#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine (1-3)
4. Gyro (1-3)
5. Gyro (1-3)
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. Large Laser (1-3)
4. Large Laser (1-3)
5. Medium Laser
6. Roll Again

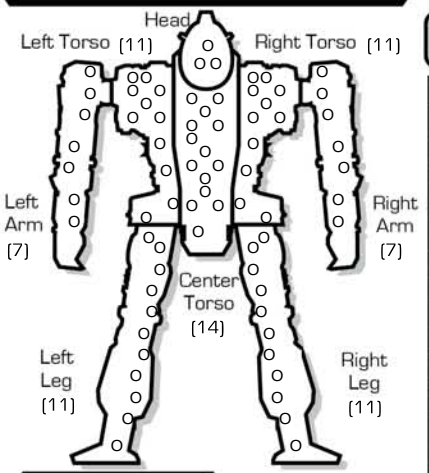
4-6: 1. Roll Again; 2. Roll Again; 3. Roll Again; 4. Roll Again; 5. Roll Again; 6. Roll Again

#### Right Torso
1. Heat Sink
2. Heat Sink
3. Heat Sink (1-3)
4. Heat Sink (1-3)
5. Heat Sink (1-3)
6. Roll Again

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

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

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 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 (17) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O |
| 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:** Blackjack BJ-1DC

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 0

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

**Weapons & Equipment Inventory** (hexes)

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

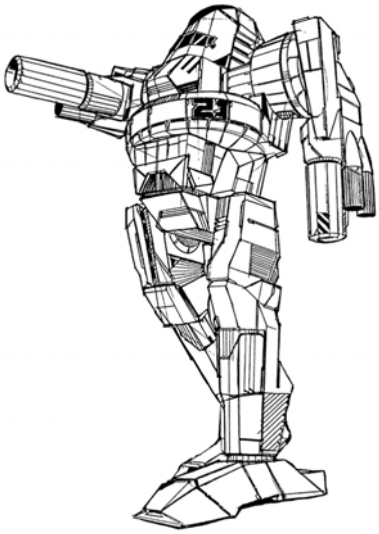
**Cost:** **BV:** 917

### WARRIOR DATA

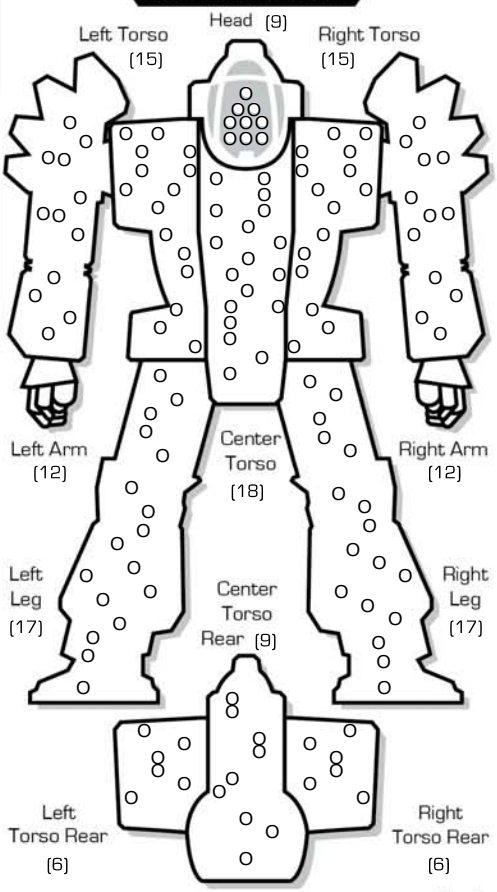
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 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 Laser
4. Autocannon/2
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. Medium Laser
2. 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. Heat Sink
6. Heat Sink

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

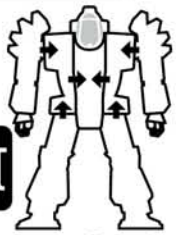
**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. Ammo (AC/2) 45

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 Laser
4. Autocannon/2
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. Medium Laser
2. Small Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

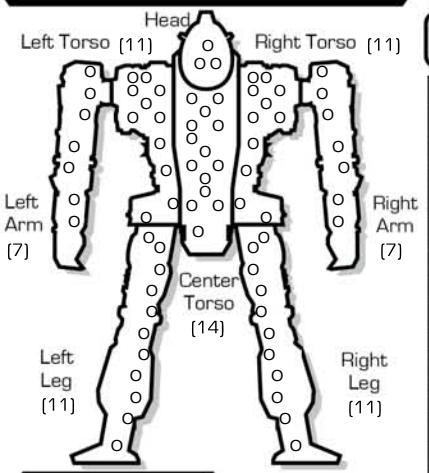
1-3

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

4-6

**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: 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 | |

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Blackjack BJ-1X

**Movement Points:**
- Walking: 5
- Running: 8
- Jumping: 0

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

**Weapons & Equipment Inventory** (hexes)

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

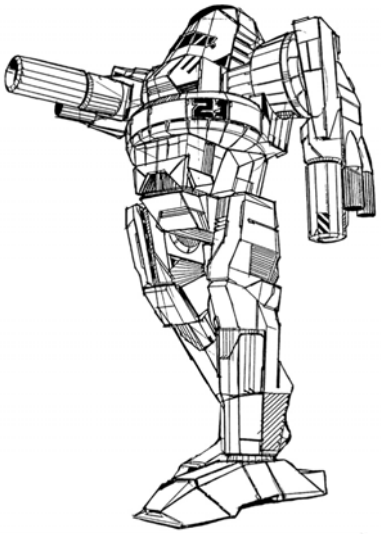
**Cost:**
**BV:** 964

### WARRIOR DATA

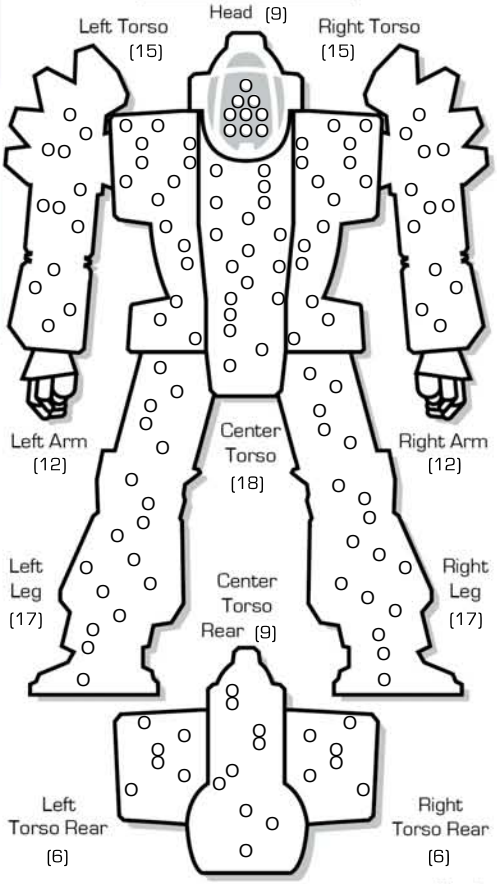
Name: _____

Gunnery Skill: ___ Piloting 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. Medium Laser
4. Flamer
5. Flamer
6. Roll Again

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

#### Left Torso

1-3
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Medium Laser
5. Roll Again
6. Roll Again

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

#### Left Leg

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

#### Head

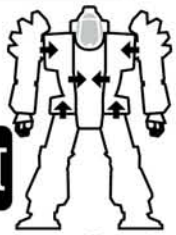
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

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

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

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



Damage Transfer Diagram

#### Right Arm

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

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

#### Right Torso

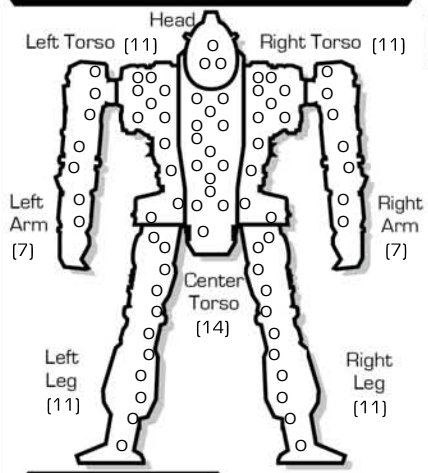
1-3
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Medium Laser
5. Roll Again
6. Roll Again

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

#### Right Leg

1. 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: 18 (18) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O O |
| 17 | +3 Modifier to Fire | O |
| 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:** Vindicator VND-1AA "Avenging Angel"

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

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

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | HD | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | LRM 5 | LT | 2 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | PPC | RA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | Small Laser | LA | 1 | 3 [DE] | — | 1 | 2 | 3 |

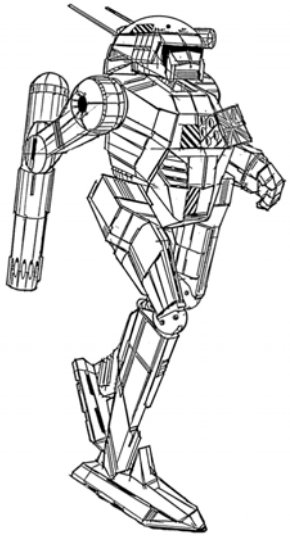
**Cost:** **BV:** 966

### WARRIOR DATA

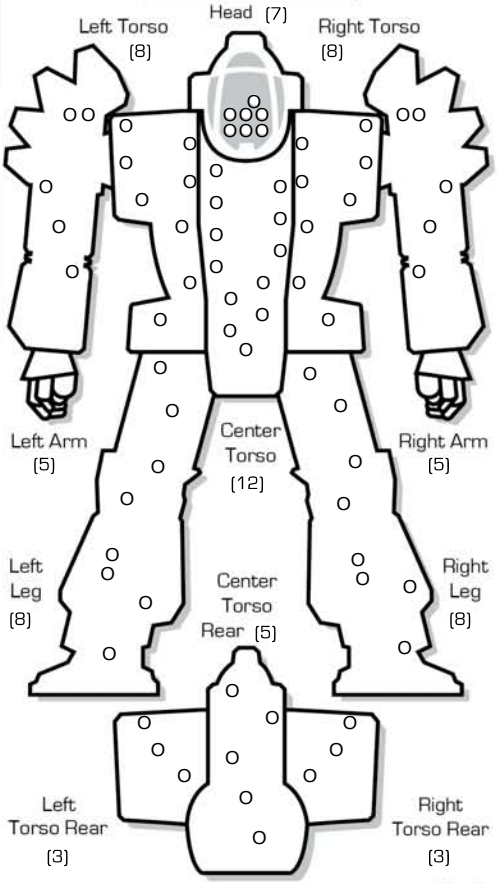
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**

| | |
|---|---|
| 1-3 | 1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Hand Actuator<br>5. Small Laser<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

**Left Torso**

| | |
|---|---|
| 1-3 | 1. Heat Sink<br>2. Heat Sink<br>3. LRM 5<br>4. Ammo (LRM 5) 24<br>5. Roll Again<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

**Left Leg**

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

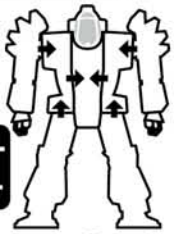
**Head**

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

**Center Torso**

| | |
|---|---|
| 1-3 | 1. Fusion Engine<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Gyro<br>5. Gyro<br>6. Gyro |
| 4-6 | 1. Gyro<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Fusion Engine<br>5. Heat Sink<br>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<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. PPC<br>5. PPC<br>6. PPC |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

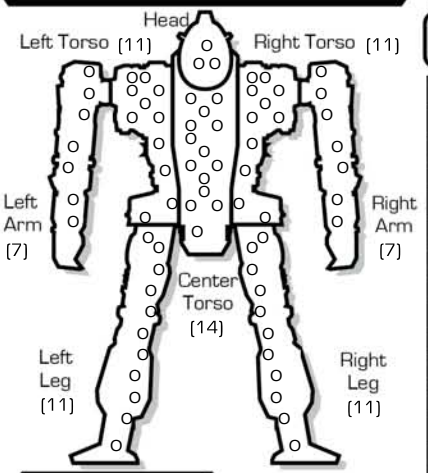
**Right Torso**

| | |
|---|---|
| 1-3 | 1. Heat Sink<br>2. Heat Sink<br>3. Heat Sink<br>4. Heat Sink<br>5. Roll Again<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

**Right 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 (16) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O |
| 19 | Ammo Exp. avoid on 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:** Vindicator VND-1R

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

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

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | HD | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | LRM 5 | LT | 2 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | PPC | RA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | Small Laser | LA | 1 | 3 [DE] | — | 1 | 2 | 3 |

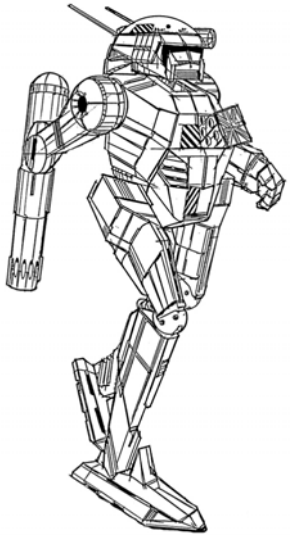
**Cost:** **BV:** 1,024

### WARRIOR DATA

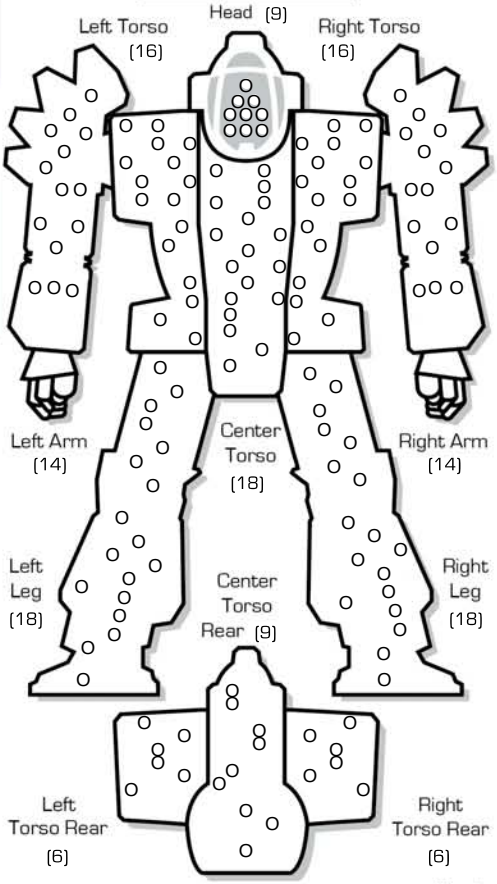
**Name:** _____

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

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Small Laser
6. Roll Again

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

#### Left Torso
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. LRM 5
6. Ammo (LRM 5) 24

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

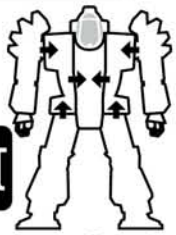
#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

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

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

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

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



Damage Transfer Diagram

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

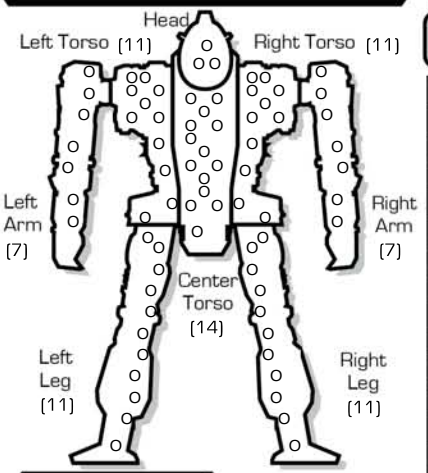
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Roll Again

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

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 16 (16) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O |
| 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:** Vindicator VND-1R (Vong)

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

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

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | LRM 5 | LT | 2 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | PPC | RA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Small Laser | LA | 1 | 3 [DE] | — | 1 | 2 | 3 |

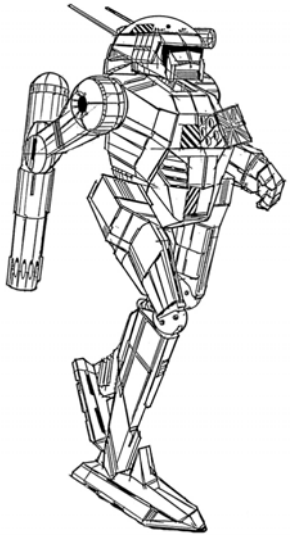
**Cost:** **BV:** 1,024

### WARRIOR DATA

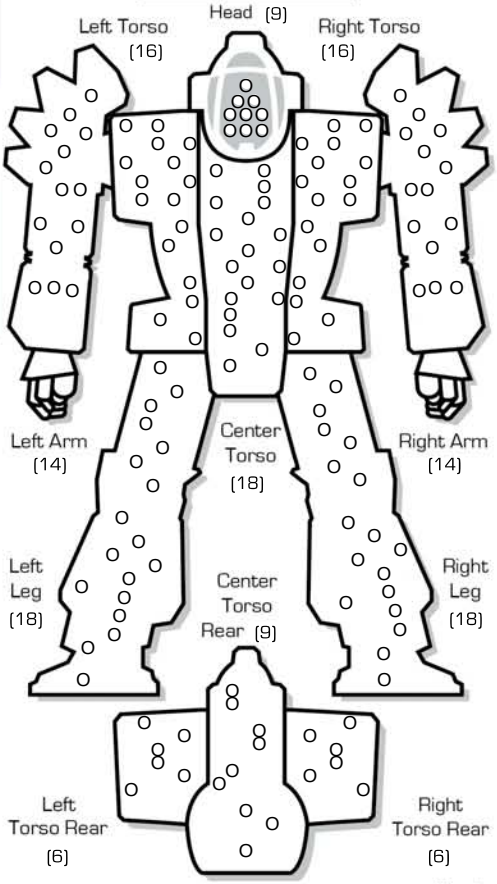
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 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. Small 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. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. LRM 5
6. Ammo (LRM 5) 24

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

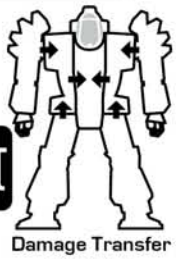
**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

**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. Jump Jet
6. Jump Jet

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



Damage Transfer Diagram

**Right Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. PPC
5. PPC
6. PPC

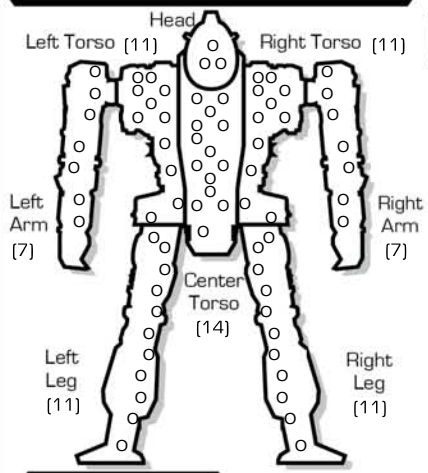
1-3
4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Torso**
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Heat Sink
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. Jump Jet
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 16 (16) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O |
| 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:** Vindicator VND-1SIC

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

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

**Weapons & Equipment Inventory** (hexes)

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

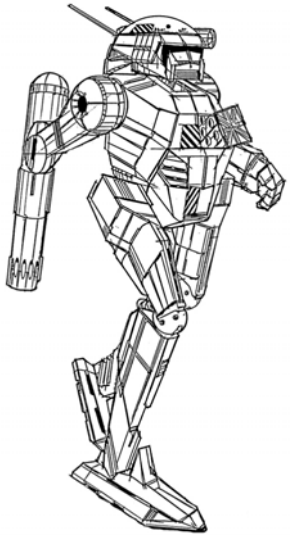
**Cost:** **BV:** 1,020

### WARRIOR DATA

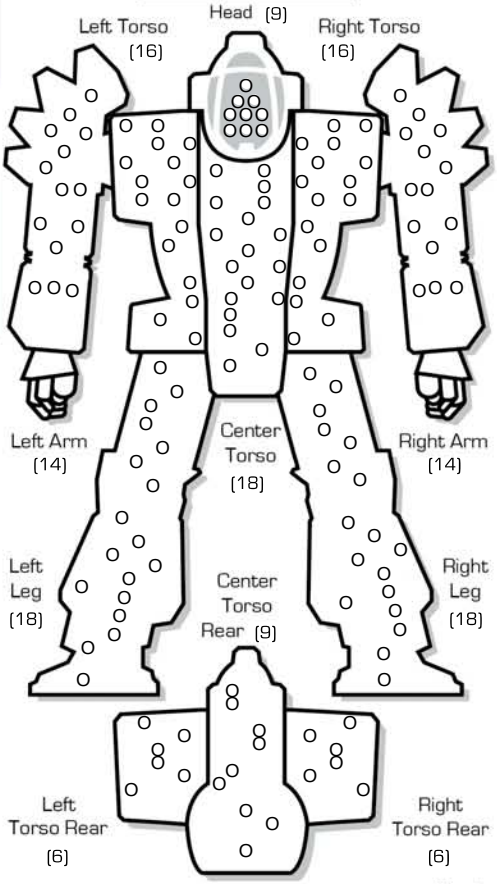
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Small Laser
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 Torso
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. LRM 10
6. LRM 10

1-3

4-6
1. Ammo (LRM 10) 12
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

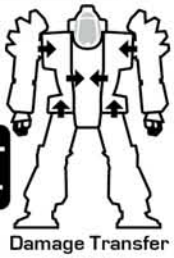
#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

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

1-3

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

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



Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Laser
5. Large Laser
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

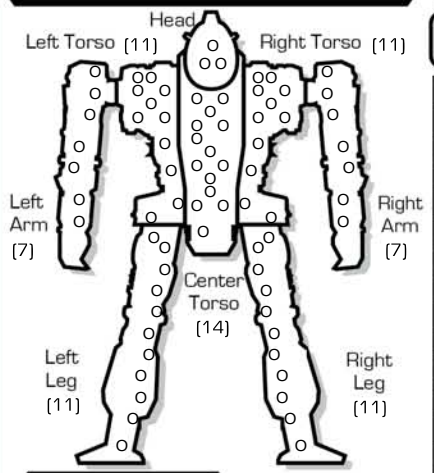
#### Right Torso
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Roll Again
6. Roll Again

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. 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: 15 (15) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O |
| 20 | -4 Movement Points | O |
| 19 | Ammo Exp. avoid on 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:** Vindicator VND-1X

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

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

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | HD | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | LRM 5 | LT | 2 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | PPC | RA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |
| 2 | Machine Gun | LA | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |

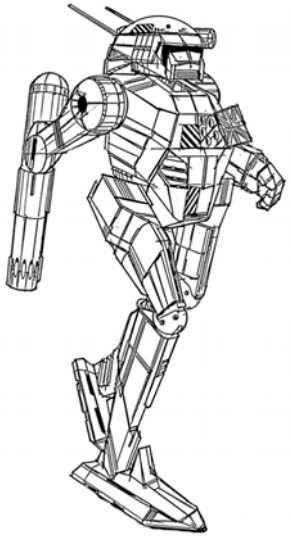
**Cost:** **BV:** 1,008

### WARRIOR DATA

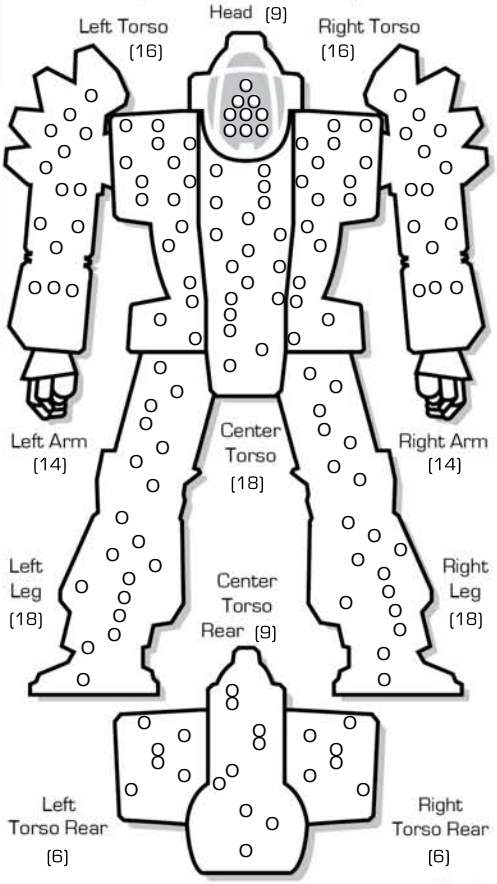
**Name:** _____

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

| Hits Taken | 1 | 2 | 3 | 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. Machine Gun
6. Machine Gun

1-3

1. Ammo (Machine Gun) 100
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Torso
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. LRM 5
6. Ammo (LRM 5) 24

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. Roll Again

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

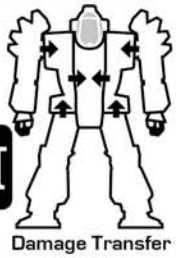
#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

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



Damage Transfer Diagram

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

1-3

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

4-6

#### Right Torso
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Roll Again
6. Roll Again

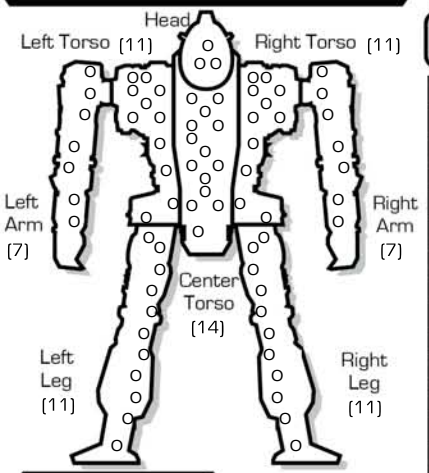
1-3

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

4-6

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 15 (15) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O |
| 20 | -4 Movement Points | O |
| 19 | Ammo Exp. avoid on 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:** Centurion CN9-A

**Movement Points:**
Walking: 4
Running: 6
Jumping: 0

Tonnage: 50
Tech Base: Inner Sphere (Intro)
Era: Succession Wars

**Weapons & Equipment Inventory** (hexes)

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

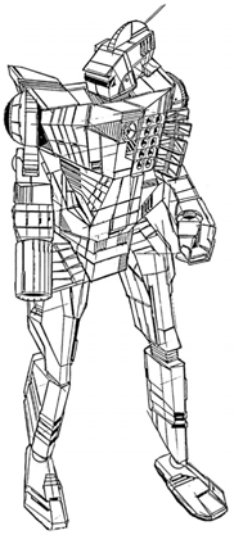
Cost: BV: 945

### WARRIOR DATA

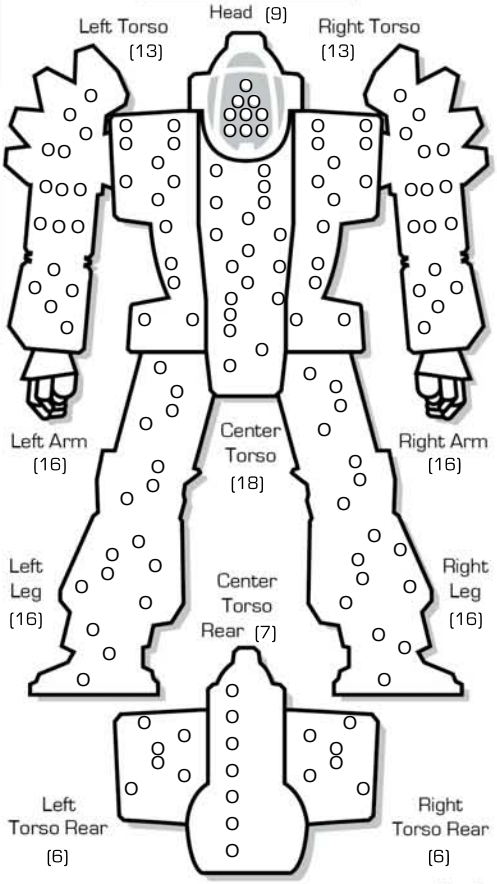
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

**Left Torso**
1. Heat Sink
2. LRM 10
3. LRM 10
4. Ammo (LRM 10) 12
5. Ammo (LRM 10) 12
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. Medium Laser
6. Medium Laser (R)

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

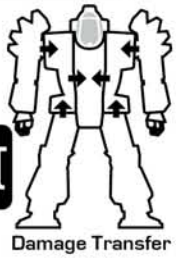
**Right Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10

1. Autocannon/10
2. Autocannon/10
3. Autocannon/10
4. Autocannon/10
5. Roll Again
6. Roll Again

**Right Torso**
1. Heat Sink
2. Ammo (AC/10) 10
3. Ammo (AC/10) 10
4. Roll Again
5. Roll Again
6. Roll Again

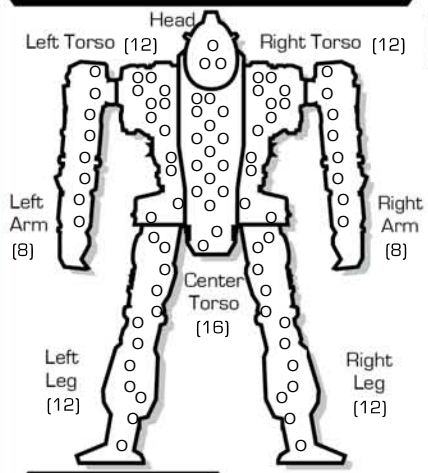
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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



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

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Centurion CN9-AH

**Movement Points:**
Walking: 4
Running: 6
Jumping: 0

Tonnage: 50
Tech Base: Inner Sphere (Intro)
Era: Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | LRM 10 | LT | 4 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Autocannon/20 | RA | 7 | 20 [DB,S] | — | 3 | 6 | 9 |

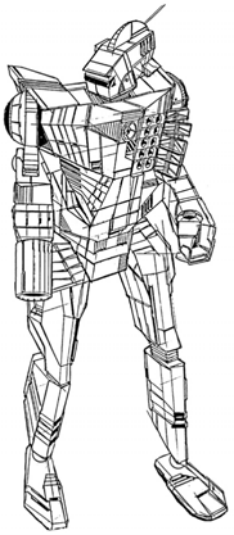
Cost: BV: 945

### WARRIOR DATA

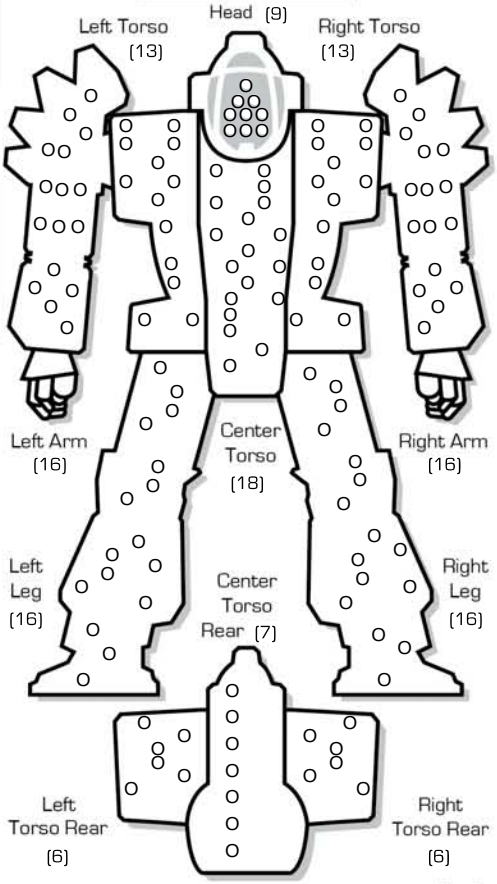
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

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. LRM 10
2. LRM 10
3. Ammo (LRM 10) 12
4. Ammo (LRM 10) 12
5. Roll Again
6. Roll Again

1-3

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

4-6

#### Left Leg

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

#### Head

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

#### Center Torso

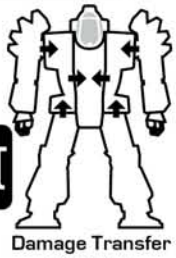
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. 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. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

1-3

1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

4-6

#### Right Torso

1. Ammo (AC/20) 5
2. Ammo (AC/20) 5
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1-3

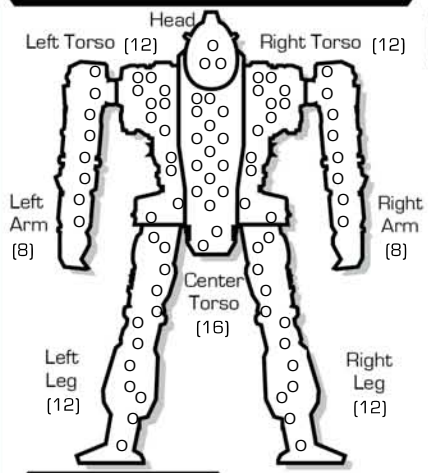
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### 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: 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:** Centurion CN9-AL

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 0

**Tonnage:** 50
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

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

**Cost:**

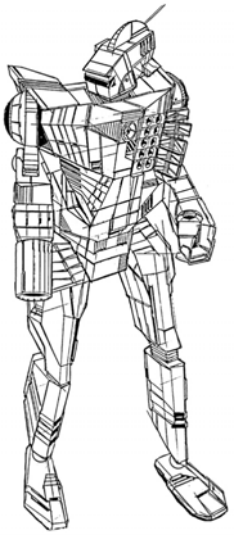
**BV:** 1,057

### WARRIOR DATA

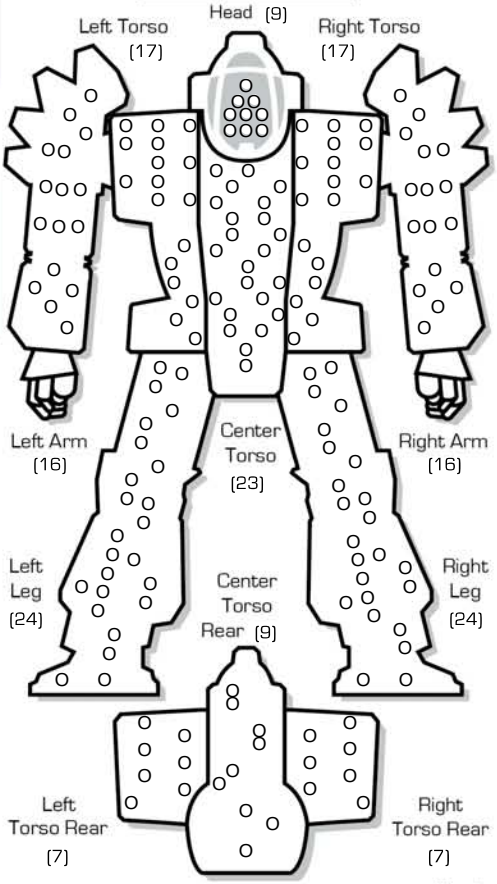
**Name:** _____

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

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**

| | |
|---|---|
| 1-3 | 1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Hand Actuator<br>5. Roll Again<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

**Left Torso**

| | |
|---|---|
| 1-3 | 1. LRM 10<br>2. LRM 10<br>3. Ammo (LRM 10) 12<br>4. Ammo (LRM 10) 12<br>5. Roll Again<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

**Left Leg**

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

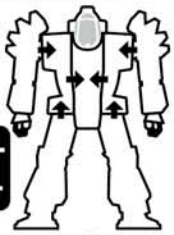
**Head**

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

**Center Torso**

| | |
|---|---|
| 1-3 | 1. Fusion Engine<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Gyro<br>5. Gyro<br>6. Gyro |
| 4-6 | 1. Gyro<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Fusion Engine<br>5. Medium Laser<br>6. Medium Laser (R) |

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<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Large Laser<br>5. Large Laser<br>6. Small Laser |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

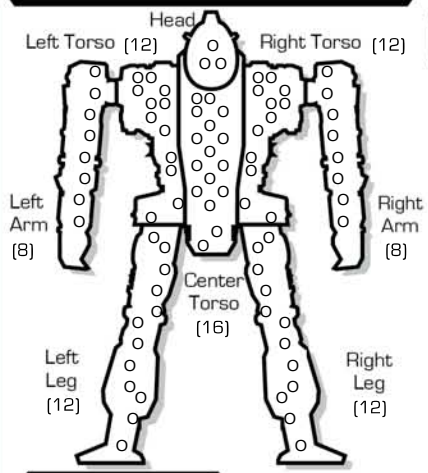
**Right Torso**

| | |
|---|---|
| 1-3 | 1. Heat Sink<br>2. Heat Sink<br>3. Heat Sink<br>4. Heat Sink<br>5. Roll Again<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

**Right Leg**

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

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 16 (16) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O |
| 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:** Centurion CN9-YLW "Yen Lo Wang"

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 0

**Tonnage:** 50
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | CT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser(R) | CT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Autocannon/20 | RA | 7 | 20 [DB,S] | — | 3 | 6 | 9 |
| 1 | Hatchet | LA | — | 10 | — | — | — | — |

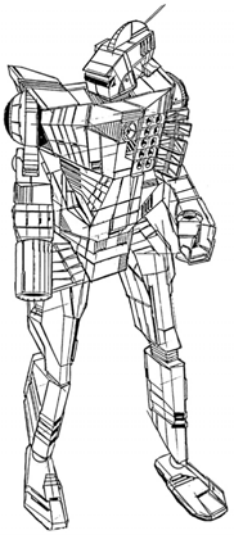
**Cost:** **BV:** 957

### WARRIOR DATA

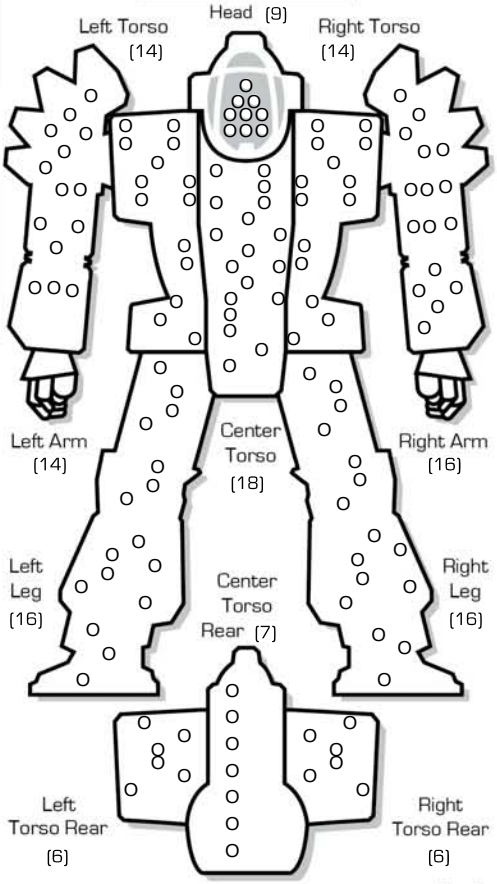
**Name:** _____

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

| Hits Taken | 1 | 2 | 3 | 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. Heat Sink
2. Roll Again
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

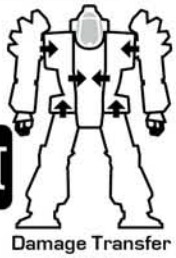
**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. Medium Laser (R)

4-6

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



Damage Transfer Diagram

**Right Arm**
1. Shoulder
2. Upper Arm Actuator
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

1-3

1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

4-6

**Right Torso**
1. Heat Sink
2. Ammo (AC/20) 5
3. Ammo (AC/20) 5
4. Ammo (AC/20) 5
5. Roll Again
6. Roll Again

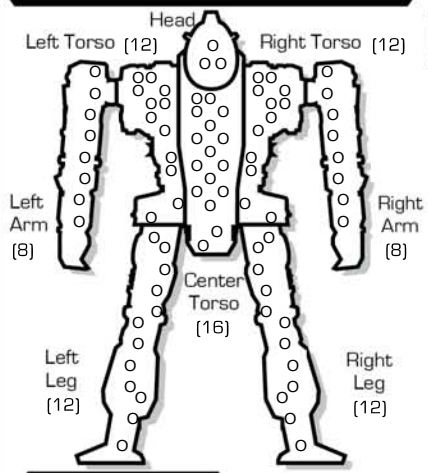
1-3

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

4-6

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

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
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:** Enforcer ENF-4R

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

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

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Small Laser | LT | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | Autocannon/10 | RA | 3 | 10 [DB,S] | — | 5 | 10 | 15 |
| 1 | Large Laser | LA | 8 | 8 [DE] | — | 5 | 10 | 15 |

**Cost:**

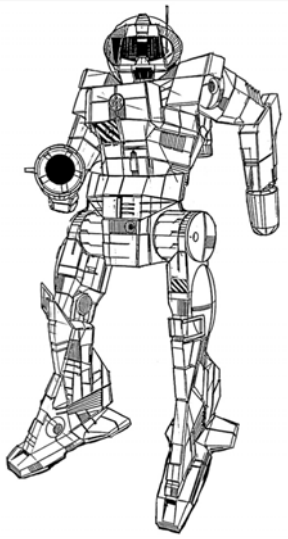
**BV:** 1,032

### WARRIOR DATA

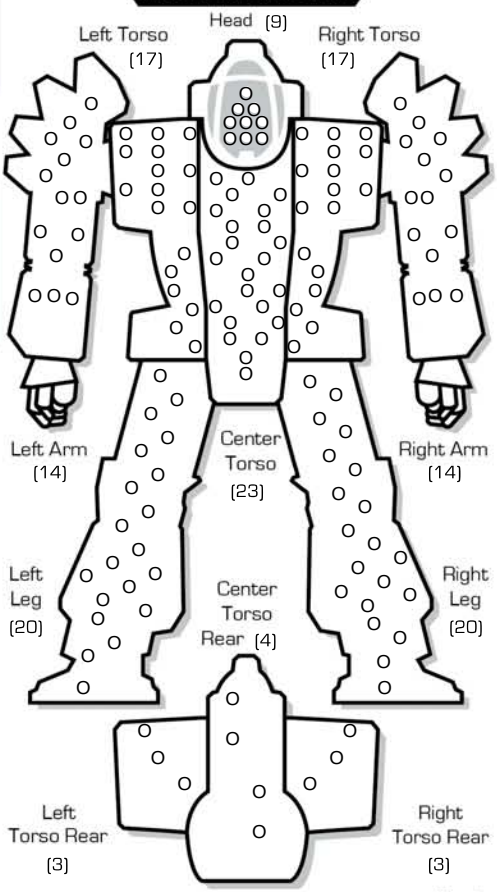
**Name:** _____

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

| Hits Taken | 1 | 2 | 3 | 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. 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. Heat Sink
2. Heat Sink
- 1-3: 3. Small Laser; 4. Roll Again; 5. Roll Again; 6. Roll Again

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

#### Left Leg

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

#### Head

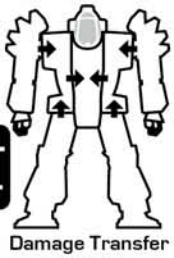
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

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

1. Gyro
2. Fusion Engine
- 4-6: 3. Fusion Engine; 4. Fusion Engine; 5. 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. Autocannon/10; 5. Autocannon/10; 6. Autocannon/10

1. Autocannon/10
2. Autocannon/10
- 4-6: 3. Autocannon/10; 4. Autocannon/10; 5. Roll Again; 6. Roll Again

#### Right Torso

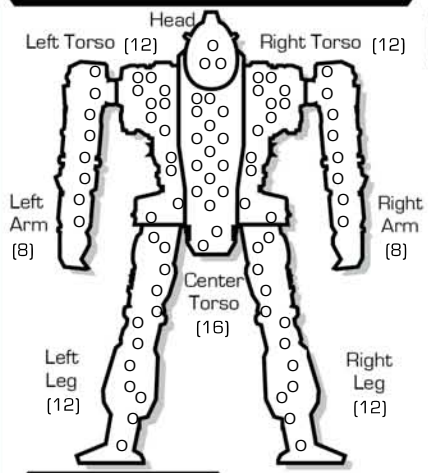
1. Heat Sink
2. Heat Sink
- 1-3: 3. Ammo (AC/10) 10; 4. Roll Again; 5. Roll Again; 6. Roll Again

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

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. 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 (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 | |

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Hunchback HBK-4G

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 0

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

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Small Laser | HD | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | Autocannon/20 | RT | 7 | 20 [DB,S] | — | 3 | 6 | 9 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

**Cost:**

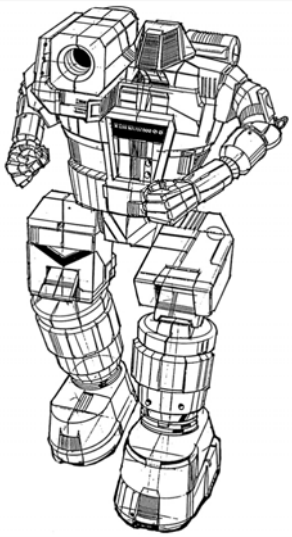
**BV:** 1,041

### WARRIOR DATA

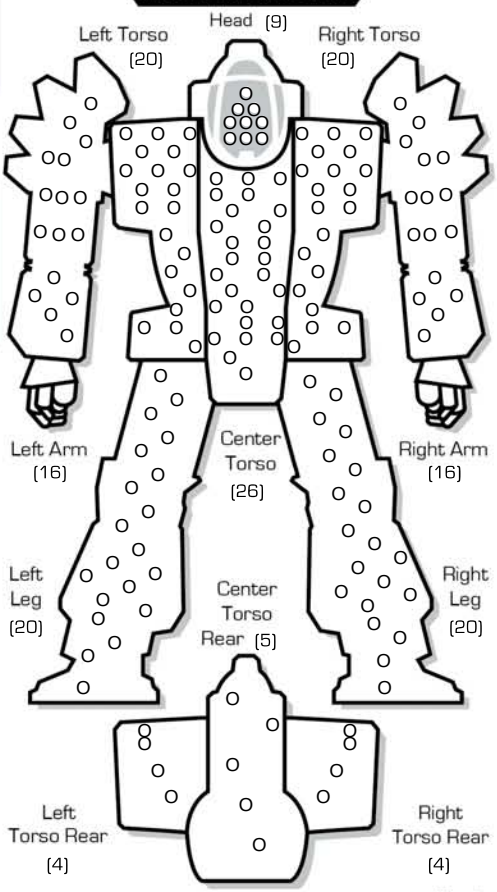
**Name:** _____

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

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

| | |
|---|---|
| 1-3 | 1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Hand Actuator<br>5. Medium Laser<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

#### Left Torso

| | |
|---|---|
| 1-3 | 1. Ammo (AC/20) 5<br>2. Ammo (AC/20) 5<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

#### Left Leg

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

#### Head

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

#### Center Torso

| | |
|---|---|
| 1-3 | 1. Fusion Engine<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Gyro<br>5. Gyro<br>6. Gyro |
| 4-6 | 1. Gyro<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Fusion Engine<br>5. Heat Sink<br>6. Roll Again |

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




Damage Transfer Diagram

#### Right Arm

| | |
|---|---|
| 1-3 | 1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Hand Actuator<br>5. Medium Laser<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

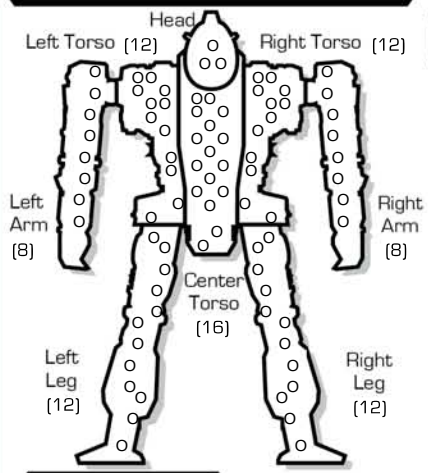
#### Right Torso

| | |
|---|---|
| 1-3 | 1. Autocannon/20<br>2. Autocannon/20<br>3. Autocannon/20<br>4. Autocannon/20<br>5. Autocannon/20<br>6. Autocannon/20 |
| 4-6 | 1. Autocannon/20<br>2. Autocannon/20<br>3. Autocannon/20<br>4. Autocannon/20<br>5. Roll Again<br>6. Roll Again |

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 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:** Hunchback HBK-4H

| Movement Points: | | | |
|---|---|---|---|
| Walking: | 4 | Tonnage: | 50 |
| Running: | 6 | Tech Base: | Inner Sphere (Intro) |
| Jumping: | 0 | Era: | Succession Wars |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Small Laser | HD | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | Autocannon/10 | RT | 3 | 10 [DB,S] | — | 5 | 10 | 15 |
| 2 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

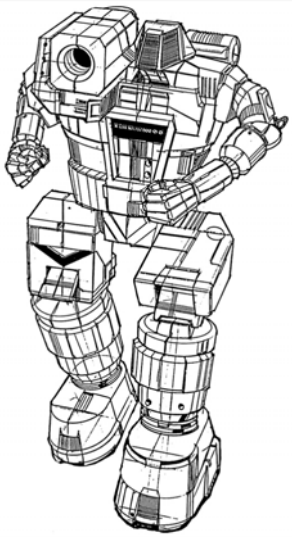
**Cost:** **BV:** 1,067

### WARRIOR DATA

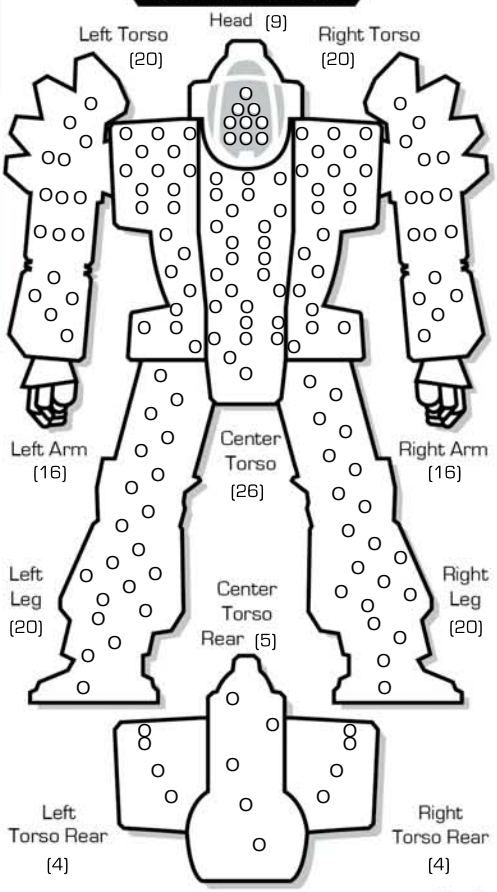
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**

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

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

**Left Torso**

1-3
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Ammo (AC/10) 10

4-6
1. Ammo (AC/10) 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**

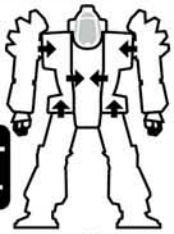
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

**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. Roll Again
6. Roll Again

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



Damage Transfer Diagram

**Right Arm**

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

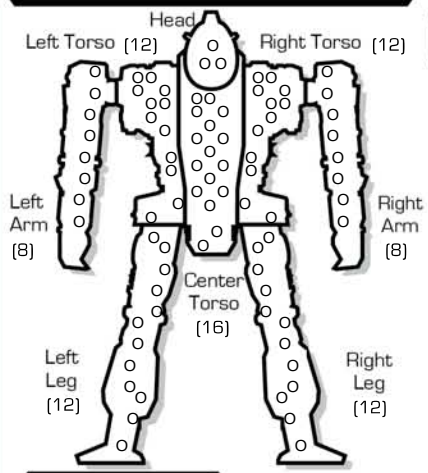
1-3
1. Autocannon/10
2. Autocannon/10
3. Autocannon/10
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10

4-6
1. Autocannon/10
2. Medium Laser
3. Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again

**Right Leg**

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

### INTERNAL STRUCTURE DIAGRAM




### 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 | |

Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 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:** Hunchback HBK-4J

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 0

**Tonnage:** 50
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

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

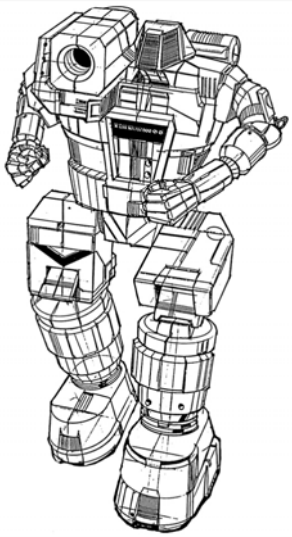
**Cost:**
**BV:** 1,143

### WARRIOR DATA

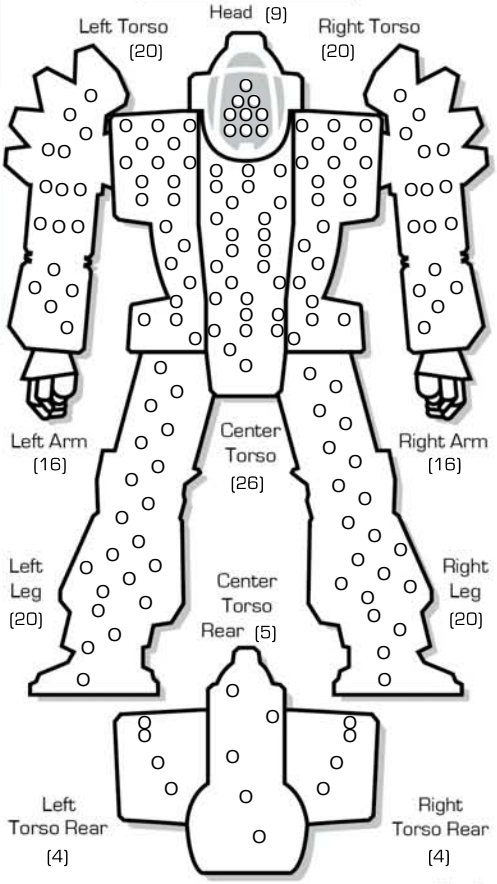
**Name:** _____

**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
4. Hand Actuator
5. Medium Laser
6. Roll Again

1-3

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

4-6

**Left Torso**
1. Heat Sink
2. Heat Sink
3. Ammo (LRM 10) 12
4. Ammo (LRM 10) 12
5. Roll Again
6. Roll Again

1-3

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

4-6

**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

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

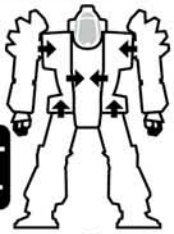
**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

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. Medium Laser
6. Roll Again

1-3

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

4-6

**Right Torso**
1. LRM 10
2. LRM 10
3. LRM 10
4. LRM 10
5. Medium Laser
6. Medium Laser

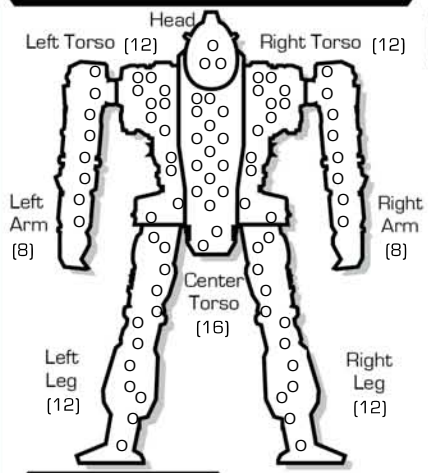
1-3

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

4-6

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

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

### HEAT DATA

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

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Hunchback HBK-4N

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 0

**Tonnage:** 50
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

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

**Cost:**

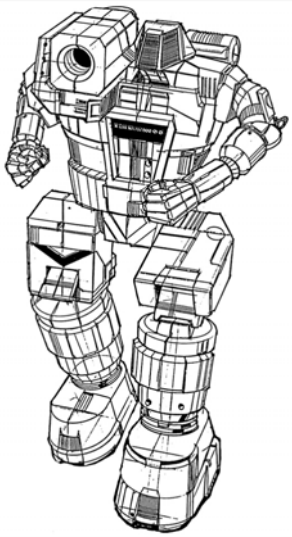
**BV:** 1,087

### WARRIOR DATA

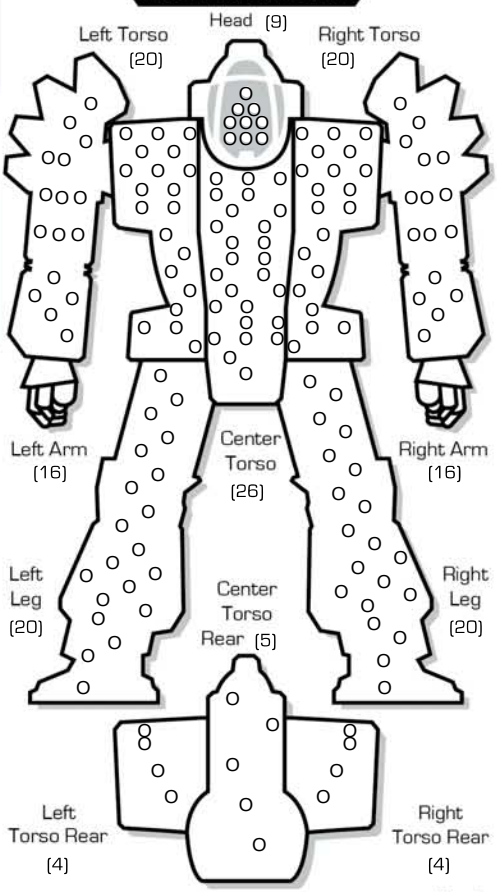
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**

| | |
|---|---|
| 1-3 | 1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Hand Actuator<br>5. Medium Laser<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

**Left Torso**

| | |
|---|---|
| 1-3 | 1. Heat Sink<br>2. Heat Sink<br>3. Heat Sink<br>4. Heat Sink<br>5. Heat Sink<br>6. Ammo (AC/5) 20 |
| 4-6 | 1. Ammo (LRM 5) 24<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

**Left Leg**

| | |
|---|---|
| 1-3 | 1. Hip<br>2. Upper Leg Actuator<br>3. Lower Leg Actuator<br>4. Foot Actuator<br>5. Roll Again<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

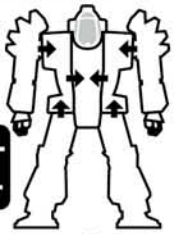
**Head**

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

**Center Torso**

| | |
|---|---|
| 1-3 | 1. Fusion Engine<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Gyro<br>5. Gyro<br>6. Gyro |
| 4-6 | 1. Gyro<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Fusion Engine<br>5. Roll Again<br>6. Roll Again |

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



Damage Transfer Diagram

**Right Arm**

| | |
|---|---|
| 1-3 | 1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Hand Actuator<br>5. Medium Laser<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

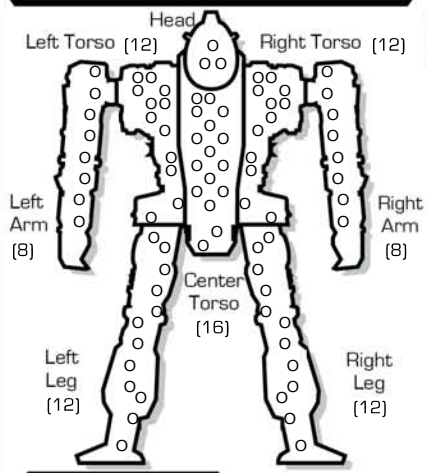
**Right Torso**

| | |
|---|---|
| 1-3 | 1. Autocannon/5<br>2. Autocannon/5<br>3. Autocannon/5<br>4. Autocannon/5<br>5. Medium Laser<br>6. Medium Laser |
| 4-6 | 1. LRM 5<br>2. LRM 5<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

**Right Leg**

| | |
|---|---|
| 1-3 | 1. Hip<br>2. Upper Leg Actuator<br>3. Lower Leg Actuator<br>4. Foot Actuator<br>5. Roll Again<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

### INTERNAL STRUCTURE DIAGRAM




### 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 | |

Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 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:** Hunchback HBK-4P

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 50 |
| Walking: | 4 | **Tech Base:** | Inner Sphere (Intro) |
| Running: | 6 | **Era:** | Succession Wars |
| Jumping: | 0 | | |

**Weapons & Equipment Inventory** (hexes)

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

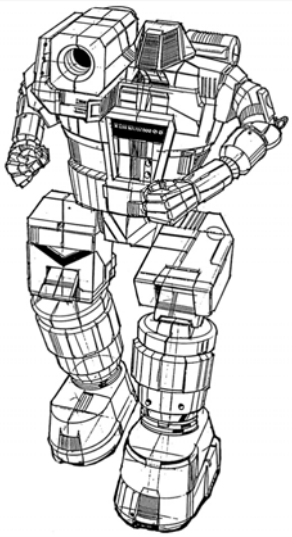
**Cost:** **BV:** 1,138

### WARRIOR DATA

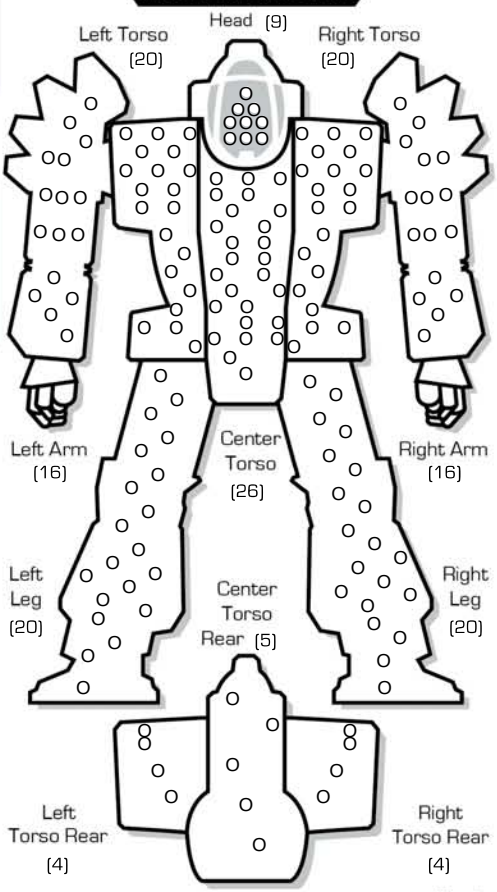
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

| | |
|---|---|
| 1-3 | 1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Hand Actuator<br>5. Medium Laser<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

#### Left Torso

| | |
|---|---|
| 1-3 | 1. Heat Sink<br>2. Heat Sink<br>3. Heat Sink<br>4. Heat Sink<br>5. Heat Sink<br>6. Heat Sink |
| 4-6 | 1. Heat Sink<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

#### Left Leg

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

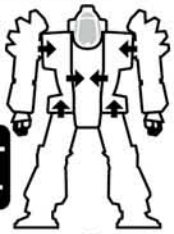
#### Head

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

#### Center Torso

| | |
|---|---|
| 1-3 | 1. Fusion Engine<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Gyro<br>5. Gyro<br>6. Gyro |
| 4-6 | 1. Gyro<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Fusion Engine<br>5. Heat Sink<br>6. Heat Sink |

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



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Damage Transfer Diagram

#### Right Arm

| | |
|---|---|
| 1-3 | 1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Hand Actuator<br>5. Medium Laser<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

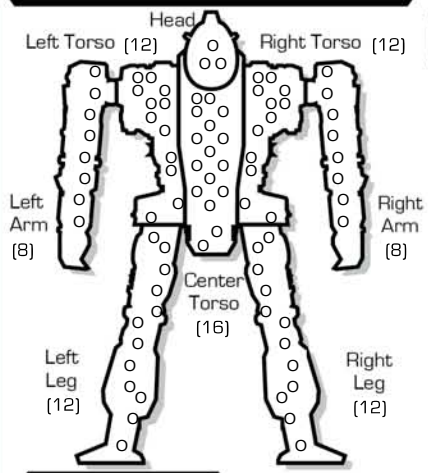
#### Right Torso

| | |
|---|---|
| 1-3 | 1. Heat Sink<br>2. Heat Sink<br>3. Medium Laser<br>4. Medium Laser<br>5. Medium Laser<br>6. Medium Laser |
| 4-6 | 1. Medium Laser<br>2. Medium Laser<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow

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

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 23 (23) Single |
|---|---|---|
| 30 | Shutdown | O O O |
| 28 | Ammo Exp. avoid on 8+ | O O O |
| 26 | Shutdown, avoid on 10+ | O O O |
| 25 | -5 Movement Points | O O 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:** Hunchback HBK-4SP

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 0

**Tonnage:** 50
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Small Laser | HD | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | SRM 6 | RT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | SRM 6 | LT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 2 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 2 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

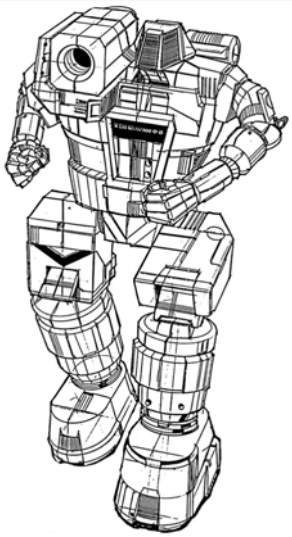
**Cost:**
**BV:** 1,043

### WARRIOR DATA

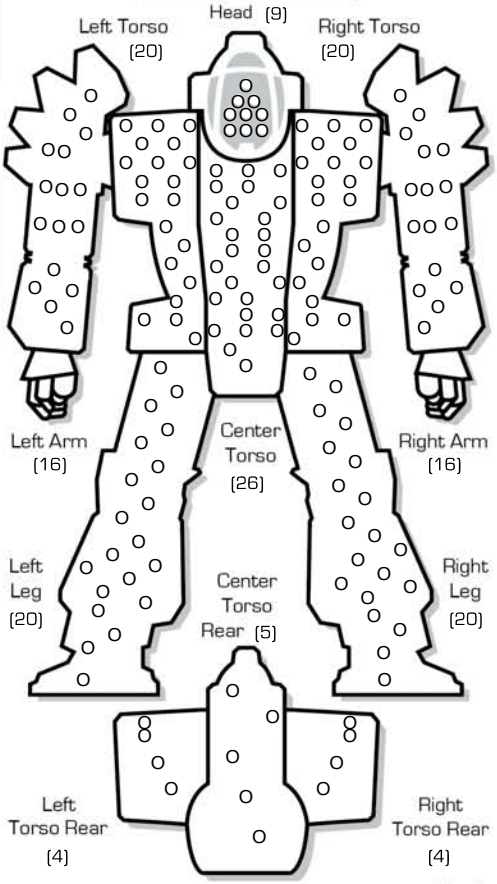
**Name:** _____

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

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

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

1-3

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

**Left Torso**
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. SRM 6
6. SRM 6

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. Heat Sink
6. Heat Sink

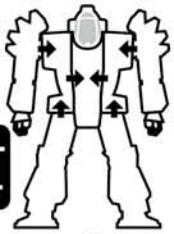
**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

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

1-3

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

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



Damage Transfer Diagram

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

1-3

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

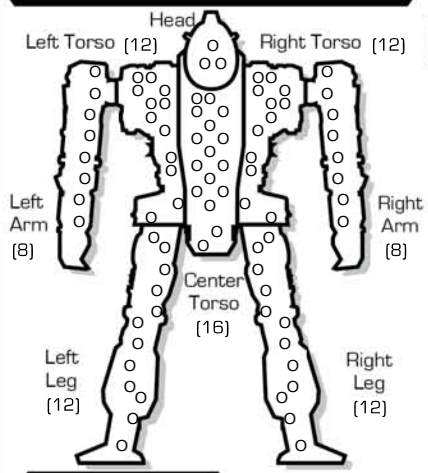
**Right Torso**
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. SRM 6
5. SRM 6
6. Roll Again

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. 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: 19 (19) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O O |
| 17 | +3 Modifier to Fire | O O |
| 15 | -3 Movement Points | O |
| 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:** Trebuchet TBT-5J

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

**Tonnage:** 50
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

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

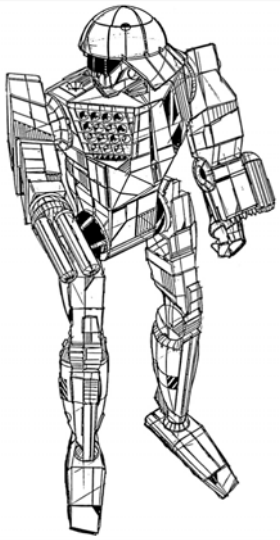
**Cost:** **BV:** 1,191

### WARRIOR DATA

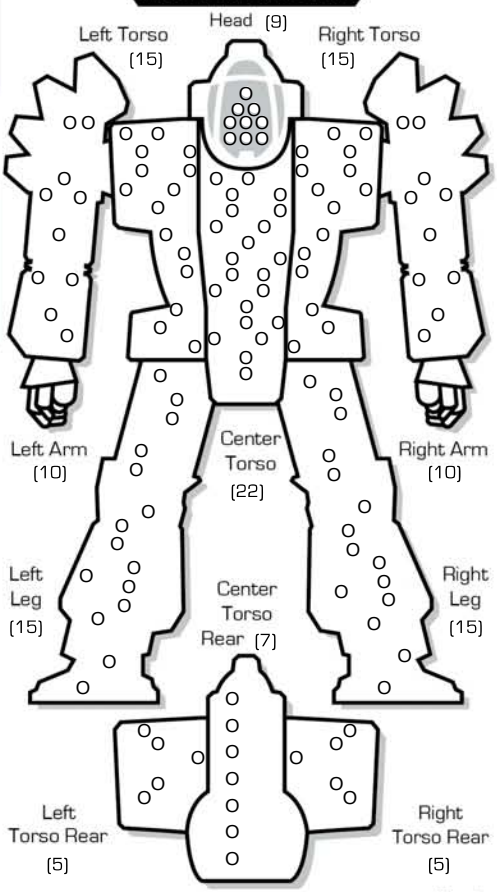
Name: _____

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
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1-3

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

4-6

#### Left Torso
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Roll Again

1-3

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

4-6

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

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

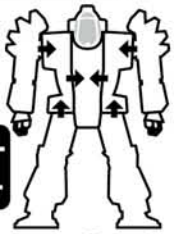
#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

1-3

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

4-6

#### Right Torso
1. LRM 15
2. LRM 15
3. LRM 15
4. Ammo (LRM 15) 8
5. Roll Again
6. Roll Again

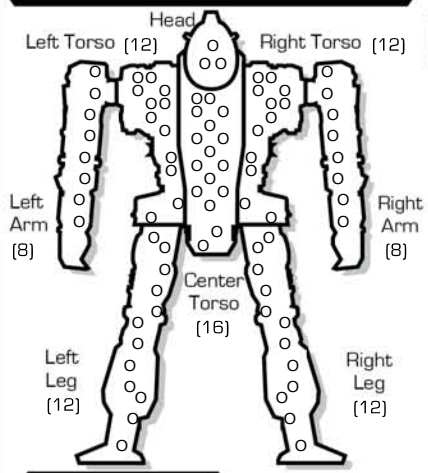
1-3

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

4-6

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

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
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 (15) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O |
| 20 | -4 Movement Points | O |
| 19 | Ammo Exp. avoid on 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:** Trebuchet TBT-5N

**Movement Points:**
- Walking: 5
- Running: 8
- Jumping: 0

**Tonnage:** 50
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

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

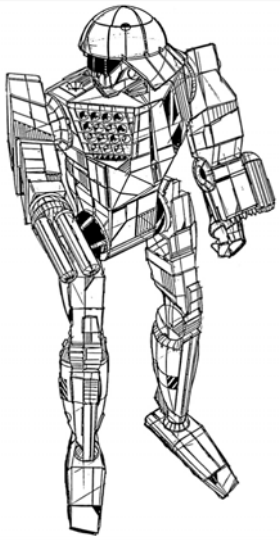
**Cost:** **BV:** 1,191

### WARRIOR DATA

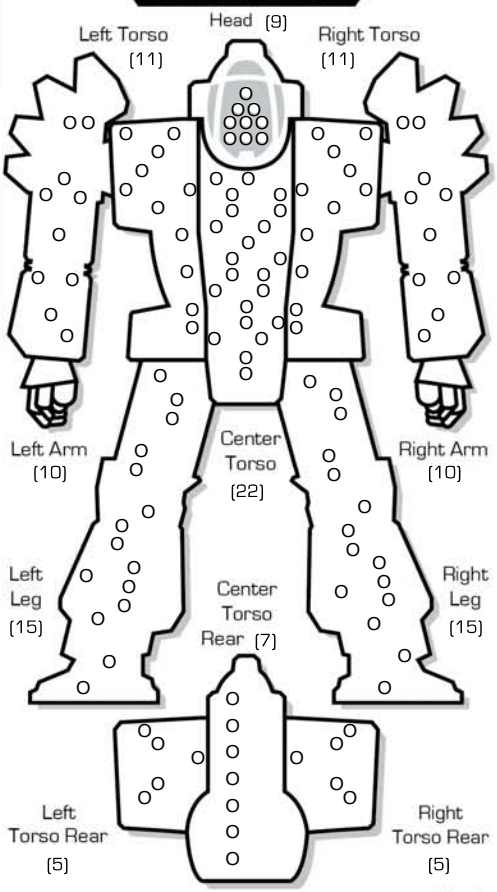
Name: _____

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
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 15
6. LRM 15

1-3

1. LRM 15
2. Medium Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Left Torso**
1. Ammo (LRM 15) 8
2. Roll Again
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

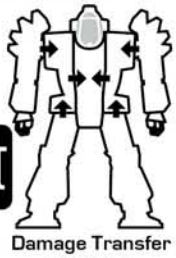
**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

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. Lower Arm Actuator
4. Medium Laser
5. Medium Laser
6. Roll Again

1-3

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

4-6

**Right Torso**
1. LRM 15
2. LRM 15
3. LRM 15
4. Ammo (LRM 15) 8
5. Roll Again
6. Roll Again

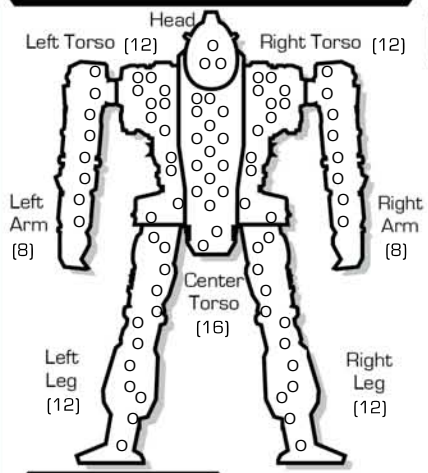
1-3

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

4-6

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

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | 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:** Trebuchet TBT-5S

**Movement Points:**
- Walking: 5
- Running: 8
- Jumping: 0

**Tonnage:** 50
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**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 |
| 2 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | SRM 6 | LA | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |

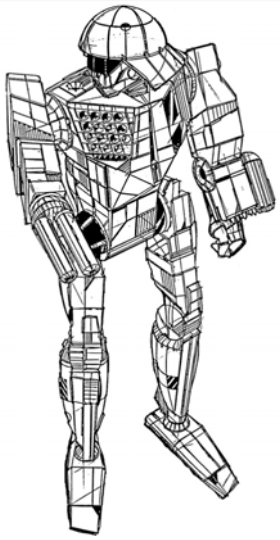
**Cost:** **BV:** 984

### WARRIOR DATA

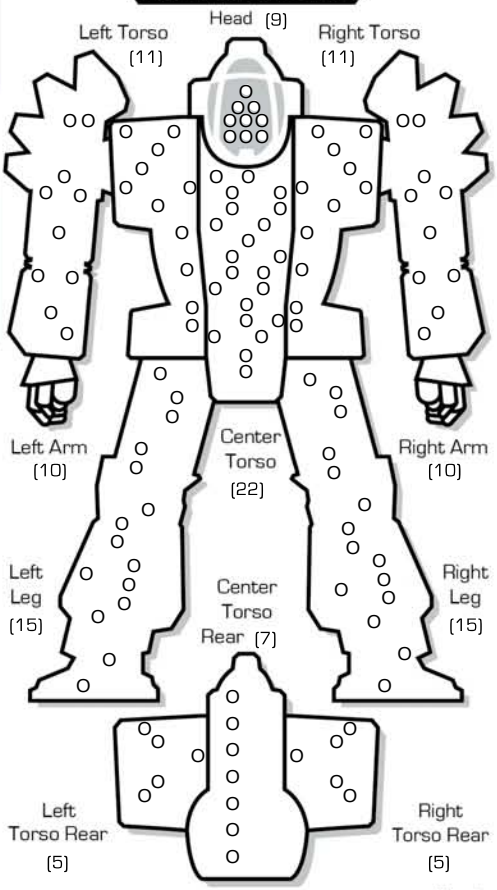
**Name:** _____

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

| Hits Taken | 1 | 2 | 3 | 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. [ SRM 6
6. L SRM 6

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

**Left Torso**
1. Heat Sink
2. Heat Sink
3. Ammo (SRM 6) 15

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

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

**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

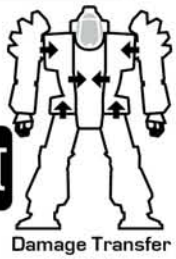
**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine

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

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

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

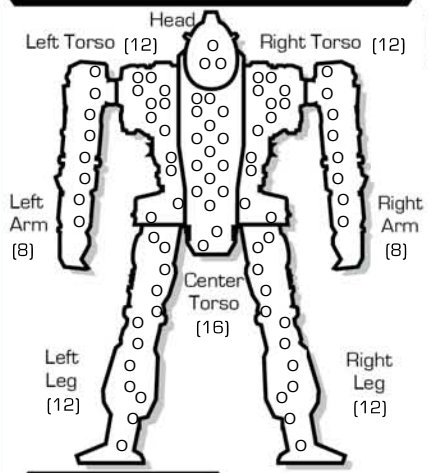
**Right Torso**
1. Heat Sink
2. Heat Sink

1-3
3. [ SRM 6
4. L SRM 6
5. Ammo (SRM 6) 15
6. Roll Again

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

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. 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: 18 (18) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O O |
| 17 | +3 Modifier to Fire | O |
| 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:** Trebuchet TBT-7K

**Movement Points:**
Walking: 5
Running: 8
Jumping: 0

**Tonnage:** 50
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | PPC | RT | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | Autocannon/5 | LT | 1 | 5 [DB,S] | 3 | 6 | 12 | 18 |
| 1 | SRM 2 | RA | 2 | 2/Msl [M,C] | — | 3 | 6 | 9 |

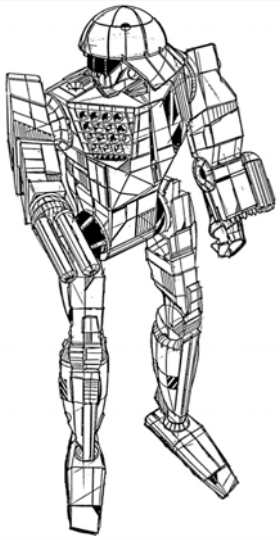
**Cost:** **BV:** 996

### WARRIOR DATA

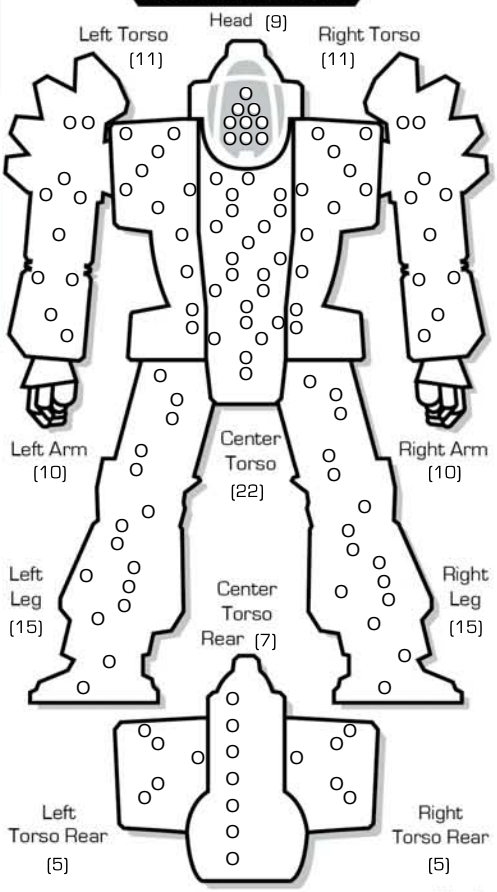
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
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. Autocannon/5
2. Autocannon/5
3. Autocannon/5
4. Autocannon/5
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. 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**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. SRM 2
5. Ammo (SRM 2) 50
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. PPC
2. PPC
3. PPC
4. Ammo (AC/5) 20
5. Roll Again
6. Roll Again

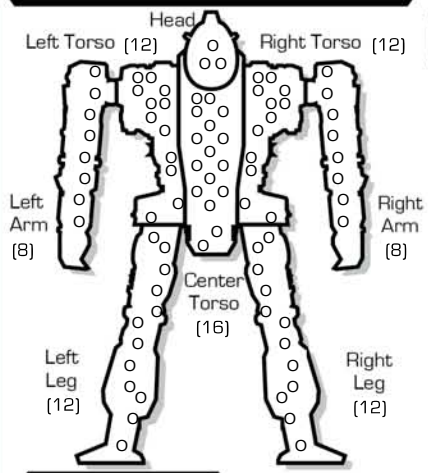
1-3

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

4-6

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

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
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+ | 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:** Dervish DV-6M

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

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

**Weapons & Equipment Inventory** (hexes)

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

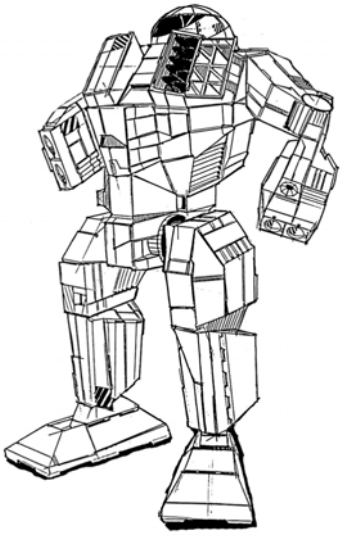
**Cost:** **BV:** 1,146

### WARRIOR DATA

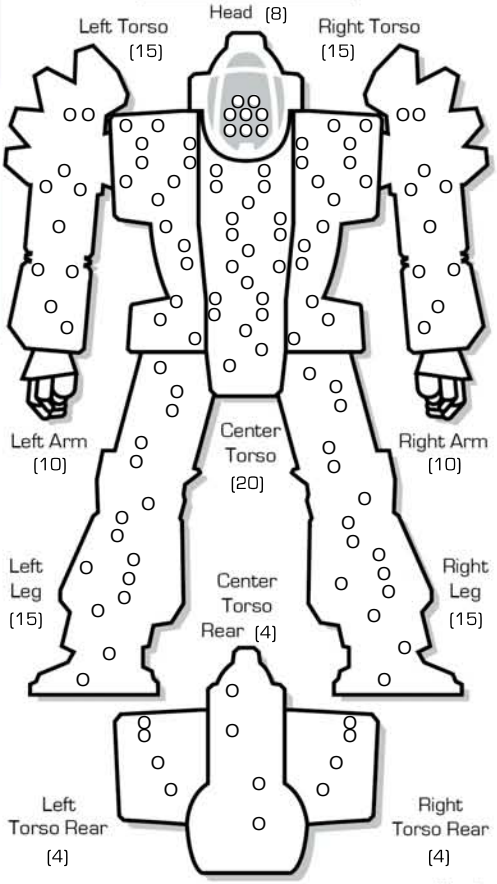
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. SRM 2
6. Ammo (SRM 2) 50

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. LRM 10
2. LRM 10
3. Ammo (LRM 10) 12
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. Jump Jet
6. Jump Jet

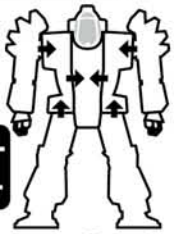
**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

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

1-3

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. Medium Laser
5. SRM 2
6. Ammo (SRM 2) 50

1-3

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

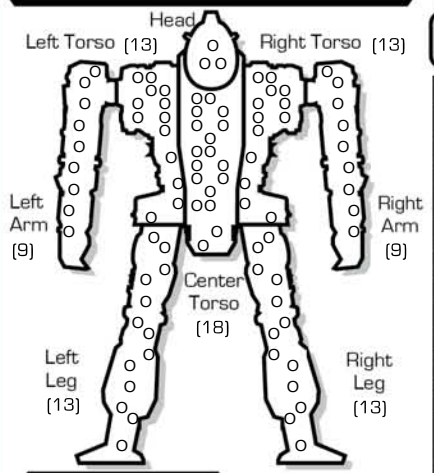
**Right Torso**
1. LRM 10
2. LRM 10
3. Ammo (LRM 10) 12
4. Roll Again
5. Roll Again
6. Roll Again

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. 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:** Dragon DRG-1C

**Movement Points:**
Walking: 5
Running: 8
Jumping: 0

**Tonnage:** 60
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**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(R) | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Autocannon/2 | RA | 1 | 2 [DB,S] | 4 | 8 | 16 | 24 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

**Cost:**

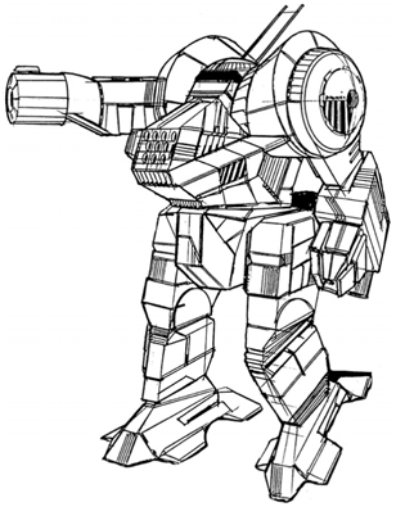
**BV:** 1,215

### WARRIOR DATA

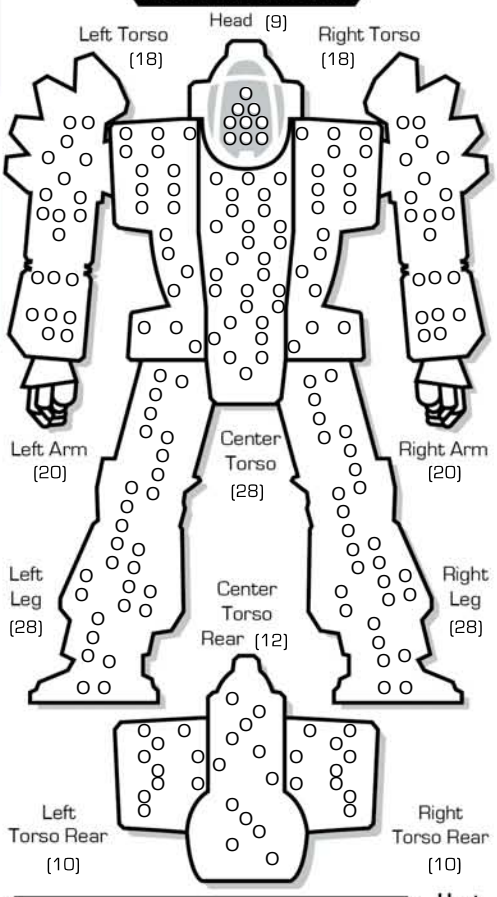
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

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

1-3

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

4-6

**Left Torso**
1. Medium Laser (R)
2. Ammo (LRM 10) 12
3. Ammo (LRM 10) 12
4. Roll Again
5. Roll Again
6. Roll Again

1-3

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

4-6

**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

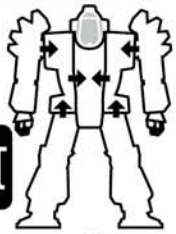
**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

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. Lower Arm Actuator
4. Autocannon/2
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. Ammo (AC/2) 45
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

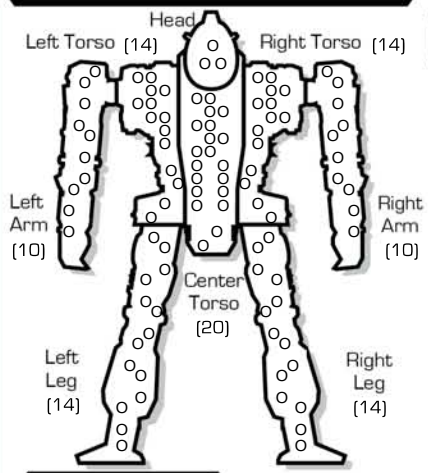
1-3

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

4-6

**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:** Dragon DRG-1N

**Movement Points:**
Walking: 5
Running: 8
Jumping: 0

**Tonnage:** 60
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**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(R) | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Autocannon/5 | RA | 1 | 5 [DB,S] | 3 | 6 | 12 | 18 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

**Cost:**

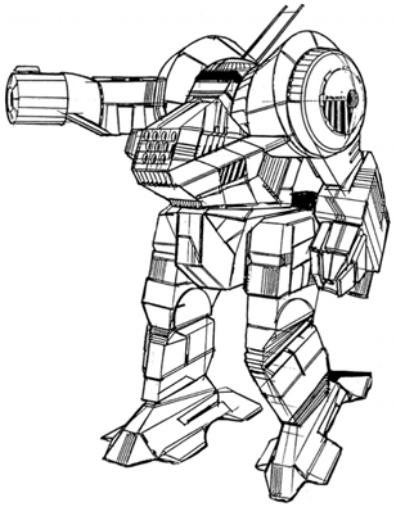
**BV:** 1,125

### WARRIOR DATA

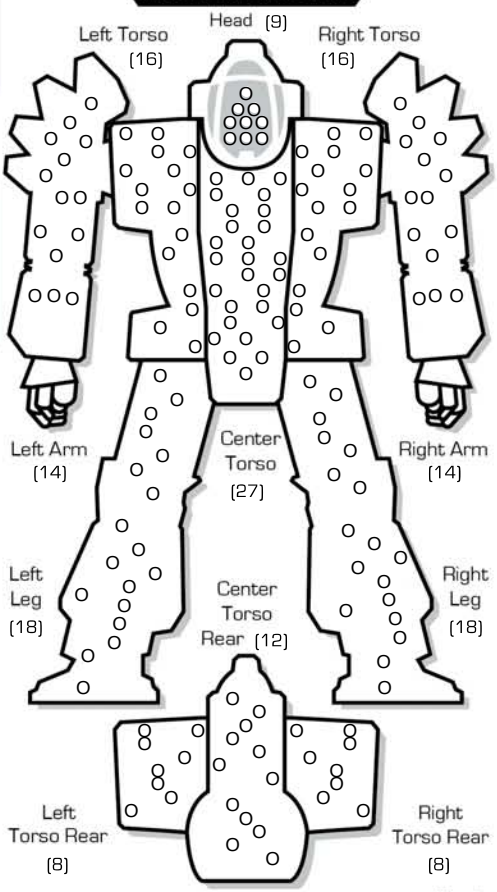
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

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

1-3

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

4-6

**Left Torso**
1. Medium Laser (R)
2. Ammo (LRM 10) 12
3. Ammo (LRM 10) 12
4. Roll Again
5. Roll Again
6. Roll Again

1-3

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

4-6

**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

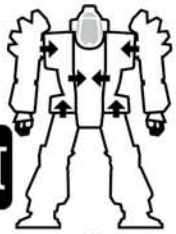
**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

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. Lower Arm Actuator
4. Autocannon/5
5. Autocannon/5
6. Autocannon/5

1-3

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

4-6

**Right Torso**
1. Ammo (AC/5) 20
2. Ammo (AC/5) 20
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

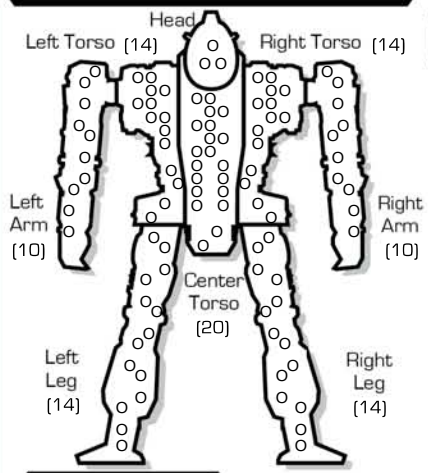
1-3

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

4-6

**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:** Grand Dragon DRG-1G

**Movement Points:**
Walking: 5
Running: 8
Jumping: 0

**Tonnage:** 60
**Tech Base:** Inner Sphere (Intro)
**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] | 6 | 7 | 14 | 21 |
| 1 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser(R) | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | PPC | RA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

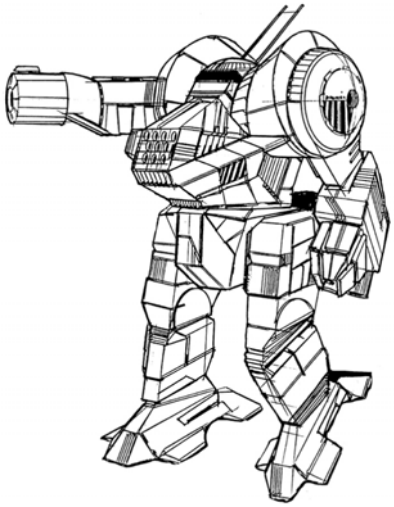
**Cost:** **BV:** 1,300

### WARRIOR DATA

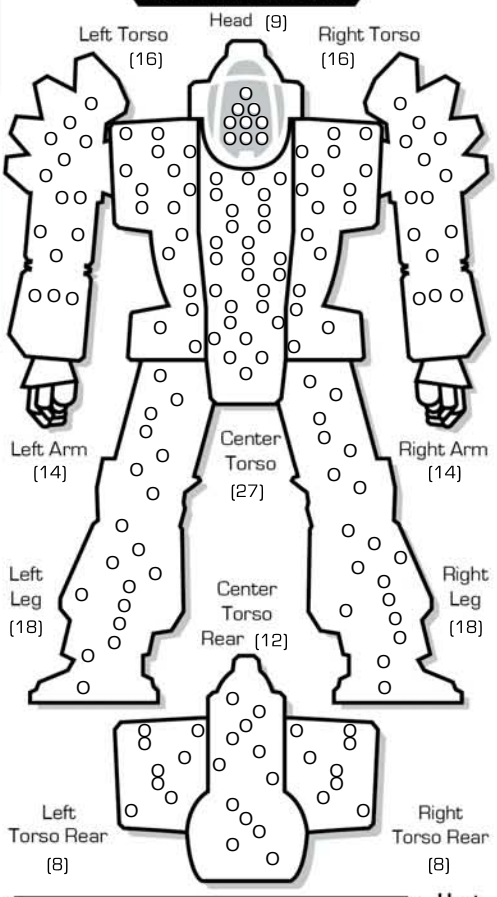
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

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

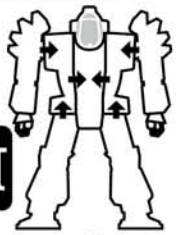
**Left Torso**
1-3: 1. Medium Laser (R); 2. Ammo (LRM 10) 12; 3. Ammo (LRM 10) 12; 4. Roll Again; 5. Roll Again; 6. Roll Again
4-6: 1. Roll Again; 2. Roll Again; 3. Roll Again; 4. Roll Again; 5. Roll Again; 6. Roll Again

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

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

**Center Torso**
1-3: 1. Fusion Engine; 2. Fusion Engine; 3. Fusion Engine; 4. Gyro; 5. Gyro; 6. Gyro
4-6: 1. Gyro; 2. Fusion Engine; 3. Fusion Engine; 4. Fusion Engine; 5. LRM 10; 6. LRM 10

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



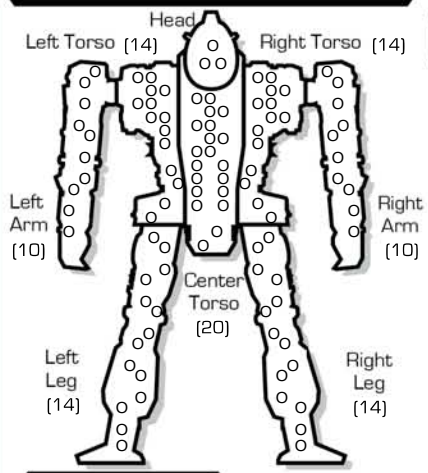
Damage Transfer Diagram

**Right Arm**
1-3: 1. Shoulder; 2. Upper Arm Actuator; 3. Lower Arm Actuator; 4. PPC; 5. PPC; 6. PPC
4-6: 1. Roll Again; 2. Roll Again; 3. Roll Again; 4. Roll Again; 5. Roll Again; 6. Roll Again

**Right Torso**
1-3: 1. Medium Laser; 2. Roll Again; 3. Roll Again; 4. Roll Again; 5. Roll Again; 6. Roll Again
4-6: 1. Roll Again; 2. Roll Again; 3. Roll Again; 4. Roll Again; 5. Roll Again; 6. Roll Again

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

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

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

### HEAT DATA

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

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Quickdraw QKD-4G

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 60 |
| Walking: | 5 | **Tech Base:** | Inner Sphere (Intro) |
| Running: | 8 | **Era:** | Star League |
| Jumping: | 5 | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | SRM 4 | CT | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 2 | Medium Laser(R) | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | LRM 10 | LT | 4 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

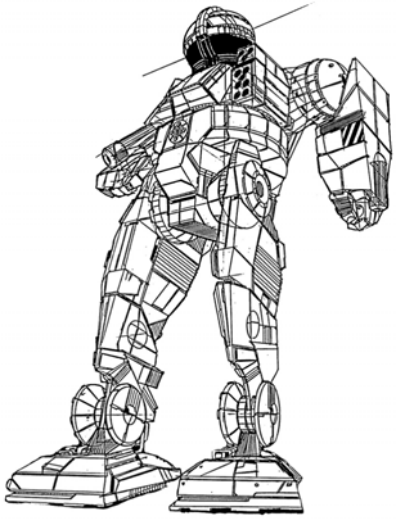
**Cost:** **BV:** 1,192

### WARRIOR DATA

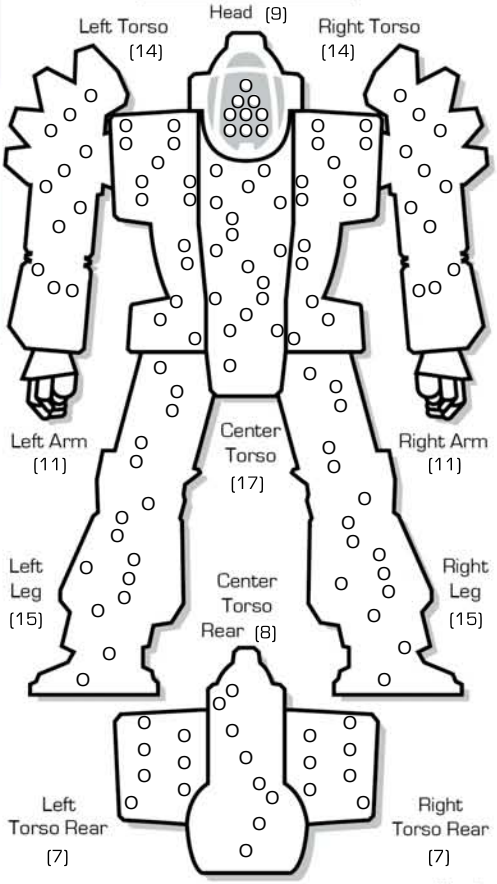
**Name:** _____

**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**

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Left Torso**

1-3
1. Jump Jet
2. Jump Jet
3. LRM 10
4. LRM 10
5. Ammo (LRM 10) 12
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Left Leg**

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

**Head**

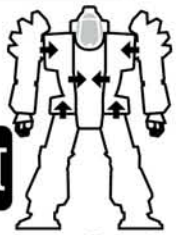
1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

**Center Torso**

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. SRM 4

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

**Right Arm**

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Torso**

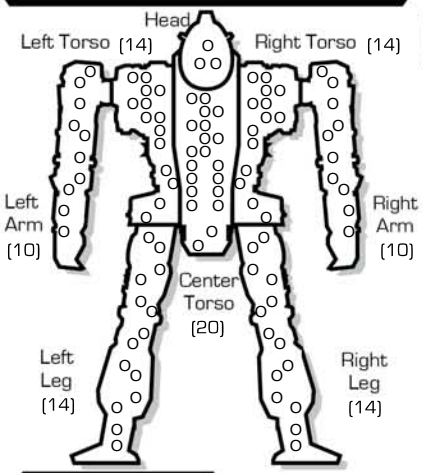
1-3
1. Jump Jet
2. Jump Jet
3. Medium Laser (R)
4. Medium Laser (R)
5. Ammo (SRM 4) 25
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**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 (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 | |

Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 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:** Quickdraw QKD-4H

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 60 |
| Walking: | 5 | **Tech Base:** | Inner Sphere (Intro) |
| Running: | 8 | **Era:** | Succession Wars |
| Jumping: | 5 | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | SRM 4(R) | CT | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 2 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | LRM 10 | LT | 4 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

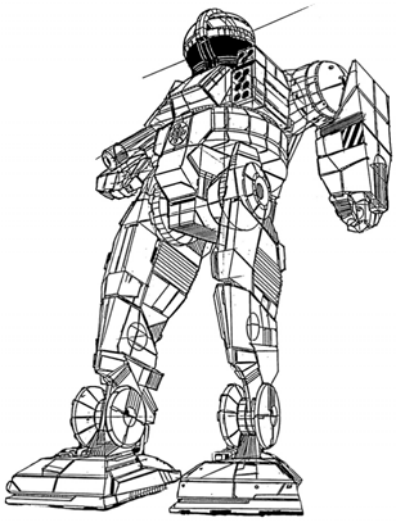
**Cost:** **BV:** 1,242

### WARRIOR DATA

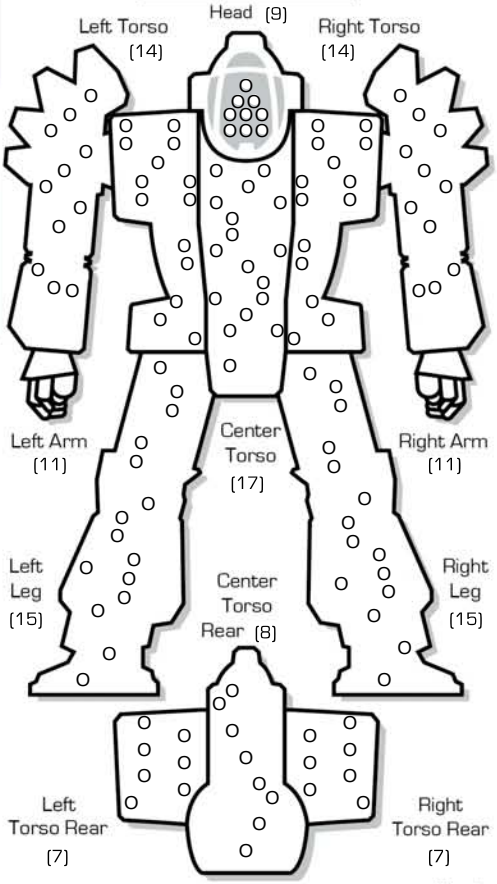
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Left Torso**

1-3
1. Heat Sink
2. Jump Jet
3. Jump Jet
4. LRM 10
5. LRM 10
6. Ammo (LRM 10) 12

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Left Leg**

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

**Head**

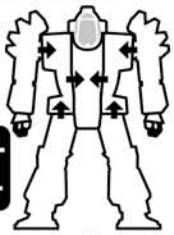
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

**Center Torso**

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. SRM 4 (R)

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

**Right Arm**

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Torso**

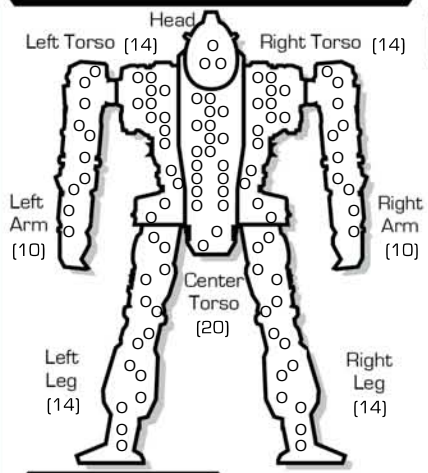
1-3
1. Jump Jet
2. Jump Jet
3. Medium Laser
4. Medium Laser
5. Ammo (SRM 4) 25
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**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 (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:** Quickdraw QKD-5A

| Movement Points: | | | |
|---|---|---|---|
| Walking: | 5 | Tonnage: | 60 |
| Running: | 8 | Tech Base: | Inner Sphere (Intro) |
| Jumping: | 5 | Era: | Succession Wars |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | SRM 4 | CT | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 2 | Medium Laser(R) | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 2 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

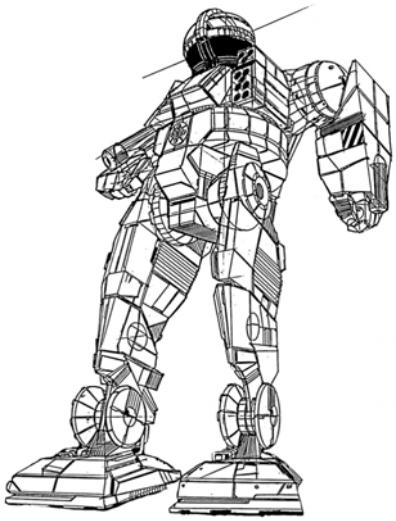
**Cost:** **BV:** 1,196

### WARRIOR DATA

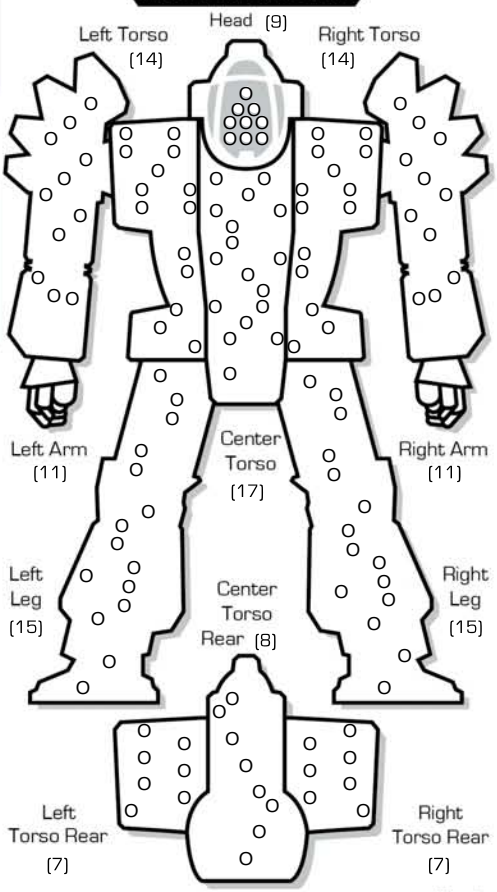
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Left Torso**

1-3
1. Heat Sink
2. Jump Jet
3. Jump Jet
4. Medium Laser
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Left Leg**

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

**Head**

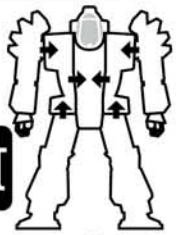
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

**Center Torso**

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. SRM 4

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

**Right Arm**

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Torso**

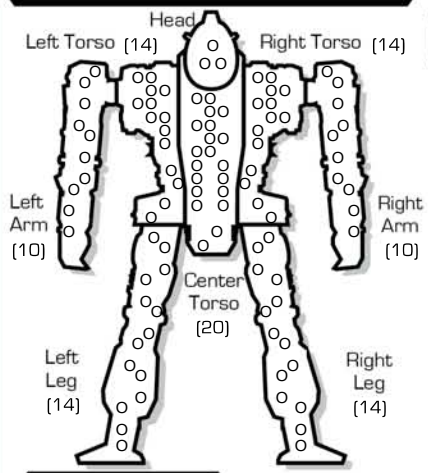
1-3
1. Jump Jet
2. Jump Jet
3. Medium Laser (R)
4. Medium Laser (R)
5. Ammo (SRM 4) 25
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**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 |
|---|---|
| 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: 17 (17) Single

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:** Catapult CPLT-A1

**Movement Points:**
Walking: 4
Running: 6
Jumping: 4

**Tonnage:** 65
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | LRM 15 | RA | 5 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | LRM 15 | LA | 5 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |

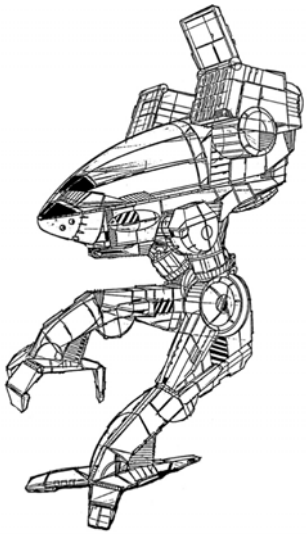
**Cost:** **BV:** 1,285

### WARRIOR DATA

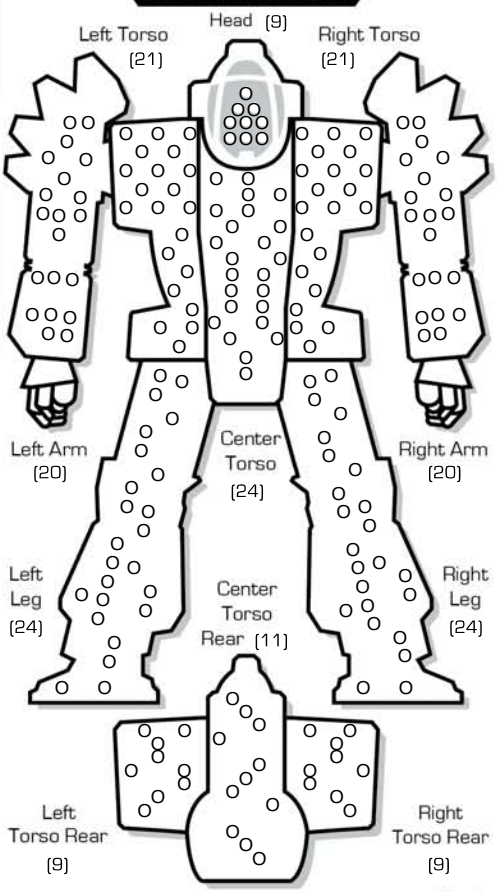
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 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. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Left Torso**
1. Jump Jet
2. Jump Jet
3. Ammo (LRM 15) 8
4. Ammo (LRM 15) 8
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

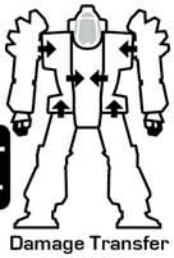
**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. 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**
1. Shoulder
2. Upper Arm Actuator
3. LRM 15
4. LRM 15
5. LRM 15
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Right Torso**
1. Jump Jet
2. Jump Jet
3. Ammo (LRM 15) 8
4. Ammo (LRM 15) 8
5. Roll Again
6. Roll Again

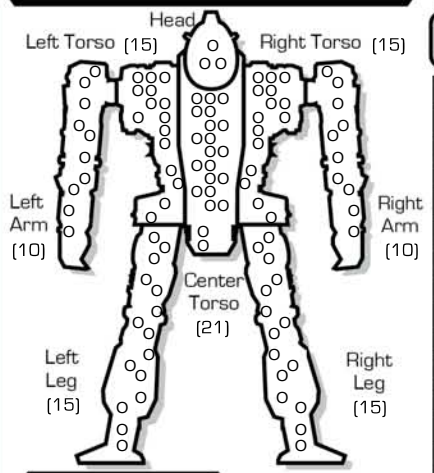
1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. 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: 15 (15) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O |
| 20 | -4 Movement Points | O |
| 19 | Ammo Exp. avoid on 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:** Catapult CPLT-C1

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 4

**Tonnage:** 65
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**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 | LRM 15 | RA | 5 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | LRM 15 | LA | 5 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |

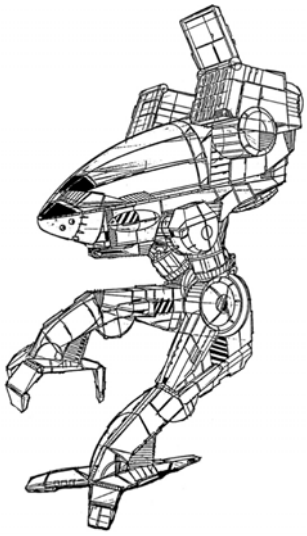
**Cost:** **BV:** 1,399

### WARRIOR DATA

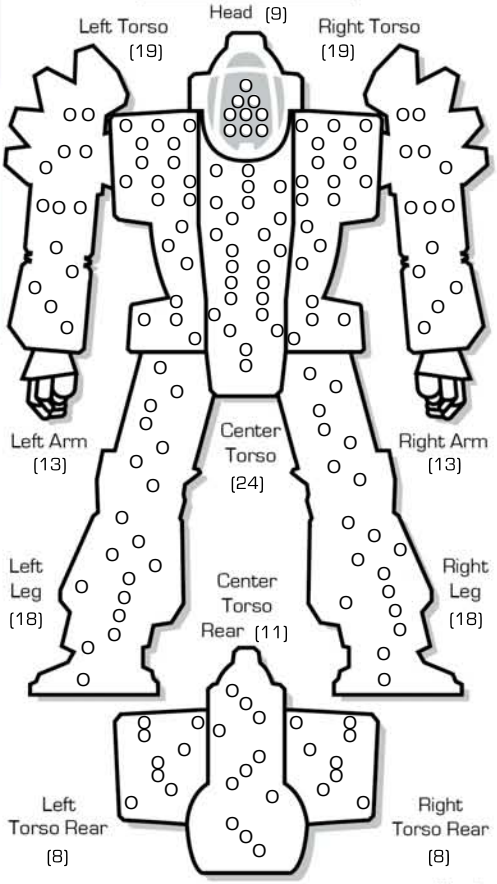
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. LRM 15 (1-3)
4. LRM 15 (1-3)
5. LRM 15 (1-3)
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

**Left Torso**
1. Jump Jet
2. Jump Jet
3. Medium Laser (1-3)
4. Ammo (LRM 15) 8 (1-3)
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

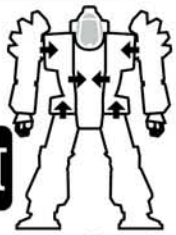
**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine (1-3)
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)

1. Gyro (4-6)
2. Fusion Engine (4-6)
3. Fusion Engine (4-6)
4. Fusion Engine (4-6)
5. Medium Laser (4-6)
6. Medium Laser (4-6)

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

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Damage Transfer Diagram

**Right Arm**
1. Shoulder
2. Upper Arm Actuator
3. LRM 15 (1-3)
4. LRM 15 (1-3)
5. LRM 15 (1-3)
6. Roll Again

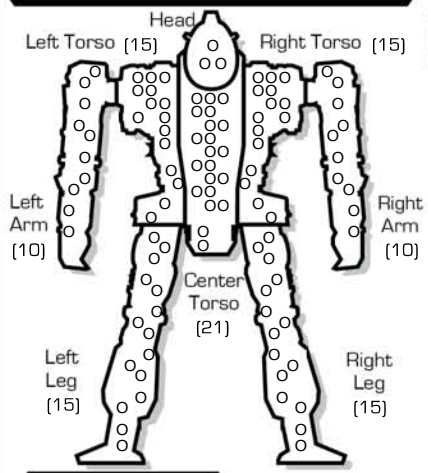
1. Roll Again
2. Roll Again
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

**Right Torso**
1. Jump Jet
2. Jump Jet
3. Medium Laser (1-3)
4. Ammo (LRM 15) 8 (1-3)
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 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: 15 (15) Single
O O
O O
O O
O O
O O
O
O
O
O
O

Heat Scale
Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Catapult Jenny

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 4

**Tonnage:** 65
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**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 |
| 2 | SRM 6 | RA | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 2 | SRM 6 | LA | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |

**Cost:** **BV:** 1,242

### WARRIOR DATA

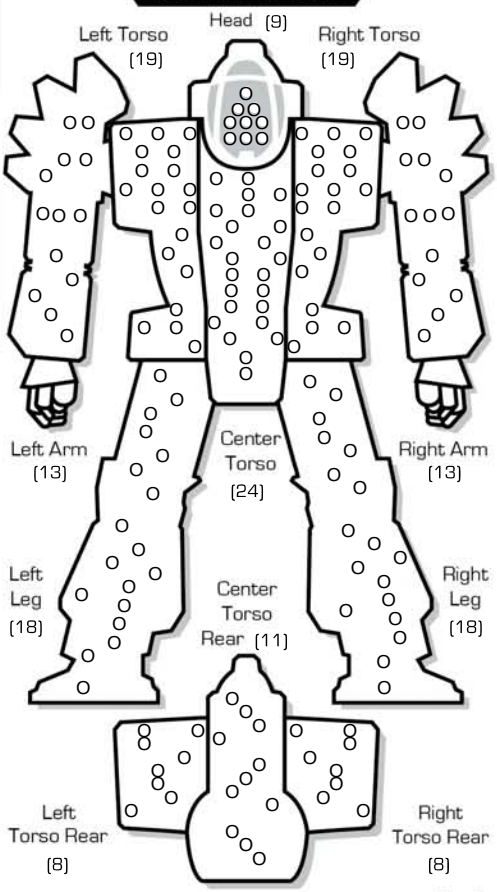
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

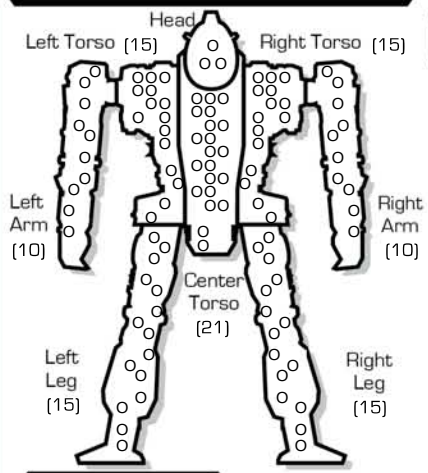
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 15 (15) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O |
| 20 | -4 Movement Points | O |
| 19 | Ammo Exp. avoid on 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 | |

### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. SRM 6
4. SRM 6
5. SRM 6
6. SRM 6

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Torso
1. Jump Jet
2. Jump Jet
3. Medium Laser
4. Ammo (SRM 6) 15
5. Ammo (SRM 6) 15
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

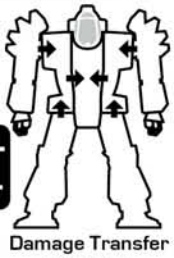
#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. Medium Laser

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. SRM 6
4. SRM 6
5. SRM 6
6. SRM 6

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Torso
1. Jump Jet
2. Jump Jet
3. Medium Laser
4. Ammo (SRM 6) 15
5. Ammo (SRM 6) 15
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Catapult CPLT-C1b

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 4

**Tonnage:** 65
**Tech Base:** Inner Sphere
**Era:** Succession Wars

**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 | LRM 15 | RA | 5 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | LRM 15 | LA | 5 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |

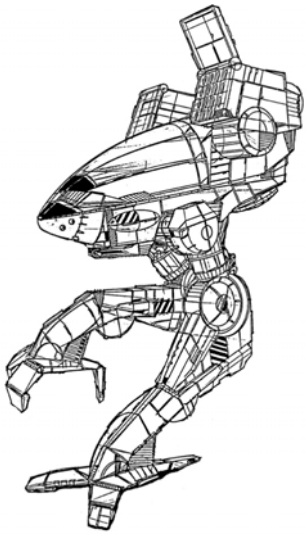
**Cost:** **BV:** 1,570

### WARRIOR DATA

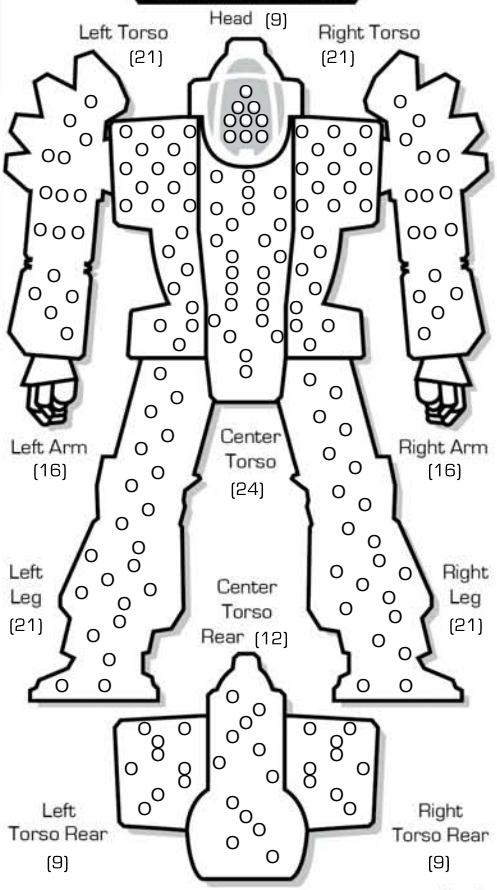
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. LRM 15 (1-3)
4. LRM 15 (1-3)
5. LRM 15 (1-3)
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Roll Again
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

**Left Torso**
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink (1-3)
4. Jump Jet (1-3)
5. Jump Jet (1-3)
6. Medium Laser (1-3)

1. Ammo (LRM 15) 8
2. Ammo (LRM 15) 8
3. CASE (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

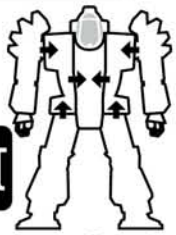
**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine (1-3)
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)

1. Gyro (4-6)
2. Fusion Engine (4-6)
3. Fusion Engine (4-6)
4. Fusion Engine (4-6)
5. Medium Laser (4-6)
6. 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. LRM 15 (1-3)
4. LRM 15 (1-3)
5. LRM 15 (1-3)
6. Ferro-Fibrous

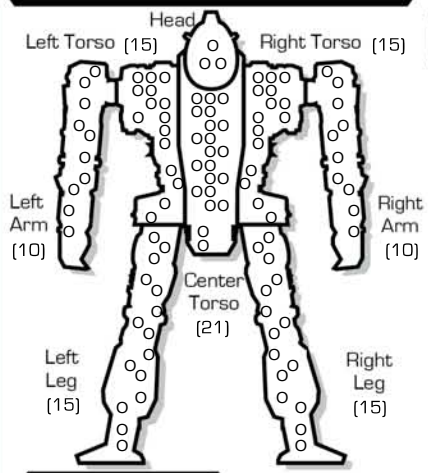
1. Ferro-Fibrous
2. Roll Again
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

**Right Torso**
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink (1-3)
4. Jump Jet (1-3)
5. Jump Jet (1-3)
6. Medium Laser (1-3)

1. Ammo (LRM 15) 8
2. Ammo (LRM 15) 8
3. CASE (4-6)
4. Ferro-Fibrous (4-6)
5. Ferro-Fibrous (4-6)
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: 12 (24) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O |
| 25 | -5 Movement Points | O |
| 24 | +4 Modifier to Fire | O |
| 23 | Ammo Exp. avoid on 6+ | O |
| 22 | Shutdown, avoid on 8+ | O |
| 20 | -4 Movement Points | O |
| 19 | Ammo Exp. avoid on 4+ | O |
| 18 | Shutdown, avoid on 6+ | O |
| 17 | +3 Modifier to Fire | O |
| 15 | -3 Movement Points | O |
| 14 | Shutdown, avoid on 4+ | O |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Catapult CPLT-C4

**Movement Points:**
Walking: 4
Running: 6
Jumping: 4

**Tonnage:** 65
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | Small Laser | CT | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | LRM 20 | RA | 6 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | LRM 20 | LA | 6 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |

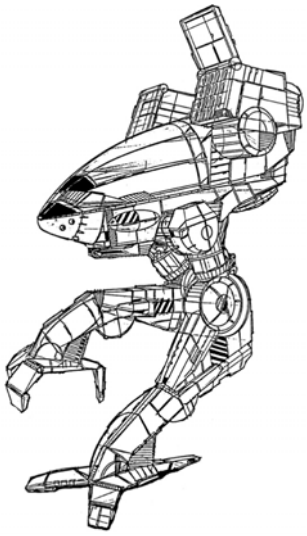
**Cost:** **BV:** 1,358

### WARRIOR DATA

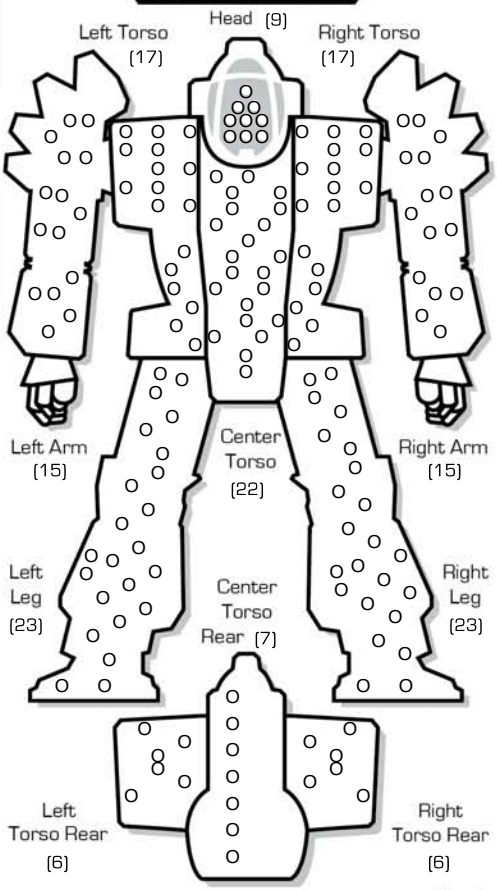
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 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 20
4. LRM 20
5. LRM 20
6. LRM 20

1-3
1. LRM 20
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Left Torso**
1. Jump Jet
2. Jump Jet
3. Ammo (LRM 20) 6
4. Ammo (LRM 20) 6
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

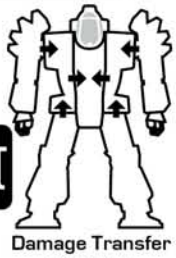
**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

**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. Small Laser
6. Small 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. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

1-3
1. LRM 20
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

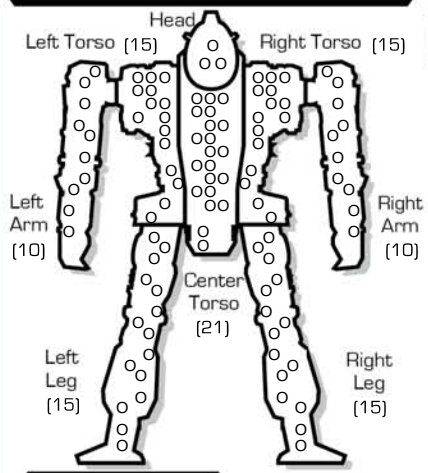
**Right Torso**
1. Jump Jet
2. Jump Jet
3. Ammo (LRM 20) 6
4. Ammo (LRM 20) 6
5. Roll Again
6. Roll Again

1-3
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
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:** Catapult CPLT-K2

**Movement Points:**
Walking: 4
Running: 6
Jumping: 0

Tonnage: 65
Tech Base: Inner Sphere (Intro)
Era: Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Machine Gun | RT | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Machine Gun | LT | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | PPC | RA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | PPC | LA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |

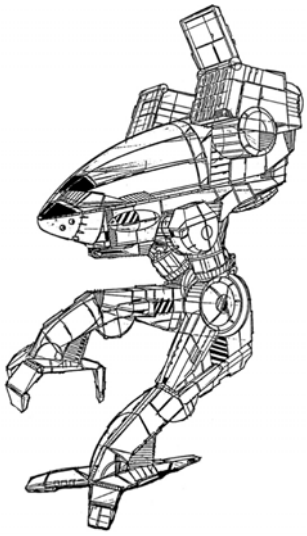
Cost: BV: 1,319

### WARRIOR DATA

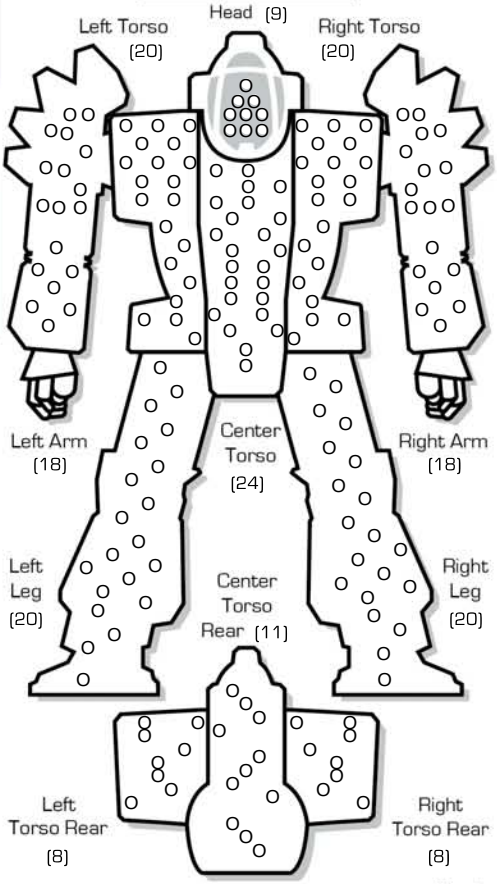
Name: _____

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. PPC
4. PPC
5. PPC
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 Torso**
1. Heat Sink
2. Heat Sink
3. Medium Laser
4. Machine Gun
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

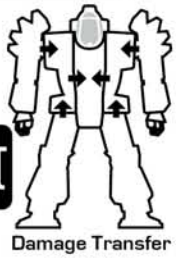
**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3
4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. Ammo (Machine Gun) 200

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

**Right Arm**
1. Shoulder
2. Upper Arm Actuator
3. PPC
4. PPC
5. PPC
6. Roll Again

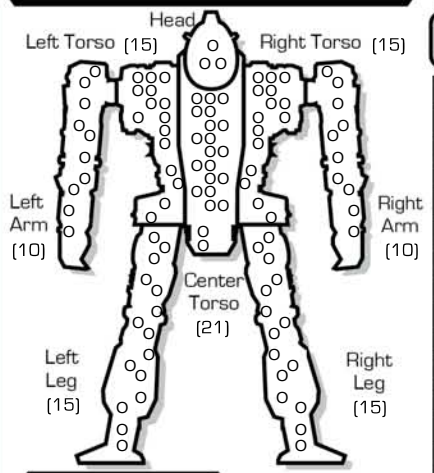
1-3
4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Torso**
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Medium Laser
5. Machine Gun
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. Heat Sink
6. Heat Sink

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 20 (20) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O O |
| 17 | +3 Modifier to Fire | O O |
| 15 | -3 Movement Points | O O |
| 14 | Shutdown, avoid on 4+ | O O |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** JagerMech JM6-A

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 0

**Tonnage:** 65
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Autocannon/2 | RA | 1 | 2 [DB,S] | 4 | 8 | 16 | 24 |
| 1 | LRM 15 | RA | 5 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Autocannon/2 | LA | 1 | 2 [DB,S] | 4 | 8 | 16 | 24 |
| 1 | LRM 15 | LA | 5 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |

**Cost:**

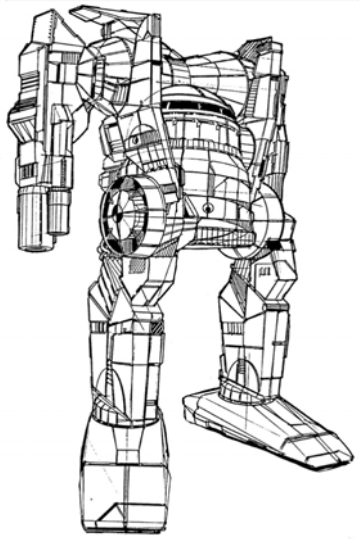
**BV:** 1,122

### WARRIOR DATA

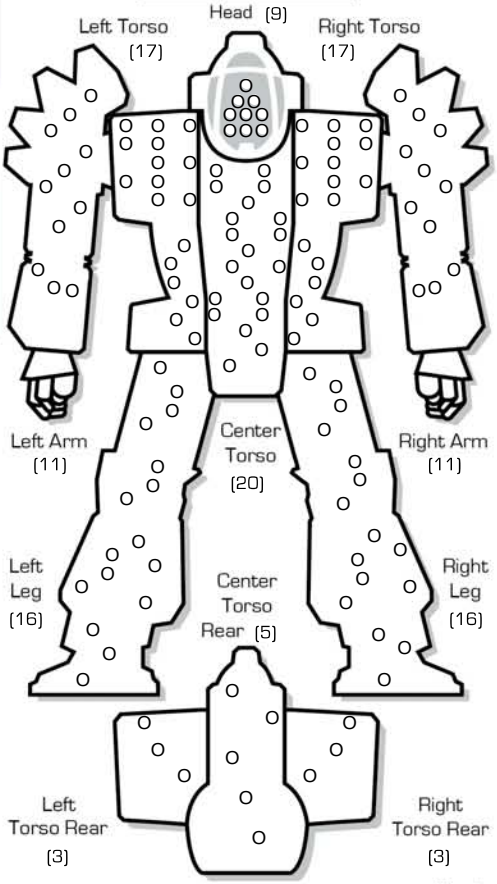
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. LRM 15 (1-3)
4. LRM 15
5. LRM 15
6. Autocannon/2

1. Roll Again
2. Roll Again
3. Roll Again (4-6)
4. Roll Again
5. Roll Again
6. Roll Again

**Left Torso**
1. Medium Laser
2. Ammo (AC/2) 45
3. Ammo (LRM 15) 8 (1-3)
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again (4-6)
4. Roll Again
5. Roll Again
6. Roll Again

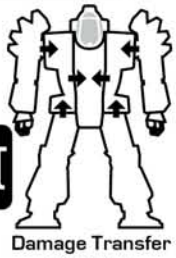
**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine (1-3)
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine (4-6)
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. LRM 15 (1-3)
4. LRM 15
5. LRM 15
6. Autocannon/2

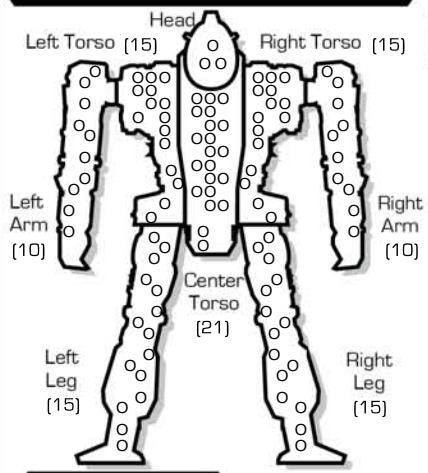
1. Roll Again
2. Roll Again
3. Roll Again (4-6)
4. Roll Again
5. Roll Again
6. Roll Again

**Right Torso**
1. Medium Laser
2. Ammo (LRM 15) 8
3. Roll Again (1-3)
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again (4-6)
4. Roll Again
5. Roll Again
6. Roll Again

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. 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:** JagerMech JM6-S

**Movement Points:**
Walking: 4
Running: 6
Jumping: 0

**Tonnage:** 65
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Autocannon/2 | RA | 1 | 2 [DB,S] | 4 | 8 | 16 | 24 |
| 1 | Autocannon/5 | RA | 1 | 5 [DB,S] | 3 | 6 | 12 | 18 |
| 1 | Autocannon/2 | LA | 1 | 2 [DB,S] | 4 | 8 | 16 | 24 |
| 1 | Autocannon/5 | LA | 1 | 5 [DB,S] | 3 | 6 | 12 | 18 |

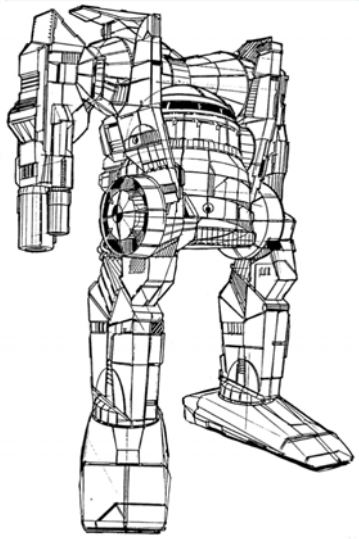
**Cost:**
**BV:** 901

### WARRIOR DATA

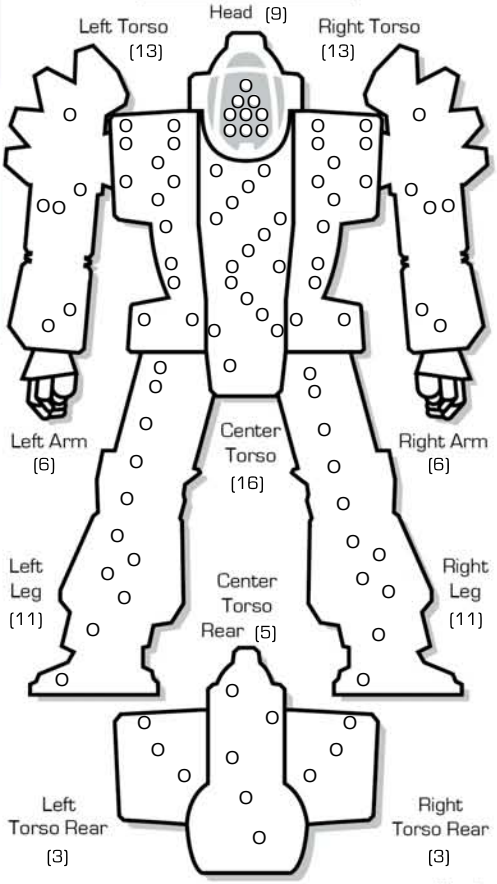
Name: _____

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
1-3: 3. Autocannon/5, 4. Autocannon/5, 5. Autocannon/5, 6. Autocannon/5
4-6: 1. Autocannon/2, 2. Roll Again, 3. Roll Again, 4. Roll Again, 5. Roll Again, 6. Roll Again

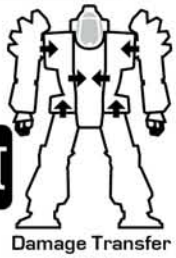
**Left Torso**
1. Medium Laser
2. Ammo (AC/5) 20
1-3: 3. Roll Again, 4. Roll Again, 5. Roll Again, 6. Roll Again
4-6: 1. Roll Again, 2. Roll Again, 3. Roll Again, 4. Roll Again, 5. Roll Again, 6. Roll Again

**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

**Center Torso**
1-3: 1. Fusion Engine, 2. Fusion Engine, 3. Fusion Engine, 4. Gyro, 5. Gyro, 6. Gyro
4-6: 1. Gyro, 2. Fusion Engine, 3. Fusion Engine, 4. Fusion Engine, 5. Ammo (AC/2) 45, 6. Roll Again

Engine Hits OOO
Gyro Hits OO
Sensor Hits OO
Life Support O



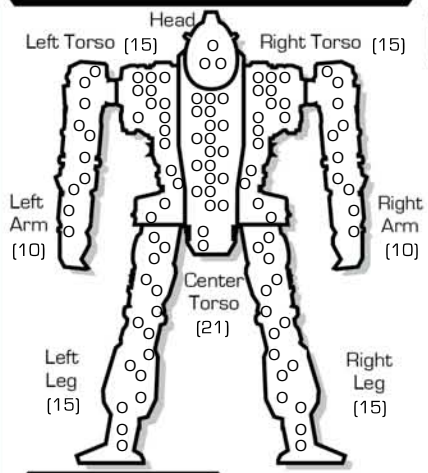
Damage Transfer Diagram

**Right Arm**
1. Shoulder
2. Upper Arm Actuator
1-3: 3. Autocannon/5, 4. Autocannon/5, 5. Autocannon/5, 6. Autocannon/5
4-6: 1. Autocannon/2, 2. Roll Again, 3. Roll Again, 4. Roll Again, 5. Roll Again, 6. Roll Again

**Right Torso**
1. Medium Laser
2. Ammo (AC/5) 20
1-3: 3. Roll Again, 4. Roll Again, 5. Roll Again, 6. Roll Again
4-6: 1. Roll Again, 2. Roll Again, 3. Roll Again, 4. Roll Again, 5. Roll Again, 6. Roll Again

**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:** Grasshopper GHR-5H

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 4

**Tonnage:** 70
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | LRM 5 | HD | 2 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Large Laser | CT | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

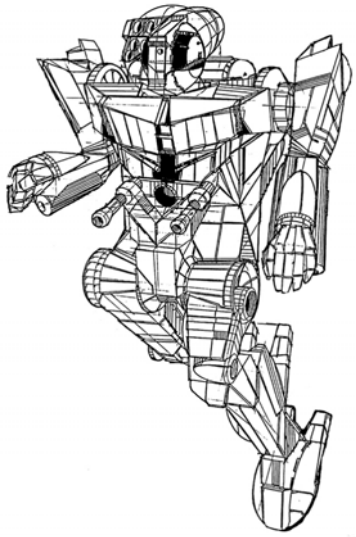
**Cost:**
**BV:** 1,427

### WARRIOR DATA

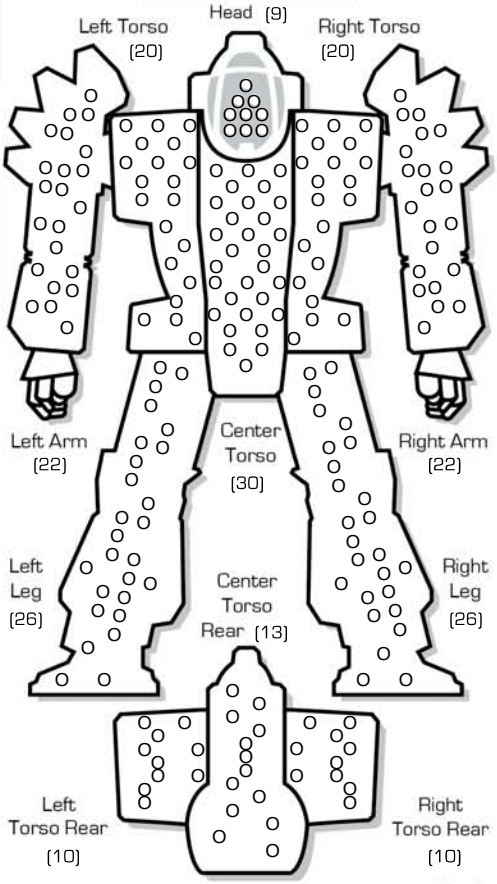
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heat Sink
6. 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. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Medium Laser

1-3
4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

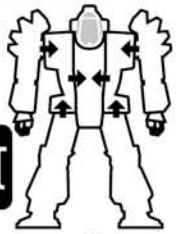
**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. LRM 5
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. Large Laser
6. Large Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

**Right Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heat Sink
6. Medium Laser

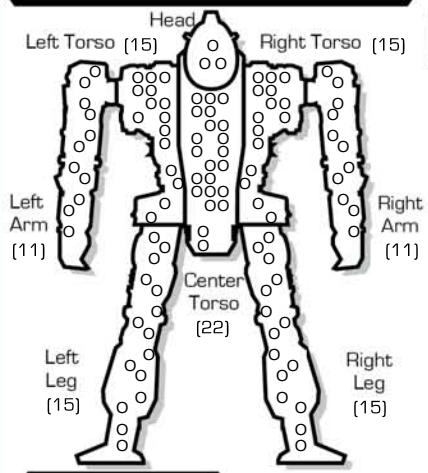
1-3
4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Torso**
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Medium Laser
6. Ammo (LRM 5) 24

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. 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: 22 (22) Single

| 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:** Orion ON1-K

**Movement Points:**
Walking: 4
Running: 6
Jumping: 0

**Tonnage:** 75
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Autocannon/10 | RT | 3 | 10 [DB,S] | — | 5 | 10 | 15 |
| 1 | LRM 15 | LT | 5 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 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 |

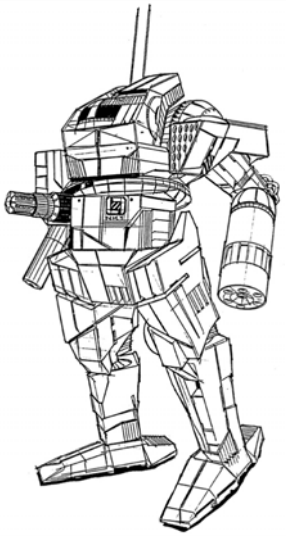
**Cost:** **BV:** 1,429

### WARRIOR DATA

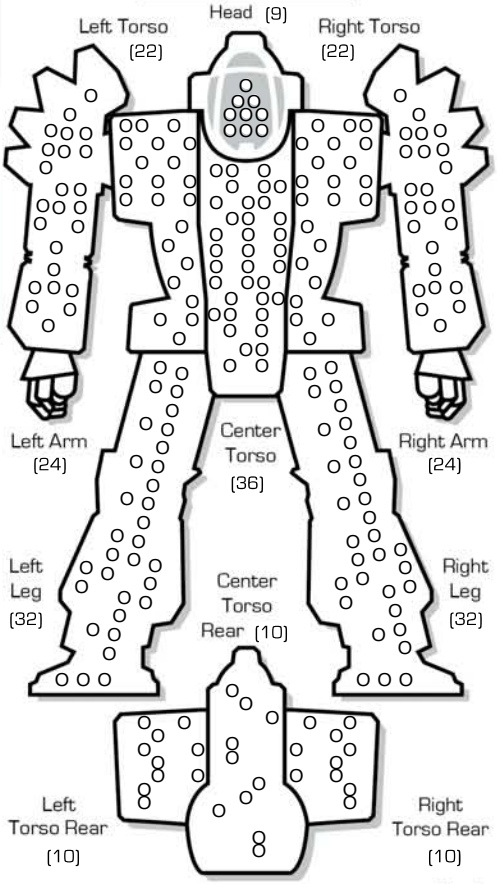
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Left Torso**
1. LRM 15
2. LRM 15
3. LRM 15
4. SRM 4
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

1-3

1. Ammo (SRM 4) 25
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

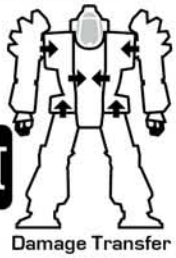
**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. 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. Medium Laser
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Right Torso**
1. Autocannon/10
2. Autocannon/10
3. Autocannon/10
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10

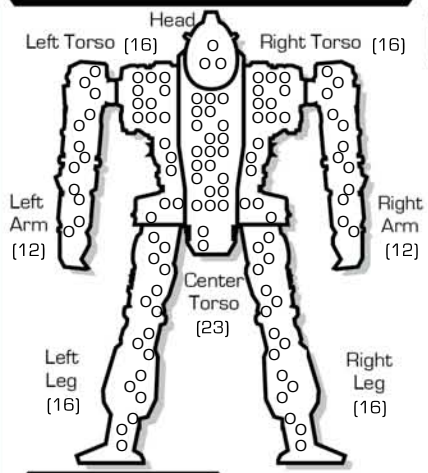
1-3

1. Autocannon/10
2. Ammo (AC/10) 10
3. Ammo (AC/10) 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. 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:** Orion ON1-V

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 0

**Tonnage:** 75
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Autocannon/10 | RT | 3 | 10 [DB,S] | — | 5 | 10 | 15 |
| 1 | LRM 15 | LT | 5 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | SRM 4 | RA | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | SRM 4 | LA | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |

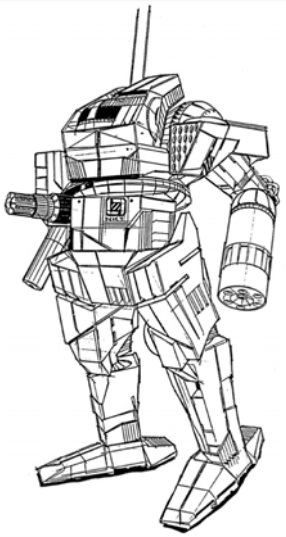
**Cost:** **BV:** 1,298

### WARRIOR DATA

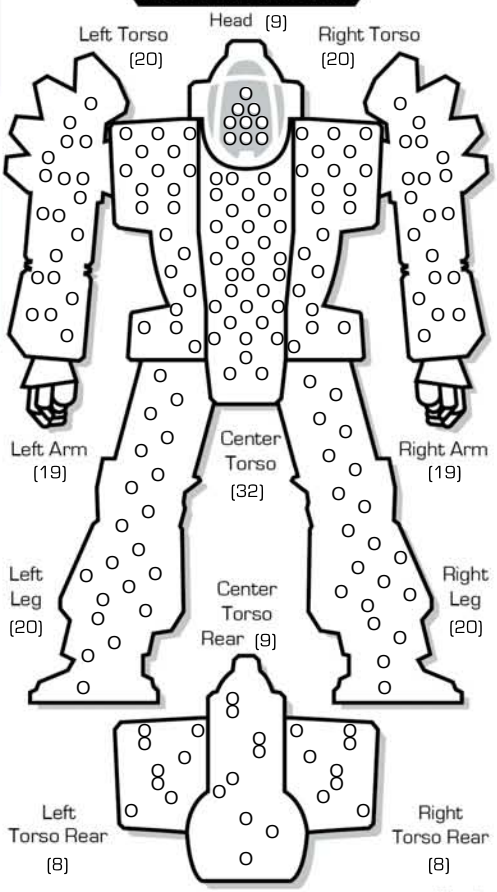
Name: _____

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

| | |
|---|---|
| 1-3 | 1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. SRM 4<br>5. Medium Laser<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

#### Left Torso

| | |
|---|---|
| 1-3 | 1. LRM 15<br>2. LRM 15<br>3. LRM 15<br>4. Ammo (LRM 15) 8<br>5. Ammo (LRM 15) 8<br>6. Ammo (SRM 4) 25 |
| 4-6 | 1. Ammo (SRM 4) 25<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

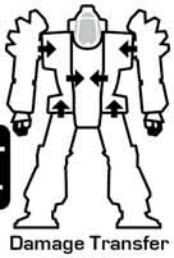
#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

| | |
|---|---|
| 1-3 | 1. Fusion Engine<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Gyro<br>5. Gyro<br>6. Gyro |
| 4-6 | 1. Gyro<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Fusion Engine<br>5. Roll Again<br>6. Roll Again |

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

| | |
|---|---|
| 1-3 | 1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. SRM 4<br>5. Medium Laser<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

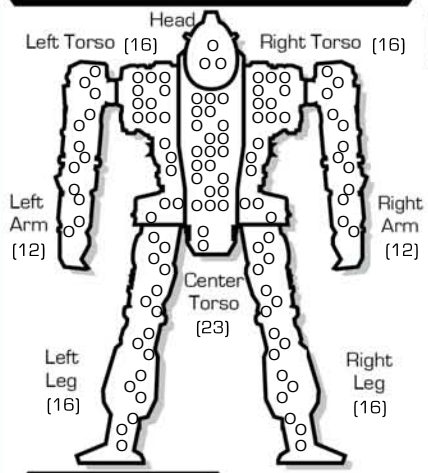
#### Right Torso

| | |
|---|---|
| 1-3 | 1. Autocannon/10<br>2. Autocannon/10<br>3. Autocannon/10<br>4. Autocannon/10<br>5. Autocannon/10<br>6. Autocannon/10 |
| 4-6 | 1. Autocannon/10<br>2. Ammo (AC/10) 10<br>3. Ammo (AC/10) 10<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | 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:** Orion ON1-VA

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 75 |
| Walking: | 4 | **Tech Base:** | Inner Sphere (Intro) |
| Running: | 6 | **Era:** | Succession Wars |
| Jumping: | 0 | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Autocannon/10 | RT | 3 | 10 [DB,S] | — | 5 | 10 | 15 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | SRM 4 | RA | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | SRM 4 | LA | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |

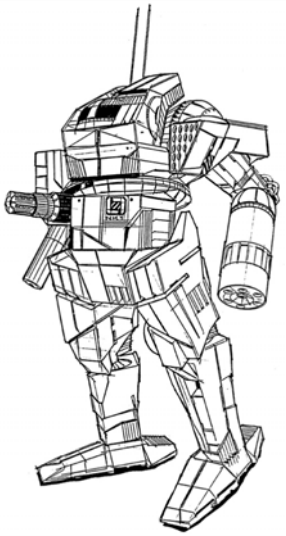
**Cost:** **BV:** 1,328

### WARRIOR DATA

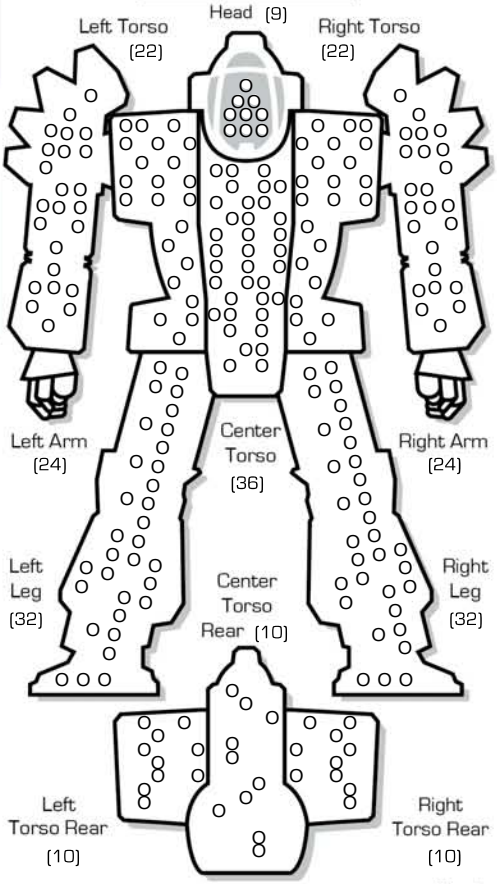
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. SRM 4
5. Medium Laser
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Torso

1. Ammo (SRM 4) 25
2. Ammo (SRM 4) 25
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. Heat Sink
6. Heat Sink

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

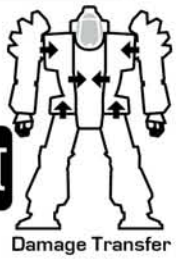
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. 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. SRM 4
5. Medium Laser
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Torso

1. Autocannon/10
2. Autocannon/10
3. Autocannon/10
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10

1-3

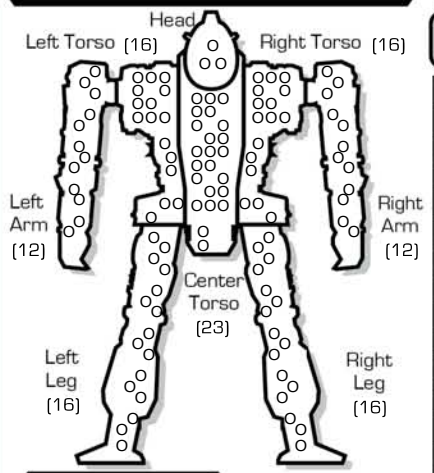
1. Autocannon/10
2. Ammo (AC/10) 10
3. Ammo (AC/10) 10
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. 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: 16 (16) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O |
| 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 ON1-V-DC

**Movement Points:**
Walking: 4
Running: 6
Jumping: 0

**Tonnage:** 75
**Tech Base:** Inner Sphere (Advanced)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Autocannon/10 | RT | 3 | 10 [DB,S] | — | 5 | 10 | 15 |
| 1 | LRM 15 | LT | 5 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | SRM 4 | RA | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | SRM 4 | LA | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |

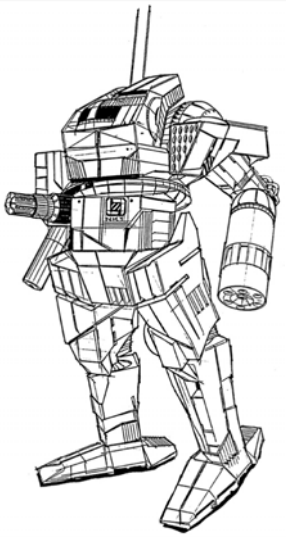
**Cost:** **BV:** 1,310

### WARRIOR DATA

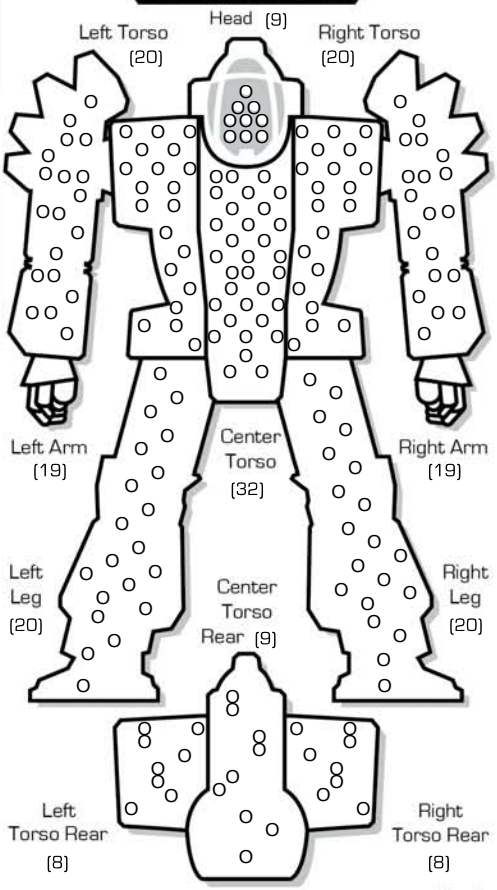
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**

| | |
|---|---|
| 1-3 | 1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. SRM 4<br>5. Medium Laser<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

**Left Torso**

| | |
|---|---|
| 1-3 | 1. LRM 15<br>2. LRM 15<br>3. LRM 15<br>4. Ammo (LRM 15) 8<br>5. Ammo (SRM 4) 25<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

**Left Leg**

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

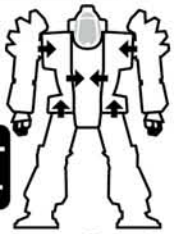
**Head**

1. Life Support
2. Sensors
3. Command Console
4. Command Console
5. Sensors
6. Life Support

**Center Torso**

| | |
|---|---|
| 1-3 | 1. Fusion Engine<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Gyro<br>5. Gyro<br>6. Gyro |
| 4-6 | 1. Gyro<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Fusion Engine<br>5. Roll Again<br>6. Roll Again |

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

**Right Arm**

| | |
|---|---|
| 1-3 | 1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. SRM 4<br>5. Medium Laser<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

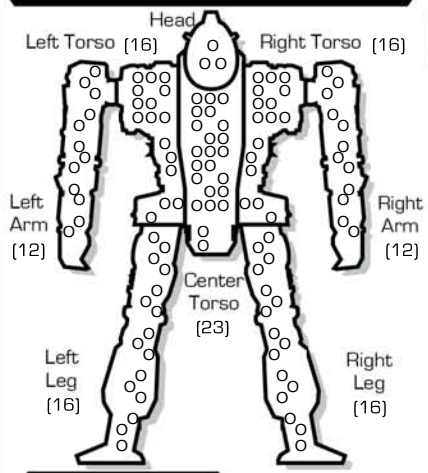
**Right Torso**

| | |
|---|---|
| 1-3 | 1. Autocannon/10<br>2. Autocannon/10<br>3. Autocannon/10<br>4. Autocannon/10<br>5. Autocannon/10<br>6. Autocannon/10 |
| 4-6 | 1. Autocannon/10<br>2. Ammo (AC/10) 10<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

**Right Leg**

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | 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:** Awesome AWS-8Q

**Movement Points:**
- Walking: 3
- Running: 5
- Jumping: 0

**Tonnage:** 80
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Small Laser | HD | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | PPC | RT | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | PPC | LT | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | PPC | RA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |

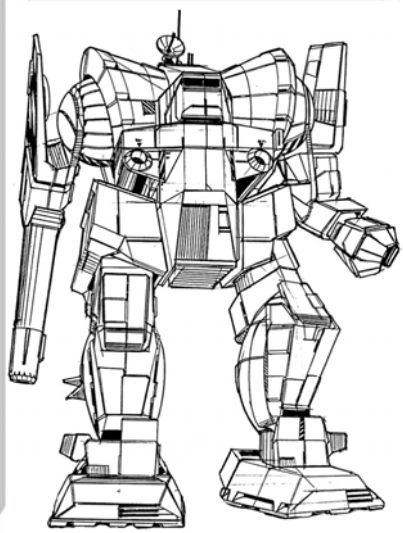
**Cost:**
**BV:** 1,605

### WARRIOR DATA

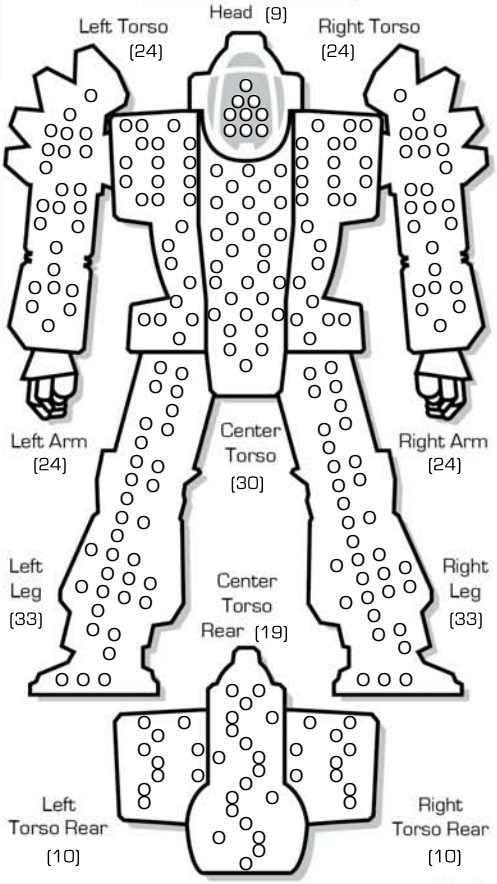
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 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. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. PPC

1. PPC
2. PPC
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

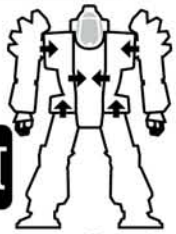
#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. 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
4. Heat Sink
5. Heat Sink
6. Heat Sink

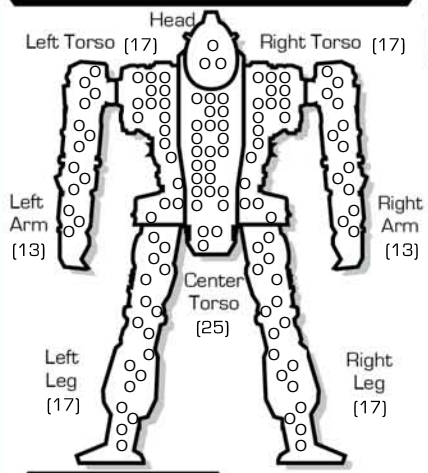
1. Heat Sink
2. Heat Sink
3. PPC
4. PPC
5. PPC
6. Roll Again

#### Right Torso
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. PPC
5. PPC
6. PPC

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 DATA

| Heat Level* | Effects | Heat Sinks: 28 (28) Single |
|---|---|---|
| 30 | Shutdown | O O O |
| 28 | Ammo Exp. avoid on 8+ | O O O |
| 26 | Shutdown, avoid on 10+ | O O O |
| 25 | -5 Movement Points | O O O |
| 24 | +4 Modifier to Fire | O O O |
| 23 | Ammo Exp. avoid on 6+ | O O O |
| 22 | Shutdown, avoid on 8+ | O O O |
| 20 | -4 Movement Points | O O O |
| 19 | Ammo Exp. avoid on 4+ | O O O |
| 18 | Shutdown, avoid on 6+ | O O O |
| 17 | +3 Modifier to Fire | O O |
| 15 | -3 Movement Points | O O |
| 14 | Shutdown, avoid on 4+ | |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Awesome AWS-8R

**Movement Points:**
Walking: 3
Running: 5
Jumping: 0

Tonnage: 80
Tech Base: Inner Sphere (Intro)
Era: Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Small Laser | HD | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | LRM 15 | RT | 5 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | LRM 15 | LT | 5 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Large Laser | RA | 8 | 8 [DE] | — | 5 | 10 | 15 |

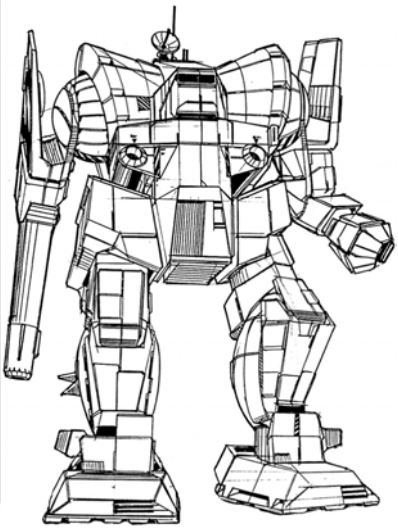
Cost: BV: 1,470

### WARRIOR DATA

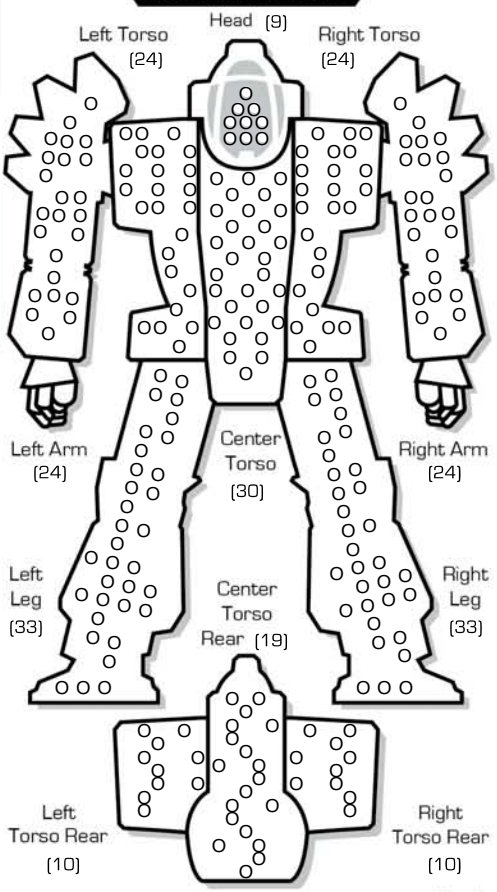
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heat Sink
6. Heat Sink

1-3

4-6 Roll Again

**Left Torso**
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

1-3

4-6
1. LRM 15
2. LRM 15
3. LRM 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. Heat Sink
6. Heat Sink

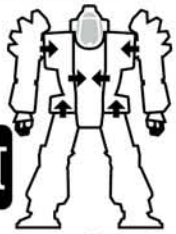
**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

**Right Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Heat Sink
5. Large Laser
6. Large Laser

1-3

4-6 Roll Again

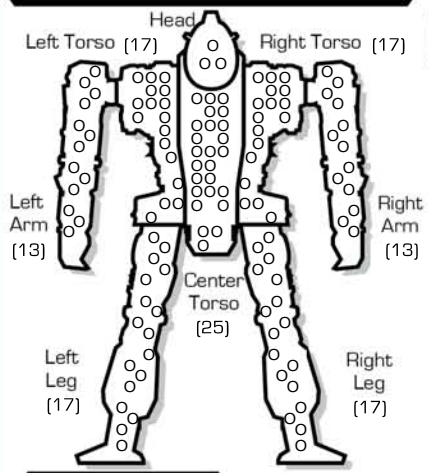
**Right Torso**
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

1-3

4-6
1. LRM 15
2. LRM 15
3. LRM 15
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 DATA

| Heat Level* | Effects | Heat Sinks: 28 (28) Single |
|---|---|---|
| 30 | Shutdown | O O O |
| 28 | Ammo Exp. avoid on 8+ | O O O |
| 26 | Shutdown, avoid on 10+ | O O O |
| 25 | -5 Movement Points | O O O |
| 24 | +4 Modifier to Fire | O O O |
| 23 | Ammo Exp. avoid on 6+ | O O O |
| 22 | Shutdown, avoid on 8+ | O O O |
| 20 | -4 Movement Points | O O O |
| 19 | Ammo Exp. avoid on 4+ | O O O |
| 18 | Shutdown, avoid on 6+ | O O O |
| 17 | +3 Modifier to Fire | O O |
| 15 | -3 Movement Points | O O |
| 14 | Shutdown, avoid on 4+ | |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Awesome AWS-8T

**Movement Points:**
- Walking: 3
- Running: 5
- Jumping: 0

**Tonnage:** 80
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Small Laser | HD | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | LRM 15 | RT | 5 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | LRM 15 | LT | 5 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Large Laser | RA | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Large Laser | LA | 8 | 8 [DE] | — | 5 | 10 | 15 |

**Cost:**

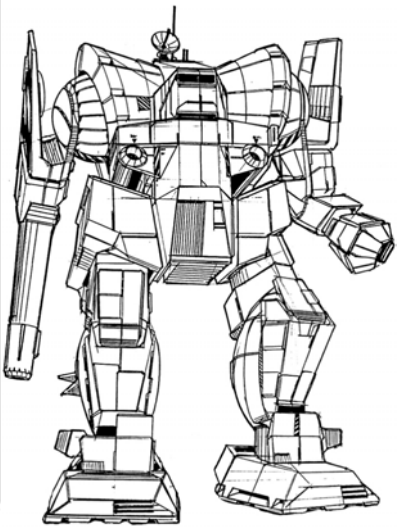
**BV:** 1,593

### WARRIOR DATA

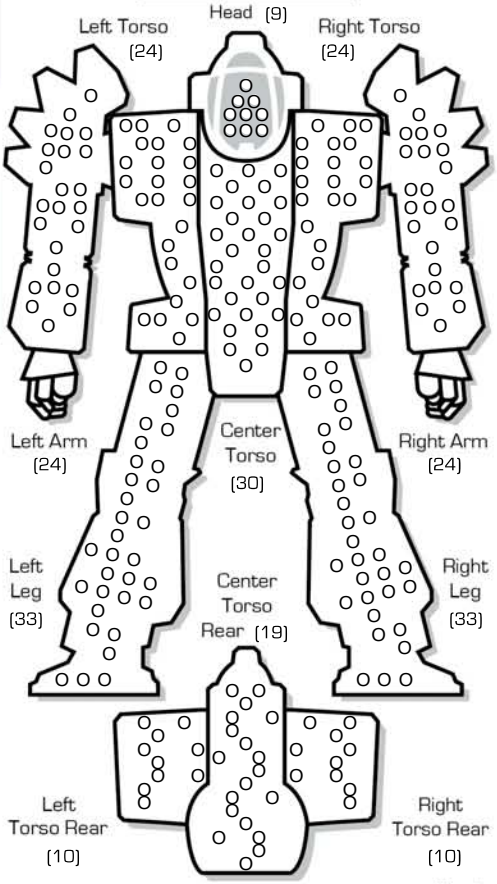
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 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 Laser
6. 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. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. LRM 15
6. LRM 15

1-3

1. LRM 15
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

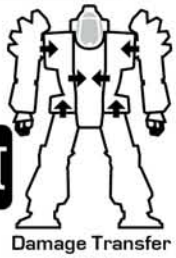
**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 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. Heat Sink
5. Large Laser
6. Large Laser

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Right Torso**
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. LRM 15

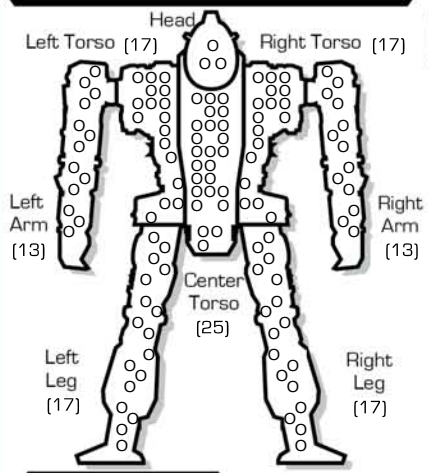
1-3

1. LRM 15
2. LRM 15
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 23 (23) Single |
|---|---|---|
| 30 | Shutdown | O O O |
| 28 | Ammo Exp. avoid on 8+ | O O O |
| 26 | Shutdown, avoid on 10+ | O O O |
| 25 | -5 Movement Points | O O 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 | |

**Heat Scale**

Overflow
30* 29 28* 27 26* 25* 24* 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:** Awesome AWS-8V

**Movement Points:**
Walking: 3
Running: 5
Jumping: 0

Tonnage: 80
Tech Base: Inner Sphere (Intro)
Era: Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Small Laser | HD | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | LRM 15 | RT | 5 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Large Laser | LT | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | PPC | RA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |

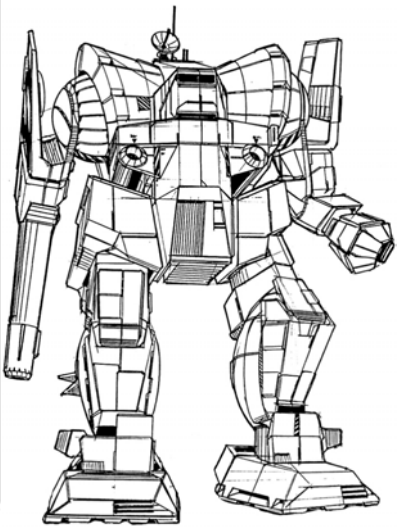
Cost: BV: 1,510

### WARRIOR DATA

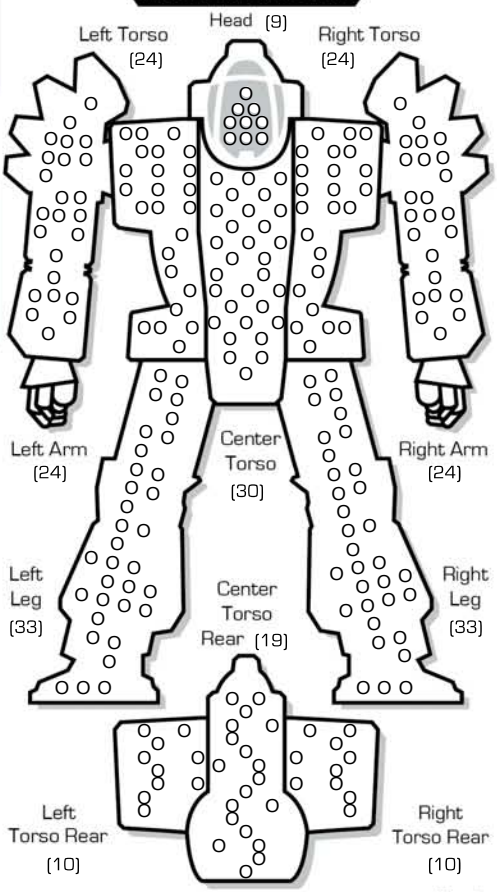
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heat Sink
6. 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 Torso
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

1-3

4-6
1. Heat Sink
2. Large Laser
3. Large Laser
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

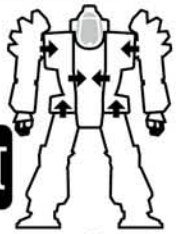
#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

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. PPC
5. PPC
6. PPC

1-3

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

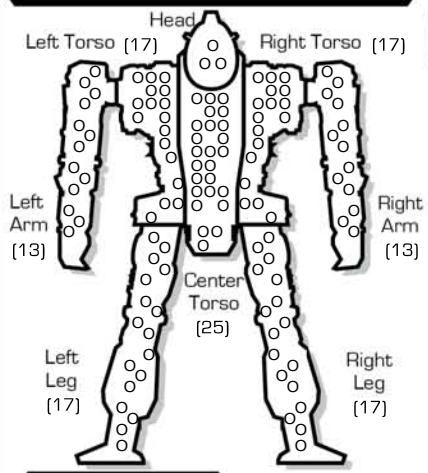
#### Right Torso
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

1-3

4-6
1. LRM 15
2. LRM 15
3. LRM 15
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: 28 (28) Single |
|---|---|---|
| 30 | Shutdown | O O O |
| 28 | Ammo Exp. avoid on 8+ | O O O |
| 26 | Shutdown, avoid on 10+ | O O O |
| 25 | -5 Movement Points | O O O |
| 24 | +4 Modifier to Fire | O O O |
| 23 | Ammo Exp. avoid on 6+ | O O O |
| 22 | Shutdown, avoid on 8+ | O O O |
| 20 | -4 Movement Points | O O O |
| 19 | Ammo Exp. avoid on 4+ | O O O |
| 18 | Shutdown, avoid on 6+ | O O O |
| 17 | +3 Modifier to Fire | O O |
| 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:** Charger CGR-1A1

**Movement Points:**
- Walking: 5
- Running: 8
- Jumping: 0

**Tonnage:** 80
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Small Laser | HD | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | Small Laser | RT | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | Small Laser | LT | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | Small Laser | RA | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | Small Laser | LA | 1 | 3 [DE] | — | 1 | 2 | 3 |

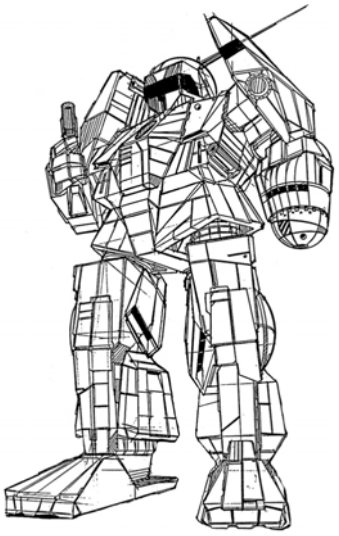
**Cost:** **BV:** 981

### WARRIOR DATA

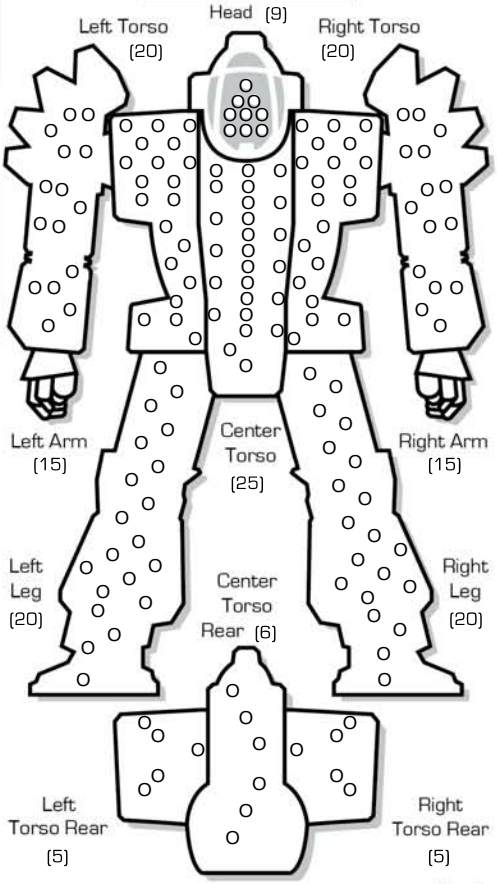
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Small Laser
5. Roll Again
6. Roll Again

#### Left Torso
1. Small Laser
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. Small Laser
5. Sensors
6. Life Support

#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Small Laser
6. Roll Again

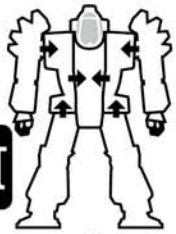
#### Right Torso
1. Small Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

1-3 / 4-6

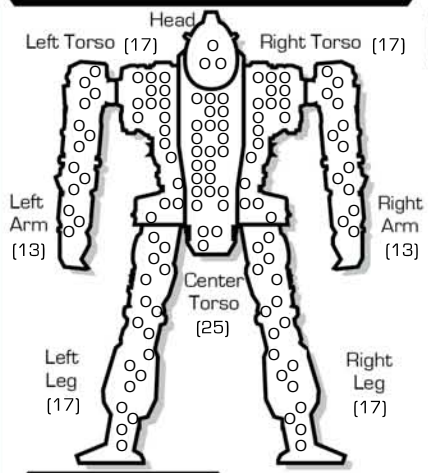
Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

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Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
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:** Charger CGR-1A5

**Movement Points:**
Walking: 4
Running: 6
Jumping: 0

Tonnage: 80
Tech Base: Inner Sphere (Intro)
Era: Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Small Laser | HD | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | Medium Laser | CT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Autocannon/20 | RT | 7 | 20 [DB,S] | — | 3 | 6 | 9 |
| 2 | SRM 6 | LT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |

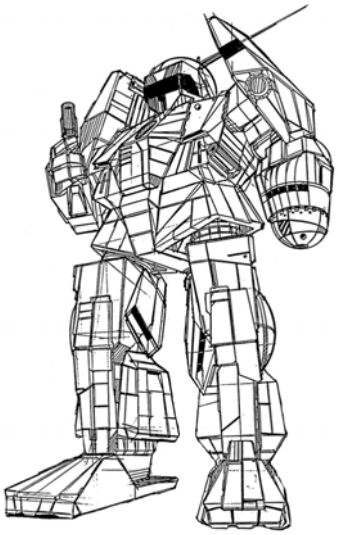
Cost: BV: 1,468

### WARRIOR DATA

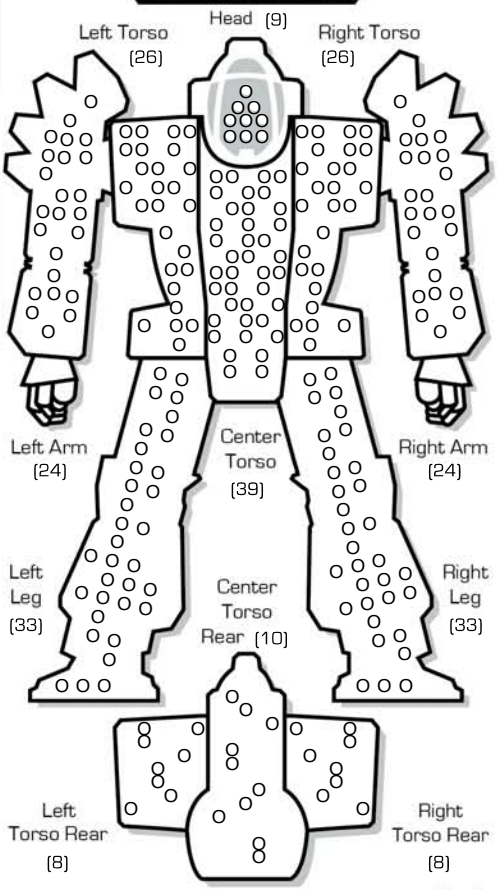
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
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 Torso**
1. Heat Sink
2. SRM 6
3. SRM 6
4. SRM 6
5. SRM 6
6. Ammo (SRM 6) 15

1-3

1. Ammo (AC/20) 5
2. Ammo (AC/20) 5
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. 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. Medium Laser
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. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

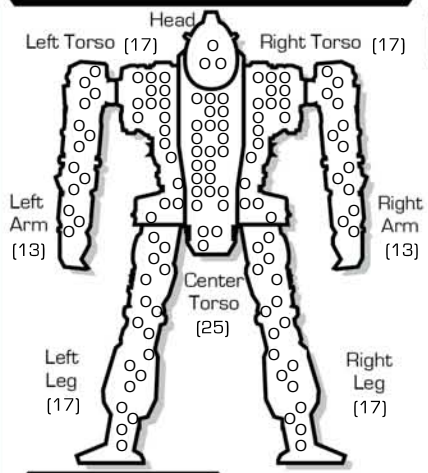
1-3

1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
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: 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 | |

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
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:** Charger CGR-1A9

**Movement Points:**
Walking: 4
Running: 6
Jumping: 4

**Tonnage:** 80
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Small Laser | HD | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | LRM 20 | RT | 6 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

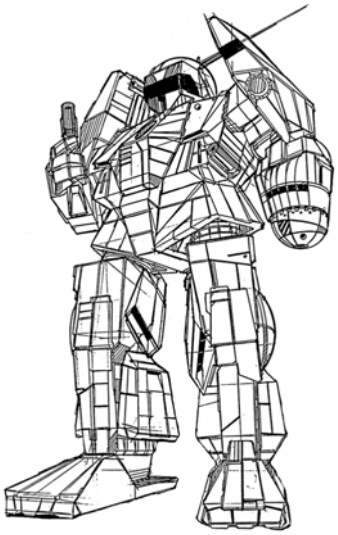
**Cost:**
**BV:** 1,397

### WARRIOR DATA

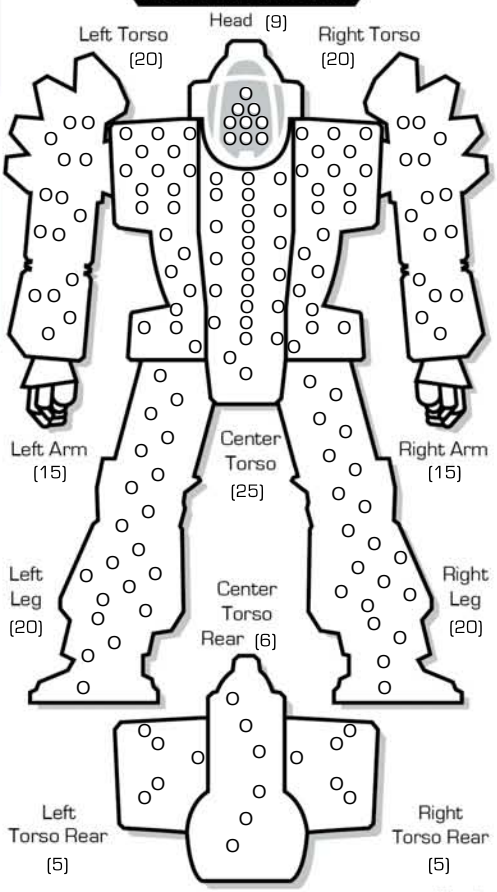
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Heat Sink
5. Heat Sink
6. Medium Laser

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Torso

1. Heat Sink
2. Heat Sink
3. Medium Laser
4. Ammo (LRM 20) 6
5. Ammo (LRM 20) 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 Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

#### Center Torso

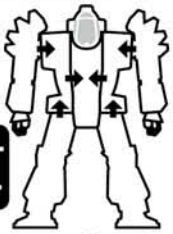
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. Heat Sink

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heat Sink
6. Heat Sink

1-3

1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Torso

1. Heat Sink
2. Heat Sink
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

1-3

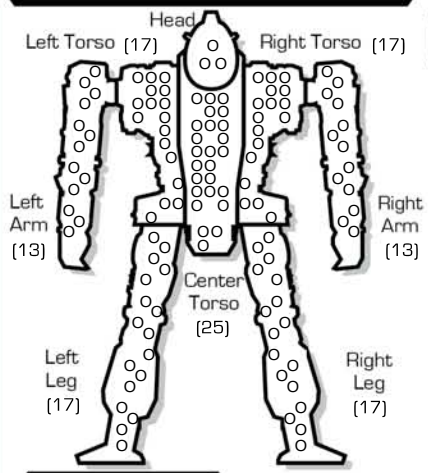
1. LRM 20
2. Medium Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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: 22 (22) Single |
|---|---|---|
| 30 | Shutdown | O O O |
| 28 | Ammo Exp. avoid on 8+ | O O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O O |
| 17 | +3 Modifier to Fire | O O |
| 15 | -3 Movement Points | O O |
| 14 | Shutdown, avoid on 4+ | |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Charger CGR-1L

**Movement Points:**
Walking: 5
Running: 8
Jumping: 0

**Tonnage:** 80
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**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 | Large Laser | RA | 8 | 8 [DE] | — | 5 | 10 | 15 |

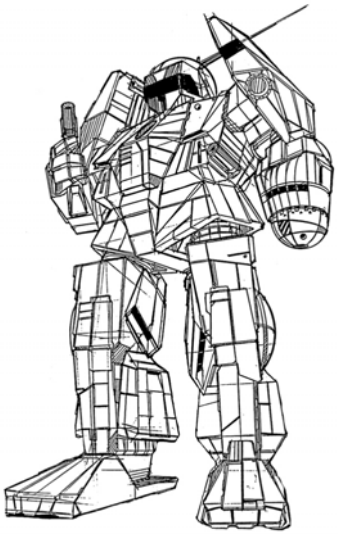
**Cost:** **BV:** 980

### WARRIOR DATA

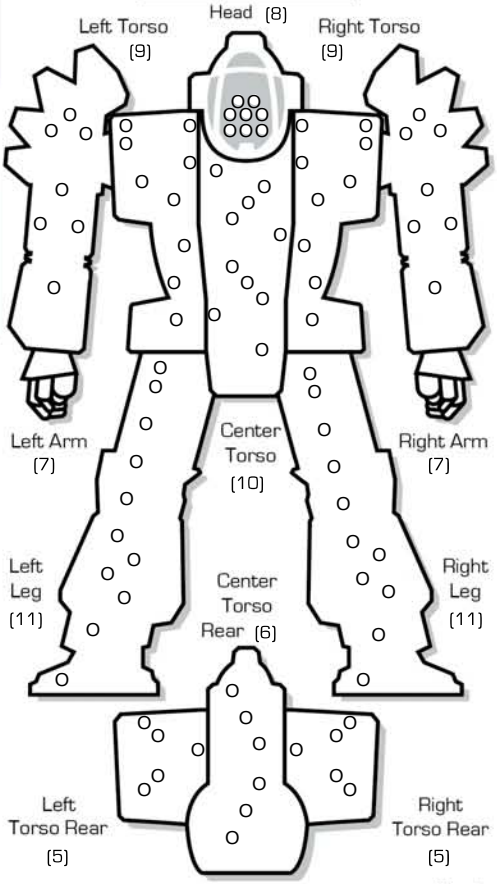
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 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. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso
1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

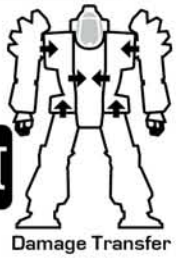
#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso
1-3:
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits OOO
Gyro Hits OO
Sensor Hits OO
Life Support O



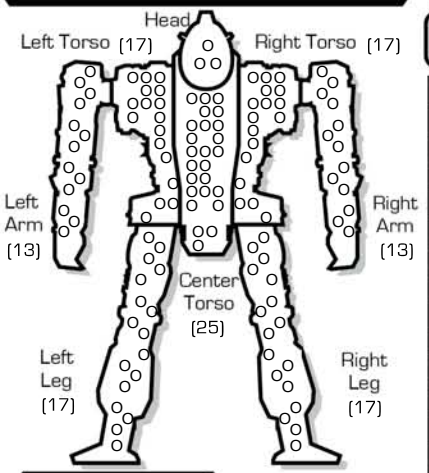
Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Laser
6. Large Laser

#### Right Torso
1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
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:** Charger CGR-SB

**Movement Points:**
Walking: 3
Running: 5
Jumping: 0

**Tonnage:** 80
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | HD | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Large Laser | RT | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Large Laser | LT | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Large Laser | RA | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Large Laser | LA | 8 | 8 [DE] | — | 5 | 10 | 15 |

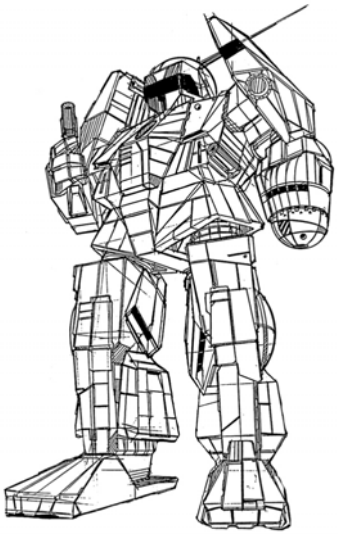
**Cost:**
**BV:** 1,604

### WARRIOR DATA

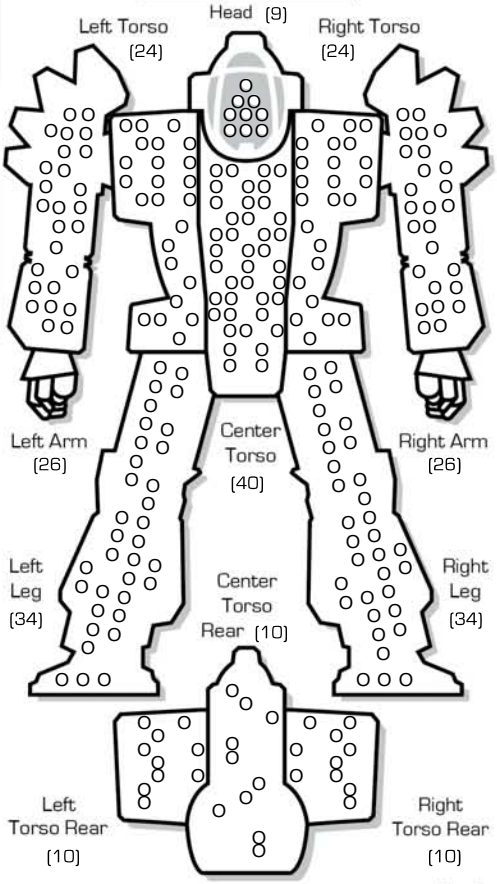
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. Heat Sink
5. [ Large Laser
6. [ Large Laser

1. Roll Again
2. Roll Again
4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Left Torso**
1. Heat Sink
2. Heat Sink
1-3 3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

1. Heat Sink
2. [ Large Laser
4-6 3. [ Large Laser
4. Roll Again
5. Roll Again
6. Roll Again

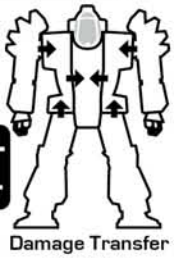
**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
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. Hand Actuator
5. [ Large Laser
6. [ Large Laser

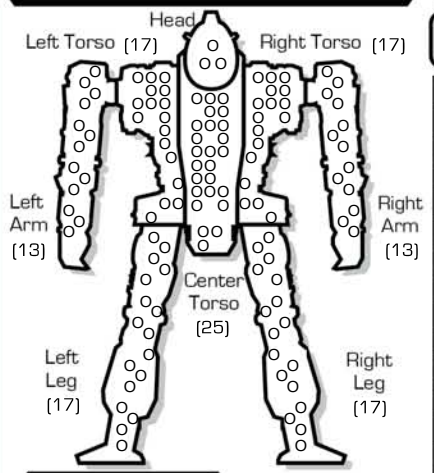
1. Roll Again
2. Roll Again
4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Torso**
1. Heat Sink
2. Heat Sink
1-3 3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

1. Heat Sink
2. [ Large Laser
4-6 3. [ Large Laser
4. Roll Again
5. Roll Again
6. Roll Again

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. 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: 28 (28) Single |
|---|---|---|
| 30 | Shutdown | O O O |
| 28 | Ammo Exp. avoid on 8+ | O O O |
| 26 | Shutdown, avoid on 10+ | O O O |
| 25 | -5 Movement Points | O O O |
| 24 | +4 Modifier to Fire | O O O |
| 23 | Ammo Exp. avoid on 6+ | O O O |
| 22 | Shutdown, avoid on 8+ | O O O |
| 20 | -4 Movement Points | O O O |
| 19 | Ammo Exp. avoid on 4+ | O O O |
| 18 | Shutdown, avoid on 6+ | O O O |
| 17 | +3 Modifier to Fire | O O |
| 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:** Victor VTR-9A

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 4

**Tonnage:** 80
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | Flamer | RT | 3 | 2 [DE,H,AI] | — | 1 | 2 | 3 |
| 1 | Machine Gun | LT | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | SRM 4 | LT | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Autocannon/20 | RA | 7 | 20 [DB,S] | — | 3 | 6 | 9 |
| 2 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

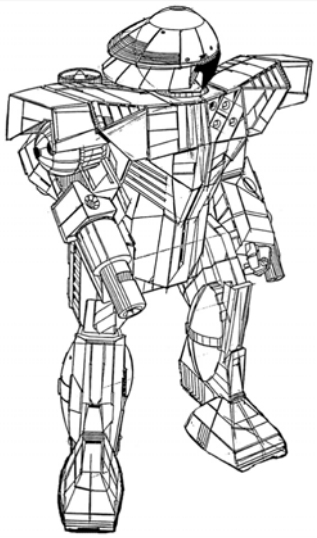
**Cost:** **BV:** 1,236

### WARRIOR DATA

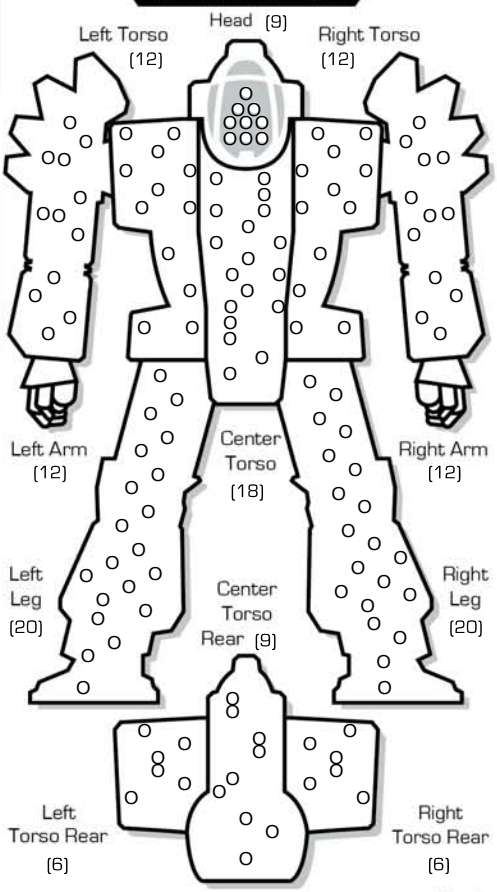
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Medium Laser

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Torso
1. Heat Sink
2. SRM 4
3. Machine Gun
4. Ammo (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

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Jump Jet

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

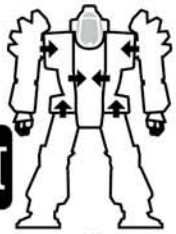
#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. 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. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

1-3

1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

4-6

#### Right Torso
1. Flamer
2. Flamer
3. Ammo (AC/20) 5
4. Ammo (AC/20) 5
5. Ammo (AC/20) 5
6. Roll Again

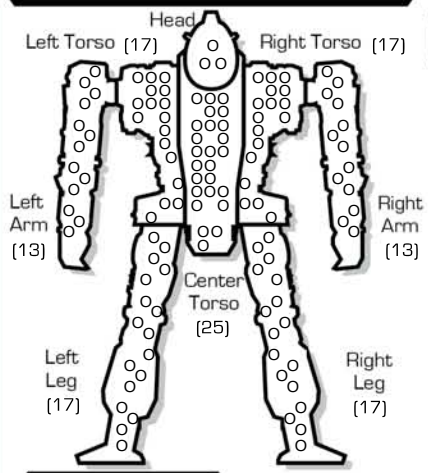
1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Jump Jet

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 15 (15) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O |
| 20 | -4 Movement Points | O |
| 19 | Ammo Exp. avoid on 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:** Victor VTR-9A1

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 80 |
| Walking: | 4 | **Tech Base:** | Inner Sphere (Intro) |
| Running: | 6 | **Era:** | Star League |
| Jumping: | 4 | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | SRM 4 | LT | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Autocannon/20 | RA | 7 | 20 [DB,S] | — | 3 | 6 | 9 |
| 2 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Machine Gun | RL | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Machine Gun | LL | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |

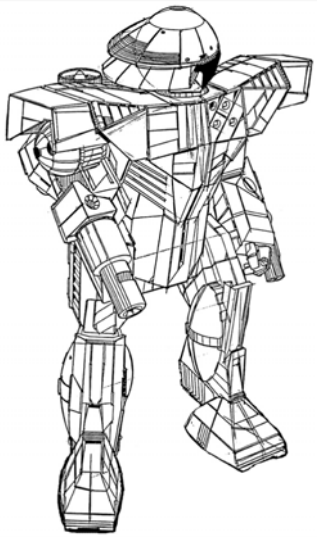
**Cost:** **BV:** 1,302

### WARRIOR DATA

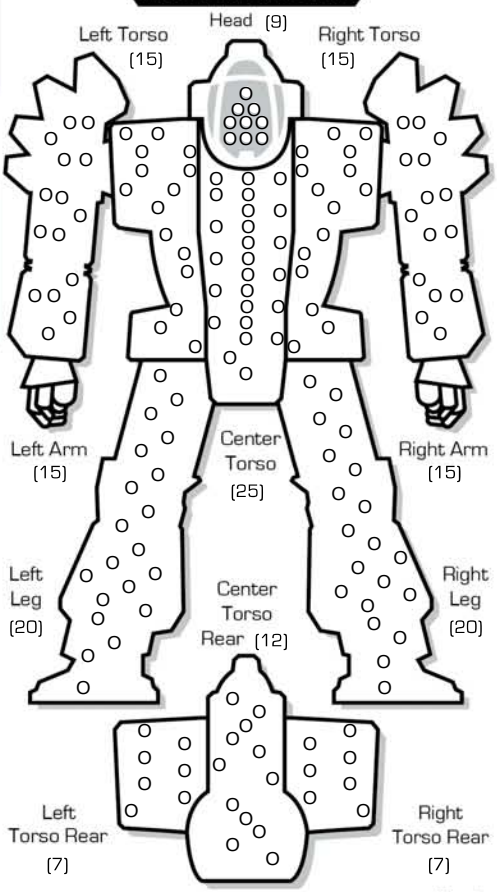
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Medium Laser

1-3

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. Heat Sink
2. Heat Sink
3. SRM 4
4. Ammo (SRM 4) 25
5. Ammo (Machine Gun) 100
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. Jump Jet
6. Machine Gun

#### 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. Jump Jet
6. Jump Jet

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O




Damage Transfer Diagram

#### Right Arm

1. Shoulder
2. Upper Arm Actuator

1-3
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

4-6
1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

#### Right Torso

1. Heat Sink
2. Ammo (AC/20) 5

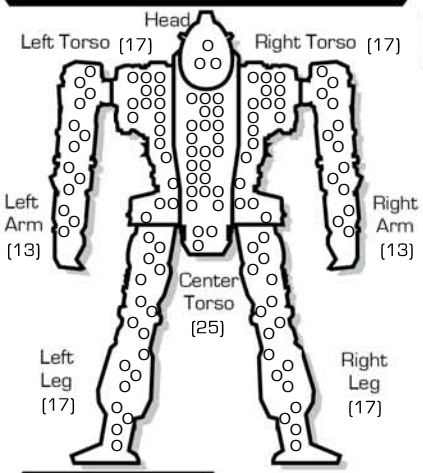
1-3
3. Ammo (AC/20) 5
4. Ammo (AC/20) 5
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. 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: 15 (15) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O |
| 20 | -4 Movement Points | O |
| 19 | Ammo Exp. avoid on 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:** Victor VTR-9B

**Movement Points:**
Walking: 4
Running: 6
Jumping: 4

**Tonnage:** 80
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | SRM 4 | LT | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Autocannon/20 | RA | 7 | 20 [DB,S] | — | 3 | 6 | 9 |
| 2 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

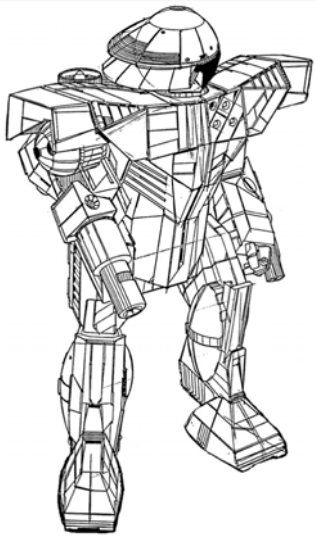
**Cost:** **BV:** 1,378

### WARRIOR DATA

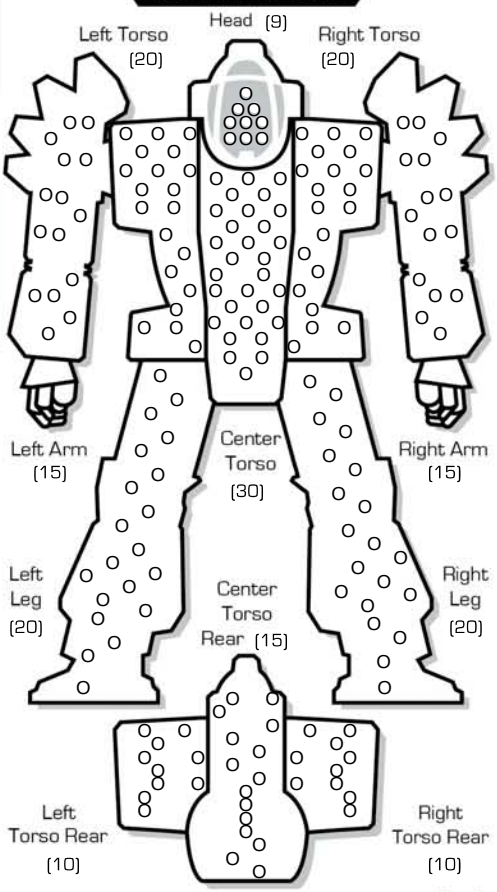
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Medium Laser

1-3
4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Left Torso**
1. SRM 4
2. Ammo (SRM 4) 25
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

**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Jump Jet

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. 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. Jump Jet
6. Jump Jet

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

**Right Arm**
1. Shoulder
2. Upper Arm Actuator

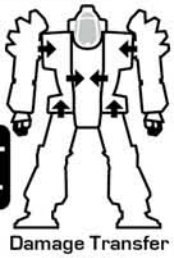
1-3
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

4-6
1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

**Right Torso**
1. Heat Sink
2. Ammo (AC/20) 5
3. Ammo (AC/20) 5
4. Ammo (AC/20) 5
5. Roll Again
6. Roll Again

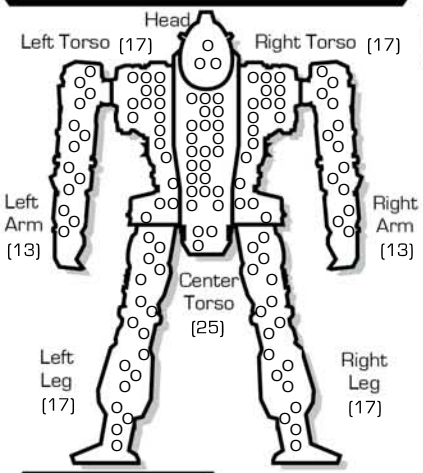
1-3
4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. 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: 15 (15) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O |
| 20 | -4 Movement Points | O |
| 19 | Ammo Exp. avoid on 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:** Victor VTR-9S

**Movement Points:**
Walking: 4
Running: 6
Jumping: 4

**Tonnage:** 80
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | SRM 6 | LT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Autocannon/20 | RA | 7 | 20 [DB,S] | — | 3 | 6 | 9 |
| 2 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

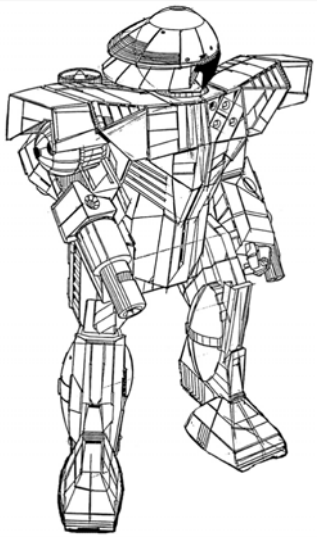
**Cost:** **BV:** 1,360

### WARRIOR DATA

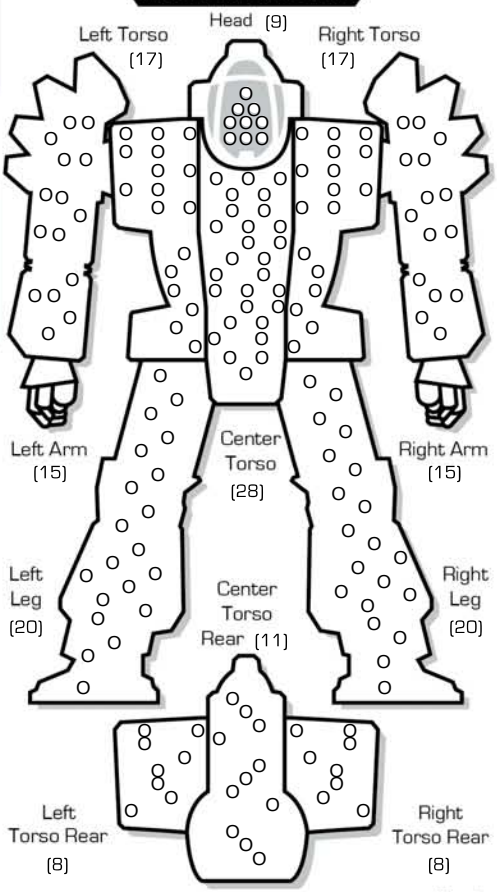
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Medium Laser

1-3
4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Left Torso**
1. SRM 6
2. SRM 6
3. Ammo (SRM 6) 15
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

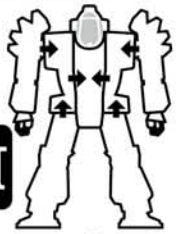
**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Jump Jet

**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
4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Jump Jet

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

**Right Arm**
1. Shoulder
2. Upper Arm Actuator
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

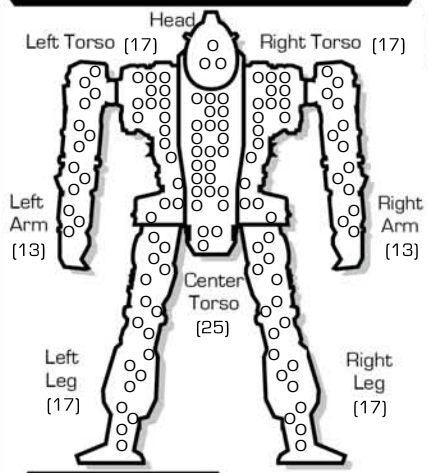
1-3
4-6
1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

**Right Torso**
1. Heat Sink
2. Ammo (AC/20) 5
3. Ammo (AC/20) 5
4. Ammo (AC/20) 5
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. Heat Sink
6. Jump Jet

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 15 (15) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O |
| 20 | -4 Movement Points | O |
| 19 | Ammo Exp. avoid on 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:** Zeus ZEU-5S

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 80 |
| Walking: | 4 | **Tech Base:** | Inner Sphere |
| Running: | 6 | **Era:** | Succession Wars |
| Jumping: | 0 | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | CT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | ER Large Laser | LT | 12 | 8 [DE] | — | 7 | 14 | 19 |
| 1 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | LRM 15 w/Artemis IV FCS | RA | 5 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Ultra AC/5 | LA | 1 | 5/Sht [DB,R,C] | 2 | 6 | 13 | 20 |

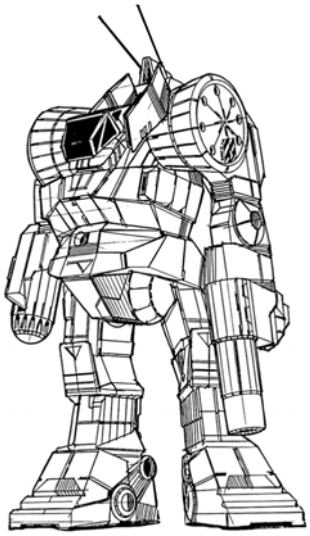
**Cost:** **BV:** 1,499

### WARRIOR DATA

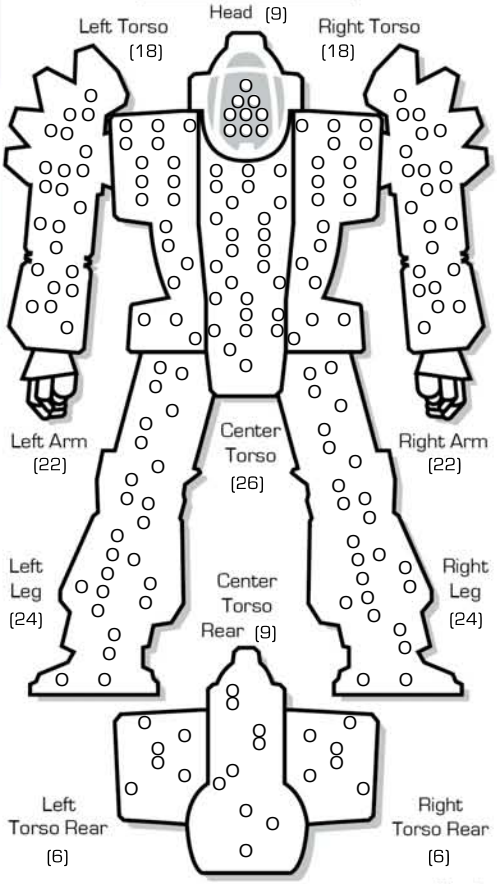
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 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. Ultra AC/5
5. Ultra AC/5
6. Ultra AC/5

1. Ultra AC/5
2. Ultra AC/5

4-6
3. Ammo (Ultra AC/5) 20
4. Ammo (Ultra AC/5) 20
5. Roll Again
6. Roll Again

**Left Torso**

1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. ER Large Laser
5. ER Large Laser
6. Medium Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Left Leg**

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

**Head**

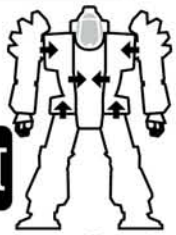
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

**Center Torso**

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

**Right Arm**

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. LRM 15
5. LRM 15
6. LRM 15

4-6
1. Artemis IV FCS
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Torso**

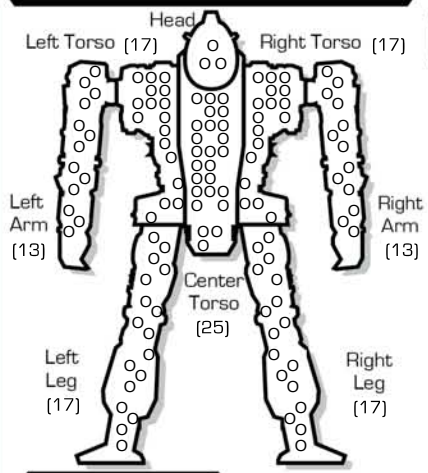
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Ammo (LRM 15 Artemis) 8
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Leg**

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | 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:** Zeus ZEU-5T

| Movement Points: | | | |
|---|---|---|---|
| Walking: | 4 | Tonnage: | 80 |
| Running: | 6 | Tech Base: | Inner Sphere |
| Jumping: | 0 | Era: | Succession Wars |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | CT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | ER Large Laser | LT | 12 | 8 [DE] | — | 7 | 14 | 19 |
| 1 | Medium Laser(R) | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | LRM 15 w/Artemis IV FCS | RA | 5 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | ER PPC | LA | 15 | 10 [DE] | — | 7 | 14 | 23 |

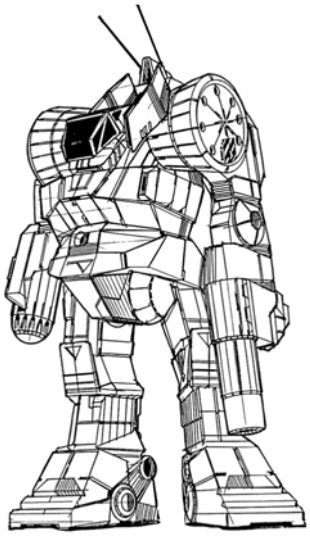
**Cost:** **BV:** 1,729

### WARRIOR DATA

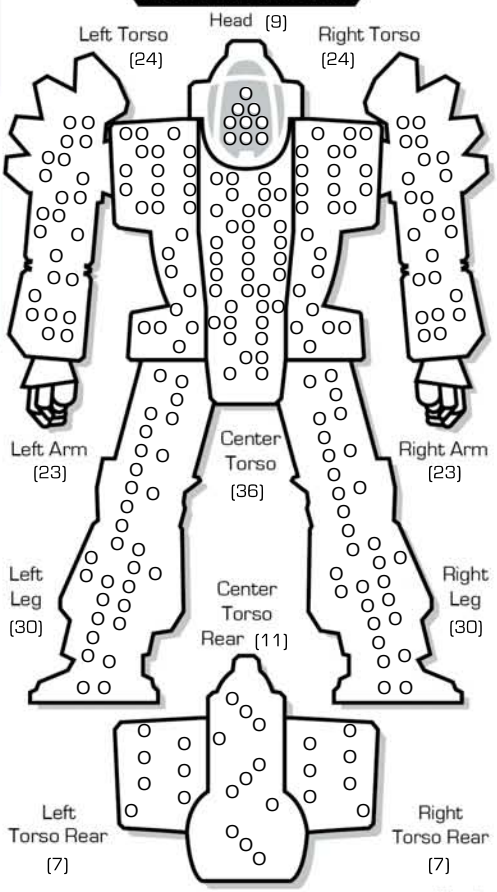
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 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. Ferro-Fibrous
2. Roll Again
3. Roll Again

4-6 4. Roll Again
5. Roll Again
6. Roll Again

**Left 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. ER Large Laser
2. ER Large Laser

4-6 3. Medium Laser (R)
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

**Left Leg**

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

**Head**

1. Life Support
2. Sensors
3. Cockpit
4. 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. Medium Laser
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. LRM 15
5. LRM 15
6. LRM 15

1. Artemis IV FCS
2. Ammo (LRM 15) 8

4-6 3. Ferro-Fibrous
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

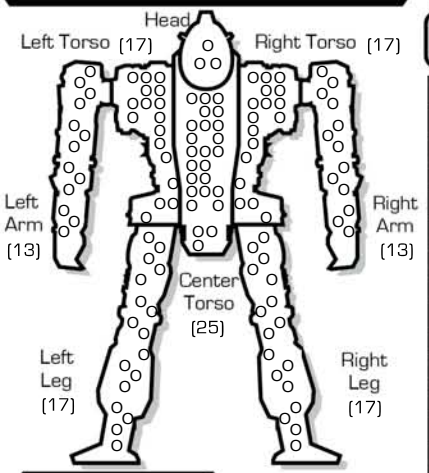
1. Double Heat Sink
2. Double Heat Sink

4-6 3. Double Heat Sink
4. 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: 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:** Zeus ZEU-6S

**Movement Points:**
Walking: 4
Running: 6
Jumping: 0

Tonnage: 80
Tech Base: Inner Sphere (Intro)
Era: Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | CT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Large Laser | LT | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | LRM 15 | RA | 5 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Autocannon/5 | LA | 1 | 5 [DB,S] | 3 | 6 | 12 | 18 |

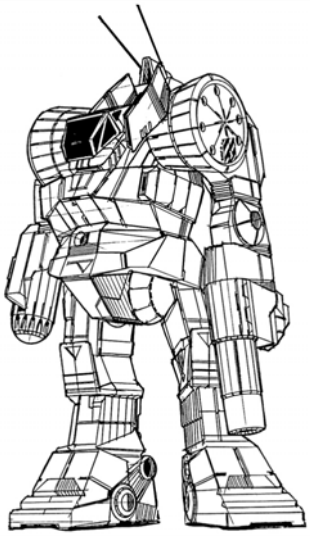
Cost: BV: 1,374

### WARRIOR DATA

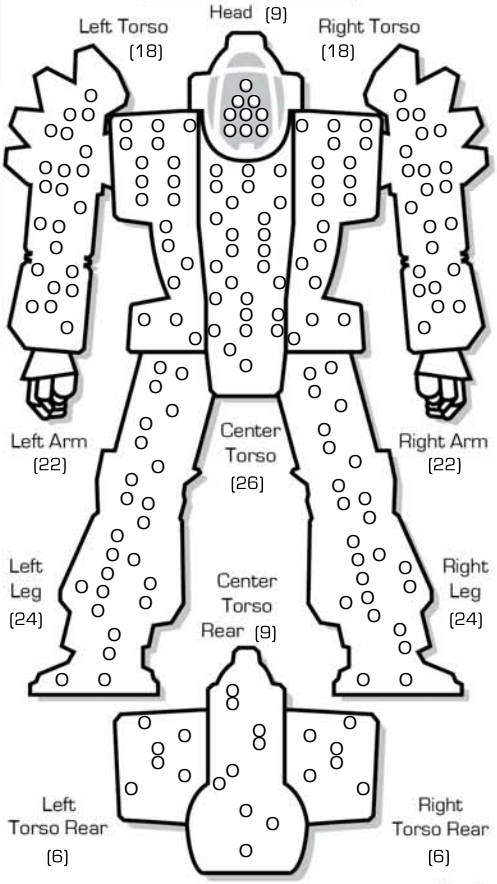
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Autocannon/5
5. Autocannon/5
6. Autocannon/5

1. Autocannon/5
2. Ammo (AC/5) 20

4-6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Left Torso**

1-3
1. Large Laser
2. Large Laser
3. Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

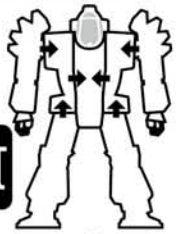
**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

**Center Torso**

1-3
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. Medium Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



CATALYST game labs

Damage Transfer Diagram

**Right Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. LRM 15
5. LRM 15
6. LRM 15

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

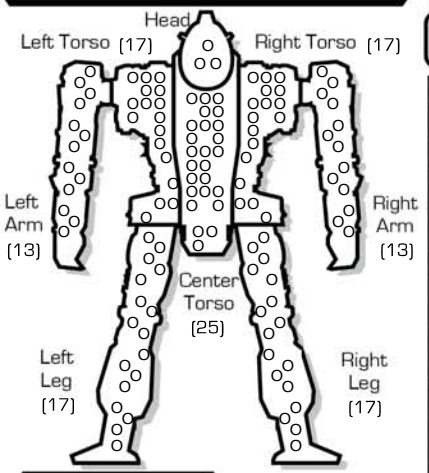
**Right Torso**

1-3
1. Ammo (LRM 15) 8
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 17 (17) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O |
| 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:** Zeus ZEU-6T

**Movement Points:**
Walking: 4
Running: 6
Jumping: 0

Tonnage: 80
Tech Base: Inner Sphere (Intro)
Era: Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | CT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Large Laser | LT | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Medium Laser(R) | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | LRM 15 | RA | 5 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | PPC | LA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |

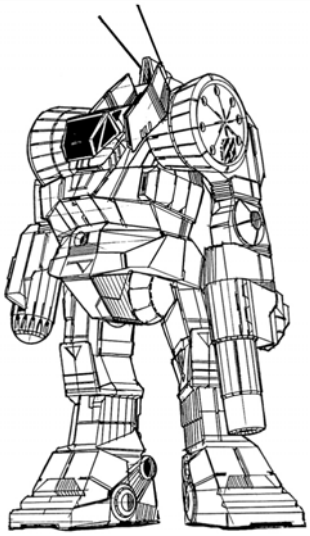
Cost: BV: 1,436

### WARRIOR DATA

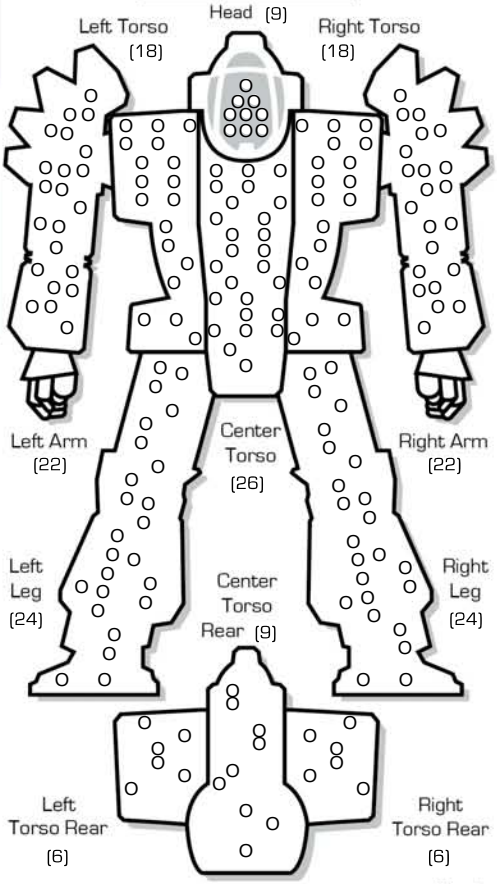
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. PPC
5. PPC
6. PPC

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Left Torso**
1. Large Laser
2. Large Laser
1-3 3. Medium Laser (R)
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

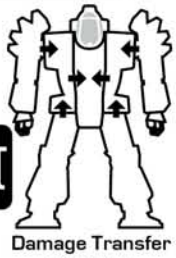
**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

**Center Torso**
1. Fusion Engine
2. Fusion Engine
1-3 3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. Medium Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

**Right Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. LRM 15
5. LRM 15
6. LRM 15

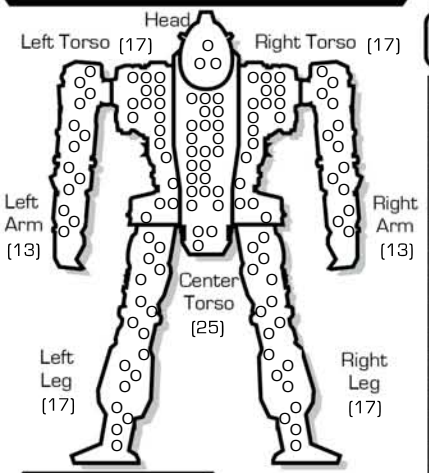
4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Torso**
1. Heat Sink
2. Heat Sink
1-3 3. Ammo (LRM 15) 8
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### INTERNAL STRUCTURE DIAGRAM




Heat Scale




### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 19 (19) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O O |
| 17 | +3 Modifier to Fire | O O |
| 15 | -3 Movement Points | O |
| 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:** Stalker STK-3F

**Movement Points:**
Walking: 3
Running: 5
Jumping: 0

**Tonnage:** 85
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Large Laser | RT | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | SRM 6 | RT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Large Laser | LT | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | SRM 6 | LT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | LRM 10 | RA | 4 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 2 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | LRM 10 | LA | 4 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 2 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

**Cost:**

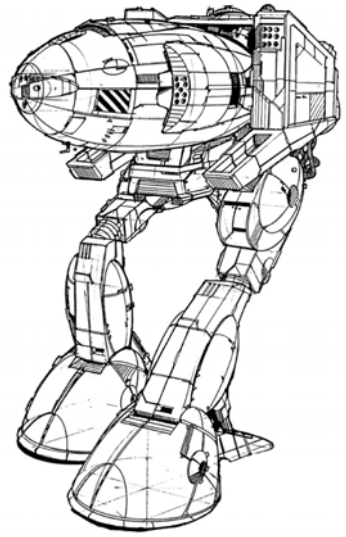
**BV:** 1,559

### WARRIOR DATA

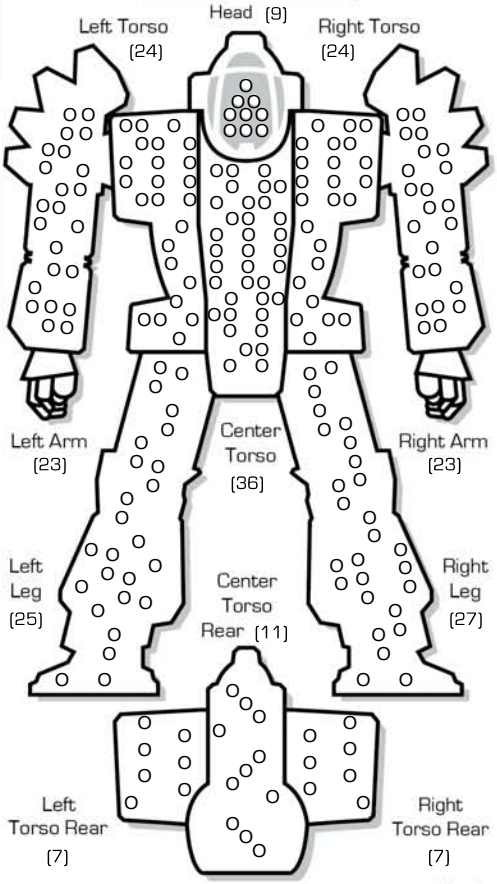
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. Heat Sink
1-3 4. [ LRM 10
5. L LRM 10
6. Medium Laser

1. Medium Laser
2. Ammo (LRM 10) 12
4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Left Torso**
1. Heat Sink
2. [ Large Laser
1-3 3. L Large Laser
4. [ SRM 6
5. L SRM 6
6. Ammo (SRM 6) 15

1. Roll Again
2. Roll Again
4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

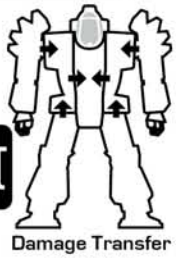
**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

**Center Torso**
1. Fusion Engine
2. Fusion Engine
1-3 3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
4-6 3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. Heat Sink

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

**Right Arm**
1. Shoulder
2. Upper Arm Actuator
3. Heat Sink
1-3 4. [ LRM 10
5. L LRM 10
6. Medium Laser

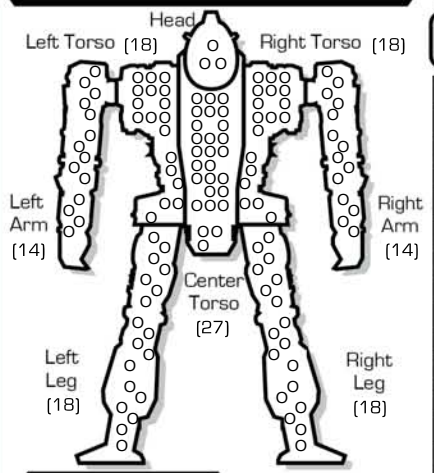
1. Medium Laser
2. Ammo (LRM 10) 12
4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Torso**
1. Heat Sink
2. [ Large Laser
1-3 3. L Large Laser
4. [ SRM 6
5. L SRM 6
6. Ammo (SRM 6) 15

1. Roll Again
2. Roll Again
4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 20 (20) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O O |
| 17 | +3 Modifier to Fire | O O |
| 15 | -3 Movement Points | O O |
| 14 | Shutdown, avoid on 4+ | O O |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Stalker STK-3H

**Movement Points:**
Walking: 3
Running: 5
Jumping: 0

**Tonnage:** 85
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

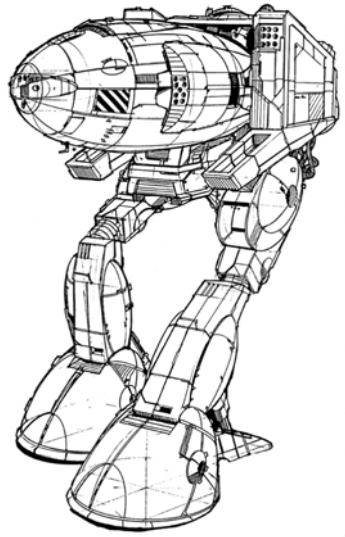
| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | SRM 6 | RT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | SRM 6 | LT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | LRM 20 | RA | 6 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 2 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | LRM 20 | LA | 6 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 2 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

**Cost:**
**BV:** 1,624

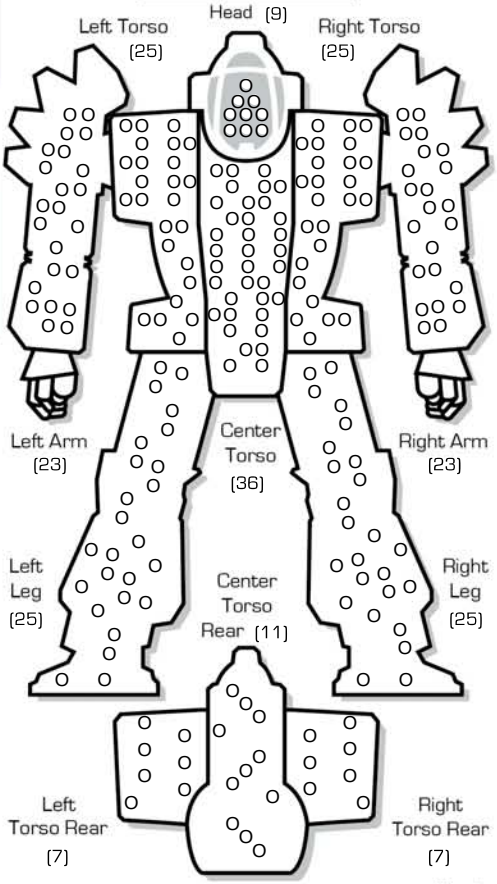
### WARRIOR DATA

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. Heat Sink
1-3 4. LRM 20
5. LRM 20
6. LRM 20
1. LRM 20
2. LRM 20
4-6 3. Medium Laser
4. Medium Laser
5. Ammo (LRM 20) 6
6. Roll Again

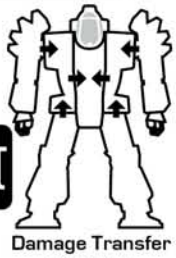
**Left Torso**
1. Heat Sink
2. SRM 6
1-3 3. SRM 6
4. Ammo (SRM 6) 15
5. Roll Again
6. Roll Again
1. Roll Again
2. Roll Again
4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

**Center Torso**
1. Fusion Engine
2. Fusion Engine
1-3 3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Fusion Engine
4-6 3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. Heat Sink

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



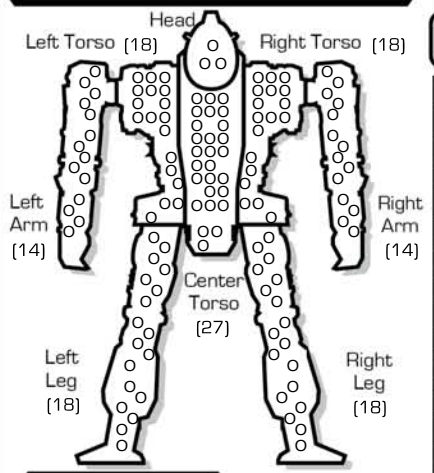
Damage Transfer Diagram

**Right Arm**
1. Shoulder
2. Upper Arm Actuator
3. Heat Sink
1-3 4. LRM 20
5. LRM 20
6. LRM 20
1. LRM 20
2. LRM 20
4-6 3. Medium Laser
4. Medium Laser
5. Ammo (LRM 20) 6
6. Roll Again

**Right Torso**
1. Heat Sink
2. SRM 6
1-3 3. SRM 6
4. Ammo (SRM 6) 15
5. Roll Again
6. Roll Again
1. Roll Again
2. Roll Again
4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### INTERNAL STRUCTURE DIAGRAM




Heat Scale




### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 20 (20) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O O |
| 17 | +3 Modifier to Fire | O O |
| 15 | -3 Movement Points | O O |
| 14 | Shutdown, avoid on 4+ | O O |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Stalker STK-4N

**Movement Points:**
Walking: 3
Running: 5
Jumping: 0

**Tonnage:** 85
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Large Laser | RT | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | SRM 6 | RT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Large Laser | LT | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | SRM 6 | LT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | LRM 10 | RA | 4 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 2 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 2 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

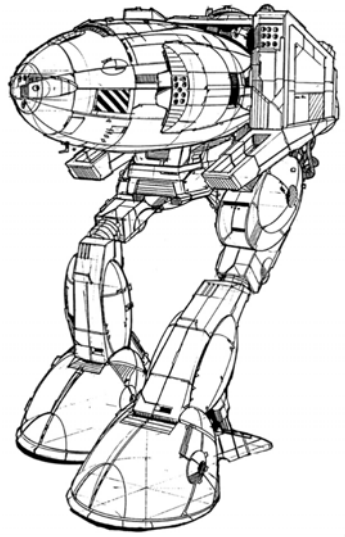
**Cost:**
**BV:** 1,558

### WARRIOR DATA

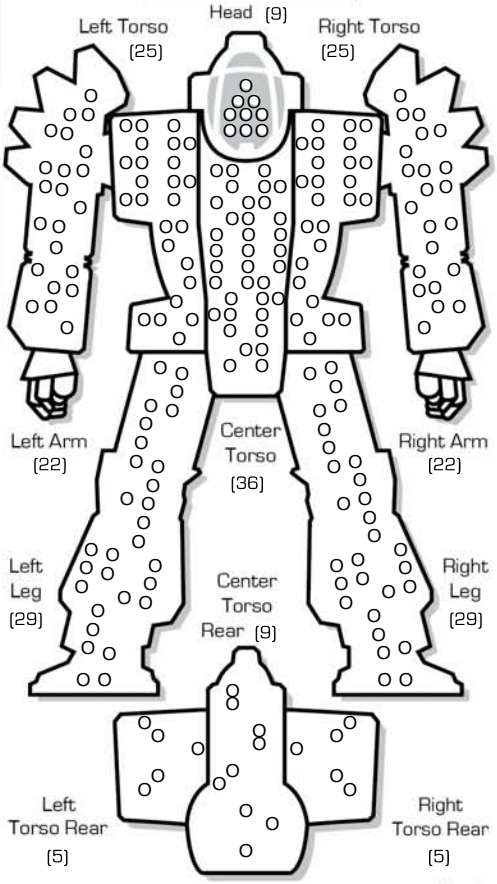
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 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 Laser
4. Medium Laser
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Left Torso**
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Large Laser

1-3

1. Large Laser
2. SRM 6
3. SRM 6
4. Ammo (SRM 6) 15
5. Roll Again
6. Roll Again

4-6

**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. 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. LRM 10
4. LRM 10
5. Medium Laser
6. Medium Laser

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. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Large Laser

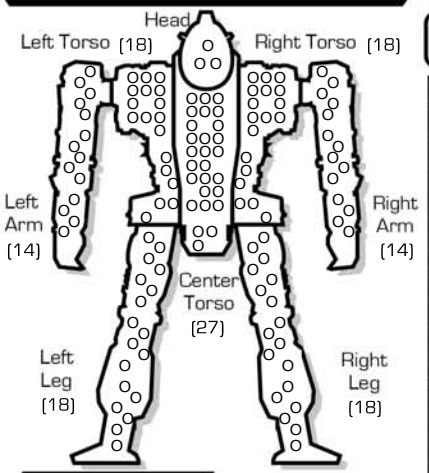
1-3

1. Large Laser
2. SRM 6
3. SRM 6
4. Ammo (SRM 6) 15
5. Roll Again
6. Roll Again

4-6

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 26 (26) Single |
|---|---|---|
| 30 | Shutdown | O O O |
| 28 | Ammo Exp. avoid on 8+ | O O O |
| 26 | Shutdown, avoid on 10+ | O O O |
| 25 | -5 Movement Points | O O O |
| 24 | +4 Modifier to Fire | O O O |
| 23 | Ammo Exp. avoid on 6+ | O O O |
| 22 | Shutdown, avoid on 8+ | O O O |
| 20 | -4 Movement Points | O O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 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:** Cyclops CP-10-HQ

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 0

**Tonnage:** 90
**Tech Base:** Inner Sphere (Experimental)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | SRM 4 | CT | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Collapsible Command Modual | RT | — | [E] | — | — | — | — |
| 1 | LRM 10 | LT | 4 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

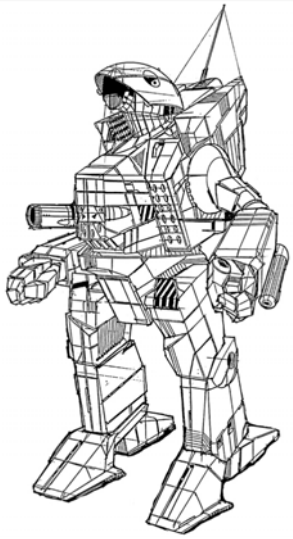
**Cost:** **BV:** 1,113

### WARRIOR DATA

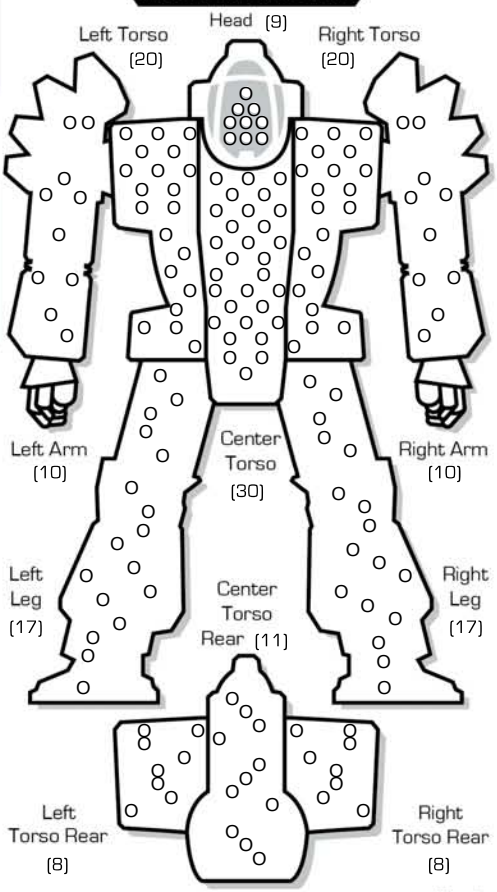
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Torso
1. LRM 10
2. LRM 10
3. Ammo (LRM 10) 12
4. Roll Again
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### 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

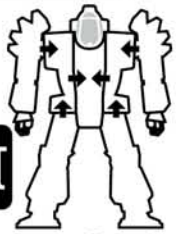
#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. SRM 4
6. Ammo (SRM 4) 25

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Torso
1. Collapsible Command Modual
2. Collapsible Command Modual
3. Collapsible Command Modual
4. Collapsible Command Modual
5. Collapsible Command Modual
6. Collapsible Command Modual

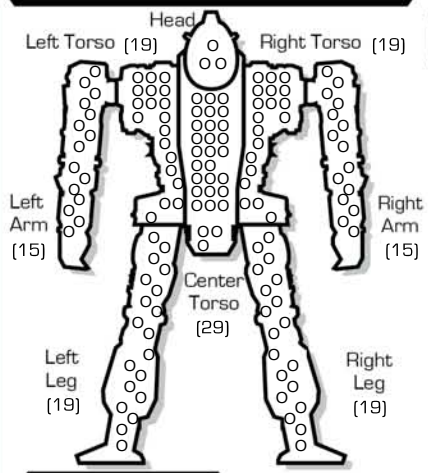
1-3

1. Collapsible Command Modual
2. Collapsible Command Modual
3. Collapsible Command Modual
4. Collapsible Command Modual
5. Collapsible Command Modual
6. Collapsible Command Modual

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: 14 (14) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O |
| 22 | Shutdown, avoid on 8+ | O |
| 20 | -4 Movement Points | O |
| 19 | Ammo Exp. avoid on 4+ | O |
| 18 | Shutdown, avoid on 6+ | O |
| 17 | +3 Modifier to Fire | O |
| 15 | -3 Movement Points | O |
| 14 | Shutdown, avoid on 4+ | |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Cyclops CP-10-Q

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 0

**Tonnage:** 90
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | SRM 4 | CT | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | LRM 10 | RT | 4 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | LRM 10 | LT | 4 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

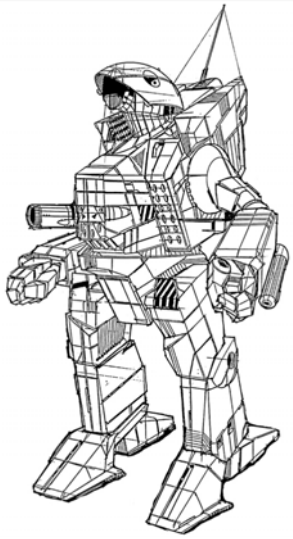
**Cost:** **BV:** 1,584

### WARRIOR DATA

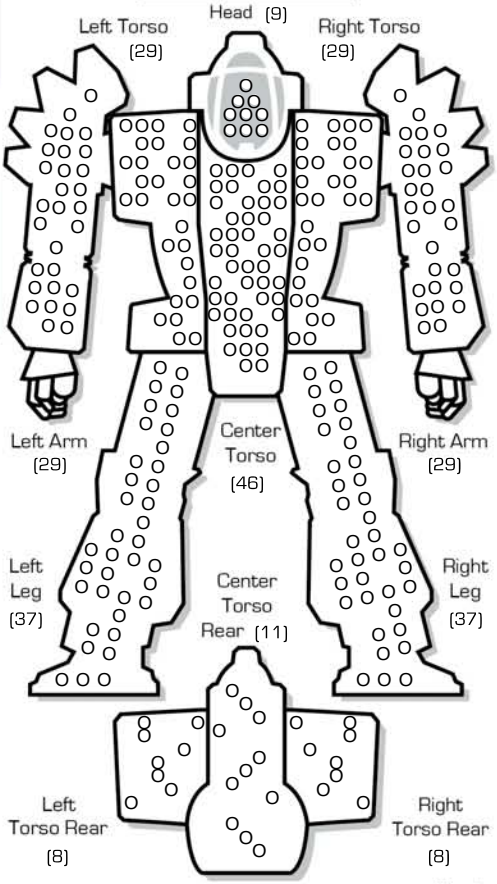
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso
1. LRM 10
2. LRM 10
3. Ammo (LRM 10) 12
4. Ammo (LRM 10) 12
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. SRM 4
6. Ammo (SRM 4) 25

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

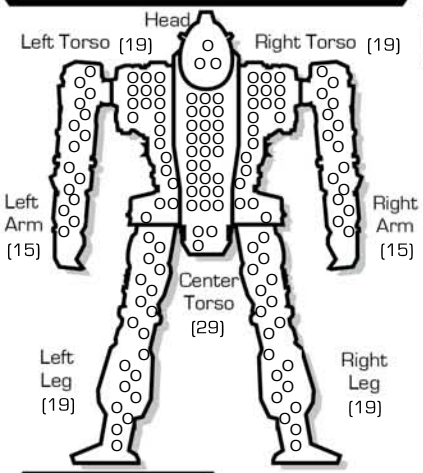
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso
1. LRM 10
2. LRM 10
3. Medium Laser
4. Ammo (LRM 10) 12
5. Ammo (LRM 10) 12
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 |
|---|---|
| 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: 14 (14) Single
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:** Cyclops CP-10-Z

**Movement Points:**
Walking: 4
Running: 6
Jumping: 0

**Tonnage:** 90
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | SRM 4 | CT | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Autocannon/20 | RT | 7 | 20 [DB,S] | — | 3 | 6 | 9 |
| 1 | LRM 10 | LT | 4 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

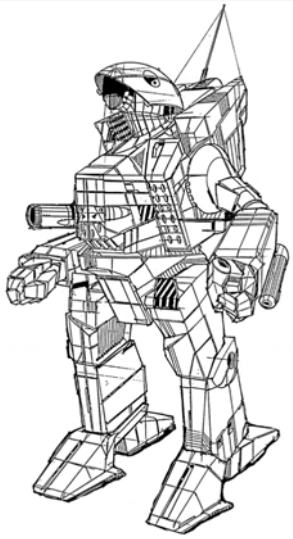
**Cost:** **BV:** 1,317

### WARRIOR DATA

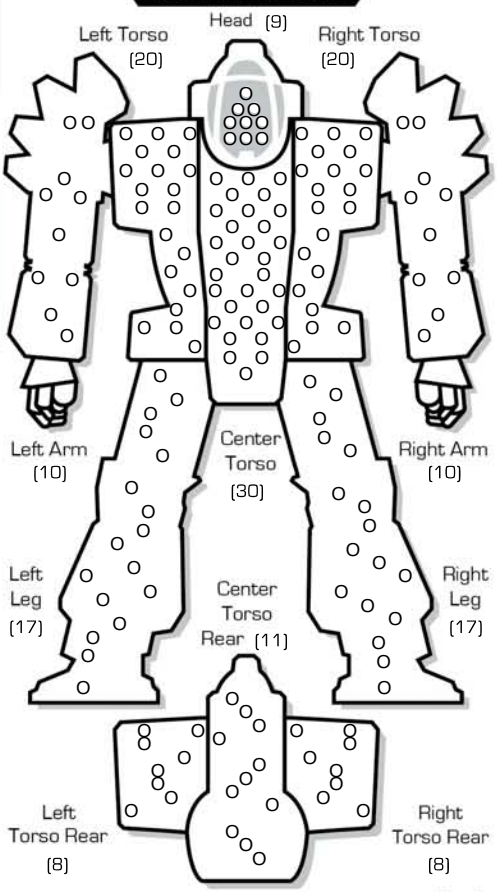
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Left Torso**
1. LRM 10
2. LRM 10
3. Ammo (AC/20) 5
4. Ammo (AC/20) 5
5. Ammo (LRM 10) 12
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

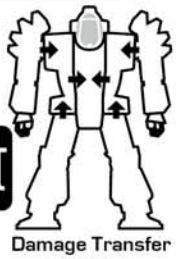
**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. SRM 4
6. Ammo (SRM 4) 25

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

**Right Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Right Torso**
1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

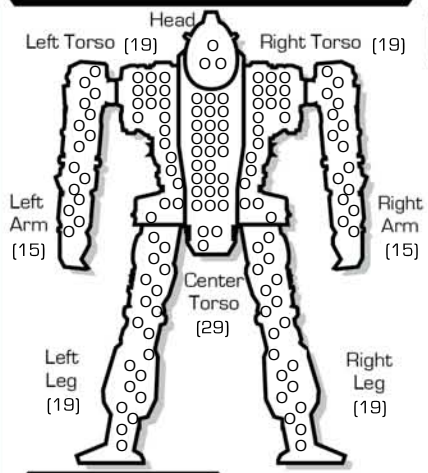
1-3

1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
5. Ammo (AC/20) 5
6. Ammo (AC/20) 5

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 (12) 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:** Banshee BNC-3E

| Movement Points: | | | |
|---|---|---|---|
| Walking: | 4 | Tonnage: | 95 |
| Running: | 6 | Tech Base: | Inner Sphere (Intro) |
| Jumping: | 0 | Era: | Star League |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Small Laser | HD | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | PPC | RT | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | Autocannon/5 | LT | 1 | 5 [DB,S] | 3 | 6 | 12 | 18 |

**Cost:** **BV:** 1,422

### WARRIOR DATA

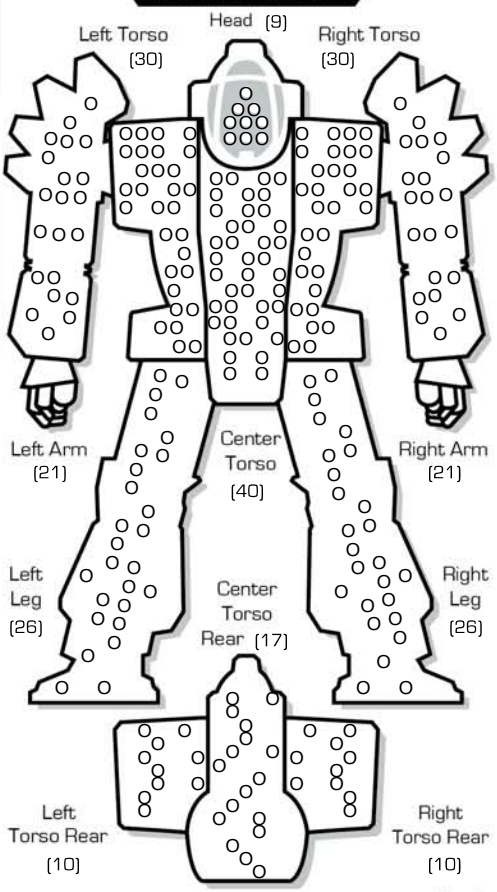
Name: _____

Gunnery Skill: ___ Piloting 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. Autocannon/5
2. Autocannon/5
3. Autocannon/5
4. Autocannon/5
5. Ammo (AC/5) 20
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Left Leg**

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

**Head**

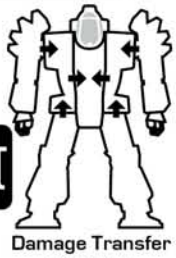
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

**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. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

**Right Arm**

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Torso**

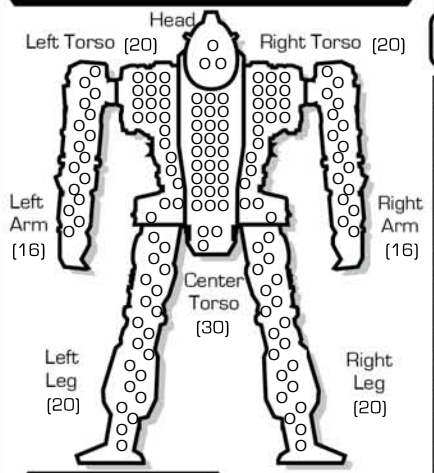
1-3
1. PPC
2. PPC
3. PPC
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Leg**

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 16 (16) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O |
| 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:** Banshee BNC-3M

**Movement Points:**
Walking: 4
Running: 6
Jumping: 0

**Tonnage:** 95
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Small Laser | HD | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | PPC | RT | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | PPC | LT | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |

**Cost:**
**BV:** 1,595

### WARRIOR DATA

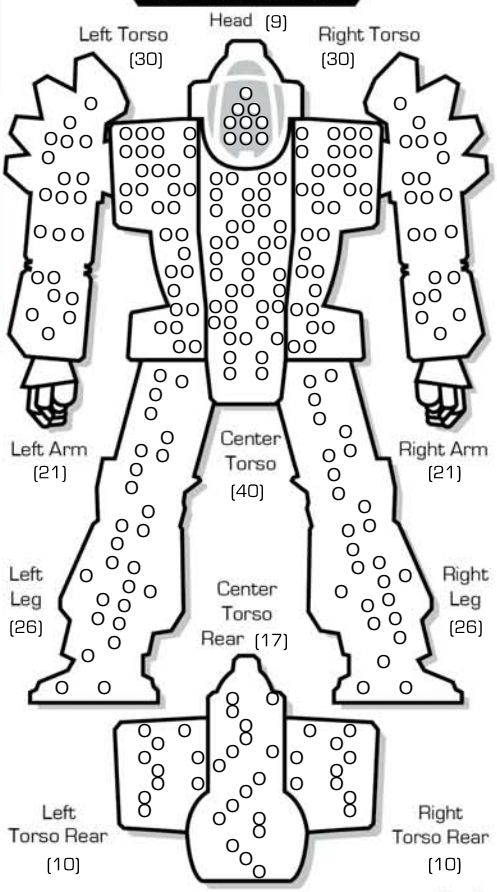
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 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

**Left Torso**
1. PPC
2. PPC
3. PPC
4. Medium Laser
5. Roll Again
6. Roll Again

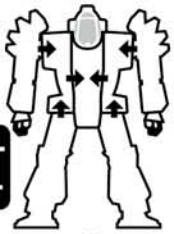
**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

**Center Torso (cont.)**
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



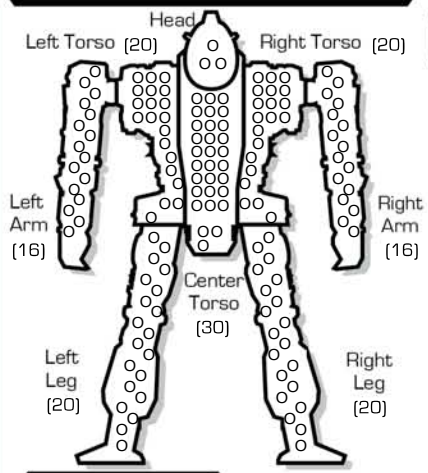
Damage Transfer Diagram

**Right Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

**Right Torso**
1. PPC
2. PPC
3. PPC
4. Medium Laser
5. Roll Again
6. Roll Again

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 16 (16) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O |
| 19 | Ammo Exp. avoid on 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:** Banshee BNC-3MC

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 0

**Tonnage:** 95
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Small Laser | HD | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | PPC | RT | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | Autocannon/10 | LT | 3 | 10 [DB,S] | — | 5 | 10 | 15 |

**Cost:** **BV:** 1,487

### WARRIOR DATA

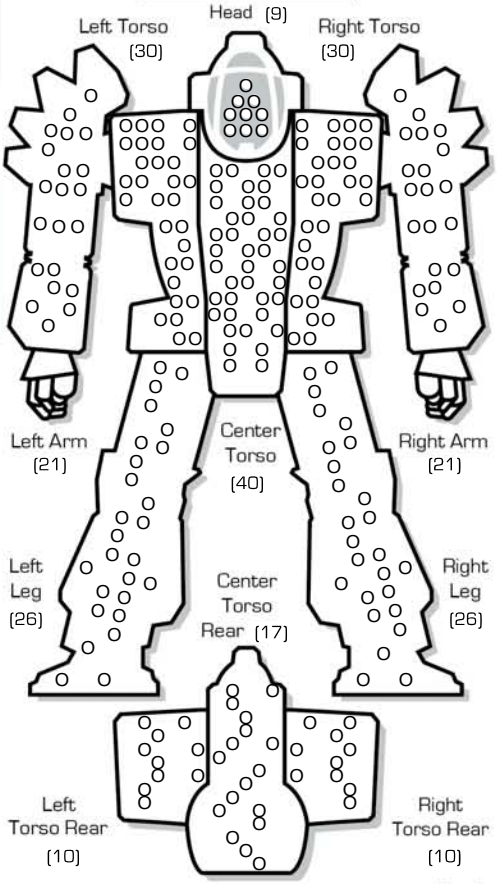
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**

| | |
|---|---|
| 1-3 | 1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Hand Actuator<br>5. Roll Again<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

**Left Torso**

| | |
|---|---|
| 1-3 | 1. Autocannon/10<br>2. Autocannon/10<br>3. Autocannon/10<br>4. Autocannon/10<br>5. Autocannon/10<br>6. Autocannon/10 |
| 4-6 | 1. Autocannon/10<br>2. Ammo (AC/10) 10<br>3. Ammo (AC/10) 10<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

**Left Leg**

| | |
|---|---|
| 1-3 | 1. Hip<br>2. Upper Leg Actuator<br>3. Lower Leg Actuator<br>4. Foot Actuator<br>5. Roll Again<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

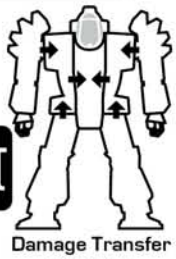
**Head**

| | |
|---|---|
| 1-3 | 1. Life Support<br>2. Sensors<br>3. Cockpit<br>4. Small Laser<br>5. Sensors<br>6. Life Support |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

**Center Torso**

| | |
|---|---|
| 1-3 | 1. Fusion Engine<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Gyro<br>5. Gyro<br>6. Gyro |
| 4-6 | 1. Gyro<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Fusion Engine<br>5. Roll Again<br>6. Roll Again |

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

**Right Arm**

| | |
|---|---|
| 1-3 | 1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Hand Actuator<br>5. Roll Again<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

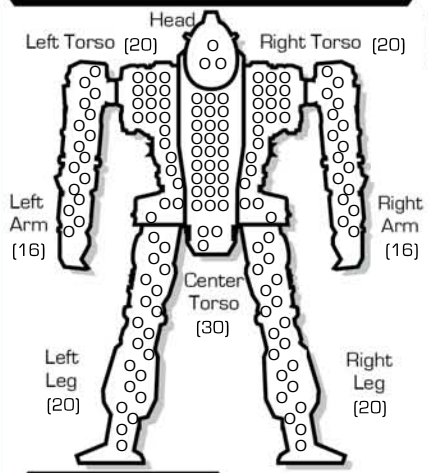
**Right Torso**

| | |
|---|---|
| 1-3 | 1. PPC<br>2. PPC<br>3. PPC<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

**Right Leg**

| | |
|---|---|
| 1-3 | 1. Hip<br>2. Upper Leg Actuator<br>3. Lower Leg Actuator<br>4. Foot Actuator<br>5. Roll Again<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 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:** Banshee BNC-3Q

**Movement Points:**
Walking: 4
Running: 6
Jumping: 0

**Tonnage:** 95
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Small Laser | HD | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | Autocannon/20 | RT | 7 | 20 [DB,S] | — | 3 | 6 | 9 |

**Cost:**
**BV:** 1,394

### WARRIOR DATA

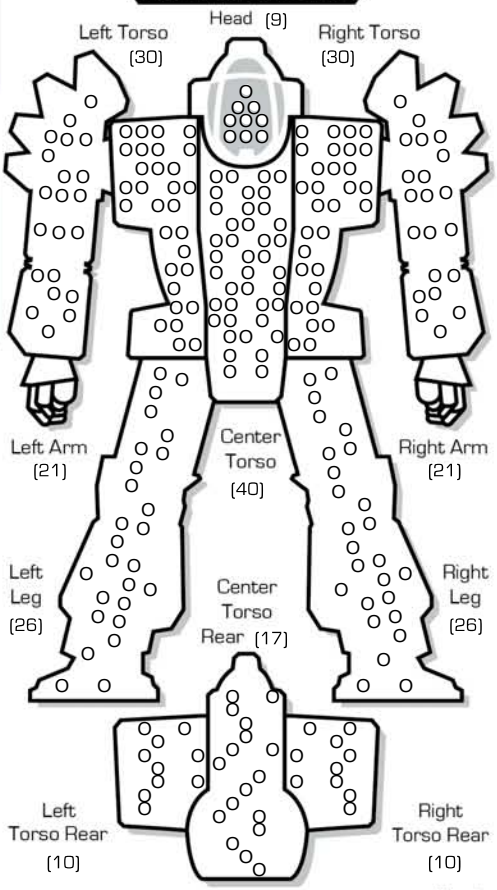
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

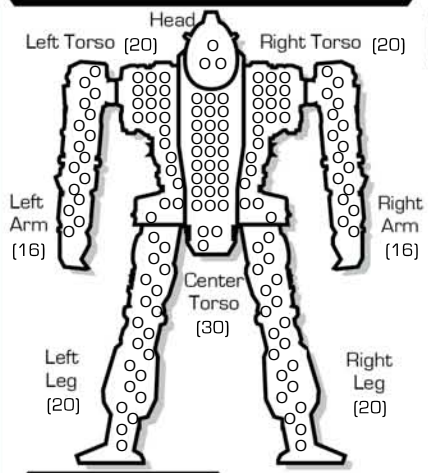
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

| Overflow |
|---|
| 30* |
| 29 |
| 28* |
| 27 |
| 26* |
| 25* |
| 24* |
| 23* |
| 22* |
| 21 |
| 20* |
| 19* |
| 18* |
| 17* |
| 16 |
| 15* |
| 14* |
| 13* |
| 12 |
| 11 |
| 10* |
| 9 |
| 8* |
| 7 |
| 6 |
| 5* |
| 4 |
| 3 |
| 2 |
| 1 |
| 0 |

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 12 (12) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O |
| 25 | -5 Movement Points | O |
| 24 | +4 Modifier to Fire | O |
| 23 | Ammo Exp. avoid on 6+ | O |
| 22 | Shutdown, avoid on 8+ | O |
| 20 | -4 Movement Points | O |
| 19 | Ammo Exp. avoid on 4+ | O |
| 18 | Shutdown, avoid on 6+ | O |
| 17 | +3 Modifier to Fire | O |
| 15 | -3 Movement Points | O |
| 14 | Shutdown, avoid on 4+ | O |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

### 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. Ammo (AC/20) 5
2. Ammo (AC/20) 5
3. Ammo (AC/20) 5
4. Ammo (AC/20) 5
5. Ammo (AC/20) 5
6. Ammo (AC/20) 5

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

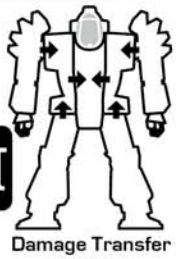
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

#### 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. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

1-3
1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

4-6
1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
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

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Banshee BNC-3S

**Movement Points:**
- Walking: 3
- Running: 5
- Jumping: 0

**Tonnage:** 95
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Small Laser | HD | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | Small Laser | CT | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 4 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | PPC | RT | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | SRM 6 | RT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Autocannon/10 | LT | 3 | 10 [DB,S] | — | 5 | 10 | 15 |
| 1 | PPC | LA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |

**Cost:** **BV:** 1,751

### WARRIOR DATA

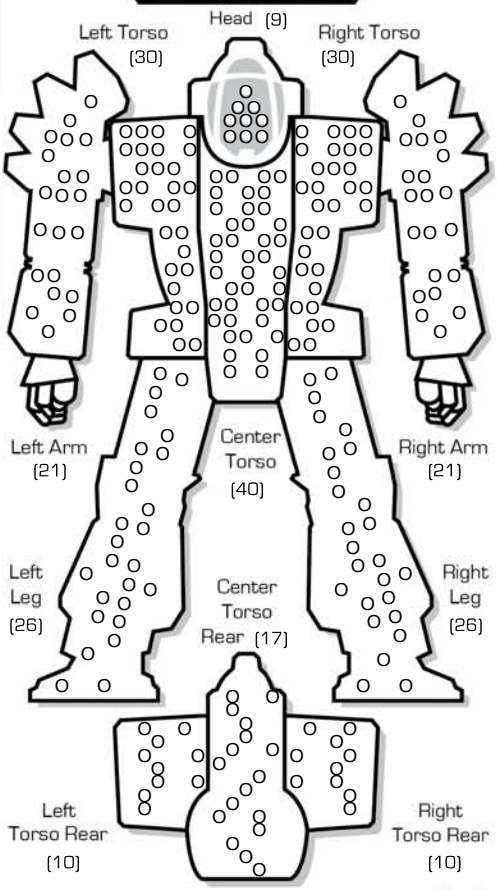
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. PPC
5. PPC
6. PPC

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso
1. Heat Sink
2. Heat Sink

1-3
3. Autocannon/10
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10

4-6
1. Autocannon/10
2. Autocannon/10
3. Autocannon/10
4. Ammo (AC/10) 10
5. Ammo (AC/10) 10
6. Roll Again

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine

1-3
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. Small Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. Heat Sink
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

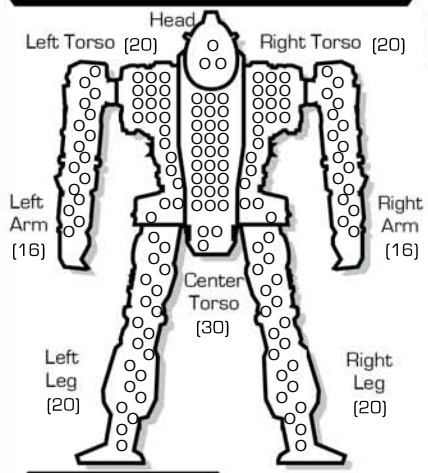
#### Right Torso
1. Heat Sink
2. Heat Sink

1-3
3. PPC
4. PPC
5. PPC
6. SRM 6

4-6
1. SRM 6
2. Medium Laser
3. Medium Laser
4. Medium Laser
5. Medium Laser
6. Ammo (SRM 6) 15

#### 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: 21 (21) Single |
|---|---|---|
| 30 | Shutdown | O 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:** Banshee BNC-3S Reinesblatt

**Movement Points:**
- Walking: 3
- Running: 5
- Jumping: 0

**Tonnage:** 95
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Small Laser | HD | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | Small Laser | CT | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | LRM 10 | RT | 4 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 4 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Autocannon/10 | LT | 3 | 10 [DB,S] | — | 5 | 10 | 15 |
| 1 | Large Laser | RA | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Hatchet | LA | — | 19 | — | — | — | — |

**Cost:** **BV:** 1,678

### WARRIOR DATA

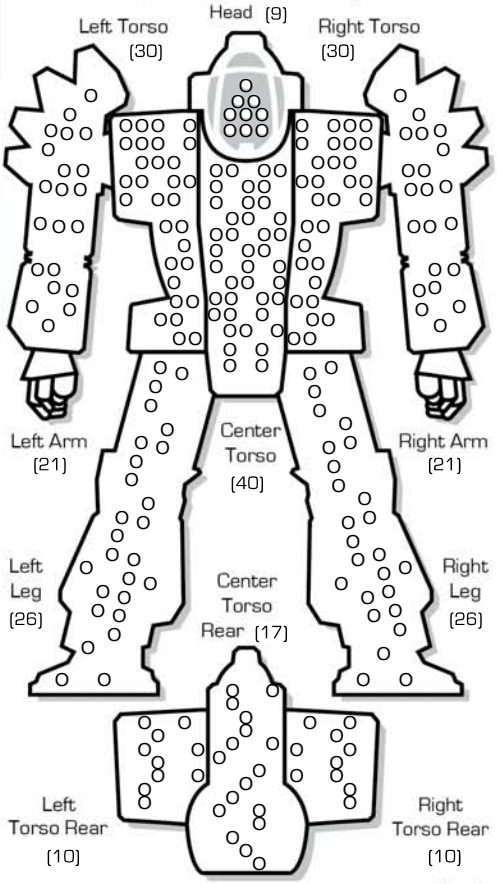
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Hatchet
6. Hatchet

1-3

1. Hatchet
2. Hatchet
3. Hatchet
4. Hatchet
5. Hatchet
6. Roll Again

4-6

**Left Torso**
1. Heat Sink
2. Heat Sink
3. Autocannon/10
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10

1-3

1. Autocannon/10
2. Autocannon/10
3. Autocannon/10
4. Ammo (AC/10) 10
5. Ammo (AC/10) 10
6. Roll Again

4-6

**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

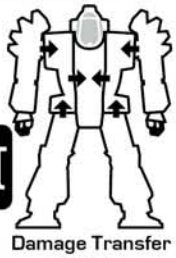
**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Small Laser
6. Roll Again

4-6

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

**Right Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Laser
6. Large Laser

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Right Torso**
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. LRM 10
6. LRM 10

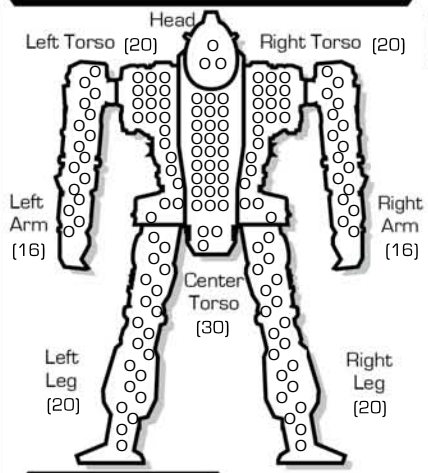
1-3

1. Medium Laser
2. Medium Laser
3. Medium Laser
4. Medium Laser
5. Ammo (LRM 10) 12
6. Roll Again

4-6

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 21 (21) Single |
|---|---|---|
| 30 | Shutdown | ○ ○ ○ |
| 28 | Ammo Exp. avoid on 8+ | ○ ○ |
| 26 | Shutdown, avoid on 10+ | ○ ○ |
| 25 | -5 Movement Points | ○ ○ |
| 24 | +4 Modifier to Fire | ○ ○ |
| 23 | Ammo Exp. avoid on 6+ | ○ ○ |
| 22 | Shutdown, avoid on 8+ | ○ ○ |
| 20 | -4 Movement Points | ○ ○ |
| 19 | Ammo Exp. avoid on 4+ | ○ ○ |
| 18 | Shutdown, avoid on 6+ | ○ ○ |
| 17 | +3 Modifier to Fire | ○ ○ |
| 15 | -3 Movement Points | ○ ○ |
| 14 | Shutdown, avoid on 4+ | ○ ○ |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Atlas AS7-D

**Movement Points:**
Walking: 3
Running: 5
Jumping: 0

Tonnage: 100
Tech Base: Inner Sphere (Intro)
Era: Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | Medium Laser(R) | CT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Autocannon/20 | RT | 7 | 20 [DB,S] | — | 3 | 6 | 9 |
| 1 | LRM 20 | LT | 6 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | SRM 6 | LT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

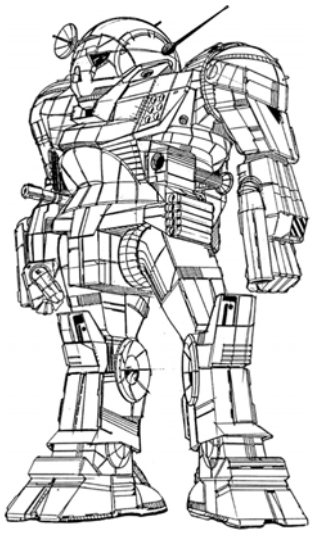
Cost: BV: 1,897

### WARRIOR DATA

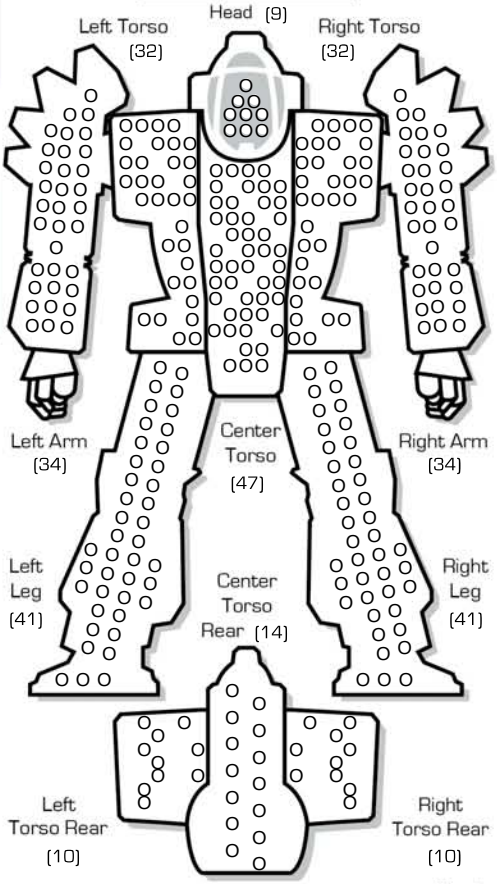
Name: _____

Gunnery Skill: ___ Piloting 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. Heat Sink
6. Medium Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Left Torso**

1-3
1. Heat Sink
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

4-6
1. SRM 6
2. SRM 6
3. Ammo (LRM 20) 6
4. Ammo (LRM 20) 6
5. Ammo (SRM 6) 15
6. Roll Again

**Left Leg**

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

**Head**

1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

**Center Torso**

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser (R)
6. Medium Laser (R)

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

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Damage Transfer Diagram

**Right Arm**

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heat Sink
6. Medium Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Torso**

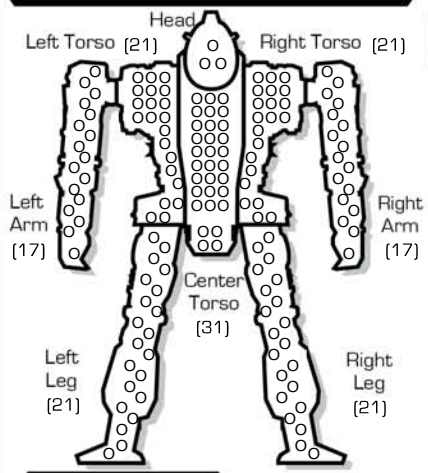
1-3
1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

4-6
1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
5. Ammo (AC/20) 5
6. Ammo (AC/20) 5

**Right Leg**

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 20 (20) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O O |
| 17 | +3 Modifier to Fire | O O |
| 15 | -3 Movement Points | O O |
| 14 | Shutdown, avoid on 4+ | O O |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Atlas AS7-D-DC

**Movement Points:**
Walking: 3
Running: 5
Jumping: 0

**Tonnage:** 100
**Tech Base:** Inner Sphere (Advanced)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Autocannon/20 | RT | 7 | 20 [DB,S] | — | 3 | 6 | 9 |
| 1 | LRM 20 | LT | 6 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | SRM 6 | LT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

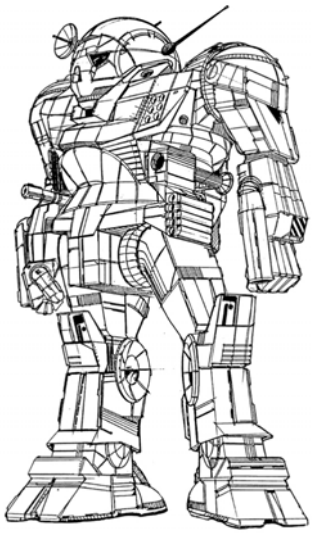
**Cost:** **BV:** 1,858

### WARRIOR DATA

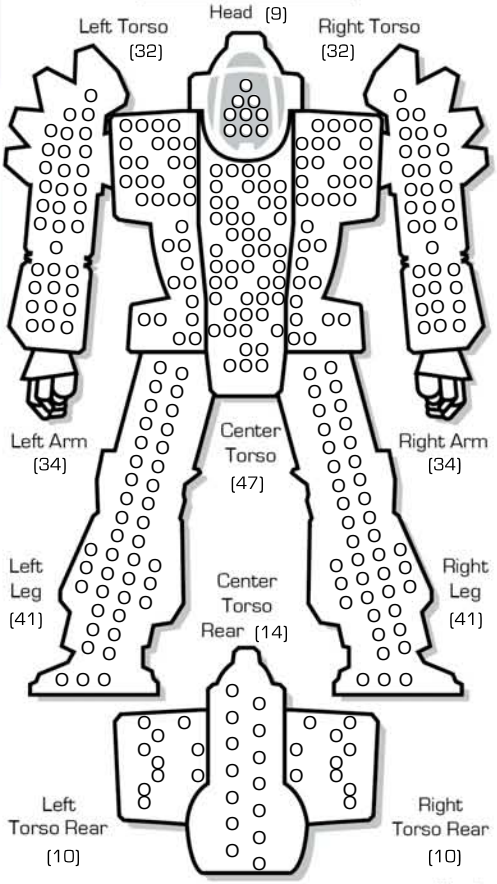
Name: _____

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. Heat Sink
6. 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. Heat Sink
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

1-3
4-6: 1. SRM 6, 2. SRM 6, 3. Ammo (LRM 20) 6, 4. Ammo (SRM 6) 15, 5. Roll Again, 6. Roll Again

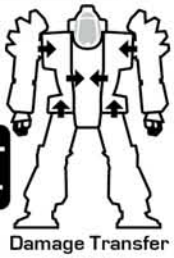
**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

**Head**
1. Life Support
2. Sensors
3. Command Console
4. Command Console
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. Heat Sink, 6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

**Right Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heat Sink
6. Medium Laser

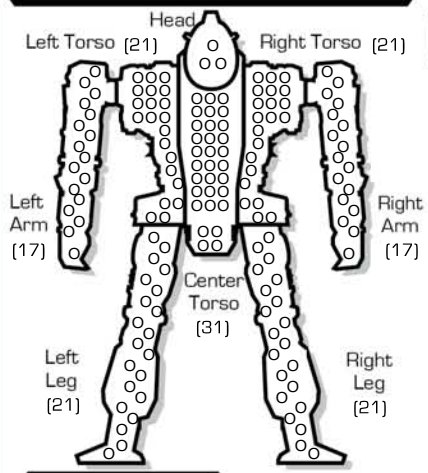
1-3
4-6: 1. Roll Again, 2. Roll Again, 3. Roll Again, 4. Roll Again, 5. Roll Again, 6. Roll Again

**Right Torso**
1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

1-3
4-6: 1. Autocannon/20, 2. Autocannon/20, 3. Autocannon/20, 4. Autocannon/20, 5. Ammo (AC/20) 5, 6. Ammo (AC/20) 5

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 20 (20) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O O |
| 17 | +3 Modifier to Fire | O O |
| 15 | -3 Movement Points | O O |
| 14 | Shutdown, avoid on 4+ | O O |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Atlas AS7-RS

**Movement Points:**
Walking: 3
Running: 5
Jumping: 0

**Tonnage:** 100
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Autocannon/10 | RT | 3 | 10 [DB,S] | — | 5 | 10 | 15 |
| 1 | LRM 15 | LT | 5 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | SRM 4 | LT | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Large Laser | RA | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Large Laser | LA | 8 | 8 [DE] | — | 5 | 10 | 15 |

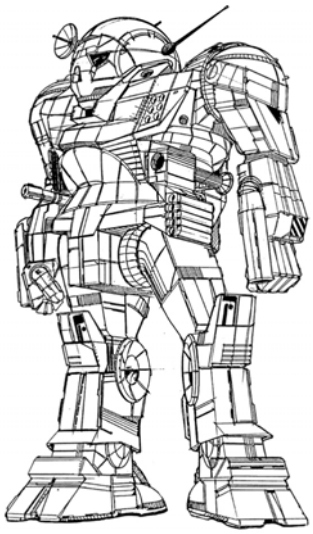
**Cost:** **BV:** 1,849

### WARRIOR DATA

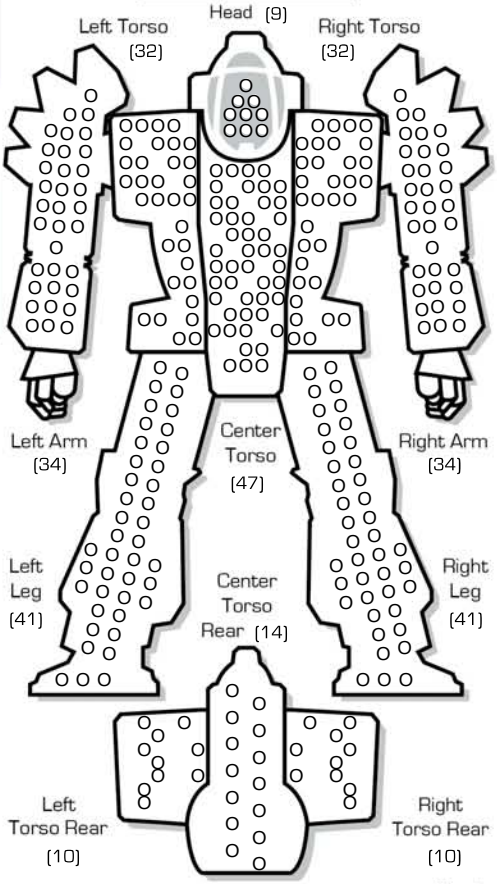
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heat Sink
6. Large Laser

1-3: Large Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Left Torso**
1. Heat Sink
2. LRM 15
3. LRM 15
4. LRM 15
5. SRM 4
6. Ammo (LRM 15) 8

1-3: Ammo (LRM 15) 8
2. Ammo (SRM 4) 25
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

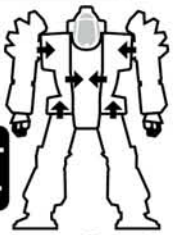
**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

**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

1-3: 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. Heat Sink
6. Large Laser

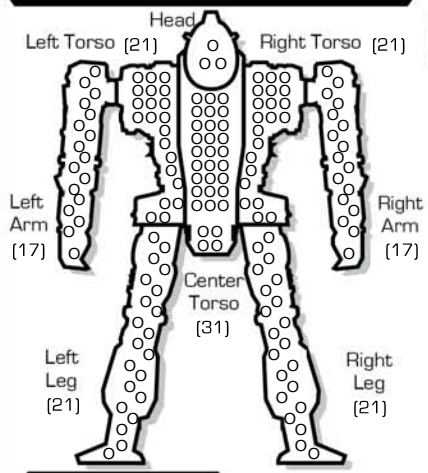
1-3: Large Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Torso**
1. Autocannon/10
2. Autocannon/10
3. Autocannon/10
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10

1-3: Autocannon/10
2. Ammo (AC/10) 10
3. Ammo (AC/10) 10
4. Roll Again
5. Roll Again
6. Roll Again

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 20 (20) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O O |
| 17 | +3 Modifier to Fire | O O |
| 15 | -3 Movement Points | O O |
| 14 | Shutdown, avoid on 4+ | O O |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

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# CONVENTIONAL FIGHTERS

# BATTLETECH

## Conventional Fighter Record Sheet

### FIGHTER DATA

**Type:** Light Strike Fighter Andurien

**Thrust:**
**Safe Thrust:** 7
**Maximum Thrust:** 11
STOL

**Tonnage:** 10
**Tech Base:** Inner Sphere
**Era:** Civil War

#### Weapons & Equipment Inventory

Standard Scale

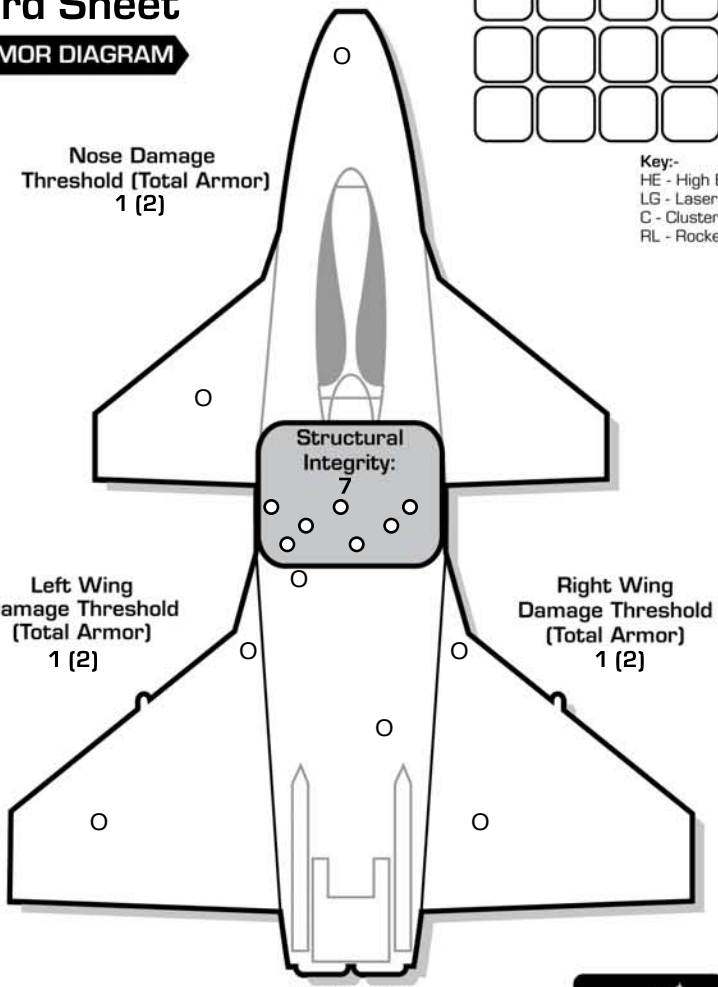
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Medium Pulse Laser [P] | N | 4 | 6 | — | — | — |
| 1 | Small Pulse Laser [P] | N | 2 | 3 | — | — | — |
| 1 | ER Small Laser [DE] | A | 2 | 3 | — | — | — |

**Fuel:** 320 Points

**Cost:**

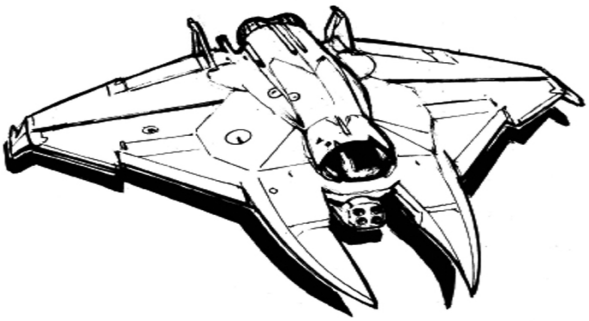
**BV:** 158

### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

**Key:-**
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher



### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### GROUND MAP STRIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)

| VELOCITY | FIGHTER | SMALL CRAFT AND FIXED WING SUPPORT VEHICLES |
|---|---|---|
| 1 | 8 | 8 |
| 2 | 12 | 14 |
| 3 | 16 | 20 |
| 4 | 20 | 26 |
| 5 | 24 | 32 |
| 6 | 28 | 38 |
| 7 | 32 | 44 |
| 8 | 36 | 50 |
| 9 | 40 | 56 |
| 10 | 44 | 62 |
| 11 | 48 | 68 |
| 12 | 52 | 74 |

Velocity above 12 is not possible on ground maps.

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### FIGHTER RETURN TABLE

| SAFE THRUST | TURNS BEFORE RETURN |
|---|---|
| 1–4 | 3 |
| 5–8 | 2 |
| 9–12 | 1 |
| 13+ | 0 |

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# BATTLETECH™

## Conventional Fighter Record Sheet

### FIGHTER DATA

**Type:** Light Strike Fighter Angel

**Thrust:**
- Safe Thrust: 10
- Maximum Thrust: 15
- STOL

**Tonnage:** 10
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

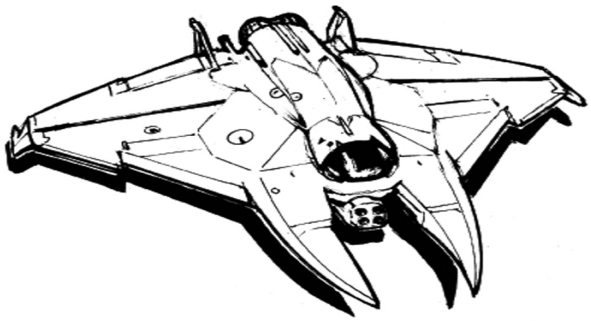
#### Weapons & Equipment Inventory

Standard Scale

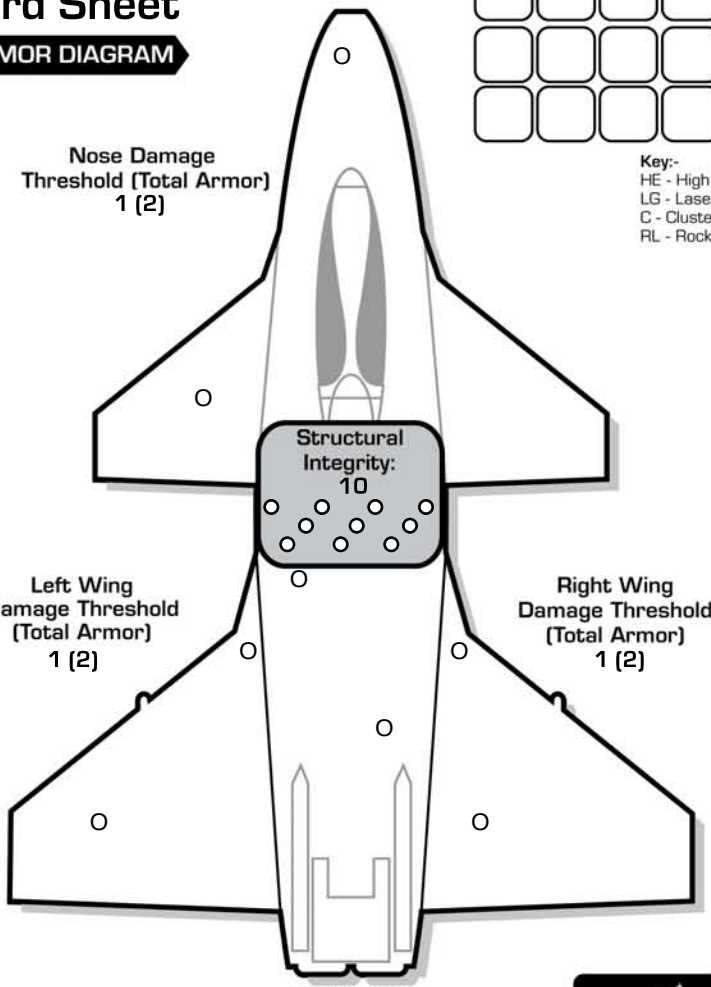
| Qty | Type | Loc. | Ht | SRV (0–6) | MRV (6–12) | LRV (13–20) | ERV (21–25) |
|---|---|---|---|---|---|---|---|
| 1 | SRM 4 [M,C] | N | 3 | 4 | — | — | — |

Ammo: (SRM 4) 25
**Fuel:** 160 Points

**Cost:**
**BV:** 129



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### GROUND MAP STRIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)

| VELOCITY | FIGHTER | SMALL CRAFT AND FIXED WING SUPPORT VEHICLES |
|---|---|---|
| 1 | 8 | 8 |
| 2 | 12 | 14 |
| 3 | 16 | 20 |
| 4 | 20 | 26 |
| 5 | 24 | 32 |
| 6 | 28 | 38 |
| 7 | 32 | 44 |
| 8 | 36 | 50 |
| 9 | 40 | 56 |
| 10 | 44 | 62 |
| 11 | 48 | 68 |
| 12 | 52 | 74 |

Velocity above 12 is not possible on ground maps.

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### FIGHTER RETURN TABLE

| SAFE THRUST | TURNS BEFORE RETURN |
|---|---|
| 1–4 | 3 |
| 5–8 | 2 |
| 9–12 | 1 |
| 13+ | 0 |

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# BATTLETECH

## Conventional Fighter Record Sheet

### FIGHTER DATA

**Type:** Light Strike Fighter Angel (Upgrade)

**Thrust:**
- **Safe Thrust:** 10
- **Maximum Thrust:** 15
- STOL

**Tonnage:** 10
**Tech Base:** Inner Sphere
**Era:** Civil War

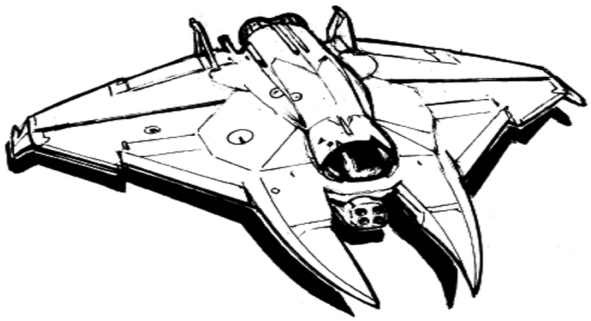
#### Weapons & Equipment Inventory

Standard Scale

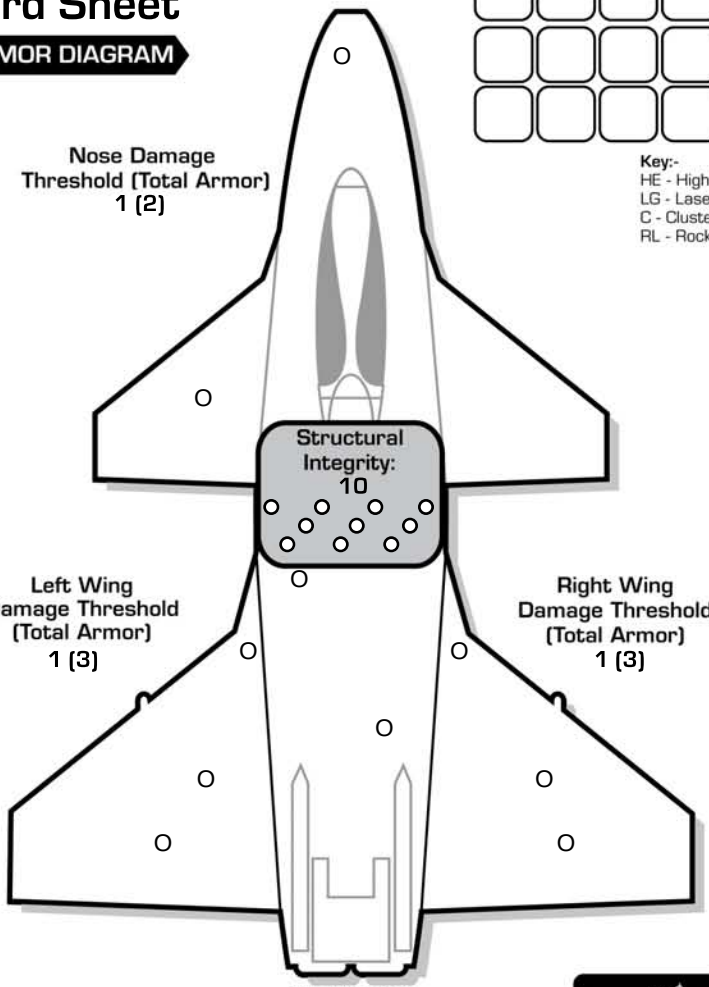
| Qty | Type | Loc. | Ht | SRV (0–6) | MRV (6–12) | LRV (13–20) | ERV (21–25) |
|---|---|---|---|---|---|---|---|
| 1 | Streak SRM 2 [M,C] | N | 2 | 4 | — | — | — |

Ammo: (Streak SRM 2) 50
**Fuel:** 160 Points

**Cost:**
**BV:** 111



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### GROUND MAP STRIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)

| VELOCITY | FIGHTER | SMALL CRAFT AND FIXED WING SUPPORT VEHICLES |
|---|---|---|
| 1 | 8 | 8 |
| 2 | 12 | 14 |
| 3 | 16 | 20 |
| 4 | 20 | 26 |
| 5 | 24 | 32 |
| 6 | 28 | 38 |
| 7 | 32 | 44 |
| 8 | 36 | 50 |
| 9 | 40 | 56 |
| 10 | 44 | 62 |
| 11 | 48 | 68 |
| 12 | 52 | 74 |

Velocity above 12 is not possible on ground maps.

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### FIGHTER RETURN TABLE

| SAFE THRUST | TURNS BEFORE RETURN |
|---|---|
| 1–4 | 3 |
| 5–8 | 2 |
| 9–12 | 1 |
| 13+ | 0 |

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# BATTLETECH

## Conventional Fighter Record Sheet

### FIGHTER DATA

**Type:** Light Strike Fighter Comet

**Thrust:**
- **Safe Thrust:** 10
- **Maximum Thrust:** 15
- STOL

**Tonnage:** 10
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

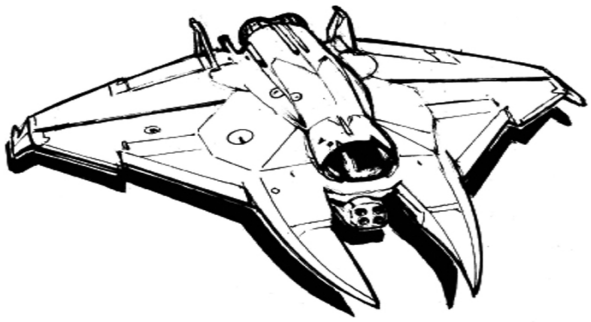
#### Weapons & Equipment Inventory

Standard Scale

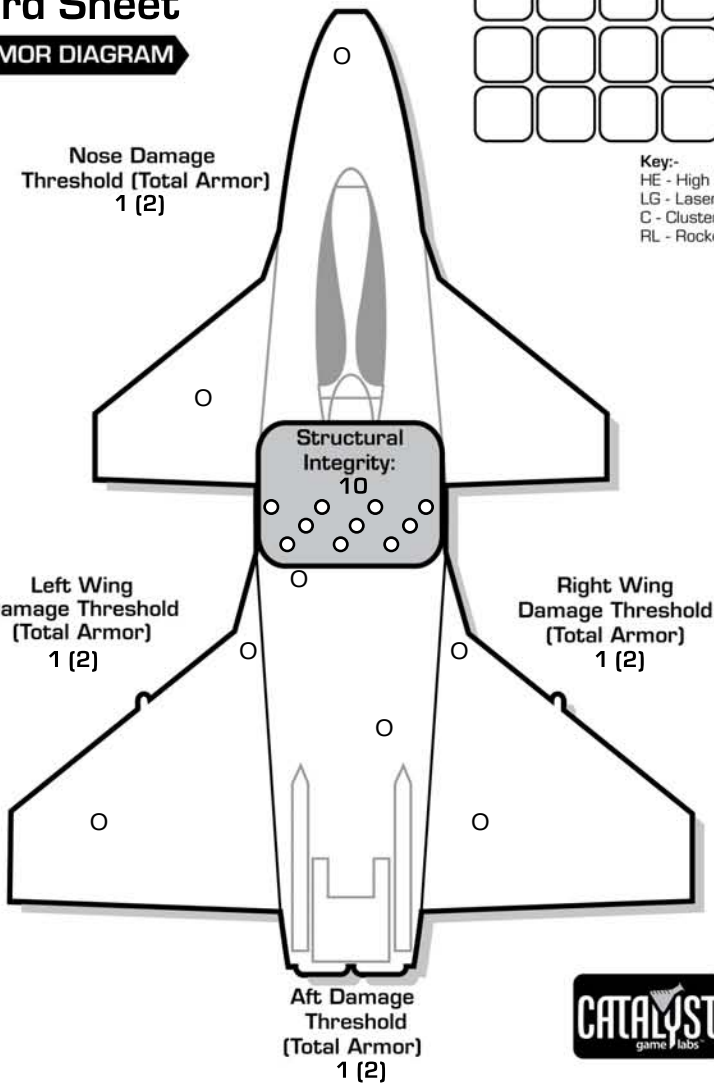
| Qty | Type | Loc. | Ht | SRV (0–6) | MRV (6–12) | LRV (13–20) | ERV (21–25) |
|---|---|---|---|---|---|---|---|
| 1 | SRM 4 [M,C] | N | 3 | 4 | — | — | — |

Ammo: (SRM 4) 25
**Fuel:** 160 Points

**Cost:**
**BV:** 129



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### GROUND MAP STRIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)

| VELOCITY | FIGHTER | SMALL CRAFT AND FIXED WING SUPPORT VEHICLES |
|---|---|---|
| 1 | 8 | 8 |
| 2 | 12 | 14 |
| 3 | 16 | 20 |
| 4 | 20 | 26 |
| 5 | 24 | 32 |
| 6 | 28 | 38 |
| 7 | 32 | 44 |
| 8 | 36 | 50 |
| 9 | 40 | 56 |
| 10 | 44 | 62 |
| 11 | 48 | 68 |
| 12 | 52 | 74 |

Velocity above 12 is not possible on ground maps.

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### FIGHTER RETURN TABLE

| SAFE THRUST | TURNS BEFORE RETURN |
|---|---|
| 1–4 | 3 |
| 5–8 | 2 |
| 9–12 | 1 |
| 13+ | 0 |

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# BATTLETECH

## Conventional Fighter Record Sheet

### FIGHTER DATA

**Type:** Light Strike Fighter Owl

**Thrust:**
- Safe Thrust: 10
- Maximum Thrust: 15
- STOL

**Tonnage:** 10
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

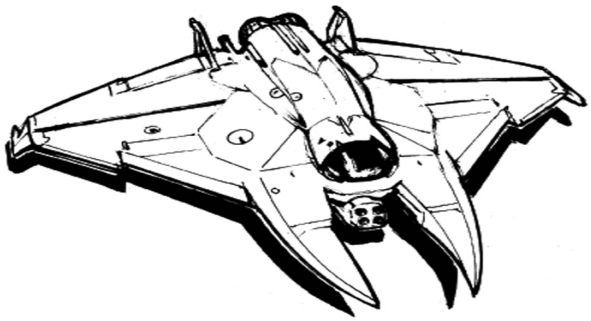
#### Weapons & Equipment Inventory

Standard Scale

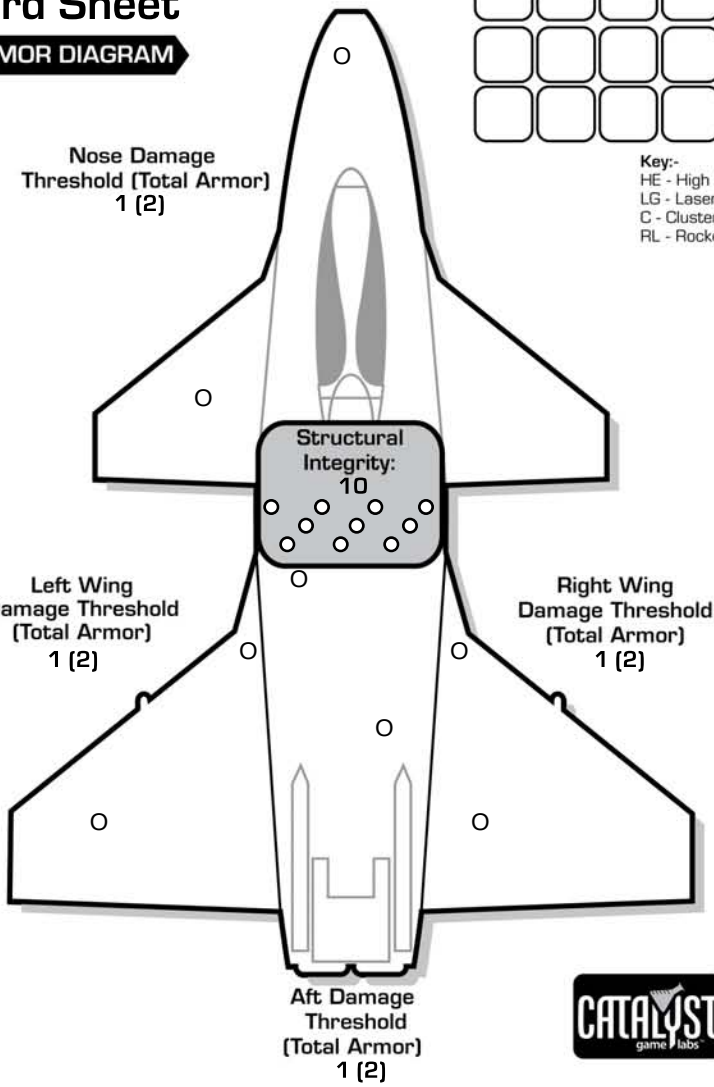
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | SRM 4 [M,C] | N | 3 | 4 | — | — | — |

Ammo: (SRM 4) 25
**Fuel:** 160 Points

**Cost:**
**BV:** 129



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### GROUND MAP STRIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)

| VELOCITY | FIGHTER | SMALL CRAFT AND FIXED WING SUPPORT VEHICLES |
|---|---|---|
| 1 | 8 | 8 |
| 2 | 12 | 14 |
| 3 | 16 | 20 |
| 4 | 20 | 26 |
| 5 | 24 | 32 |
| 6 | 28 | 38 |
| 7 | 32 | 44 |
| 8 | 36 | 50 |
| 9 | 40 | 56 |
| 10 | 44 | 62 |
| 11 | 48 | 68 |
| 12 | 52 | 74 |

Velocity above 12 is not possible on ground maps.

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### FIGHTER RETURN TABLE

| SAFE THRUST | TURNS BEFORE RETURN |
|---|---|
| 1–4 | 3 |
| 5–8 | 2 |
| 9–12 | 1 |
| 13+ | 0 |

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# BATTLETECH™

## Conventional Fighter Record Sheet

### FIGHTER DATA

**Type:** Light Strike Fighter Owl II

**Thrust:**
- Safe Thrust: 10
- Maximum Thrust: 15 STOL

**Tonnage:** 10
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

#### Weapons & Equipment Inventory

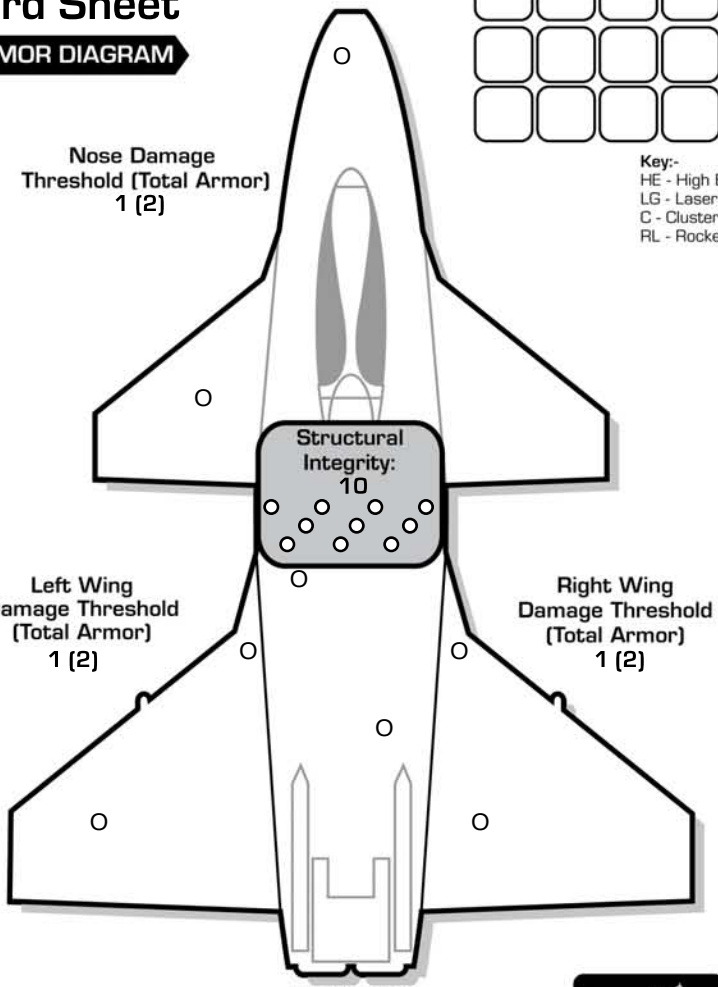
Standard Scale

| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 1 | Small Laser [DE] | LW | 1 | 3 | — | — | — |
| 1 | Small Laser [DE] | RW | 1 | 3 | — | — | — |

**Fuel:** 320 Points

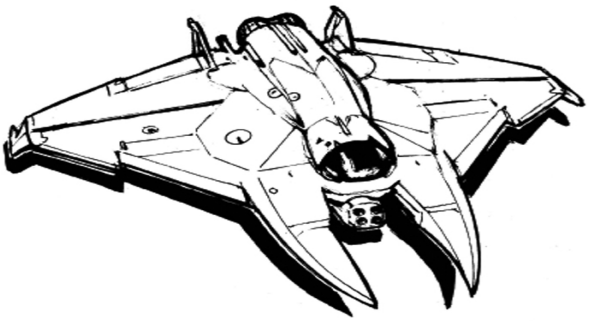
**Cost:**
**BV:** 191

### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher



### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### GROUND MAP STRIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)

| VELOCITY | FIGHTER | SMALL CRAFT AND FIXED WING SUPPORT VEHICLES |
|---|---|---|
| 1 | 8 | 8 |
| 2 | 12 | 14 |
| 3 | 16 | 20 |
| 4 | 20 | 26 |
| 5 | 24 | 32 |
| 6 | 28 | 38 |
| 7 | 32 | 44 |
| 8 | 36 | 50 |
| 9 | 40 | 56 |
| 10 | 44 | 62 |
| 11 | 48 | 68 |
| 12 | 52 | 74 |

Velocity above 12 is not possible on ground maps.

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### FIGHTER RETURN TABLE

| SAFE THRUST | TURNS BEFORE RETURN |
|---|---|
| 1–4 | 3 |
| 5–8 | 2 |
| 9–12 | 1 |
| 13+ | 0 |

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# BATTLETECH

## Conventional Fighter Record Sheet

### FIGHTER DATA

**Type:** Light Strike Fighter Owl III

**Thrust:**
- Safe Thrust: 10
- Maximum Thrust: 15
- STOL

**Tonnage:** 10
**Tech Base:** Inner Sphere
**Era:** Civil War

#### Weapons & Equipment Inventory

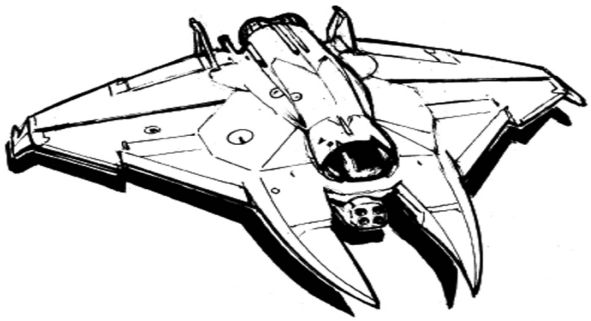
Standard Scale

| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 2 | ER Medium Laser [DE] | N | 5 | 5 | 5 | — | — |

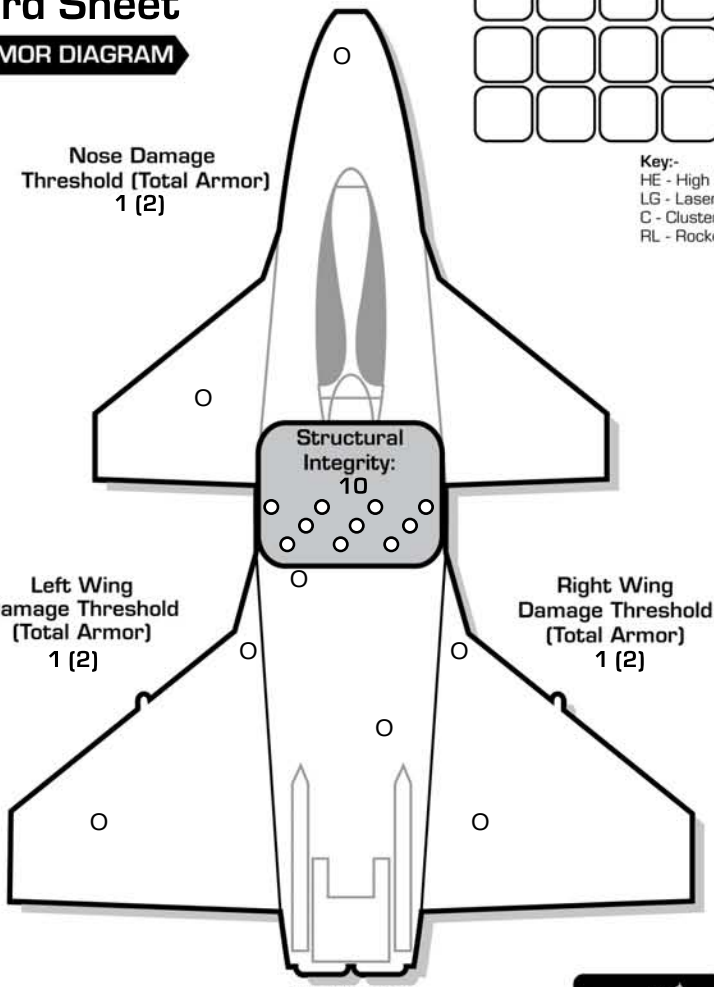
**Fuel:** 320 Points

**Cost:**

**BV:** 329



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### GROUND MAP STRIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)

| VELOCITY | FIGHTER | SMALL CRAFT AND FIXED WING SUPPORT VEHICLES |
|---|---|---|
| 1 | 8 | 8 |
| 2 | 12 | 14 |
| 3 | 16 | 20 |
| 4 | 20 | 26 |
| 5 | 24 | 32 |
| 6 | 28 | 38 |
| 7 | 32 | 44 |
| 8 | 36 | 50 |
| 9 | 40 | 56 |
| 10 | 44 | 62 |
| 11 | 48 | 68 |
| 12 | 52 | 74 |

Velocity above 12 is not possible on ground maps.

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### FIGHTER RETURN TABLE

| SAFE THRUST | TURNS BEFORE RETURN |
|---|---|
| 1–4 | 3 |
| 5–8 | 2 |
| 9–12 | 1 |
| 13+ | 0 |

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# BATTLETECH

## Conventional Fighter Record Sheet

### FIGHTER DATA

**Type:** Light Strike Fighter Suzume (Sparrow)

**Thrust:**
- **Safe Thrust:** 7
- **Maximum Thrust:** 11
- STOL

**Tonnage:** 10
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

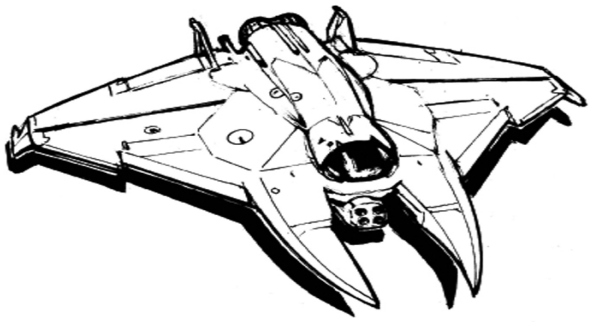
#### Weapons & Equipment Inventory

Standard Scale

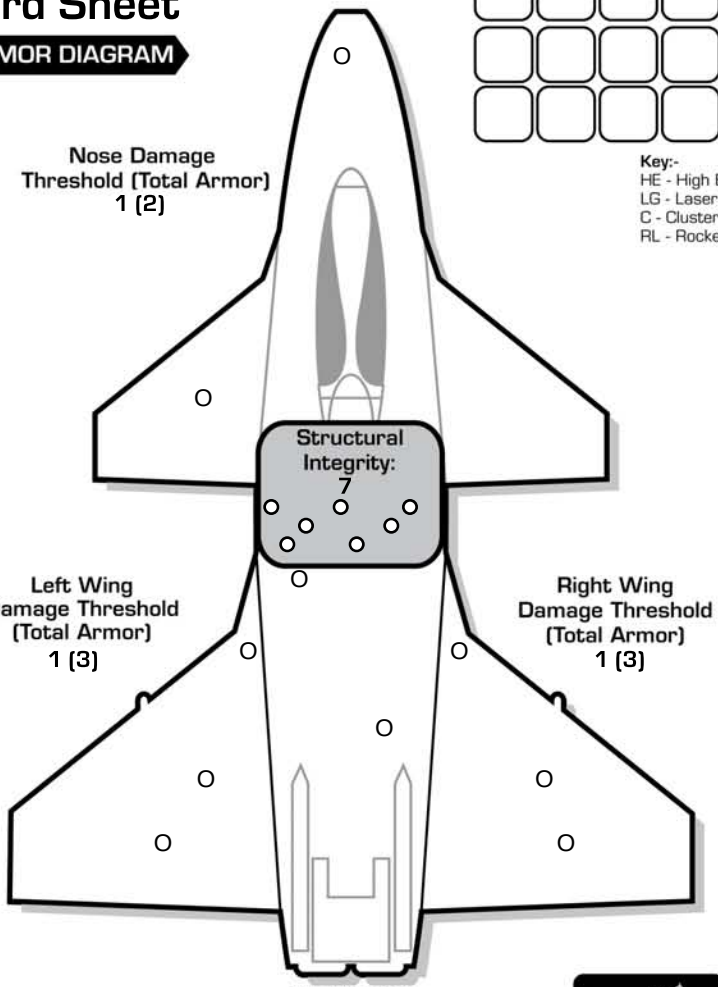
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | LRM 5 [M,C,S] | N | 2 | 3 | 3 | 3 | — |

Ammo: (LRM 5) 24
**Fuel:** 160 Points

**Cost:**
**BV:** 116



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### GROUND MAP STRIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)

| VELOCITY | FIGHTER | SMALL CRAFT AND FIXED WING SUPPORT VEHICLES |
|---|---|---|
| 1 | 8 | 8 |
| 2 | 12 | 14 |
| 3 | 16 | 20 |
| 4 | 20 | 26 |
| 5 | 24 | 32 |
| 6 | 28 | 38 |
| 7 | 32 | 44 |
| 8 | 36 | 50 |
| 9 | 40 | 56 |
| 10 | 44 | 62 |
| 11 | 48 | 68 |
| 12 | 52 | 74 |

Velocity above 12 is not possible on ground maps.

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### FIGHTER RETURN TABLE

| SAFE THRUST | TURNS BEFORE RETURN |
|---|---|
| 1–4 | 3 |
| 5–8 | 2 |
| 9–12 | 1 |
| 13+ | 0 |

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# BATTLETECH

## Conventional Fighter Record Sheet

### FIGHTER DATA

**Type:** Boeing Jump Bomber

**Thrust:**
- Safe Thrust: 9
- Maximum Thrust: 14
- STOL

**Tonnage:** 20
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

#### Weapons & Equipment Inventory

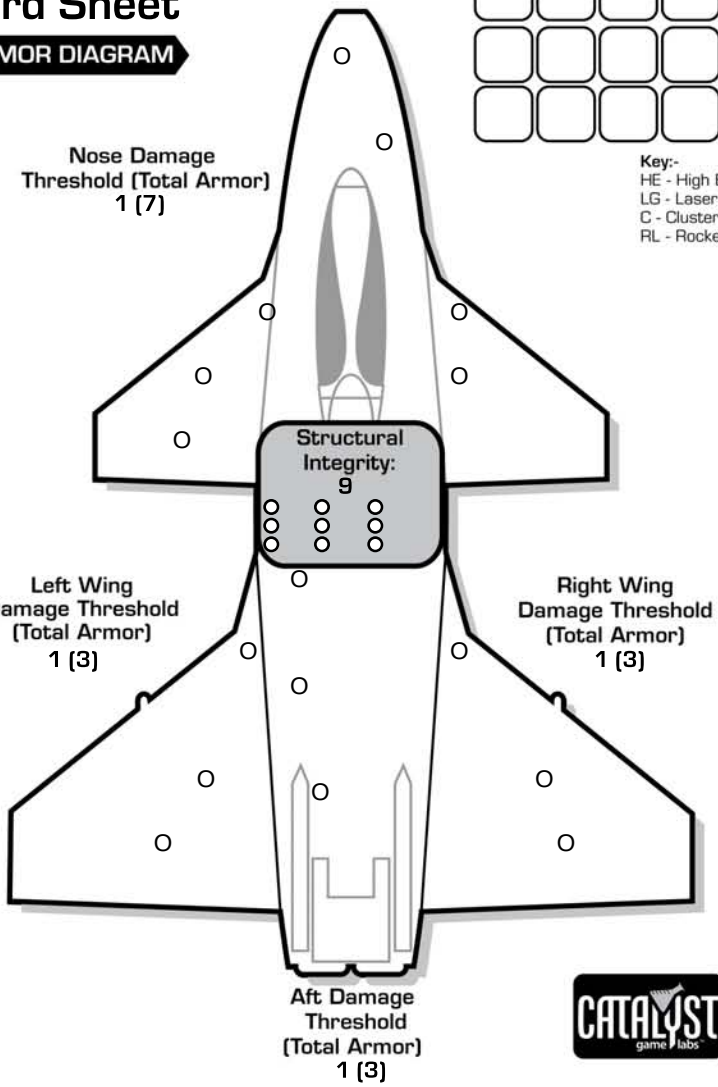
Standard Scale

| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|

**Fuel:** 320 Points

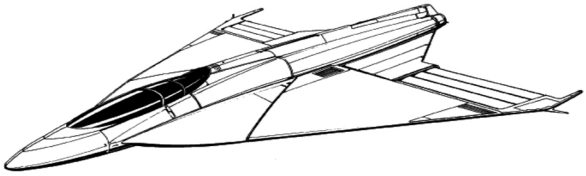
**Cost:** **BV:** 64

### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

**Key:-**
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher



### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### GROUND MAP STRIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)

| VELOCITY | FIGHTER | SMALL CRAFT AND FIXED WING SUPPORT VEHICLES |
|---|---|---|
| 1 | 8 | 8 |
| 2 | 12 | 14 |
| 3 | 16 | 20 |
| 4 | 20 | 26 |
| 5 | 24 | 32 |
| 6 | 28 | 38 |
| 7 | 32 | 44 |
| 8 | 36 | 50 |
| 9 | 40 | 56 |
| 10 | 44 | 62 |
| 11 | 48 | 68 |
| 12 | 52 | 74 |

Velocity above 12 is not possible on ground maps.

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### FIGHTER RETURN TABLE

| SAFE THRUST | TURNS BEFORE RETURN |
|---|---|
| 1–4 | 3 |
| 5–8 | 2 |
| 9–12 | 1 |
| 13+ | 0 |

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# BATTLETECH

## Conventional Fighter Record Sheet

### FIGHTER DATA

**Type:** Guardian Fighter

**Thrust:**
- Safe Thrust: 7
- Maximum Thrust: 11
- VSTOL

**Tonnage:** 20
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

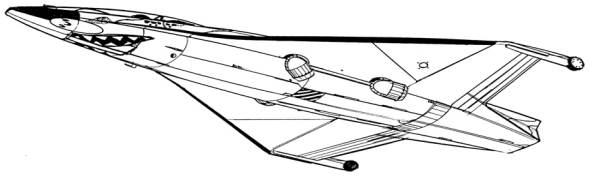
#### Weapons & Equipment Inventory

Standard Scale

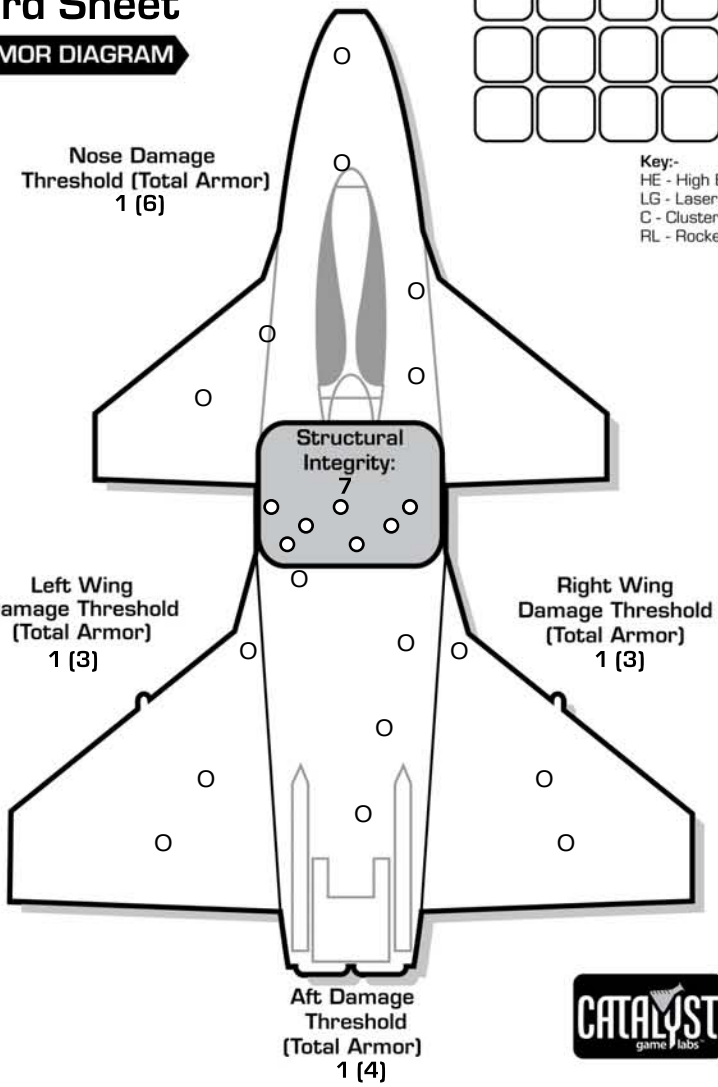
| Qty | Type | Loc. | Ht | SRV (0–6) | MRV (6–12) | LRV (13–20) | ERV (21–25) |
|---|---|---|---|---|---|---|---|
| 1 | SRM 6 [M,C] | N | 4 | 8 | — | — | — |

Ammo: (SRM 6) 15
**Fuel:** 320 Points

**Cost:**
**BV:** 159



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### GROUND MAP STRIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)

| VELOCITY | FIGHTER | SMALL CRAFT AND FIXED WING SUPPORT VEHICLES |
|---|---|---|
| 1 | 8 | 8 |
| 2 | 12 | 14 |
| 3 | 16 | 20 |
| 4 | 20 | 26 |
| 5 | 24 | 32 |
| 6 | 28 | 38 |
| 7 | 32 | 44 |
| 8 | 36 | 50 |
| 9 | 40 | 56 |
| 10 | 44 | 62 |
| 11 | 48 | 68 |
| 12 | 52 | 74 |

Velocity above 12 is not possible on ground maps.

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### FIGHTER RETURN TABLE

| SAFE THRUST | TURNS BEFORE RETURN |
|---|---|
| 1–4 | 3 |
| 5–8 | 2 |
| 9–12 | 1 |
| 13+ | 0 |

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# BATTLETECH

## Conventional Fighter Record Sheet

### FIGHTER DATA

**Type:** Guardian Fighter B

**Thrust:**
- Safe Thrust: 6
- Maximum Thrust: 9
- VSTOL

**Tonnage:** 20
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory**

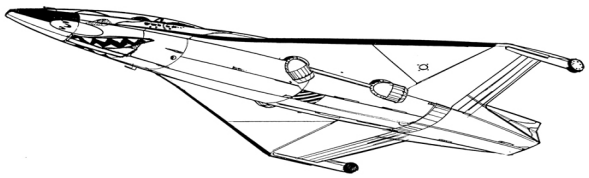
Standard Scale

| Qty | Type | Loc. | Ht | SRV (0–6) | MRV (6–12) | LRV (13–20) | ERV (21–25) |
|---|---|---|---|---|---|---|---|
| 1 | Medium Laser [DE] | N | 3 | 5 | — | — | — |

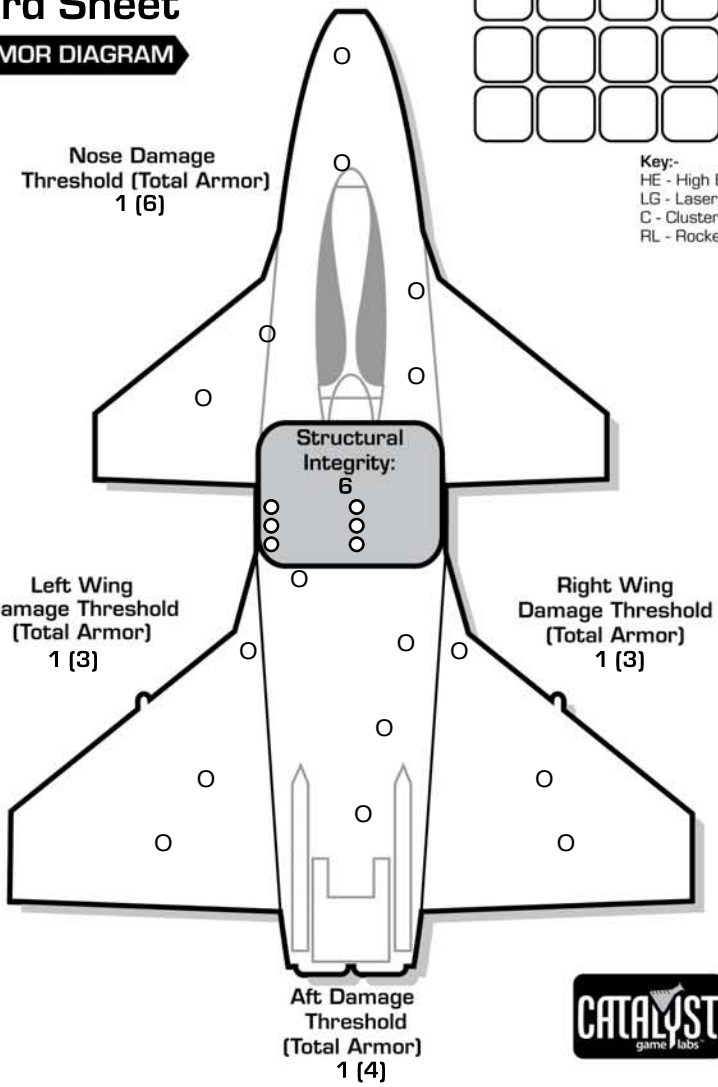
**Fuel:** 320 Points

**Cost:**

**BV:** 126



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### GROUND MAP STRIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)

| VELOCITY | FIGHTER | SMALL CRAFT AND FIXED WING SUPPORT VEHICLES |
|---|---|---|
| 1 | 8 | 8 |
| 2 | 12 | 14 |
| 3 | 16 | 20 |
| 4 | 20 | 26 |
| 5 | 24 | 32 |
| 6 | 28 | 38 |
| 7 | 32 | 44 |
| 8 | 36 | 50 |
| 9 | 40 | 56 |
| 10 | 44 | 62 |
| 11 | 48 | 68 |
| 12 | 52 | 74 |

Velocity above 12 is not possible on ground maps.

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### FIGHTER RETURN TABLE

| SAFE THRUST | TURNS BEFORE RETURN |
|---|---|
| 1–4 | 3 |
| 5–8 | 2 |
| 9–12 | 1 |
| 13+ | 0 |

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# BATTLETECH

## Conventional Fighter Record Sheet

### FIGHTER DATA

**Type:** Guardian Fighter C

**Thrust:**
**Safe Thrust:** 7
**Maximum Thrust:** 11
VSTOL

**Tonnage:** 20
**Tech Base:** Inner Sphere
**Era:** Clan Invasion

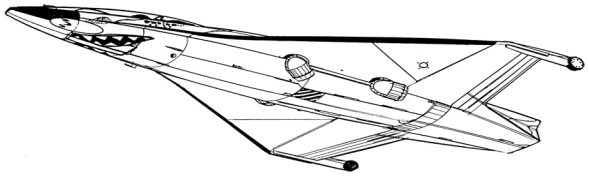
#### Weapons & Equipment Inventory

Standard Scale

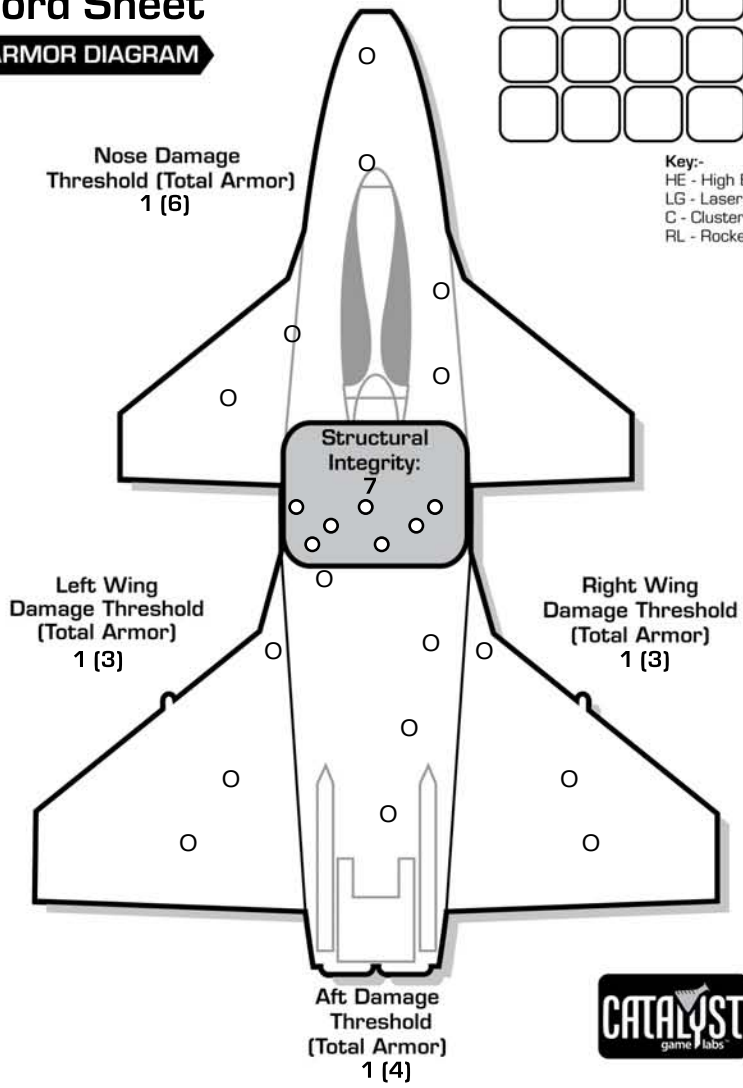
| Qty | Type | Loc. | Ht | SRV (0–6) | MRV (6–12) | LRV (13–20) | ERV (21–25) |
|---|---|---|---|---|---|---|---|
| 1 | Streak SRM 4 [M,C] | N | 3 | 8 | — | — | — |

Ammo: (Streak SRM 4) 25
**Fuel:** 320 Points

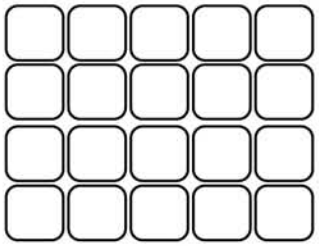
**Cost:**
**BV:** 159



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS



**Key:-**
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### GROUND MAP STRIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)

| VELOCITY | FIGHTER | SMALL CRAFT AND FIXED WING SUPPORT VEHICLES |
|---|---|---|
| 1 | 8 | 8 |
| 2 | 12 | 14 |
| 3 | 16 | 20 |
| 4 | 20 | 26 |
| 5 | 24 | 32 |
| 6 | 28 | 38 |
| 7 | 32 | 44 |
| 8 | 36 | 50 |
| 9 | 40 | 56 |
| 10 | 44 | 62 |
| 11 | 48 | 68 |
| 12 | 52 | 74 |

Velocity above 12 is not possible on ground maps.

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### FIGHTER RETURN TABLE

| SAFE THRUST | TURNS BEFORE RETURN |
|---|---|
| 1–4 | 3 |
| 5–8 | 2 |
| 9–12 | 1 |
| 13+ | 0 |

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# BATTLETECH

## Conventional Fighter Record Sheet

### FIGHTER DATA

**Type:** Guardian Fighter D

**Thrust:**
**Safe Thrust:** 7
**Maximum Thrust:** 11
VSTOL

**Tonnage:** 20
**Tech Base:** Inner Sphere
**Era:** Clan Invasion

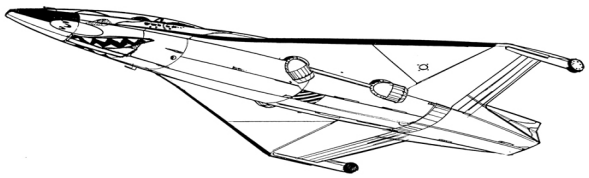
#### Weapons & Equipment Inventory

Standard Scale

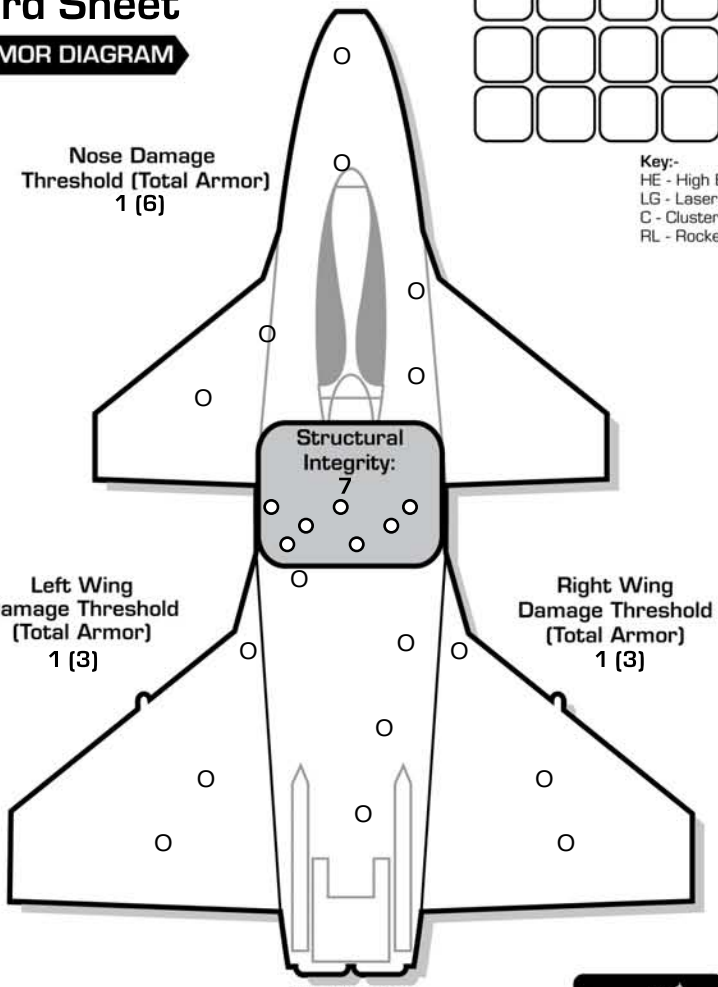
| Qty | Type | Loc. | Ht | SRV (0–6) | MRV (6–12) | LRV (13–20) | ERV (21–25) |
|---|---|---|---|---|---|---|---|
| 1 | MRM 10 [M,C] | N | 4 | 6 | 6 | — | — |

Ammo: (MRM 10) 24
**Fuel:** 320 Points

**Cost:**
**BV:** 154



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### GROUND MAP STRIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)

| VELOCITY | FIGHTER | SMALL CRAFT AND FIXED WING SUPPORT VEHICLES |
|---|---|---|
| 1 | 8 | 8 |
| 2 | 12 | 14 |
| 3 | 16 | 20 |
| 4 | 20 | 26 |
| 5 | 24 | 32 |
| 6 | 28 | 38 |
| 7 | 32 | 44 |
| 8 | 36 | 50 |
| 9 | 40 | 56 |
| 10 | 44 | 62 |
| 11 | 48 | 68 |
| 12 | 52 | 74 |

Velocity above 12 is not possible on ground maps.

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### FIGHTER RETURN TABLE

| SAFE THRUST | TURNS BEFORE RETURN |
|---|---|
| 1–4 | 3 |
| 5–8 | 2 |
| 9–12 | 1 |
| 13+ | 0 |

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# BATTLETECH

## Conventional Fighter Record Sheet

### FIGHTER DATA

**Type:** Medium Strike Fighter (Crane)

**Thrust:**
- Safe Thrust: 6
- Maximum Thrust: 9
- STOL

**Tonnage:** 25
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

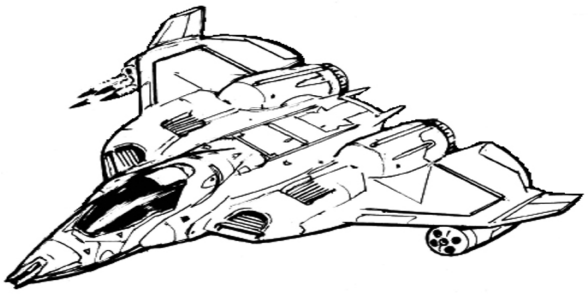
#### Weapons & Equipment Inventory

Standard Scale

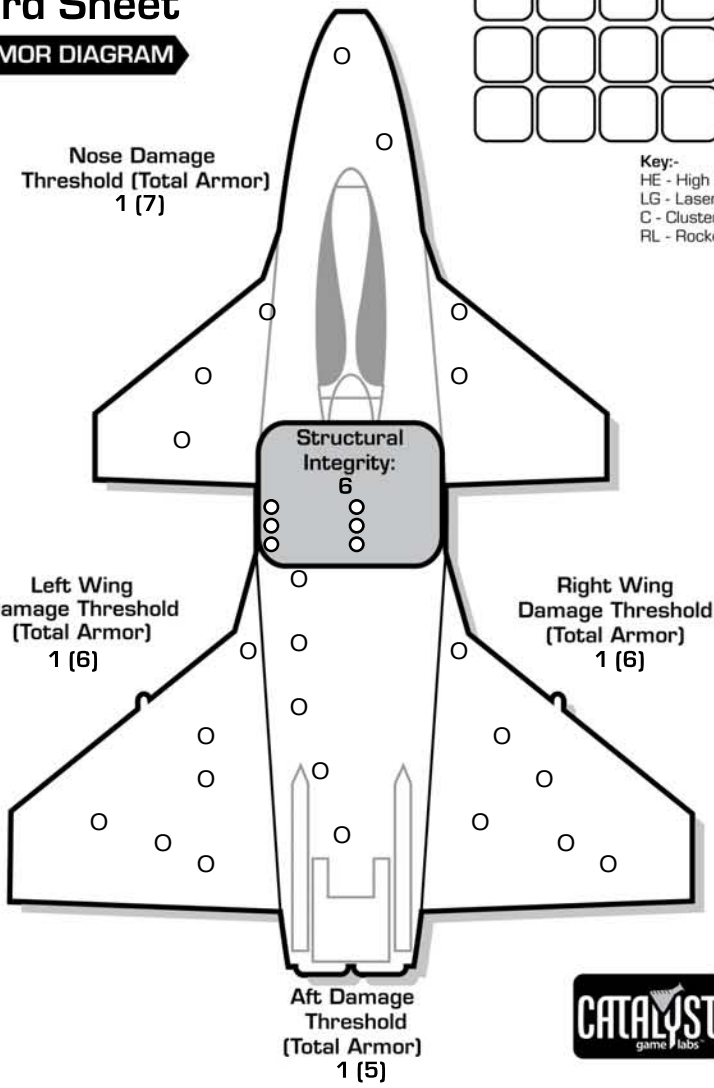
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | LRM 5 [M,C,S] | N | 2 | 3 | 3 | 3 | — |
| 1 | LRM 5 [M,C,S] | LW | 2 | 3 | 3 | 3 | — |
| 1 | LRM 5 [M,C,S] | RW | 2 | 3 | 3 | 3 | — |

Ammo: (LRM 5) 24
**Fuel:** 480 Points

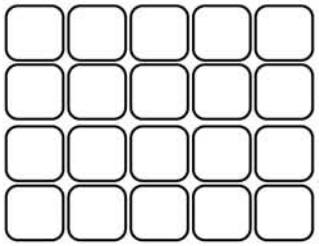
**Cost:**
**BV:** 274



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS



Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### GROUND MAP STRIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)

| VELOCITY | FIGHTER | SMALL CRAFT AND FIXED WING SUPPORT VEHICLES |
|---|---|---|
| 1 | 8 | 8 |
| 2 | 12 | 14 |
| 3 | 16 | 20 |
| 4 | 20 | 26 |
| 5 | 24 | 32 |
| 6 | 28 | 38 |
| 7 | 32 | 44 |
| 8 | 36 | 50 |
| 9 | 40 | 56 |
| 10 | 44 | 62 |
| 11 | 48 | 68 |
| 12 | 52 | 74 |

Velocity above 12 is not possible on ground maps.

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### FIGHTER RETURN TABLE

| SAFE THRUST | TURNS BEFORE RETURN |
|---|---|
| 1–4 | 3 |
| 5–8 | 2 |
| 9–12 | 1 |
| 13+ | 0 |

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# BATTLETECH™

## Conventional Fighter Record Sheet

### FIGHTER DATA

**Type:** Medium Strike Fighter (Defender)

**Thrust:**
- **Safe Thrust:** 6
- **Maximum Thrust:** 9 STOL

**Tonnage:** 25
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

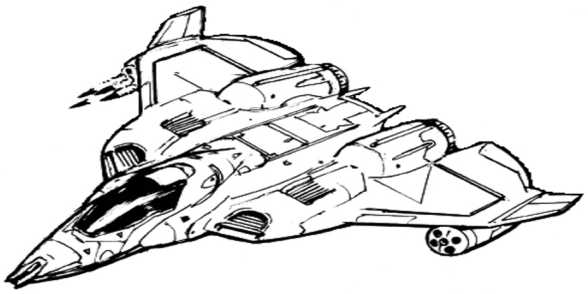
#### Weapons & Equipment Inventory

Standard Scale

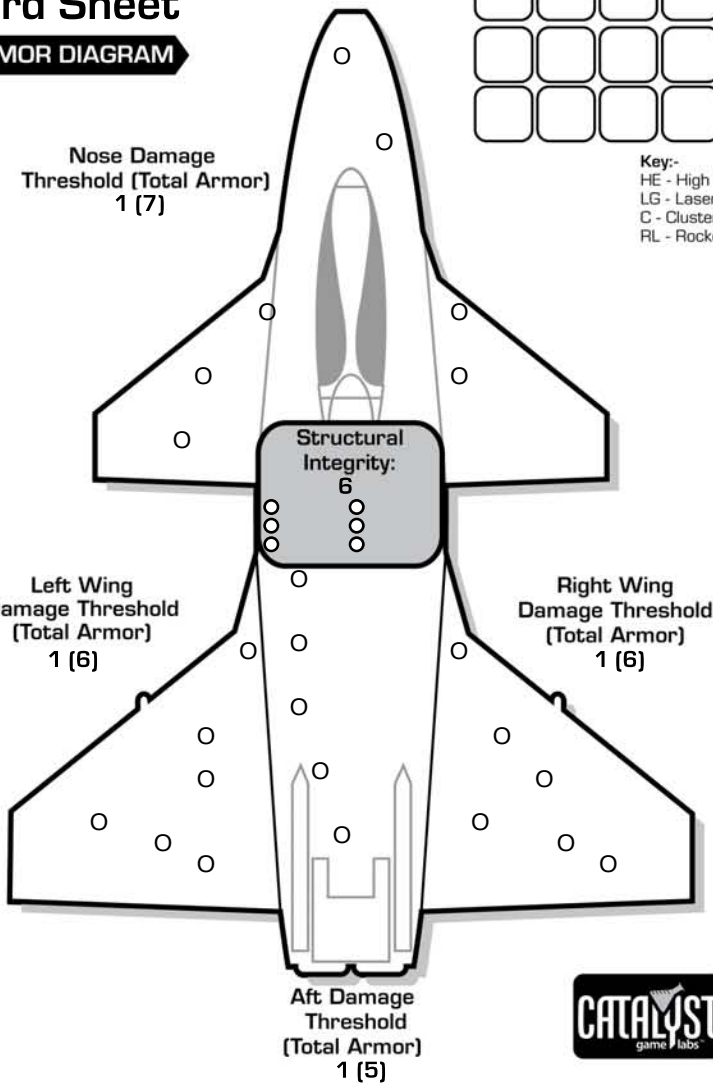
| Qty | Type | Loc. | Ht | SRV (0–6) | MRV (6–12) | LRV (13–20) | ERV (21–25) |
|---|---|---|---|---|---|---|---|
| 1 | SRM 2 [M,C] | N | 2 | 2 | — | — | — |
| 1 | LRM 5 [M,C,S] | LW | 2 | 3 | 3 | 3 | — |
| 1 | LRM 5 [M,C,S] | RW | 2 | 3 | 3 | 3 | — |

Ammo: (LRM 5) 24, (SRM 2) 50
**Fuel:** 480 Points

**Cost:** **BV:** 226



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### GROUND MAP STRIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)

| VELOCITY | FIGHTER | SMALL CRAFT AND FIXED WING SUPPORT VEHICLES |
|---|---|---|
| 1 | 8 | 8 |
| 2 | 12 | 14 |
| 3 | 16 | 20 |
| 4 | 20 | 26 |
| 5 | 24 | 32 |
| 6 | 28 | 38 |
| 7 | 32 | 44 |
| 8 | 36 | 50 |
| 9 | 40 | 56 |
| 10 | 44 | 62 |
| 11 | 48 | 68 |
| 12 | 52 | 74 |

Velocity above 12 is not possible on ground maps.

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### FIGHTER RETURN TABLE

| SAFE THRUST | TURNS BEFORE RETURN |
|---|---|
| 1–4 | 3 |
| 5–8 | 2 |
| 9–12 | 1 |
| 13+ | 0 |

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# BATTLETECH

## Conventional Fighter Record Sheet

### FIGHTER DATA

**Type:** Medium Strike Fighter (Defender II)

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9
STOL

**Tonnage:** 25
**Tech Base:** Inner Sphere
**Era:** Succession Wars

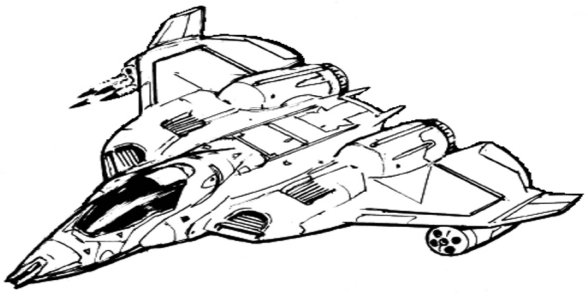
#### Weapons & Equipment Inventory

Standard Scale

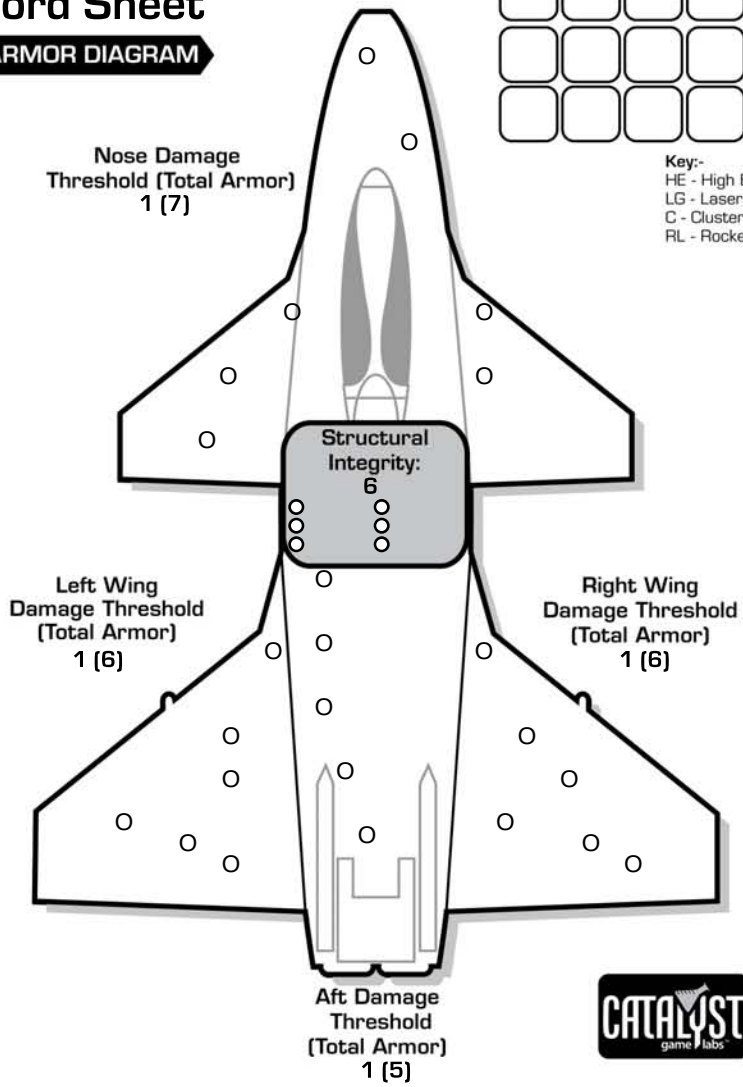
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | LRM 5 [M,C,S] w/Artemis IV FCS | LW | 2 | 3 | 3 | 3 | — |
| 1 | LRM 5 [M,C,S] w/Artemis IV FCS | RW | 2 | 3 | 3 | 3 | — |

Ammo: (LRM 5 Artemis) 24
**Fuel:** 480 Points

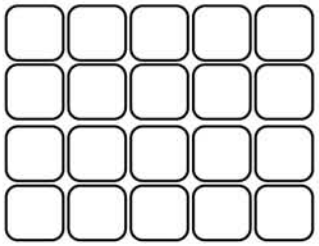
**Cost:**
**BV:** 234



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS



Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### GROUND MAP STRIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)

| VELOCITY | FIGHTER | SMALL CRAFT AND FIXED WING SUPPORT VEHICLES |
|---|---|---|
| 1 | 8 | 8 |
| 2 | 12 | 14 |
| 3 | 16 | 20 |
| 4 | 20 | 26 |
| 5 | 24 | 32 |
| 6 | 28 | 38 |
| 7 | 32 | 44 |
| 8 | 36 | 50 |
| 9 | 40 | 56 |
| 10 | 44 | 62 |
| 11 | 48 | 68 |
| 12 | 52 | 74 |

Velocity above 12 is not possible on ground maps.

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### FIGHTER RETURN TABLE

| SAFE THRUST | TURNS BEFORE RETURN |
|---|---|
| 1–4 | 3 |
| 5–8 | 2 |
| 9–12 | 1 |
| 13+ | 0 |

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# BATTLETECH™

## Conventional Fighter Record Sheet

### FIGHTER DATA

**Type:** Medium Strike Fighter (Kaiseradler)

**Thrust:**
- Safe Thrust: 6
- Maximum Thrust: 9
- VSTOL

**Tonnage:** 25
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

#### Weapons & Equipment Inventory

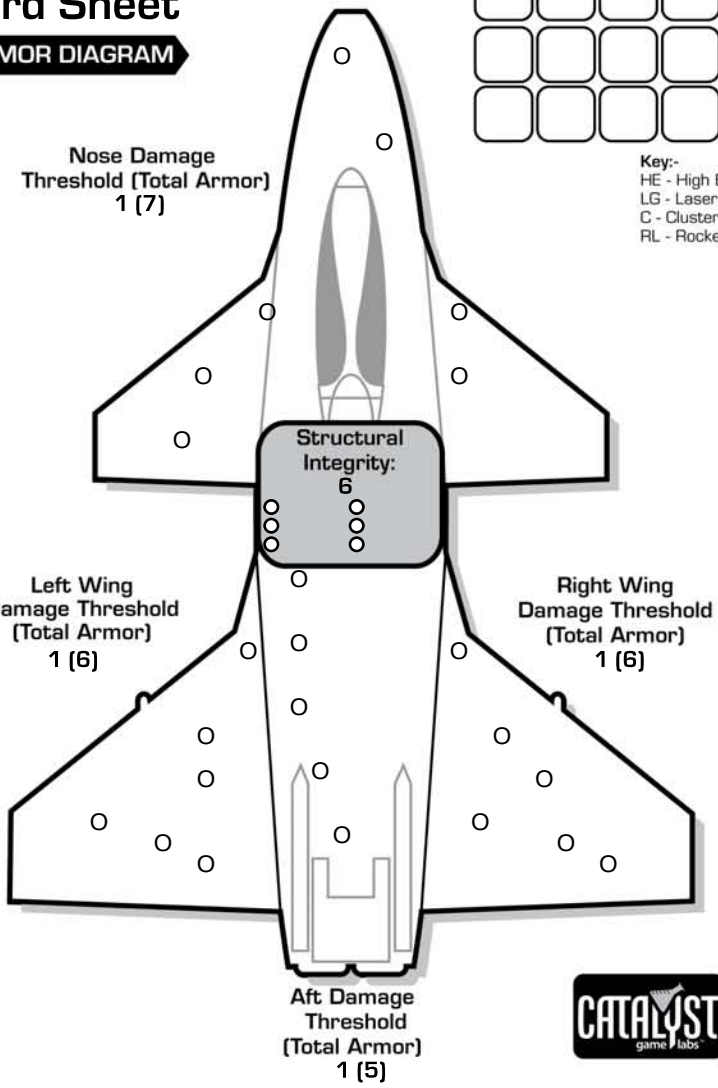
Standard Scale

| Qty | Type | Loc. | Ht | SRV (0–6) | MRV (6–12) | LRV (13–20) | ERV (21–25) |
|---|---|---|---|---|---|---|---|
| 2 | Machine Gun [DB,AI] | N | 0 | 2 | — | — | — |
| 1 | SRM 4 [M,C] | LW | 3 | 4 | — | — | — |
| 1 | SRM 4 [M,C] | RW | 3 | 4 | — | — | — |

Ammo: (SRM 4) 25, (Machine Gun) 100
**Fuel:** 320 Points

**Cost:** **BV:** 186

### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### GROUND MAP STRIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)

| VELOCITY | FIGHTER | SMALL CRAFT AND FIXED WING SUPPORT VEHICLES |
|---|---|---|
| 1 | 8 | 8 |
| 2 | 12 | 14 |
| 3 | 16 | 20 |
| 4 | 20 | 26 |
| 5 | 24 | 32 |
| 6 | 28 | 38 |
| 7 | 32 | 44 |
| 8 | 36 | 50 |
| 9 | 40 | 56 |
| 10 | 44 | 62 |
| 11 | 48 | 68 |
| 12 | 52 | 74 |

Velocity above 12 is not possible on ground maps.

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### FIGHTER RETURN TABLE

| SAFE THRUST | TURNS BEFORE RETURN |
|---|---|
| 1–4 | 3 |
| 5–8 | 2 |
| 9–12 | 1 |
| 13+ | 0 |

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# BATTLETECH™

## Conventional Fighter Record Sheet

### FIGHTER DATA

**Type:** Medium Strike Fighter (Steinadler)

**Thrust:**
- **Safe Thrust:** 6
- **Maximum Thrust:** 9 STOL

**Tonnage:** 25
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

#### Weapons & Equipment Inventory

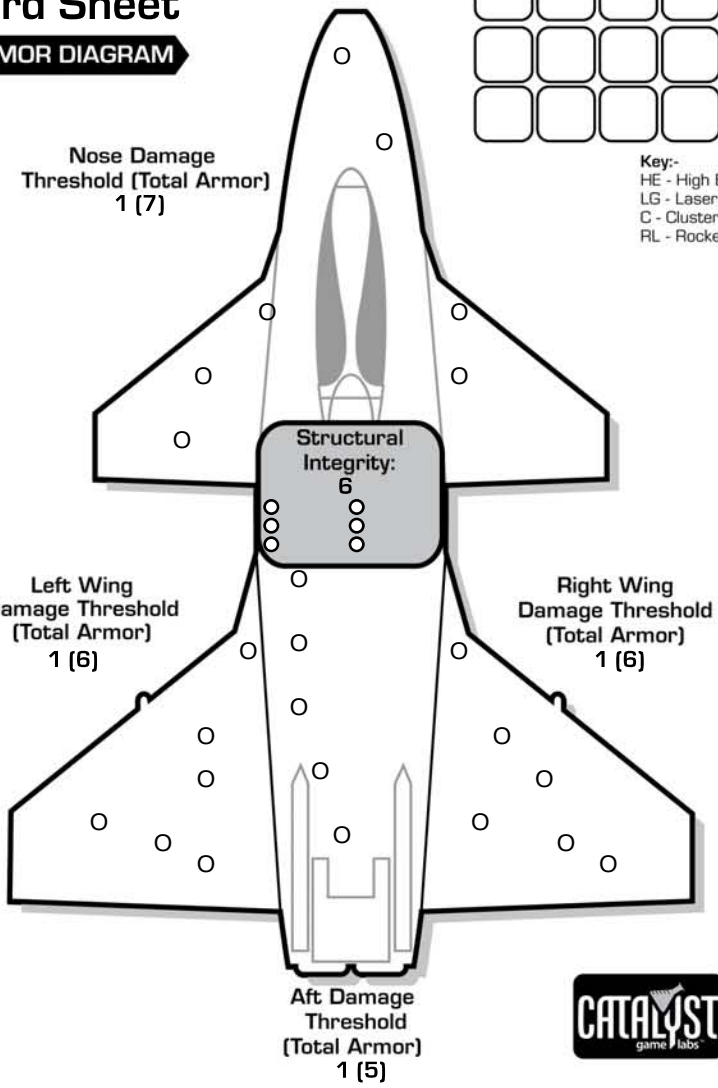
Standard Scale

| Qty | Type | Loc. | Ht | SRV (0–6) | MRV (6–12) | LRV (13–20) | ERV (21–25) |
|---|---|---|---|---|---|---|---|
| 1 | SRM 2 [M,C] | N | 2 | 2 | — | — | — |
| 1 | LRM 5 [M,C,S] | LW | 2 | 3 | 3 | 3 | — |
| 1 | LRM 5 [M,C,S] | RW | 2 | 3 | 3 | 3 | — |

Ammo: (LRM 5) 24, (SRM 2) 50
**Fuel:** 480 Points

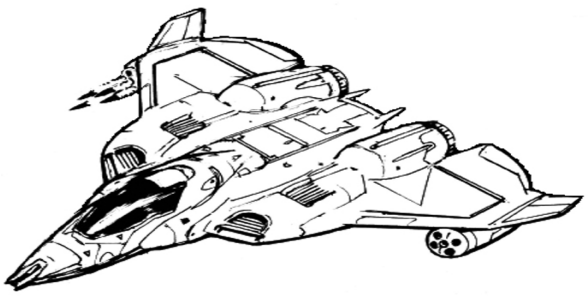
**Cost:** **BV:** 226

### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher



### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### GROUND MAP STRIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)

| VELOCITY | FIGHTER | SMALL CRAFT AND FIXED WING SUPPORT VEHICLES |
|---|---|---|
| 1 | 8 | 8 |
| 2 | 12 | 14 |
| 3 | 16 | 20 |
| 4 | 20 | 26 |
| 5 | 24 | 32 |
| 6 | 28 | 38 |
| 7 | 32 | 44 |
| 8 | 36 | 50 |
| 9 | 40 | 56 |
| 10 | 44 | 62 |
| 11 | 48 | 68 |
| 12 | 52 | 74 |

Velocity above 12 is not possible on ground maps.

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### FIGHTER RETURN TABLE

| SAFE THRUST | TURNS BEFORE RETURN |
|---|---|
| 1–4 | 3 |
| 5–8 | 2 |
| 9–12 | 1 |
| 13+ | 0 |

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# BATTLETECH™

## Conventional Fighter Record Sheet

### FIGHTER DATA

**Type:** Heavy Strike Fighter Bat Hawk

**Thrust:**
- Safe Thrust: 5
- Maximum Thrust: 8
- STOL

**Tonnage:** 45
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

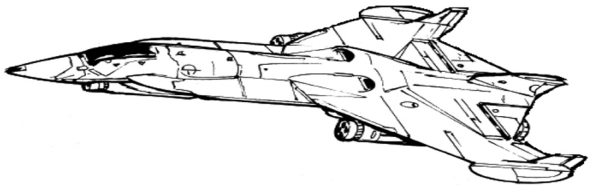
#### Weapons & Equipment Inventory

Standard Scale

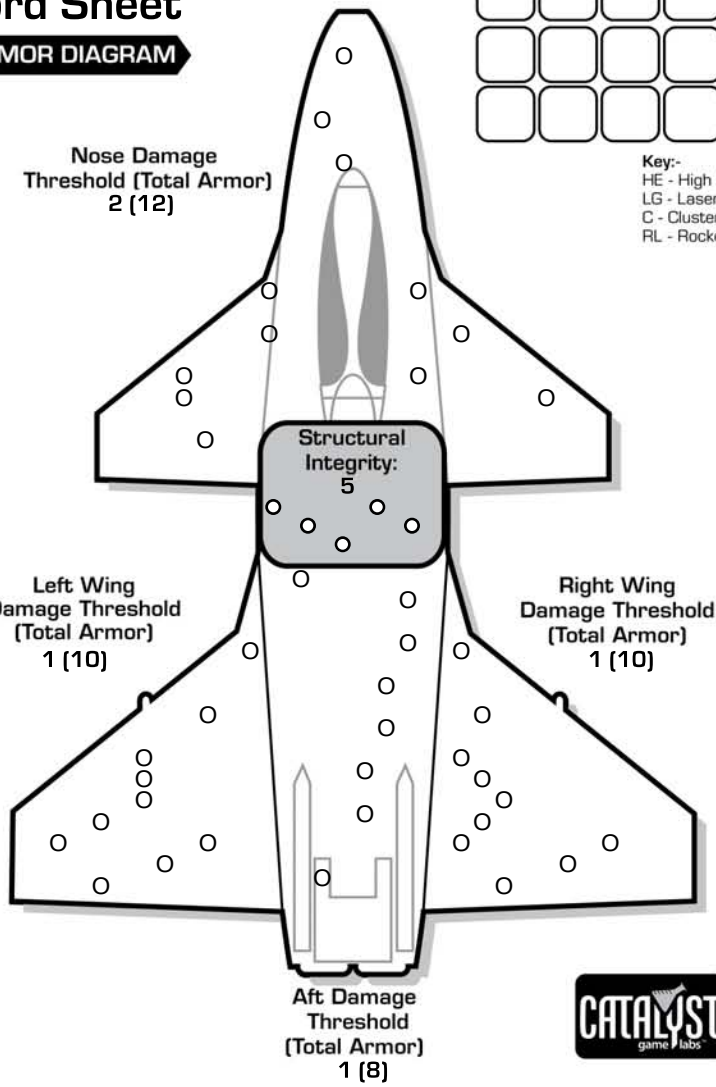
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Autocannon/10 [DB,S] | N | 3 | 10 | 10 | — | — |
| 1 | SRM 2 [M,C] | N | 2 | 2 | — | — | — |

Ammo: (SRM 2) 50, (AC/10) 10
**Fuel:** 480 Points

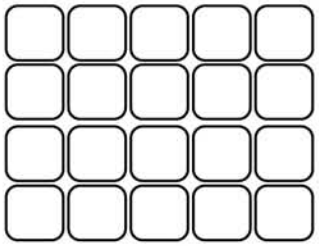
**Cost:** **BV:** 293



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS



Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### GROUND MAP STRIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)

| VELOCITY | FIGHTER | SMALL CRAFT AND FIXED WING SUPPORT VEHICLES |
|---|---|---|
| 1 | 8 | 8 |
| 2 | 12 | 14 |
| 3 | 16 | 20 |
| 4 | 20 | 26 |
| 5 | 24 | 32 |
| 6 | 28 | 38 |
| 7 | 32 | 44 |
| 8 | 36 | 50 |
| 9 | 40 | 56 |
| 10 | 44 | 62 |
| 11 | 48 | 68 |
| 12 | 52 | 74 |

Velocity above 12 is not possible on ground maps.

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### FIGHTER RETURN TABLE

| SAFE THRUST | TURNS BEFORE RETURN |
|---|---|
| 1–4 | 3 |
| 5–8 | 2 |
| 9–12 | 1 |
| 13+ | 0 |

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# BATTLETECH

## Conventional Fighter Record Sheet

### FIGHTER DATA

**Type:** Heavy Strike Fighter Inseki

**Thrust:**
- **Safe Thrust:** 5
- **Maximum Thrust:** 8
- STOL

**Tonnage:** 45
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

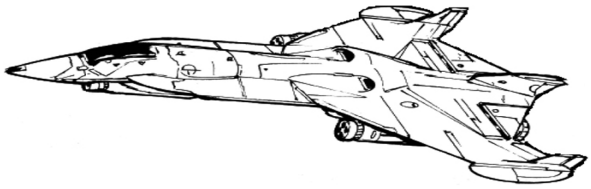
#### Weapons & Equipment Inventory

Standard Scale

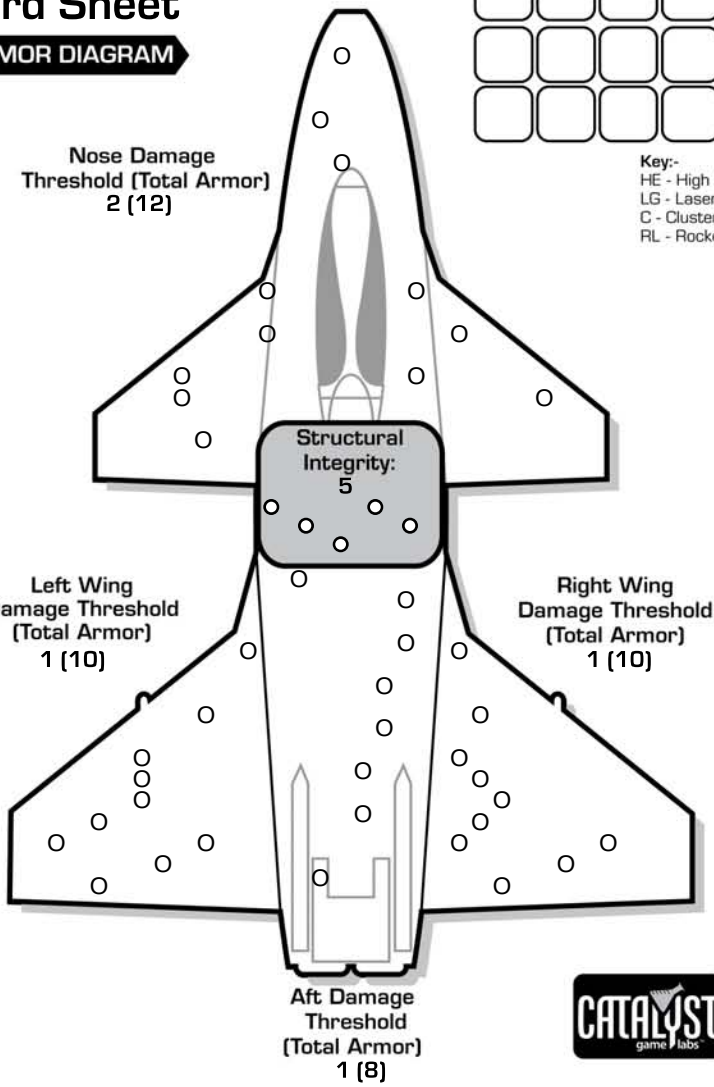
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Autocannon/10 [DB,S] | N | 3 | 10 | 10 | — | — |
| 1 | SRM 4 [M,C] | LW | 3 | 4 | — | — | — |
| 1 | SRM 4 [M,C] | RW | 3 | 4 | — | — | — |

Ammo: (SRM 4) 50, (AC/10) 10
**Fuel:** 480 Points

**Cost:** **BV:** 381



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### GROUND MAP STRIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)

| VELOCITY | FIGHTER | SMALL CRAFT AND FIXED WING SUPPORT VEHICLES |
|---|---|---|
| 1 | 8 | 8 |
| 2 | 12 | 14 |
| 3 | 16 | 20 |
| 4 | 20 | 26 |
| 5 | 24 | 32 |
| 6 | 28 | 38 |
| 7 | 32 | 44 |
| 8 | 36 | 50 |
| 9 | 40 | 56 |
| 10 | 44 | 62 |
| 11 | 48 | 68 |
| 12 | 52 | 74 |

Velocity above 12 is not possible on ground maps.

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### FIGHTER RETURN TABLE

| SAFE THRUST | TURNS BEFORE RETURN |
|---|---|
| 1–4 | 3 |
| 5–8 | 2 |
| 9–12 | 1 |
| 13+ | 0 |

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# BATTLETECH

## Conventional Fighter Record Sheet

### FIGHTER DATA

**Type:** Heavy Strike Fighter Inseki II

**Thrust:**
- Safe Thrust: 5
- Maximum Thrust: 8
- STOL

**Tonnage:** 45
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession wars

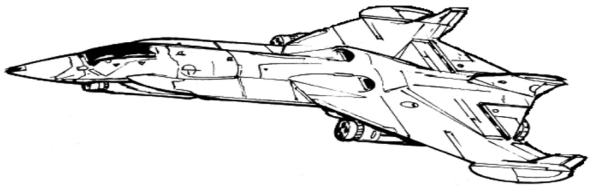
#### Weapons & Equipment Inventory

Standard Scale

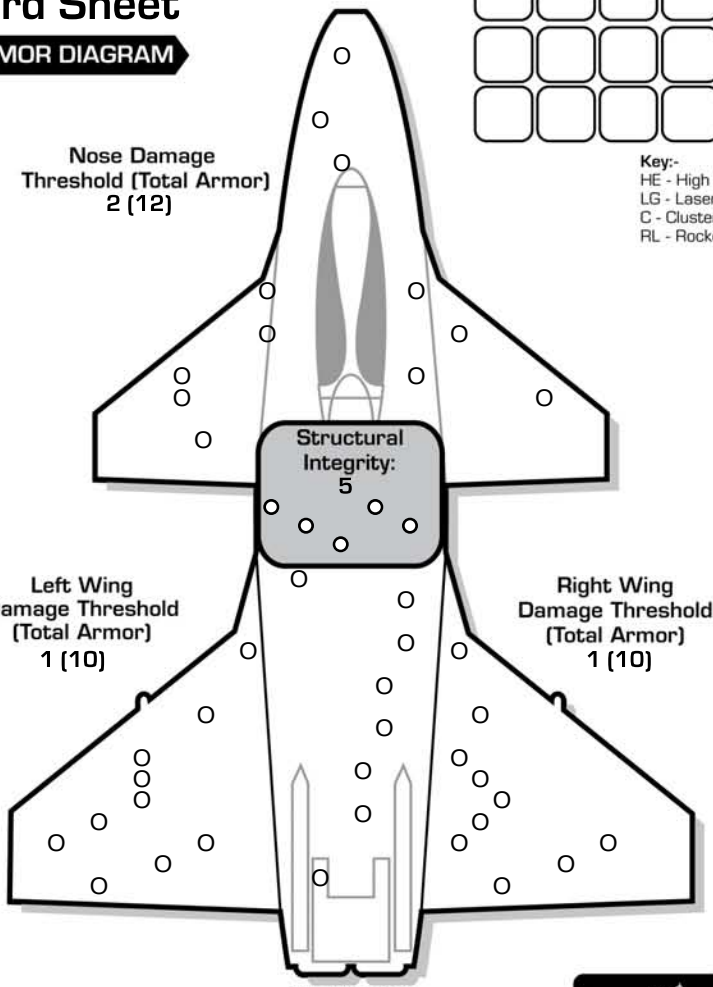
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | PPC [DE,X] | N | 10 | 10 | 10 | — | — |
| 1 | LRM 10 [M,C,S] | LW | 4 | 6 | 6 | 6 | — |
| 1 | LRM 10 [M,C,S] | RW | 4 | 6 | 6 | 6 | — |
| 1 | Machine Gun [DB,AI] | A | 0 | 2 | — | — | — |

Ammo: (Machine Gun) 100, (LRM 10) 24
**Fuel:** 480 Points

**Cost:** **BV:** 610



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### GROUND MAP STRIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)

| VELOCITY | FIGHTER | SMALL CRAFT AND FIXED WING SUPPORT VEHICLES |
|---|---|---|
| 1 | 8 | 8 |
| 2 | 12 | 14 |
| 3 | 16 | 20 |
| 4 | 20 | 26 |
| 5 | 24 | 32 |
| 6 | 28 | 38 |
| 7 | 32 | 44 |
| 8 | 36 | 50 |
| 9 | 40 | 56 |
| 10 | 44 | 62 |
| 11 | 48 | 68 |
| 12 | 52 | 74 |

Velocity above 12 is not possible on ground maps.

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### FIGHTER RETURN TABLE

| SAFE THRUST | TURNS BEFORE RETURN |
|---|---|
| 1–4 | 3 |
| 5–8 | 2 |
| 9–12 | 1 |
| 13+ | 0 |

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# BATTLETECH

## Conventional Fighter Record Sheet

### FIGHTER DATA

**Type:** Heavy Strike Fighter Meteor

**Thrust:**
- Safe Thrust: 5
- Maximum Thrust: 8
- STOL

**Tonnage:** 45
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

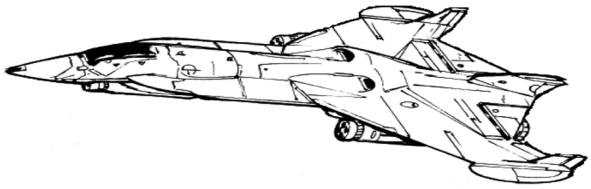
#### Weapons & Equipment Inventory

Standard Scale

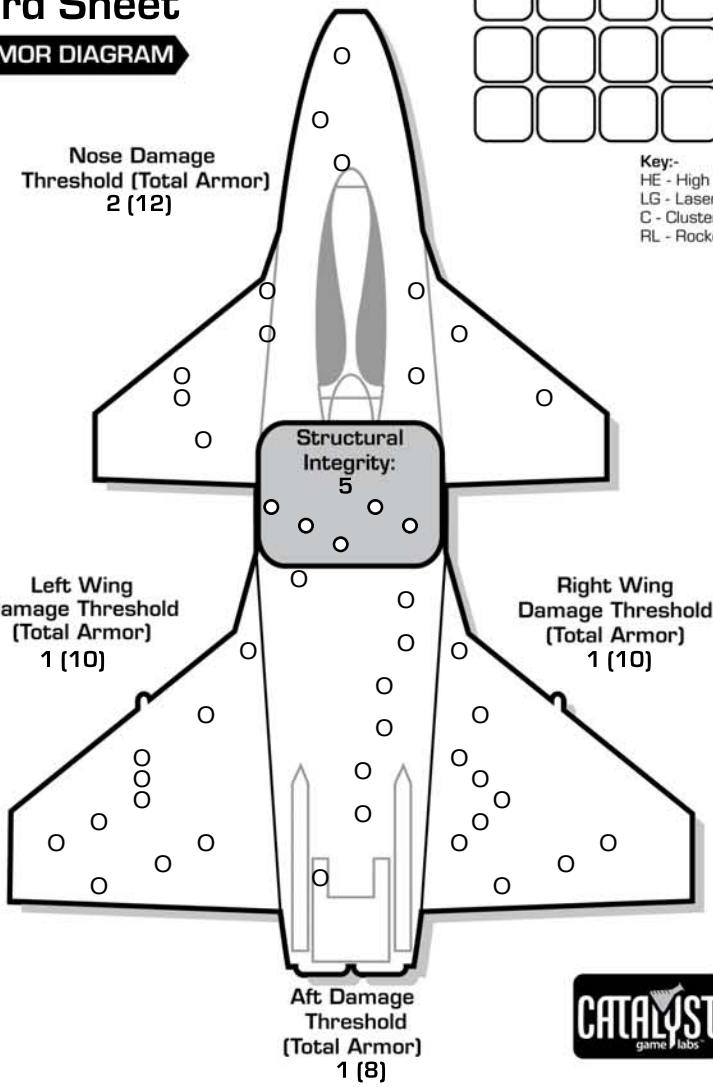
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Autocannon/10 [DB,S] | N | 3 | 10 | 10 | — | — |
| 1 | SRM 4 [M,C] | LW | 3 | 4 | — | — | — |
| 1 | SRM 4 [M,C] | RW | 3 | 4 | — | — | — |

Ammo: (SRM 4) 50, (AC/10) 10
**Fuel:** 480 Points

**Cost:** **BV:** 381



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### GROUND MAP STRIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)

| VELOCITY | FIGHTER | SMALL CRAFT AND FIXED WING SUPPORT VEHICLES |
|---|---|---|
| 1 | 8 | 8 |
| 2 | 12 | 14 |
| 3 | 16 | 20 |
| 4 | 20 | 26 |
| 5 | 24 | 32 |
| 6 | 28 | 38 |
| 7 | 32 | 44 |
| 8 | 36 | 50 |
| 9 | 40 | 56 |
| 10 | 44 | 62 |
| 11 | 48 | 68 |
| 12 | 52 | 74 |

Velocity above 12 is not possible on ground maps.

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### FIGHTER RETURN TABLE

| SAFE THRUST | TURNS BEFORE RETURN |
|---|---|
| 1–4 | 3 |
| 5–8 | 2 |
| 9–12 | 1 |
| 13+ | 0 |

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# BATTLETECH™

## Conventional Fighter Record Sheet

### FIGHTER DATA

**Type:** Heavy Strike Fighter Meteor-G

**Thrust:**
- **Safe Thrust:** 5
- **Maximum Thrust:** 8
- STOL

**Tonnage:** 45
**Tech Base:** Inner Sphere
**Era:** Clan Invasion

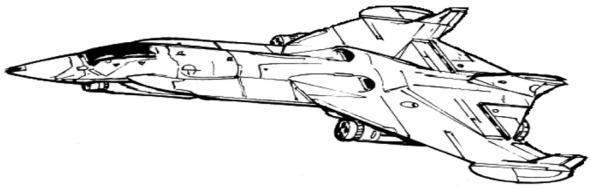
#### Weapons & Equipment Inventory

Standard Scale

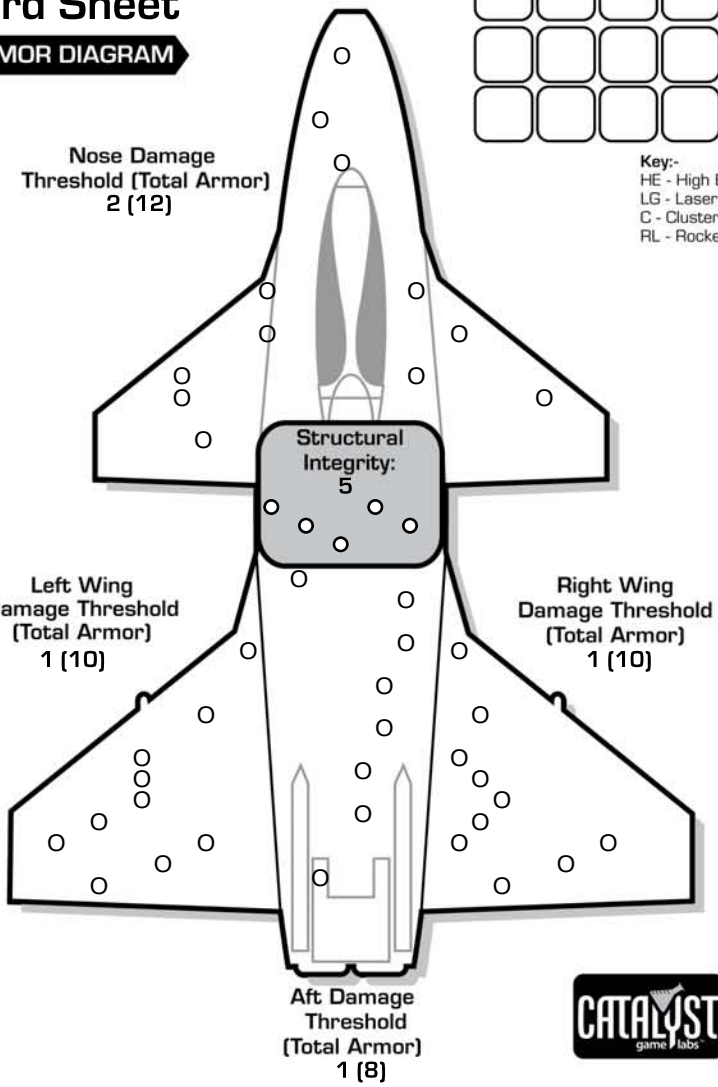
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Light Gauss Rifle [DB,X] | N | 1 | 8 | 8 | 8 | 8 |
| 1 | Streak SRM 4 [M,C] | LW | 3 | 8 | — | — | — |
| 1 | Streak SRM 4 [M,C] | RW | 3 | 8 | — | — | — |

Ammo: (Light Gauss) 32, (Streak SRM 4) 25
**Fuel:** 320 Points

**Cost:** **BV:** 547



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### GROUND MAP STRIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)

| VELOCITY | FIGHTER | SMALL CRAFT AND FIXED WING SUPPORT VEHICLES |
|---|---|---|
| 1 | 8 | 8 |
| 2 | 12 | 14 |
| 3 | 16 | 20 |
| 4 | 20 | 26 |
| 5 | 24 | 32 |
| 6 | 28 | 38 |
| 7 | 32 | 44 |
| 8 | 36 | 50 |
| 9 | 40 | 56 |
| 10 | 44 | 62 |
| 11 | 48 | 68 |
| 12 | 52 | 74 |

Velocity above 12 is not possible on ground maps.

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### FIGHTER RETURN TABLE

| SAFE THRUST | TURNS BEFORE RETURN |
|---|---|
| 1–4 | 3 |
| 5–8 | 2 |
| 9–12 | 1 |
| 13+ | 0 |

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# BATTLETECH™

## Conventional Fighter Record Sheet

### FIGHTER DATA

**Type:** Heavy Strike Fighter Meteor-U

**Thrust:**
- **Safe Thrust:** 5
- **Maximum Thrust:** 8
- STOL

**Tonnage:** 45
**Tech Base:** Inner Sphere
**Era:** Civil War

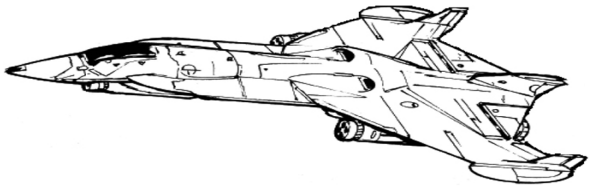
#### Weapons & Equipment Inventory

Standard Scale

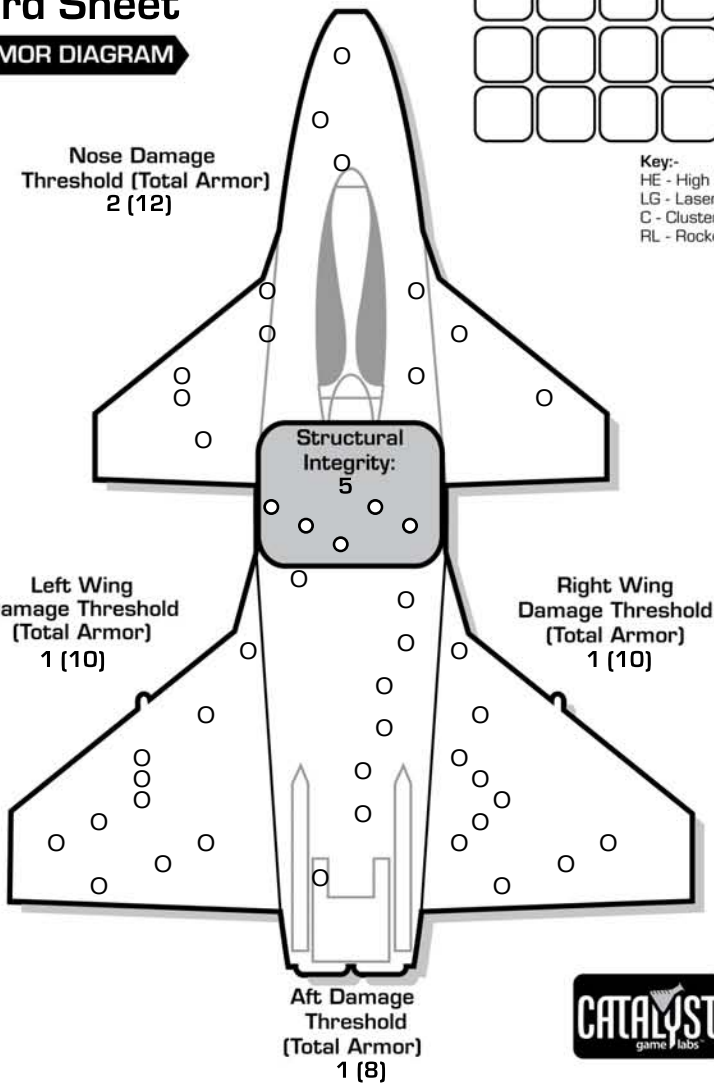
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Ultra AC/10 [DB,R,C] | N | 4 | 15 | 15 | — | — |
| 2 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 2 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |

Ammo: (Ultra AC/10) 20
**Fuel:** 320 Points

**Cost:** **BV:** 716



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### GROUND MAP STRIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)

| VELOCITY | FIGHTER | SMALL CRAFT AND FIXED WING SUPPORT VEHICLES |
|---|---|---|
| 1 | 8 | 8 |
| 2 | 12 | 14 |
| 3 | 16 | 20 |
| 4 | 20 | 26 |
| 5 | 24 | 32 |
| 6 | 28 | 38 |
| 7 | 32 | 44 |
| 8 | 36 | 50 |
| 9 | 40 | 56 |
| 10 | 44 | 62 |
| 11 | 48 | 68 |
| 12 | 52 | 74 |

Velocity above 12 is not possible on ground maps.

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### FIGHTER RETURN TABLE

| SAFE THRUST | TURNS BEFORE RETURN |
|---|---|
| 1–4 | 3 |
| 5–8 | 2 |
| 9–12 | 1 |
| 13+ | 0 |

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# BATTLETECH™

## Conventional Fighter Record Sheet

### FIGHTER DATA

**Type:** 'MechBuster

**Thrust:**
- **Safe Thrust:** 5
- **Maximum Thrust:** 8
- STOL

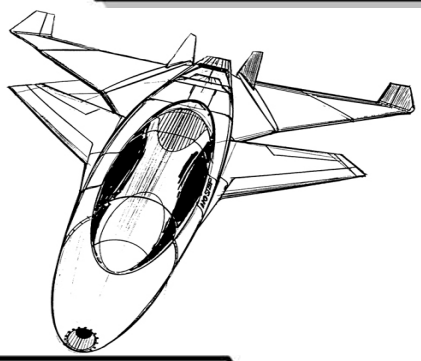
**Tonnage:** 50
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

#### Weapons & Equipment Inventory

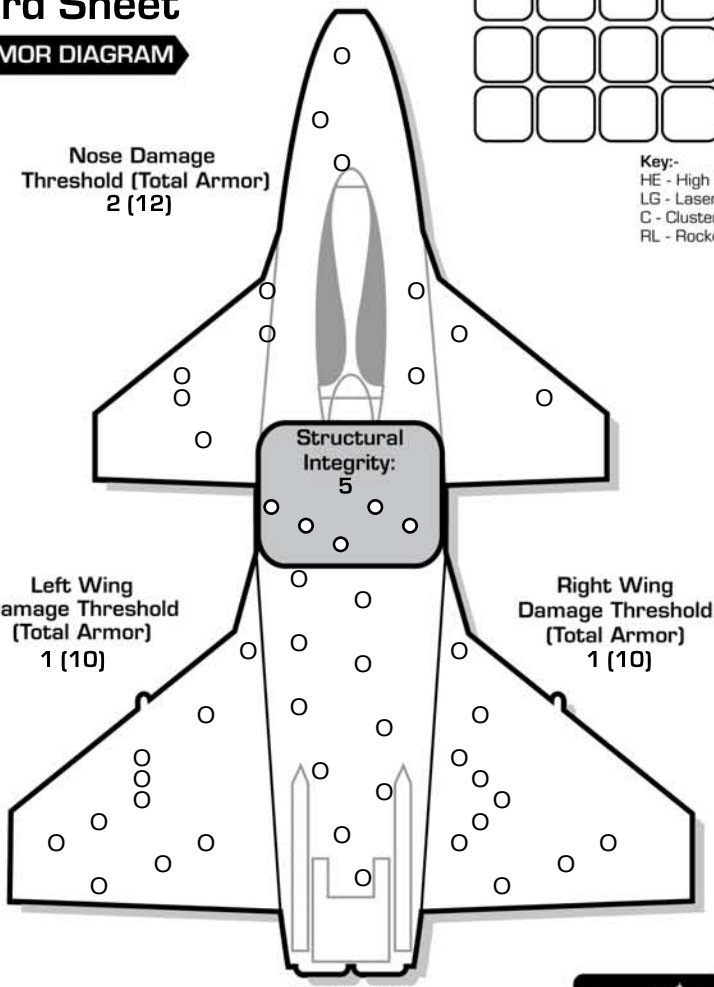
| Qty | Type | Loc. | Ht | Standard Scale (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Autocannon/20 [DB,S] | N | 7 | 20 | — | — | — |

Ammo: (AC/20) 5
**Fuel:** 320 Points

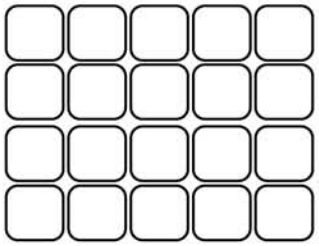
**Cost:**
**BV:** 368



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS



Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### GROUND MAP STRIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)

| VELOCITY | FIGHTER | SMALL CRAFT AND FIXED WING SUPPORT VEHICLES |
|---|---|---|
| 1 | 8 | 8 |
| 2 | 12 | 14 |
| 3 | 16 | 20 |
| 4 | 20 | 26 |
| 5 | 24 | 32 |
| 6 | 28 | 38 |
| 7 | 32 | 44 |
| 8 | 36 | 50 |
| 9 | 40 | 56 |
| 10 | 44 | 62 |
| 11 | 48 | 68 |
| 12 | 52 | 74 |

Velocity above 12 is not possible on ground maps.

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### FIGHTER RETURN TABLE

| SAFE THRUST | TURNS BEFORE RETURN |
|---|---|
| 1–4 | 3 |
| 5–8 | 2 |
| 9–12 | 1 |
| 13+ | 0 |

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# BATTLETECH

## Conventional Fighter Record Sheet

### FIGHTER DATA

**Type:** 'MechBuster (Laser)

**Thrust:**
- Safe Thrust: 5
- Maximum Thrust: 8
- STOL

**Tonnage:** 50
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

#### Weapons & Equipment Inventory

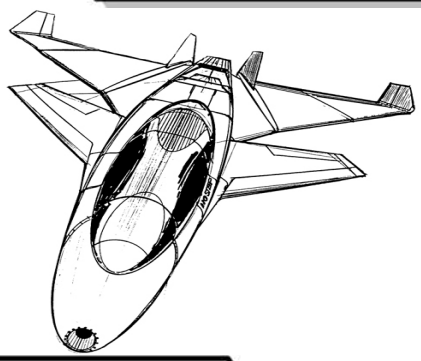
Standard Scale

| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 3 | Medium Laser [DE] | N | 3 | 5 | — | — | — |

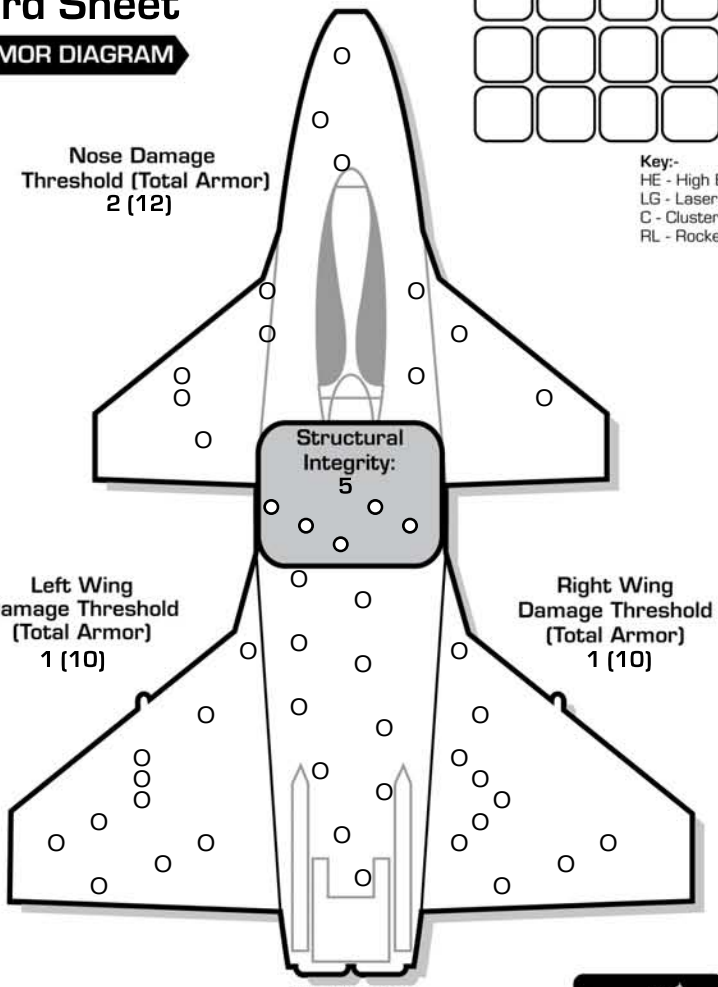
**Fuel:** 640 Points

**Cost:**

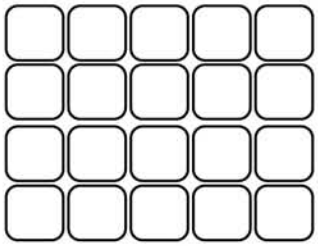
**BV:** 316



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS



Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### GROUND MAP STRIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)

| VELOCITY | FIGHTER | SMALL CRAFT AND FIXED WING SUPPORT VEHICLES |
|---|---|---|
| 1 | 8 | 8 |
| 2 | 12 | 14 |
| 3 | 16 | 20 |
| 4 | 20 | 26 |
| 5 | 24 | 32 |
| 6 | 28 | 38 |
| 7 | 32 | 44 |
| 8 | 36 | 50 |
| 9 | 40 | 56 |
| 10 | 44 | 62 |
| 11 | 48 | 68 |
| 12 | 52 | 74 |

Velocity above 12 is not possible on ground maps.

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### FIGHTER RETURN TABLE

| SAFE THRUST | TURNS BEFORE RETURN |
|---|---|
| 1–4 | 3 |
| 5–8 | 2 |
| 9–12 | 1 |
| 13+ | 0 |

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# BATTLETECH

## Conventional Fighter Record Sheet

### FIGHTER DATA

**Type:** 'MechBuster (LB-X)

**Thrust:**
- **Safe Thrust:** 5
- **Maximum Thrust:** 8
- STOL

**Tonnage:** 50
**Tech Base:** Inner Sphere
**Era:** Civil War

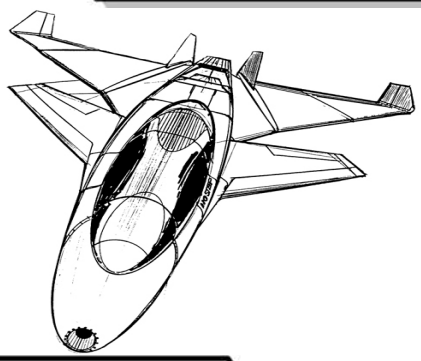
#### Weapons & Equipment Inventory

Standard Scale

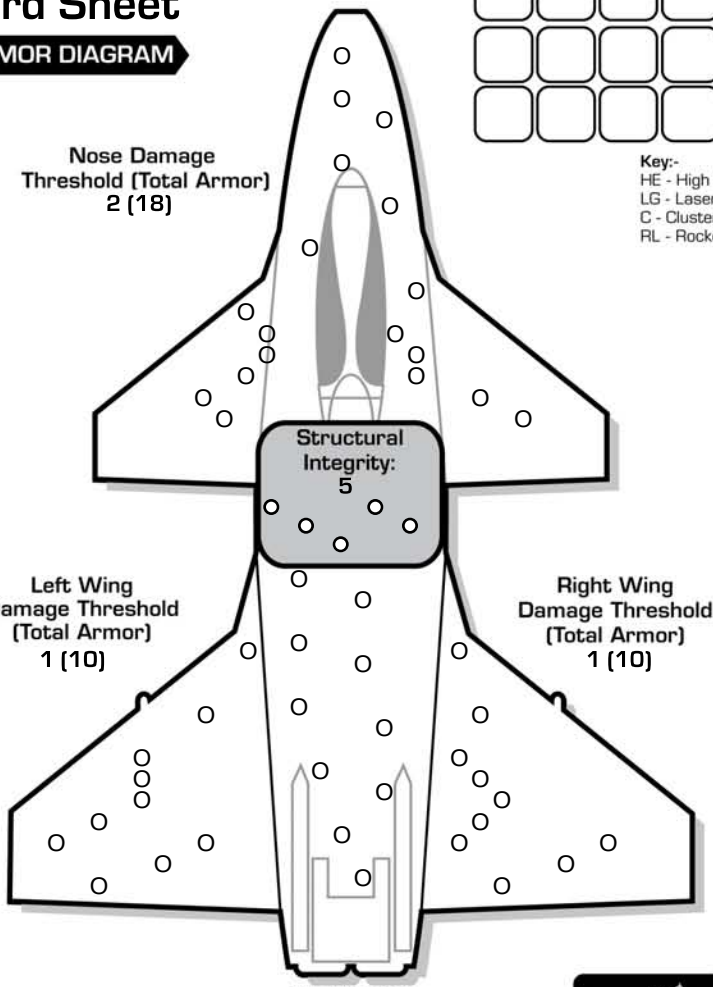
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | LB 20-X AC [DB,C,F,S] | N | 6 | 20 | 20 | — | — |

Ammo: (LB 20-X) 5
**Fuel:** 320 Points

**Cost:**
**BV:** 492



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### GROUND MAP STRIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)

| VELOCITY | FIGHTER | SMALL CRAFT AND FIXED WING SUPPORT VEHICLES |
|---|---|---|
| 1 | 8 | 8 |
| 2 | 12 | 14 |
| 3 | 16 | 20 |
| 4 | 20 | 26 |
| 5 | 24 | 32 |
| 6 | 28 | 38 |
| 7 | 32 | 44 |
| 8 | 36 | 50 |
| 9 | 40 | 56 |
| 10 | 44 | 62 |
| 11 | 48 | 68 |
| 12 | 52 | 74 |

Velocity above 12 is not possible on ground maps.

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### FIGHTER RETURN TABLE

| SAFE THRUST | TURNS BEFORE RETURN |
|---|---|
| 1–4 | 3 |
| 5–8 | 2 |
| 9–12 | 1 |
| 13+ | 0 |

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# BATTLETECH™

## Conventional Fighter Record Sheet

### FIGHTER DATA

**Type:** 'MechBuster (SRM)

**Thrust:**
- **Safe Thrust:** 5
- **Maximum Thrust:** 8
- STOL

**Tonnage:** 50
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

#### Weapons & Equipment Inventory

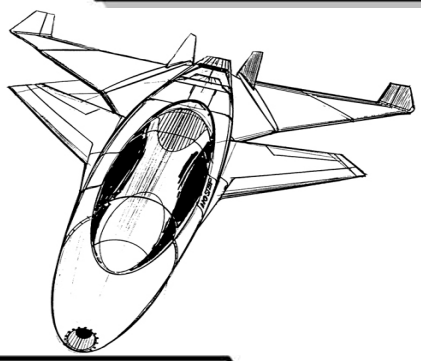
Standard Scale

| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 4 | SRM 6 [M,C] | N | 4 | 8 | — | — | — |

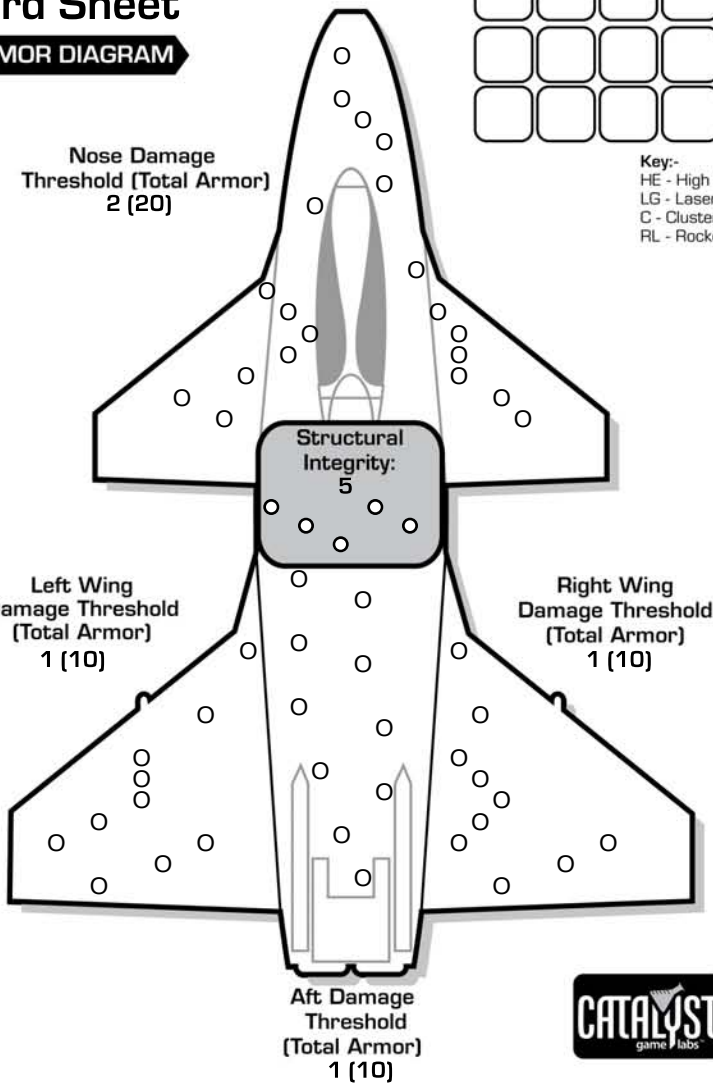
Ammo: (SRM 6) 15
**Fuel:** 480 Points

**Cost:**

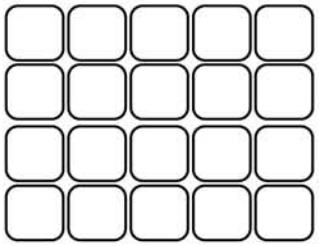
**BV:** 465



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS



Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### GROUND MAP STRIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)

| VELOCITY | FIGHTER | SMALL CRAFT AND FIXED WING SUPPORT VEHICLES |
|---|---|---|
| 1 | 8 | 8 |
| 2 | 12 | 14 |
| 3 | 16 | 20 |
| 4 | 20 | 26 |
| 5 | 24 | 32 |
| 6 | 28 | 38 |
| 7 | 32 | 44 |
| 8 | 36 | 50 |
| 9 | 40 | 56 |
| 10 | 44 | 62 |
| 11 | 48 | 68 |
| 12 | 52 | 74 |

Velocity above 12 is not possible on ground maps.

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### FIGHTER RETURN TABLE

| SAFE THRUST | TURNS BEFORE RETURN |
|---|---|
| 1–4 | 3 |
| 5–8 | 2 |
| 9–12 | 1 |
| 13+ | 0 |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Planetlifter Air Transport

**Thrust:**
**Safe Thrust:** 4
**Maximum Thrust:** 6

**Tonnage:** 50
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

### Weapons & Equipment Inventory

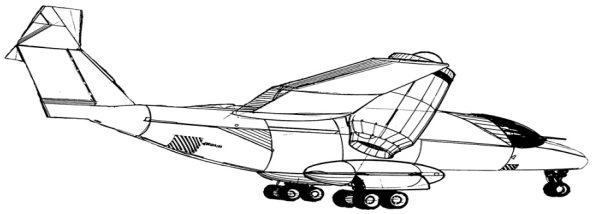
Standard Scale

| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|

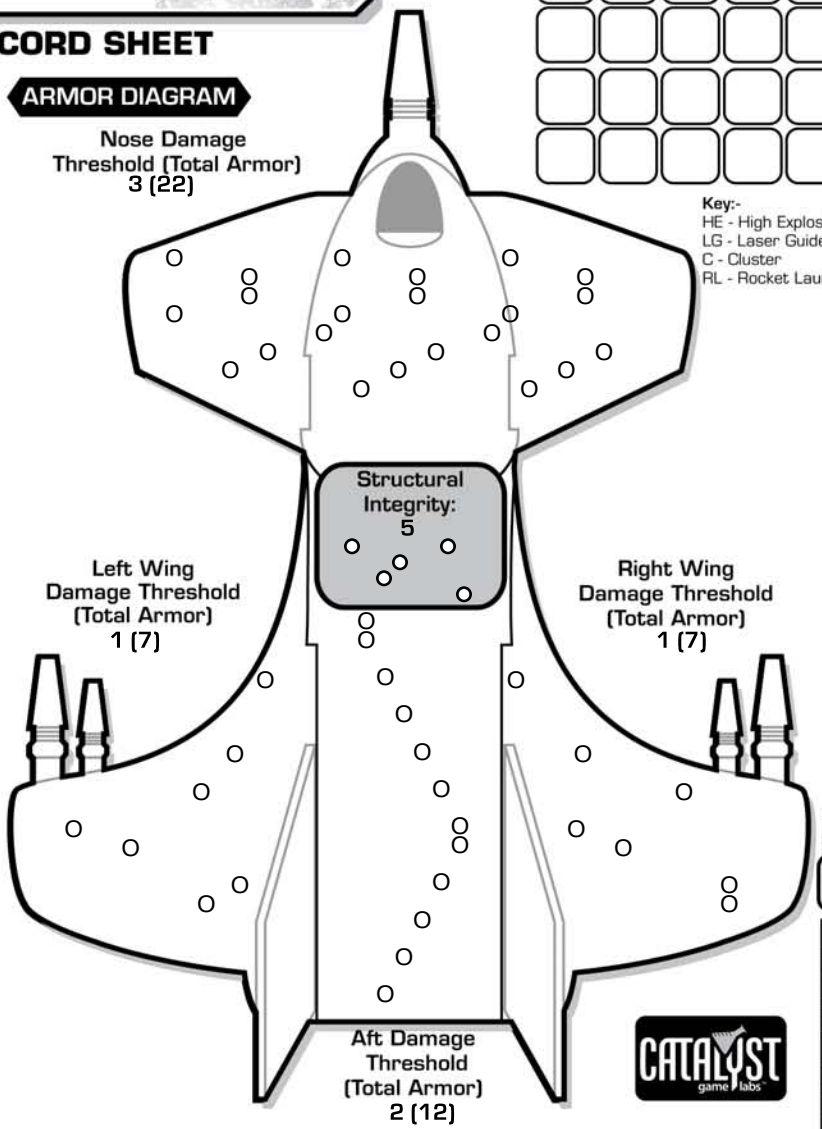
**Fuel:** 320 Points

**Cost:**

**BV:** 156



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:**
0 (0)
Single

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Planetlifter Air Transport (SuperPelican - Waddle)

**Thrust:**
**Safe Thrust:** 4
**Maximum Thrust:** 6

**Tonnage:** 50
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

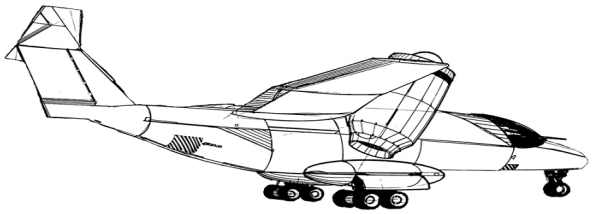
#### Weapons & Equipment Inventory

Standard Scale

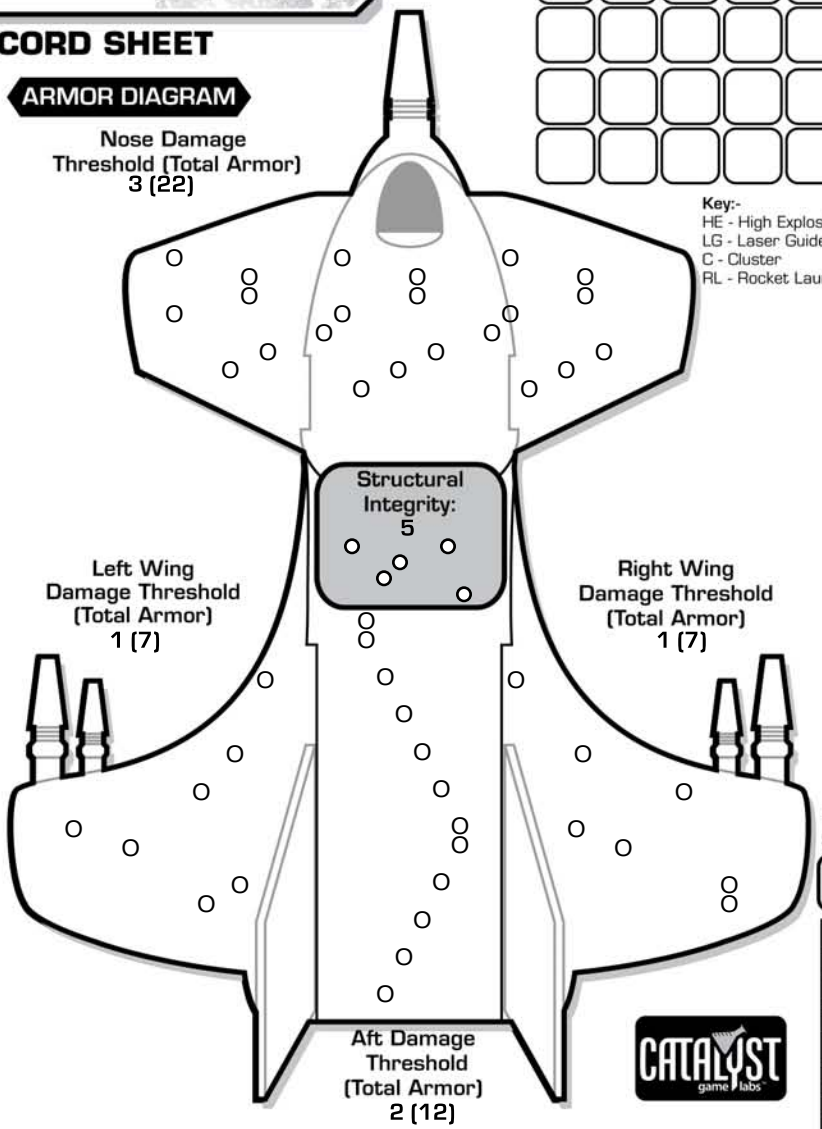
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | SRM 6 (OS) [M,C] | N | 4 | 8 | — | — | — |
| 1 | Autocannon/5 [DB,S] | LW | 1 | 5 | 5 | — | — |
| 1 | Autocannon/5 [DB,S] | RW | 1 | 5 | 5 | — | — |

Ammo: (AC/5) 20
**Fuel:** 320 Points

**Cost:**
**BV:** 282



### ARMOR DIAGRAM




**EXTERNAL STORES/BOMBS**

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

**Heat Scale**

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:**
0 (0)
Single

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# AEROSPACE FIGHTERS

# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Seydlitz SYD-21

**Thrust:**
**Safe Thrust:** 11
**Maximum Thrust:** 17

**Tonnage:** 20
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

#### Weapons & Equipment Inventory

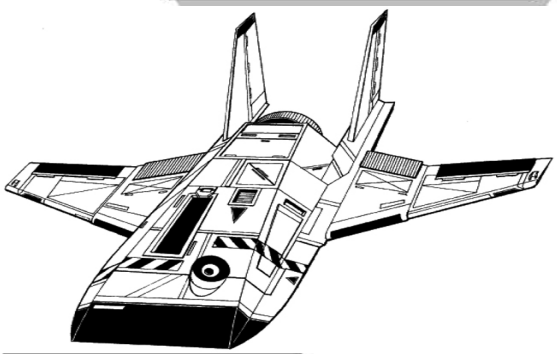
Standard Scale

| Qty | Type | Loc. | Ht | SRV (0–6) | MRV (6–12) | LRV (13–20) | ERV (21–25) |
|---|---|---|---|---|---|---|---|
| 1 | Large Laser [DE] | N | 8 | 8 | 8 | — | — |

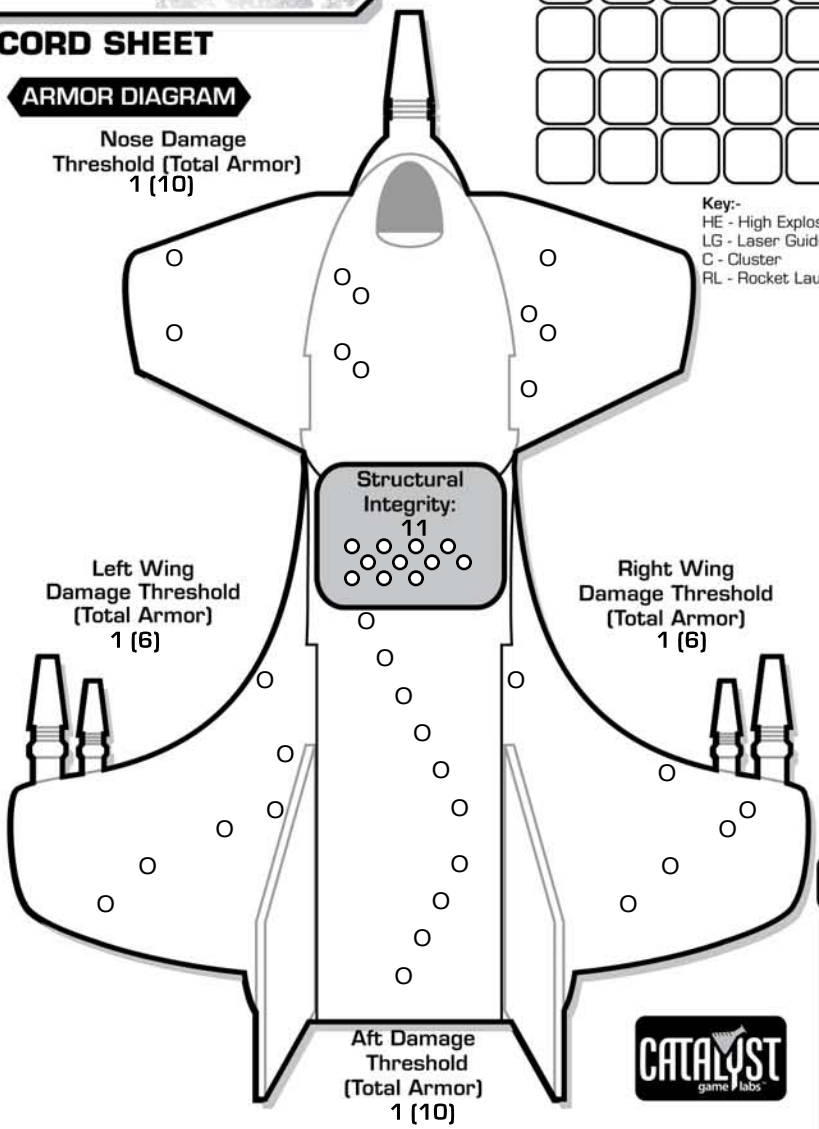
**Fuel:** 240 Points

**Cost:**

**BV:** 440



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 10 (10) Single

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Seydlitz SYD-Z1

**Thrust:**
**Safe Thrust:** 11
**Maximum Thrust:** 17

**Tonnage:** 20
**Tech Base:** Inner Sphere (Intro)
**Era:** Clan Invasion

**Weapons & Equipment Inventory**

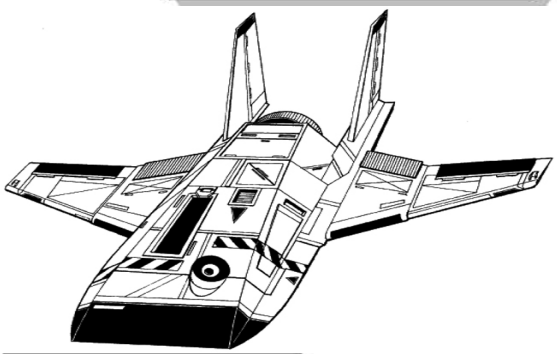
Standard Scale

| Qty | Type | Loc. | Ht | SRV (0–6) | MRV (6–12) | LRV (13–20) | ERV (21–25) |
|---|---|---|---|---|---|---|---|
| 1 | Large Laser [DE] | N | 8 | 8 | 8 | — | — |

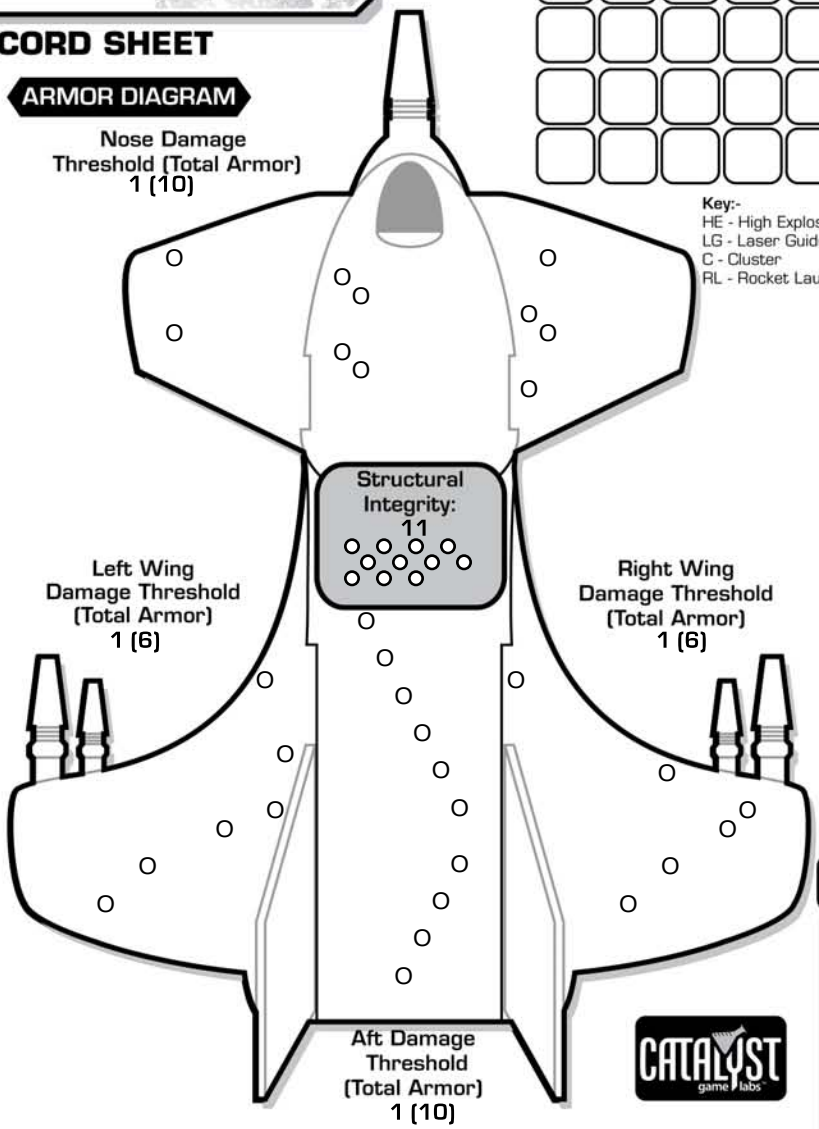
**Fuel:** 240 Points

**Cost:**

**BV:** 440



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 10 (10) Single

### Heat Scale

Overflow

30* 29 28* 27* 26* 25* 24* 23* 22* 21* 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Seydlitz SYD-Z2

**Thrust:**
**Safe Thrust:** 11
**Maximum Thrust:** 17

**Tonnage:** 20
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

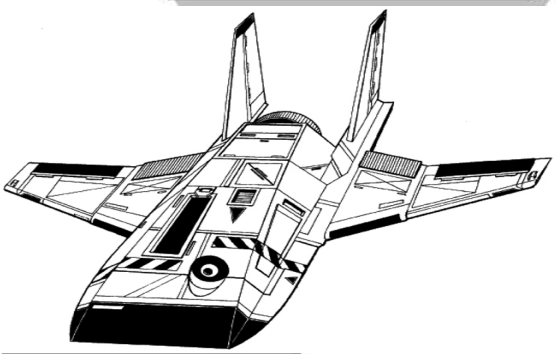
### Weapons & Equipment Inventory

Standard Scale

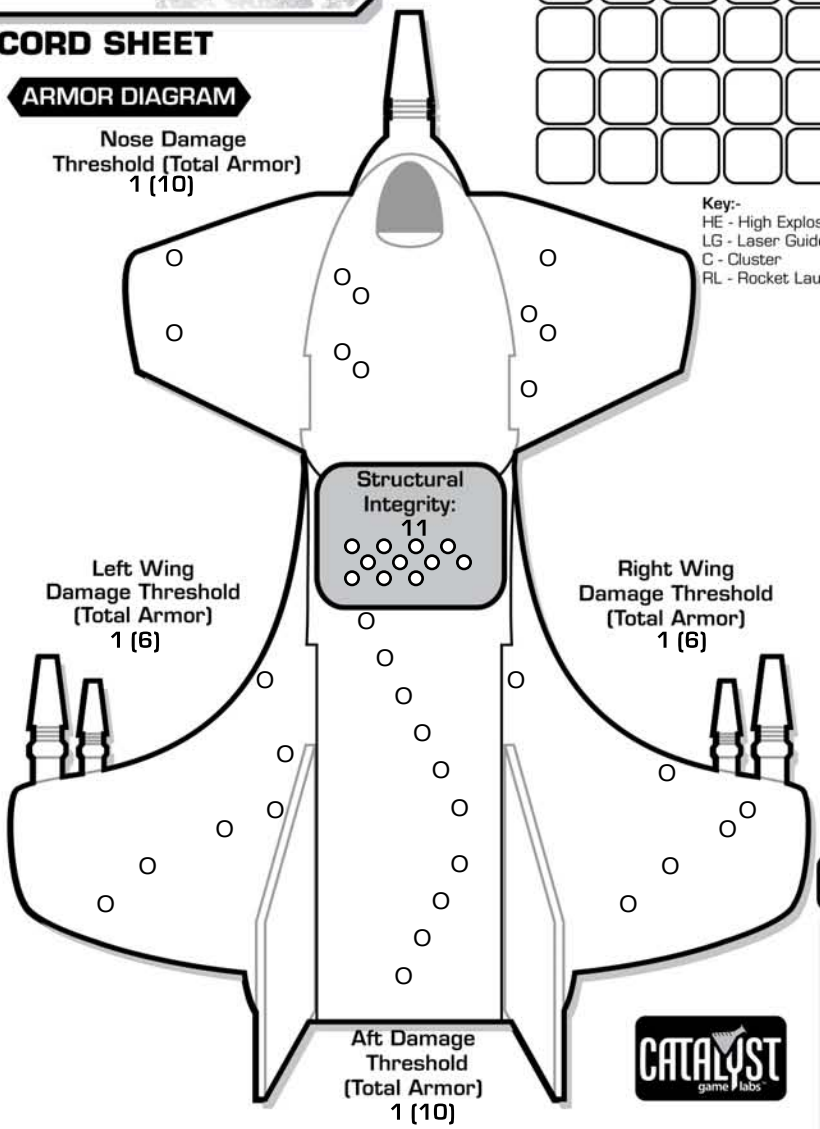
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 3 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |

**Fuel:** 240 Points

**Cost:**
**BV:** 716



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 10 (10) Single

Heat Scale (Overflow)

30* 29 28* 27* 26* 25* 24* 23* 22* 21* 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Seydlitz SYD-Z2A

**Thrust:**
**Safe Thrust:** 11
**Maximum Thrust:** 17

**Tonnage:** 20
**Tech Base:** Inner Sphere
**Era:** Clan Invasion

#### Weapons & Equipment Inventory

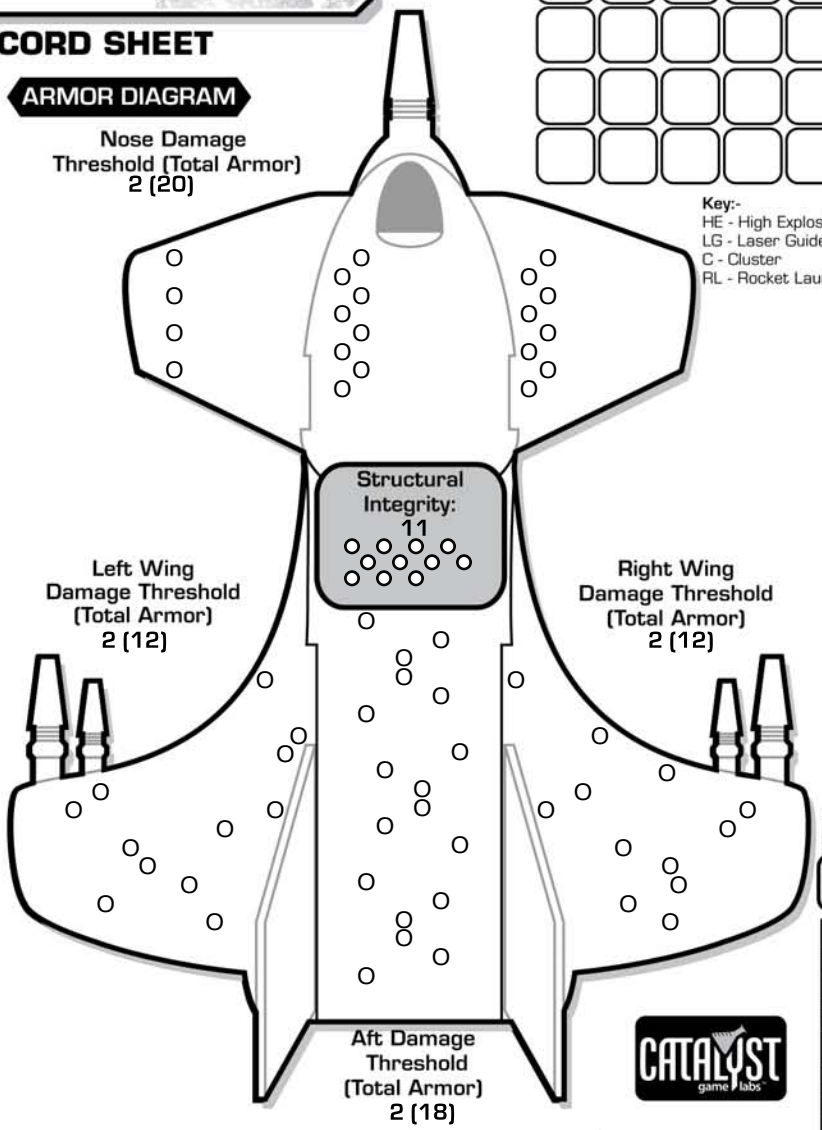
Standard Scale

| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 3 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |

**Fuel:** 400 Points

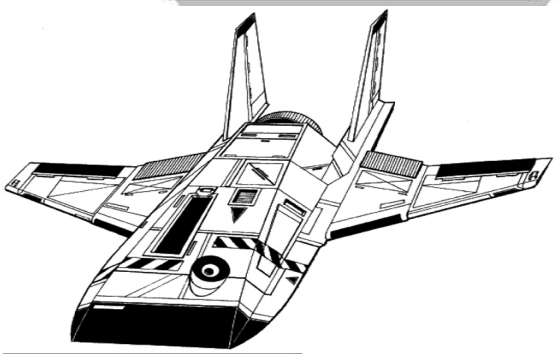
**Cost:**
**BV:** 806

### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher



### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 10 (20) Double

### Heat Scale

Overflow

30* 29 28* 27* 26* 25* 24* 23* 22* 21* 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Seydlitz SYD-Z2B

**Thrust:**
**Safe Thrust:** 11
**Maximum Thrust:** 17

**Tonnage:** 20
**Tech Base:** Inner Sphere
**Era:** Civil War

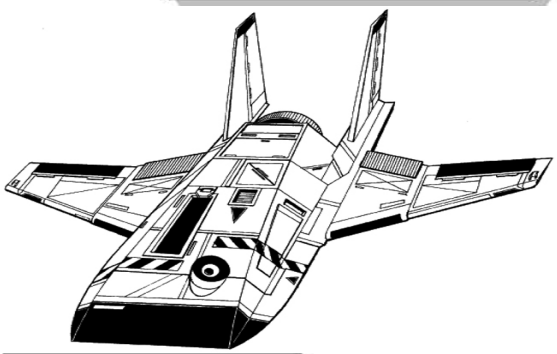
#### Weapons & Equipment Inventory

Standard Scale

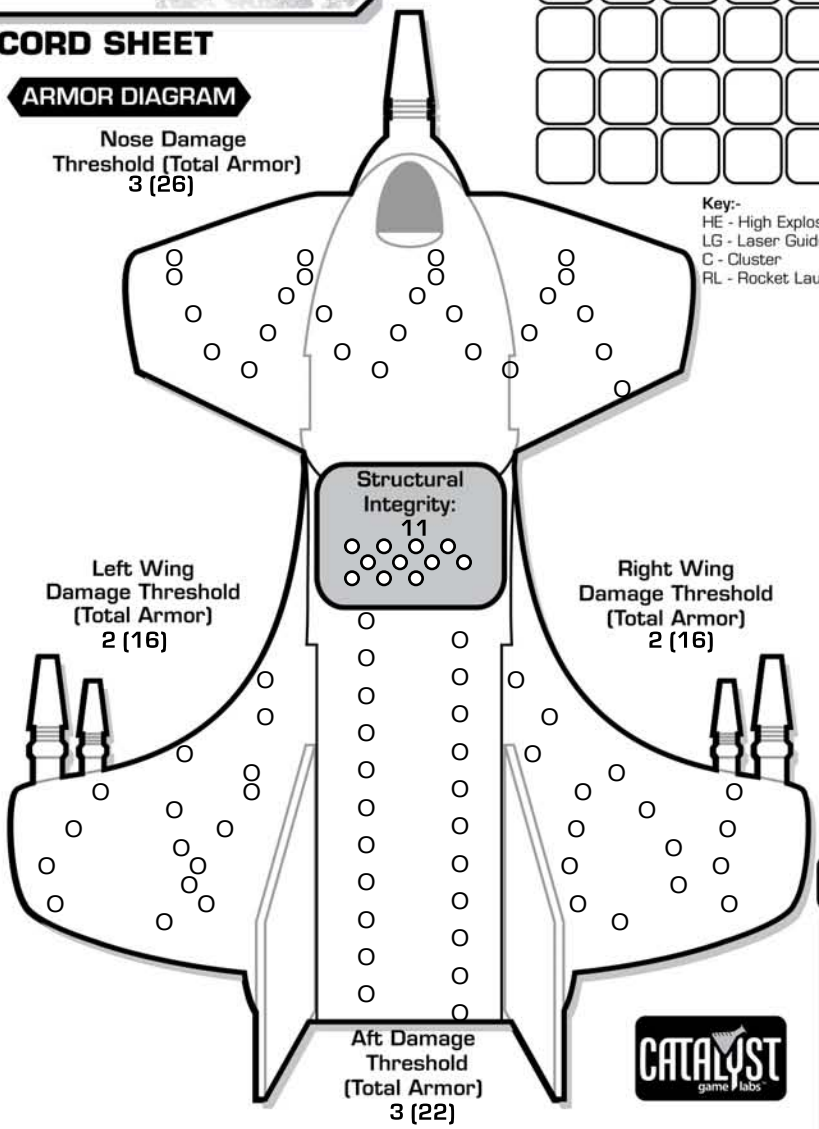
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 2 | ER Medium Laser [DE] | N | 5 | 5 | 5 | — | — |
| 1 | ER Medium Laser [DE] | LW | 5 | 5 | 5 | — | — |
| 1 | ER Medium Laser [DE] | RW | 5 | 5 | 5 | — | — |

**Fuel:** 400 Points

**Cost:**
**BV:** 906



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 10 (20) Double

Heat Scale: Overflow, 30*, 29, 28*, 27*, 26*, 25*, 24*, 23*, 22*, 21*, 20*, 19*, 18*, 17*, 16, 15*, 14*, 13*, 12, 11, 10*, 9, 8*, 7, 6, 5*, 4, 3, 2, 1, 0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Seydlitz SYD-Z3

**Thrust:**
**Safe Thrust:** 11
**Maximum Thrust:** 17

**Tonnage:** 20
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

#### Weapons & Equipment Inventory

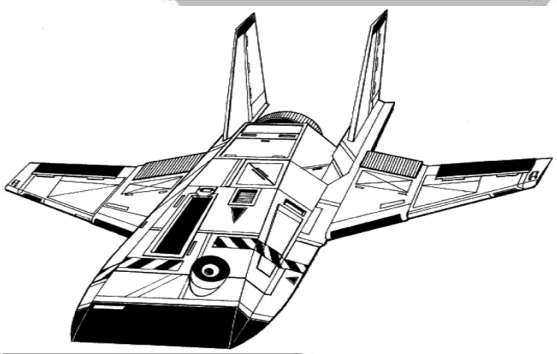
Standard Scale

| Qty | Type | Loc. | Ht | SRV (0–6) | MRV (6–12) | LRV (13–20) | ERV (21–25) |
|---|---|---|---|---|---|---|---|
| 1 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |

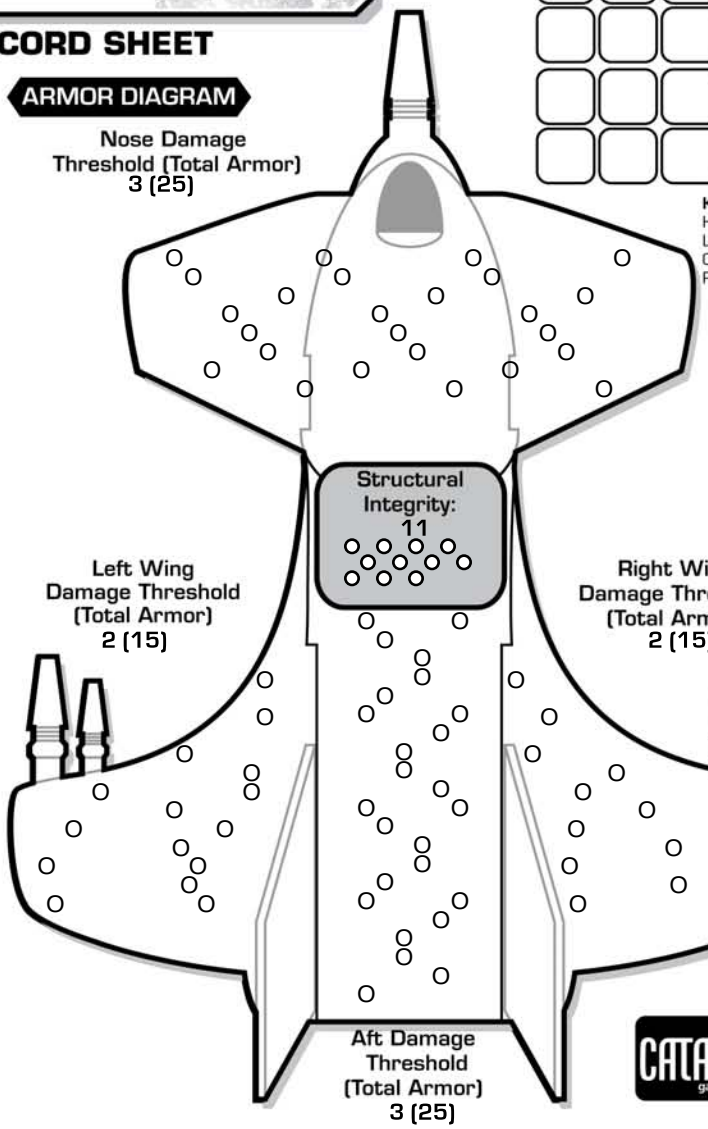
**Fuel:** 240 Points

**Cost:**

**BV:** 504



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 10 (10) Single

### Heat Scale

Overflow

30* 29 28* 27* 26* 25* 24* 23* 22* 21* 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Seydlitz SYD-Z3A

**Thrust:**
**Safe Thrust:** 11
**Maximum Thrust:** 17

**Tonnage:** 20
**Tech Base:** Inner Sphere
**Era:** Civil War

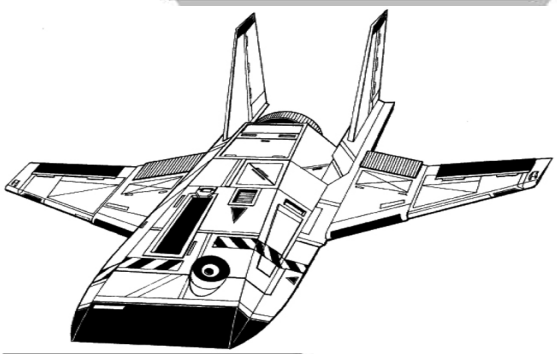
#### Weapons & Equipment Inventory

Standard Scale

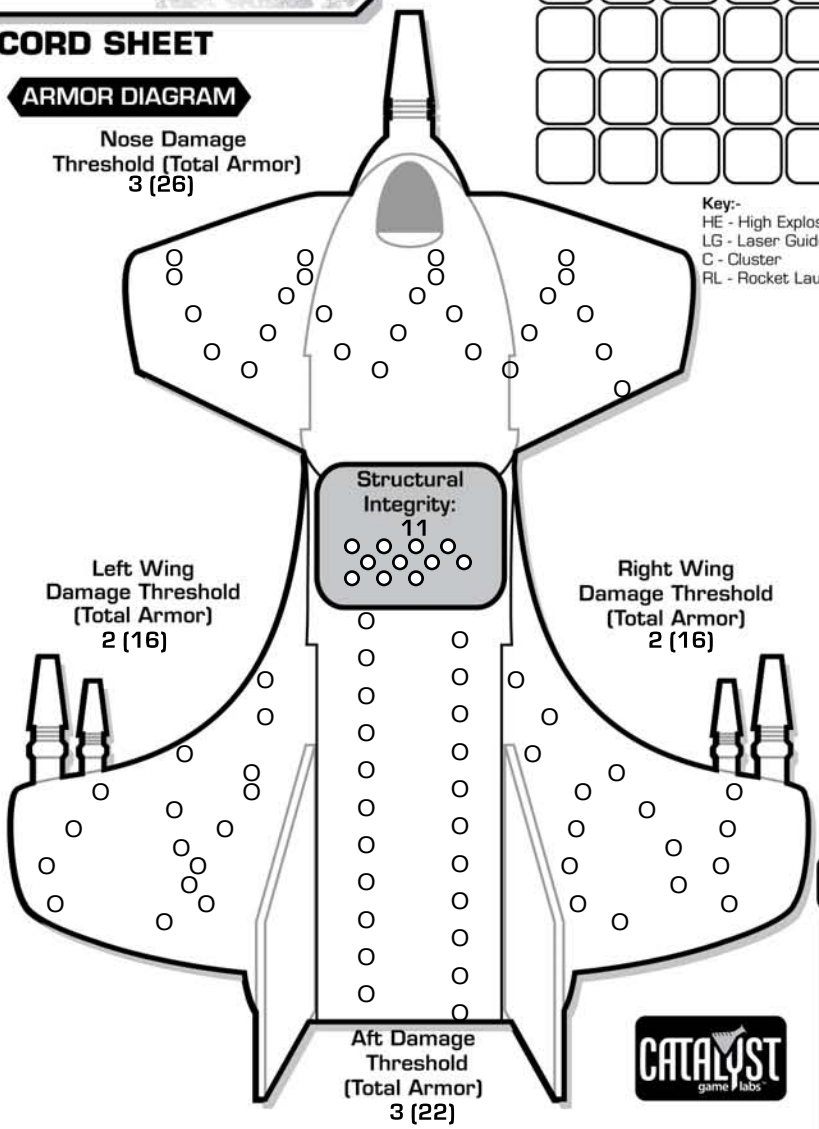
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Medium Pulse Laser [P] | LW | 4 | 6 | — | — | — |
| 1 | Medium Pulse Laser [P] | RW | 4 | 6 | — | — | — |

**Fuel:** 400 Points

**Cost:**
**BV:** 514



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 10 (20) Double

Heat Scale (Overflow)

30* 29 28* 27* 26* 25* 24* 23* 22* 21* 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Seydlitz SYD-Z4

**Thrust:**
**Safe Thrust:** 11
**Maximum Thrust:** 17

**Tonnage:** 20
**Tech Base:** Inner Sphere
**Era:** Civil War

**Weapons & Equipment Inventory**

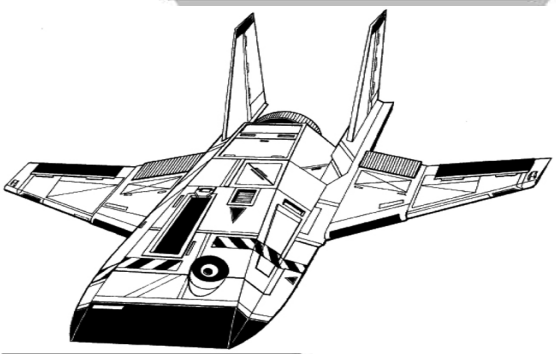
Standard Scale

| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | ER Large Laser [DE] | N | 12 | 8 | 8 | 8 | — |

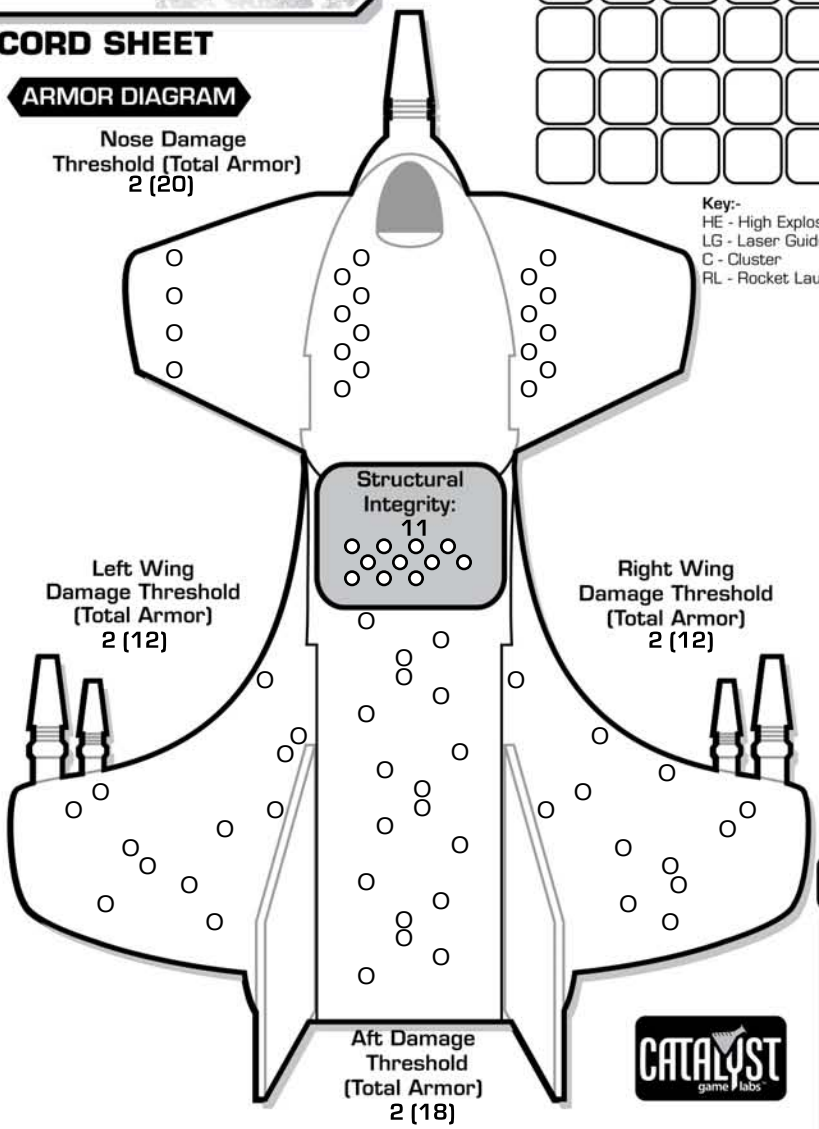
**Fuel:** 400 Points

**Cost:**

**BV:** 633



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

Heat Scale

Overflow

30* 29 28* 27* 26* 25* 24* 23* 22* 21* 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

### CRITICAL DAMAGE

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 10 (20) Double

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Cheetah F-10

**Thrust:**
**Safe Thrust:** 12
**Maximum Thrust:** 18

**Tonnage:** 25
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

### Weapons & Equipment Inventory

Standard Scale

| Qty | Type | Loc. | Ht | SRV (0–6) | MRV (6–12) | LRV (13–20) | ERV (21–25) |
|---|---|---|---|---|---|---|---|
| 1 | Small Laser [DE] | N | 1 | 3 | — | — | — |
| 1 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |

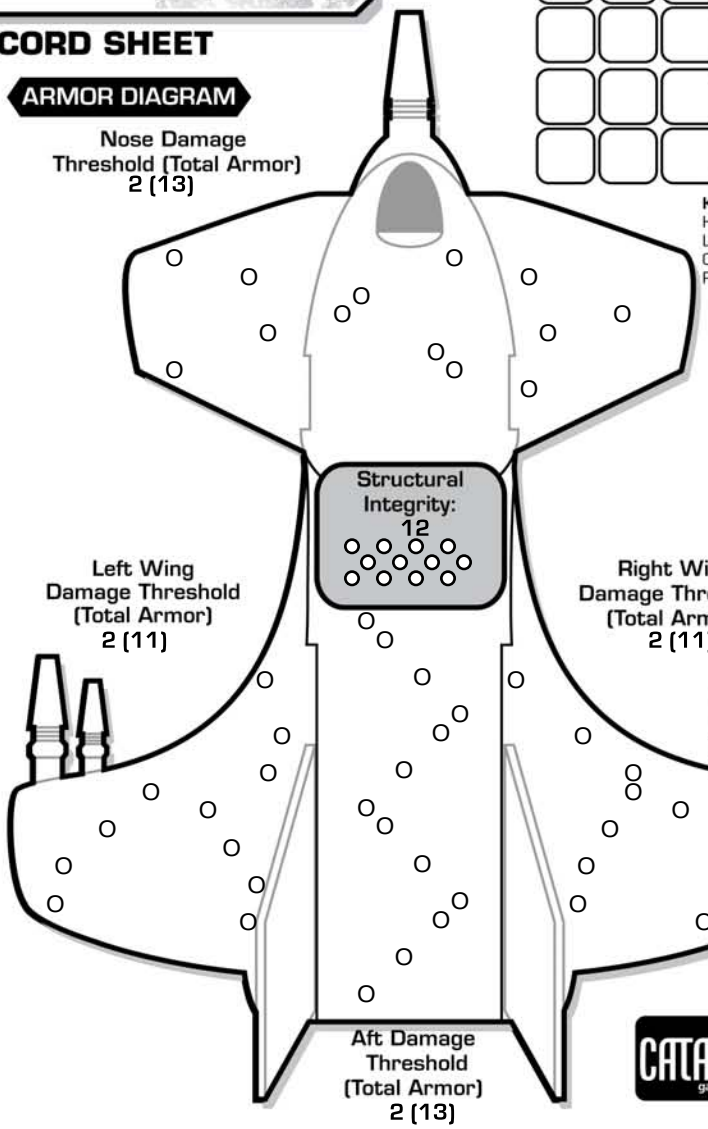
**Fuel:** 320 Points

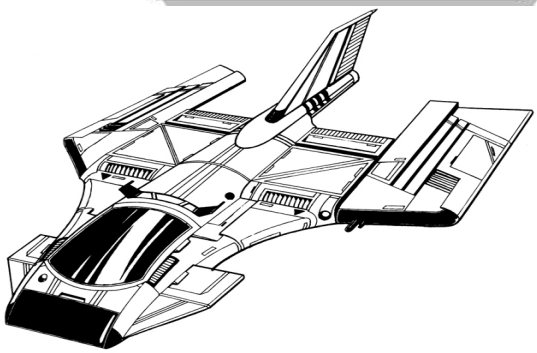
**Cost:**
**BV:** 448

### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### ARMOR DIAGRAM



Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 10 (10) Single |
|---|---|---|
| 30 | Shutdown | O |
| 28 | Ammo Exp. avoid on 8+ | O |
| 27 | Pilot Damage, avoid on 9+ | O |
| 26 | Shutdown, avoid on 10+ | O |
| 25 | Random Movement, avoid on 10+ | O |
| 24 | +4 Modifier to Fire | O |
| 23 | Ammo Exp. avoid on 6+ | O |
| 22 | Shutdown, avoid on 8+ | O |
| 21 | Pilot Damage, avoid on 6+ | O |
| 20 | Random Movement, avoid on 8+ | O |
| 19 | Ammo Exp. avoid on 4+ | |
| 18 | Shutdown, avoid on 6+ | |
| 17 | +3 Modifier to Fire | |
| 15 | Random Movement, avoid on 7+ | |
| 14 | Shutdown, avoid on 4+ | |
| 13 | +2 Modifier to Fire | |
| 10 | Random Movement, avoid on 6+ | |
| 8 | +1 Modifier to Fire | |
| 5 | Random Movement, avoid on 5+ | |

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Cheetah F-11

**Thrust:**
**Safe Thrust:** 12
**Maximum Thrust:** 18

**Tonnage:** 25
**Tech Base:** Inner Sphere
**Era:** Civil War

#### Weapons & Equipment Inventory

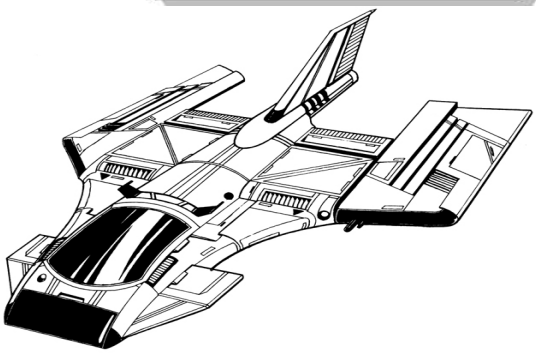
Standard Scale

| Qty | Type | Loc. | Ht | SRV (0–6) | MRV (6–12) | LRV (13–20) | ERV (21–25) |
|---|---|---|---|---|---|---|---|
| 1 | Small Pulse Laser [P] | N | 2 | 3 | — | — | — |
| 1 | Medium Pulse Laser [P] | LW | 4 | 6 | — | — | — |
| 1 | Medium Pulse Laser [P] | RW | 4 | 6 | — | — | — |

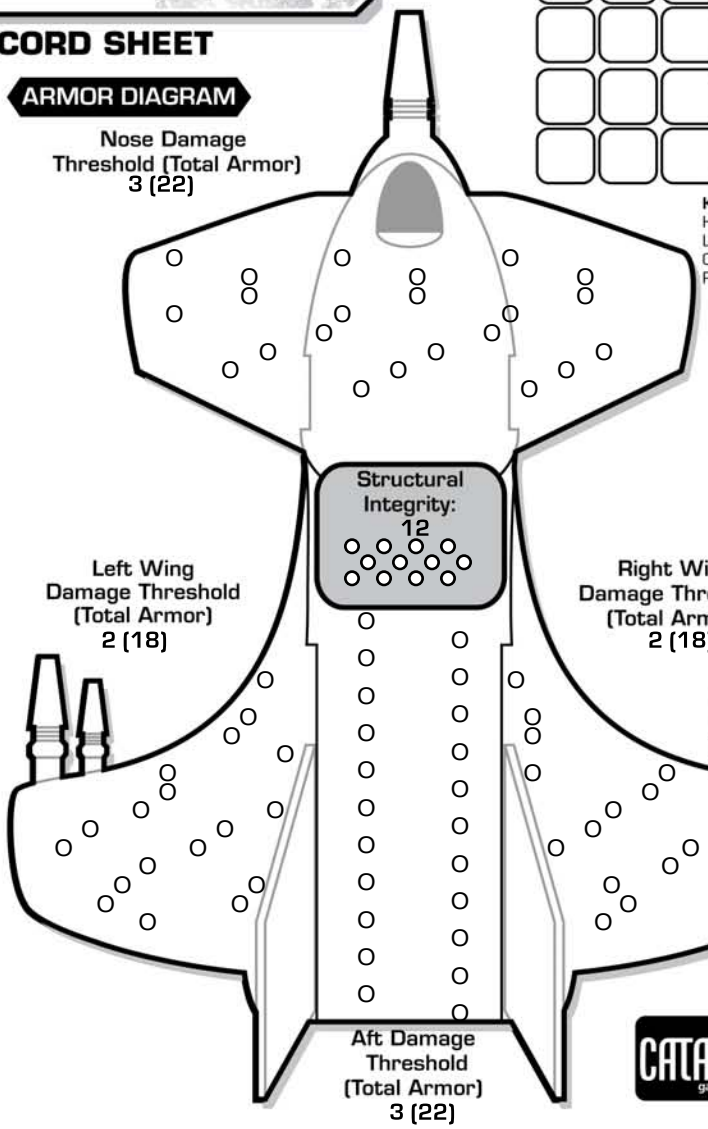
**Fuel:** 480 Points

**Cost:**

**BV:** 563



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 10 (10) Single

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Cheetah F-11-R

**Thrust:**
**Safe Thrust:** 12
**Maximum Thrust:** 18

**Tonnage:** 25
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

#### Weapons & Equipment Inventory

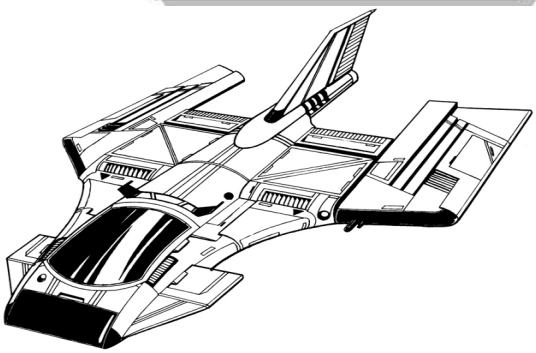
Standard Scale

| Qty | Type | Loc. | Ht | SRV (0–6) | MRV (6–12) | LRV (13–20) | ERV (21–25) |
|---|---|---|---|---|---|---|---|
| 1 | Small Laser [DE] | N | 1 | 3 | — | — | — |

**Fuel:** 480 Points

**Cost:**

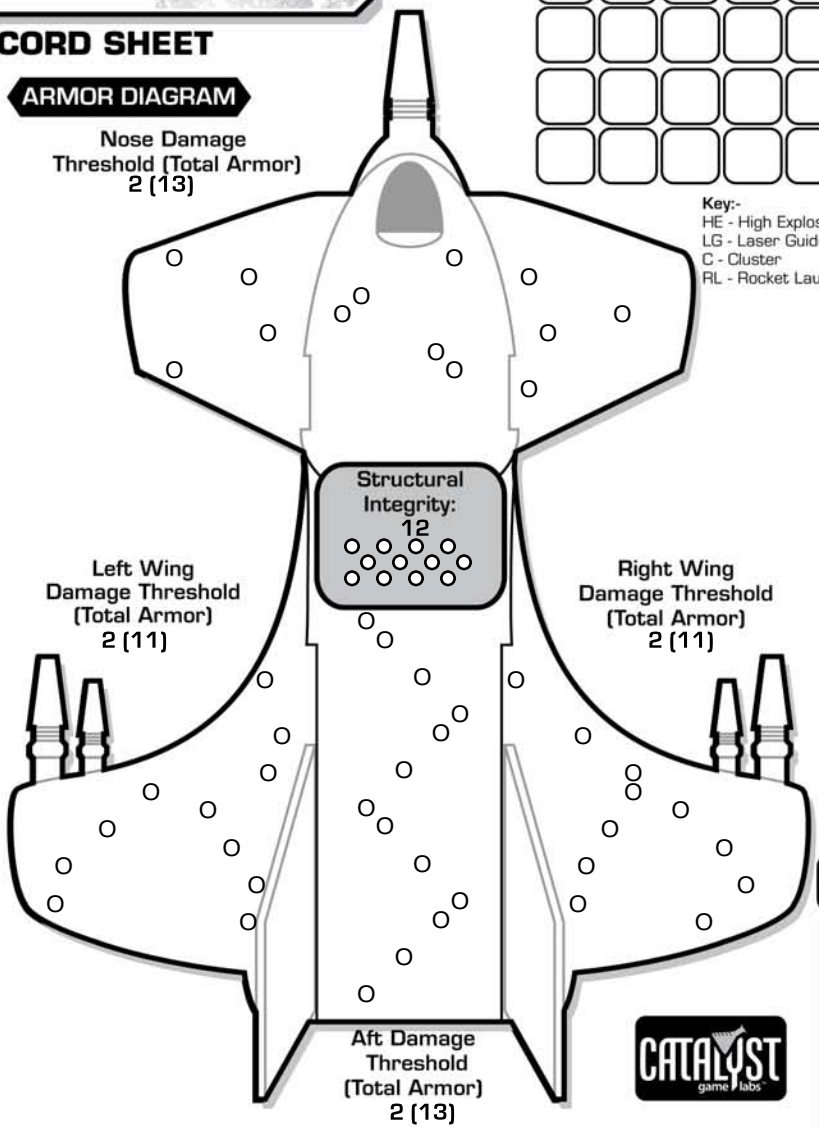
**BV:** 197



### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### ARMOR DIAGRAM




Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 10 (10) Single |
|---|---|---|
| 30 | Shutdown | O |
| 28 | Ammo Exp. avoid on 8+ | O |
| 27 | Pilot Damage, avoid on 9+ | O |
| 26 | Shutdown, avoid on 10+ | O |
| 25 | Random Movement, avoid on 10+ | O |
| 24 | +4 Modifier to Fire | O |
| 23 | Ammo Exp. avoid on 6+ | O |
| 22 | Shutdown, avoid on 8+ | O |
| 21 | Pilot Damage, avoid on 6+ | O |
| 20 | Random Movement, avoid on 8+ | O |
| 19 | Ammo Exp. avoid on 4+ | |
| 18 | Shutdown, avoid on 6+ | |
| 17 | +3 Modifier to Fire | |
| 15 | Random Movement, avoid on 7+ | |
| 14 | Shutdown, avoid on 4+ | |
| 13 | +2 Modifier to Fire | |
| 10 | Random Movement, avoid on 6+ | |
| 8 | +1 Modifier to Fire | |
| 5 | Random Movement, avoid on 5+ | |

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Cheetah F-11-RR

**Thrust:**
**Safe Thrust:** 12
**Maximum Thrust:** 18

**Tonnage:** 25
**Tech Base:** Inner Sphere
**Era:** Clan Invasion

#### Weapons & Equipment Inventory

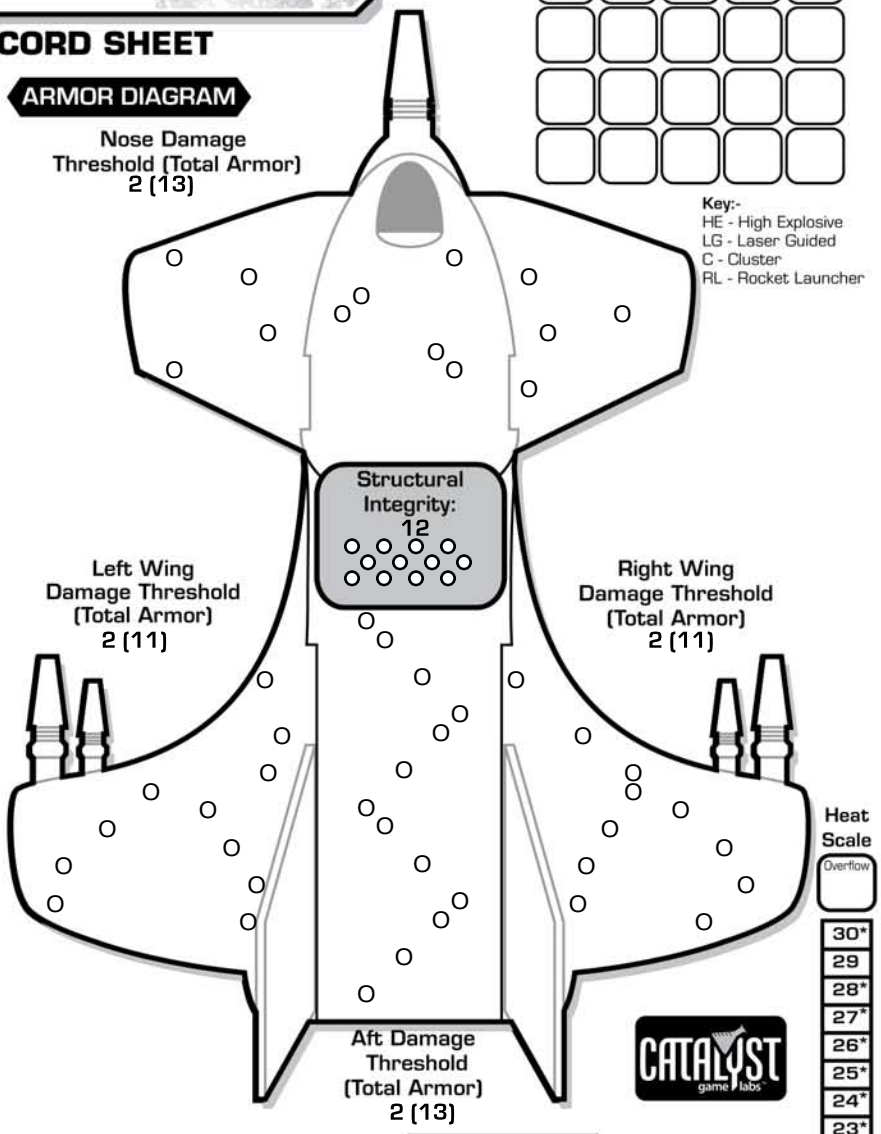
Standard Scale

| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Small Laser [DE] | N | 1 | 3 | — | — | — |
| 1 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |

**Fuel:** 800 Points

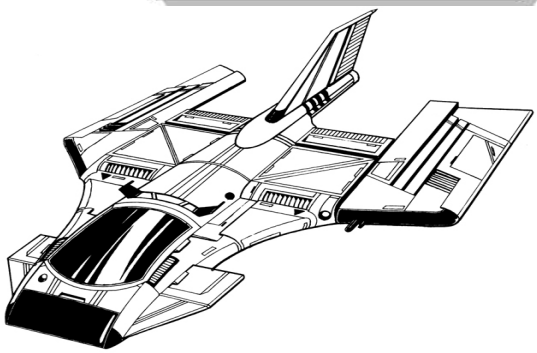
**Cost:**
**BV:** 448

### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher



### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 10 (10) Single

### Heat Scale

Overflow

30* 29 28* 27* 26* 25* 24* 23* 22* 21* 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Cheetah F-12-S

**Thrust:**
**Safe Thrust:** 12
**Maximum Thrust:** 18

**Tonnage:** 25
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

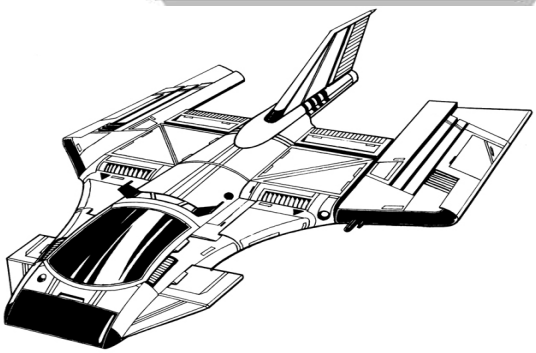
### Weapons & Equipment Inventory

Standard Scale

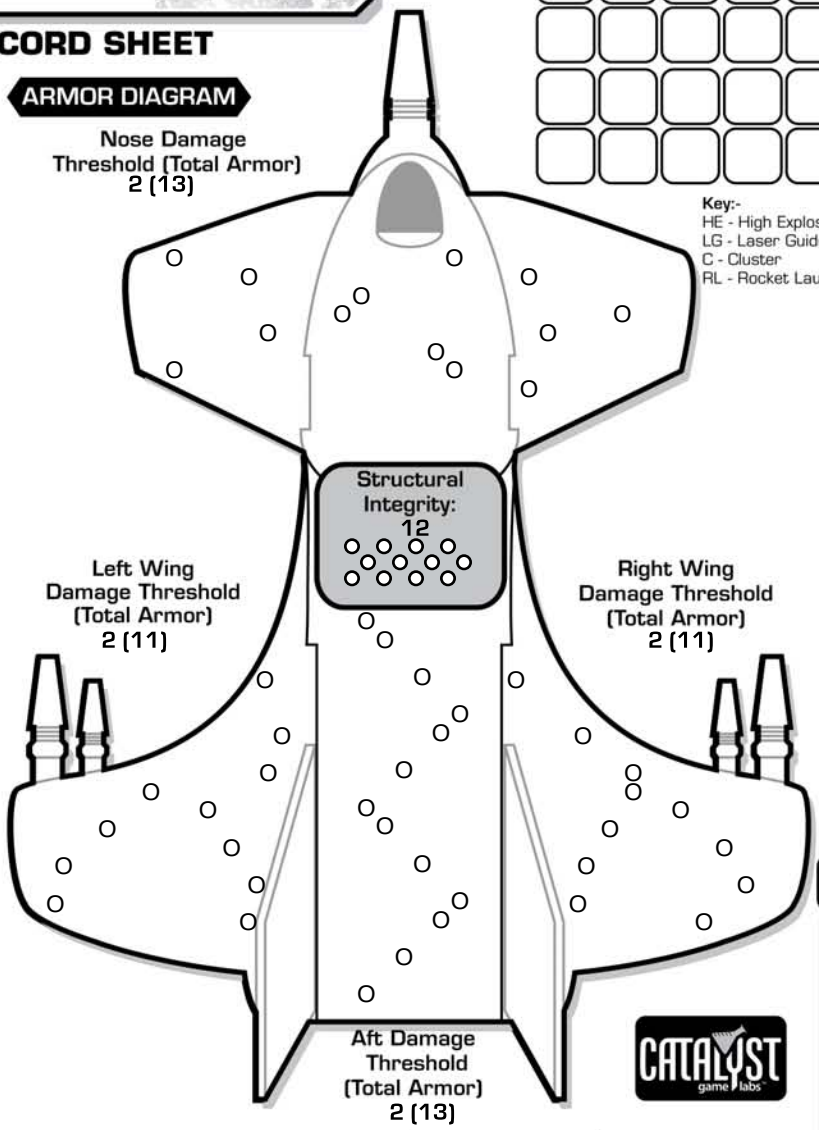
| Qty | Type | Loc. | Ht | SRV (0–6) | MRV (6–12) | LRV (13–20) | ERV (21–25) |
|---|---|---|---|---|---|---|---|
| 1 | Small Laser [DE] | N | 1 | 3 | — | — | — |
| 1 | SRM 4 [M,C] | N | 3 | 4 | — | — | — |

Ammo: (SRM 4) 25
**Fuel:** 240 Points

**Cost:**
**BV:** 299



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 10 (10) Single

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Cheetah F-13

**Thrust:**
**Safe Thrust:** 12
**Maximum Thrust:** 18

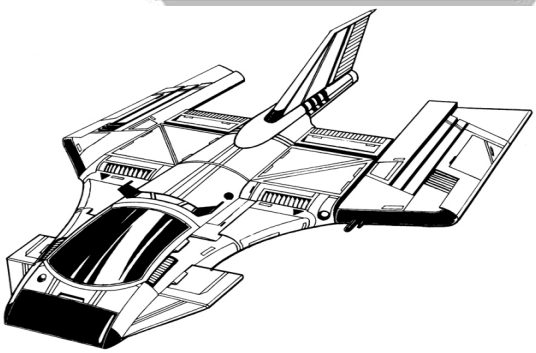
**Tonnage:** 25
**Tech Base:** Inner Sphere
**Era:** Jihad

#### Weapons & Equipment Inventory

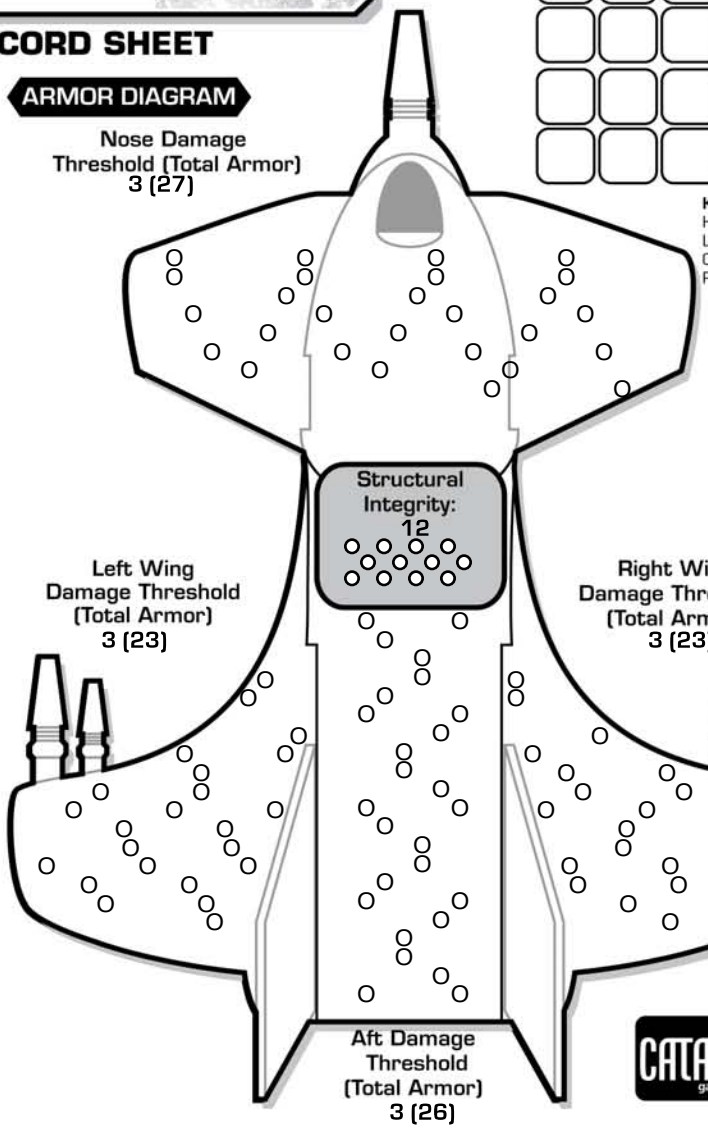
| Qty | Type | Loc. | Ht | Standard Scale (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | ER Small Laser [DE] | N | 2 | 3 | — | — | — |
| 2 | ER Medium Laser [DE] | LW | 5 | 5 | 5 | — | — |
| 2 | ER Medium Laser [DE] | RW | 5 | 5 | 5 | — | — |

**Fuel:** 480 Points

**Cost:**
**BV:** 1,047



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 10 (20) Double

### Heat Scale

Overflow

30* 29 28* 27* 26* 25* 24* 23* 22* 21* 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Cheetah F-14-S

**Thrust:**
**Safe Thrust:** 12
**Maximum Thrust:** 18

**Tonnage:** 25
**Tech Base:** Inner Sphere
**Era:** Clan Invasion

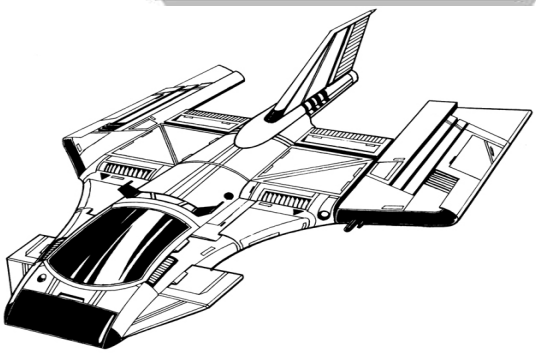
#### Weapons & Equipment Inventory

Standard Scale

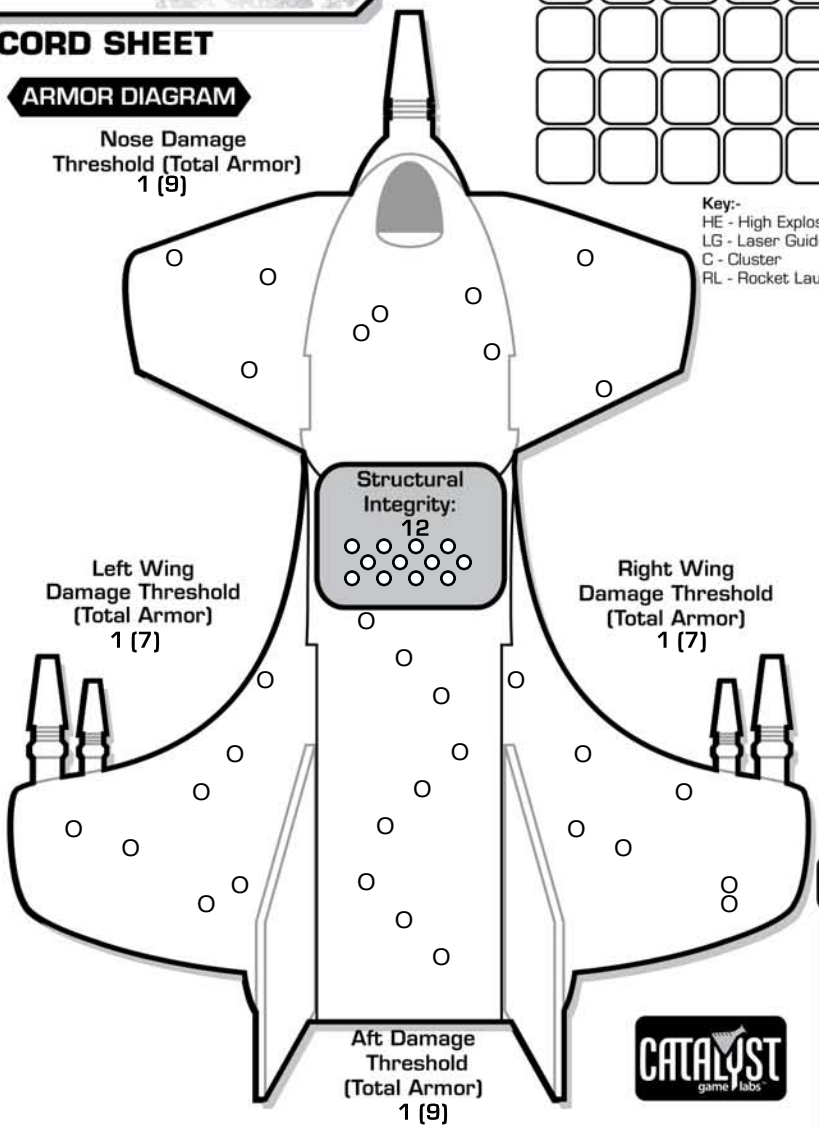
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Small Laser [DE] | N | 1 | 3 | — | — | — |
| 2 | Streak SRM 2 [M,C] | N | 2 | 4 | — | — | — |

Ammo: (Streak SRM 2) 50
**Fuel:** 240 Points

**Cost:** **BV:** 305



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 10 (10) Single

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Thrush TR-7

**Thrust:**
**Safe Thrust:** 12
**Maximum Thrust:** 18

**Tonnage:** 25
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

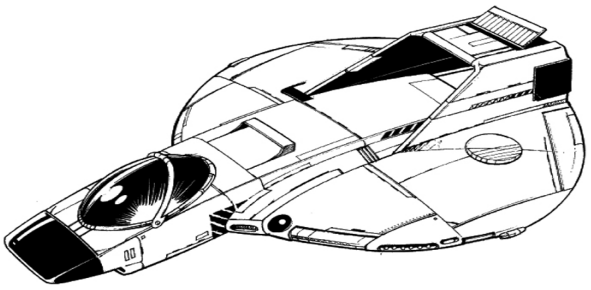
#### Weapons & Equipment Inventory

Standard Scale

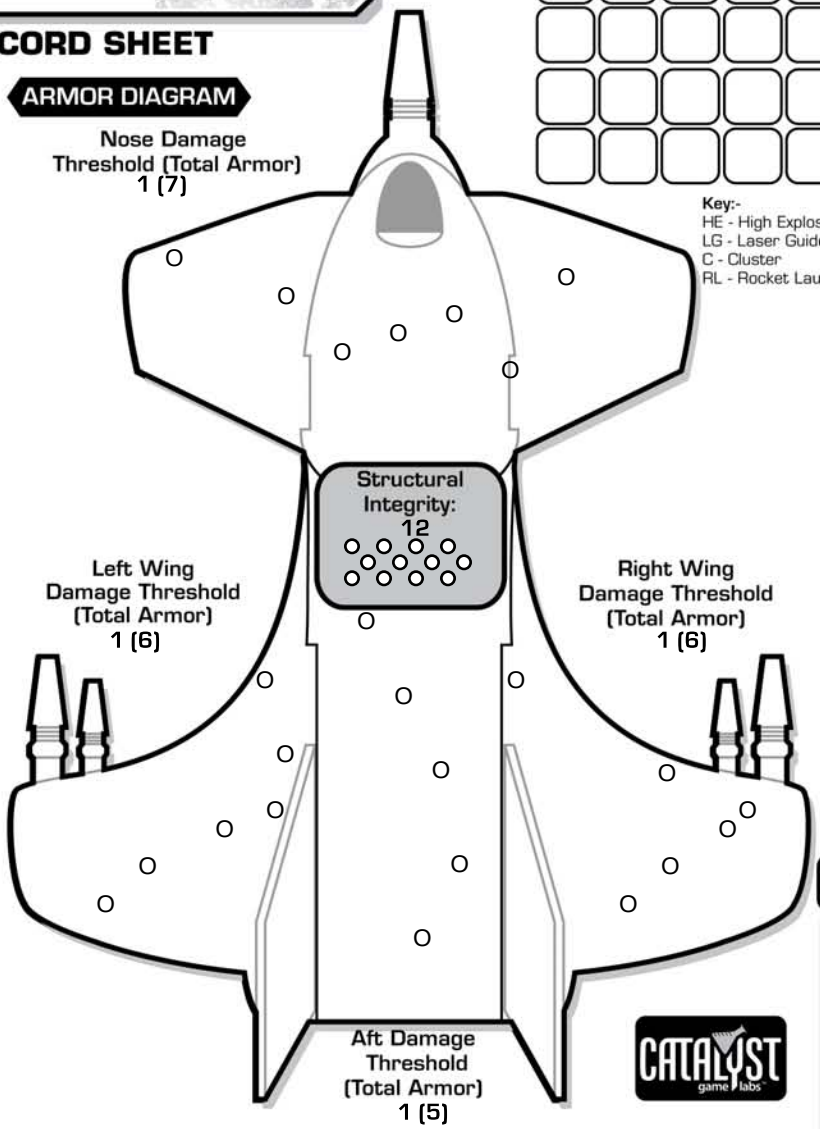
| Qty | Type | Loc. | Ht | SRV (0–6) | MRV (6–12) | LRV (13–20) | ERV (21–25) |
|---|---|---|---|---|---|---|---|
| 1 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |

**Fuel:** 400 Points

**Cost:**
**BV:** 476



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 10 (10) Single

### Heat Scale

Overflow

30* 29 28* 27* 26* 25* 24* 23* 22* 21* 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Thrush TR-7p

**Thrust:**
**Safe Thrust:** 12
**Maximum Thrust:** 18

**Tonnage:** 25
**Tech Base:** Inner Sphere
**Era:** Clan Invasion

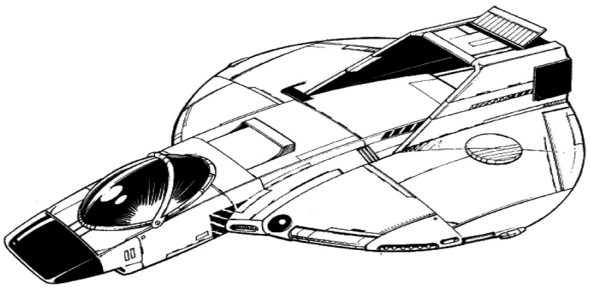
#### Weapons & Equipment Inventory

Standard Scale

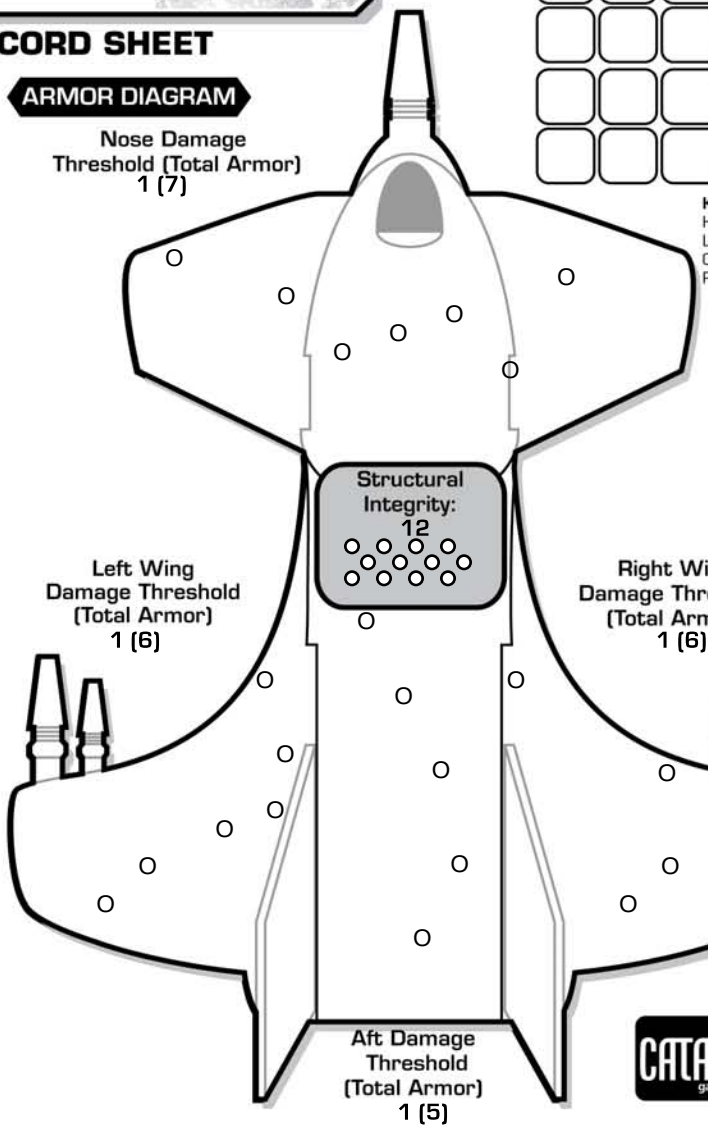
| Qty | Type | Loc. | Ht | SRV (0–6) | MRV (6–12) | LRV (13–20) | ERV (21–25) |
|---|---|---|---|---|---|---|---|
| 1 | Medium Pulse Laser [P] | LW | 4 | 6 | — | — | — |
| 1 | Medium Pulse Laser [P] | RW | 4 | 6 | — | — | — |

**Fuel:** 320 Points

**Cost:**
**BV:** 362



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 10 (10) Single

### Heat Scale

Overflow

30* 29 28* 27* 26* 25* 24* 23* 22* 21* 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Thrush TR-8

**Thrust:**
**Safe Thrust:** 12
**Maximum Thrust:** 18

**Tonnage:** 25
**Tech Base:** Inner Sphere
**Era:** Civil War

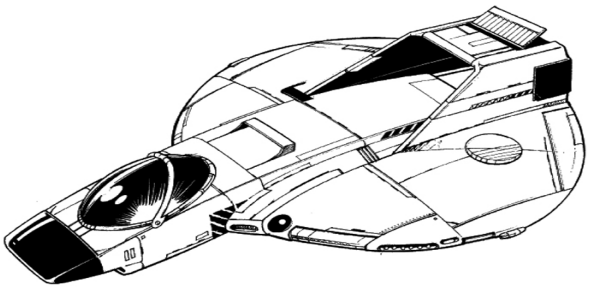
#### Weapons & Equipment Inventory

Standard Scale

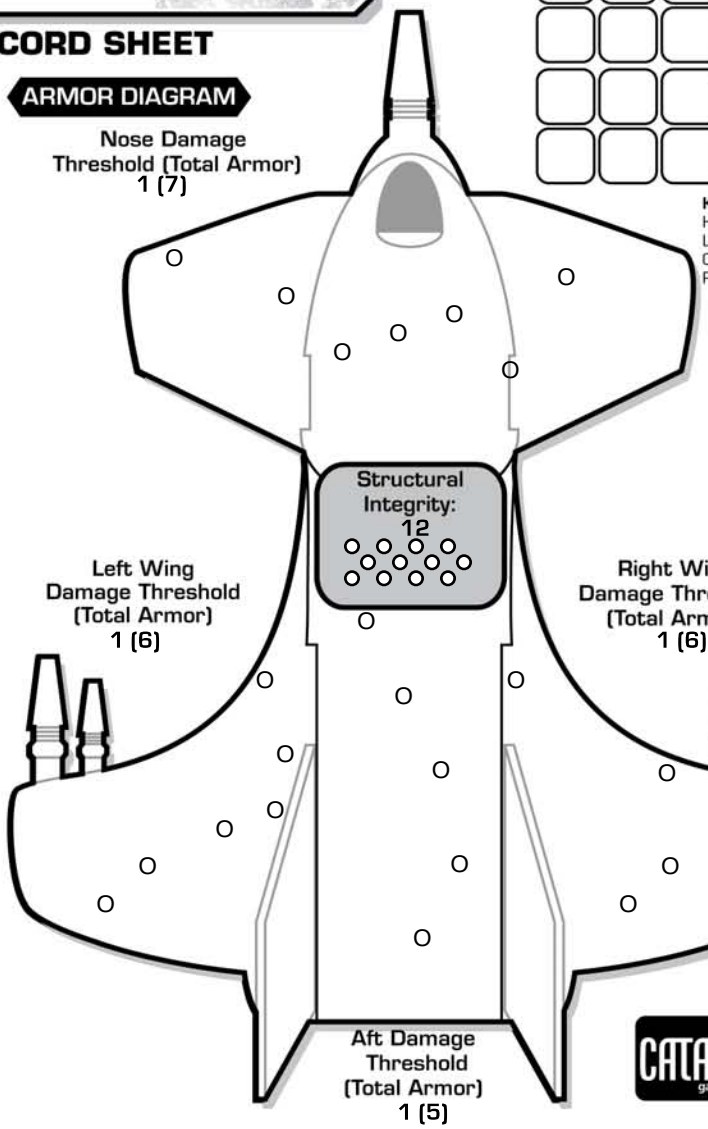
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | ER Medium Laser [DE] | N | 5 | 5 | 5 | — | — |
| 1 | ER Medium Laser [DE] | LW | 5 | 5 | 5 | — | — |
| 1 | ER Medium Laser [DE] | RW | 5 | 5 | 5 | — | — |

**Fuel:** 400 Points

**Cost:**
**BV:** 607



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 10 (20) Double

Heat Scale (Overflow)

30* 29 28* 27* 26* 25* 24* 23* 22* 21* 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Sparrowhawk SPR-H5

**Thrust:**
**Safe Thrust:** 10
**Maximum Thrust:** 15

**Tonnage:** 30
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

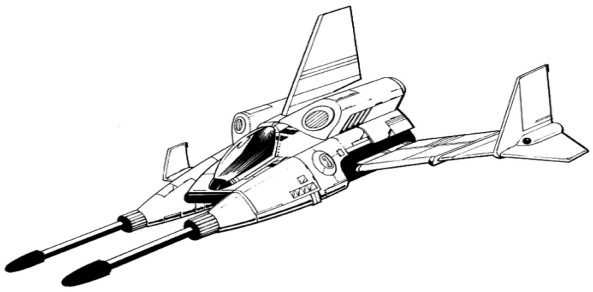
#### Weapons & Equipment Inventory

Standard Scale

| Qty | Type | Loc. | Ht | SRV (0–6) | MRV (6–12) | LRV (13–20) | ERV (21–25) |
|---|---|---|---|---|---|---|---|
| 2 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 1 | Small Laser [DE] | LW | 1 | 3 | — | — | — |
| 1 | Small Laser [DE] | RW | 1 | 3 | — | — | — |

**Fuel:** 400 Points

**Cost:**
**BV:** 637



### ARMOR DIAGRAM

Nose Damage Threshold (Total Armor)
4 (38)

Structural Integrity: 10

Left Wing Damage Threshold (Total Armor)
3 (24)

Right Wing Damage Threshold (Total Armor)
3 (24)

Aft Damage Threshold (Total Armor)
4 (34)

### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

Heat Sinks: 10 (10) Single

Heat Scale: Overflow, 30*, 29, 28*, 27*, 26*, 25*, 24*, 23*, 22*, 21*, 20*, 19*, 18*, 17*, 16, 15*, 14*, 13*, 12, 11, 10*, 9, 8*, 7, 6, 5*, 4, 3, 2, 1, 0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Sparrowhawk SPR-H5K

**Thrust:**
**Safe Thrust:** 10
**Maximum Thrust:** 15

**Tonnage:** 30
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

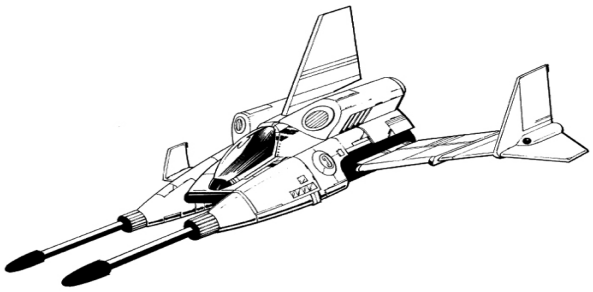
#### Weapons & Equipment Inventory

Standard Scale

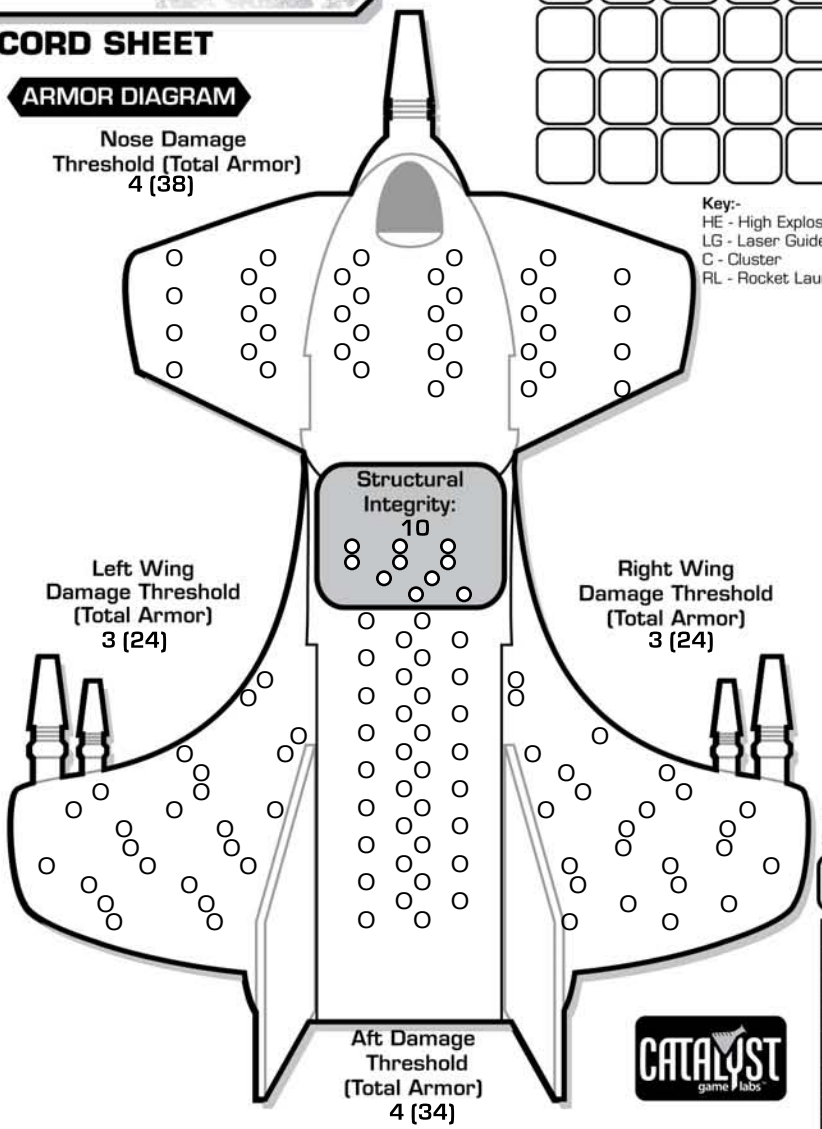
| Qty | Type | Loc. | Ht | SRV (0–6) | MRV (6–12) | LRV (13–20) | ERV (21–25) |
|---|---|---|---|---|---|---|---|
| 2 | Small Laser [DE] | N | 1 | 3 | — | — | — |
| 2 | Small Laser [DE] | LW | 1 | 3 | — | — | — |
| 2 | Small Laser [DE] | RW | 1 | 3 | — | — | — |

**Fuel:** 400 Points

**Cost:**
**BV:** 508



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 10 (10) Single

Heat Scale: Overflow, 30*, 29, 28*, 27*, 26*, 25*, 24*, 23*, 22*, 21*, 20*, 19*, 18*, 17*, 16, 15*, 14*, 13*, 12, 11, 10*, 9, 8*, 7, 6, 5*, 4, 3, 2, 1, 0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Sparrowhawk SPR-6D

**Thrust:**
**Safe Thrust:** 10
**Maximum Thrust:** 15

**Tonnage:** 30
**Tech Base:** Inner Sphere
**Era:** Clan Invasion

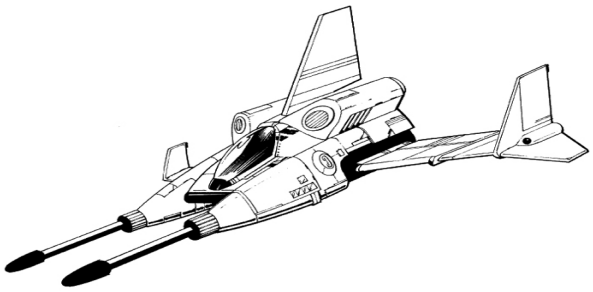
#### Weapons & Equipment Inventory

Standard Scale

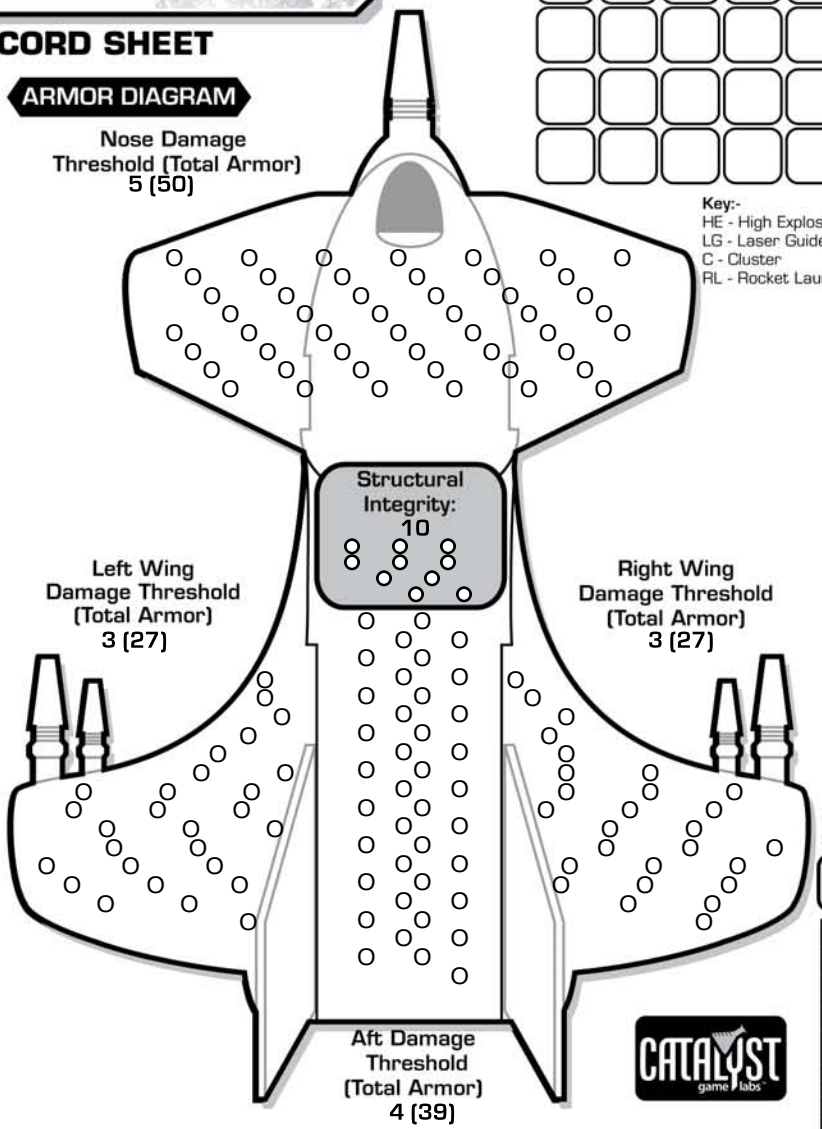
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 2 | Medium Pulse Laser [P] | N | 4 | 6 | — | — | — |
| 1 | Small Pulse Laser [P] | LW | 2 | 3 | — | — | — |
| 1 | Small Pulse Laser [P] | RW | 2 | 3 | — | — | — |

**Fuel:** 560 Points

**Cost:**
**BV:** 729



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 10 (10) Single

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Sparrowhawk SPR-7D

**Thrust:**
**Safe Thrust:** 10
**Maximum Thrust:** 15

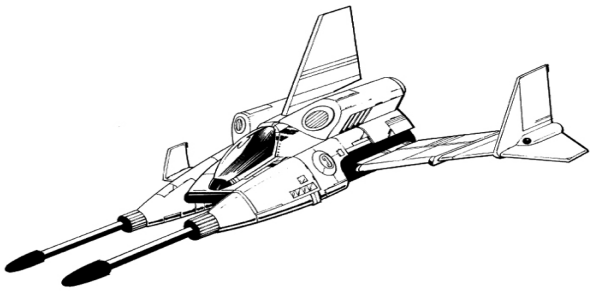
**Tonnage:** 30
**Tech Base:** Inner Sphere
**Era:** Civil War

#### Weapons & Equipment Inventory

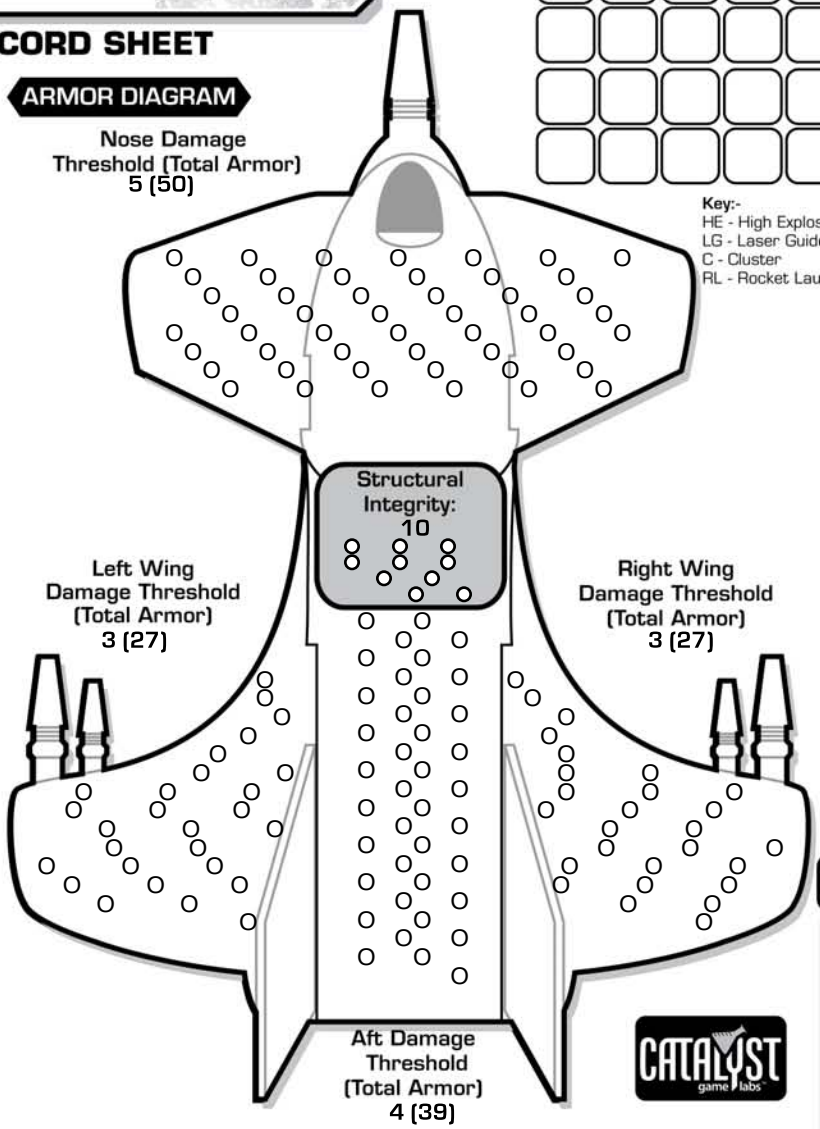
| Qty | Type | Loc. | Ht | Standard Scale (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 2 | Medium Pulse Laser [P] | N | 4 | 6 | — | — | — |
| 1 | ER Medium Laser [DE] | LW | 5 | 5 | 5 | — | — |
| 1 | ER Medium Laser [DE] | RW | 5 | 5 | 5 | — | — |

**Fuel:** 560 Points

**Cost:**
**BV:** 959



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 10 (20) Double

Heat Scale: Overflow, 30*, 29, 28*, 27*, 26*, 25*, 24*, 23*, 22*, 21*, 20*, 19*, 18*, 17*, 16, 15*, 14*, 13*, 12, 11, 10*, 9, 8*, 7, 6, 5*, 4, 3, 2, 1, 0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Sparrowhawk SPR-8H

**Thrust:**
**Safe Thrust:** 10
**Maximum Thrust:** 15

**Tonnage:** 30
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

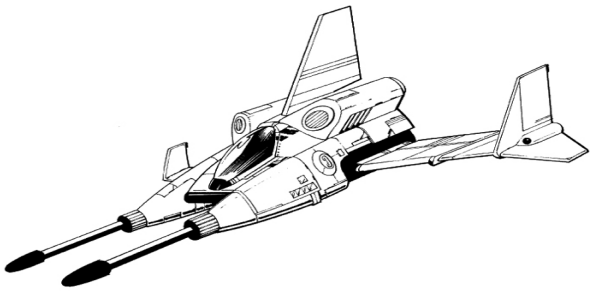
#### Weapons & Equipment Inventory

Standard Scale

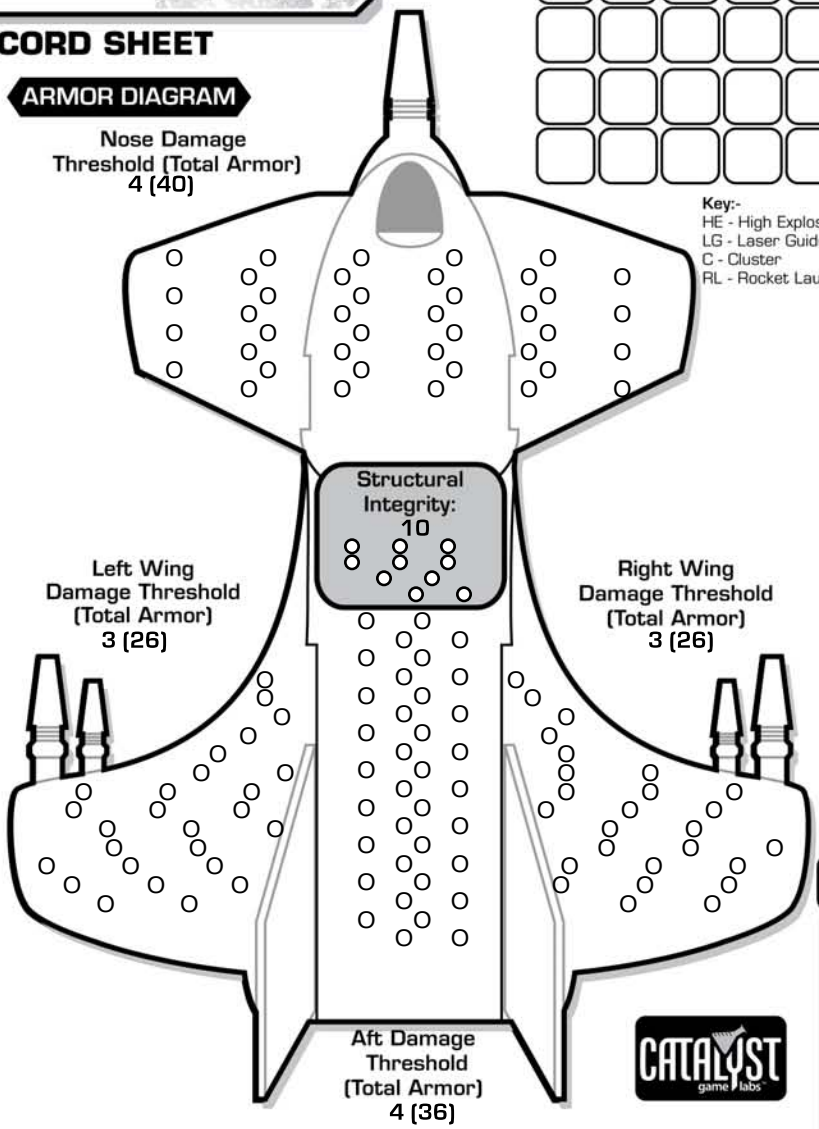
| Qty | Type | Loc. | Ht | SRV (0–6) | MRV (6–12) | LRV (13–20) | ERV (21–25) |
|---|---|---|---|---|---|---|---|
| 1 | Small Laser [DE] | N | 1 | 3 | — | — | — |
| 1 | SRM 2 [M,C] | N | 2 | 2 | — | — | — |

Ammo: (SRM 2) 50
**Fuel:** 400 Points

**Cost:**
**BV:** 466



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 10 (10) Single

Heat Scale: Overflow, 30*, 29, 28*, 27*, 26*, 25*, 24*, 23*, 22*, 21*, 20*, 19*, 18*, 17*, 16, 15*, 14*, 13*, 12, 11, 10*, 9, 8*, 7, 6, 5*, 4, 3, 2, 1, 0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Sholagar SL-21

**Thrust:**
**Safe Thrust:** 10
**Maximum Thrust:** 15

**Tonnage:** 35
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

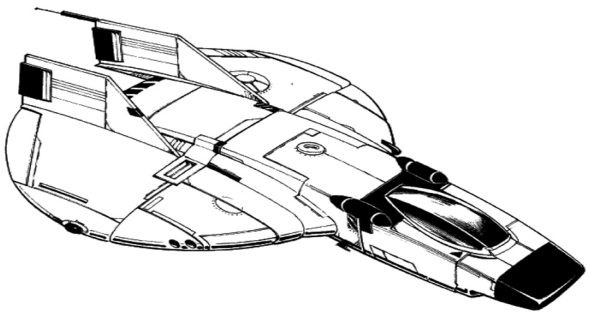
#### Weapons & Equipment Inventory

Standard Scale

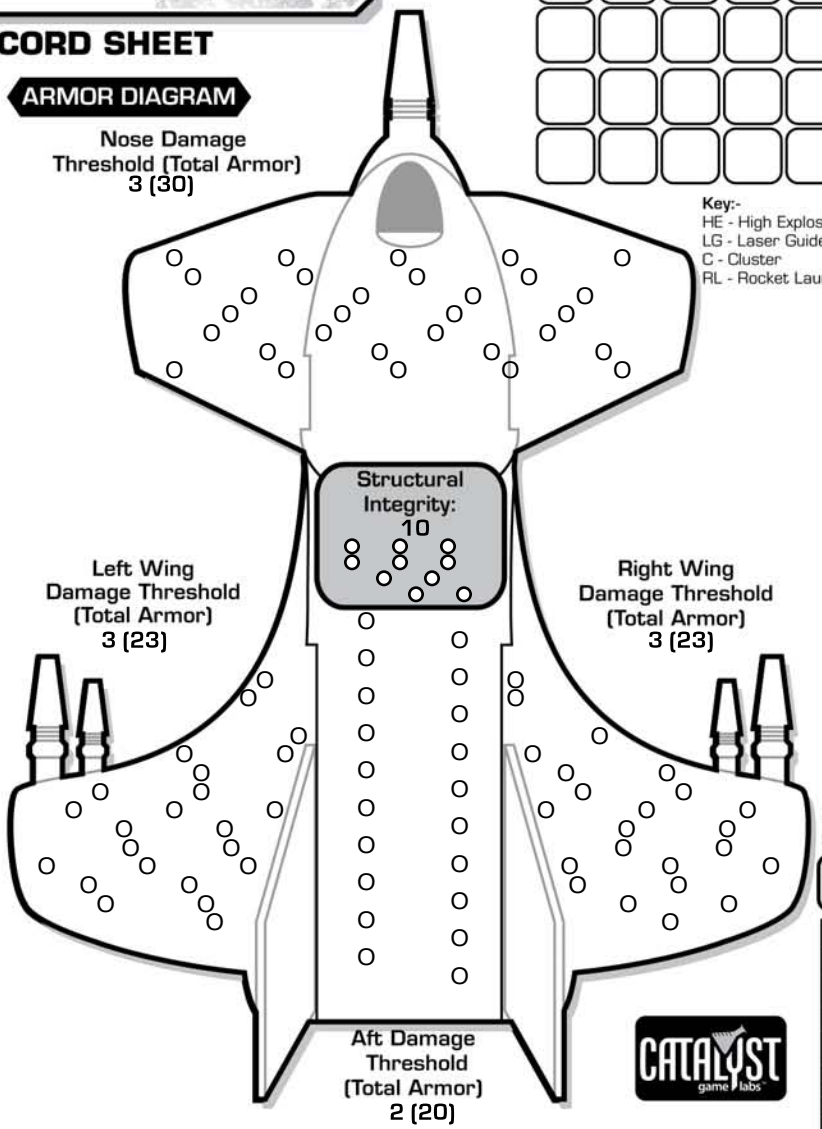
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | SRM 4 [M,C] | N | 3 | 4 | — | — | — |
| 1 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |

Ammo: (SRM 4) 25
**Fuel:** 400 Points

**Cost:**
**BV:** 607



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 10 (10) Single

Heat Scale (Overflow)

30* 29 28* 27* 26* 25* 24* 23* 22* 21* 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Sholagar SL-21L

**Thrust:**
**Safe Thrust:** 10
**Maximum Thrust:** 15

**Tonnage:** 35
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

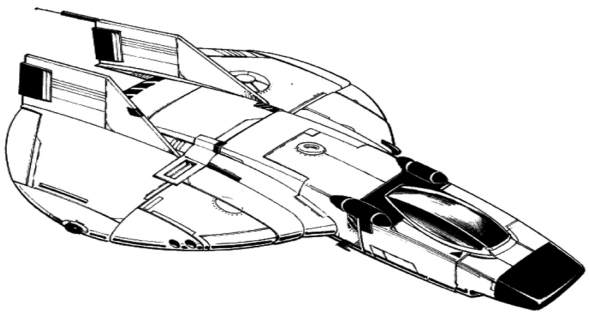
#### Weapons & Equipment Inventory

Standard Scale

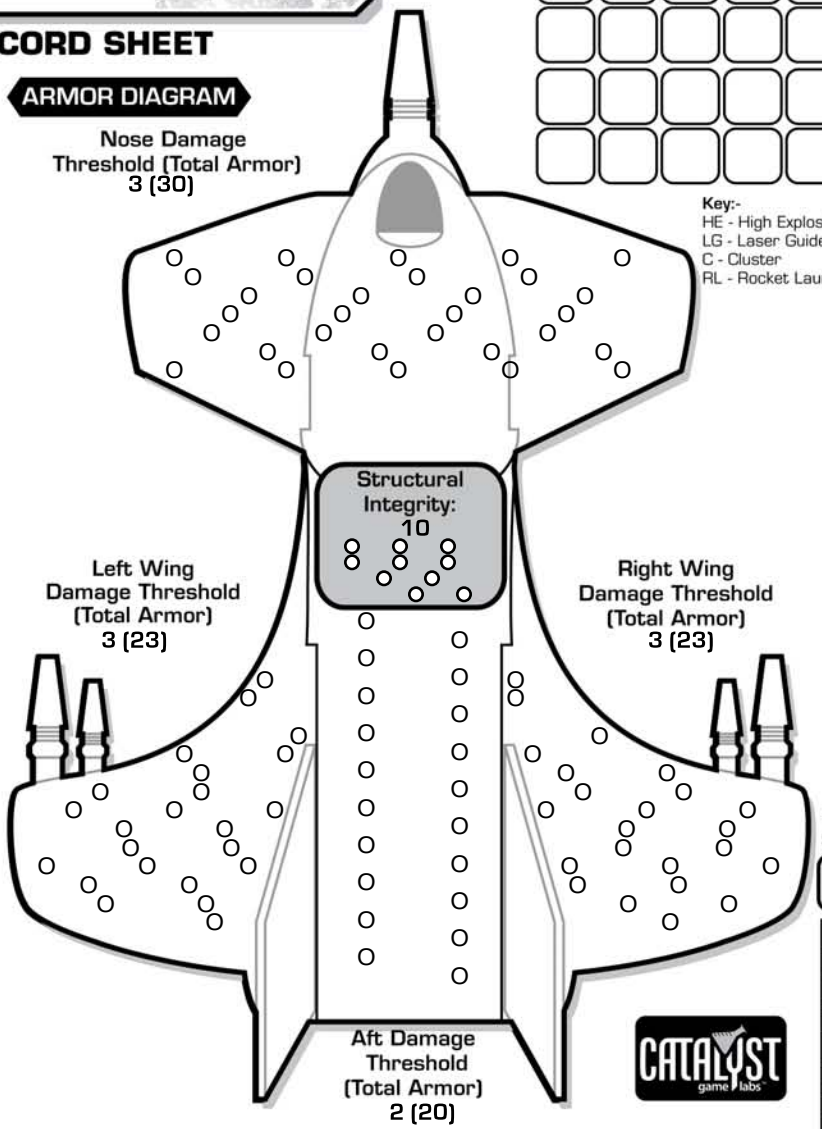
| Qty | Type | Loc. | Ht | SRV (0–6) | MRV (6–12) | LRV (13–20) | ERV (21–25) |
|---|---|---|---|---|---|---|---|
| 2 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |

**Fuel:** 400 Points

**Cost:**
**BV:** 735



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 11 (11) Single

Heat Scale (Overflow)

30* 29 28* 27* 26* 25* 24* 23* 22* 21* 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Sholagar SL-22

**Thrust:**
**Safe Thrust:** 10
**Maximum Thrust:** 15

**Tonnage:** 35
**Tech Base:** Inner Sphere
**Era:** Jihad

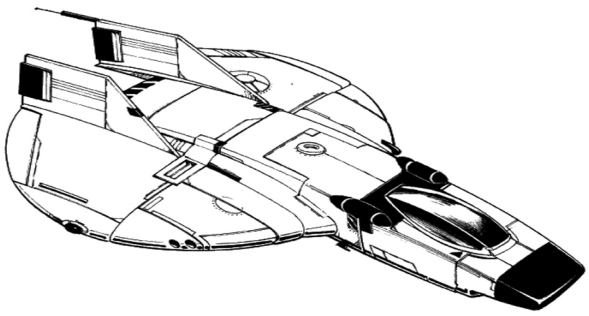
### Weapons & Equipment Inventory

Standard Scale

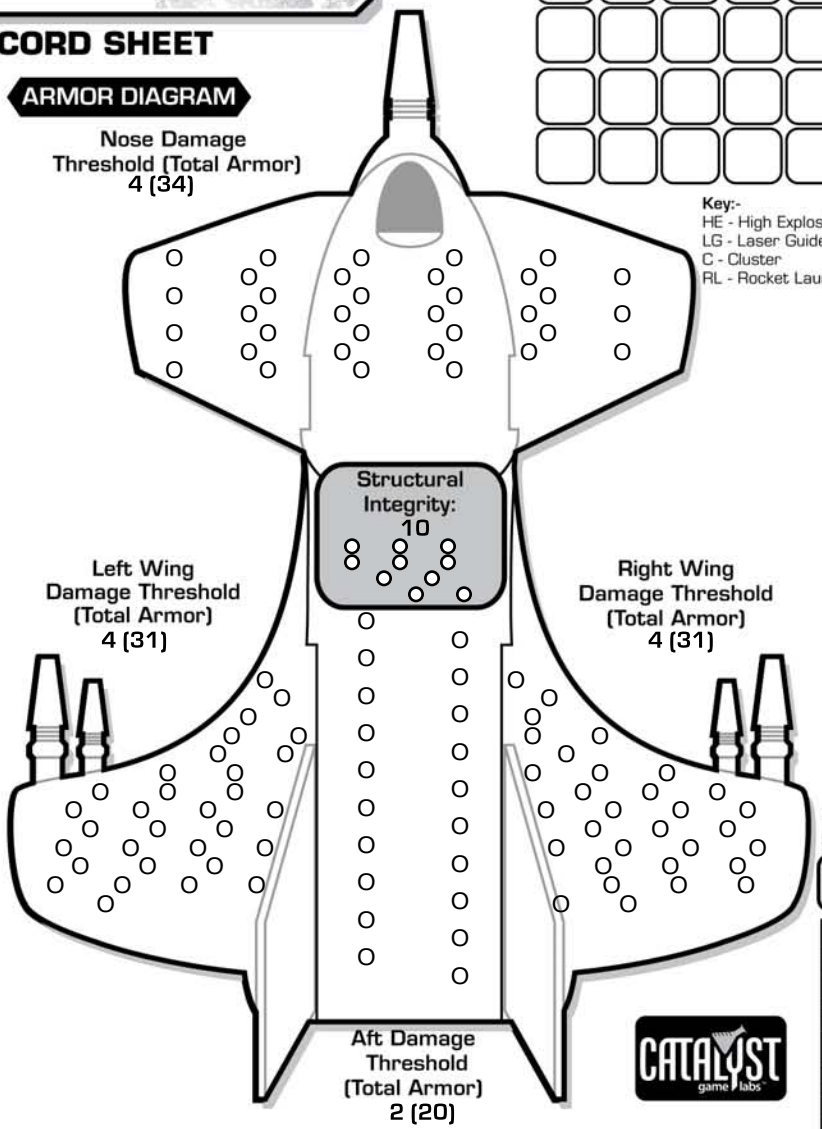
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | MML 7 | N | 4 | 4 | 4 | 4 | — |
| 1 | ER Medium Laser [DE] | LW | 5 | 5 | 5 | — | — |
| 1 | ER Medium Laser [DE] | RW | 5 | 5 | 5 | — | — |

Ammo: (MML 7/LRM) 17, (MML 7/SRM) 14
**Fuel:** 400 Points

**Cost:**
**BV:** 830



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### Heat Scale

Overflow

30* 29 28* 27* 26* 25* 24* 23* 22* 21* 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

### CRITICAL DAMAGE

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 10 (20) Double

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Corsair CSR-V12

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 50
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

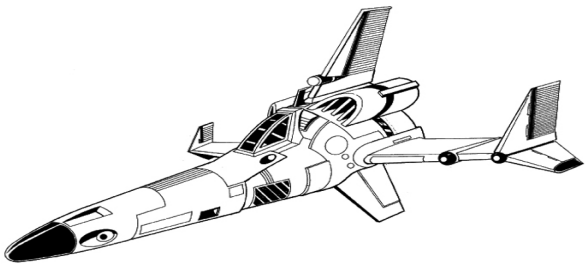
#### Weapons & Equipment Inventory

Standard Scale

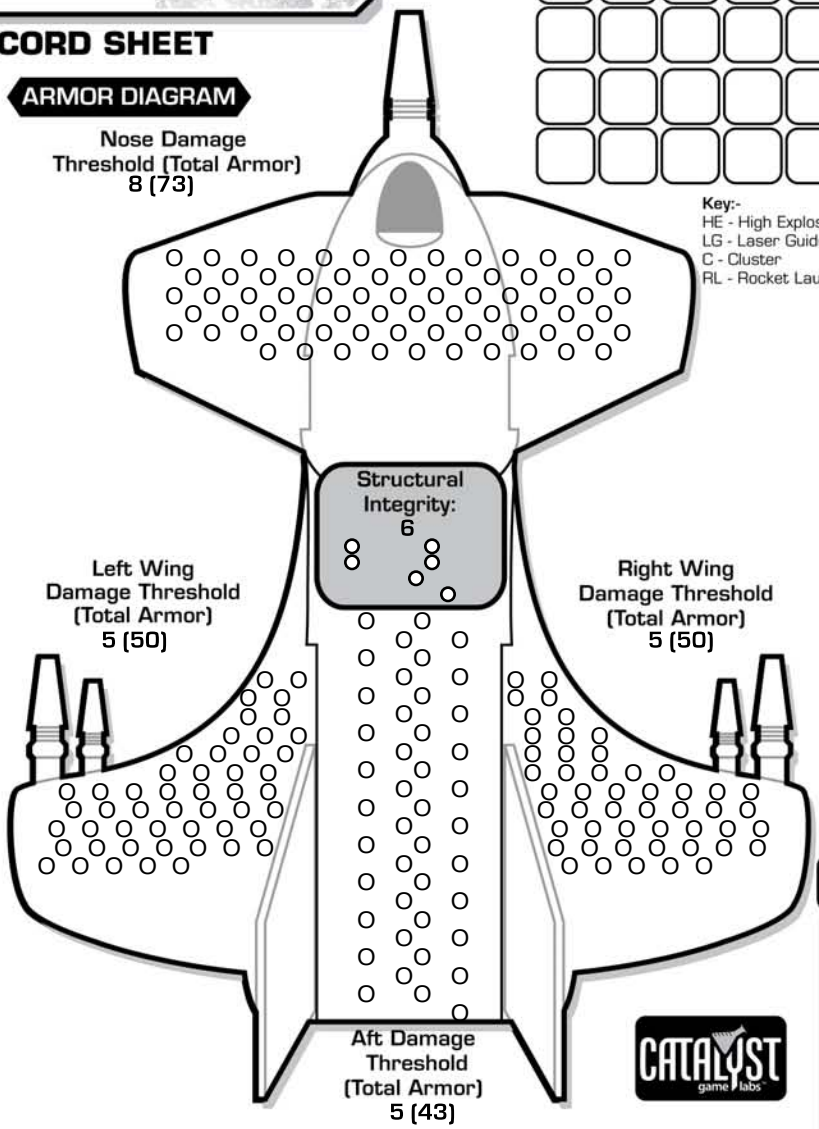
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 2 | Large Laser [DE] | N | 8 | 8 | 8 | — | — |
| 2 | Small Laser [DE] | N | 1 | 3 | — | — | — |
| 1 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |
| 2 | Small Laser [DE] | A | 1 | 3 | — | — | — |

**Fuel:** 400 Points

**Cost:**
**BV:** 1,190



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 16 (16) Single

| | |
|---|---|
| 30* | O O |
| 29 | O O |
| 28* | O O |
| 27* | O O |
| 26* | O O |
| 25* | O O |
| 24* | O O |
| 23* | O |
| 22* | O |
| 21* | O |
| 20* | O |
| 19* | |
| 18* | |
| 17* | |
| 16 | |
| 15* | |
| 14* | |
| 13* | |
| 12 | |
| 11 | |
| 10* | |
| 9 | |
| 8* | |
| 7 | |
| 6 | |
| 5* | |
| 4 | |
| 3 | |
| 2 | |
| 1 | |
| 0 | |

Heat Scale
Overflow

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Corsair CSR-V12M Regulus

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 50
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession War

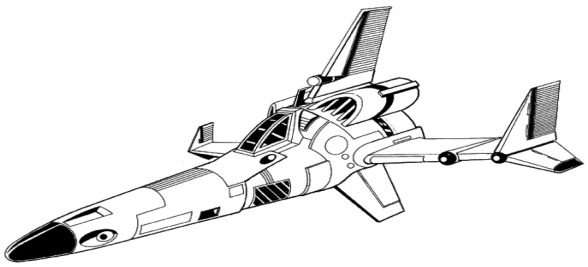
#### Weapons & Equipment Inventory

Standard Scale

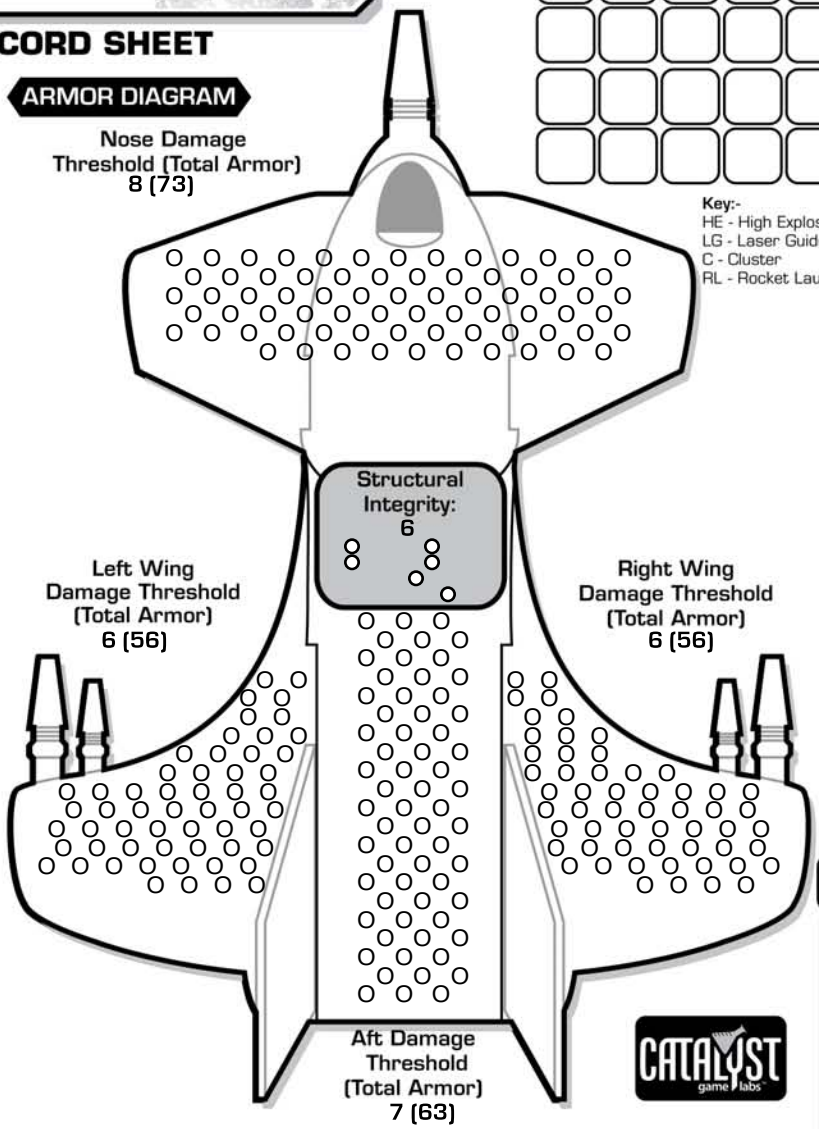
| Qty | Type | Loc. | Ht | SRV (0–6) | MRV (6–12) | LRV (13–20) | ERV (21–25) |
|---|---|---|---|---|---|---|---|
| 1 | Large Laser [DE] | N | 8 | 8 | 8 | — | — |
| 2 | Small Laser [DE] | N | 1 | 3 | — | — | — |
| 1 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |
| 2 | Small Laser [DE] | A | 1 | 3 | — | — | — |

**Fuel:** 400 Points

**Cost:**
**BV:** 1,121



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 19 (19) Single

Heat Scale (Overflow)

30* 29 28* 27* 26* 25* 24* 23* 22* 21* 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Corsair CSR-V14

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 50
**Tech Base:** Inner Sphere
**Era:** Clan Invasion

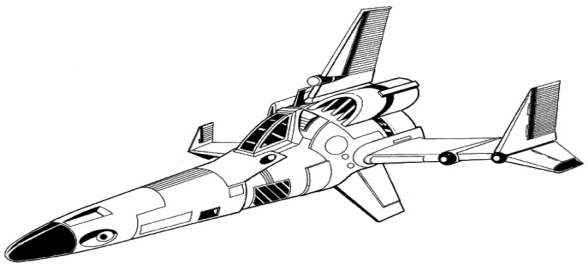
#### Weapons & Equipment Inventory

Standard Scale

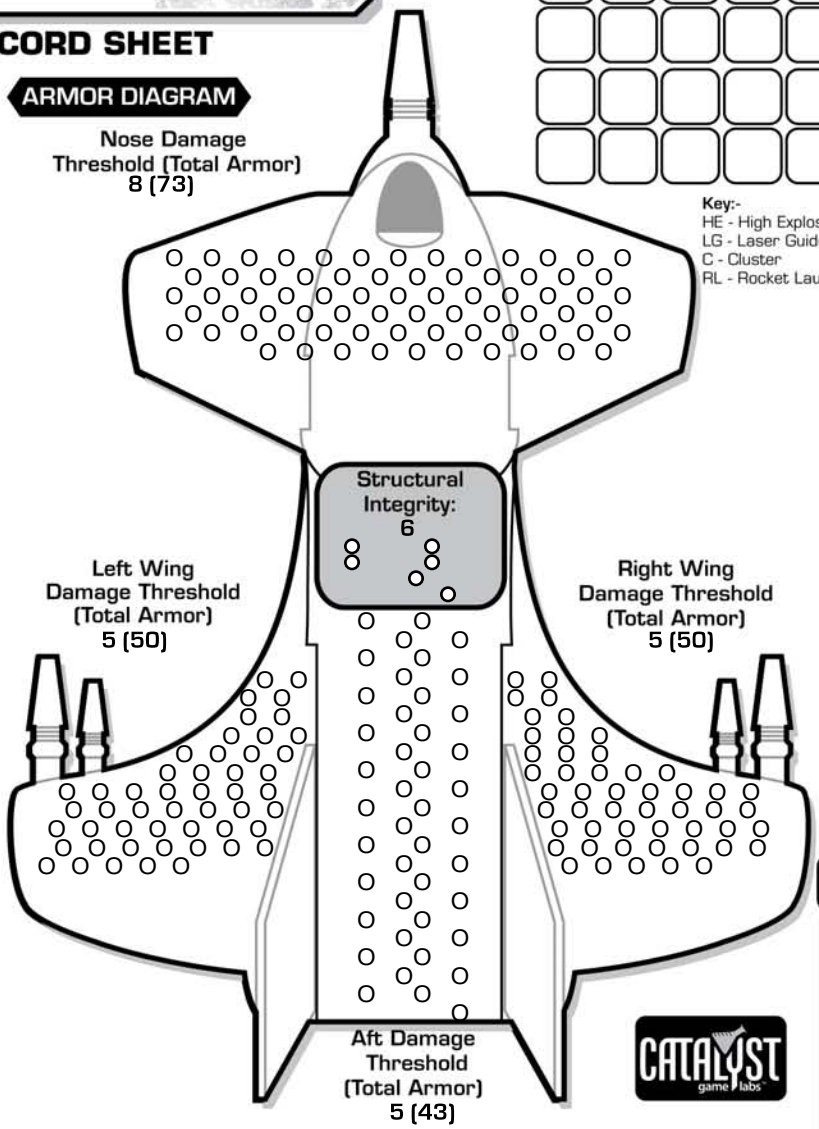
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 2 | ER Large Laser [DE] | N | 12 | 8 | 8 | 8 | — |
| 2 | Small Laser [DE] | N | 1 | 3 | — | — | — |
| 1 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |
| 2 | Small Laser [DE] | A | 1 | 3 | — | — | — |

**Fuel:** 400 Points

**Cost:**
**BV:** 1,330



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 16 (32) Double

| | |
|---|---|
| 30* | O O |
| 29 | O O |
| 28* | O O |
| 27* | O O |
| 26* | O O |
| 25* | O O |
| 24* | O O |
| 23* | O |
| 22* | O |
| 21* | O |
| 20* | O |
| 19* | |
| 18* | |
| 17* | |
| 16 | |
| 15* | |
| 14* | |
| 13* | |
| 12 | |
| 11 | |
| 10* | |
| 9 | |
| 8* | |
| 7 | |
| 6 | |
| 5* | |
| 4 | |
| 3 | |
| 2 | |
| 1 | |
| 0 | |

Heat Scale
Overflow

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Corsair CSR-V18

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 50
**Tech Base:** Inner Sphere
**Era:** Jihad

#### Weapons & Equipment Inventory

Standard Scale

| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 2 | ER Large Laser [DE] | N | 12 | 8 | 8 | 8 | — |
| 1 | Light PPC [DE,X] | LW | 5 | 5 | 5 | — | — |
| 1 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 1 | Light PPC [DE,X] | RW | 5 | 5 | 5 | — | — |
| 1 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |
| 2 | ER Small Laser [DE] | A | 2 | 3 | — | — | — |

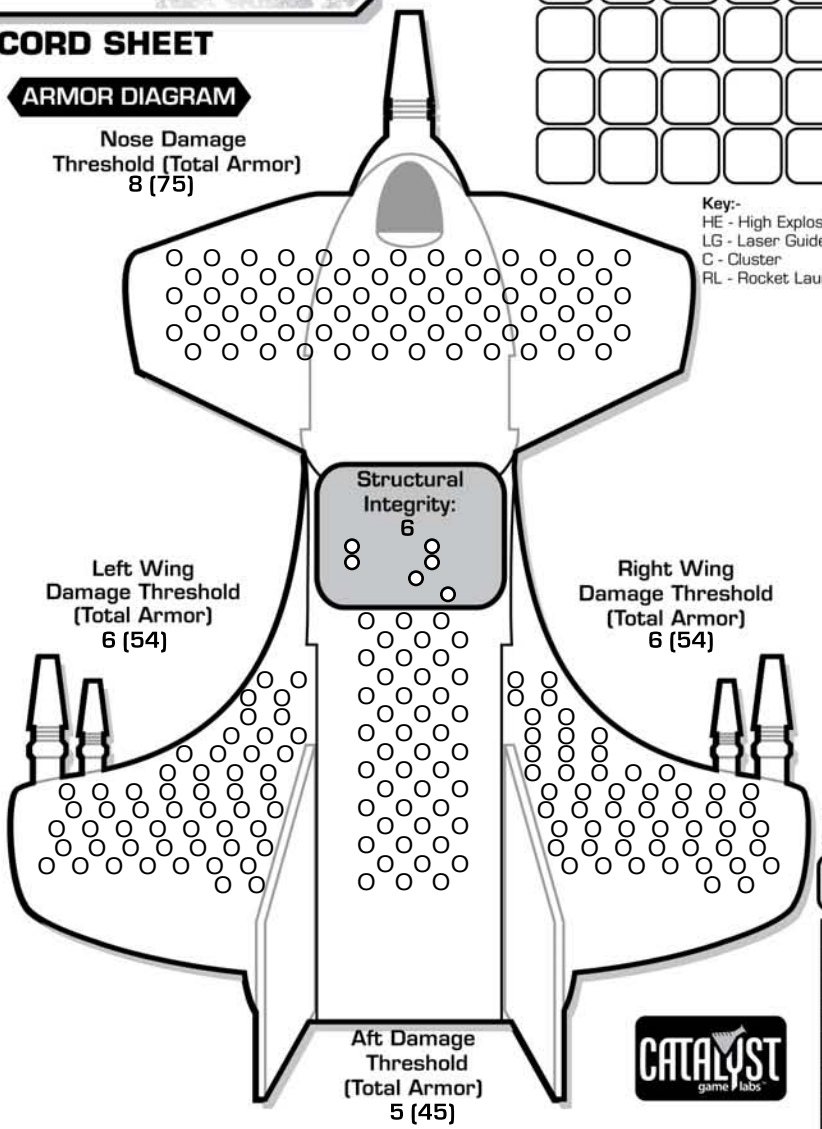
**Fuel:** 400 Points

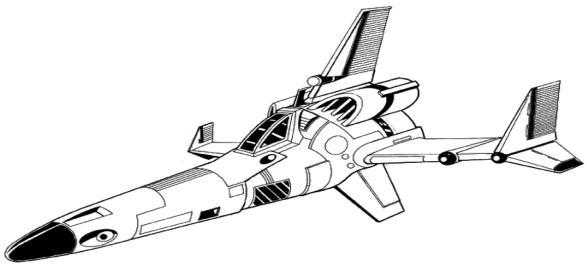
**Cost:**
**BV:** 1,602

### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### ARMOR DIAGRAM



### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 17 (34) Double

Heat Scale: Overflow

30* 29 28* 27* 26* 25* 24* 23* 22* 21* 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Corsair CSR-V20

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 50
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

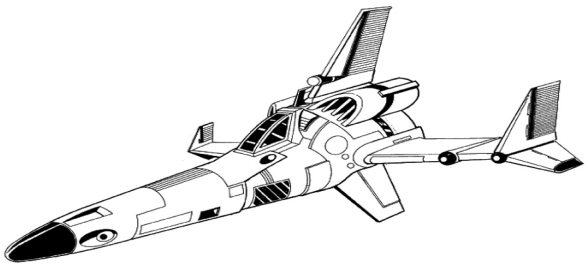
### Weapons & Equipment Inventory

Standard Scale

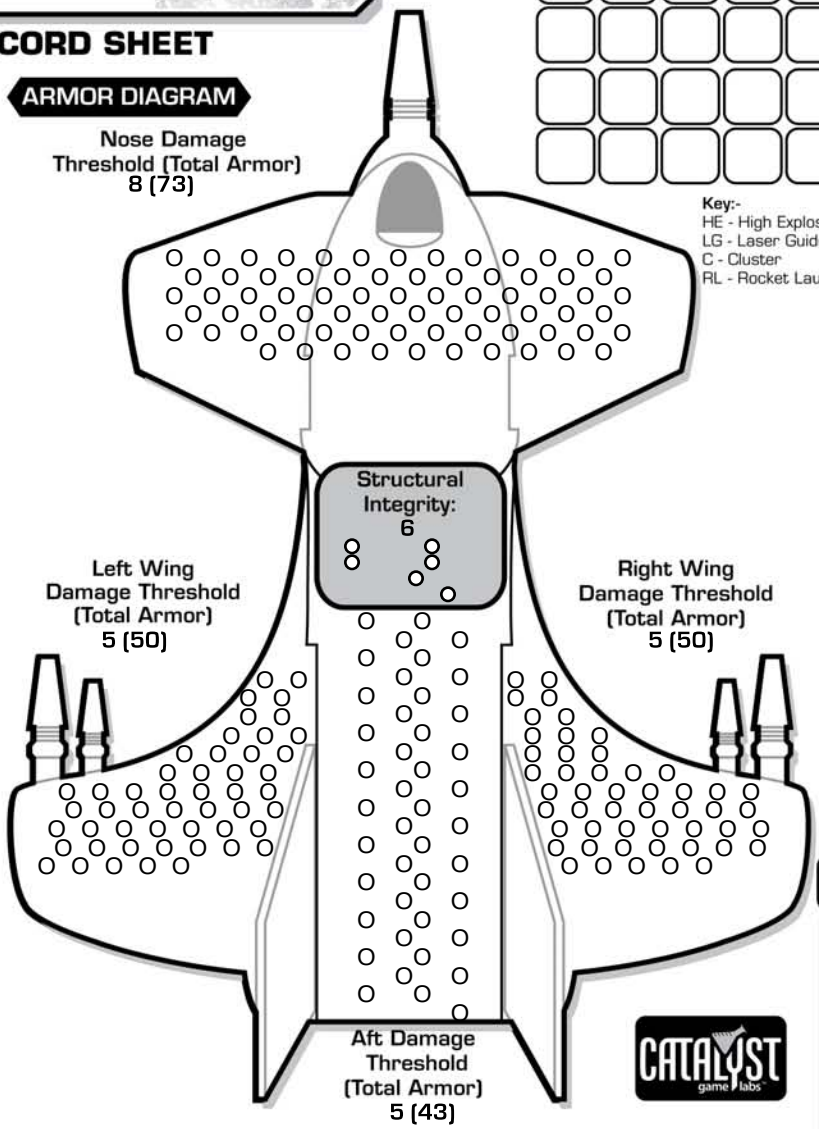
| Qty | Type | Loc. | Ht | SRV (0–6) | MRV (6–12) | LRV (13–20) | ERV (21–25) |
|---|---|---|---|---|---|---|---|
| 2 | Large Laser [DE] | N | 8 | 8 | 8 | — | — |
| 1 | SRM 6 [M,C] | N | 4 | 8 | — | — | — |

Ammo: (SRM 6) 15
**Fuel:** 400 Points

**Cost:**
**BV:** 1,112



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 16 (16) Single

| | |
|---|---|
| 30* | O O |
| 29 | O O |
| 28* | O O |
| 27* | O O |
| 26* | O O |
| 25* | O O |
| 24* | O O |
| 23* | O |
| 22* | O |
| 21* | O |
| 20* | O |
| 19* | |
| 18* | |
| 17* | |
| 16 | |
| 15* | |
| 14* | |
| 13* | |
| 12 | |
| 11 | |
| 10* | |
| 9 | |
| 8* | |
| 7 | |
| 6 | |
| 5* | |
| 4 | |
| 3 | |
| 2 | |
| 1 | |
| 0 | |

Heat Scale
Overflow

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Samurai SL-25

**Thrust:**
**Safe Thrust:** 7
**Maximum Thrust:** 11

**Tonnage:** 50
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

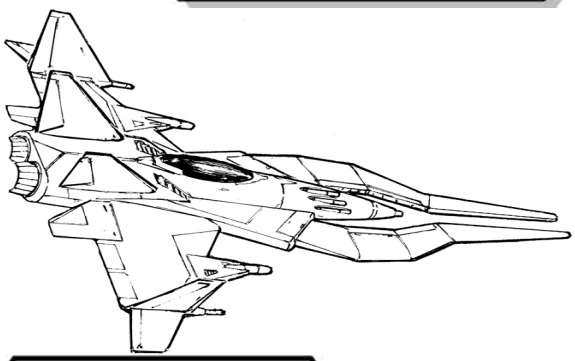
### Weapons & Equipment Inventory

Standard Scale

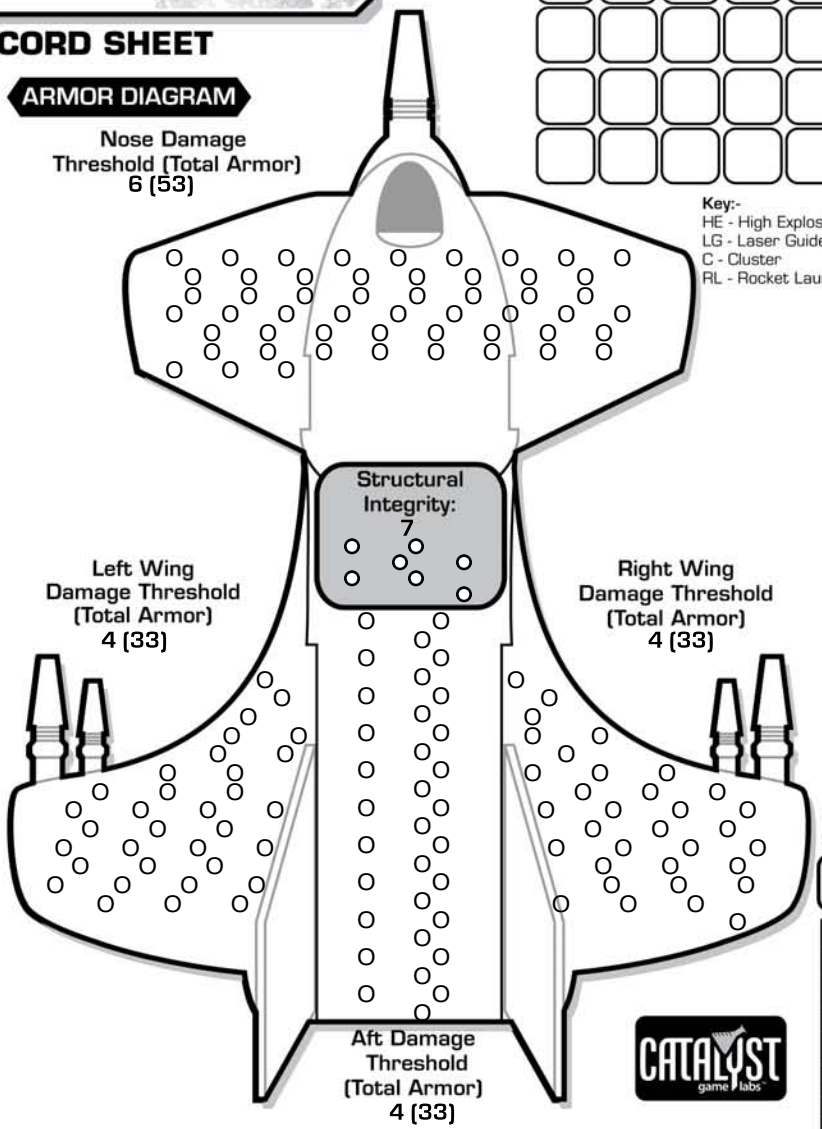
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 3 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 1 | Small Laser [DE] | N | 1 | 3 | — | — | — |
| 1 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 1 | Small Laser [DE] | LW | 1 | 3 | — | — | — |
| 1 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |
| 1 | Small Laser [DE] | RW | 1 | 3 | — | — | — |
| 1 | Medium Laser [DE] | A | 3 | 5 | — | — | — |
| 1 | Small Laser [DE] | A | 1 | 3 | — | — | — |

**Fuel:** 640 Points

**Cost:**
**BV:** 974



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 19 (19) Single

O O
O O
O O
O O
O O
O O
O O
O O
O O
O

**Heat Scale**

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Samurai SL-26

**Thrust:**
**Safe Thrust:** 7
**Maximum Thrust:** 11

**Tonnage:** 50
**Tech Base:** Inner Sphere
**Era:** Star League

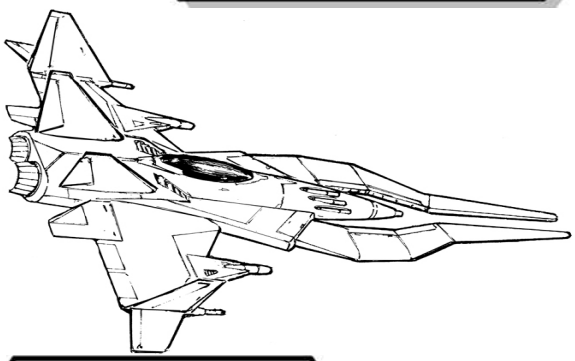
### Weapons & Equipment Inventory

Standard Scale

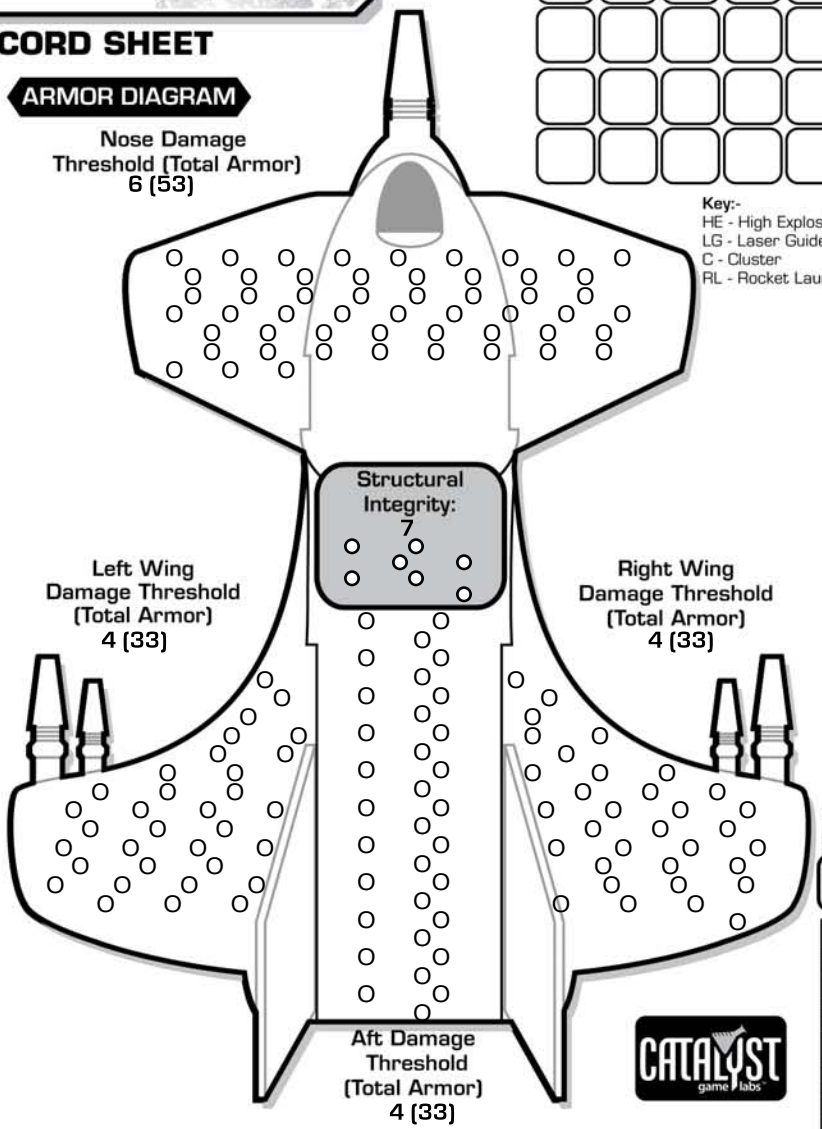
| Qty | Type | Loc. | Ht | SRV (0–6) | MRV (6–12) | LRV (13–20) | ERV (21–25) |
|---|---|---|---|---|---|---|---|
| 3 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 1 | Small Laser [DE] | N | 1 | 3 | — | — | — |
| 1 | ER Large Laser [DE] | LW | 12 | 8 | 8 | 8 | — |
| 1 | Small Laser [DE] | LW | 1 | 3 | — | — | — |
| 1 | ER Large Laser [DE] | RW | 12 | 8 | 8 | 8 | — |
| 1 | Small Laser [DE] | RW | 1 | 3 | — | — | — |
| 1 | Medium Laser [DE] | A | 3 | 5 | — | — | — |
| 1 | Small Laser [DE] | A | 1 | 3 | — | — | — |

**Fuel:** 640 Points

**Cost:**
**BV:** 1,385



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 18 (36) Double

O O
O O
O O
O O
O O
O O
O O
O O
O
O

Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Samurai SL-27

**Thrust:**
**Safe Thrust:** 7
**Maximum Thrust:** 11

**Tonnage:** 50
**Tech Base:** Inner Sphere
**Era:** Jihad

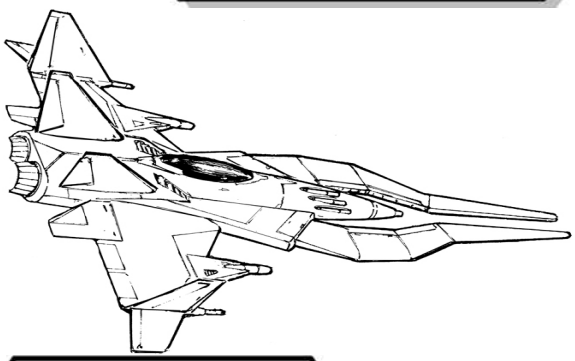
### Weapons & Equipment Inventory

Standard Scale

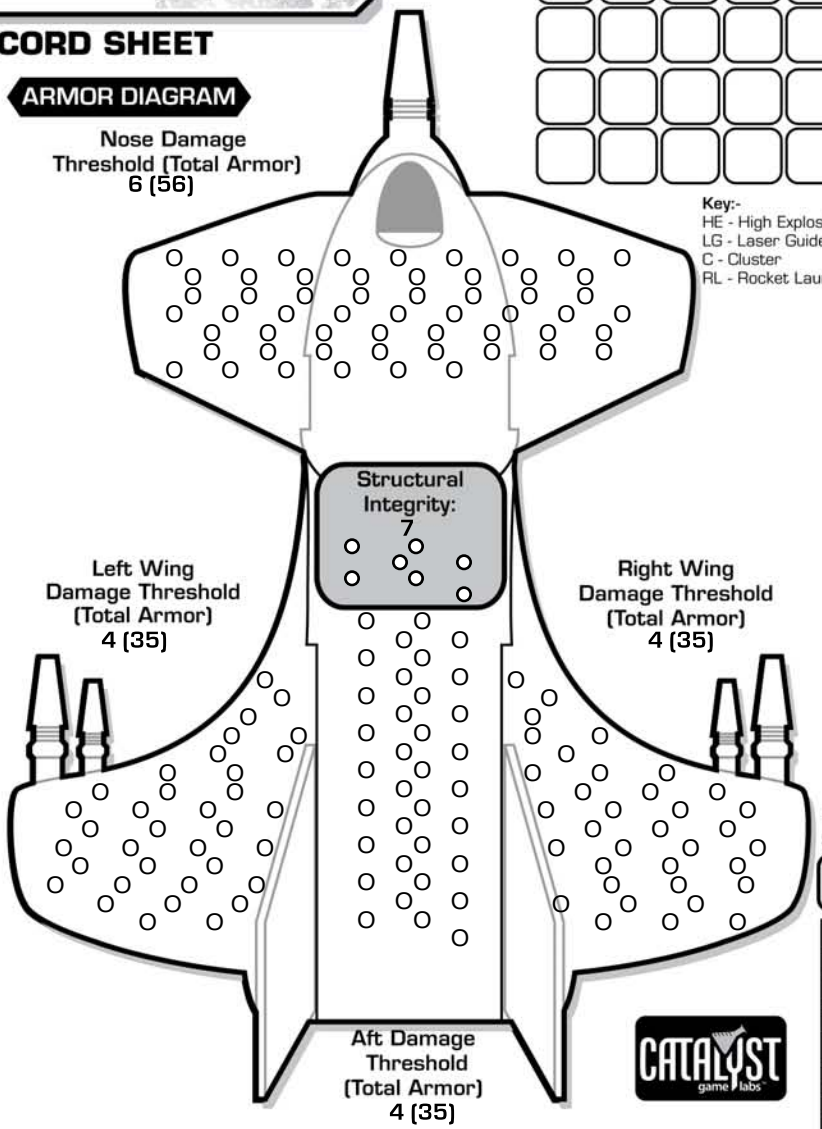
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 2 | Medium Pulse Laser [P] | N | 4 | 6 | — | — | — |
| 1 | Plasma Rifle [DE,H,AI] | N | 10 | 10 | 10 | — | — |
| 2 | ER Medium Laser [DE] | LW | 5 | 5 | 5 | — | — |
| 1 | ER Small Laser [DE] | LW | 2 | 3 | — | — | — |
| 2 | ER Medium Laser [DE] | RW | 5 | 5 | 5 | — | — |
| 1 | ER Small Laser [DE] | RW | 2 | 3 | — | — | — |
| 1 | ER Medium Laser [DE] | A | 5 | 5 | 5 | — | — |
| 1 | ER Small Laser [DE] | A | 2 | 3 | — | — | — |

Ammo: (Plasma Rifle) 20
**Fuel:** 640 Points

**Cost:**
**BV:** 1,631



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:**
15 (30)
Double
O O
O O
O O
O O
O O
O
O
O
O
O

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Transit TR-10

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 50
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

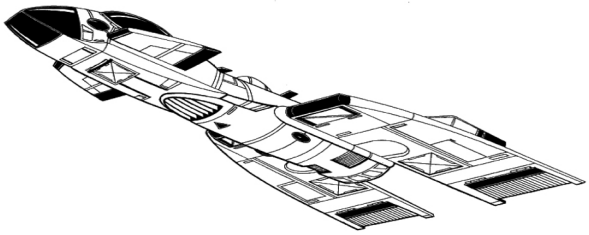
### Weapons & Equipment Inventory

Standard Scale

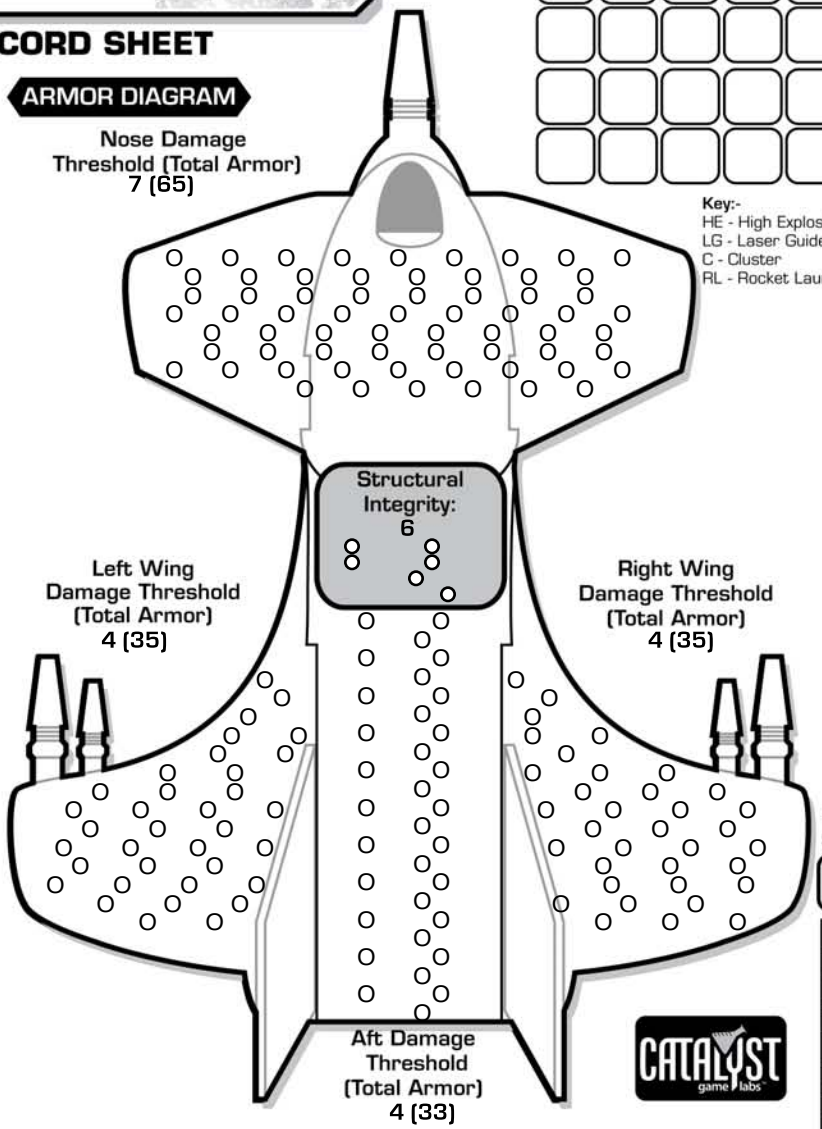
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Autocannon/20 [DB,S] | N | 7 | 20 | — | — | — |
| 2 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |

Ammo: (AC/20) 10
**Fuel:** 400 Points

**Cost:**
**BV:** 1,091



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 13 (13)
Single
O O
O O
O O
O
O
O
O
O
O
O

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Transit TR-11

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 50
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

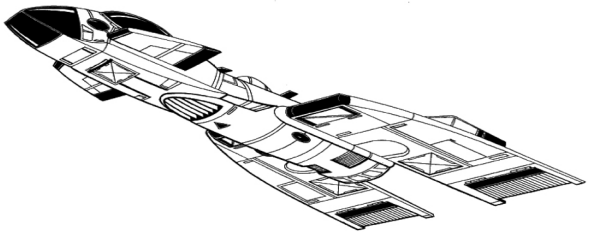
### Weapons & Equipment Inventory

Standard Scale

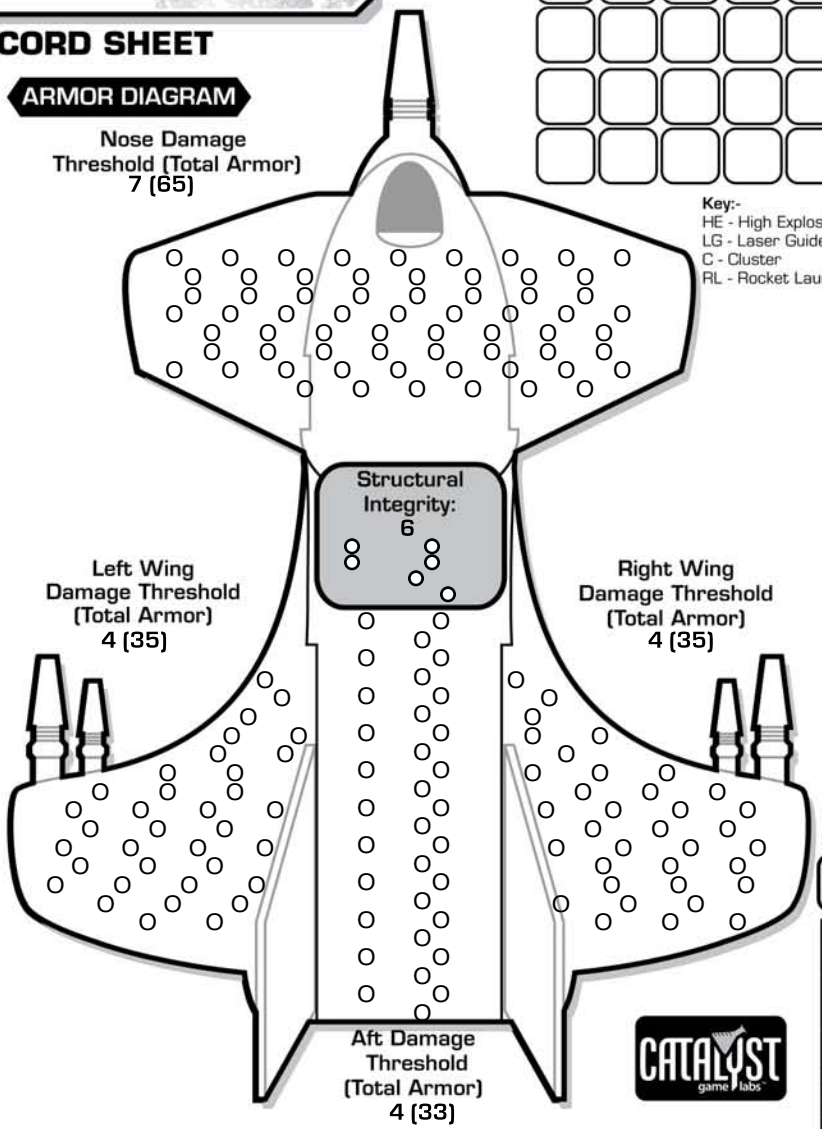
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Autocannon/20 [DB,S] | N | 7 | 20 | — | — | — |

Ammo: (AC/20) 10
**Fuel:** 400 Points

**Cost:** **BV:** 815



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 13 (13)
Single
O O
O O
O O
O
O
O
O
O
O
O

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Transit TR-12

**Thrust:**
**Safe Thrust:** 7
**Maximum Thrust:** 11

**Tonnage:** 50
**Tech Base:** Inner Sphere
**Era:** Civil War

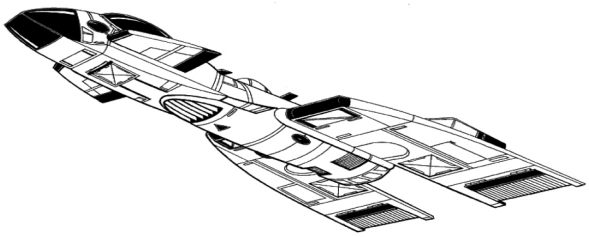
### Weapons & Equipment Inventory

Standard Scale

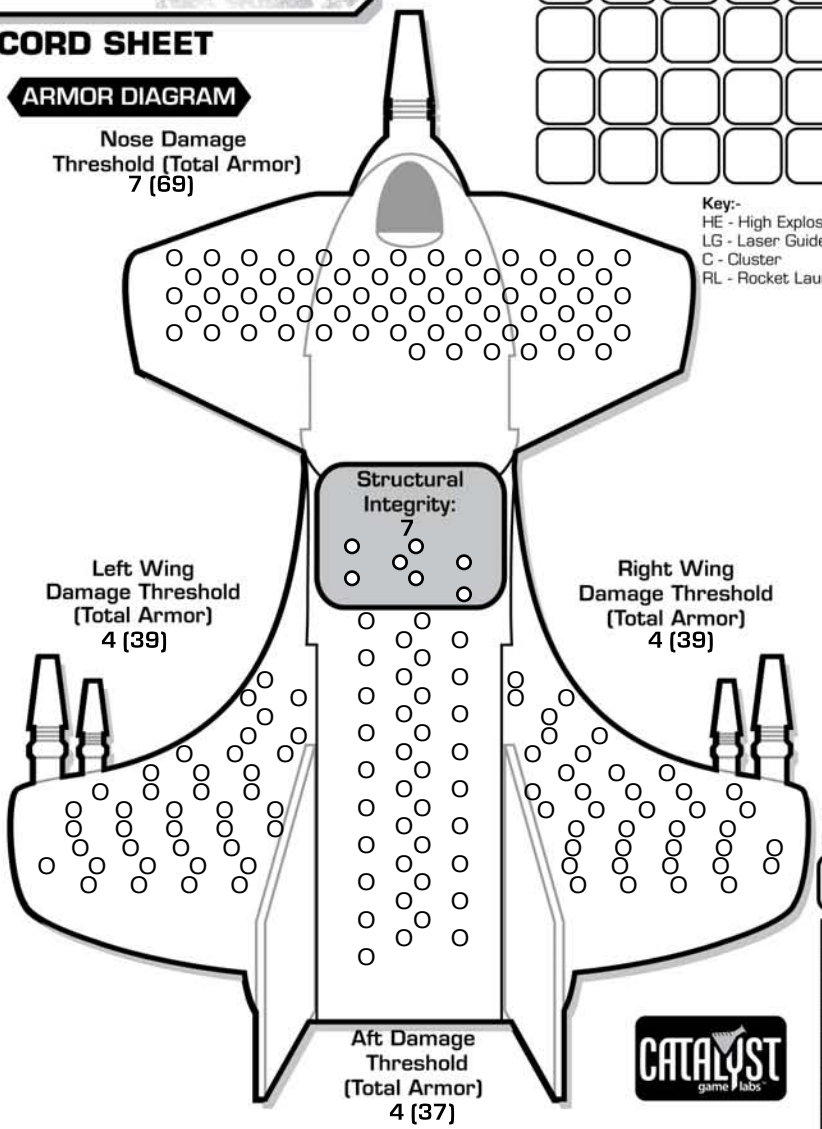
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 2 | ER Medium Laser [DE] | N | 5 | 5 | 5 | — | — |
| 1 | LB 20-X AC [DB,C,F,S] | N | 6 | 20 | 20 | — | — |
| 1 | ER Medium Laser [DE] | LW | 5 | 5 | 5 | — | — |
| 1 | ER Medium Laser [DE] | RW | 5 | 5 | 5 | — | — |

Ammo: (LB 20-X Cluster) 10, (LB 20-X) 10
**Fuel:** 400 Points

**Cost:** **BV:** 1,616



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 12 (24) Double

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Stingray F-90

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 60
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

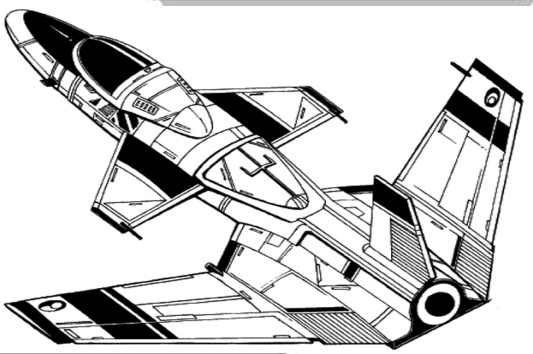
### Weapons & Equipment Inventory

Standard Scale

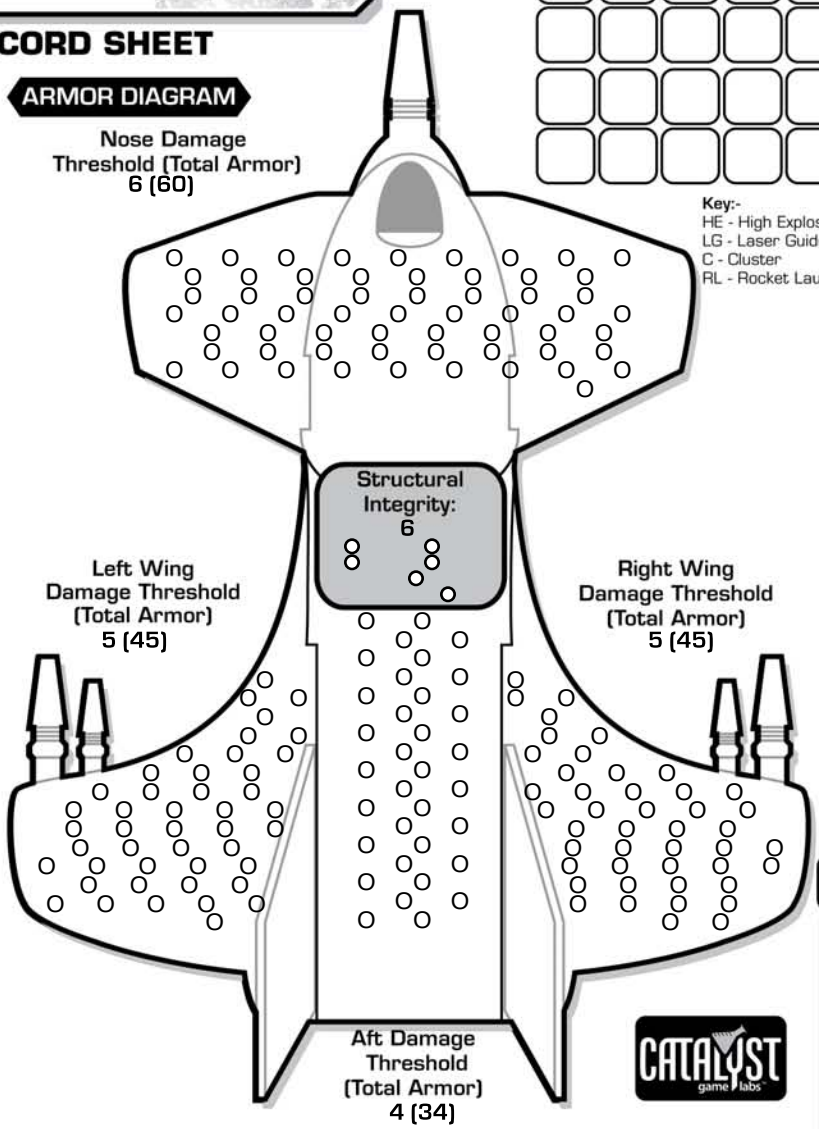
| Qty | Type | Loc. | Ht | SRV (0–6) | MRV (6–12) | LRV (13–20) | ERV (21–25) |
|---|---|---|---|---|---|---|---|
| 1 | PPC [DE,X] | N | 10 | 10 | 10 | — | — |
| 1 | Large Laser [DE] | LW | 8 | 8 | 8 | — | — |
| 1 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 1 | Large Laser [DE] | RW | 8 | 8 | 8 | — | — |
| 1 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |

**Fuel:** 400 Points

**Cost:**
**BV:** 1,268



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 20 (20) Single

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Stingray F-90S

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 60
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

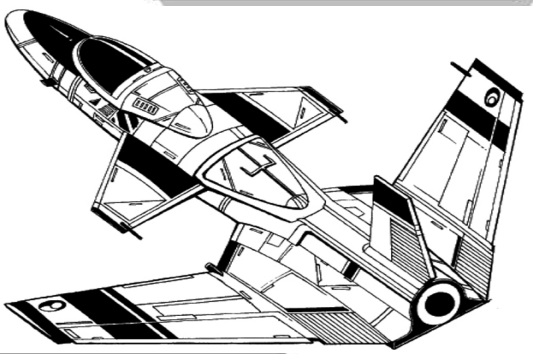
#### Weapons & Equipment Inventory

Standard Scale

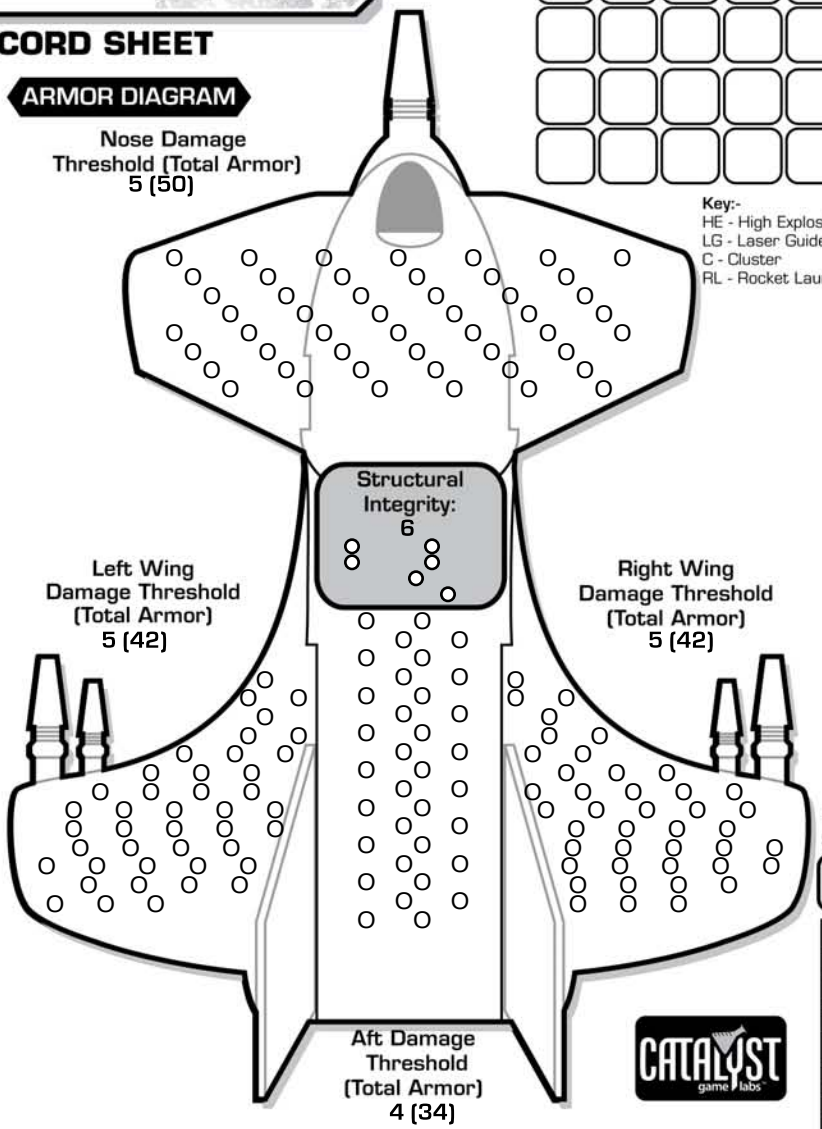
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Autocannon/5 [DB,S] | N | 1 | 5 | 5 | — | — |
| 1 | Large Laser [DE] | LW | 8 | 8 | 8 | — | — |
| 1 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 1 | Large Laser [DE] | RW | 8 | 8 | 8 | — | — |
| 1 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |

Ammo: (AC/5) 20
**Fuel:** 400 Points

**Cost:**
**BV:** 1,108



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 19 (19) Single

O O
O O
O O
O O
O O
O O
O O
O O
O O
O

**Heat Scale**

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Stingray F-92

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 60
**Tech Base:** Inner Sphere
**Era:** Clan Invasion

#### Weapons & Equipment Inventory

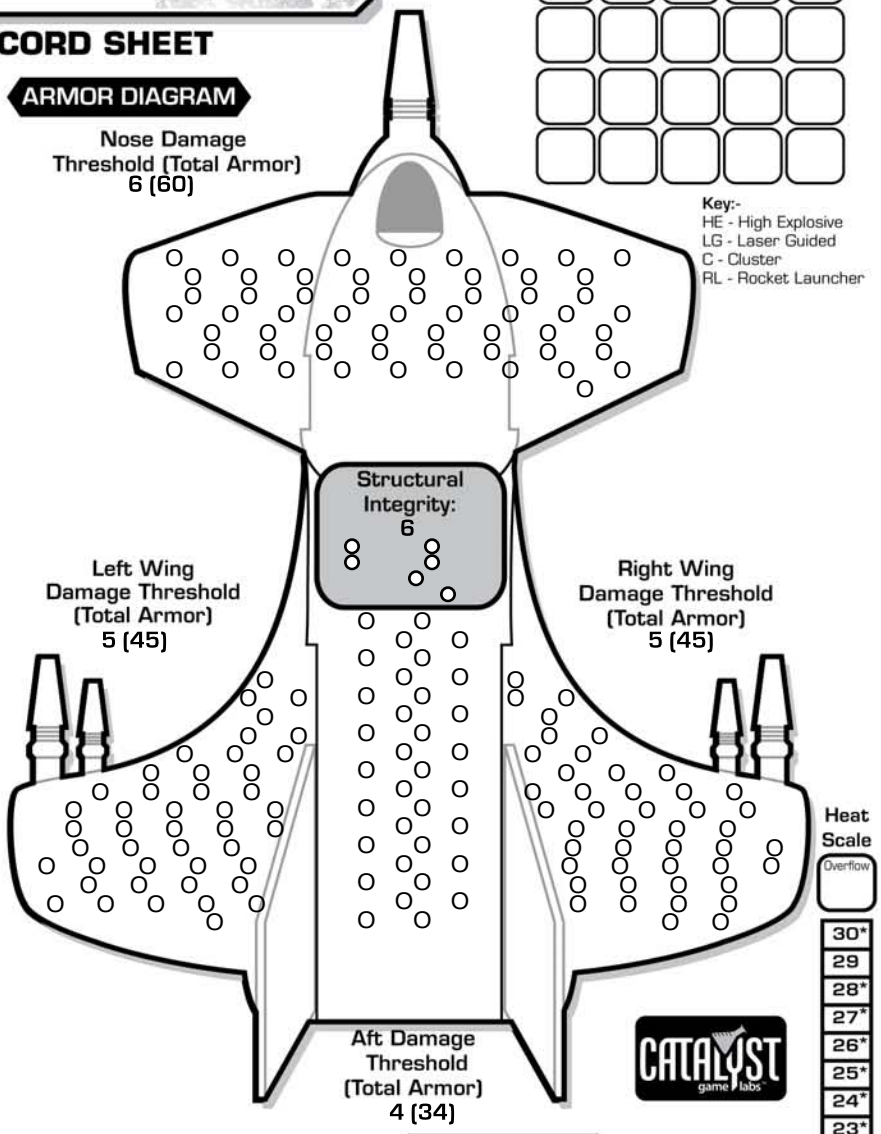
Standard Scale

| Qty | Type | Loc. | Ht | SRV (0–6) | MRV (6–12) | LRV (13–20) | ERV (21–25) |
|---|---|---|---|---|---|---|---|
| 1 | ER PPC [DE] | N | 15 | 10 | 10 | 10 | — |
| 1 | ER Large Laser [DE] | LW | 12 | 8 | 8 | 8 | — |
| 1 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 1 | ER Large Laser [DE] | RW | 12 | 8 | 8 | 8 | — |
| 1 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |

**Fuel:** 400 Points

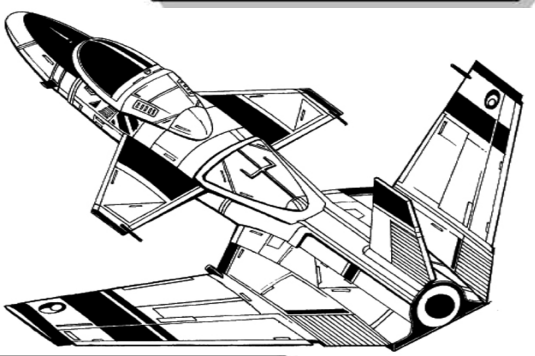
**Cost:** **BV:** 1,537

### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher



### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 20 (40) Double |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 27 | Pilot Damage, avoid on 9+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | Random Movement, avoid on 10+ | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 21 | Pilot Damage, avoid on 6+ | O O |
| 20 | Random Movement, avoid on 8+ | O O |
| 19 | Ammo Exp. avoid on 4+ | |
| 18 | Shutdown, avoid on 6+ | |
| 17 | +3 Modifier to Fire | |
| 15 | Random Movement, avoid on 7+ | |
| 14 | Shutdown, avoid on 4+ | |
| 13 | +2 Modifier to Fire | |
| 10 | Random Movement, avoid on 6+ | |
| 8 | +1 Modifier to Fire | |
| 5 | Random Movement, avoid on 5+ | |

**Heat Scale**

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Stingray F-94

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 60
**Tech Base:** Inner Sphere
**Era:** Clan Invasion

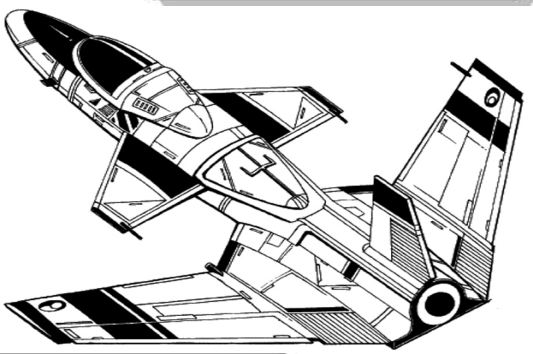
#### Weapons & Equipment Inventory

Standard Scale

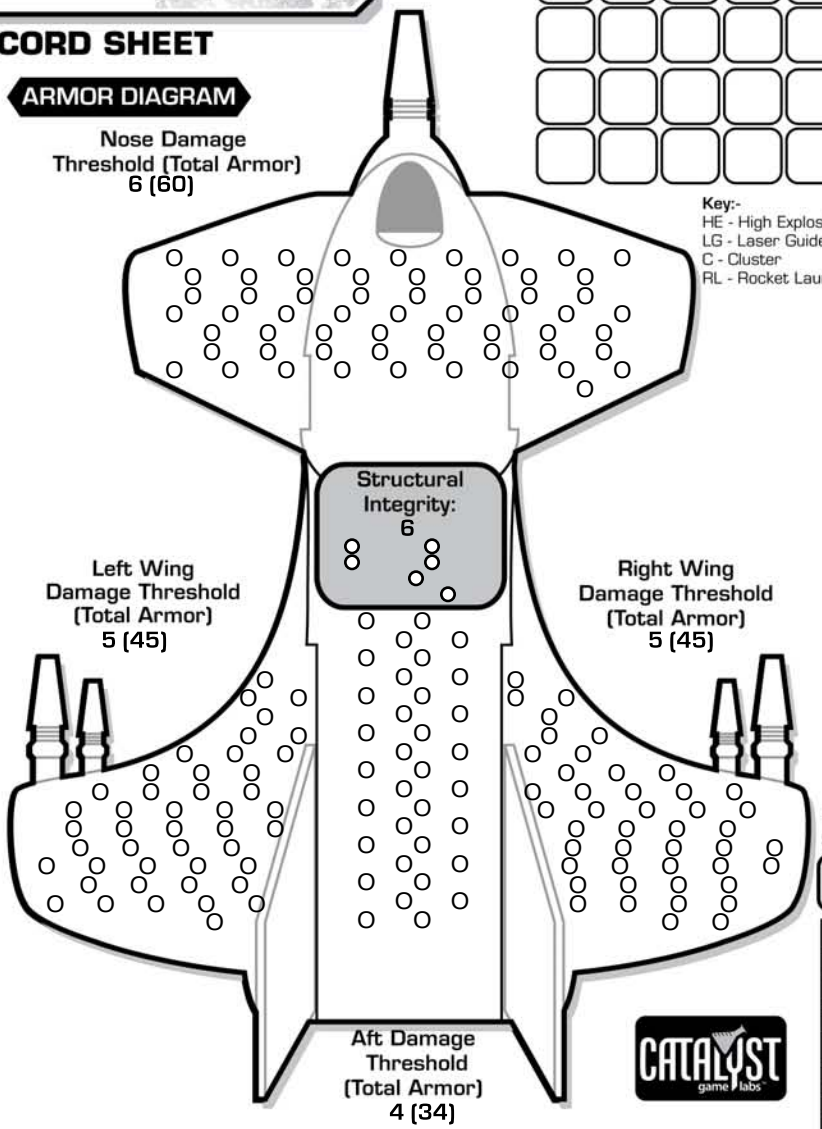
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | ER Large Laser [DE] | N | 12 | 8 | 8 | 8 | — |
| 1 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 1 | LRM 10 [M,C,S] | LW | 4 | 6 | 6 | 6 | — |
| 1 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 1 | LRM 10 [M,C,S] | RW | 4 | 6 | 6 | 6 | — |
| 1 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |

Ammo: (LRM 10) 24
**Fuel:** 400 Points

**Cost:**
**BV:** 1,268



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 20 (20) Single

Heat Scale (Overflow)

30* 29 28* 27* 26* 25* 24* 23* 22* 21* 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Stingray F-95

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 60
**Tech Base:** Inner Sphere
**Era:** Jihad

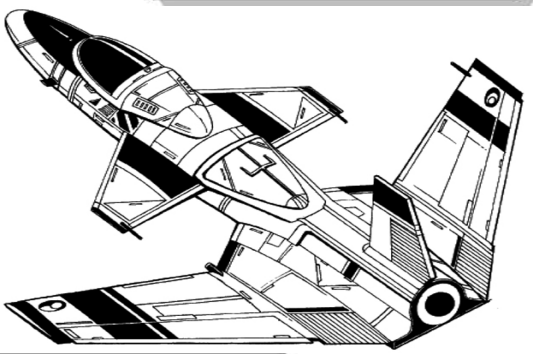
### Weapons & Equipment Inventory

Standard Scale

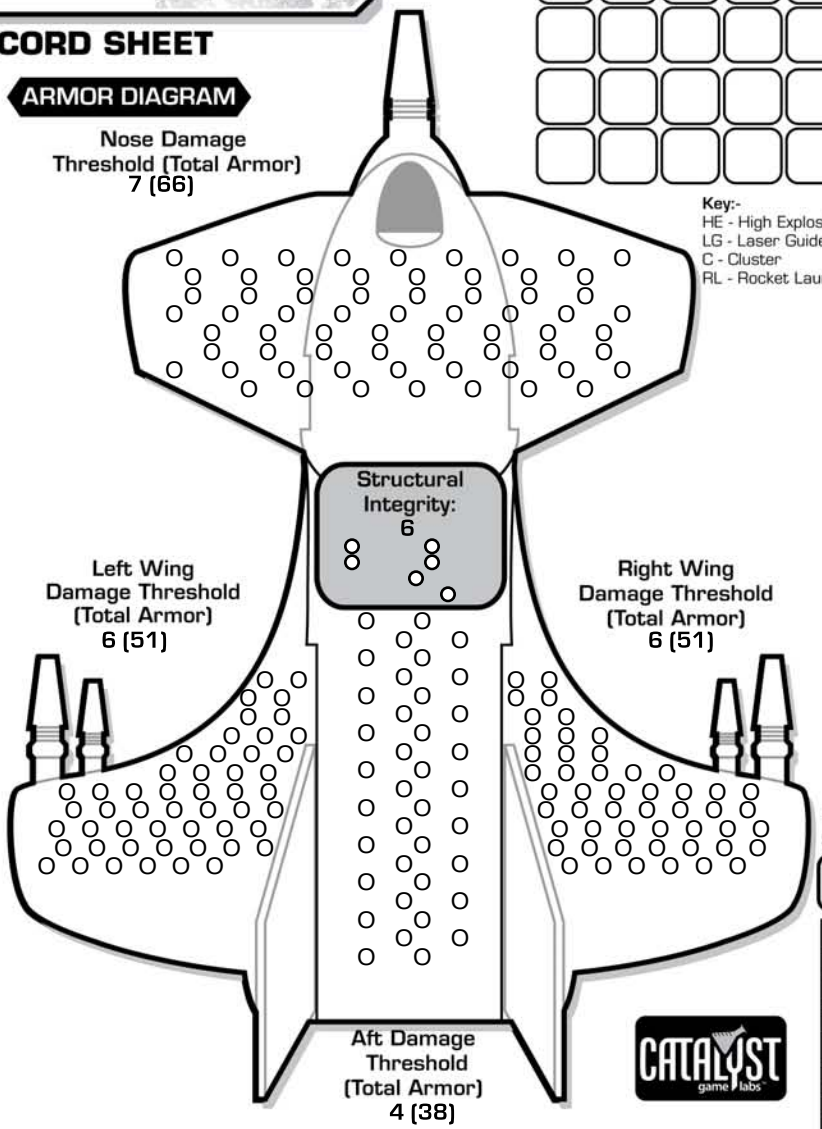
| Qty | Type | Loc. | Ht | SRV (0–6) | MRV (6–12) | LRV (13–20) | ERV (21–25) |
|---|---|---|---|---|---|---|---|
| 1 | Heavy PPC [DE,X] | N | 15 | 15 | 15 | — | — |
| 1 | ER Large Laser [DE] | LW | 12 | 8 | 8 | 8 | — |
| 1 | ER Large Laser [DE] | RW | 12 | 8 | 8 | 8 | — |

**Fuel:** 400 Points

**Cost:**
**BV:** 1,597



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 19 (38) Double

Heat Scale (Overflow)

30* 29 28* 27* 26* 25* 24* 23* 22* 21* 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Lucifer LCF-R15

**Thrust:**
**Safe Thrust:** 5
**Maximum Thrust:** 8

**Tonnage:** 65
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

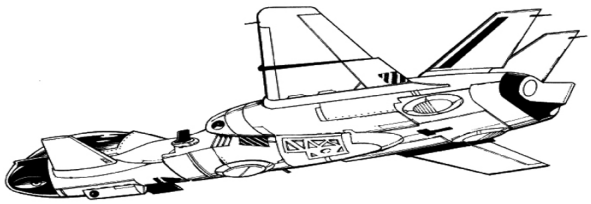
### Weapons & Equipment Inventory

Standard Scale

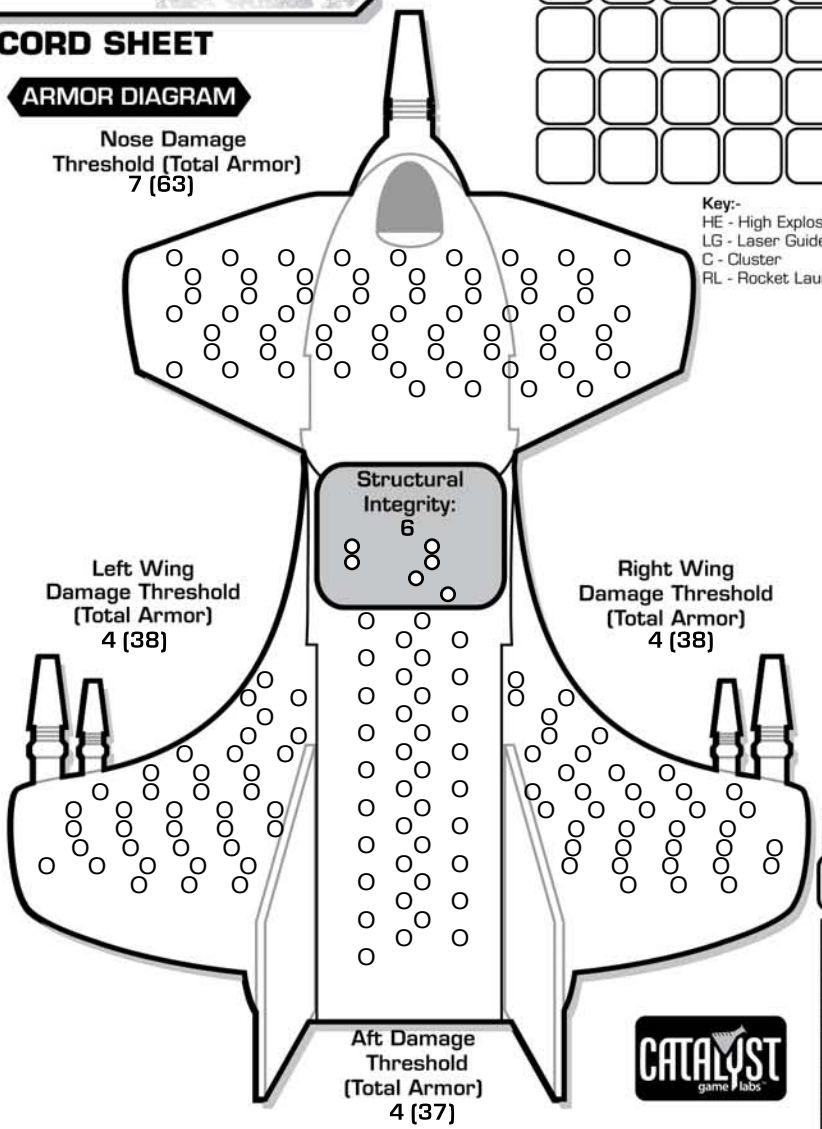
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 2 | Large Laser [DE] | N | 8 | 8 | 8 | — | — |
| 1 | LRM 20 [M,C,S] | N | 6 | 12 | 12 | 12 | — |
| 2 | Small Laser [DE] | LW | 1 | 3 | — | — | — |
| 2 | Small Laser [DE] | RW | 1 | 3 | — | — | — |
| 1 | Medium Laser [DE] | A | 3 | 5 | — | — | — |

Ammo: (LRM 20) 30
**Fuel:** 400 Points

**Cost:**
**BV:** 1,329



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

Heat Sinks: 20 (20) Single

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Lucifer LCF-R16

**Thrust:**
**Safe Thrust:** 5
**Maximum Thrust:** 8

**Tonnage:** 65
**Tech Base:** Inner Sphere
**Era:** Clan Invasion

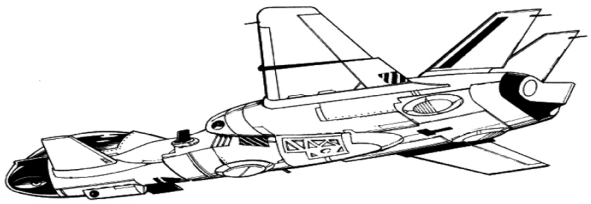
### Weapons & Equipment Inventory

Standard Scale

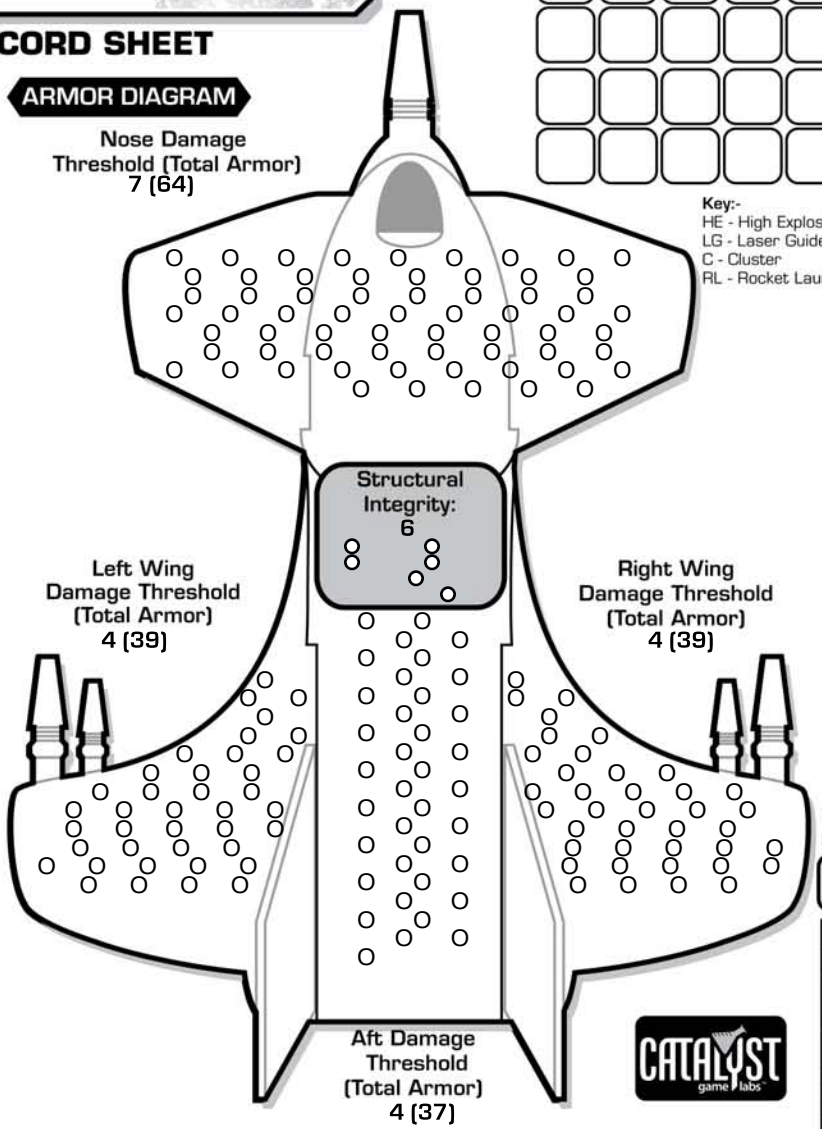
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 2 | ER Large Laser [DE] | N | 12 | 8 | 8 | 8 | — |
| 1 | LRM 20 [M,C,S] w/Artemis IV FCS | N | 6 | 12 | 12 | 12 | — |
| 1 | Streak SRM 2 [M,C] | LW | 2 | 4 | — | — | — |
| 1 | Streak SRM 2 [M,C] | RW | 2 | 4 | — | — | — |
| 1 | Medium Pulse Laser [P] | A | 4 | 6 | — | — | — |

Ammo: (Streak SRM 2) 50, (LRM 20 Artemis) 12
**Fuel:** 400 Points

**Cost:**
**BV:** 1,443



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 20 (40) Double

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Lucifer LCF-R20

**Thrust:**
**Safe Thrust:** 5
**Maximum Thrust:** 8

**Tonnage:** 65
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

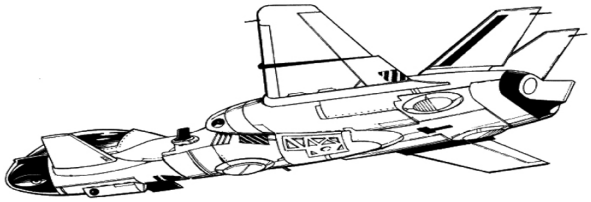
#### Weapons & Equipment Inventory

Standard Scale

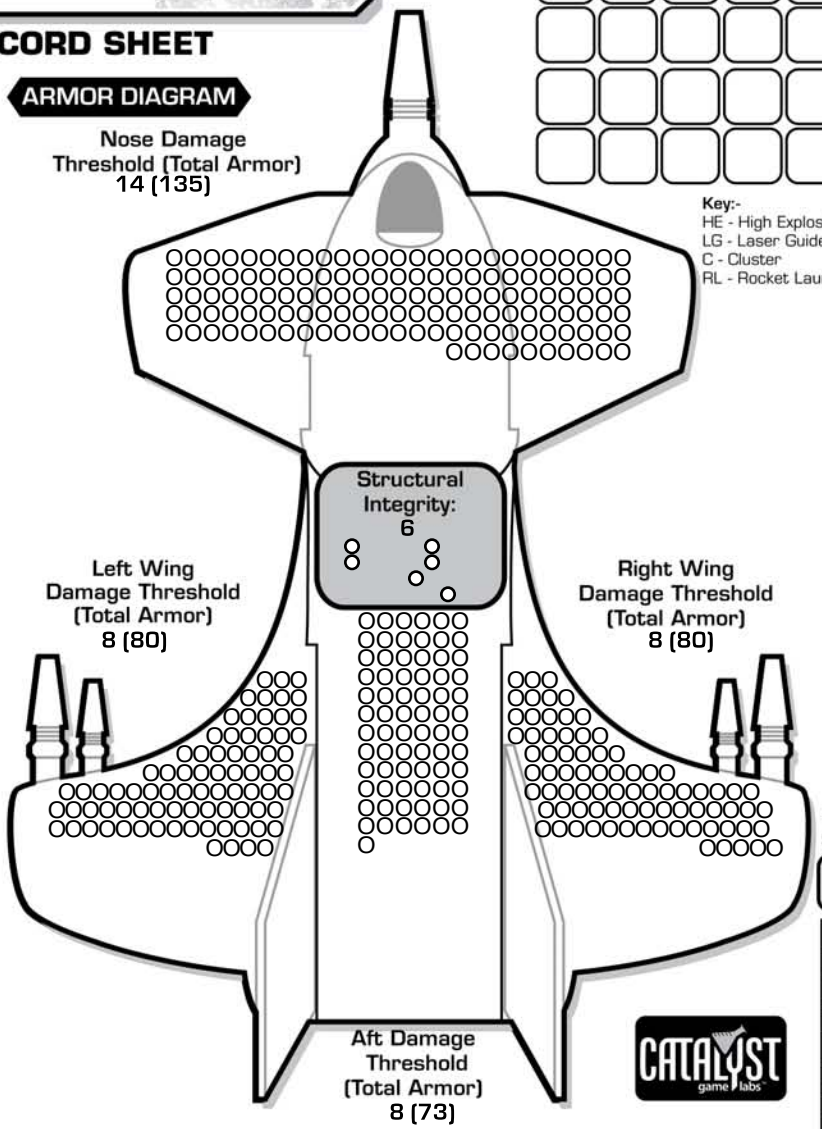
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 2 | Large Laser [DE] | N | 8 | 8 | 8 | — | — |
| 2 | Small Laser [DE] | LW | 1 | 3 | — | — | — |
| 2 | Small Laser [DE] | RW | 1 | 3 | — | — | — |
| 1 | Medium Laser [DE] | A | 3 | 5 | — | — | — |

**Fuel:** 400 Points

**Cost:**
**BV:** 1,536



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 23 (23) Single |
|---|---|---|
| 30 | Shutdown | O O O |
| 28 | Ammo Exp. avoid on 8+ | O O O |
| 27 | Pilot Damage, avoid on 9+ | O O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | Random Movement, avoid on 10+ | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 21 | Pilot Damage, avoid on 6+ | O O |
| 20 | Random Movement, avoid on 8+ | O O |
| 19 | Ammo Exp. avoid on 4+ | |
| 18 | Shutdown, avoid on 6+ | |
| 17 | +3 Modifier to Fire | |
| 15 | Random Movement, avoid on 7+ | |
| 14 | Shutdown, avoid on 4+ | |
| 13 | +2 Modifier to Fire | |
| 10 | Random Movement, avoid on 6+ | |
| 8 | +1 Modifier to Fire | |
| 5 | Random Movement, avoid on 5+ | |

Heat Scale

Overflow

30* 29 28* 27* 26* 25* 24* 23* 22* 21* 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Lucifer II LCF-R16K

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 65
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

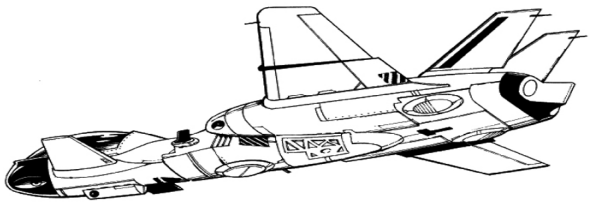
### Weapons & Equipment Inventory

Standard Scale

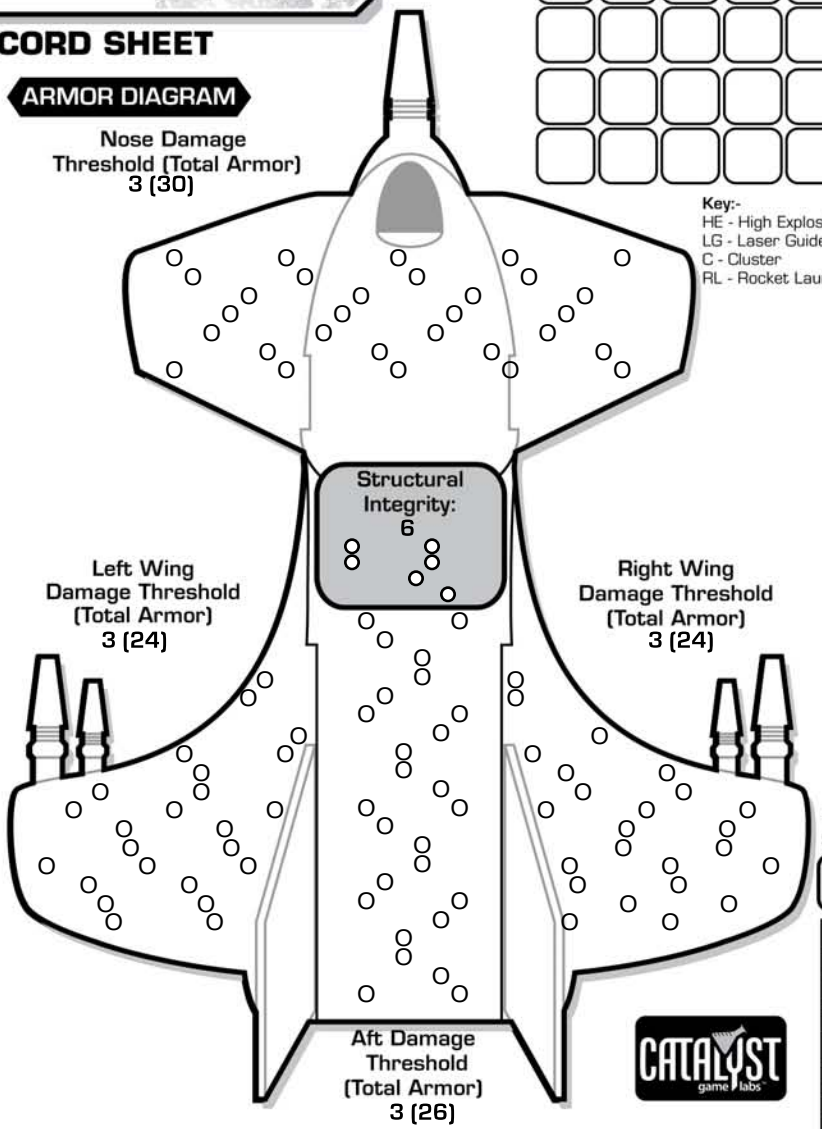
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 2 | Large Laser [DE] | N | 8 | 8 | 8 | — | — |
| 1 | LRM 20 [M,C,S] | N | 6 | 12 | 12 | 12 | — |
| 1 | SRM 6 [M,C] | N | 4 | 8 | — | — | — |
| 2 | Small Laser [DE] | LW | 1 | 3 | — | — | — |
| 2 | Small Laser [DE] | RW | 1 | 3 | — | — | — |
| 1 | Medium Laser [DE] | A | 3 | 5 | — | — | — |

Ammo: (LRM 20) 6, (SRM 6) 15
**Fuel:** 320 Points

**Cost:**
**BV:** 1,109



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

Heat Sinks: 20 (20) Single

O O
O O
O O
O O
O O
O O
O O
O O
O O
O O

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Lucifer II LCF-R16KR

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 65
**Tech Base:** Inner Sphere
**Era:** Clan Invasion

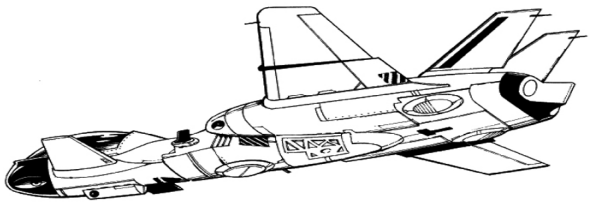
### Weapons & Equipment Inventory

Standard Scale

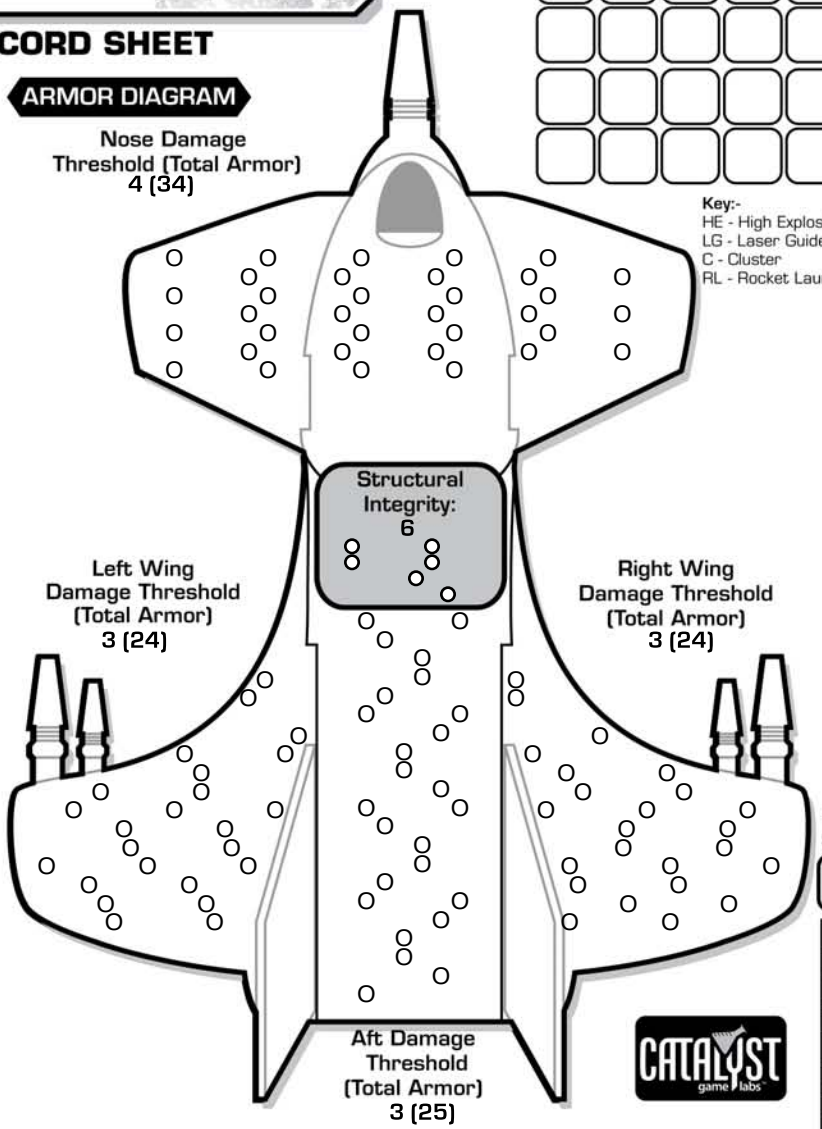
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 2 | ER Large Laser [DE] | N | 12 | 8 | 8 | 8 | — |
| 1 | LRM 20 [M,C,S] | N | 6 | 12 | 12 | 12 | — |
| 2 | SRM 6 [M,C] | N | 4 | 8 | — | — | — |
| 1 | Small Pulse Laser [P] | LW | 2 | 3 | — | — | — |
| 1 | Small Pulse Laser [P] | RW | 2 | 3 | — | — | — |
| 1 | Medium Pulse Laser [P] | A | 4 | 6 | — | — | — |

Ammo: (LRM 20) 12, (SRM 6) 30
**Fuel:** 400 Points

**Cost:**
**BV:** 1,399



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 20 (40) Double

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Shilone SL-17

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 65
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

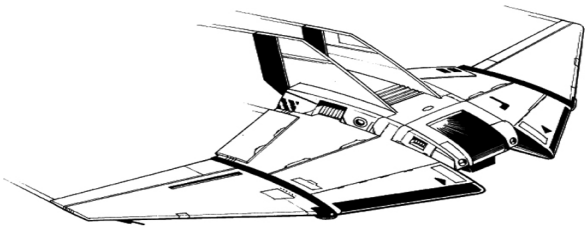
### Weapons & Equipment Inventory

Standard Scale

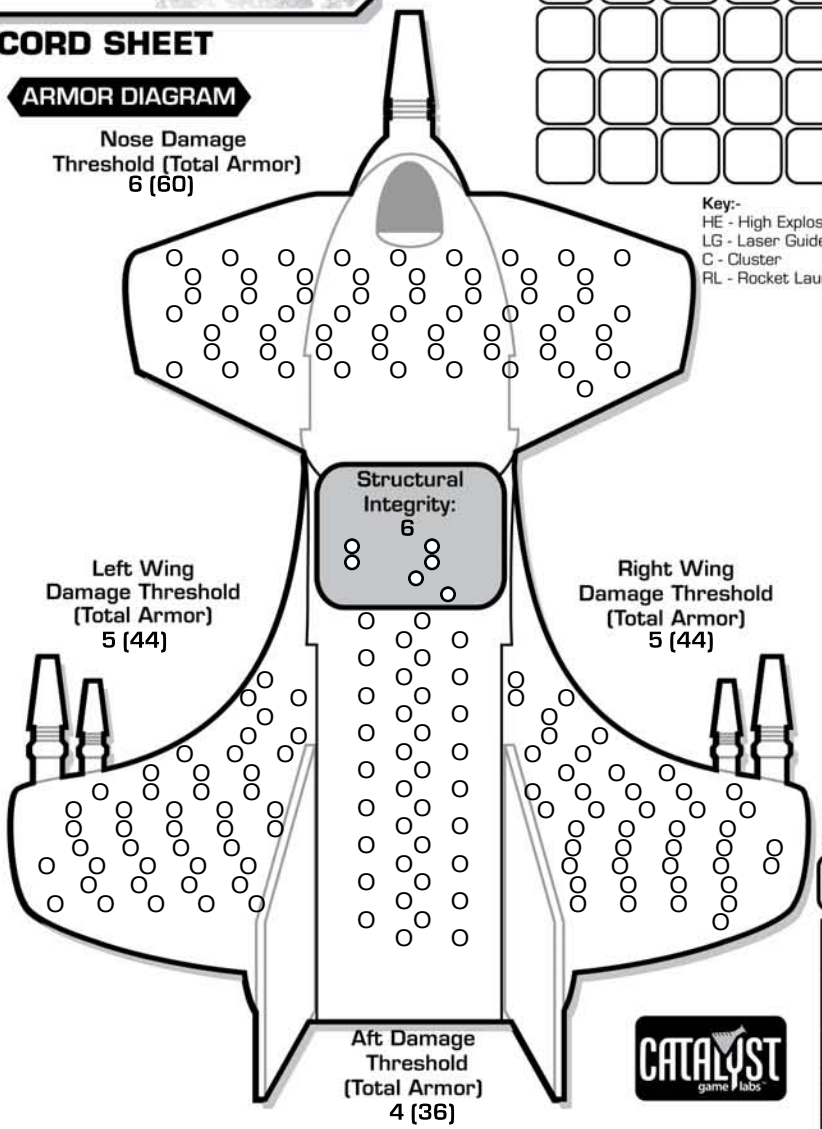
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Large Laser [DE] | N | 8 | 8 | 8 | — | — |
| 1 | LRM 20 [M,C,S] | N | 6 | 12 | 12 | 12 | — |
| 1 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |
| 1 | SRM 4 [M,C] | A | 3 | 4 | — | — | — |

Ammo: (SRM 4) 25, (LRM 20) 12
**Fuel:** 400 Points

**Cost:**
**BV:** 1,230



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 20 (20) Single

| | |
|---|---|
| 30* | O O |
| 29 | O O |
| 28* | O O |
| 27* | O O |
| 26* | O O |
| 25* | O O |
| 24* | O O |
| 23* | O O |
| 22* | O O |
| 21* | O O |
| 20* | O O |
| 19* | O O |
| 18* | O O |
| 17* | O O |
| 16 | |
| 15* | |
| 14* | |
| 13* | |
| 12 | |
| 11 | |
| 10* | |
| 9 | |
| 8* | |
| 7 | |
| 6 | |
| 5* | |
| 4 | |
| 3 | |
| 2 | |
| 1 | |
| 0 | |

Heat Scale
Overflow

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Shilone SL-17AC

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 65
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

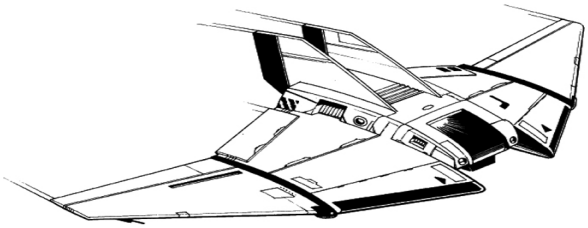
### Weapons & Equipment Inventory

Standard Scale

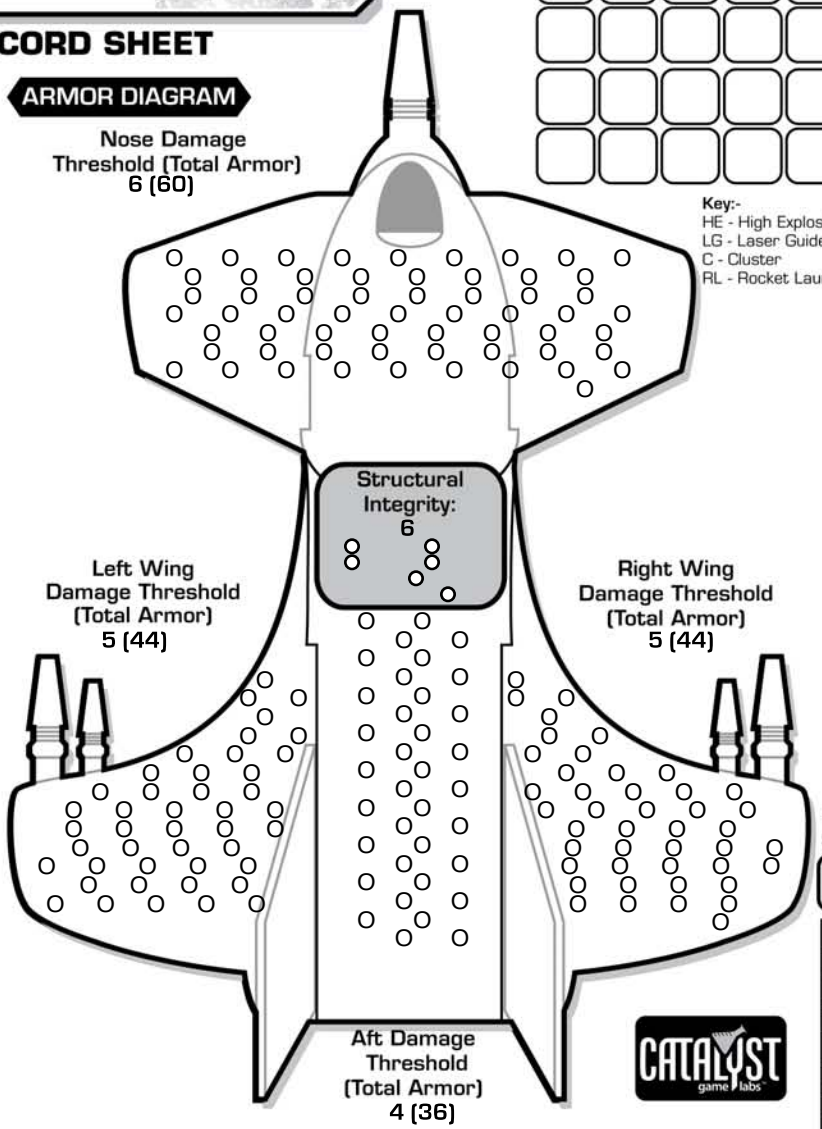
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 2 | Autocannon/2 [DB,S] | N | 1 | 2 | 2 | 2 | — |
| 1 | Large Laser [DE] | N | 8 | 8 | 8 | — | — |
| 1 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |
| 1 | SRM 4 [M,C] | A | 3 | 4 | — | — | — |

Ammo: (SRM 4) 25, (AC/2) 45
**Fuel:** 400 Points

**Cost:**
**BV:** 972



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 19 (19) Single

O O
O O
O O
O O
O O
O O
O O
O O
O O
O

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Shilone SL-17R

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 65
**Tech Base:** Inner Sphere
**Era:** Succession Wars

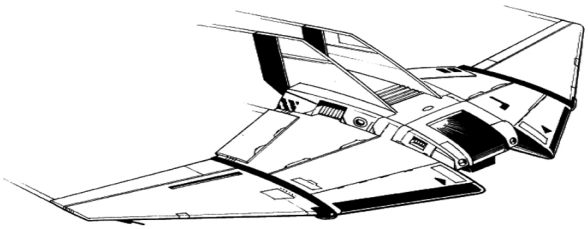
### Weapons & Equipment Inventory

Standard Scale

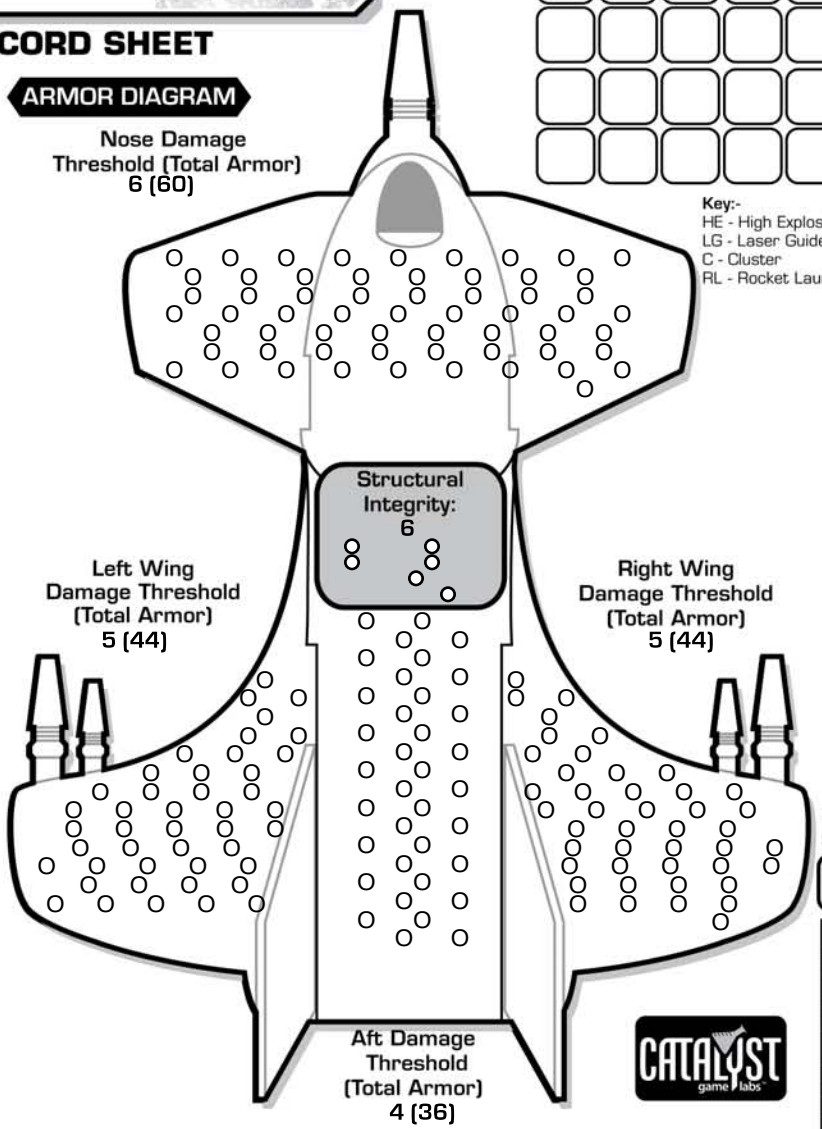
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Large Laser [DE] | N | 8 | 8 | 8 | — | — |
| 1 | LRM 20 [M,C,S] | N | 6 | 12 | 12 | 12 | — |
| 1 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |
| 1 | SRM 4 [M,C] | A | 3 | 4 | — | — | — |

Ammo: (SRM 4) 25, (LRM 20) 12
**Fuel:** 400 Points

**Cost:**
**BV:** 1,230



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 20 (40) Double

Heat Scale: Overflow, 30*, 29, 28*, 27*, 26*, 25*, 24*, 23*, 22*, 21*, 20*, 19*, 18*, 17*, 16, 15*, 14*, 13*, 12, 11, 10*, 9, 8*, 7, 6, 5*, 4, 3, 2, 1, 0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Shilone SL-18

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 65
**Tech Base:** Inner Sphere
**Era:** Jihad

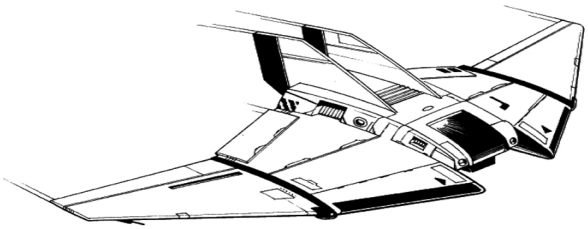
#### Weapons & Equipment Inventory

Standard Scale

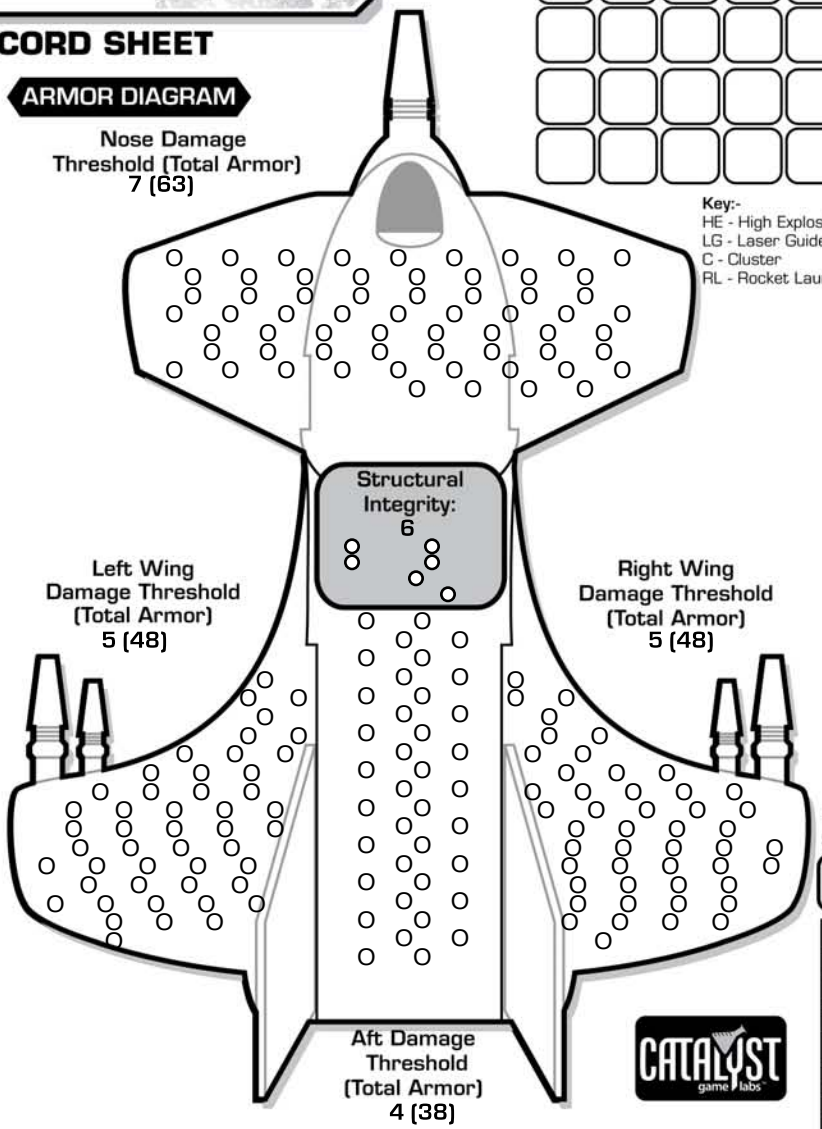
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | ER Large Laser [DE] | N | 12 | 8 | 8 | 8 | — |
| 3 | MML 7 | N | 4 | 4 | 4 | 4 | — |
| 1 | ER Medium Laser [DE] | LW | 5 | 5 | 5 | — | — |
| 1 | ER Medium Laser [DE] | RW | 5 | 5 | 5 | — | — |
| 1 | MML 7 | A | 4 | 4 | 4 | 4 | — |

Ammo: (MML 7/LRM) 34, (MML 7/SRM) 28
**Fuel:** 400 Points

**Cost:** **BV:** 1,418



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 20 (40) Double

Heat Scale (Overflow)

30* 29 28* 27* 26* 25* 24* 23* 22* 21* 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Transgressor TR-13

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 75
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

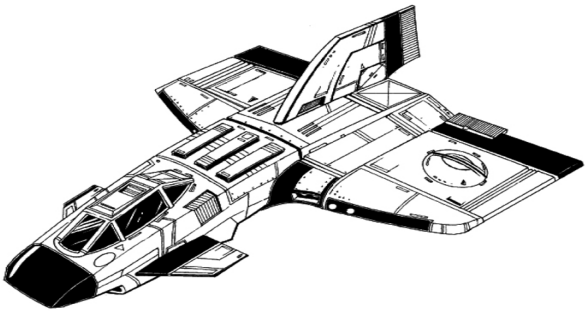
#### Weapons & Equipment Inventory

Standard Scale

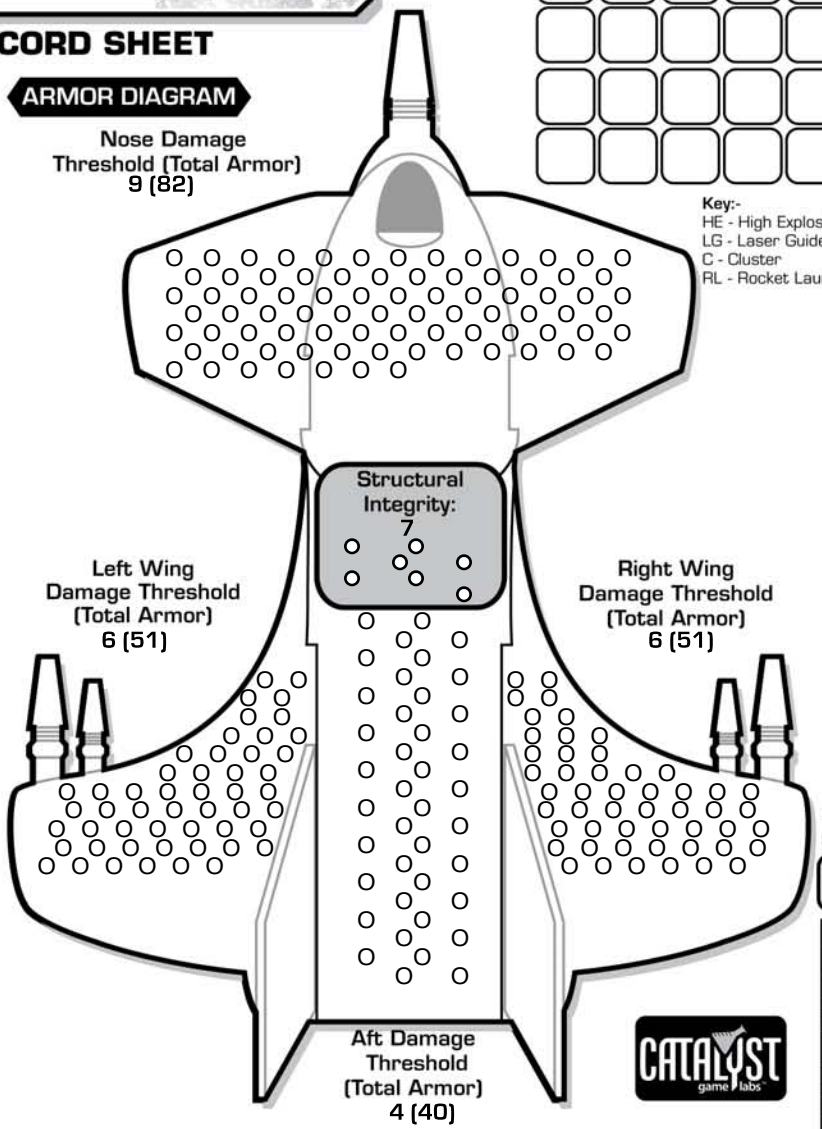
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Large Laser [DE] | N | 8 | 8 | 8 | — | — |
| 1 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 1 | Large Laser [DE] | LW | 8 | 8 | 8 | — | — |
| 1 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 1 | Large Laser [DE] | RW | 8 | 8 | 8 | — | — |
| 1 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | A | 3 | 5 | — | — | — |

**Fuel:** 400 Points

**Cost:**
**BV:** 1,467



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 25 (25) Single

Heat Scale (Overflow)

30* 29 28* 27* 26* 25* 24* 23* 22* 21* 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Transgressor TR-13A

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 75
**Tech Base:** Inner Sphere
**Era:** Clan Invasion

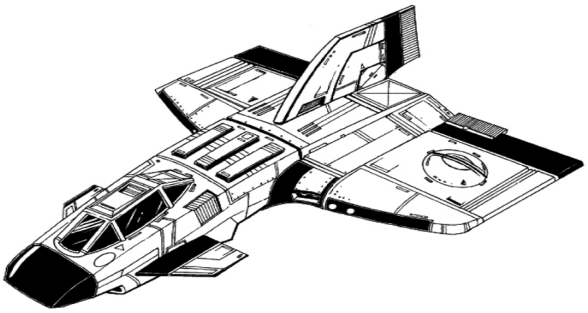
#### Weapons & Equipment Inventory

Standard Scale

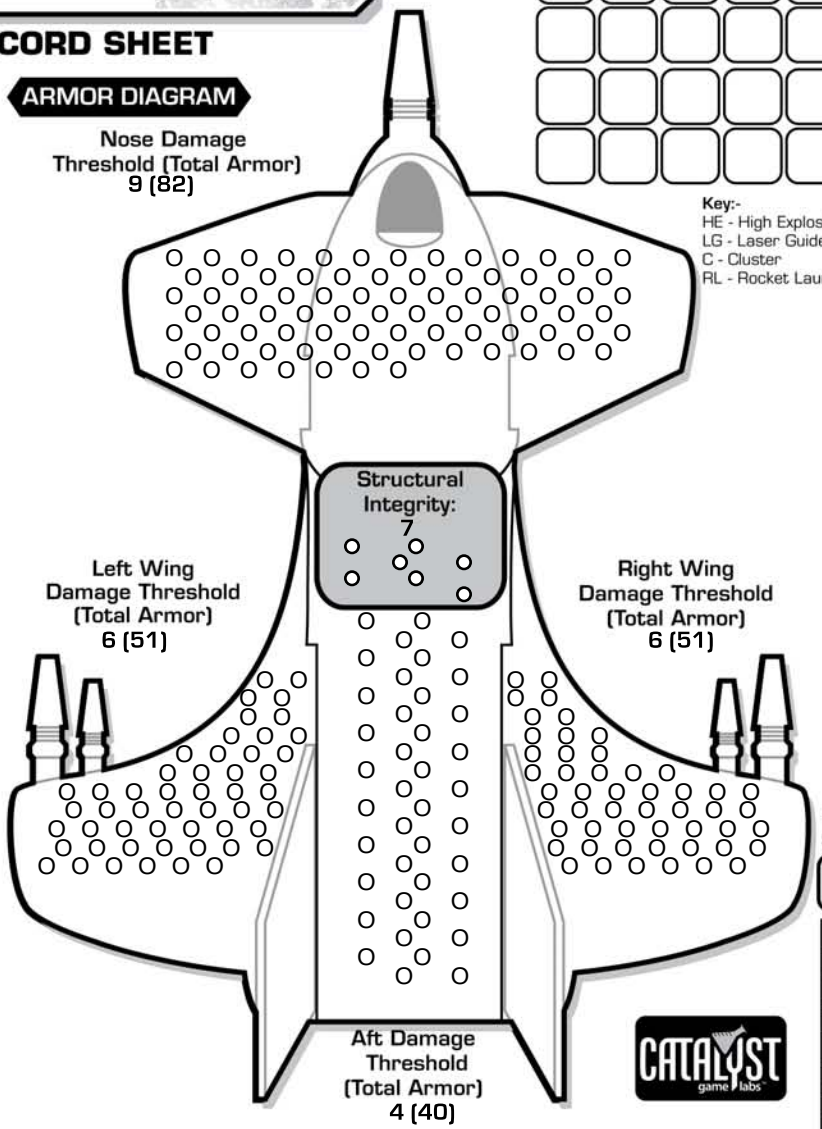
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | ER Large Laser [DE] | N | 12 | 8 | 8 | 8 | — |
| 1 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 1 | ER Large Laser [DE] | LW | 12 | 8 | 8 | 8 | — |
| 1 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 1 | ER Large Laser [DE] | RW | 12 | 8 | 8 | 8 | — |
| 1 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | A | 3 | 5 | — | — | — |

**Fuel:** 400 Points

**Cost:**
**BV:** 1,664



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:**
25 (50)
Double
O O O
O O O
O O O
O O O
O O O
O O
O O
O O
O O
O O

Heat Scale
Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Transgressor TR-14 AC

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 75
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

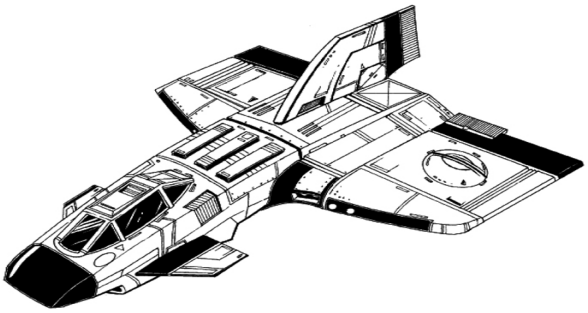
#### Weapons & Equipment Inventory

Standard Scale

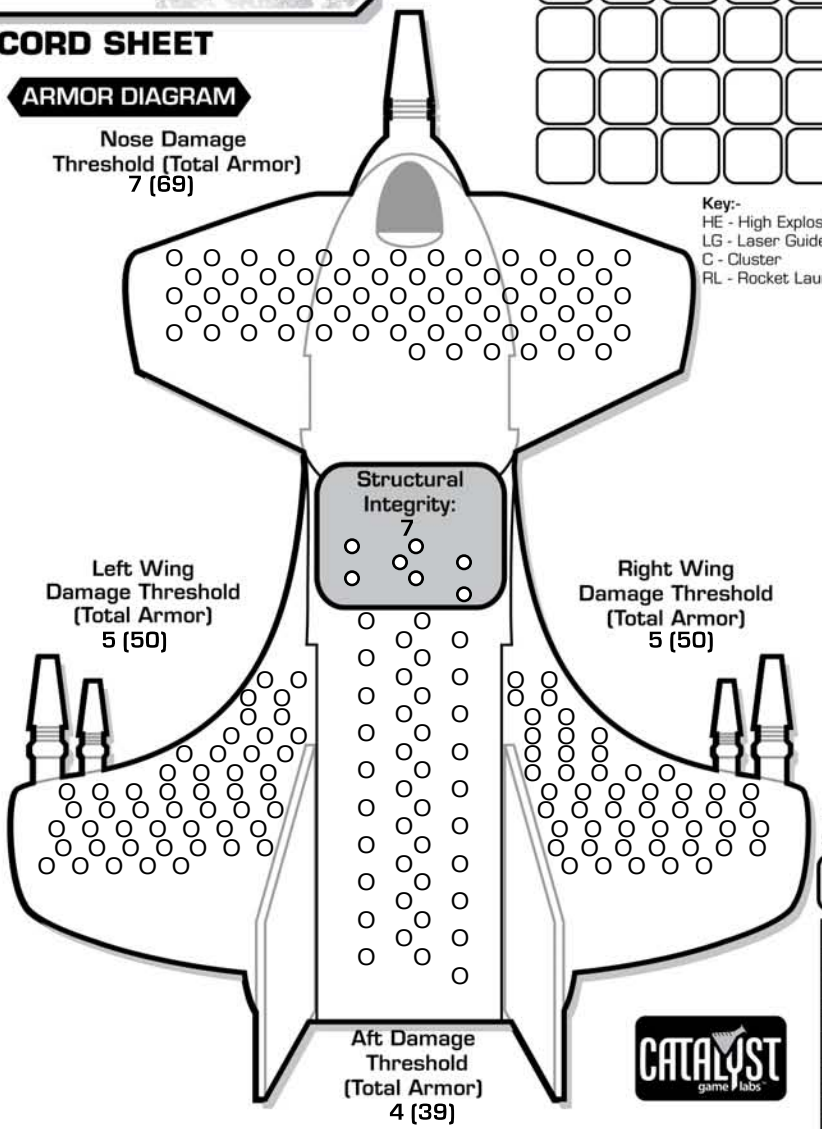
| Qty | Type | Loc. | Ht | SRV (0–6) | MRV (6–12) | LRV (13–20) | ERV (21–25) |
|---|---|---|---|---|---|---|---|
| 1 | Autocannon/20 [DB,S] | N | 7 | 20 | — | — | — |
| 1 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | A | 3 | 5 | — | — | — |

Ammo: (AC/20) 10
**Fuel:** 400 Points

**Cost:**
**BV:** 1,179



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 25 (25) Single

Heat Scale (Overflow)

30* 29 28* 27* 26* 25* 24* 23* 22* 21* 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Transgressor TR-15

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 75
**Tech Base:** Inner Sphere
**Era:** Jihad

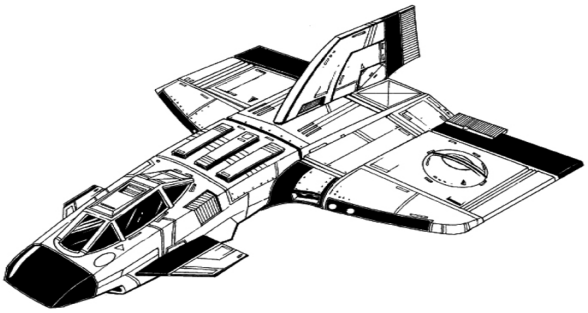
#### Weapons & Equipment Inventory

Standard Scale

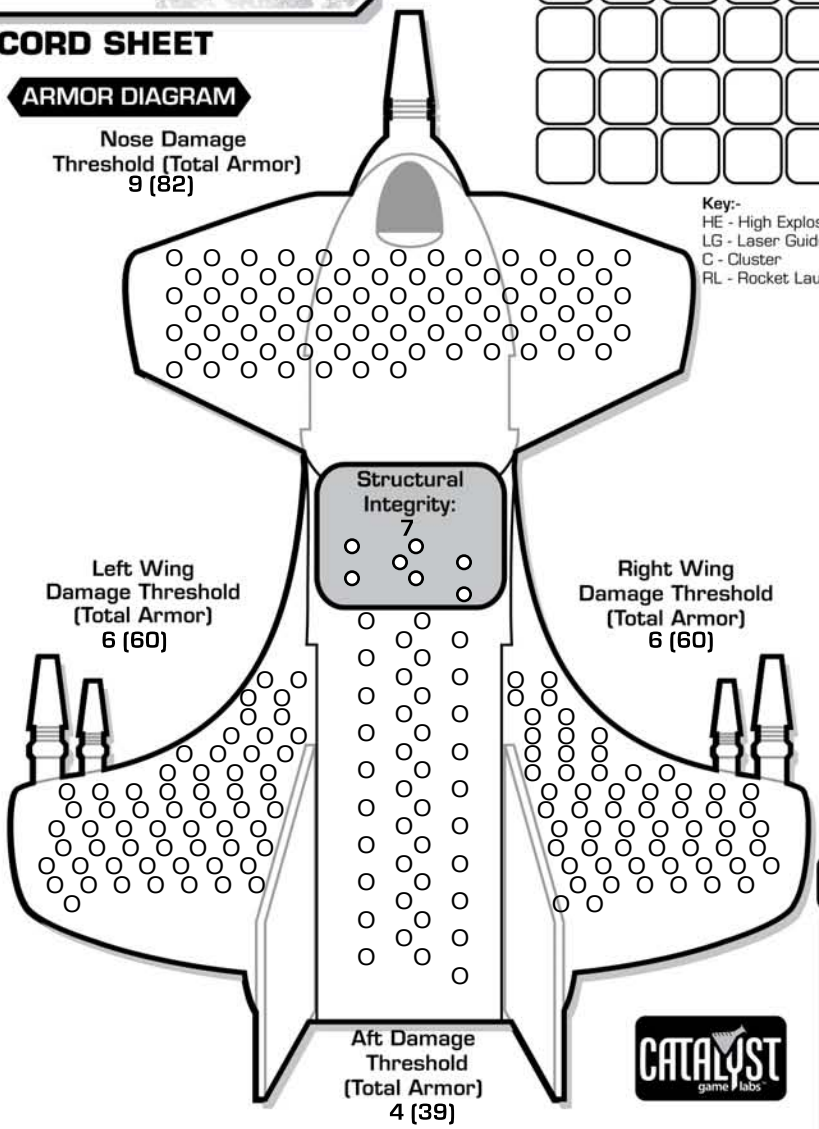
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | ER Large Laser [DE] | N | 12 | 8 | 8 | 8 | — |
| 1 | ER Medium Laser [DE] | N | 5 | 5 | 5 | — | — |
| 1 | ER Medium Laser [DE] | LW | 5 | 5 | 5 | — | — |
| 1 | Heavy PPC [DE,X] | LW | 15 | 15 | 15 | — | — |
| 1 | ER Medium Laser [DE] | RW | 5 | 5 | 5 | — | — |
| 1 | Heavy PPC [DE,X] | RW | 15 | 15 | 15 | — | — |
| 1 | ER Medium Laser [DE] | A | 5 | 5 | 5 | — | — |

**Fuel:** 400 Points

**Cost:**
**BV:** 2,238



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:**
25 (50)
Double

Heat Scale
Overflow

30* 29 28* 27* 26* 25* 24* 23* 22* 21* 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Transgressor TR-16

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 75
**Tech Base:** Inner Sphere
**Era:** Clan Invasion

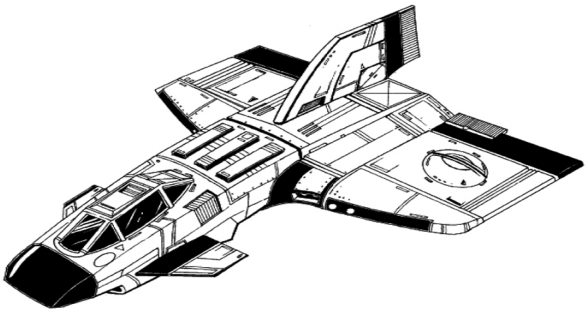
#### Weapons & Equipment Inventory

Standard Scale

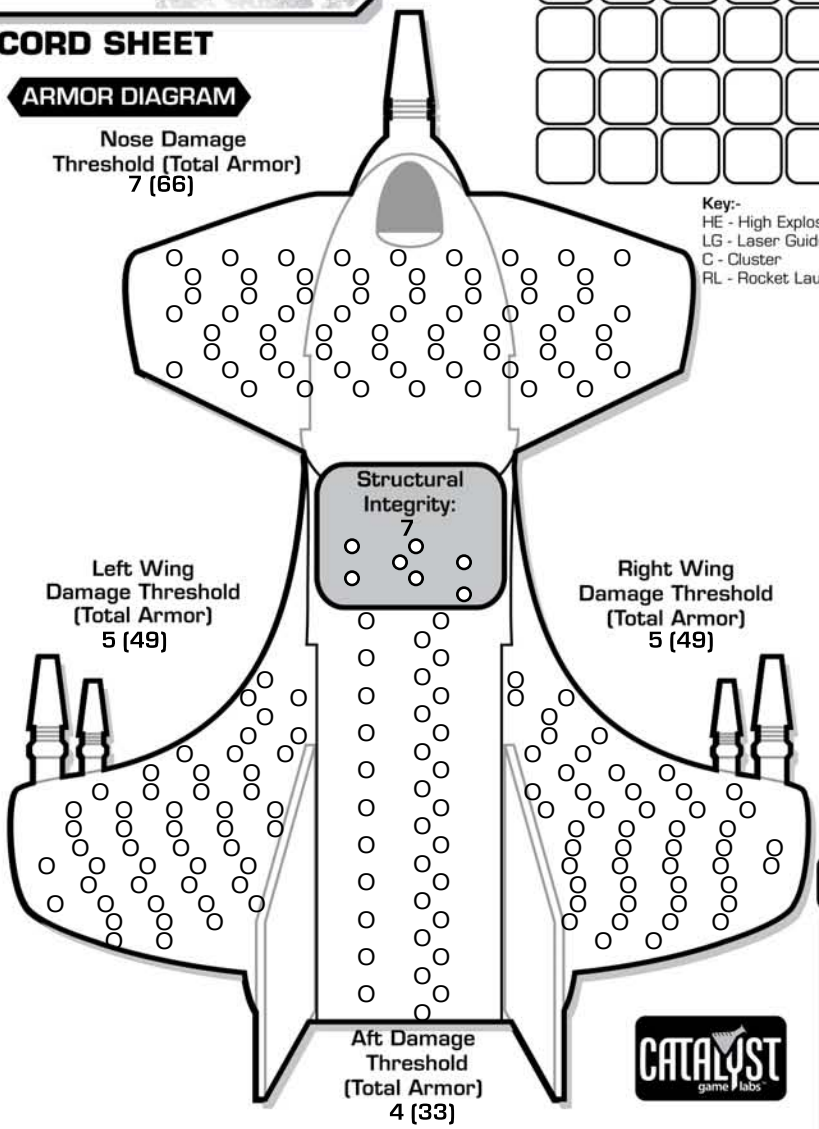
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 2 | Gauss Rifle [DB,X] | N | 1 | 15 | 15 | 15 | — |
| 1 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | A | 3 | 5 | — | — | — |

Ammo: (Gauss) 24
**Fuel:** 400 Points

**Cost:**
**BV:** 1,987



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 10 (20) Double

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Slayer SL-15

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 80
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

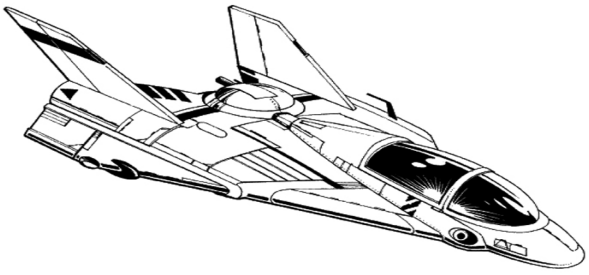
### Weapons & Equipment Inventory

Standard Scale

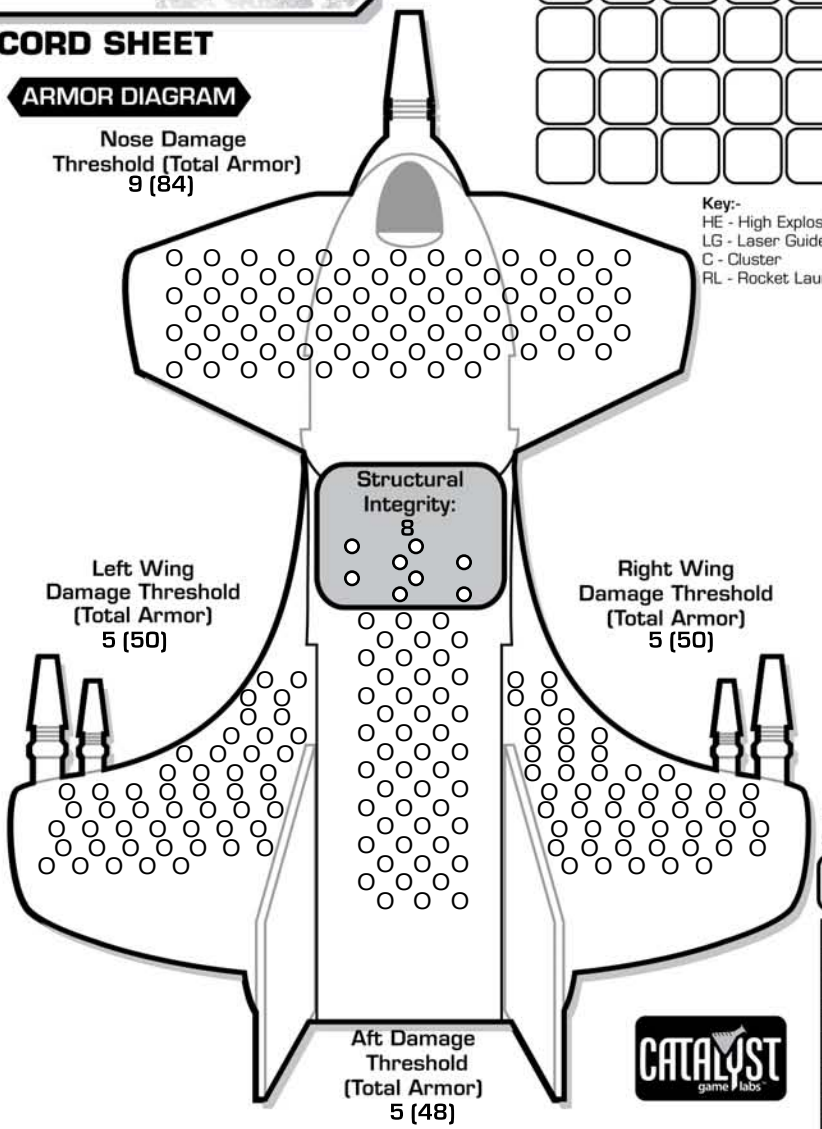
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Autocannon/10 [DB,S] | N | 3 | 10 | 10 | — | — |
| 1 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 2 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 2 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | A | 3 | 5 | — | — | — |

Ammo: (AC/10) 20
**Fuel:** 800 Points

**Cost:**
**BV:** 1,288



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 20 (20) Single

Heat Scale (Overflow)

30* 29 28* 27* 26* 25* 24* 23* 22* 21* 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Slayer SL-15A

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 80
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

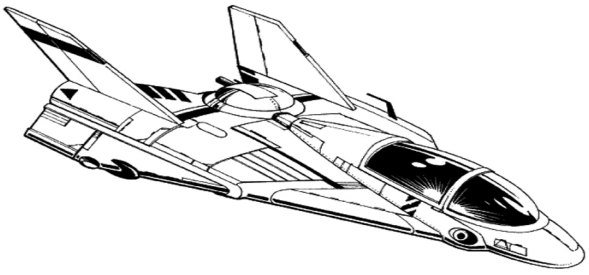
### Weapons & Equipment Inventory

Standard Scale

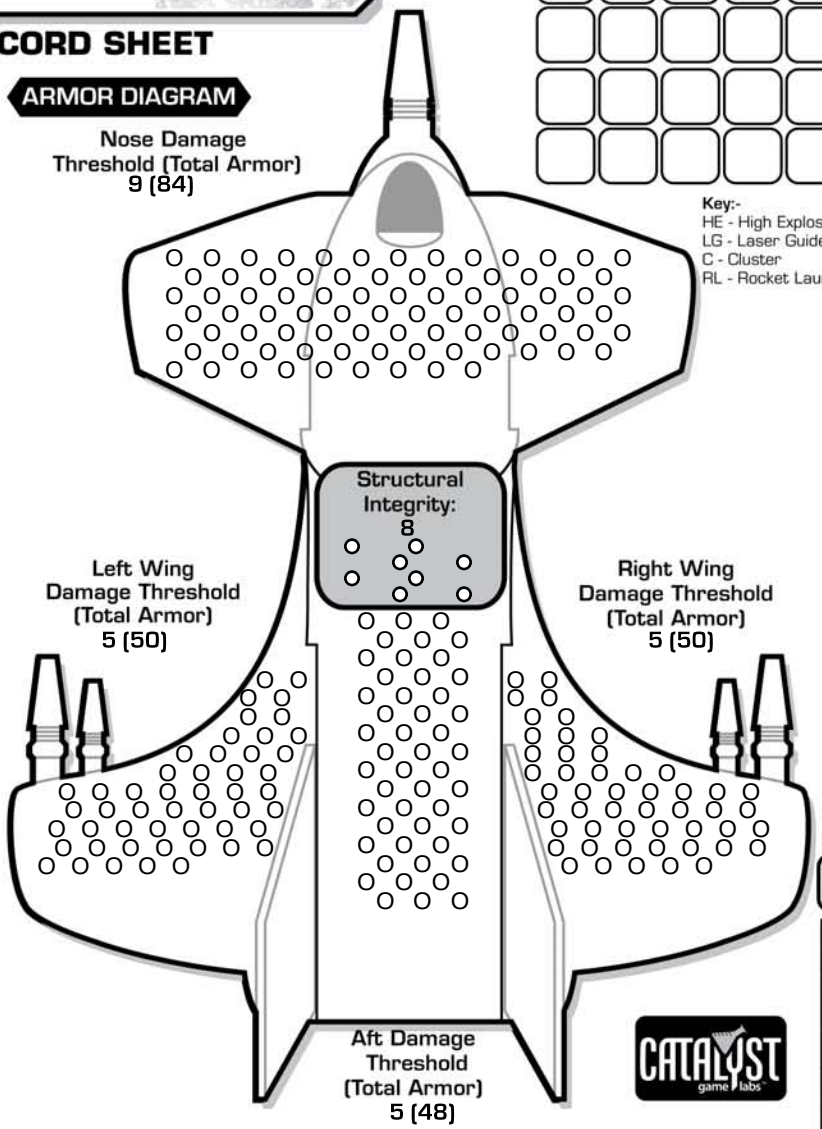
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | LRM 15 [M,C,S] | N | 5 | 9 | 9 | 9 | — |
| 1 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 1 | SRM 6 [M,C] | N | 4 | 8 | — | — | — |
| 2 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 2 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | A | 3 | 5 | — | — | — |

Ammo: (SRM 6) 30, (LRM 15) 16
**Fuel:** 800 Points

**Cost:**
**BV:** 1,423



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 20 (20) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 27 | Pilot Damage, avoid on 9+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | Random Movement, avoid on 10+ | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 21 | Pilot Damage, avoid on 6+ | O O |
| 20 | Random Movement, avoid on 8+ | O O |
| 19 | Ammo Exp. avoid on 4+ | |
| 18 | Shutdown, avoid on 6+ | |
| 17 | +3 Modifier to Fire | |
| 15 | Random Movement, avoid on 7+ | |
| 14 | Shutdown, avoid on 4+ | |
| 13 | +2 Modifier to Fire | |
| 10 | Random Movement, avoid on 6+ | |
| 8 | +1 Modifier to Fire | |
| 5 | Random Movement, avoid on 5+ | |

Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Slayer SL-15B

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 80
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

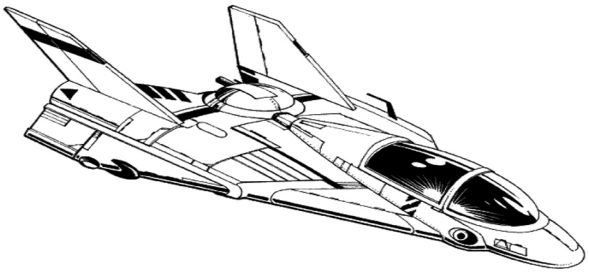
### Weapons & Equipment Inventory

Standard Scale

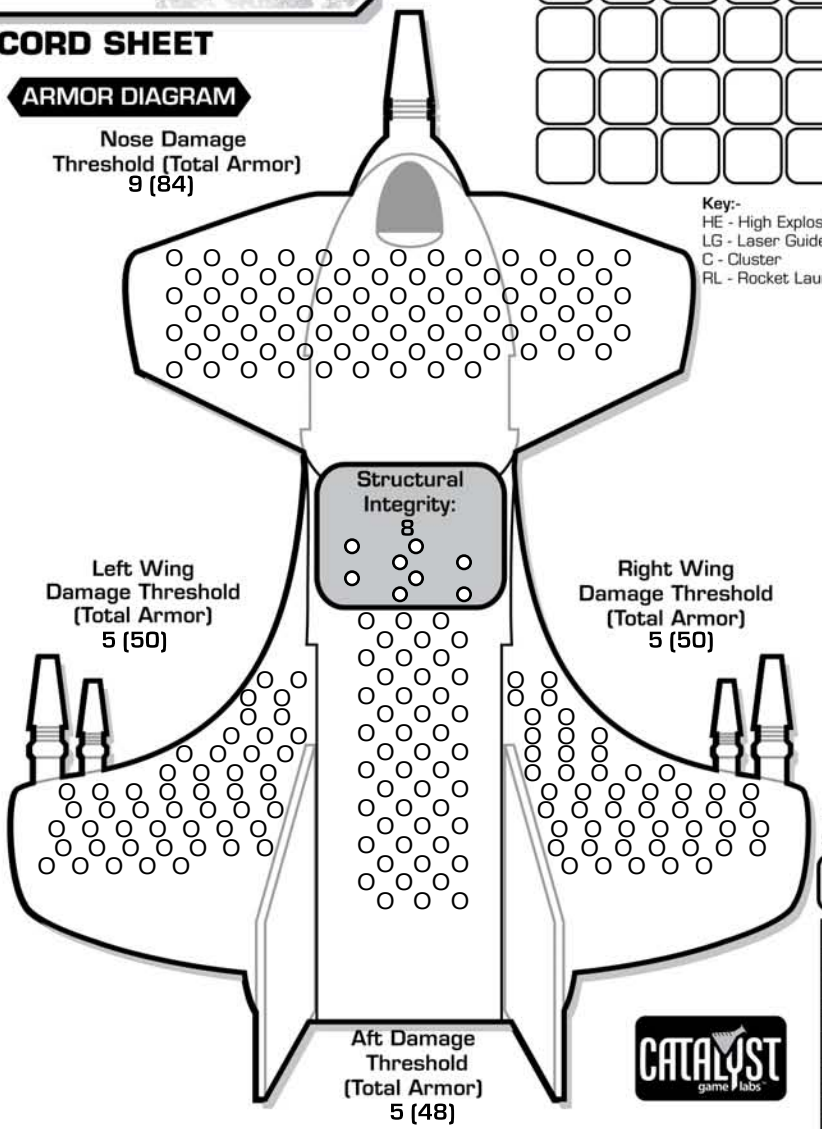
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | LRM 15 [M,C,S] | N | 5 | 9 | 9 | 9 | — |
| 1 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 2 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 2 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | A | 3 | 5 | — | — | — |
| 1 | SRM 6 [M,C] | A | 4 | 8 | — | — | — |

Ammo: (SRM 6) 30, (LRM 15) 16
**Fuel:** 800 Points

**Cost:**
**BV:** 1,379



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 20 (20) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 27 | Pilot Damage, avoid on 9+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | Random Movement, avoid on 10+ | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 21 | Pilot Damage, avoid on 6+ | O O |
| 20 | Random Movement, avoid on 8+ | O O |
| 19 | Ammo Exp. avoid on 4+ | |
| 18 | Shutdown, avoid on 6+ | |
| 17 | +3 Modifier to Fire | |
| 15 | Random Movement, avoid on 7+ | |
| 14 | Shutdown, avoid on 4+ | |
| 13 | +2 Modifier to Fire | |
| 10 | Random Movement, avoid on 6+ | |
| 8 | +1 Modifier to Fire | |
| 5 | Random Movement, avoid on 5+ | |

Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Slayer SL-15C

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 80
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

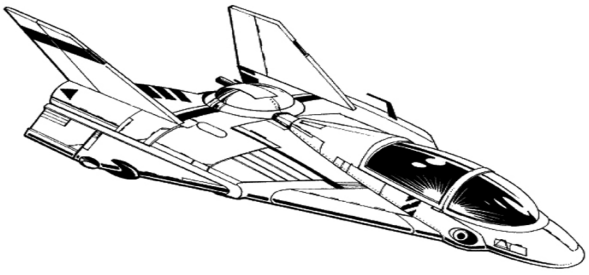
### Weapons & Equipment Inventory

Standard Scale

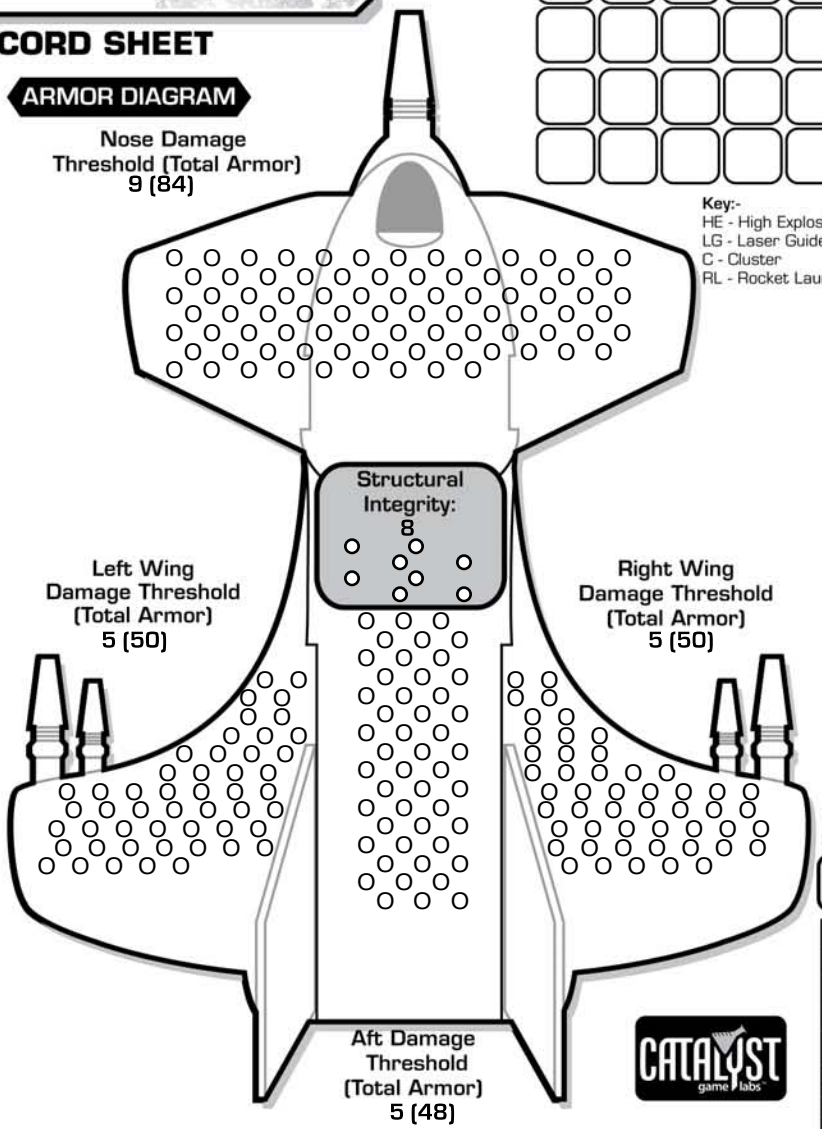
| Qty | Type | Loc. | Ht | SRV (0–6) | MRV (6–12) | LRV (13–20) | ERV (21–25) |
|---|---|---|---|---|---|---|---|
| 1 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 1 | SRM 6 [M,C] | N | 4 | 8 | — | — | — |
| 2 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 2 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |
| 1 | LRM 15 [M,C,S] | A | 5 | 9 | 9 | 9 | — |
| 1 | Medium Laser [DE] | A | 3 | 5 | — | — | — |

Ammo: (SRM 6) 30, (LRM 15) 16
**Fuel:** 800 Points

**Cost:**
**BV:** 1,321



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

Heat Sinks: 20 (20) Single

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Slayer SL-15K

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 80
**Tech Base:** Inner Sphere
**Era:** Civil War

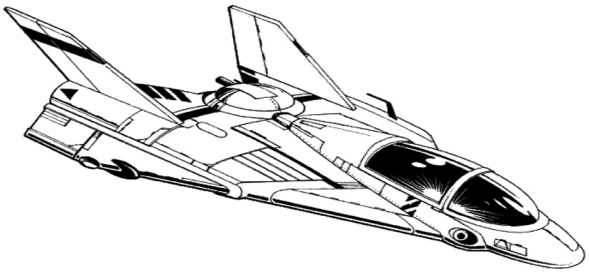
### Weapons & Equipment Inventory

Standard Scale

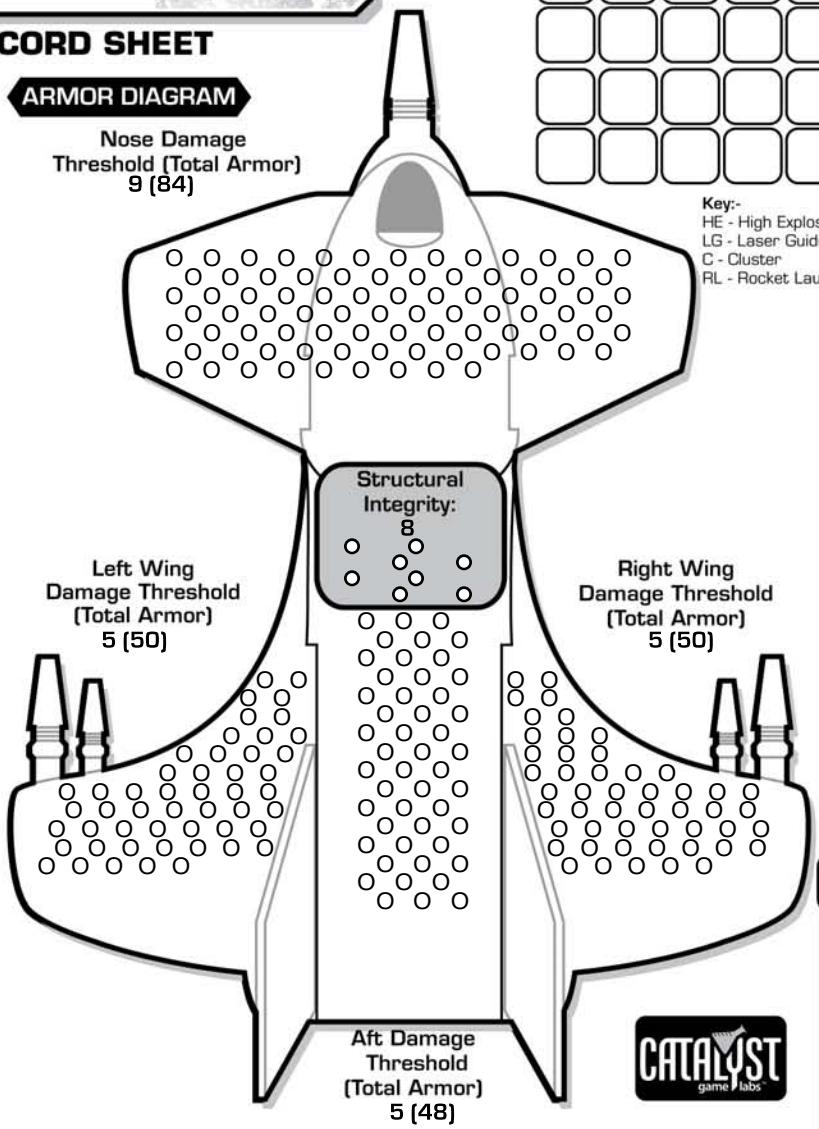
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | ER Medium Laser [DE] | N | 5 | 5 | 5 | — | — |
| 1 | LB 10-X AC [DB,C,F,S] | N | 2 | 10 | 10 | — | — |
| 2 | ER Medium Laser [DE] | LW | 5 | 5 | 5 | — | — |
| 2 | ER Medium Laser [DE] | RW | 5 | 5 | 5 | — | — |
| 1 | ER Medium Laser [DE] | A | 5 | 5 | 5 | — | — |

Ammo: (LB 10-X Cluster) 10, (LB 10-X) 20
**Fuel:** 800 Points

**Cost:**
**BV:** 1,516



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 20 (40) Double

Heat Scale (Overflow)

30* 29 28* 27* 26* 25* 24* 23* 22* 21* 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Slayer SL-15R

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 80
**Tech Base:** Inner Sphere
**Era:** Succession Wars

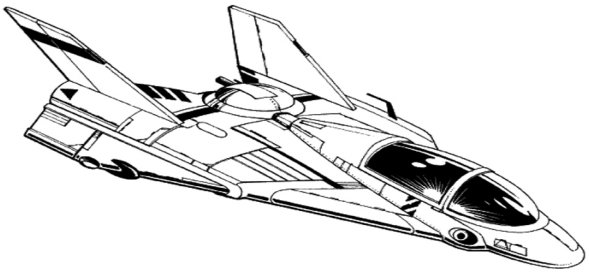
### Weapons & Equipment Inventory

Standard Scale

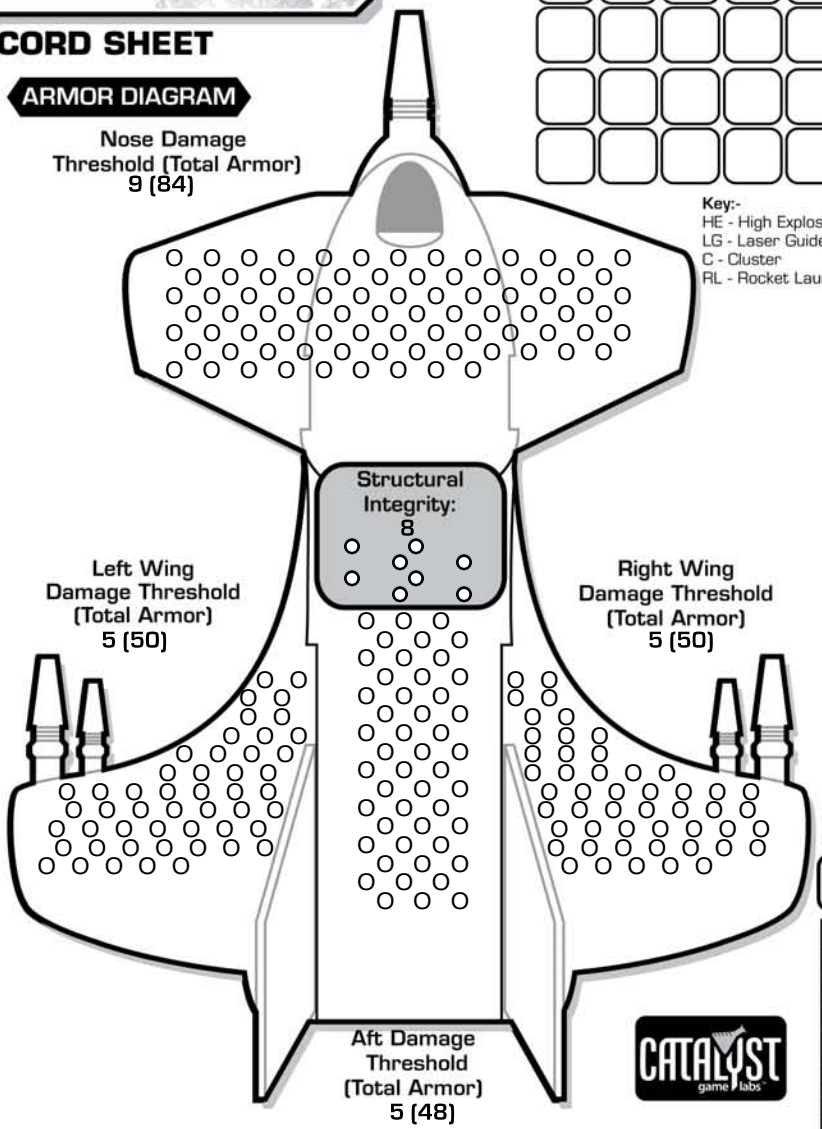
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | LB 10-X AC [DB,C,F,S] | N | 2 | 10 | 10 | — | — |
| 1 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 2 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 2 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |
| 1 | Medium Laser [DE] | A | 3 | 5 | — | — | — |

Ammo: (LB 10-X Cluster) 10, (LB 10-X) 20
**Fuel:** 800 Points

**Cost:**
**BV:** 1,384



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 20 (20) Single

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Chippewa CHP-W5

**Thrust:**
**Safe Thrust:** 5
**Maximum Thrust:** 8

**Tonnage:** 90
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

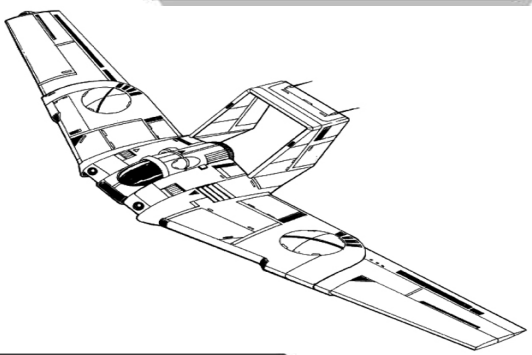
### Weapons & Equipment Inventory

Standard Scale

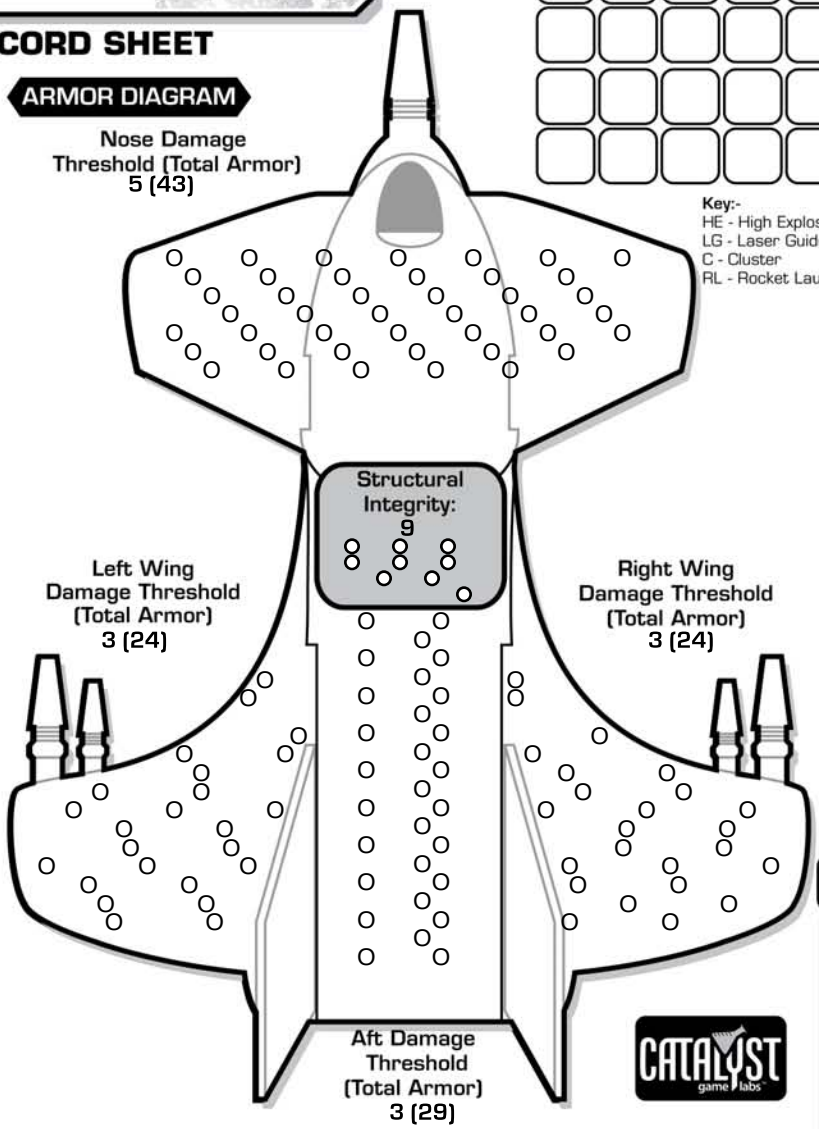
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 2 | LRM 15 [M,C,S] | N | 5 | 9 | 9 | 9 | — |
| 2 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 1 | SRM 6 [M,C] | N | 4 | 8 | — | — | — |
| 2 | Large Laser [DE] | LW | 8 | 8 | 8 | — | — |
| 2 | Large Laser [DE] | RW | 8 | 8 | 8 | — | — |
| 2 | Small Laser [DE] | A | 1 | 3 | — | — | — |

Ammo: (SRM 6) 15, (LRM 15) 32
**Fuel:** 400 Points

**Cost:**
**BV:** 1,520



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 25 (25) Single

O O O
O O O
O O O
O O O
O O O
O O
O O
O O
O O
O O

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Chippewa CHP-W7

**Thrust:**
**Safe Thrust:** 5
**Maximum Thrust:** 8

**Tonnage:** 90
**Tech Base:** Inner Sphere
**Era:** Succession Wars

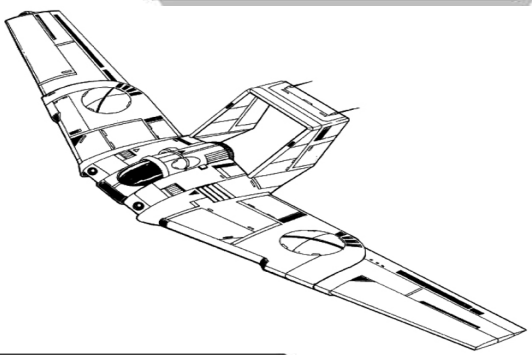
### Weapons & Equipment Inventory

Standard Scale

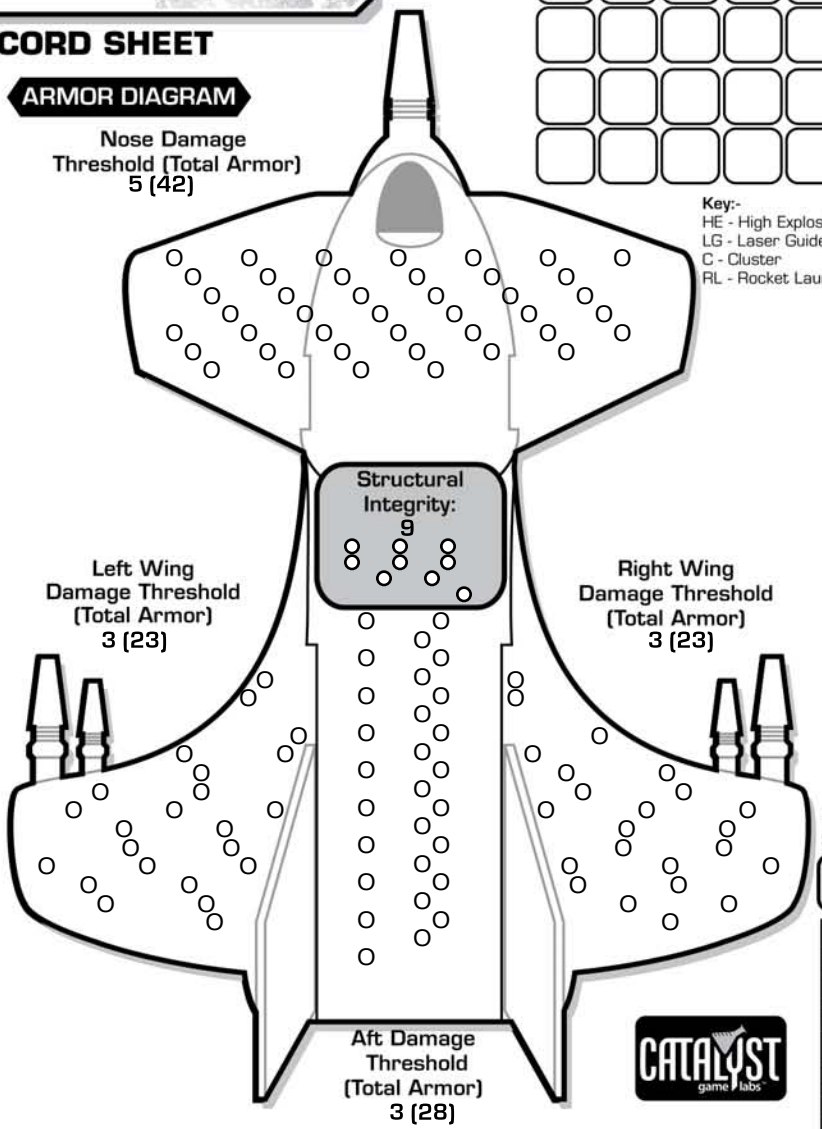
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 2 | LRM 15 [M,C,S] | N | 5 | 9 | 9 | 9 | — |
| 2 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 1 | SRM 6 [M,C] | N | 4 | 8 | — | — | — |
| 2 | Large Pulse Laser [P] | LW | 10 | 9 | 9 | — | — |
| 2 | Large Pulse Laser [P] | RW | 10 | 9 | 9 | — | — |
| 2 | Small Pulse Laser [P] | A | 2 | 3 | — | — | — |

Ammo: (SRM 6) 15, (LRM 15) 32
**Fuel:** 400 Points

**Cost:**
**BV:** 1,613



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 24 (48)
**Double**
O O O
O O O
O O O
O O O
O O
O O
O O
O O
O O
O O

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Chippewa CHP-W7T

**Thrust:**
**Safe Thrust:** 5
**Maximum Thrust:** 8

**Tonnage:** 90
**Tech Base:** Inner Sphere
**Era:** Jihad

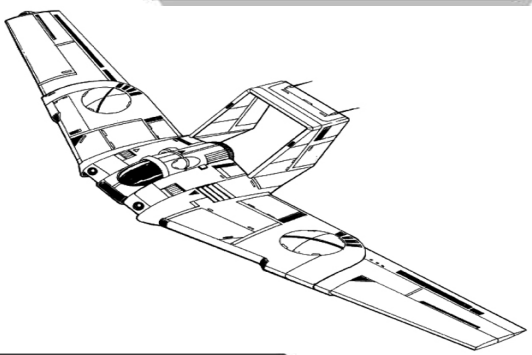
### Weapons & Equipment Inventory

Standard Scale

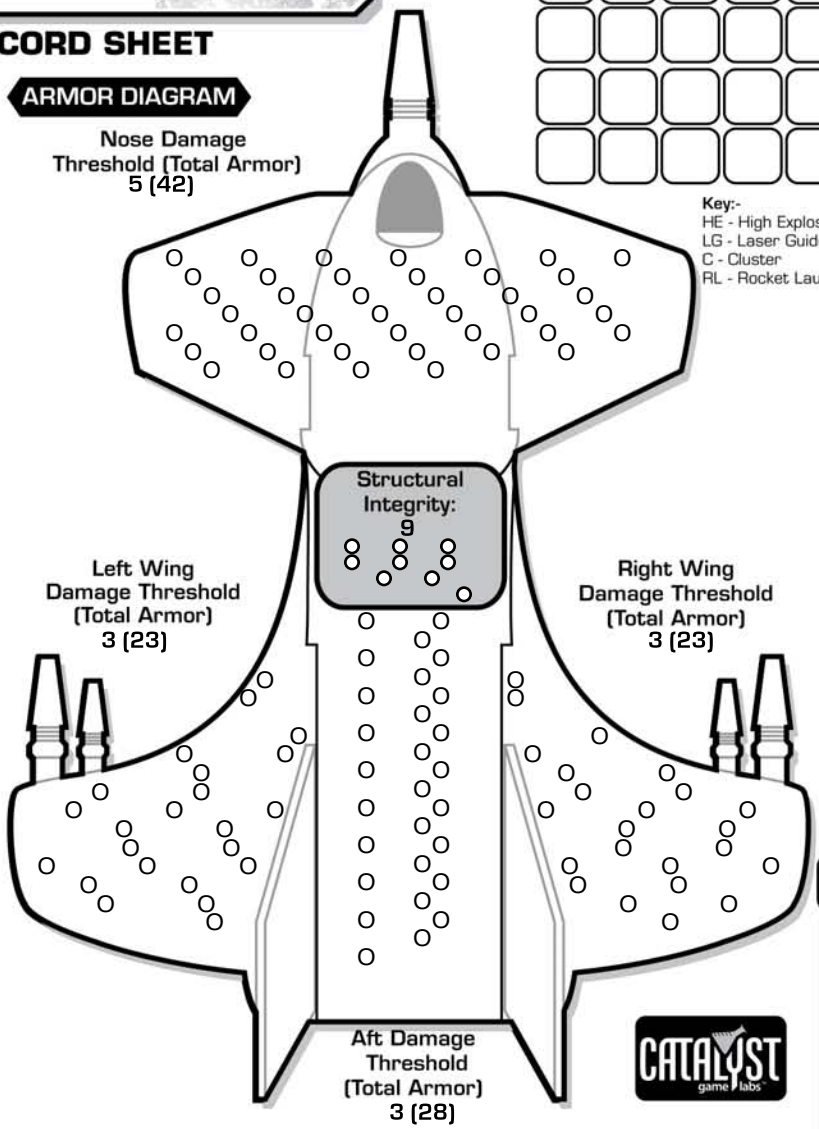
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 2 | LRM 15 [M,C,S] w/Artemis IV FCS | N | 5 | 9 | 9 | 9 | — |
| 2 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 1 | SRM 6 [M,C] w/Artemis IV FCS | N | 4 | 8 | — | — | — |
| 1 | Plasma Rifle [DE,H,AI] | LW | 10 | 10 | 10 | — | — |
| 1 | Snub-Nose PPC [DE,V] | LW | 10 | 10 | 8 | — | — |
| 1 | Plasma Rifle [DE,H,AI] | RW | 10 | 10 | 10 | — | — |
| 1 | Snub-Nose PPC [DE,V] | RW | 10 | 10 | 8 | — | — |
| 2 | Small Pulse Laser [P] | A | 2 | 3 | — | — | — |

Ammo: (LRM 15 Artemis) 32, (Plasma Rifle) 20
**Fuel:** 400 Points

**Cost:**
**BV:** 2,159



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:**
23 (46)
**Double**
O O O
O O O
O O O
O O
O O
O O
O O
O O
O O
O O

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Chippewa CHP-W8

**Thrust:**
**Safe Thrust:** 5
**Maximum Thrust:** 8

**Tonnage:** 90
**Tech Base:** Inner Sphere
**Era:** Jihad

### Weapons & Equipment Inventory

Standard Scale

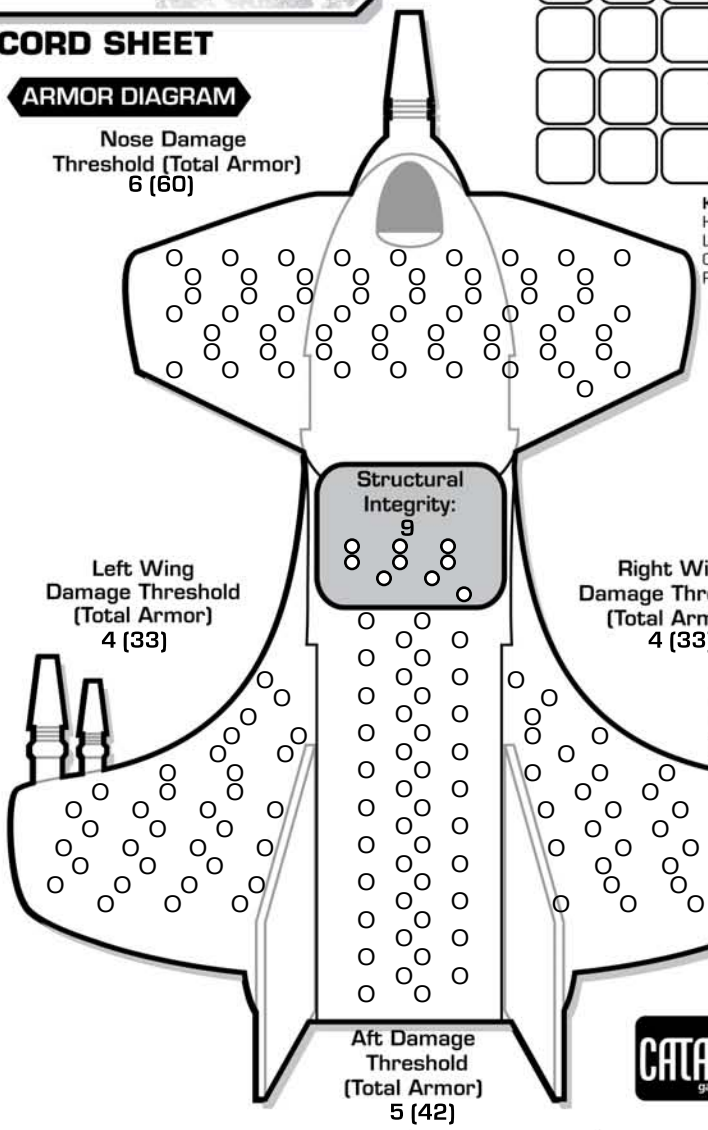
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 3 | MML 7 w/Artemis IV FCS | N | 4 | 4 | 4 | 4 | — |
| 2 | Large Pulse Laser [P] | LW | 10 | 9 | 9 | — | — |
| 1 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 2 | Large Pulse Laser [P] | RW | 10 | 9 | 9 | — | — |
| 1 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |
| 2 | ER Small Laser [DE] | A | 2 | 3 | — | — | — |

Ammo: (MML 7 LRM Artemis) 51, (MML 7 SRM Artemis) 42

**Fuel:** 400 Points

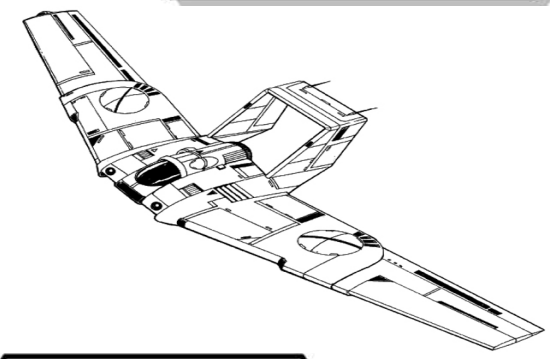
**Cost:**
**BV:** 1,662

### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher



### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 24 (48) Double

Heat Scale: Overflow, 30*, 29, 28*, 27*, 26*, 25*, 24*, 23*, 22*, 21*, 20*, 19*, 18*, 17*, 16, 15*, 14*, 13*, 12, 11, 10*, 9, 8*, 7, 6, 5*, 4, 3, 2, 1, 0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Chippewa CHP-W10

**Thrust:**
**Safe Thrust:** 5
**Maximum Thrust:** 8

**Tonnage:** 90
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

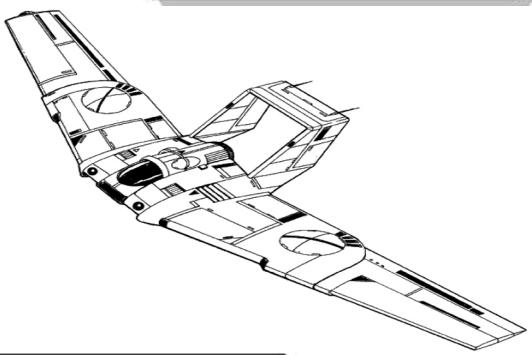
### Weapons & Equipment Inventory

Standard Scale

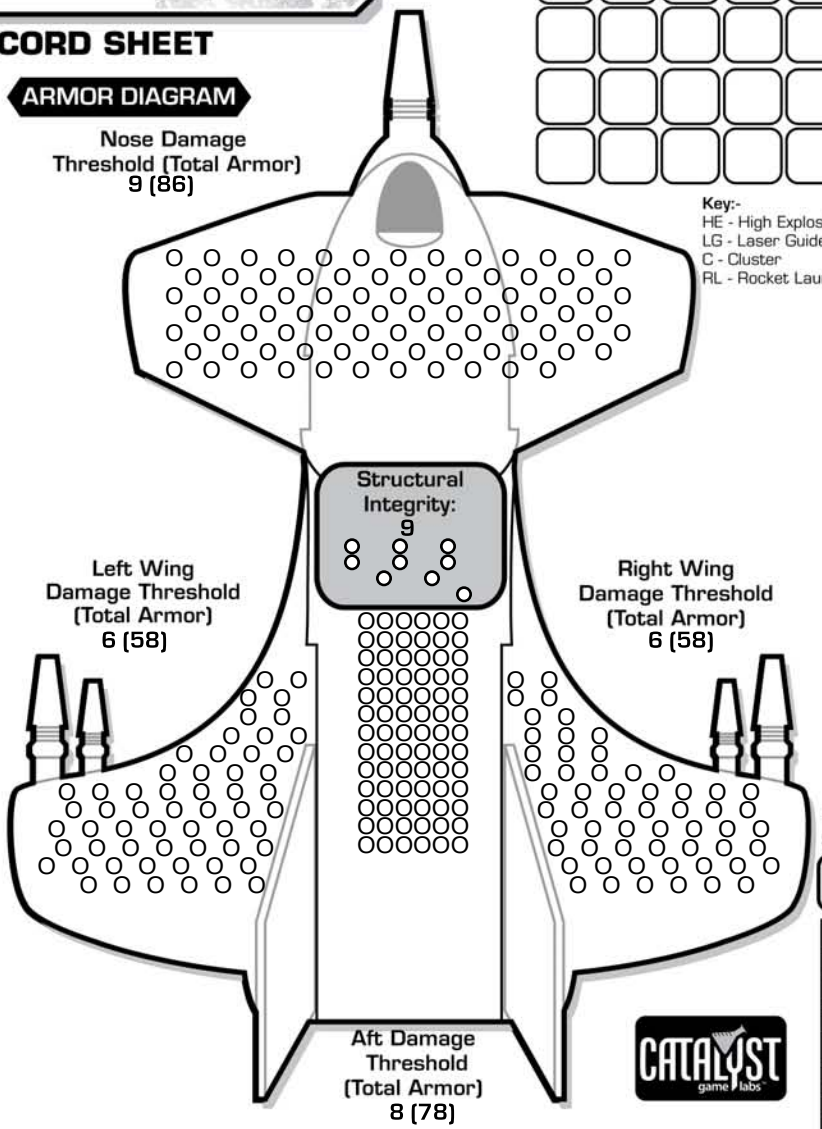
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 2 | LRM 15 [M,C,S] | N | 5 | 9 | 9 | 9 | — |
| 2 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 1 | SRM 6 [M,C] | N | 4 | 8 | — | — | — |
| 1 | Large Laser [DE] | LW | 8 | 8 | 8 | — | — |
| 1 | Large Laser [DE] | RW | 8 | 8 | 8 | — | — |
| 2 | Small Laser [DE] | A | 1 | 3 | — | — | — |

Ammo: (SRM 6) 15, (LRM 15) 32
**Fuel:** 400 Points

**Cost:**
**BV:** 1,820



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 25 (25) Single

O O O
O O O
O O O
O O O
O O O
O O
O O
O O
O O
O O

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Riever F-100

**Thrust:**
**Safe Thrust:** 5
**Maximum Thrust:** 8

**Tonnage:** 100
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

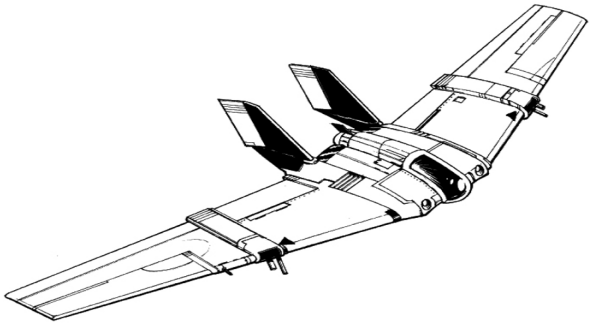
### Weapons & Equipment Inventory

Standard Scale

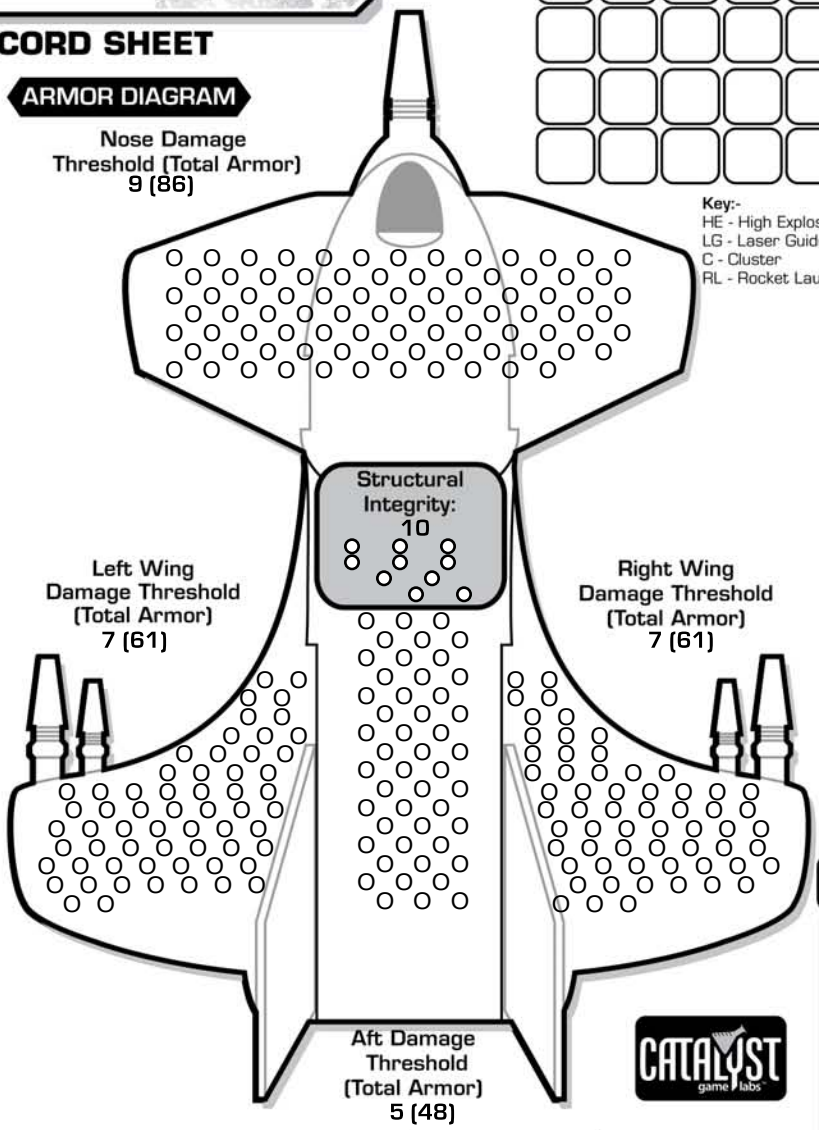
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Autocannon/20 [DB,S] | N | 7 | 20 | — | — | — |
| 1 | LRM 10 [M,C,S] | N | 4 | 6 | 6 | 6 | — |
| 2 | SRM 6 [M,C] | LW | 4 | 8 | — | — | — |
| 2 | SRM 6 [M,C] | RW | 4 | 8 | — | — | — |

Ammo: (SRM 6) 60, (AC/20) 10, (LRM 10) 24
**Fuel:** 400 Points

**Cost:** **BV:** 1,539



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 28 (28)
Single
O O O
O O O
O O O
O O O
O O O
O O O
O O O
O O O
O O
O O

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Riever F-100a

**Thrust:**
**Safe Thrust:** 5
**Maximum Thrust:** 8

**Tonnage:** 100
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

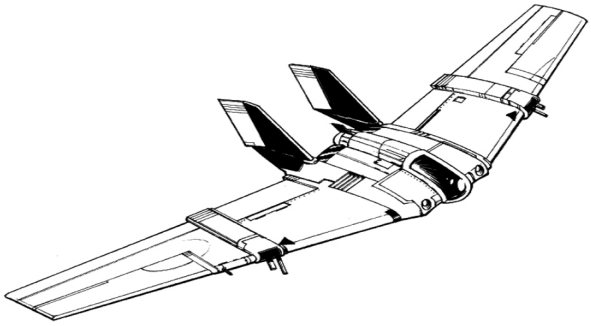
### Weapons & Equipment Inventory

Standard Scale

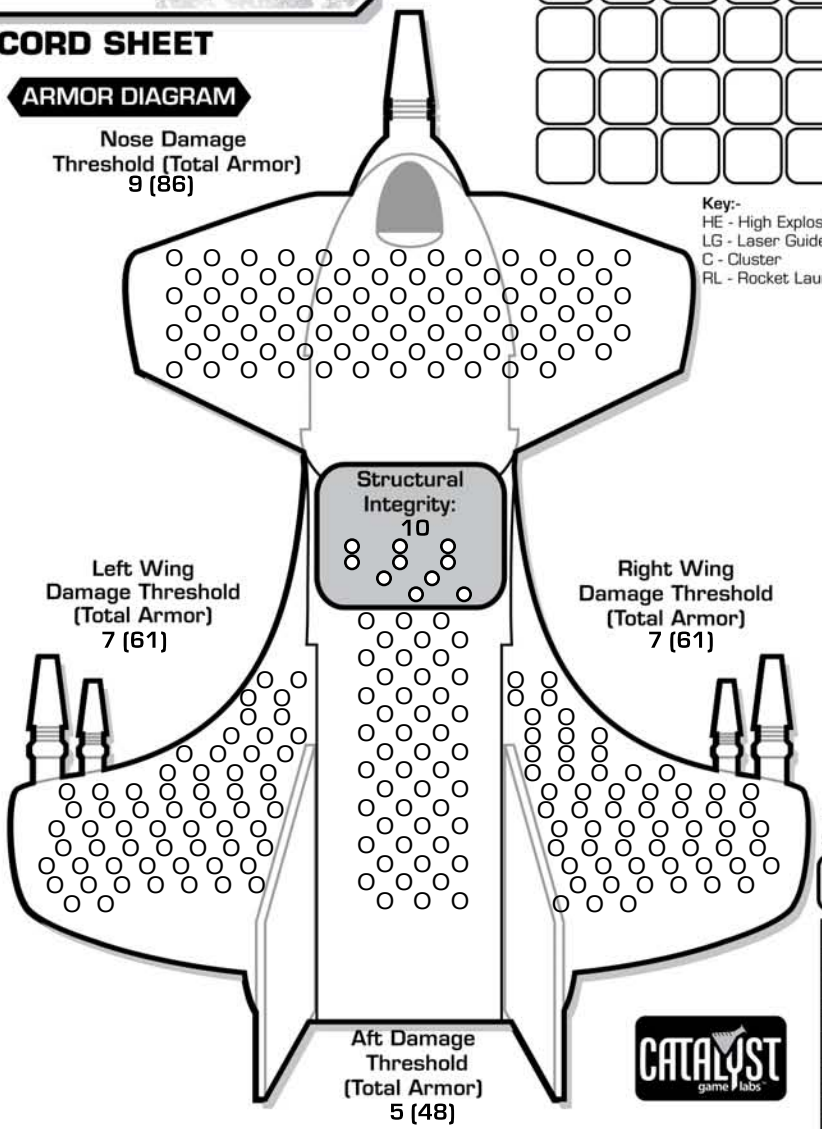
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Autocannon/20 [DB,S] | N | 7 | 20 | — | — | — |
| 2 | SRM 6 [M,C] | N | 4 | 8 | — | — | — |
| 2 | SRM 6 [M,C] | LW | 4 | 8 | — | — | — |
| 2 | SRM 6 [M,C] | RW | 4 | 8 | — | — | — |

Ammo: (SRM 6) 75, (AC/20) 10
**Fuel:** 400 Points

**Cost:**
**BV:** 1,575



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 28 (28)
Single
O O O
O O O
O O O
O O O
O O O
O O O
O O O
O O O
O O
O O

**Heat Scale**

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Riever F-100b

**Thrust:**
**Safe Thrust:** 5
**Maximum Thrust:** 8

**Tonnage:** 100
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

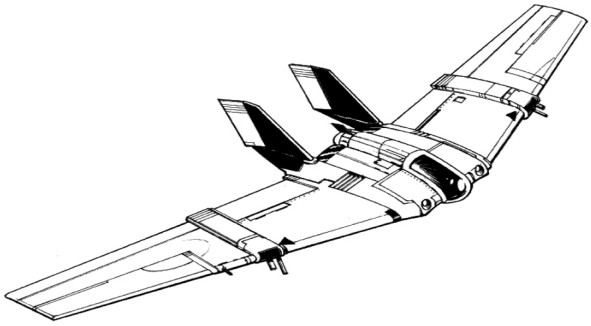
### Weapons & Equipment Inventory

Standard Scale

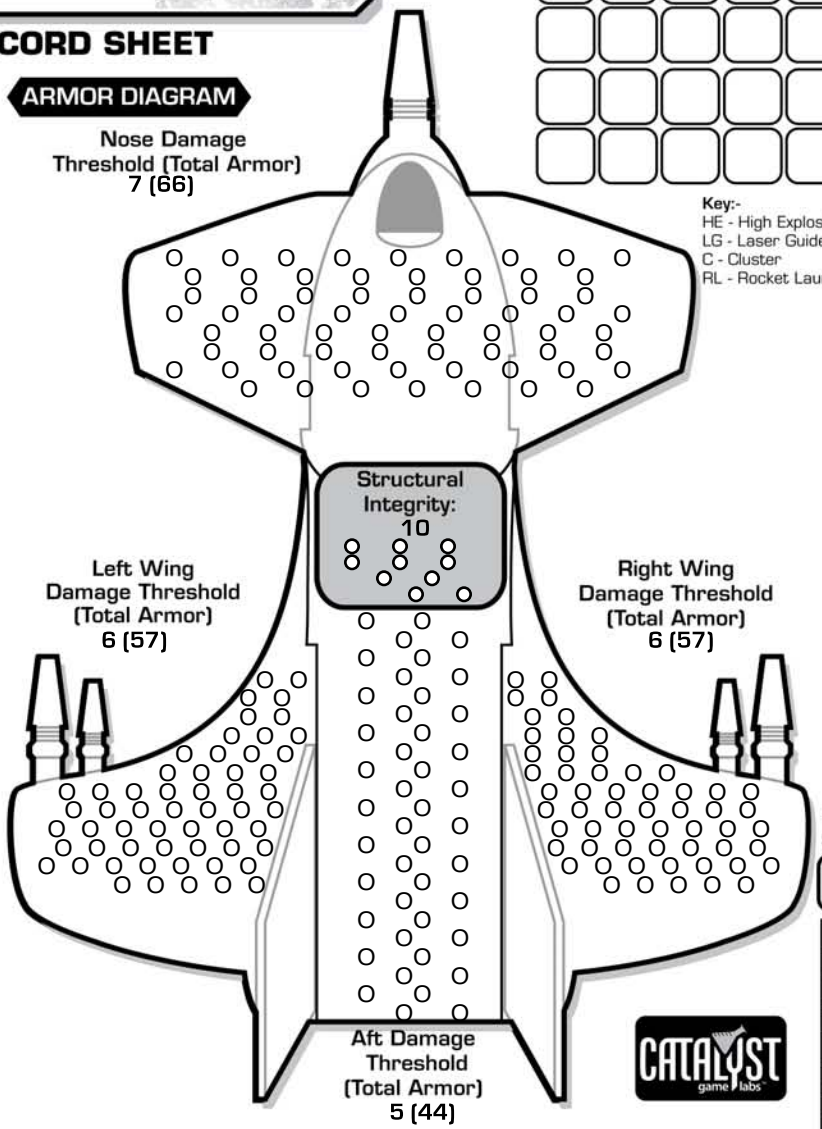
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Autocannon/20 [DB,S] | N | 7 | 20 | — | — | — |
| 1 | LRM 10 [M,C,S] | N | 4 | 6 | 6 | 6 | — |
| 1 | Autocannon/5 [DB,S] | LW | 1 | 5 | 5 | — | — |
| 1 | Autocannon/5 [DB,S] | RW | 1 | 5 | 5 | — | — |

Ammo: (AC/20) 10, (LRM 10) 24, (AC/5) 40
**Fuel:** 400 Points

**Cost:**
**BV:** 1,262



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 28 (28)
Single
O O O
O O O
O O O
O O O
O O O
O O O
O O O
O O O
O O
O O

Heat Scale
Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Riever F-700

**Thrust:**
**Safe Thrust:** 6
**Maximum Thrust:** 9

**Tonnage:** 100
**Tech Base:** Inner Sphere
**Era:** Clan Invasion

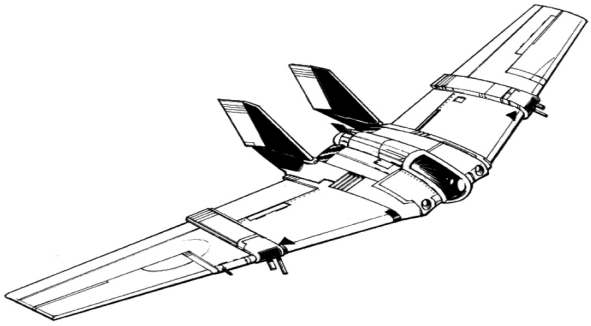
### Weapons & Equipment Inventory

Standard Scale

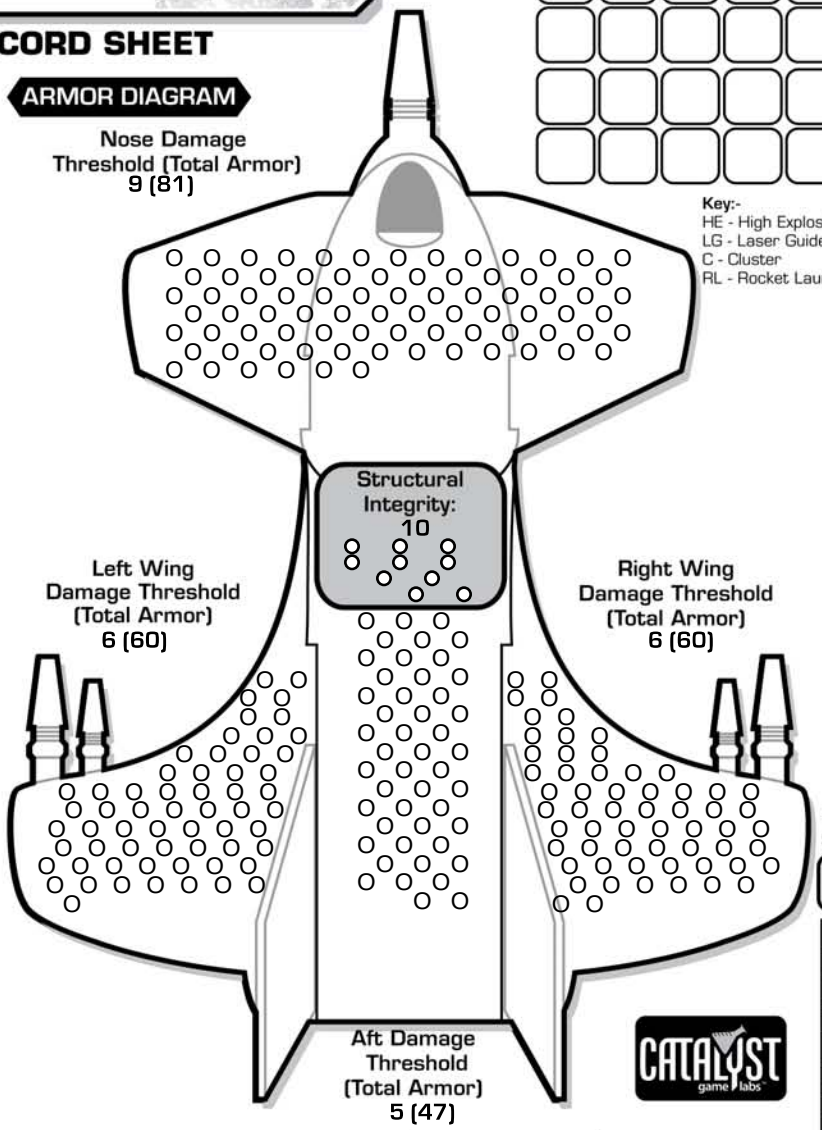
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Autocannon/20 [DB,S] | N | 7 | 20 | — | — | — |
| 1 | LRM 10 [M,C,S] | N | 4 | 6 | 6 | 6 | — |
| 2 | SRM 6 [M,C] | LW | 4 | 8 | — | — | — |
| 2 | SRM 6 [M,C] | RW | 4 | 8 | — | — | — |

Ammo: (SRM 6) 60, (AC/20) 15, (LRM 10) 24
**Fuel:** 400 Points

**Cost:** **BV:** 1,626



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 20 (40) Double

Heat Scale: Overflow, 30*, 29, 28*, 27*, 26*, 25*, 24*, 23*, 22*, 21*, 20*, 19*, 18*, 17*, 16, 15*, 14*, 13*, 12, 11, 10*, 9, 8*, 7, 6, 5*, 4, 3, 2, 1, 0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Riever F-700a

**Thrust:**
**Safe Thrust:** 5
**Maximum Thrust:** 8

**Tonnage:** 100
**Tech Base:** Inner Sphere
**Era:** Clan Invasion

#### Weapons & Equipment Inventory

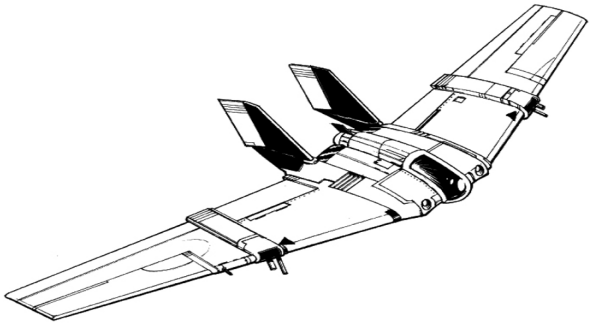
Standard Scale

| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 2 | LB 10-X AC [DB,C,F,S] | N | 2 | 10 | 10 | — | — |
| 2 | SRM 6 [M,C] | N | 4 | 8 | — | — | — |
| 3 | SRM 6 [M,C] | LW | 4 | 8 | — | — | — |
| 3 | SRM 6 [M,C] | RW | 4 | 8 | — | — | — |

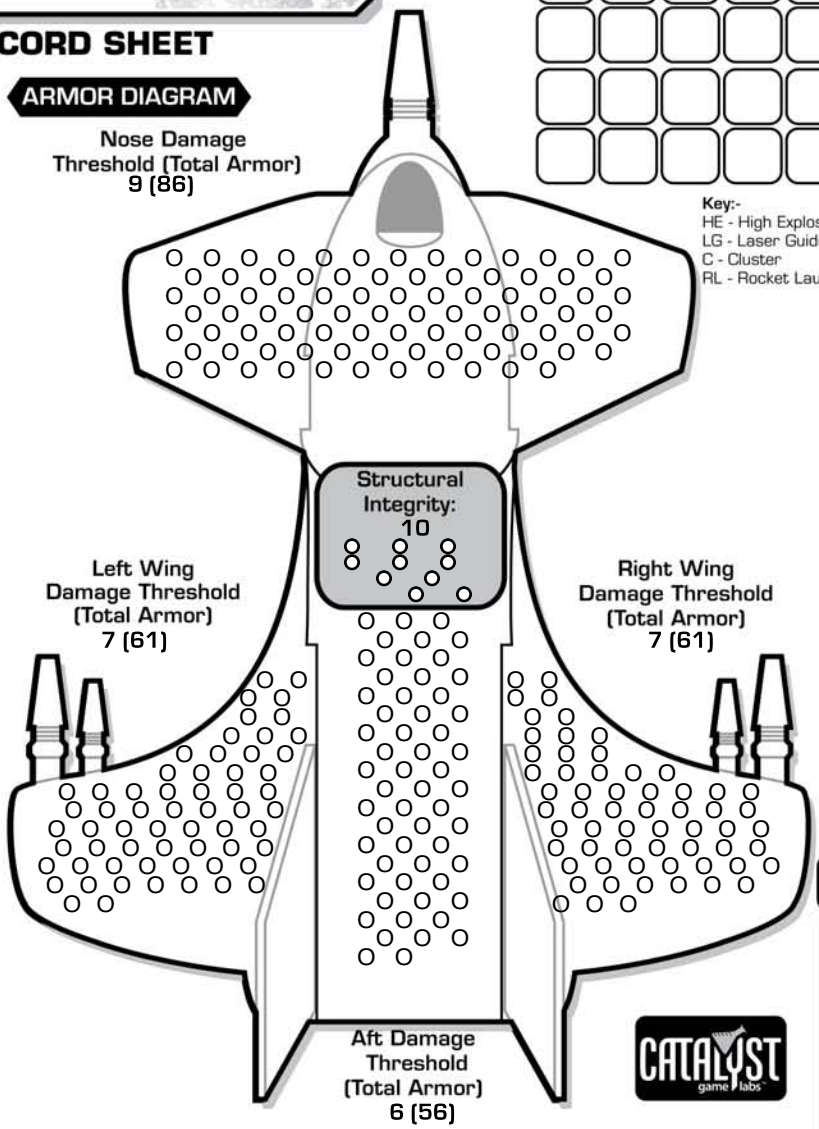
Ammo: (SRM 6) 90, (LB 10-X Cluster) 20, (LB 10-X) 20

**Fuel:** 400 Points

**Cost:**
**BV:** 1,994



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 20 (40) Double

Heat Scale: Overflow, 30*, 29, 28*, 27*, 26*, 25*, 24*, 23*, 22*, 21*, 20*, 19*, 18*, 17*, 16, 15*, 14*, 13*, 12, 11, 10*, 9, 8*, 7, 6, 5*, 4, 3, 2, 1, 0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Riever F-700b

**Thrust:**
**Safe Thrust:** 5
**Maximum Thrust:** 8

**Tonnage:** 100
**Tech Base:** Inner Sphere
**Era:** Jihad

#### Weapons & Equipment Inventory

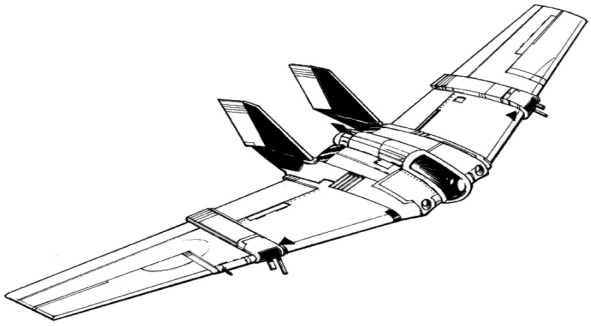
Standard Scale

| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | LRM 10 [M,C,S] | N | 4 | 6 | 6 | 6 | — |
| 1 | Ultra AC/20 [DB,R,C] | N | 8 | 30 | 30 | — | — |
| 3 | Streak SRM 6 [M,C] | LW | 4 | 12 | — | — | — |
| 3 | Streak SRM 6 [M,C] | RW | 4 | 12 | — | — | — |

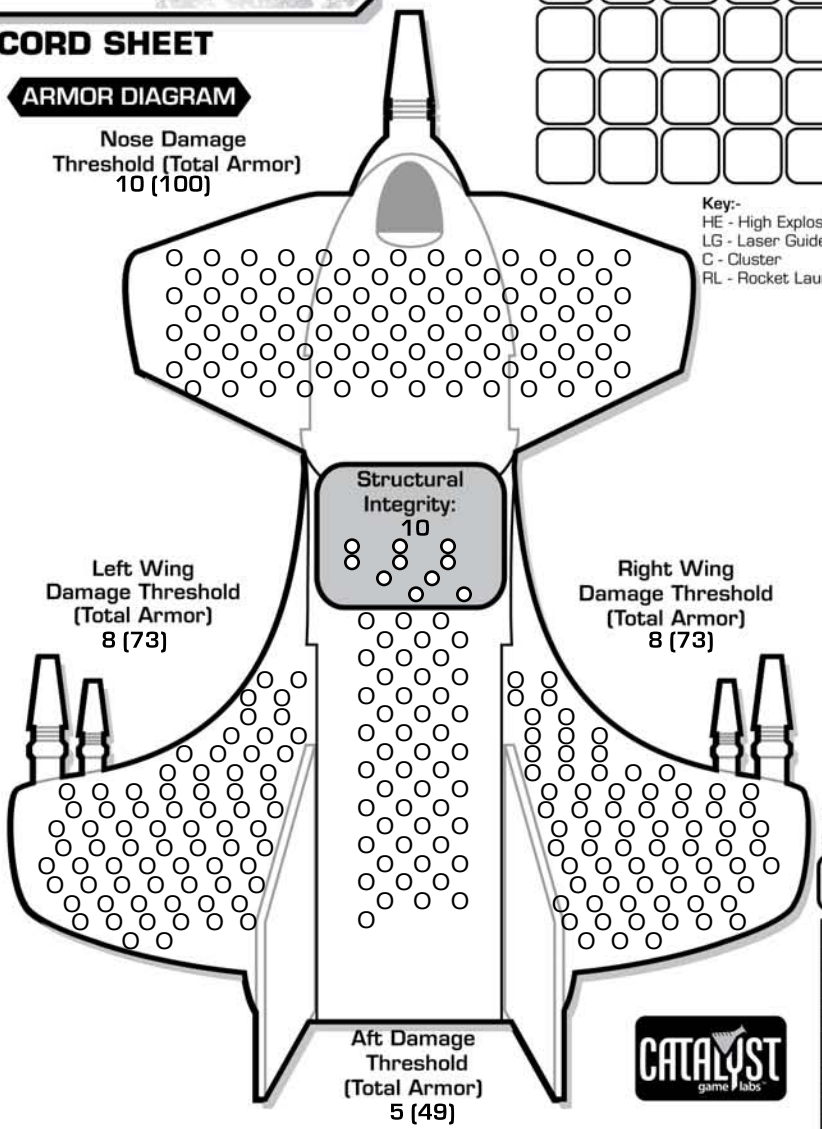
Ammo: (Ultra AC/20) 20, (LRM 10) 24, (Streak SRM 6) 60

**Fuel:** 400 Points

**Cost:** **BV:** 2,377



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 19 (38) Double

O O
O O
O O
O O
O O
O O
O O
O O
O O
O

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Stuka STU-K5

**Thrust:**
**Safe Thrust:** 5
**Maximum Thrust:** 8

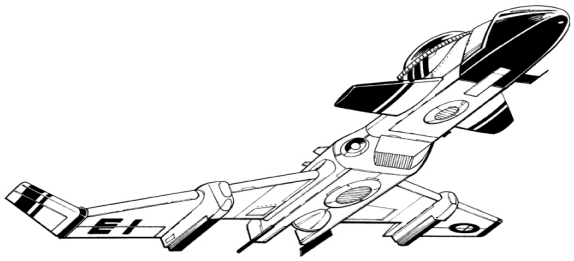
**Tonnage:** 100
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

### Weapons & Equipment Inventory

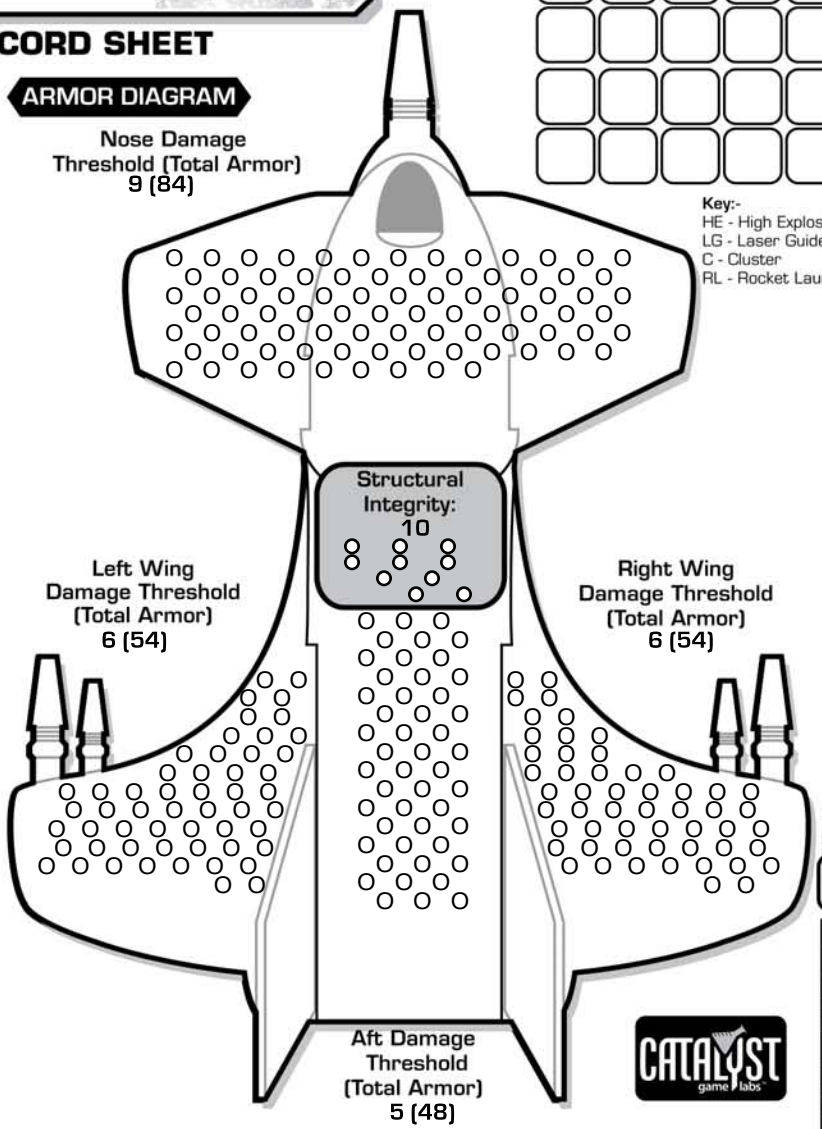
| Qty | Type | Loc. | Ht | Standard Scale (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | LRM 20 [M,C,S] | N | 6 | 12 | 12 | 12 | — |
| 1 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 1 | SRM 4 [M,C] | N | 3 | 4 | — | — | — |
| 2 | Large Laser [DE] | LW | 8 | 8 | 8 | — | — |
| 2 | Large Laser [DE] | RW | 8 | 8 | 8 | — | — |
| 2 | Medium Laser [DE] | A | 3 | 5 | — | — | — |

Ammo: (SRM 4) 25, (LRM 20) 12
**Fuel:** 400 Points

**Cost:**
**BV:** 1,790



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 30 (30) Single

Heat Scale (Overflow)

30* 29 28* 27* 26* 25* 24* 23* 22* 21* 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Stuka STU-D6

**Thrust:**
**Safe Thrust:** 5
**Maximum Thrust:** 8

**Tonnage:** 100
**Tech Base:** Inner Sphere
**Era:** Clan Invasion

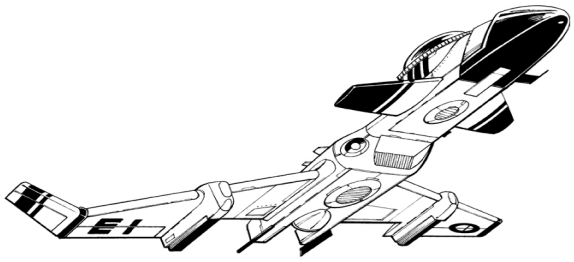
#### Weapons & Equipment Inventory

Standard Scale

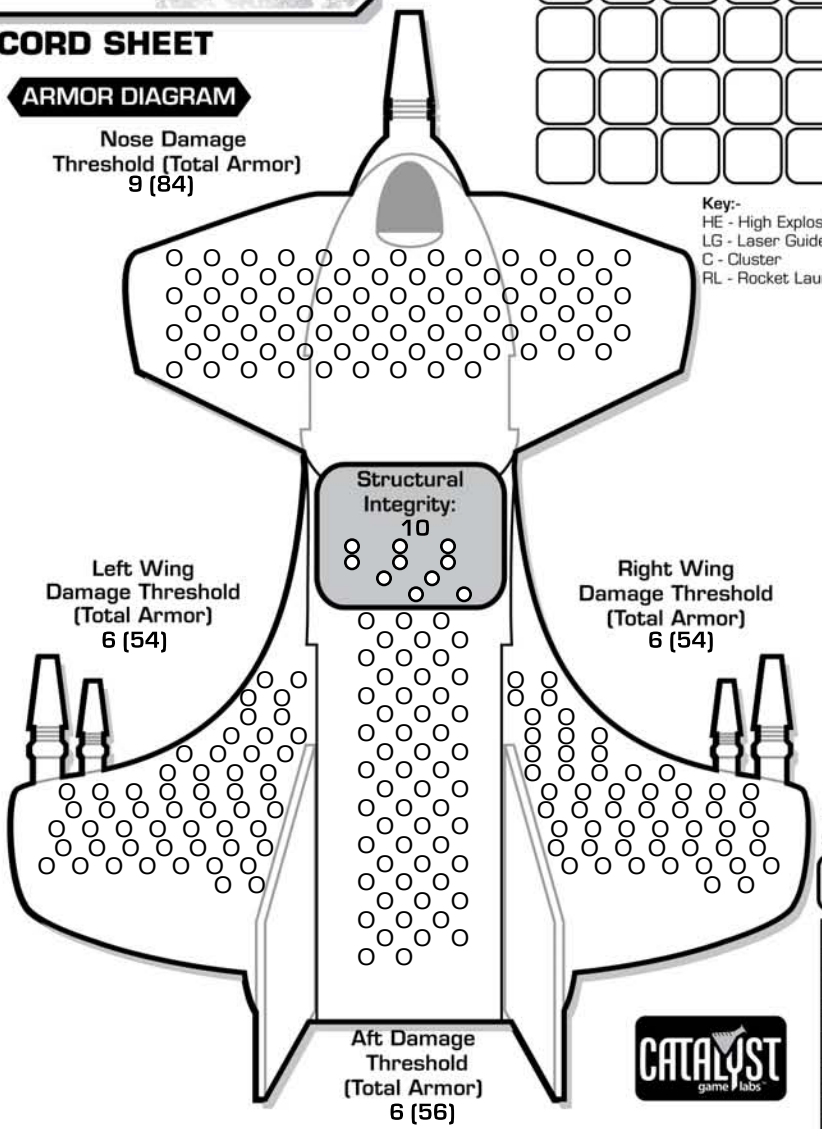
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 2 | SRM 6 [M,C] | N | 4 | 8 | — | — | — |
| 2 | Large Laser [DE] | LW | 8 | 8 | 8 | — | — |
| 1 | LRM 20 [M,C,S] | LW | 6 | 12 | 12 | 12 | — |
| 2 | Large Laser [DE] | RW | 8 | 8 | 8 | — | — |
| 1 | LRM 20 [M,C,S] | RW | 6 | 12 | 12 | 12 | — |
| 2 | Medium Laser [DE] | A | 3 | 5 | — | — | — |

Ammo: (LRM 20) 24, (SRM 6) 60
**Fuel:** 400 Points

**Cost:**
**BV:** 2,251



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 20 (40) Double

### Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Stuka STU-D7

**Thrust:**
**Safe Thrust:** 5
**Maximum Thrust:** 8

**Tonnage:** 100
**Tech Base:** Inner Sphere
**Era:** Jihad

### Weapons & Equipment Inventory

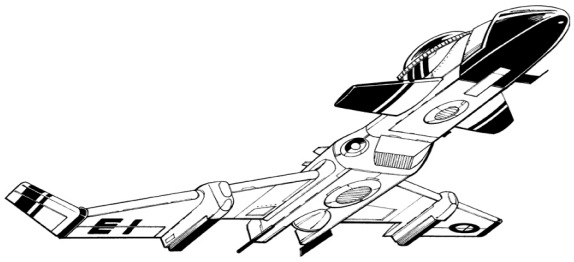
Standard Scale

| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | ER Medium Laser [DE] | N | 5 | 5 | 5 | — | — |
| 1 | LRM 20 [M,C,S] w/Artemis IV FCS | N | 6 | 12 | 12 | 12 | — |
| 2 | SRM 6 [M,C] w/Artemis IV FCS | N | 4 | 8 | — | — | — |
| 3 | ER Medium Laser [DE] | LW | 5 | 5 | 5 | — | — |
| 1 | Rotary AC/5 [DB,R,C] | LW | 1 | 20 | 20 | — | — |
| 3 | ER Medium Laser [DE] | RW | 5 | 5 | 5 | — | — |
| 1 | Rotary AC/5 [DB,R,C] | RW | 1 | 20 | 20 | — | — |
| 2 | ER Medium Laser [DE] | A | 5 | 5 | 5 | — | — |

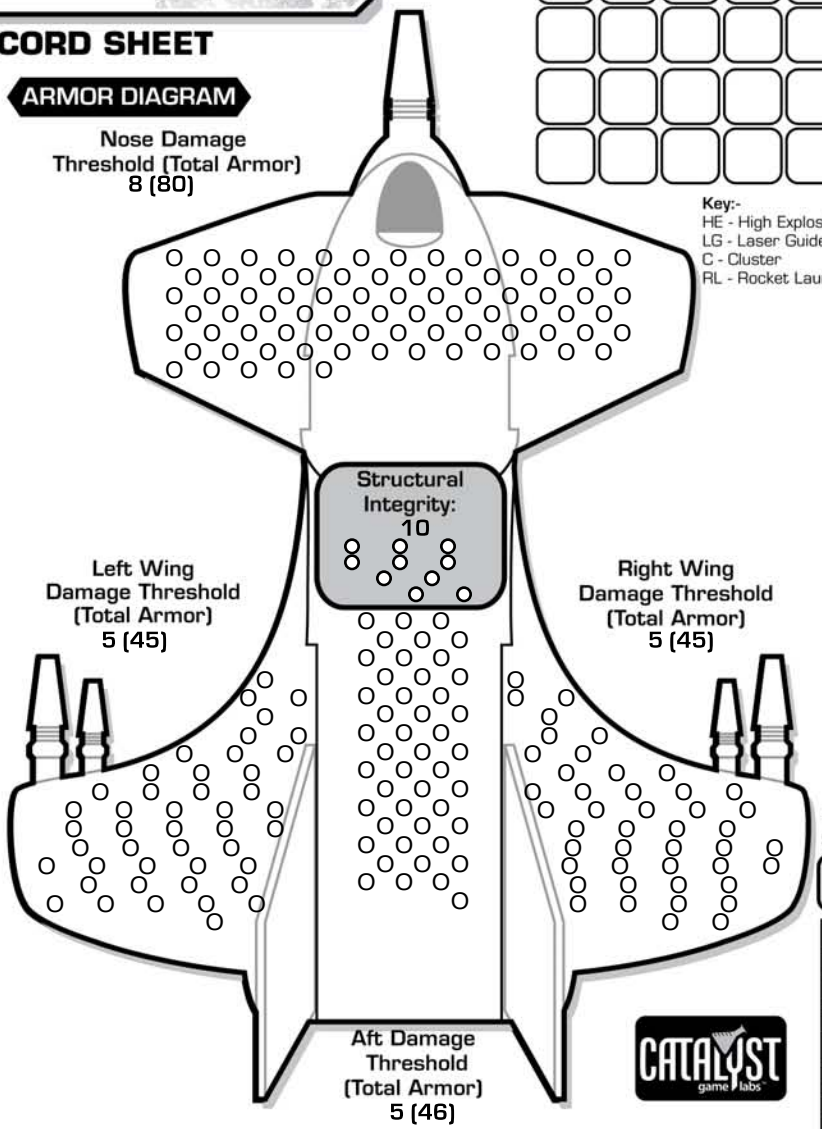
Ammo: (RAC/5) 80, (SRM 6 Artemis) 45
(LRM 20 Artemis) 18

**Fuel:** 400 Points

**Cost:**
**BV:** 2,596



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 21 (42) Double |
|---|---|---|
| 30 | Shutdown | O O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 27 | Pilot Damage, avoid on 9+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | Random Movement, avoid on 10+ | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 21 | Pilot Damage, avoid on 6+ | O O |
| 20 | Random Movement, avoid on 8+ | O O |
| 19 | Ammo Exp. avoid on 4+ | |
| 18 | Shutdown, avoid on 6+ | |
| 17 | +3 Modifier to Fire | |
| 15 | Random Movement, avoid on 7+ | |
| 14 | Shutdown, avoid on 4+ | |
| 13 | +2 Modifier to Fire | |
| 10 | Random Movement, avoid on 6+ | |
| 8 | +1 Modifier to Fire | |
| 5 | Random Movement, avoid on 5+ | |

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Stuka STU-K10

**Thrust:**
**Safe Thrust:** 5
**Maximum Thrust:** 8

**Tonnage:** 100
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

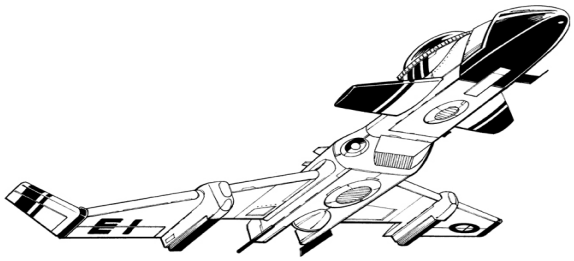
### Weapons & Equipment Inventory

Standard Scale

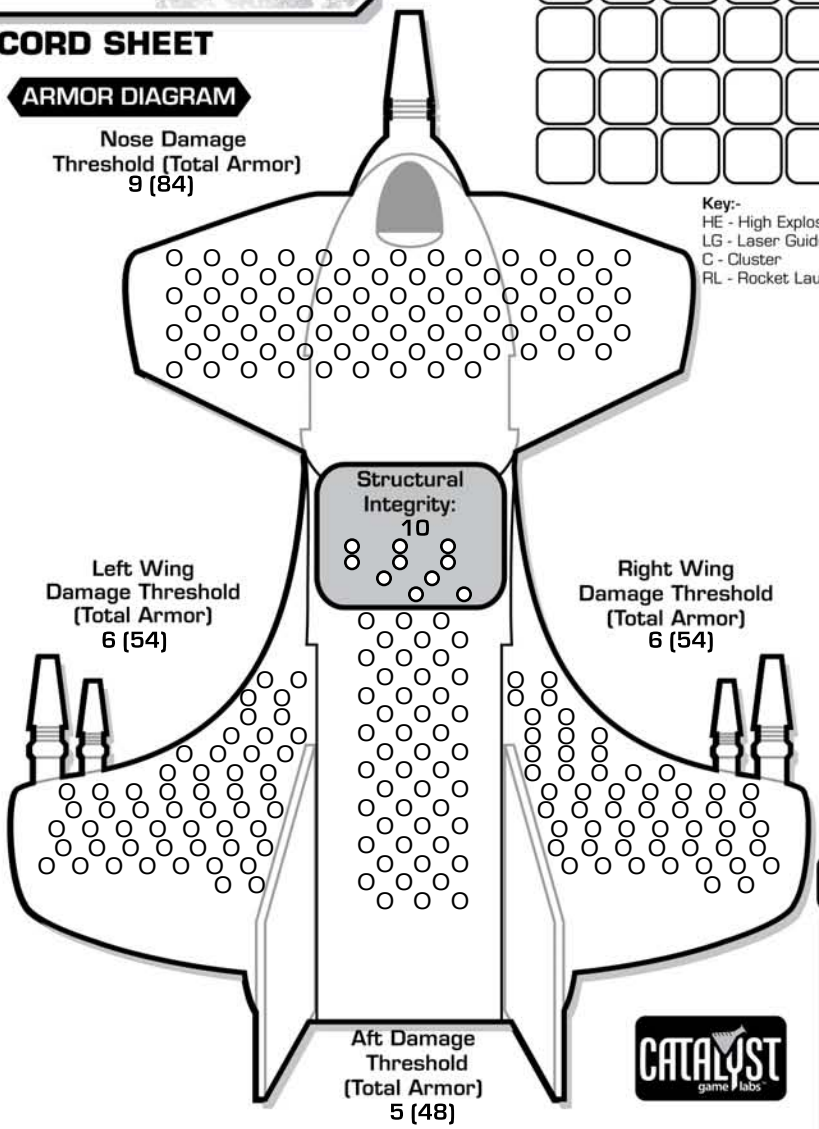
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | LRM 20 [M,C,S] | N | 6 | 12 | 12 | 12 | — |
| 4 | Small Laser [DE] | N | 1 | 3 | — | — | — |
| 2 | Large Laser [DE] | LW | 8 | 8 | 8 | — | — |
| 2 | Large Laser [DE] | RW | 8 | 8 | 8 | — | — |
| 2 | Medium Laser [DE] | A | 3 | 5 | — | — | — |

Ammo: (LRM 20) 12
**Fuel:** 400 Points

**Cost:**
**BV:** 1,767



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 32 (32) Single

O O O O
O O O O
O O O
O O O
O O O
O O O
O O O
O O O
O O O
O O O

**Heat Scale**

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Stuka STU-K15

**Thrust:**
**Safe Thrust:** 5
**Maximum Thrust:** 8

**Tonnage:** 100
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

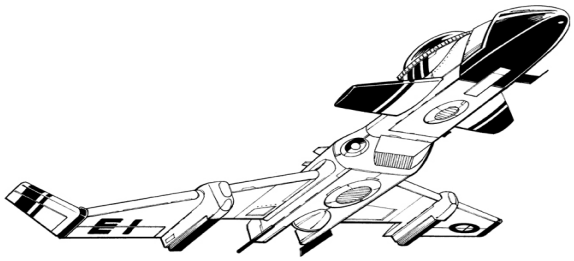
### Weapons & Equipment Inventory

Standard Scale

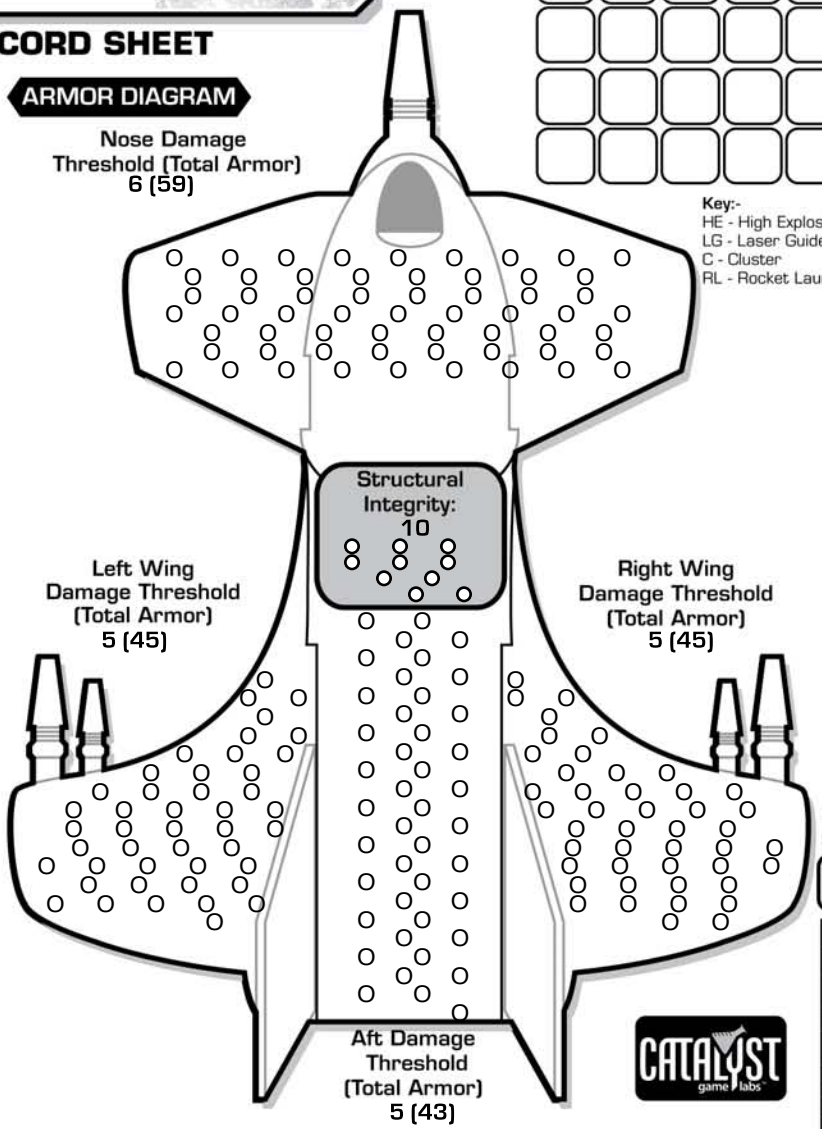
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | LRM 20 [M,C,S] | N | 6 | 12 | 12 | 12 | — |
| 1 | Medium Laser [DE] | N | 3 | 5 | — | — | — |
| 1 | SRM 4 [M,C] | N | 3 | 4 | — | — | — |
| 2 | Large Laser [DE] | LW | 8 | 8 | 8 | — | — |
| 3 | Small Laser [DE] | LW | 1 | 3 | — | — | — |
| 2 | Large Laser [DE] | RW | 8 | 8 | 8 | — | — |
| 3 | Small Laser [DE] | RW | 1 | 3 | — | — | — |
| 2 | Medium Laser [DE] | A | 3 | 5 | — | — | — |

Ammo: (SRM 4) 25, (LRM 20) 12
**Fuel:** 400 Points

**Cost:**
**BV:** 1,683



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 30 (30) Single

O O O
O O O
O O O
O O O
O O O
O O O
O O O
O O O
O O O
O O O

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# FIRST IN CENTURIES...

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Raven RVN-1X

**Movement Points:**
- Walking: 5
- Running: 8
- Jumping: 0

**Tonnage:** 35
**Tech Base:** Inner Sphere (Experimental)
**Era:** Succession Wars

**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 | Electronic Warfare Equipment | LT | — | [E] | — | — | — | 6 |
| 2 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |

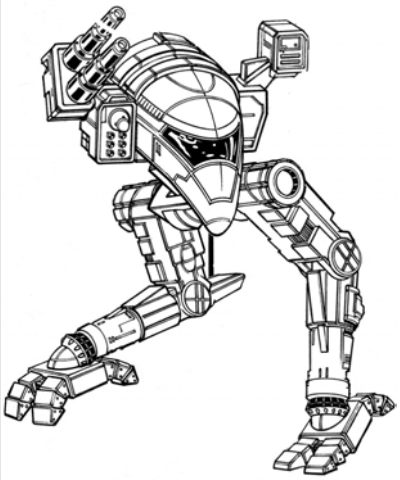
**Cost:** **BV:** 639

### WARRIOR DATA

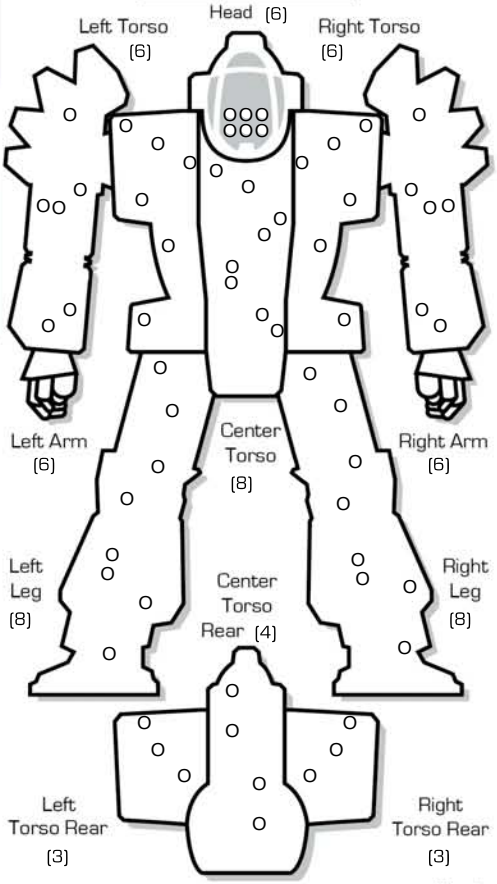
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
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 Torso
1. Ammo (SRM 6) 15
2. Electronic Warfare Equipment
3. Electronic Warfare Equipment
4. Electronic Warfare Equipment
5. Electronic Warfare Equipment
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

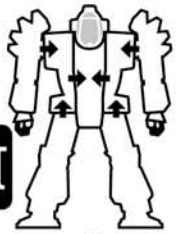
#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. 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. Medium Laser
4. Medium Laser
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Torso
1. SRM 6
2. SRM 6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

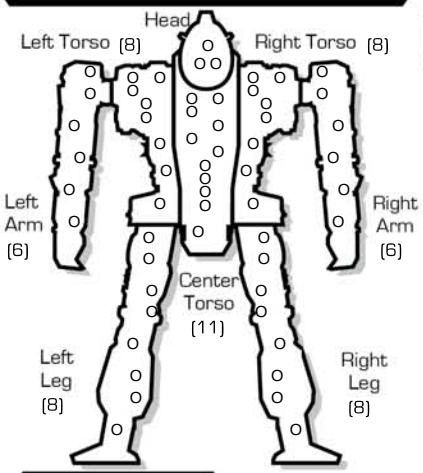
1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### 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: 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 | |

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Raven RVN-2X

**Movement Points:**
- Walking: 5
- Running: 8
- Jumping: 0

**Tonnage:** 35
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**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 | Large Laser | LT | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 2 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |

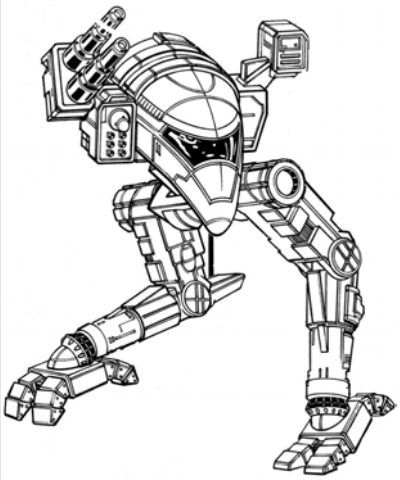
**Cost:** **BV:** 887

### WARRIOR DATA

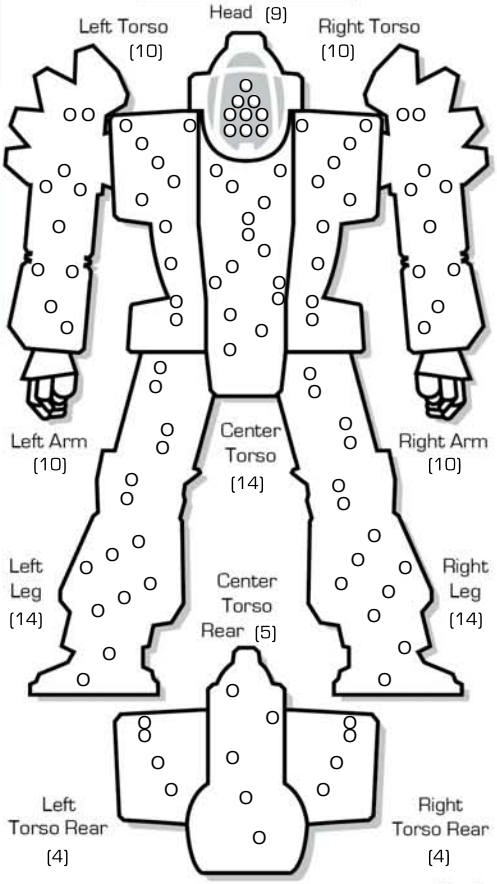
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
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 Torso
1. Large Laser
2. Large Laser
3. Ammo (SRM 6) 15
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

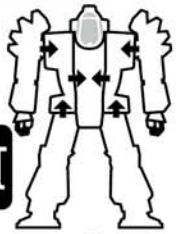
#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

#### 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. 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. Medium Laser
4. Medium Laser
5. Roll Again
6. Roll Again

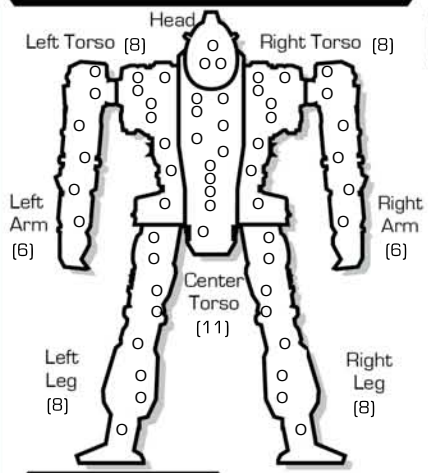
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso
1. SRM 6
2. SRM 6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. 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: 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 | |

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Raven RVN-3X

**Movement Points:**
- Walking: 5 [6]
- Running: 8 [9]
- Jumping: 0

**Tonnage:** 35
**Tech Base:** Inner Sphere (Experimental)
**Era:** Succession Wars

**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 | Electronic Warfare Equipment | LT | — | [E] | — | — | — | 6 |
| 2 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |

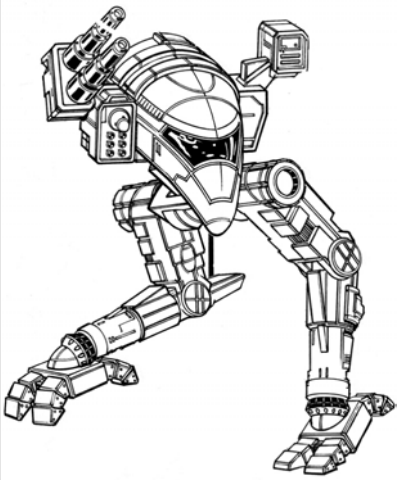
**Cost:** **BV:** 691

### WARRIOR DATA

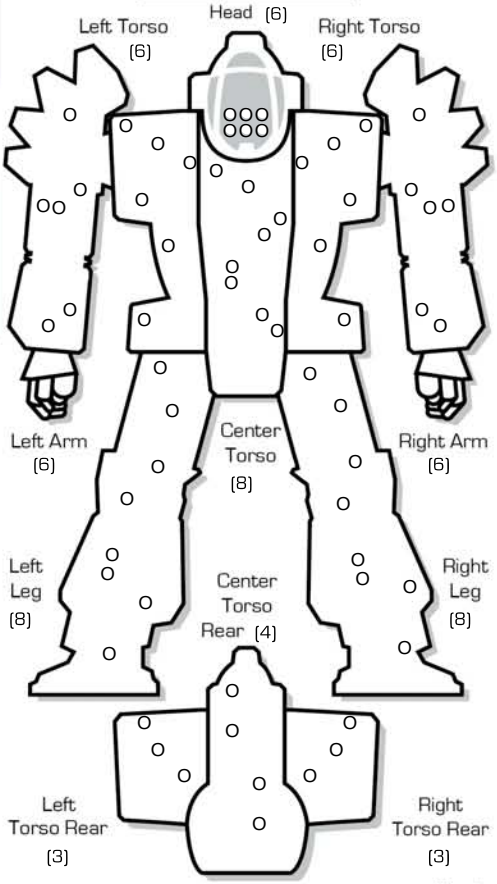
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
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 Torso
1. Ammo (SRM 6) 15
2. Electronic Warfare Equipment
3. Electronic Warfare Equipment
4. Electronic Warfare Equipment
5. Electronic Warfare Equipment
6. Triple-Strength Myomer

1. Triple-Strength Myomer
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

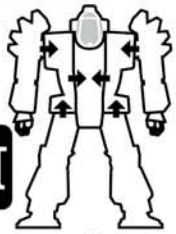
#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

#### 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. Triple-Strength Myomer
6. Triple-Strength Myomer

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 Laser
4. Medium Laser
5. Roll Again
6. Roll Again

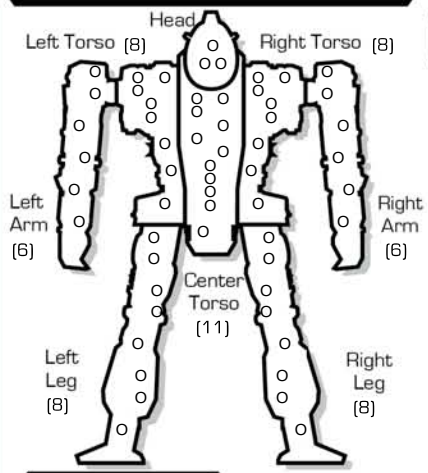
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso
1. SRM 6
2. SRM 6
3. Triple-Strength Myomer
4. Triple-Strength Myomer
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: 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+ | 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:** Raven RVN-4X

**Movement Points:**
Walking: 5
Running: 8
Jumping: 5

**Tonnage:** 35
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**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 |
| 2 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 2 | Machine Gun | LA | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |

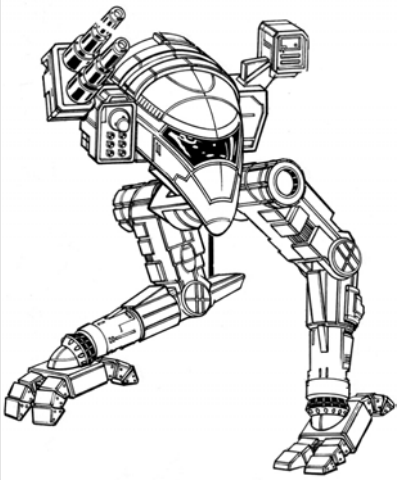
**Cost:** **BV:** 820

### WARRIOR DATA

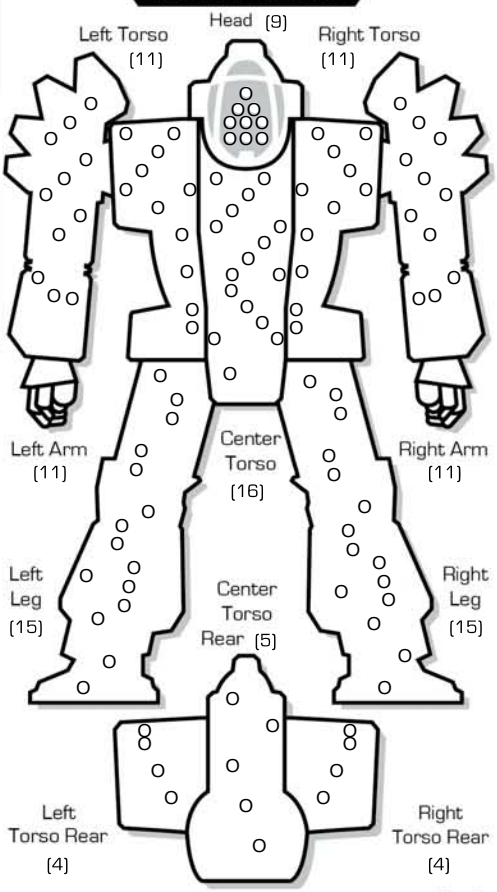
Name: _____

Gunnery Skill: ___ Piloting 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. Machine Gun
4. Machine Gun
5. Ammo (Machine Gun) 200
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1-3
1. Jump Jet
2. Jump Jet
3. Ammo (SRM 6) 15
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

#### Head

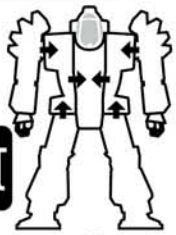
1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

#### Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Medium Laser
4. Medium Laser
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

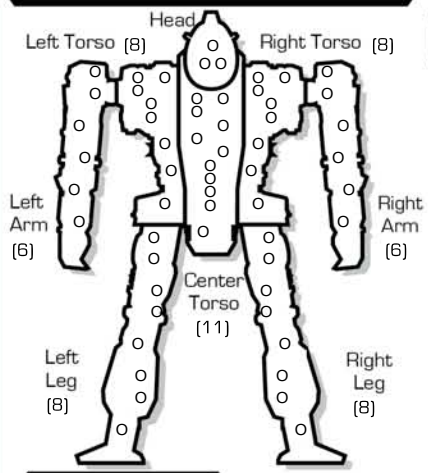
1-3
1. Jump Jet
2. Jump Jet
3. SRM 6
4. SRM 6
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | 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+ | 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:** Wolfhound WLF-1

**Movement Points:**
- Walking: 6
- Running: 9
- Jumping: 0

**Tonnage:** 35
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | CT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser(R) | 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 | Large Laser | RA | 8 | 8 [DE] | — | 5 | 10 | 15 |

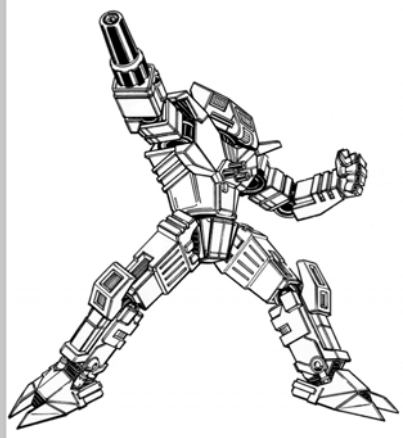
**Cost:**
**BV:** 949

### WARRIOR DATA

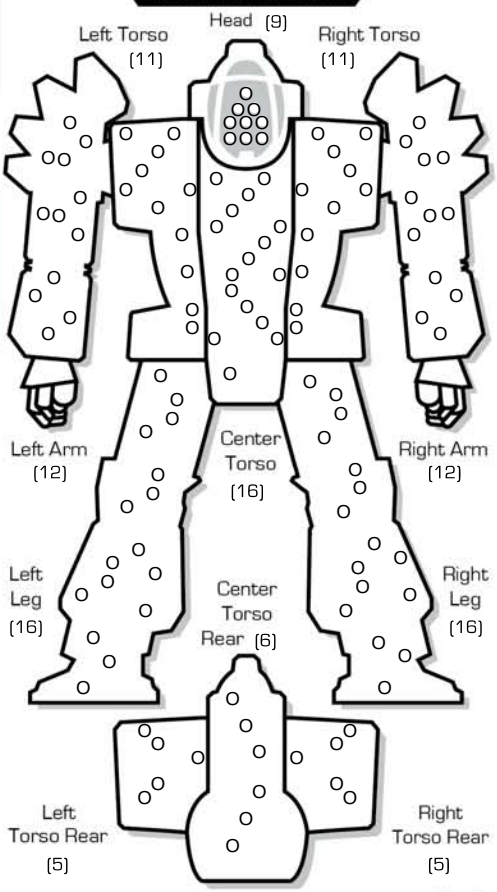
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
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. Medium Laser
2. Roll Again
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. Heat Sink
6. Roll Again

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

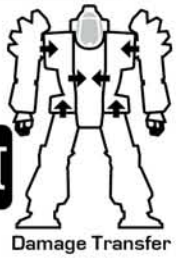
#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser (R)
6. Medium Laser

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Laser
5. Large Laser
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Torso
1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

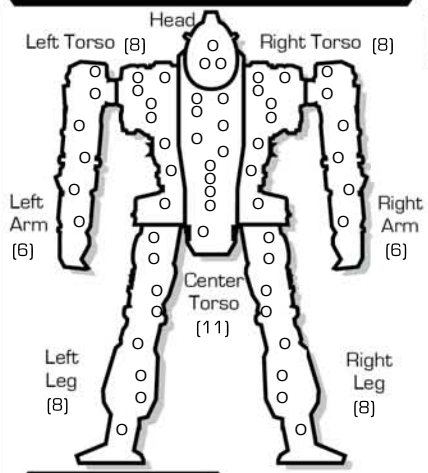
1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### 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: 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:** Wolfhound WLF-1A

**Movement Points:**
- Walking: 6
- Running: 9
- Jumping: 0

**Tonnage:** 35
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | 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 | Large Laser | RA | 8 | 8 [DE] | — | 5 | 10 | 15 |

**Cost:**

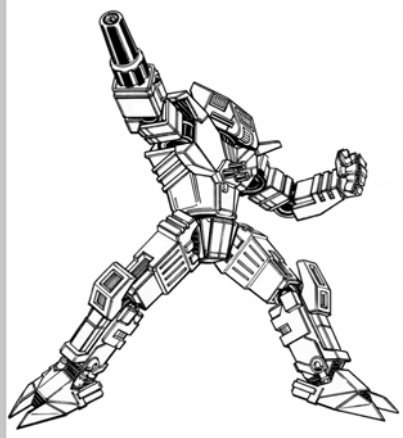
**BV:** 967

### WARRIOR DATA

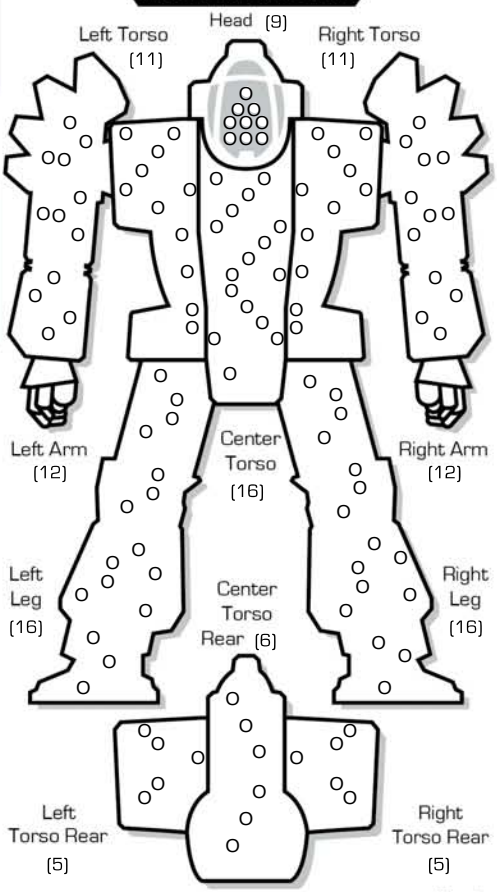
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. 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. Medium Laser
2. Roll Again
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. Heat Sink
6. Roll Again

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

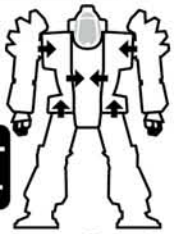
#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. Medium Laser

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Laser
5. Large Laser
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Torso
1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

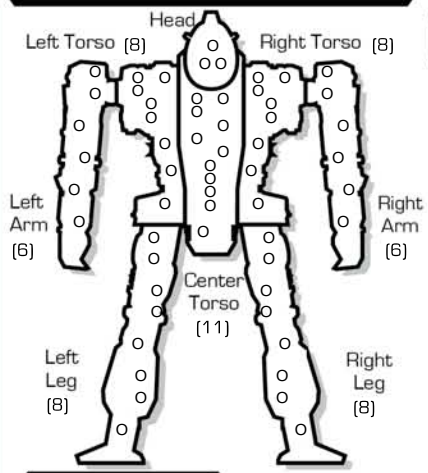
1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 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 (11) Single
O O
O
O
O
O
O
O
O
O
O
O

**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Wolfhound WLF-1B

| Movement Points: | | Tonnage: | 35 |
|---|---|---|---|
| Walking: | 6 | Tech Base: | Inner Sphere (Intro) |
| Running: | 9 | Era: | Succession Wars |
| Jumping: | 0 | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | Medium Laser | CT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Large Laser | RA | 8 | 8 [DE] | — | 5 | 10 | 15 |

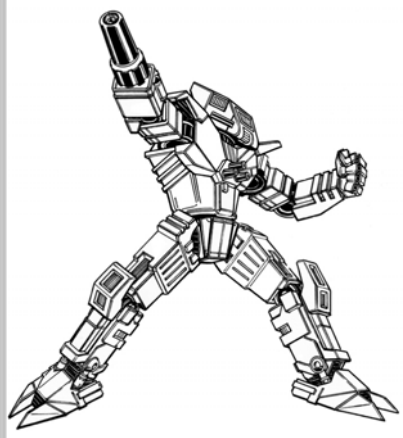
**Cost:** **BV:** 967

### WARRIOR DATA

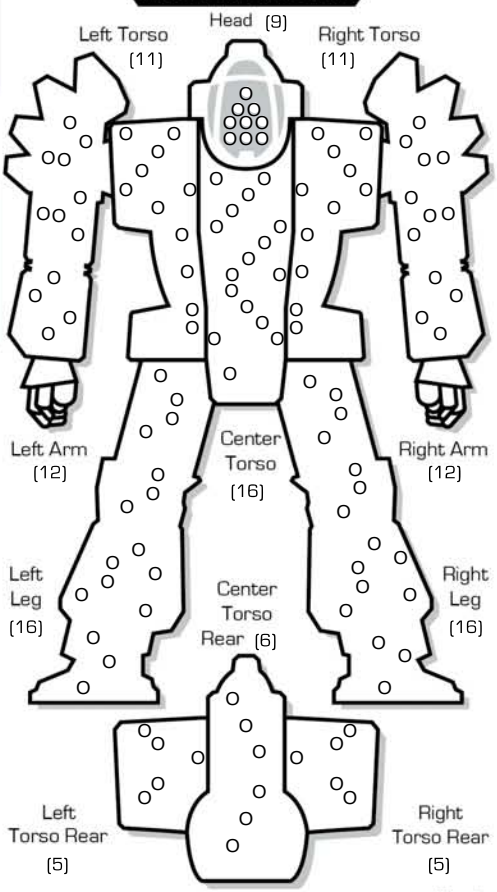
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. 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. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

#### Head

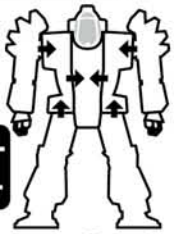
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. 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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Laser
5. Large Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

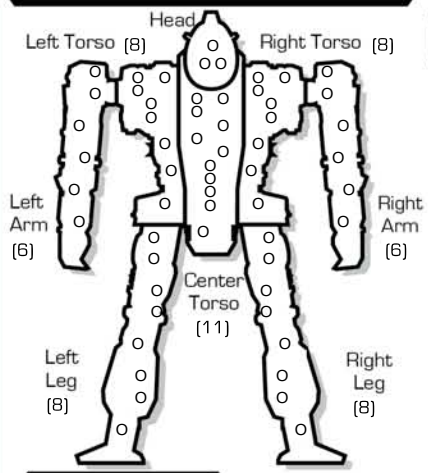
1-3
1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
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:** Hatchetman HCT-3F

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 4

**Tonnage:** 45
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Autocannon/10 | RT | 3 | 10 [DB,S] | — | 5 | 10 | 15 |
| 1 | Hatchet | RA | — | 9 | — | — | — | — |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

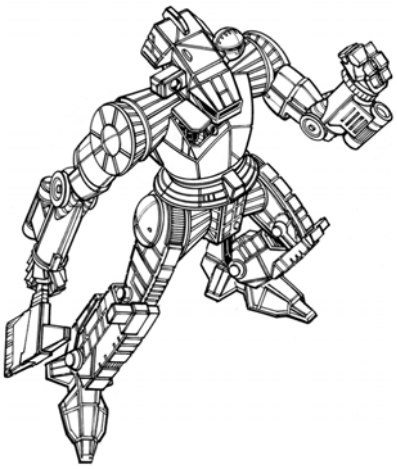
**Cost:** **BV:** 854

### WARRIOR DATA

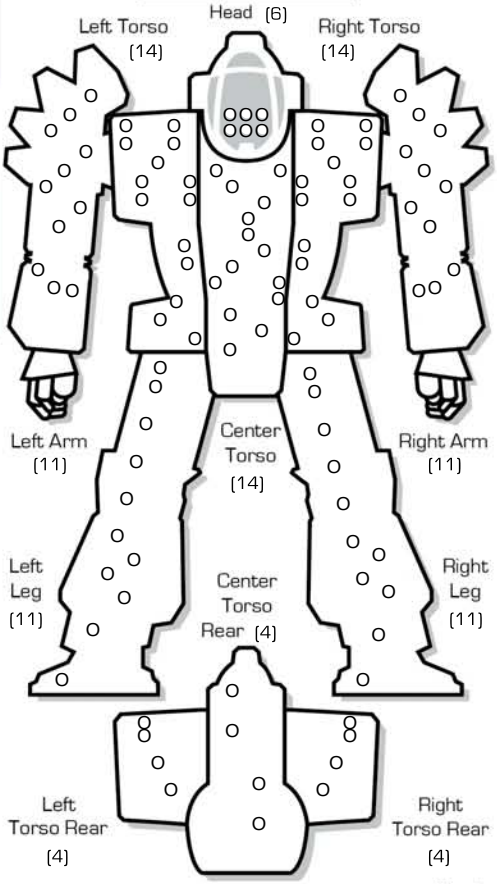
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Torso
1. Heat Sink
2. Heat Sink
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. 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. Ammo (AC/10) 10
6. Ammo (AC/10) 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. Hatchet
6. Hatchet

1-3

1. Hatchet
2. Medium Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Torso
1. Heat Sink
2. Heat Sink
3. Autocannon/10
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10

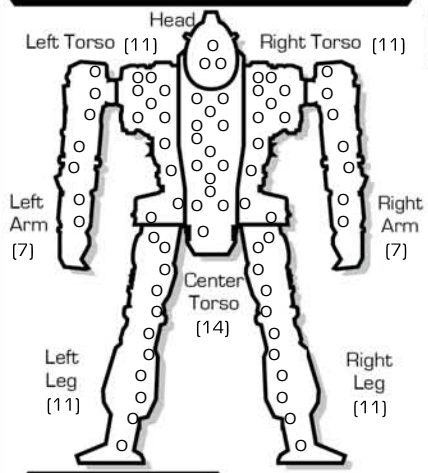
1-3

1. Autocannon/10
2. Autocannon/10
3. Autocannon/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. 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 (11) Single |
|---|---|---|
| 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:** Cataphract CTF-1X

**Movement Points:**
Walking: 4
Running: 6
Jumping: 0

**Tonnage:** 70
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Autocannon/10 | RT | 3 | 10 [DB,S] | — | 5 | 10 | 15 |
| 1 | Medium Laser(R) | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser(R) | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | PPC | RA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

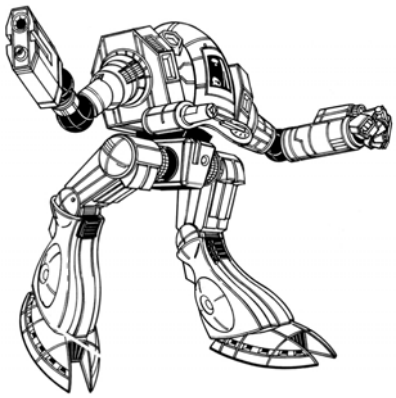
**Cost:**
**BV:** 1,316

### WARRIOR DATA

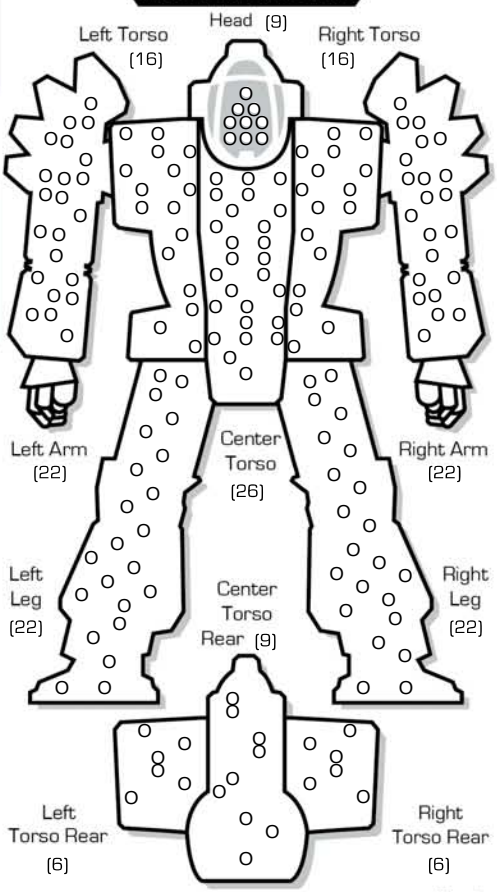
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1-3
1. Medium Laser (R)
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

#### Head

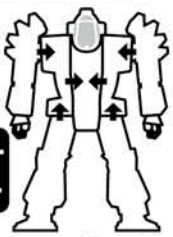
1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

#### Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. PPC
5. PPC
6. PPC

4-6
1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

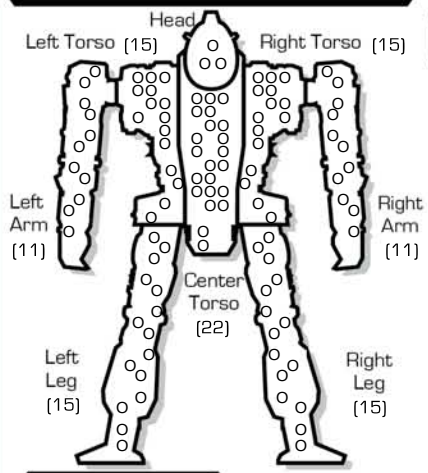
1-3
1. Autocannon/10
2. Autocannon/10
3. Autocannon/10
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10

4-6
1. Autocannon/10
2. Medium Laser (R)
3. Ammo (AC/10) 10
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. 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: 16 (16) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O |
| 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:** Cataphract CTF-2X

**Movement Points:**
Walking: 4
Running: 6
Jumping: 0

Tonnage: 70
Tech Base: Inner Sphere (Intro)
Era: Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Autocannon/10 | RT | 3 | 10 [DB,S] | — | 5 | 10 | 15 |
| 1 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Large Laser | RA | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | SRM 4 | LA | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |

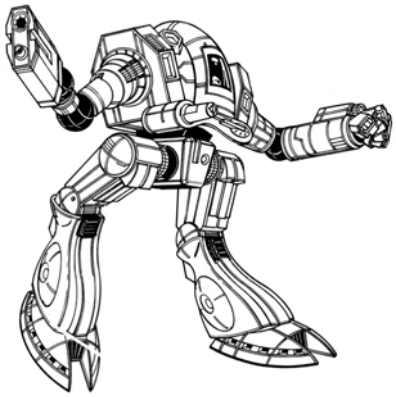
Cost: BV: 1,344

### WARRIOR DATA

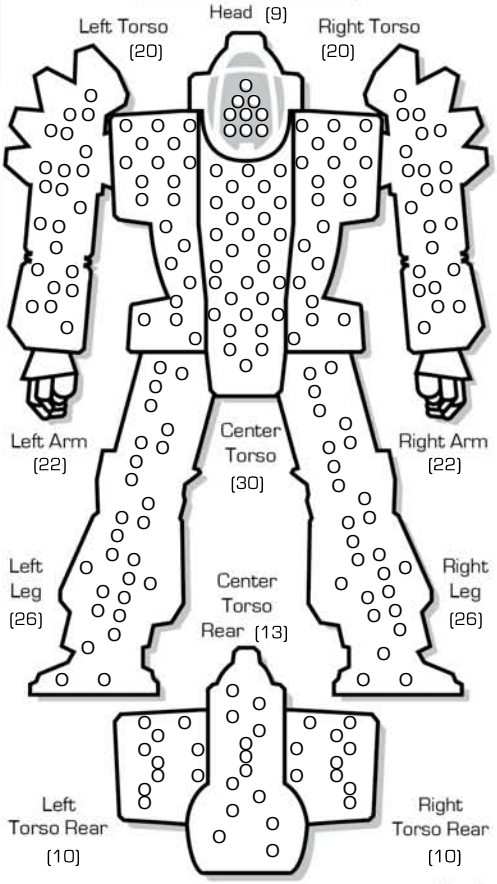
Name: _____

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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM 4
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1-3
1. Medium Laser
2. Ammo (AC/10) 10
3. Ammo (AC/10) 10
4. Ammo (SRM 4) 25
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

#### Head

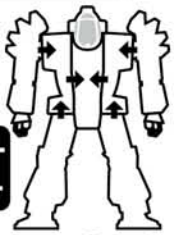
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Laser
5. Large Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

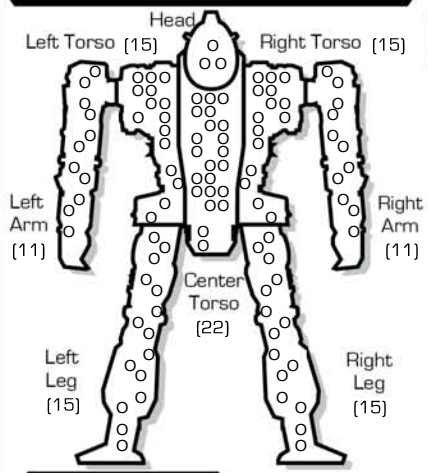
1-3
1. Autocannon/10
2. Autocannon/10
3. Autocannon/10
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10

4-6
1. Autocannon/10
2. Medium Laser
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 |
|---|---|
| 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: 14 (14) Single
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:** Hatamoto-Chi HTM-26T

**Movement Points:**
Walking: 4
Running: 6
Jumping: 0

Tonnage: 80
Tech Base: Inner Sphere (Intro)
Era: Succession Wars

**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 | PPC | RA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | PPC | LA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |

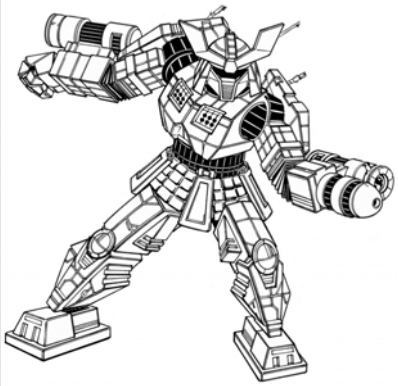
Cost: BV: 1,536

### WARRIOR DATA

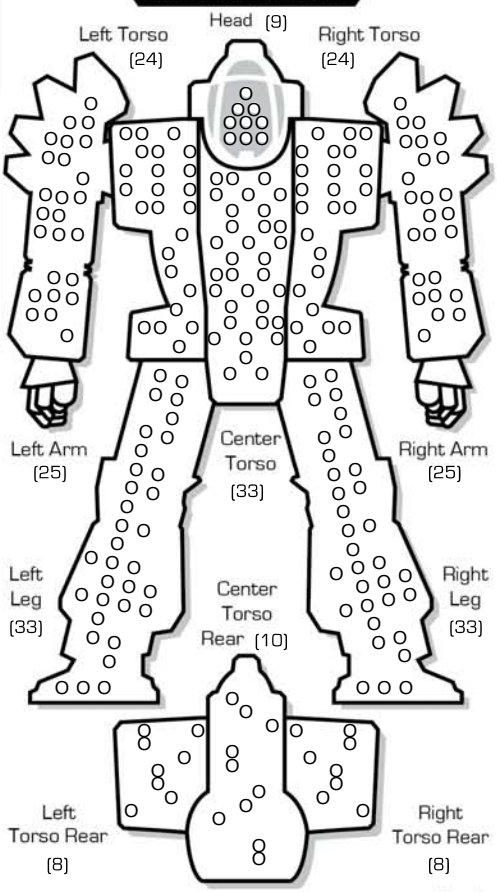
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. PPC
5. PPC
6. PPC

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso
1. Heat Sink
2. SRM 6
3. SRM 6

1-3
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

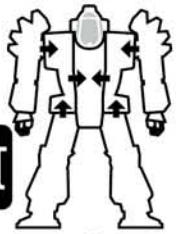
#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine

1-3
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. PPC
6. PPC

4-6
1. PPC
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

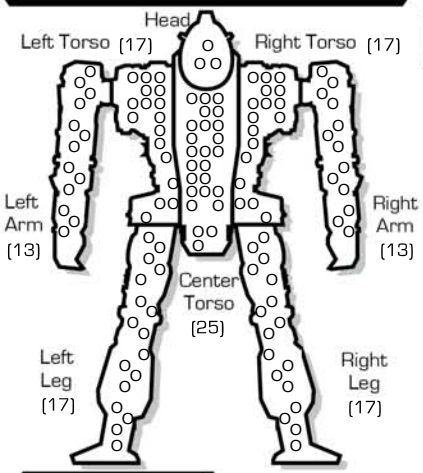
#### Right Torso
1. Heat Sink
2. SRM 6
3. SRM 6

1-3
4. Ammo (SRM 6) 15
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. 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: 17 (17) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O |
| 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:** Daboku DCMS-MX90-D

**Movement Points:**
- Walking: 3
- Running: 5
- Jumping: 0

**Tonnage:** 90
**Tech Base:** Inner Sphere
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | Autocannon/2 | RT | 1 | 2 [DB,S] | 4 | 8 | 16 | 24 |
| 1 | LRM 10 | RT | 4 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 2 | Autocannon/2 | LT | 1 | 2 [DB,S] | 4 | 8 | 16 | 24 |
| 1 | LRM 10 | LT | 4 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Large Laser | RA | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Large Laser | LA | 8 | 8 [DE] | — | 5 | 10 | 15 |

**Cost:**

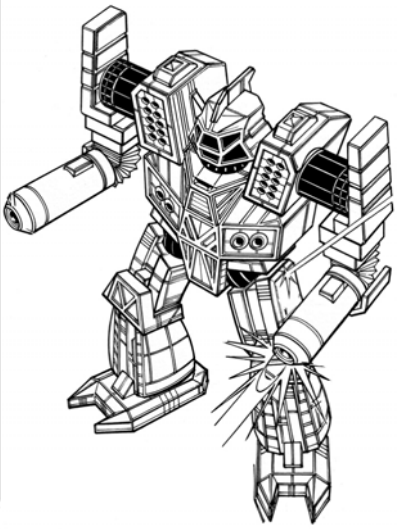
**BV:** 1,290

### WARRIOR DATA

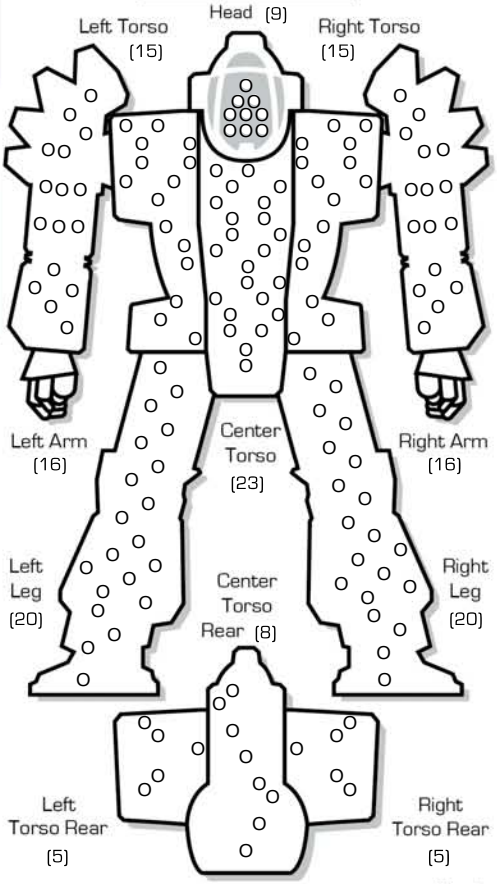
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Laser
5. Large 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. Heat Sink
2. LRM 10
3. LRM 10
4. Autocannon/2
5. Autocannon/2
6. Ammo (AC/2) 45

1-3

1. Ammo (LRM 10) 12
2. CASE
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

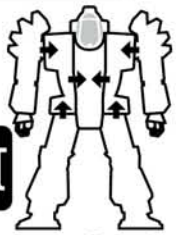
#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. 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. Large Laser
5. Large Laser
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Torso
1. Heat Sink
2. LRM 10
3. LRM 10
4. Autocannon/2
5. Autocannon/2
6. Ammo (AC/2) 45

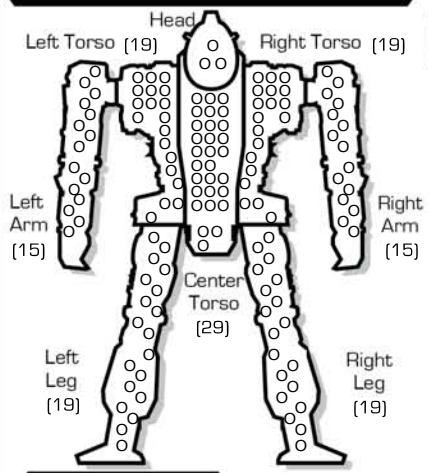
1-3

1. Ammo (LRM 10) 12
2. CASE
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 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 | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Sai S-3

**Thrust:**
**Safe Thrust:** 8
**Maximum Thrust:** 12

**Tonnage:** 40
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

#### Weapons & Equipment Inventory

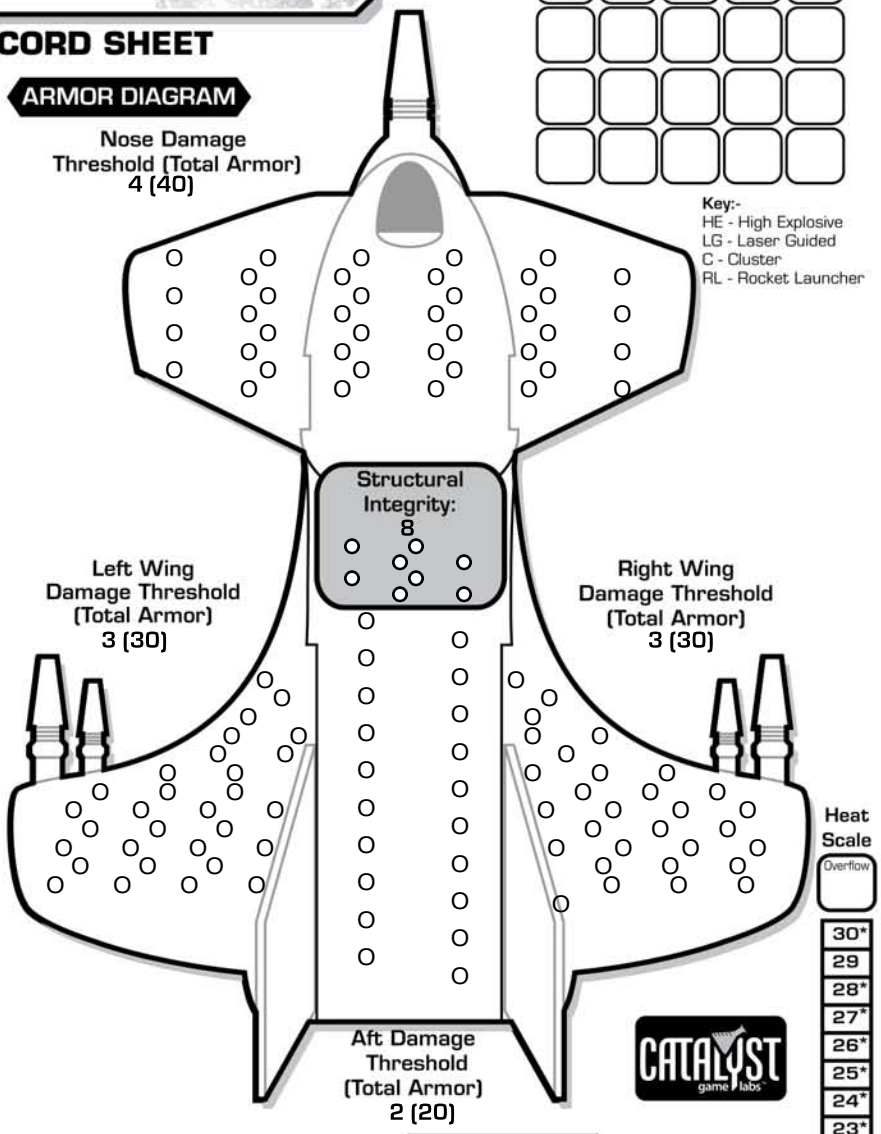
Standard Scale

| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | Large Laser [DE] | N | 8 | 8 | 8 | — | — |
| 2 | Medium Laser [DE] | LW | 3 | 5 | — | — | — |
| 2 | Medium Laser [DE] | RW | 3 | 5 | — | — | — |

**Fuel:** 400 Points

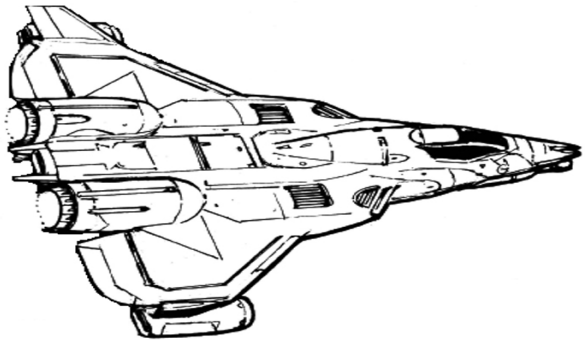
**Cost:**
**BV:** 959

### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher



### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 14 (14) Single

### Heat Scale

Overflow

30* 29 28* 27* 26* 25* 24* 23* 22* 21* 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Sai S-4

**Thrust:**
**Safe Thrust:** 8
**Maximum Thrust:** 12

**Tonnage:** 40
**Tech Base:** Inner Sphere
**Era:** Civil War

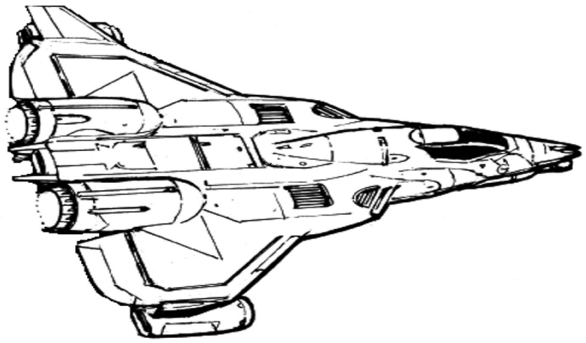
#### Weapons & Equipment Inventory

Standard Scale

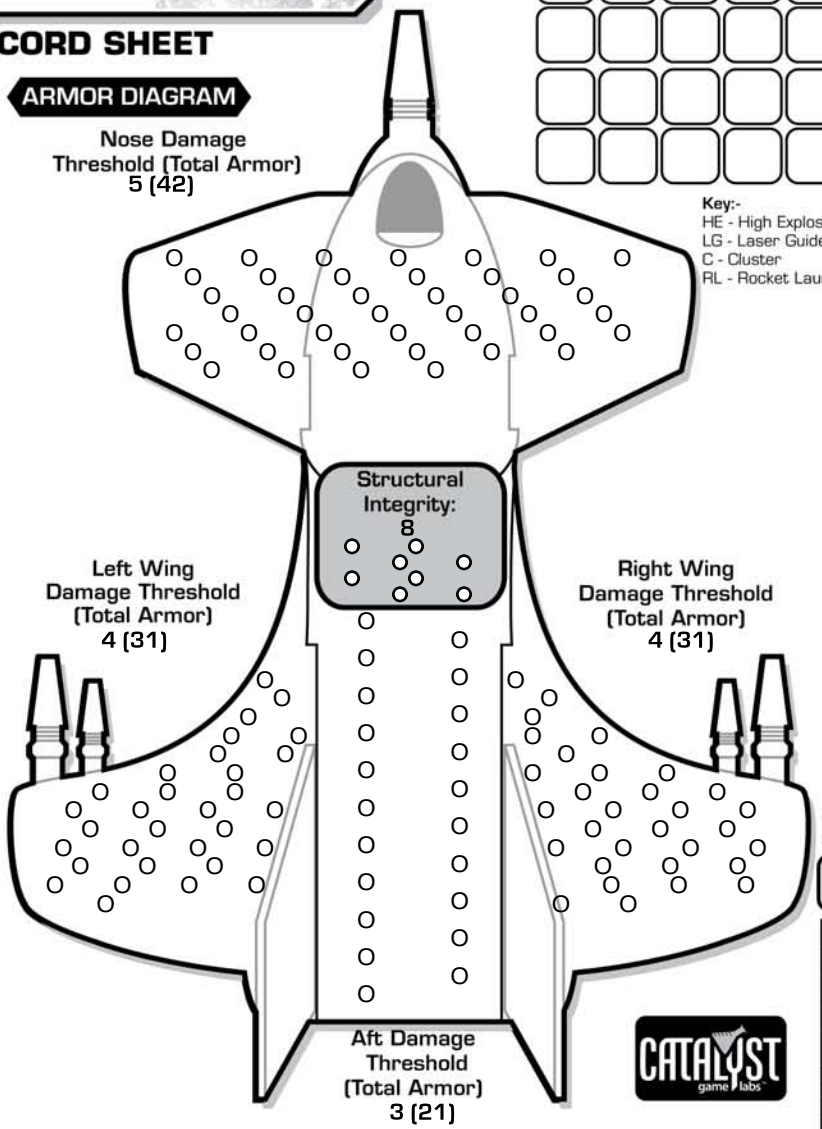
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | ER PPC [DE] | N | 15 | 10 | 10 | 10 | — |
| 1 | SRM 4 [M,C] w/Artemis IV FCS | LW | 3 | 4 | — | — | — |
| 1 | SRM 4 [M,C] w/Artemis IV FCS | RW | 3 | 4 | — | — | — |

Ammo: (SRM 4 Artemis) 50
**Fuel:** 400 Points

**Cost:**
**BV:** 1,005



### ARMOR DIAGRAM




**EXTERNAL STORES/BOMBS**

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

**Heat Scale**

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:**
14 (28)
**Double**
O O
O O
O O
O O
O
O
O
O
O
O

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Sai S-4C

**Thrust:**
**Safe Thrust:** 8
**Maximum Thrust:** 12

**Tonnage:** 40
**Tech Base:** Clan
**Era:** Clan Invasion

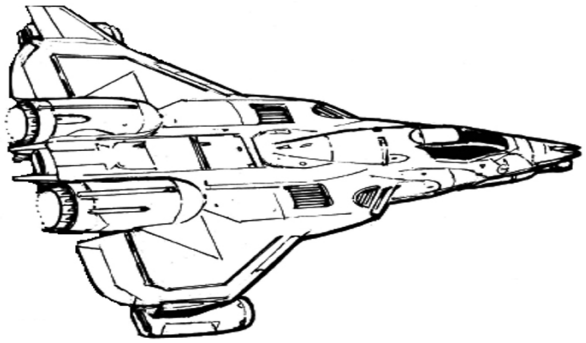
#### Weapons & Equipment Inventory

Standard Scale

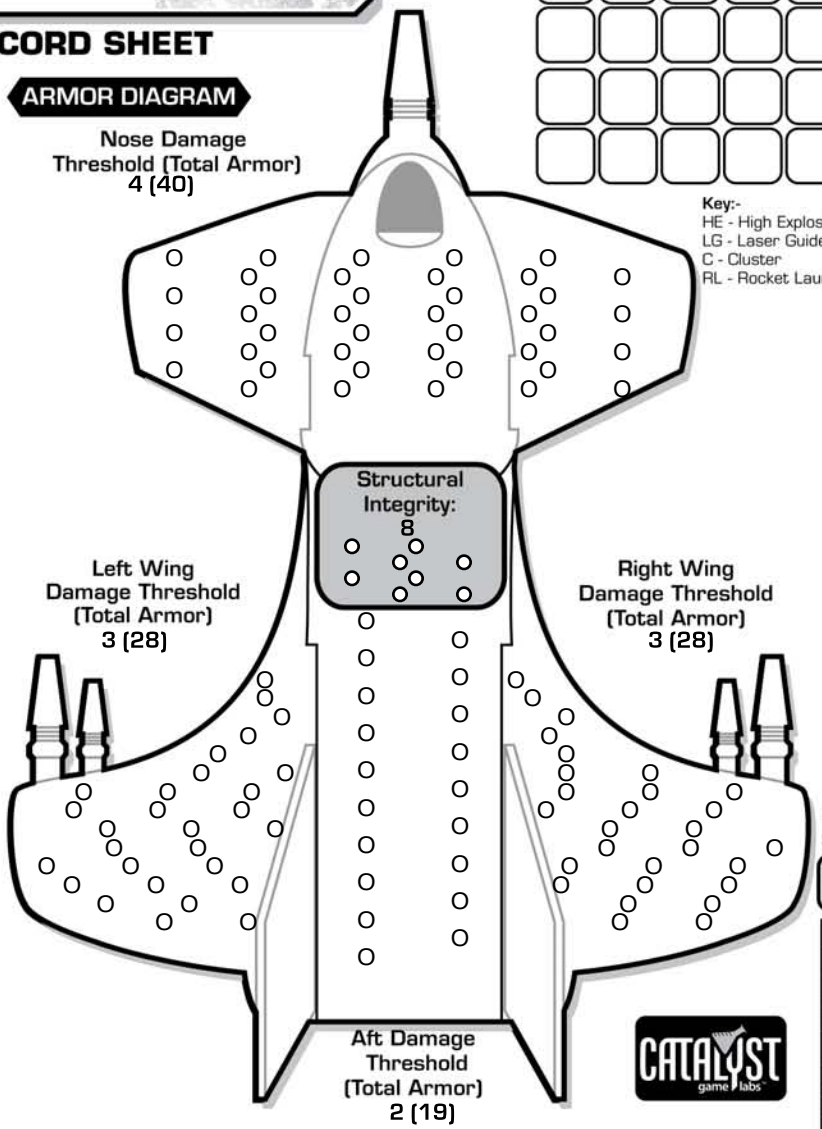
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | ER PPC [DE] | N | 15 | 15 | 15 | 15 | — |
| 2 | Streak SRM 4 [M,C] | LW | 3 | 8 | 8 | — | — |
| 2 | Streak SRM 4 [M,C] | RW | 3 | 8 | 8 | — | — |

Ammo (CASE): (Streak SRM 4) 50
**Fuel:** 400 Points

**Cost:**
**BV:** 1,778



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 14 (28) **Double**

Heat Scale (Overflow)

30* 29 28* 27* 26* 25* 24* 23* 22* 21* 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Sai S-4X

**Thrust:**
**Safe Thrust:** 8
**Maximum Thrust:** 12

**Tonnage:** 40
**Tech Base:** Inner Sphere
**Era:** Succession Wars

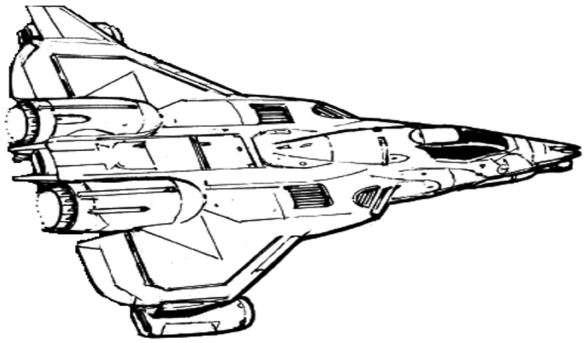
#### Weapons & Equipment Inventory

Standard Scale

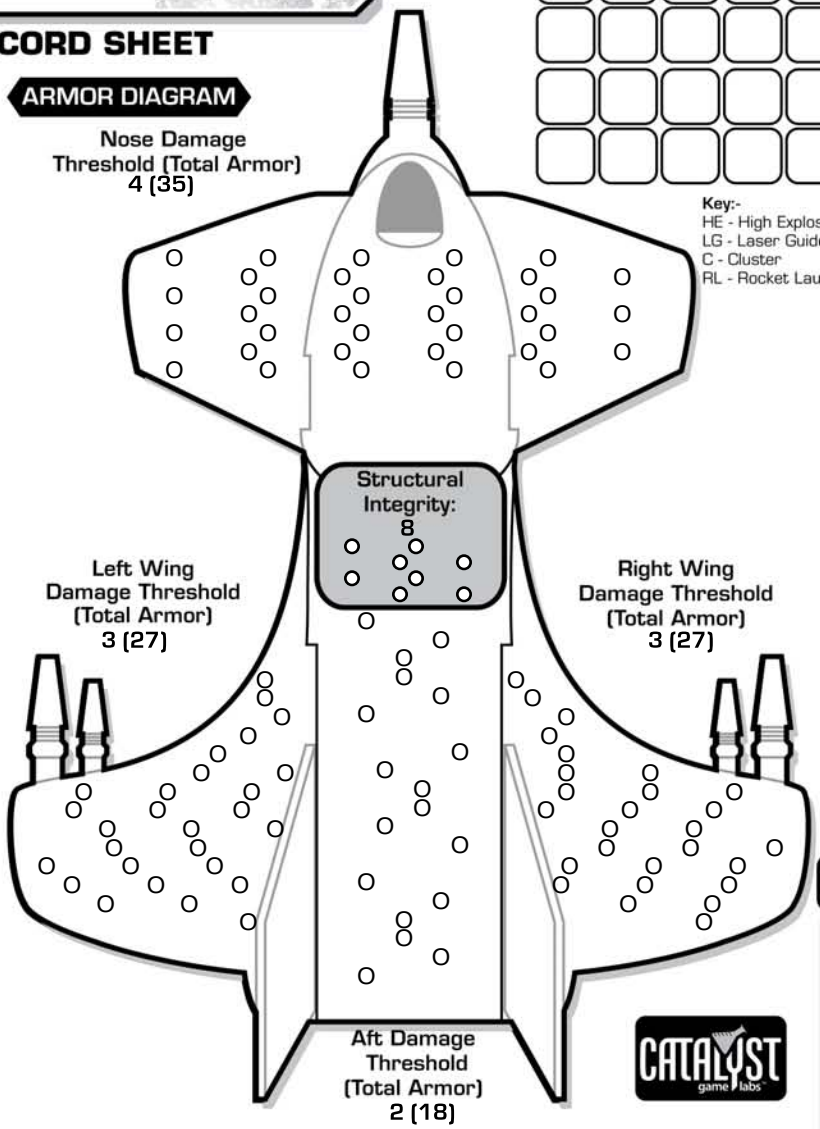
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 1 | ER Large Laser [DE] | N | 12 | 8 | 8 | 8 | — |
| 1 | Medium Pulse Laser [P] | LW | 4 | 6 | — | — | — |
| 1 | Medium Pulse Laser [P] | RW | 4 | 6 | — | — | — |

**Fuel:** 400 Points

**Cost:**
**BV:** 830



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 21 (21)
Single
O O O
O O
O O
O O
O O
O O
O O
O O
O O
O O

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Sai S-7

**Thrust:**
**Safe Thrust:** 8
**Maximum Thrust:** 12

**Tonnage:** 40
**Tech Base:** Inner Sphere
**Era:** Civil War

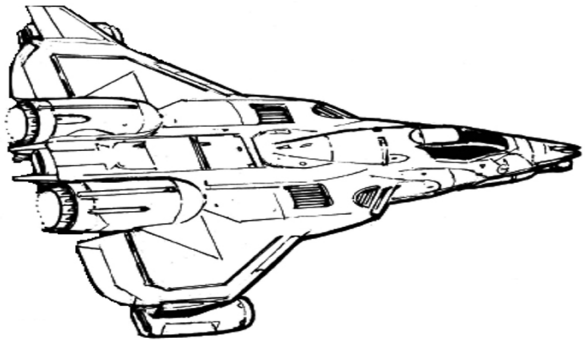
### Weapons & Equipment Inventory

Standard Scale

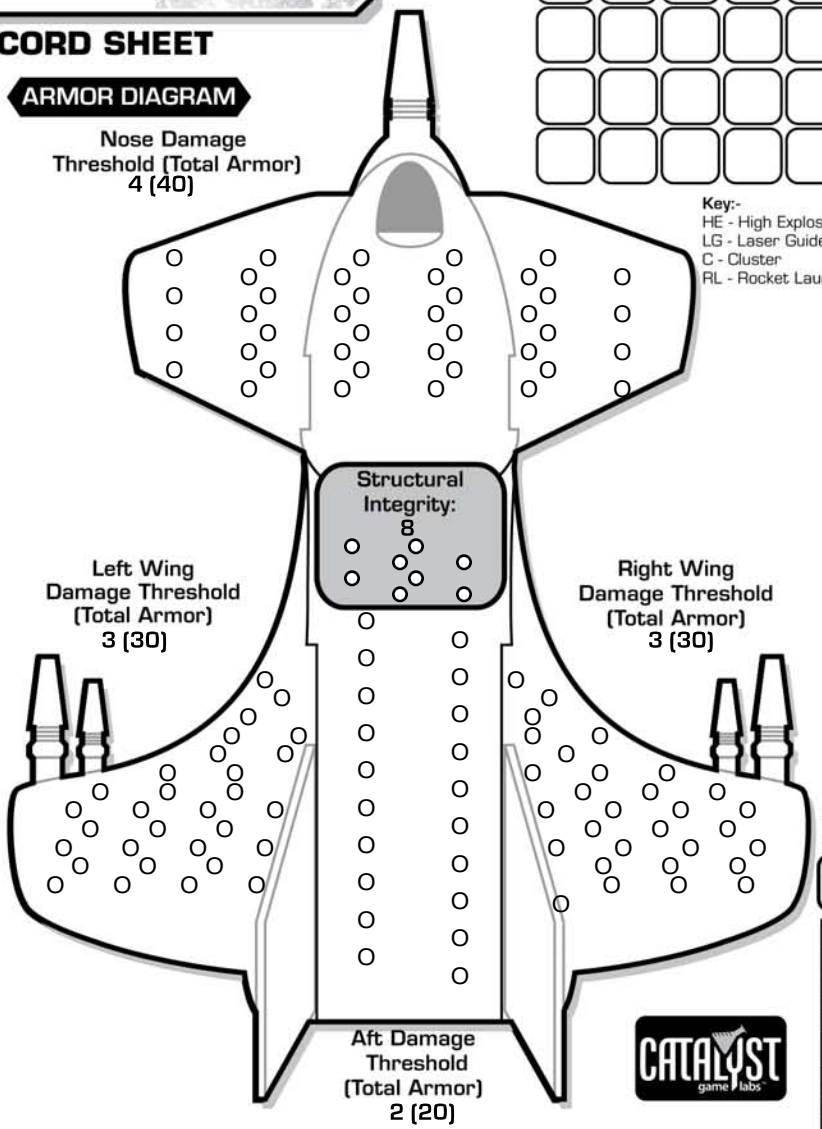
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 2 | ER Medium Laser [DE] | N | 5 | 5 | 5 | — | — |
| 1 | MRM 10 [M,C] | LW | 4 | 6 | 6 | — | — |
| 1 | MRM 10 [M,C] | RW | 4 | 6 | 6 | — | — |

Ammo: (MRM 10) 48
**Fuel:** 480 Points

**Cost:**
**BV:** 834



### ARMOR DIAGRAM




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:** 12 (24)
**Double**
O O
O O
O
O
O
O
O
O
O
O

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

**Type:** Sai S-8

**Thrust:**
**Safe Thrust:** 8
**Maximum Thrust:** 12

**Tonnage:** 40
**Tech Base:** Inner Sphere
**Era:** Jihad

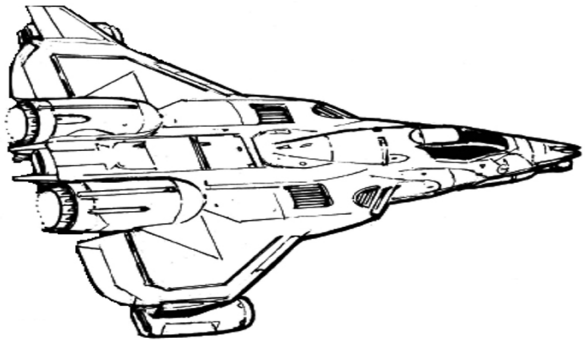
#### Weapons & Equipment Inventory

Standard Scale

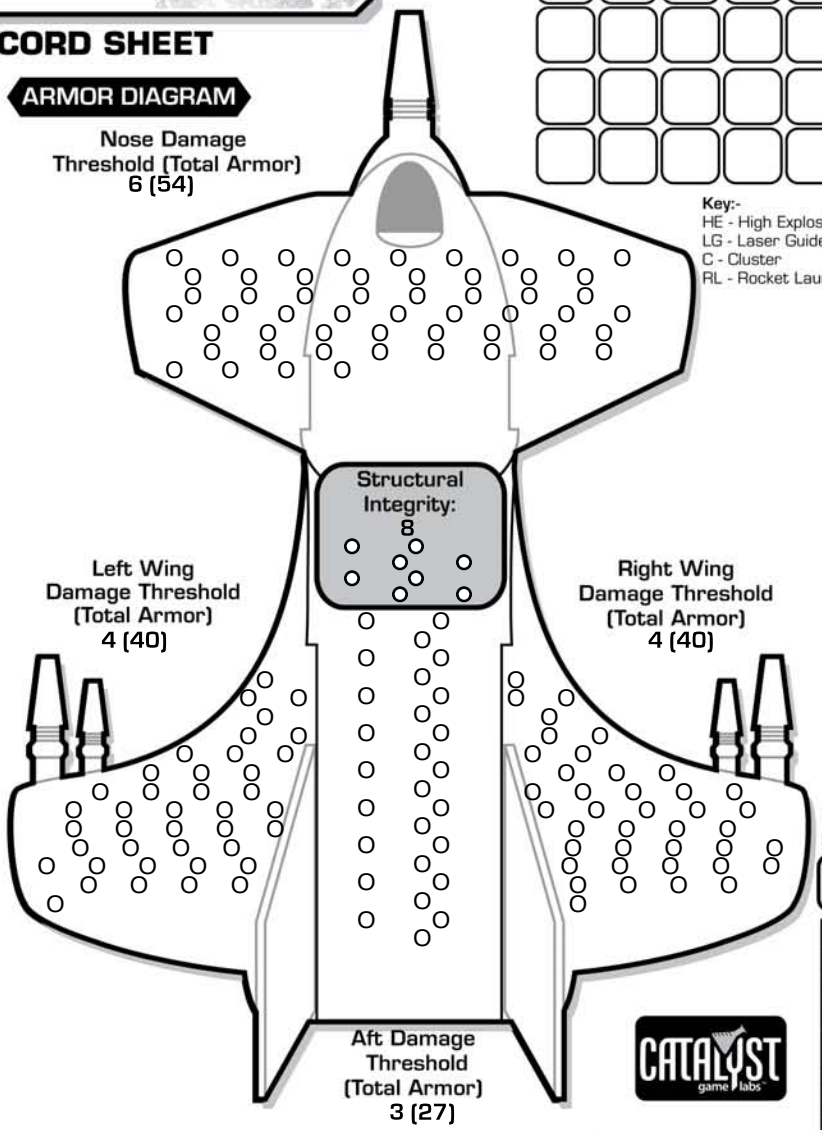
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| 2 | Light PPC [DE,X] | N | 5 | 5 | 5 | — | — |
| 2 | ER Medium Laser [DE] | LW | 5 | 5 | 5 | — | — |
| 2 | ER Medium Laser [DE] | RW | 5 | 5 | 5 | — | — |

**Fuel:** 480 Points

**Cost:**
**BV:** 1,304



### ARMOR DIAGRAM




**EXTERNAL STORES/BOMBS**

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

**Heat Scale**

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

**Heat Sinks:**
16 (32)
**Double**
O O
O O
O O
O O
O O
O O
O
O
O
O

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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# STAR LEAGUE

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Thorn THE-S

**Movement Points:**
- Walking: 6
- Running: 9
- Jumping: 0

**Tonnage:** 20
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | HD | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | LRM 5 | RA | 2 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

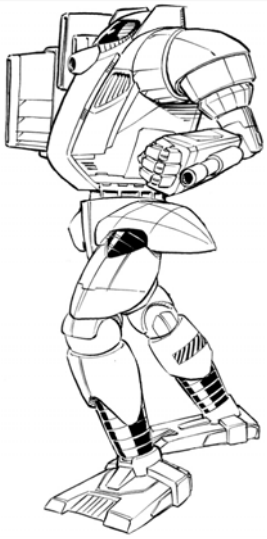
**Cost:** **BV:** 510

### WARRIOR DATA

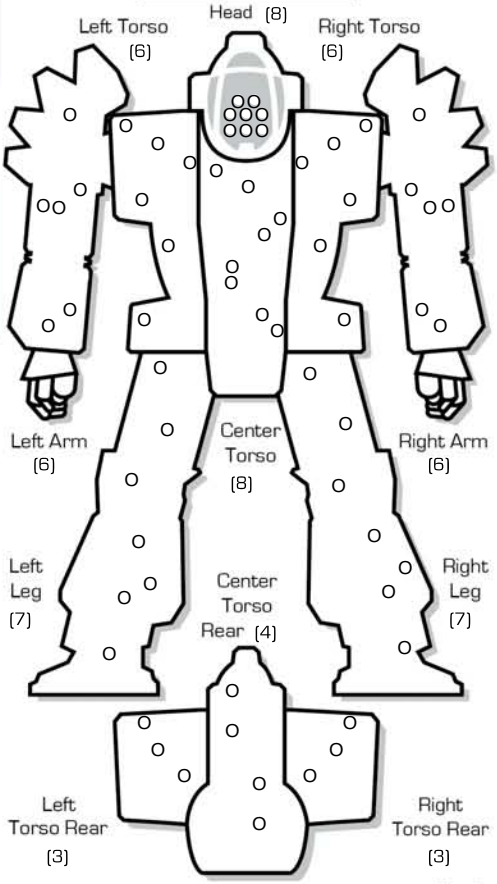
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Torso
1. Heat Sink
2. Heat Sink
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. Medium Laser
5. Sensors
6. Life Support

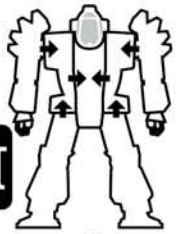
#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. 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. LRM 5
4. Roll Again
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Torso
1. Heat Sink
2. Heat Sink
3. Ammo (LRM 5) 24
4. Roll Again
5. Roll Again
6. Roll Again

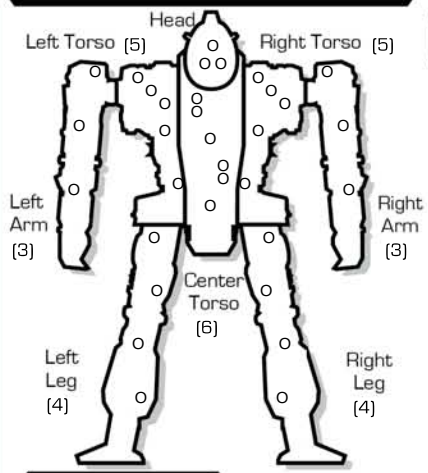
1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 10 (10) Single |
|---|---|---|
| 30 | Shutdown | O |
| 28 | Ammo Exp. avoid on 8+ | O |
| 26 | Shutdown, avoid on 10+ | O |
| 25 | -5 Movement Points | O |
| 24 | +4 Modifier to Fire | O |
| 23 | Ammo Exp. avoid on 6+ | O |
| 22 | Shutdown, avoid on 8+ | O |
| 20 | -4 Movement Points | O |
| 19 | Ammo Exp. avoid on 4+ | O |
| 18 | Shutdown, avoid on 6+ | O |
| 17 | +3 Modifier to Fire | O |
| 15 | -3 Movement Points | O |
| 14 | Shutdown, avoid on 4+ | O |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Thorn THE-T

**Movement Points:**
- Walking: 6
- Running: 9
- Jumping: 0

**Tonnage:** 20
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | HD | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | SRM 4 | RA | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

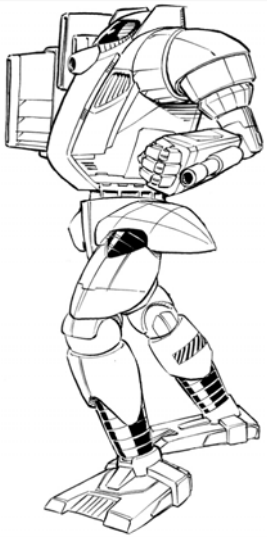
**Cost:** **BV:** 500

### WARRIOR DATA

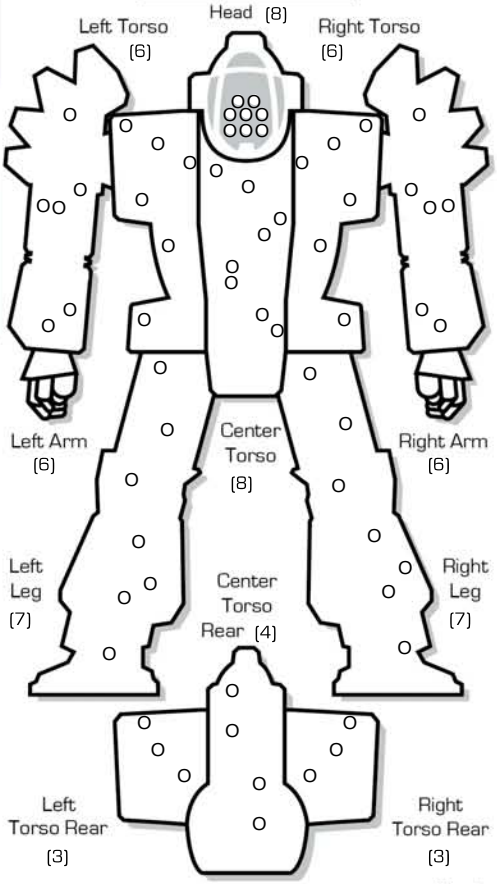
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

| | |
|---|---|
| 1-3 | 1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Hand Actuator<br>5. Medium Laser<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

#### Left Torso

| | |
|---|---|
| 1-3 | 1. Heat Sink<br>2. Heat Sink<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

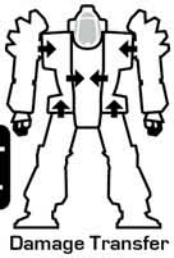
#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

#### Center Torso

| | |
|---|---|
| 1-3 | 1. Fusion Engine<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Gyro<br>5. Gyro<br>6. Gyro |
| 4-6 | 1. Gyro<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Fusion Engine<br>5. Heat Sink<br>6. Heat Sink |

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

| | |
|---|---|
| 1-3 | 1. Shoulder<br>2. Upper Arm Actuator<br>3. SRM 4<br>4. Ammo (SRM 4) 25<br>5. Roll Again<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

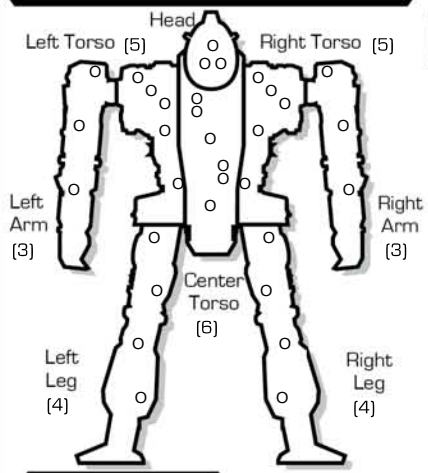
#### Right Torso

| | |
|---|---|
| 1-3 | 1. Heat Sink<br>2. Heat Sink<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

#### Right 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:** Flea FLE-4

**Movement Points:**
- Walking: 6
- Running: 9
- Jumping: 0

**Tonnage:** 20
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Flamer(R) | CT | 3 | 2 [DE,H,AI] | — | 1 | 2 | 3 |
| 1 | Large Laser | RA | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 2 | Small Laser | LA | 1 | 3 [DE] | — | 1 | 2 | 3 |

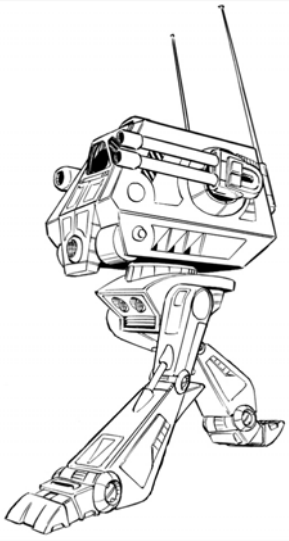
**Cost:** **BV:** 432

### WARRIOR DATA

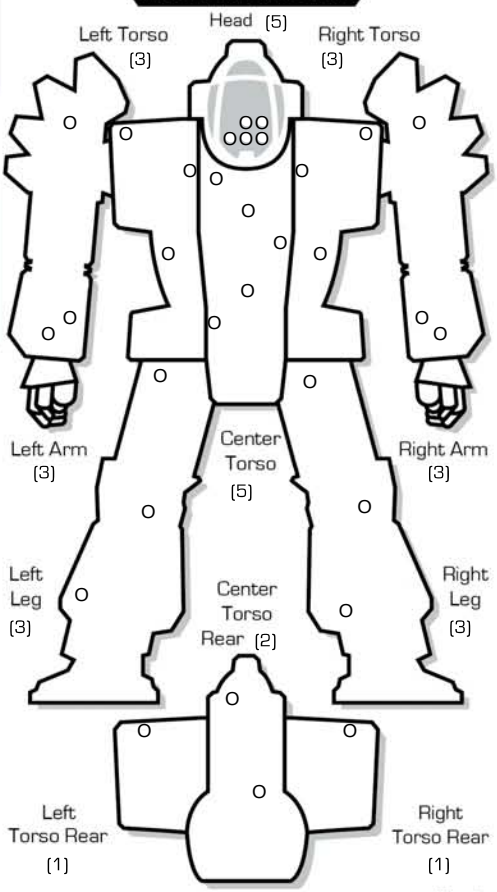
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Small Laser (1-3)
4. Small Laser (1-3)
5. Roll Again (1-3)
6. Roll Again (1-3)
1. Roll Again (4-6)
2. Roll Again (4-6)
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

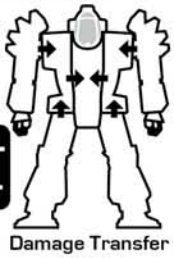
#### Left Torso
1. Heat Sink
2. Heat Sink
3. Roll Again (1-3)
4. Roll Again (1-3)
5. Roll Again (1-3)
6. Roll Again (1-3)
1. Roll Again (4-6)
2. Roll Again (4-6)
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

#### 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 (1-3)
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)
1. Gyro (4-6)
2. Fusion Engine (4-6)
3. Fusion Engine (4-6)
4. Fusion Engine (4-6)
5. Flamer (R) (4-6)
6. Roll Again (4-6)

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



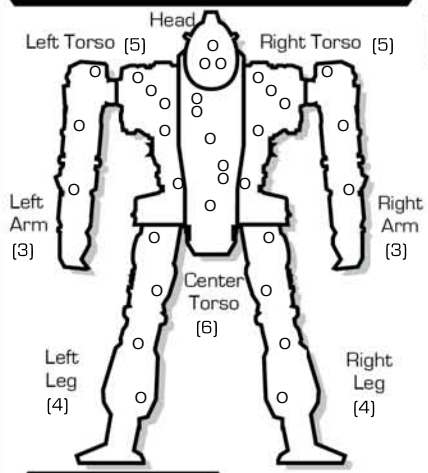
Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Large Laser (1-3)
4. Large Laser (1-3)
5. Roll Again (1-3)
6. Roll Again (1-3)
1. Roll Again (4-6)
2. Roll Again (4-6)
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

#### Right Torso
1. Heat Sink
2. Heat Sink
3. Roll Again (1-3)
4. Roll Again (1-3)
5. Roll Again (1-3)
6. Roll Again (1-3)
1. Roll Again (4-6)
2. Roll Again (4-6)
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. 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: 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:** Flea FLE-15

**Movement Points:**
- Walking: 6
- Running: 9
- Jumping: 0

**Tonnage:** 20
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**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 | Small Laser(R) | RT | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | Small Laser(R) | LT | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | Machine Gun | RA | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Machine Gun | LA | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

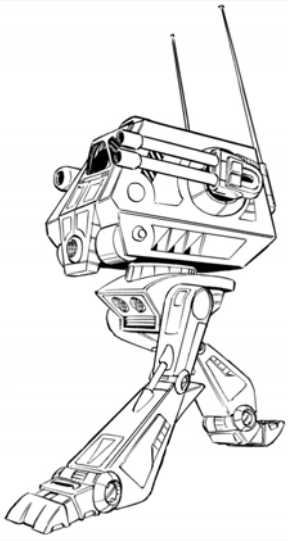
**Cost:**
**BV:** 430

### WARRIOR DATA

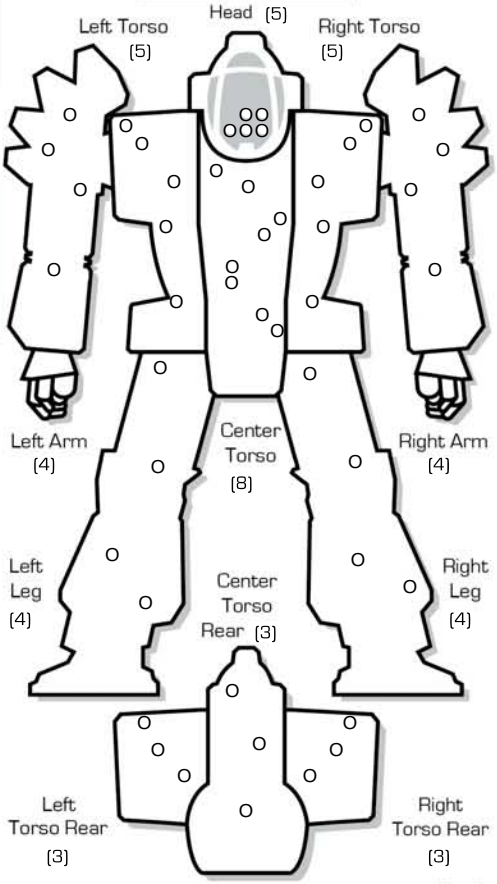
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 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 Laser
4. Machine Gun
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Torso
1. Heat Sink
2. Heat Sink
3. Small Laser (R)
4. Roll Again
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

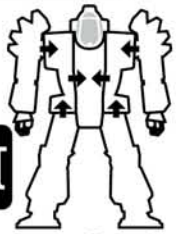
#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Flamer
6. Ammo (Machine Gun) 200

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 Laser
4. Machine Gun
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Torso
1. Heat Sink
2. Heat Sink
3. Small Laser (R)
4. Roll Again
5. Roll Again
6. Roll Again

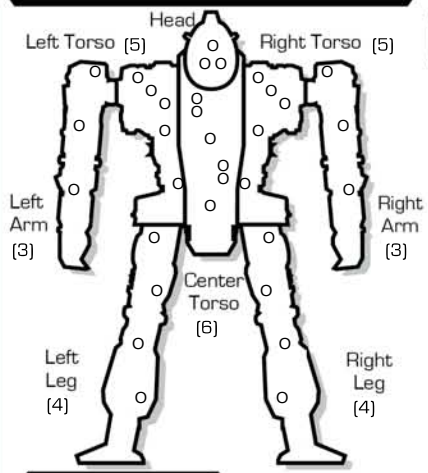
1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. 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: 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:** Hornet HNT-151

**Movement Points:**
Walking: 5
Running: 8
Jumping: 5

**Tonnage:** 20
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | LRM 5 | RT | 2 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Small Laser | LA | 1 | 3 [DE] | — | 1 | 2 | 3 |

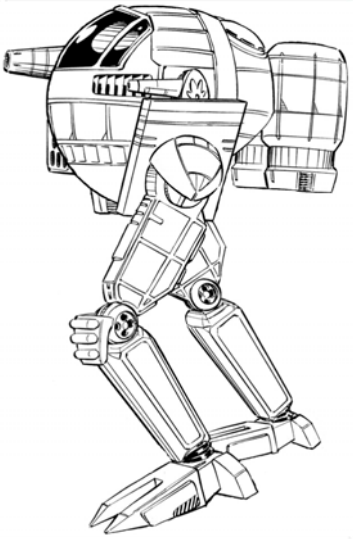
**Cost:** **BV:** 488

### WARRIOR DATA

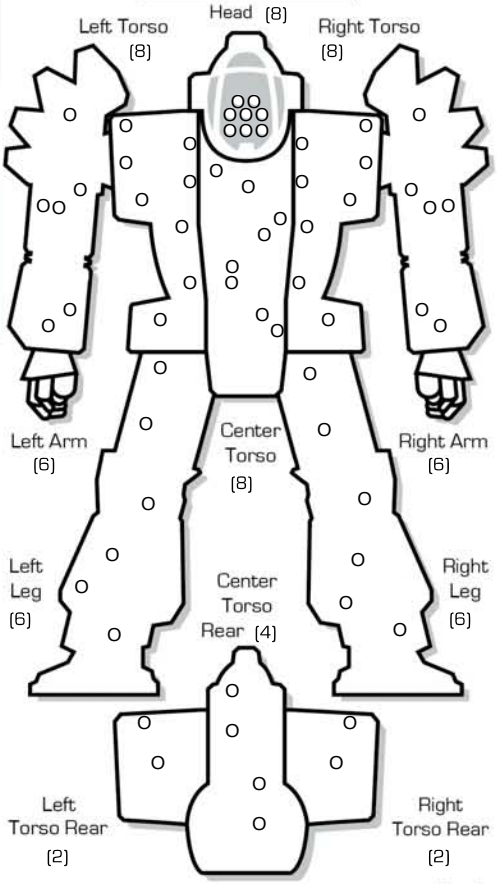
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

| | |
|---|---|
| 1-3 | 1. Shoulder |
| | 2. Upper Arm Actuator |
| | 3. Small Laser |
| | 4. Roll Again |
| | 5. Roll Again |
| | 6. Roll Again |
| 4-6 | 1. Roll Again |
| | 2. Roll Again |
| | 3. Roll Again |
| | 4. Roll Again |
| | 5. Roll Again |
| | 6. Roll Again |

#### Left Torso

| | |
|---|---|
| 1-3 | 1. Heat Sink |
| | 2. Heat Sink |
| | 3. Heat Sink |
| | 4. Ammo (LRM 5) 24 |
| | 5. Roll Again |
| | 6. Roll Again |
| 4-6 | 1. Roll Again |
| | 2. Roll Again |
| | 3. Roll Again |
| | 4. Roll Again |
| | 5. Roll Again |
| | 6. Roll Again |

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

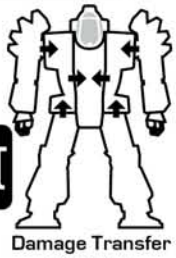
#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

| | |
|---|---|
| 1-3 | 1. Fusion Engine |
| | 2. Fusion Engine |
| | 3. Fusion Engine |
| | 4. Gyro |
| | 5. Gyro |
| | 6. Gyro |
| 4-6 | 1. Gyro |
| | 2. Fusion Engine |
| | 3. Fusion Engine |
| | 4. Fusion Engine |
| | 5. Jump Jet |
| | 6. Roll Again |

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

| | |
|---|---|
| 1-3 | 1. Shoulder |
| | 2. Upper Arm Actuator |
| | 3. Medium Laser |
| | 4. Roll Again |
| | 5. Roll Again |
| | 6. Roll Again |
| 4-6 | 1. Roll Again |
| | 2. Roll Again |
| | 3. Roll Again |
| | 4. Roll Again |
| | 5. Roll Again |
| | 6. Roll Again |

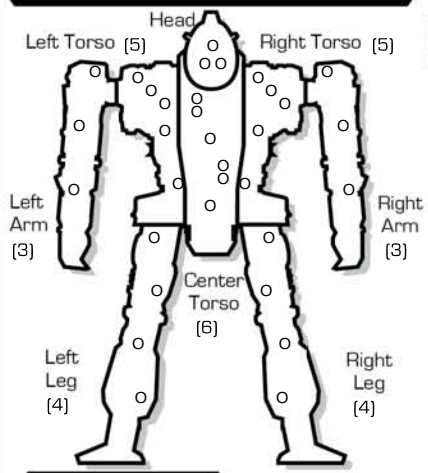
#### Right Torso

| | |
|---|---|
| 1-3 | 1. Heat Sink |
| | 2. Heat Sink |
| | 3. Heat Sink |
| | 4. LRM 5 |
| | 5. Roll Again |
| | 6. Roll Again |
| 4-6 | 1. Roll Again |
| | 2. Roll Again |
| | 3. Roll Again |
| | 4. Roll Again |
| | 5. Roll Again |
| | 6. Roll Again |

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
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:** Hornet HNT-152

**Movement Points:**
Walking: 5
Running: 8
Jumping: 5

**Tonnage:** 20
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**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 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Small Laser | LA | 1 | 3 [DE] | — | 1 | 2 | 3 |

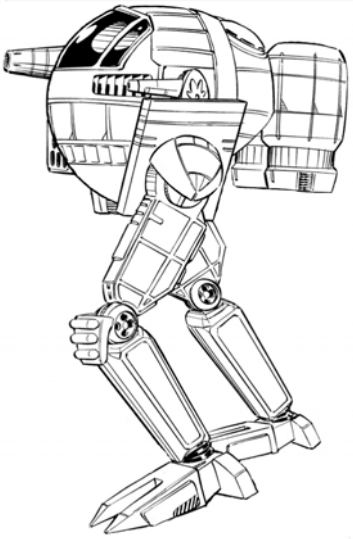
**Cost:** **BV:** 475

### WARRIOR DATA

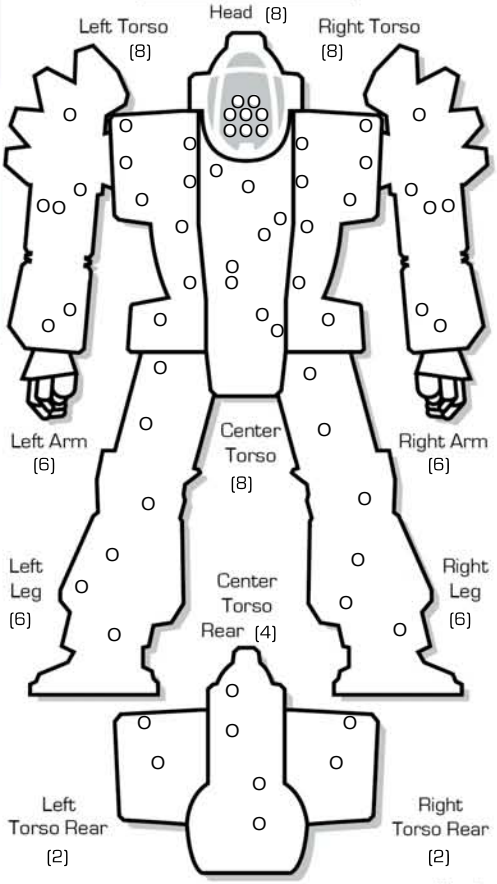
Name: _____

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

| | |
|---|---|
| 1-3 | 1. Shoulder |
| | 2. Upper Arm Actuator |
| | 3. Small Laser |
| | 4. Roll Again |
| | 5. Roll Again |
| | 6. Roll Again |
| 4-6 | 1. Roll Again |
| | 2. Roll Again |
| | 3. Roll Again |
| | 4. Roll Again |
| | 5. Roll Again |
| | 6. Roll Again |

#### Left Torso

| | |
|---|---|
| 1-3 | 1. Heat Sink |
| | 2. Heat Sink |
| | 3. Heat Sink |
| | 4. Ammo (SRM 4) 25 |
| | 5. Roll Again |
| | 6. Roll Again |
| 4-6 | 1. Roll Again |
| | 2. Roll Again |
| | 3. Roll Again |
| | 4. Roll Again |
| | 5. Roll Again |
| | 6. Roll Again |

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

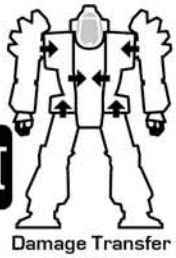
#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

| | |
|---|---|
| 1-3 | 1. Fusion Engine |
| | 2. Fusion Engine |
| | 3. Fusion Engine |
| | 4. Gyro |
| | 5. Gyro |
| | 6. Gyro |
| 4-6 | 1. Gyro |
| | 2. Fusion Engine |
| | 3. Fusion Engine |
| | 4. Fusion Engine |
| | 5. Jump Jet |
| | 6. Roll Again |

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

| | |
|---|---|
| 1-3 | 1. Shoulder |
| | 2. Upper Arm Actuator |
| | 3. Medium Laser |
| | 4. Roll Again |
| | 5. Roll Again |
| | 6. Roll Again |
| 4-6 | 1. Roll Again |
| | 2. Roll Again |
| | 3. Roll Again |
| | 4. Roll Again |
| | 5. Roll Again |
| | 6. Roll Again |

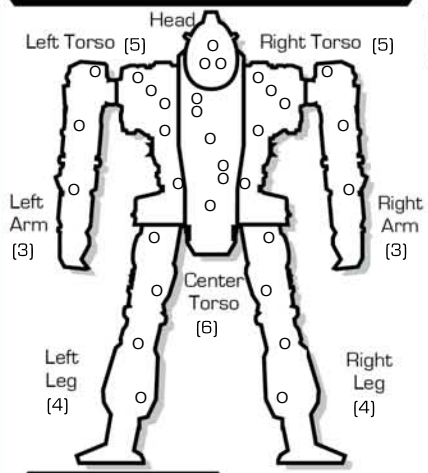
#### Right Torso

| | |
|---|---|
| 1-3 | 1. Heat Sink |
| | 2. Heat Sink |
| | 3. Heat Sink |
| | 4. SRM 4 |
| | 5. Roll Again |
| | 6. Roll Again |
| 4-6 | 1. Roll Again |
| | 2. Roll Again |
| | 3. Roll Again |
| | 4. Roll Again |
| | 5. Roll Again |
| | 6. Roll Again |

#### Right 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:** Mongoose MON-67

**Movement Points:**
- Walking: 8
- Running: 12
- Jumping: 0

**Tonnage:** 25
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Small Laser | HD | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | Medium Laser | CT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

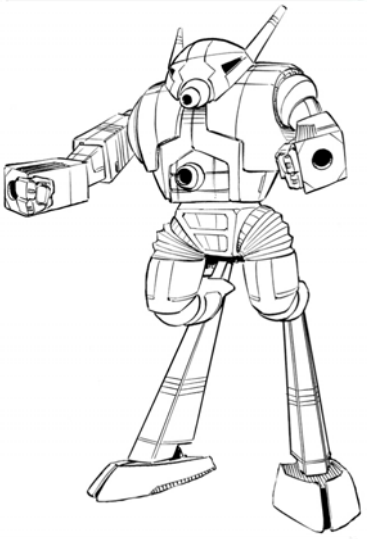
**Cost:**
**BV:** 741

### WARRIOR DATA

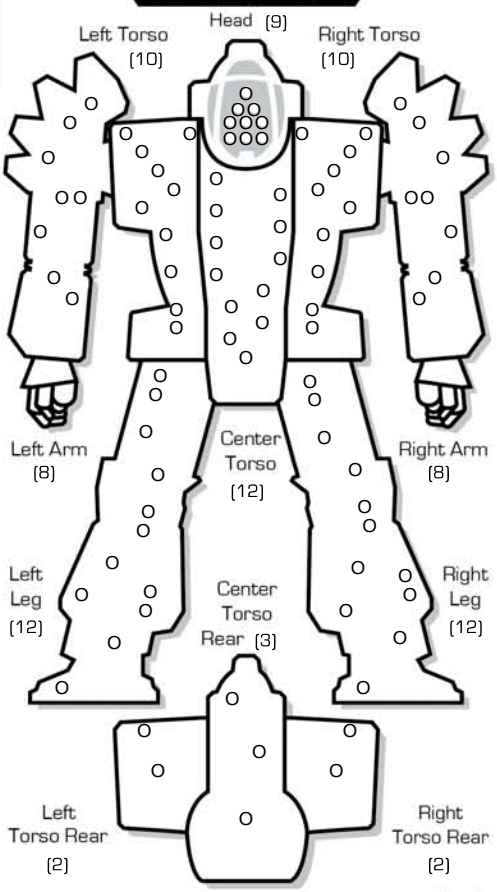
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

| | |
|---|---|
| 1-3 | 1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Hand Actuator<br>5. Medium Laser<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

#### Left Torso

| | |
|---|---|
| 1-3 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

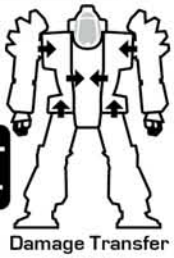
#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

#### Center Torso

| | |
|---|---|
| 1-3 | 1. Fusion Engine<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Gyro<br>5. Gyro<br>6. Gyro |
| 4-6 | 1. Gyro<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Fusion Engine<br>5. Medium Laser<br>6. Roll Again |

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

| | |
|---|---|
| 1-3 | 1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Hand Actuator<br>5. Medium Laser<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

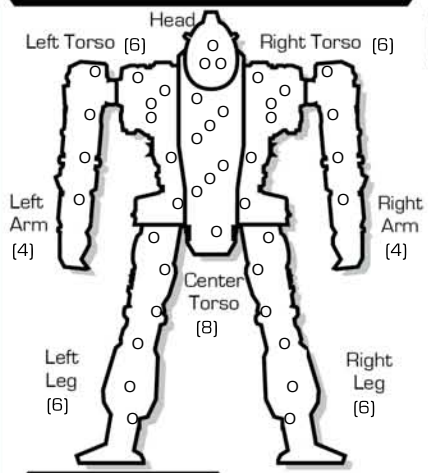
#### Right Torso

| | |
|---|---|
| 1-3 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

#### Right 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: 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:** Mongoose MON-68

**Movement Points:**
- Walking: 7
- Running: 11
- Jumping: 0

**Tonnage:** 25
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Large Laser | RA | 8 | 8 [DE] | — | 5 | 10 | 15 |

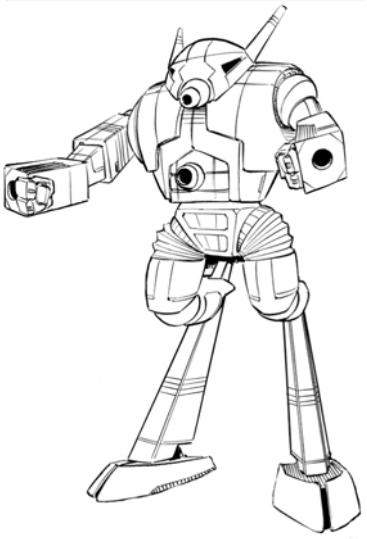
**Cost:** **BV:** 676

### WARRIOR DATA

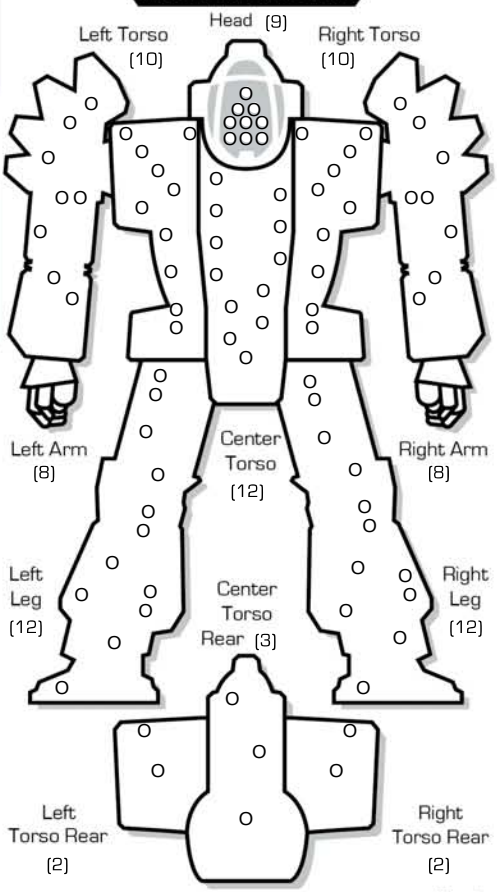
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 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

#### Left Torso
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

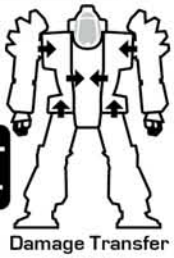
#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

#### 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. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Laser
6. Large Laser

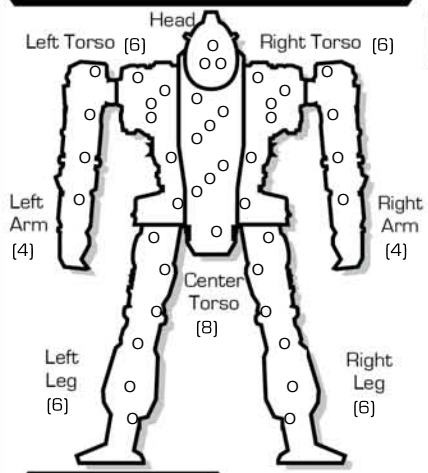
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

### HEAT DATA

| Heat Level* | Effects | 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:** Falcon FLC-4N

**Movement Points:**
- Walking: 6
- Running: 9
- Jumping: 6

**Tonnage:** 30
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Machine Gun(R) | RT | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Machine Gun(R) | LT | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Small Laser | RA | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | Small Laser | LA | 1 | 3 [DE] | — | 1 | 2 | 3 |

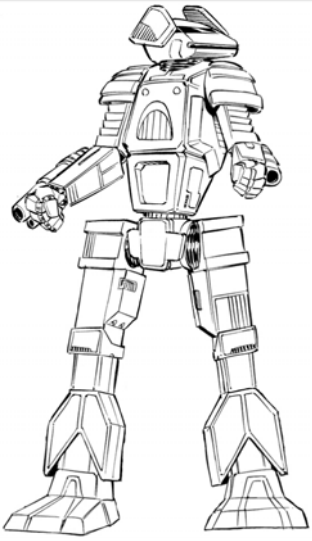
**Cost:** **BV:** 610

### WARRIOR DATA

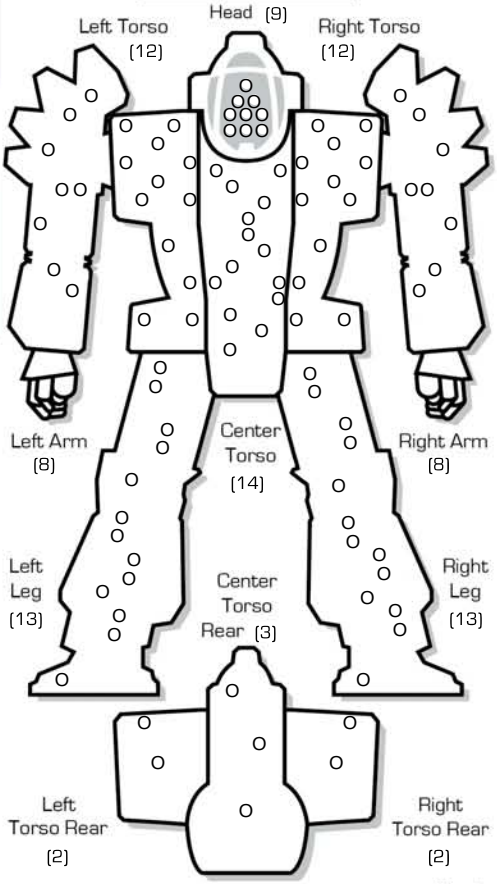
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Small Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Machine Gun (R)
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

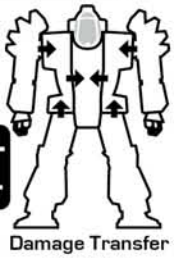
#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. 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. Heat Sink
6. Ammo (Machine Gun) 200

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Small Laser

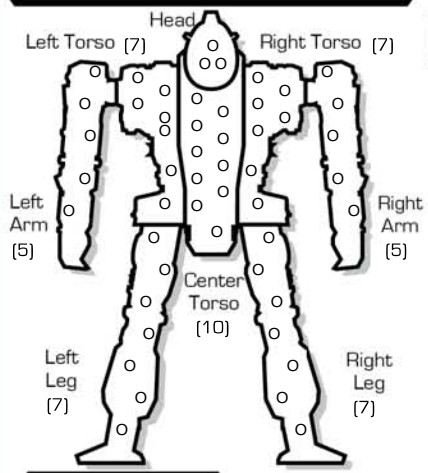
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Machine Gun (R)
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: 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+ | 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:** Hermes HER-1A

**Movement Points:**
- Walking: 9
- Running: 14
- Jumping: 0

**Tonnage:** 30
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | CT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Flamer | LA | 3 | 2 [DE,H,AI] | — | 1 | 2 | 3 |

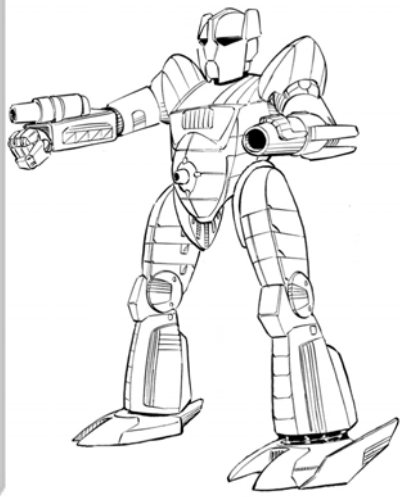
**Cost:** **BV:** 601

### WARRIOR DATA

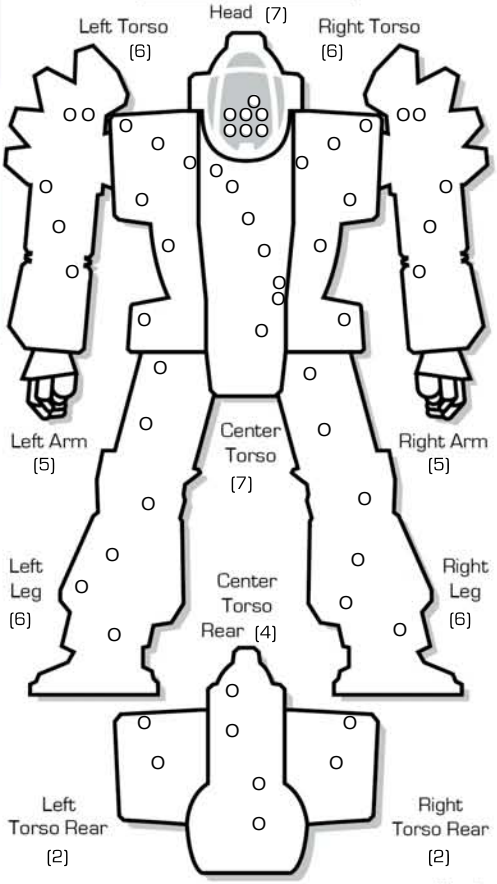
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Flamer
5. Roll Again
6. Roll Again

4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso
1-3:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

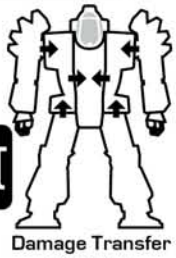
#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso
1-3:
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



CATALYST game labs

Damage Transfer Diagram

#### Right Arm
1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

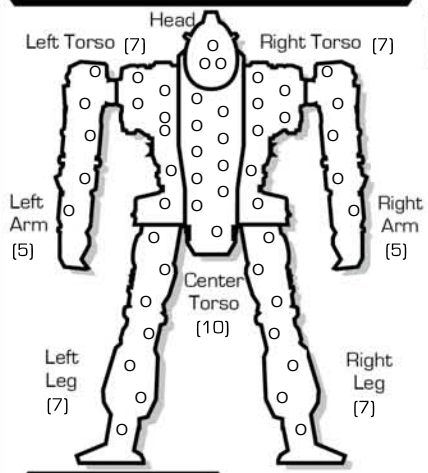
4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso
1-3:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### 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:** Hermes HER-1B

**Movement Points:**
- Walking: 9
- Running: 14
- Jumping: 0

**Tonnage:** 30
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | CT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

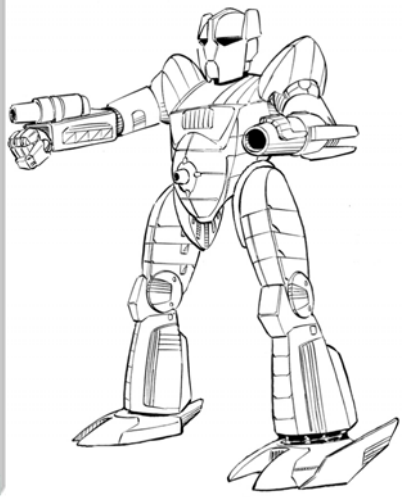
**Cost:** **BV:** 687

### WARRIOR DATA

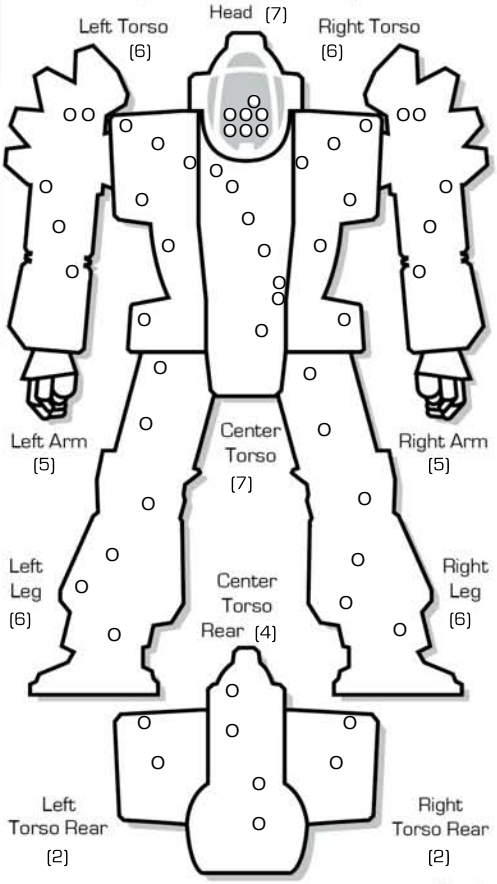
**Name:** _____

**Gunnery Skill:** ___ **Piloting 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. 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

#### Left Torso
1-3:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

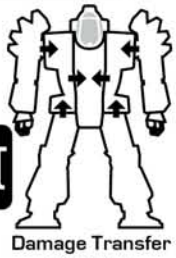
#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso
1-3:
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm
1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

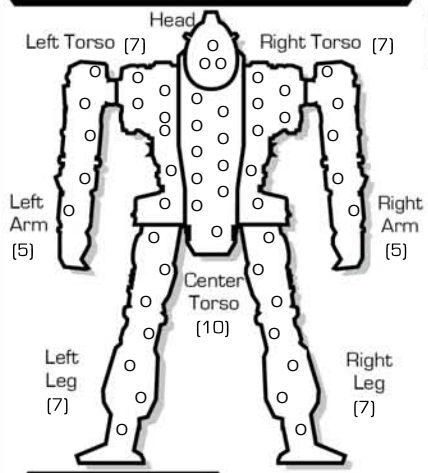
4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso
1-3:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 10 (10) Single |
|---|---|---|
| 30 | Shutdown | O |
| 28 | Ammo Exp. avoid on 8+ | O |
| 26 | Shutdown, avoid on 10+ | O |
| 25 | -5 Movement Points | O |
| 24 | +4 Modifier to Fire | O |
| 23 | Ammo Exp. avoid on 6+ | O |
| 22 | Shutdown, avoid on 8+ | O |
| 20 | -4 Movement Points | O |
| 19 | Ammo Exp. avoid on 4+ | O |
| 18 | Shutdown, avoid on 6+ | O |
| 17 | +3 Modifier to Fire | O |
| 15 | -3 Movement Points | O |
| 14 | Shutdown, avoid on 4+ | O |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Hussar HSR-300-D

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 30 |
| Walking: | 9 | **Tech Base:** | Inner Sphere (Intro) |
| Running: | 14 | **Era:** | Succession Wars |
| Jumping: | 0 | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Large Laser | CT | 8 | 8 [DE] | — | 5 | 10 | 15 |

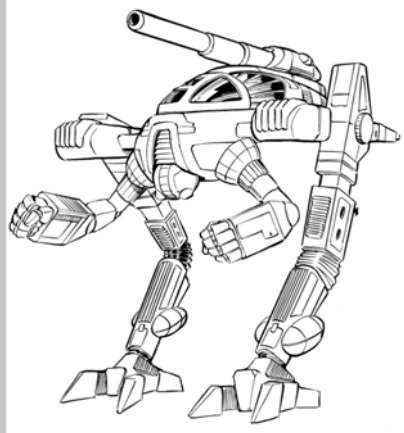
**Cost:** **BV:** 543

### WARRIOR DATA

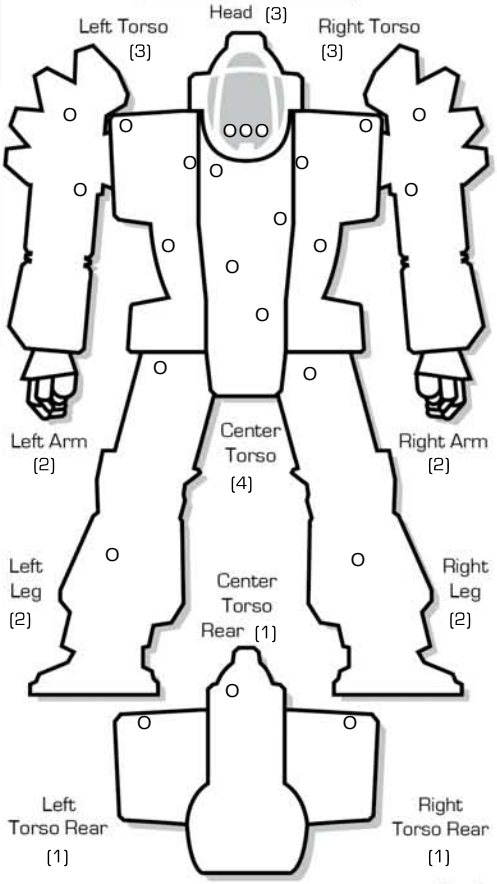
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

#### Left Torso

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

#### Head

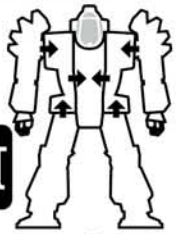
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### 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. Large Laser
6. Large Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

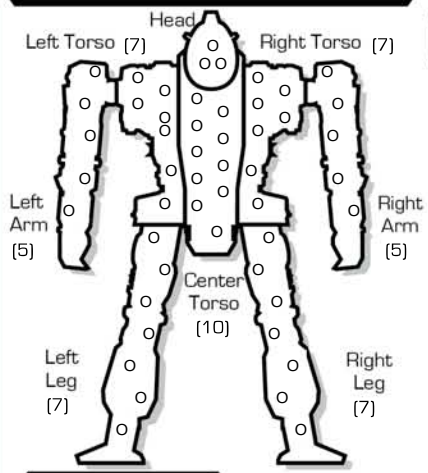
#### Right Torso

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 10 (10) Single |
|---|---|---|
| 30 | Shutdown | O |
| 28 | Ammo Exp. avoid on 8+ | O |
| 26 | Shutdown, avoid on 10+ | O |
| 25 | -5 Movement Points | O |
| 24 | +4 Modifier to Fire | O |
| 23 | Ammo Exp. avoid on 6+ | O |
| 22 | Shutdown, avoid on 8+ | O |
| 20 | -4 Movement Points | O |
| 19 | Ammo Exp. avoid on 4+ | O |
| 18 | Shutdown, avoid on 6+ | O |
| 17 | +3 Modifier to Fire | O |
| 15 | -3 Movement Points | O |
| 14 | Shutdown, avoid on 4+ | O |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Hussar HSR-350-D

**Movement Points:**
- Walking: 8
- Running: 12
- Jumping: 0

**Tonnage:** 30
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Large Laser | CT | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

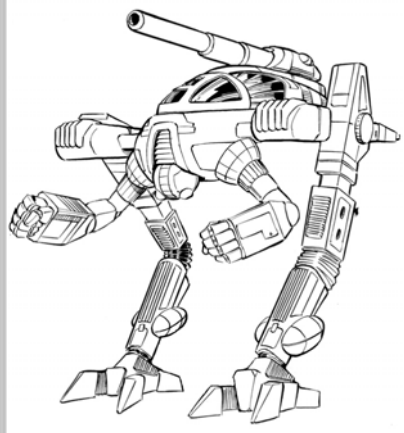
**Cost:** **BV:** 731

### WARRIOR DATA

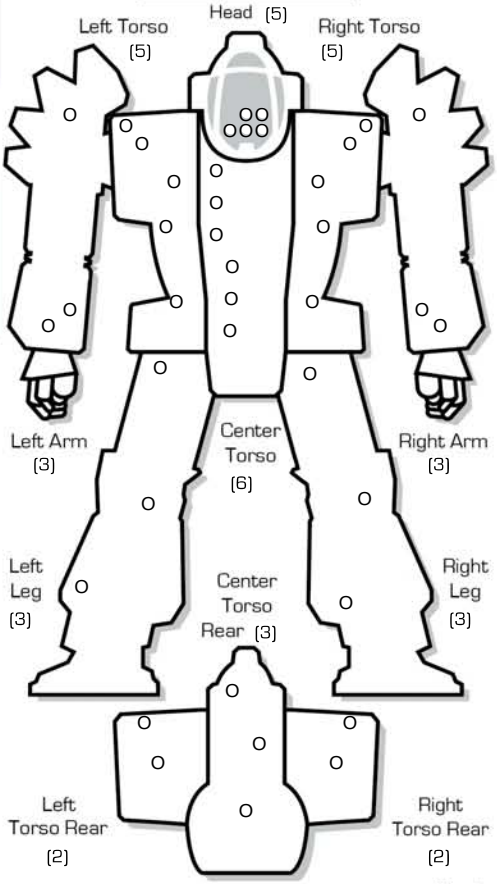
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

#### Left Torso
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

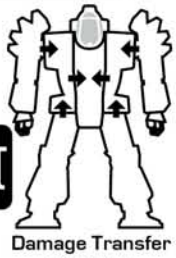
#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

#### 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. Large Laser
6. Large Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

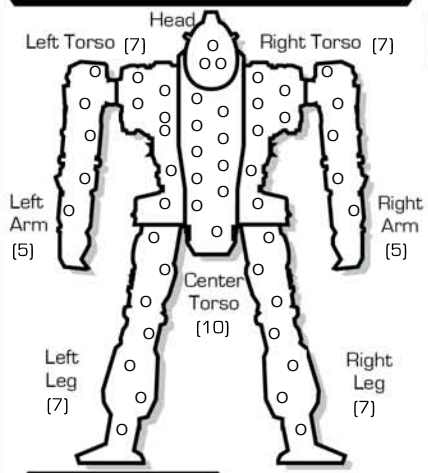
#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

#### Right Torso
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

1-3
4-6

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 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:** Sentinel STN-1S

**Movement Points:**
Walking: 6
Running: 9
Jumping: 0

**Tonnage:** 40
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Small Laser | RT | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | SRM 4 | RT | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Autocannon/2 | LA | 1 | 2 [DB,S] | 4 | 8 | 16 | 24 |

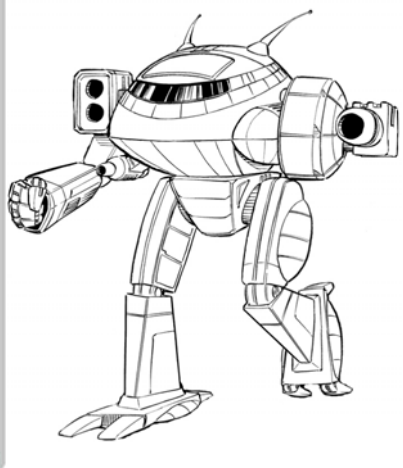
**Cost:** **BV:** 632

### WARRIOR DATA

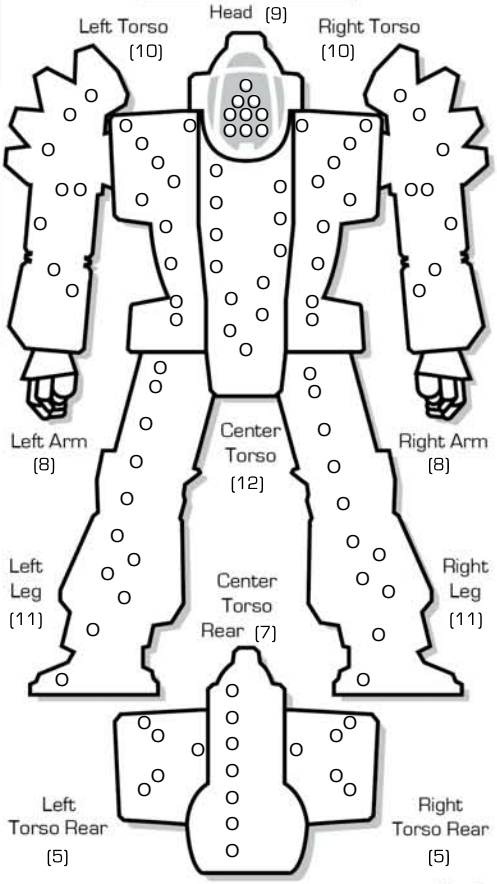
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Autocannon/2
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso
1. Heat Sink
2. Ammo (AC/2) 45
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

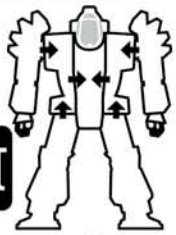
#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

#### Right Torso
1. SRM 4
2. Small Laser
3. Ammo (SRM 4) 25
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

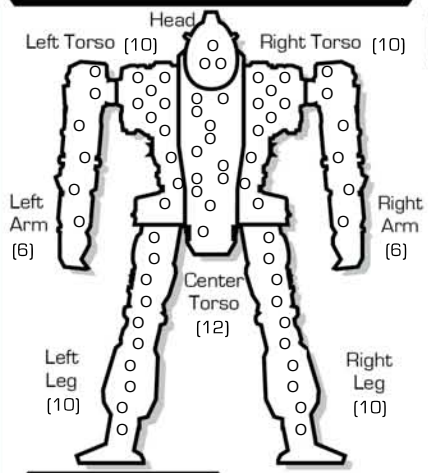
1-3 / 4-6: Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



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 |
|---|---|
| 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: 12 (12) Single
O O
O O
O
O
O
O
O
O
O
O

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Sentinel STN-3K

| Movement Points: | | | |
|---|---|---|---|
| Walking: | 6 | Tonnage: | 40 |
| Running: | 9 | Tech Base: | Inner Sphere (Intro) |
| Jumping: | 0 | Era: | Succession Wars |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Small Laser | RT | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | SRM 2 | RT | 2 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Autocannon/5 | LA | 1 | 5 [DB,S] | 3 | 6 | 12 | 18 |

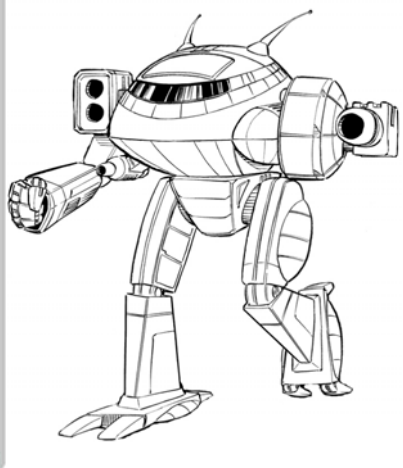
**Cost:** **BV:** 652

### WARRIOR DATA

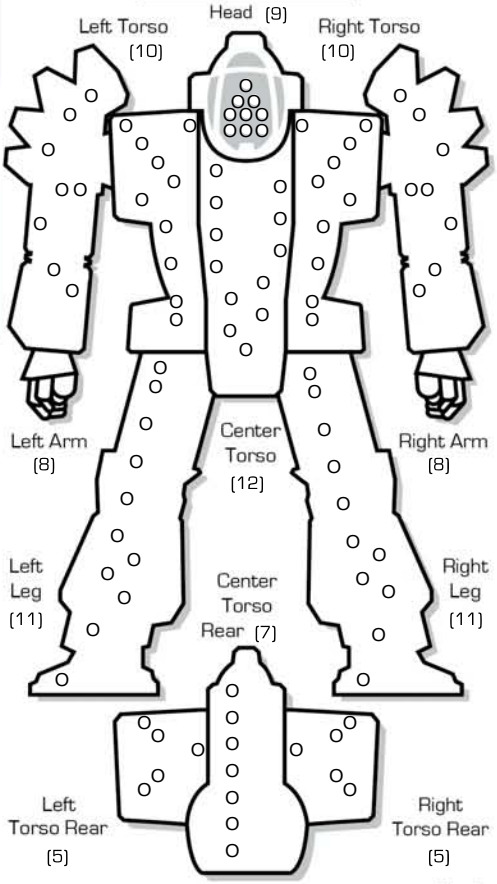
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Autocannon/5
4. Autocannon/5
5. Autocannon/5
6. Autocannon/5

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Torso

1. Heat Sink
2. Ammo (AC/5) 20
3. Ammo (AC/5) 20
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

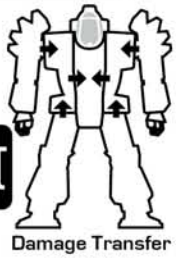
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. 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. 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. Small Laser
2. SRM 2
3. Ammo (SRM 2) 50
4. Roll Again
5. Roll Again
6. Roll Again

1-3

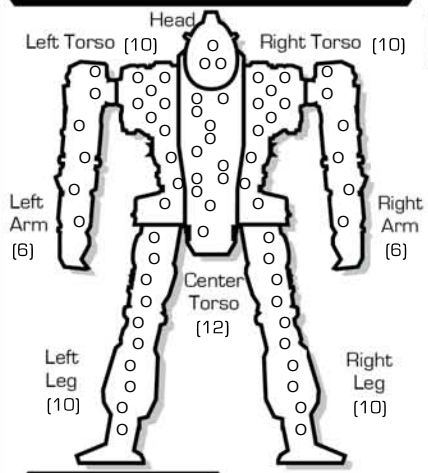
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 10 (10) Single |
|---|---|---|
| 30 | Shutdown | O |
| 28 | Ammo Exp. avoid on 8+ | O |
| 26 | Shutdown, avoid on 10+ | O |
| 25 | -5 Movement Points | O |
| 24 | +4 Modifier to Fire | O |
| 23 | Ammo Exp. avoid on 6+ | O |
| 22 | Shutdown, avoid on 8+ | O |
| 20 | -4 Movement Points | O |
| 19 | Ammo Exp. avoid on 4+ | O |
| 18 | Shutdown, avoid on 6+ | O |
| 17 | +3 Modifier to Fire | O |
| 15 | -3 Movement Points | O |
| 14 | Shutdown, avoid on 4+ | O |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

**Heat Scale**

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Sentinel STN-3KA

**Movement Points:**
- Walking: 6
- Running: 9
- Jumping: 0

**Tonnage:** 40
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Small Laser | RT | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | SRM 2 | RT | 2 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Large Laser | LA | 8 | 8 [DE] | — | 5 | 10 | 15 |

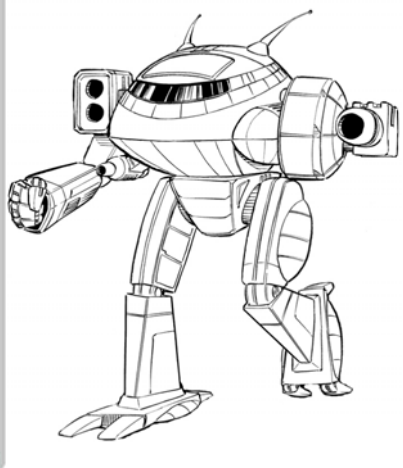
**Cost:** **BV:** 847

### WARRIOR DATA

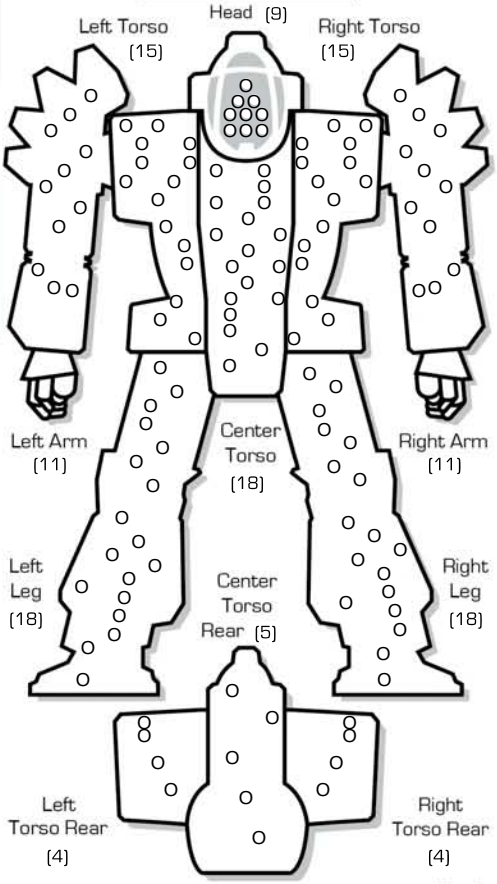
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Large Laser
4. Large Laser
5. Roll Again
6. Roll Again

#### Left Torso
1. Heat Sink
2. Heat Sink
3. Heat Sink
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

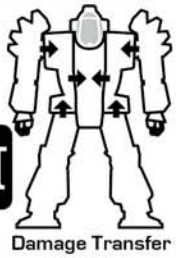
#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

#### Right Torso
1. Small Laser
2. SRM 2
3. Ammo (SRM 2) 50
4. Roll Again
5. Roll Again
6. Roll Again

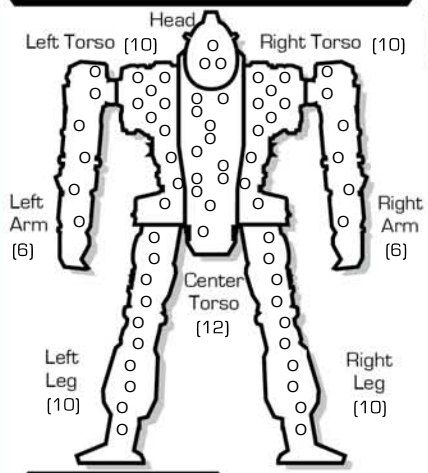
#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



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 (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:** Sentinel STN-3KB

**Movement Points:**
- Walking: 6
- Running: 9
- Jumping: 0

**Tonnage:** 40
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Small Laser | RT | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | SRM 2 | RT | 2 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | PPC | LA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |

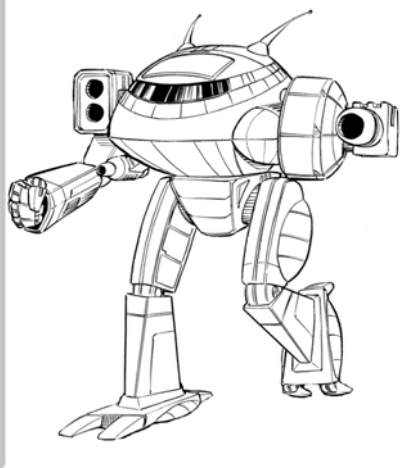
**Cost:** **BV:** 823

### WARRIOR DATA

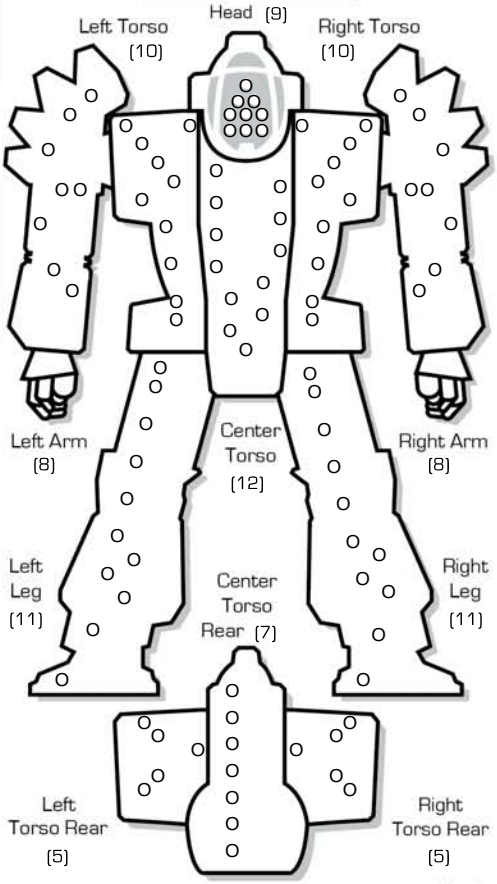
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. PPC
4. PPC
5. PPC
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Torso
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. 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. Roll Again
6. Roll Again

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

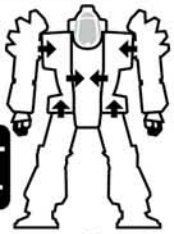
#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. 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. 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. Small Laser
2. SRM 2
3. Ammo (SRM 2) 50
4. Roll Again
5. Roll Again
6. Roll Again

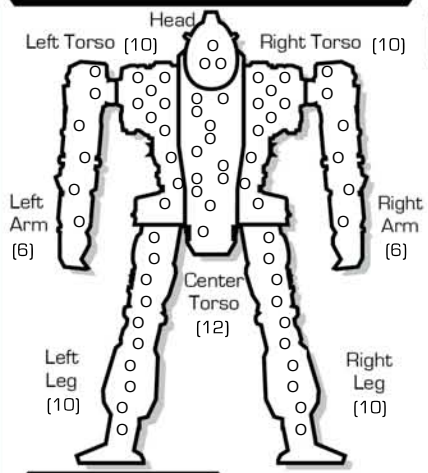
1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. 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 (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:** Wyvern WVE-6N

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 4

**Tonnage:** 45
**Tech Base:** Inner Sphere (Intro)
**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] | 6 | 7 | 14 | 21 |
| 1 | SRM 6 | RT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Large Laser | RA | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 2 | Small Laser | RA | 1 | 3 [DE] | — | 1 | 2 | 3 |

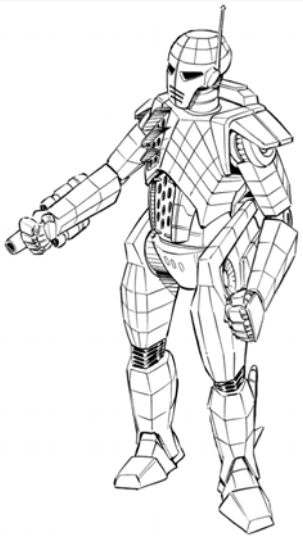
**Cost:** **BV:** 1,005

### WARRIOR DATA

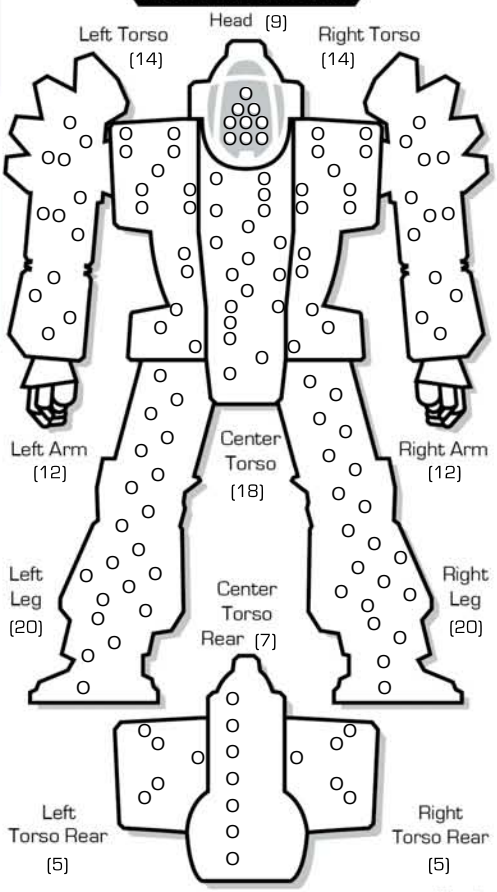
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
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. Heat Sink
2. Heat Sink
3. Jump Jet
4. Ammo (LRM 10) 12
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

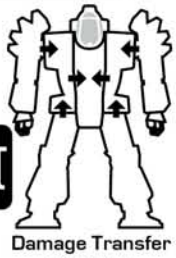
**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. LRM 10
6. LRM 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. Large Laser
6. Large Laser

1-3

1. Small Laser
2. Small Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Right Torso**
1. Heat Sink
2. Heat Sink
3. Jump Jet
4. SRM 6
5. SRM 6
6. Ammo (SRM 6) 15

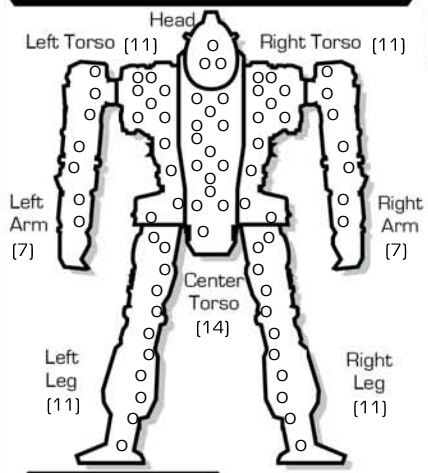
1-3

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: 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 | |

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Crab CRB-20

**Movement Points:**
Walking: 5
Running: 8
Jumping: 0

**Tonnage:** 50
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Small Laser | HD | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | Medium Laser | CT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Large Laser | RA | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Large Laser | LA | 8 | 8 [DE] | — | 5 | 10 | 15 |

**Cost:**

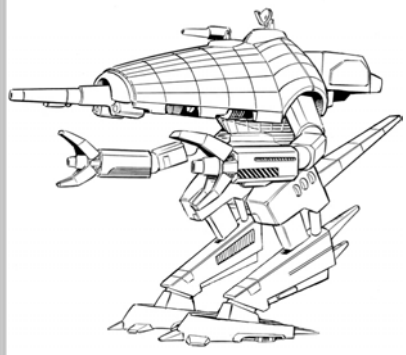
**BV:** 1,143

### WARRIOR DATA

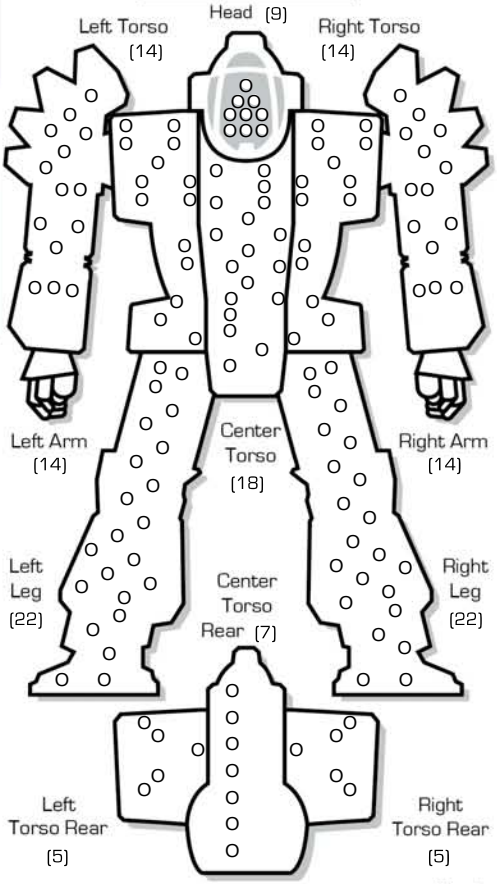
Name: _____

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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Laser
6. Large Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1-3
1. Heat Sink
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

#### Head

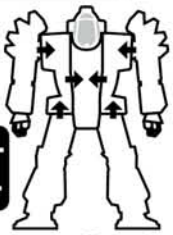
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

#### Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Laser
6. Large Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

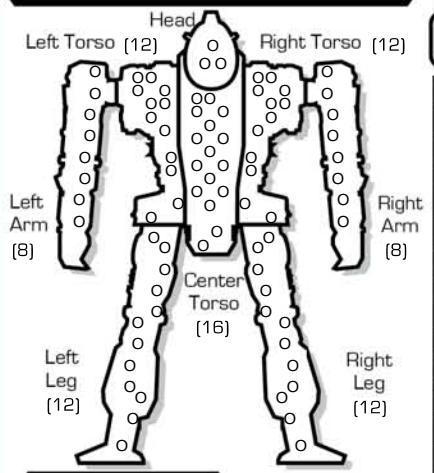
1-3
1. Heat Sink
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 16 (16) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O |
| 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:** Kintaro KTO-18

**Movement Points:**
- Walking: 5
- Running: 8
- Jumping: 0

**Tonnage:** 55
**Tech Base:** Inner Sphere (Intro)
**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 | SRM 6 | RT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | LRM 5 | LA | 2 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | SRM 6 | LA | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |

**Cost:**

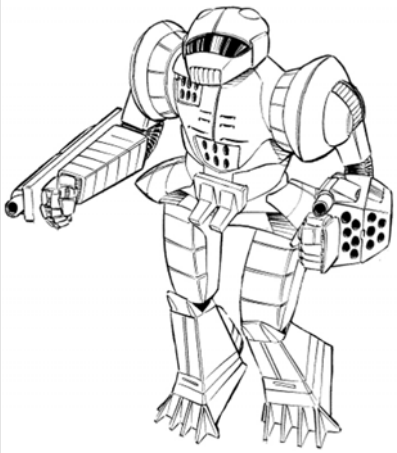
**BV:** 1,187

### WARRIOR DATA

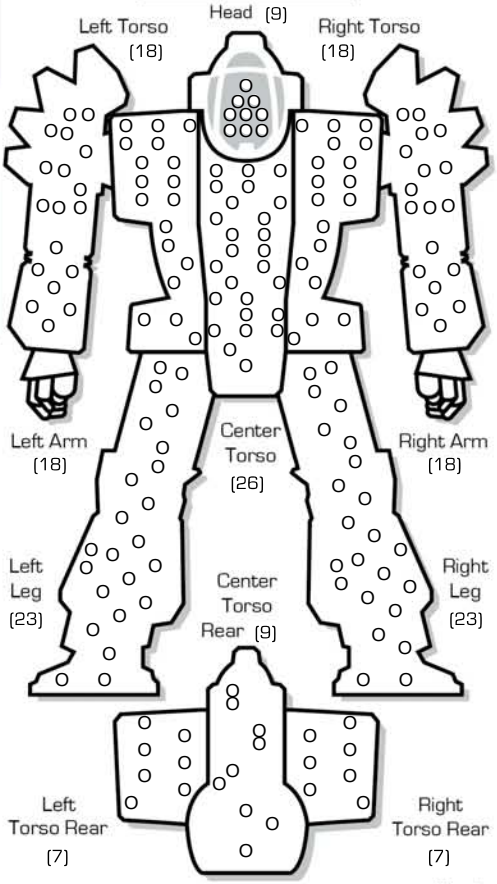
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM 6
6. SRM 6

1-3

1. Medium Laser
2. LRM 5
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Torso
1. Ammo (LRM 5) 24
2. Ammo (SRM 6) 15
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

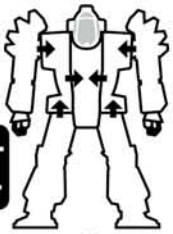
#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. SRM 6
6. SRM 6

4-6

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Torso
1. SRM 6
2. SRM 6
3. Ammo (SRM 6) 15
4. Ammo (SRM 6) 15
5. Roll Again
6. Roll Again

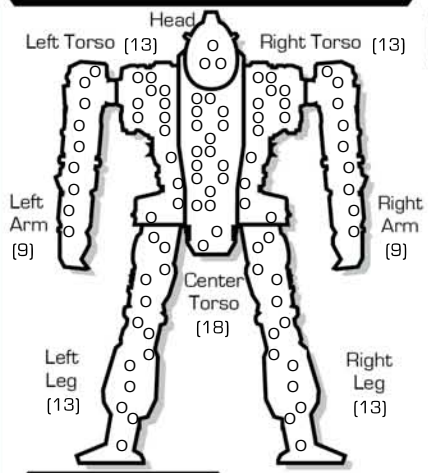
1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
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:** Champion CHP-1N2

| Movement Points: | | | |
|---|---|---|---|
| Walking: | 5 | Tonnage: | 60 |
| Running: | 8 | Tech Base: | Inner Sphere |
| Jumping: | 0 | Era: | Succession Wars |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | Small Laser | CT | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | Autocannon/10 | RT | 3 | 10 [DB,S] | — | 5 | 10 | 15 |
| 2 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | SRM 6 | LT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |

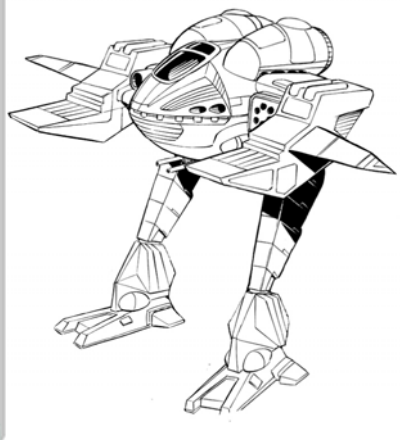
**Cost:** **BV:** 1,122

### WARRIOR DATA

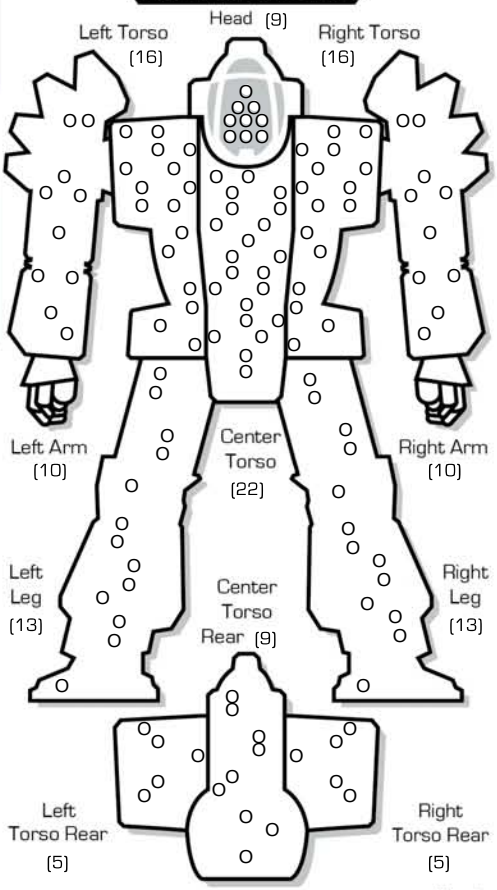
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 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. Roll Again, 4. Roll Again, 5. Roll Again, 6. Roll Again

4-6: 1. Roll Again, 2. Roll Again, 3. Roll Again, 4. Roll Again, 5. Roll Again, 6. Roll Again

#### Left Torso

1-3: 1. SRM 6, 2. SRM 6, 3. Medium Laser, 4. Medium Laser, 5. Ammo (SRM 6) 15, 6. Roll Again

4-6: 1. Roll Again, 2. Roll Again, 3. Roll Again, 4. Roll Again, 5. Roll Again, 6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

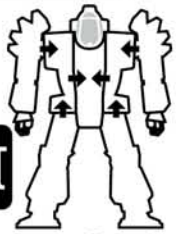
#### Center Torso

1-3: 1. Fusion Engine, 2. Fusion Engine, 3. Fusion Engine, 4. Gyro, 5. Gyro, 6. Gyro

4-6: 1. Gyro, 2. Fusion Engine, 3. Fusion Engine, 4. Fusion Engine, 5. Small Laser, 6. Small Laser

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

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Damage Transfer Diagram

#### Right Arm

1-3: 1. Shoulder, 2. Upper Arm Actuator, 3. Roll Again, 4. Roll Again, 5. Roll Again, 6. Roll Again

4-6: 1. Roll Again, 2. Roll Again, 3. Roll Again, 4. Roll Again, 5. Roll Again, 6. Roll Again

#### Right Torso

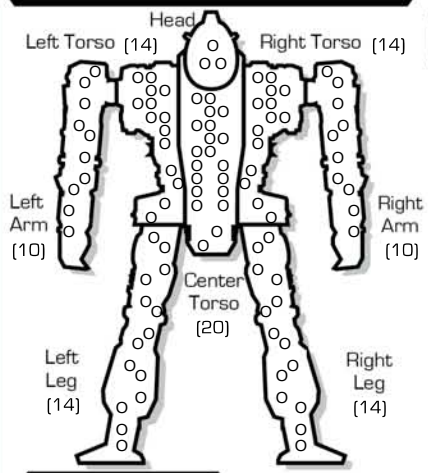
1-3: 1. Autocannon/10, 2. Autocannon/10, 3. Autocannon/10, 4. Autocannon/10, 5. Autocannon/10, 6. Autocannon/10

4-6: 1. Autocannon/10, 2. Ammo (AC/10) 10, 3. Ammo (AC/10) 10, 4. Roll Again, 5. Roll Again, 6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
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:** Champion CHP-2N

**Movement Points:**
- Walking: 5
- Running: 8
- Jumping: 0

**Tonnage:** 60
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | Small Laser | CT | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | Autocannon/10 | RT | 3 | 10 [DB,S] | — | 5 | 10 | 15 |
| 2 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | SRM 6 | LT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |

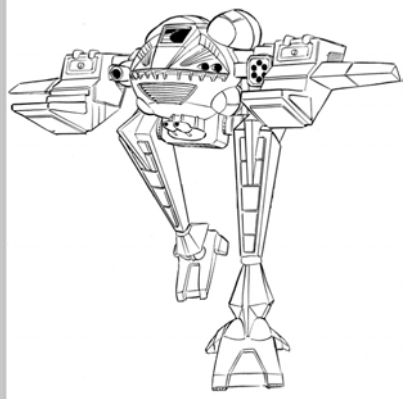
**Cost:** **BV:** 1,116

### WARRIOR DATA

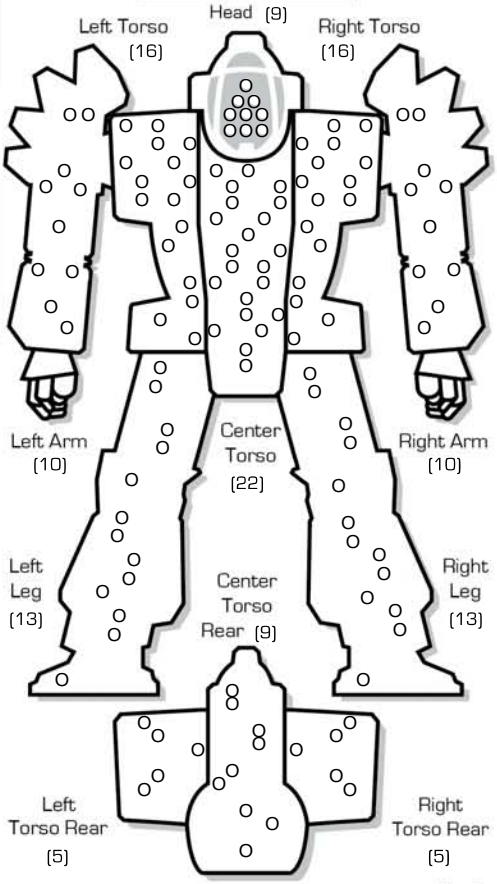
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
1-3: 3. Roll Again, 4. Roll Again, 5. Roll Again, 6. Roll Again
4-6: 1. Roll Again, 2. Roll Again, 3. Roll Again, 4. Roll Again, 5. Roll Again, 6. Roll Again

**Left Torso**
1. SRM 6
2. SRM 6
1-3: 3. Medium Laser, 4. Medium Laser, 5. Ammo (SRM 6) 15, 6. Roll Again
4-6: 1. Roll Again, 2. Roll Again, 3. Roll Again, 4. Roll Again, 5. Roll Again, 6. Roll Again

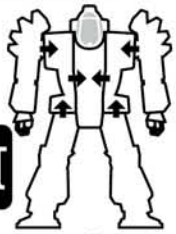
**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

**Center Torso**
1-3: 1. Fusion Engine, 2. Fusion Engine, 3. Fusion Engine, 4. Gyro, 5. Gyro, 6. Gyro
4-6: 1. Gyro, 2. Fusion Engine, 3. Fusion Engine, 4. Fusion Engine, 5. Small Laser, 6. Small Laser

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

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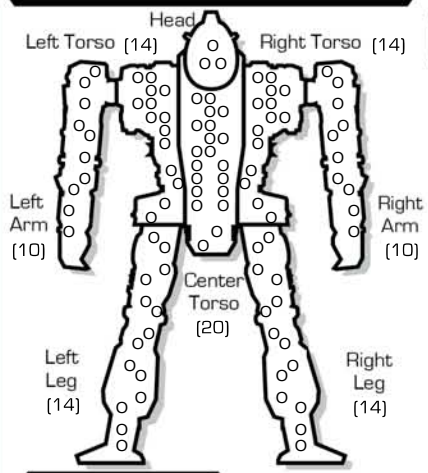
Damage Transfer Diagram

**Right Arm**
1. Shoulder
2. Upper Arm Actuator
1-3: 3. Roll Again, 4. Roll Again, 5. Roll Again, 6. Roll Again
4-6: 1. Roll Again, 2. Roll Again, 3. Roll Again, 4. Roll Again, 5. Roll Again, 6. Roll Again

**Right Torso**
1. Autocannon/10
2. Autocannon/10
3. Autocannon/10
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10
1. Autocannon/10
2. Ammo (AC/10) 10
3. Ammo (AC/10) 10
4-6: 4. Roll Again, 5. Roll Again, 6. Roll Again

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




### 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 | |

**Heat Scale**

Overflow
30*, 29, 28*, 27, 26*, 25*, 24*, 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:** Lancelot LNC25-01X

**Movement Points:**
Walking: 6
Running: 9
Jumping: 4

**Tonnage:** 60
**Tech Base:** Inner Sphere
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | CT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | PPC | RT | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | ER Large Laser | RA | 12 | 8 [DE] | — | 7 | 14 | 19 |
| 1 | ER Large Laser | LA | 12 | 8 [DE] | — | 7 | 14 | 19 |

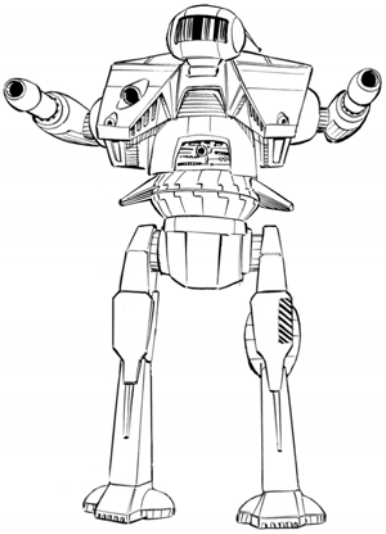
**Cost:** **BV:** 1,659

### WARRIOR DATA

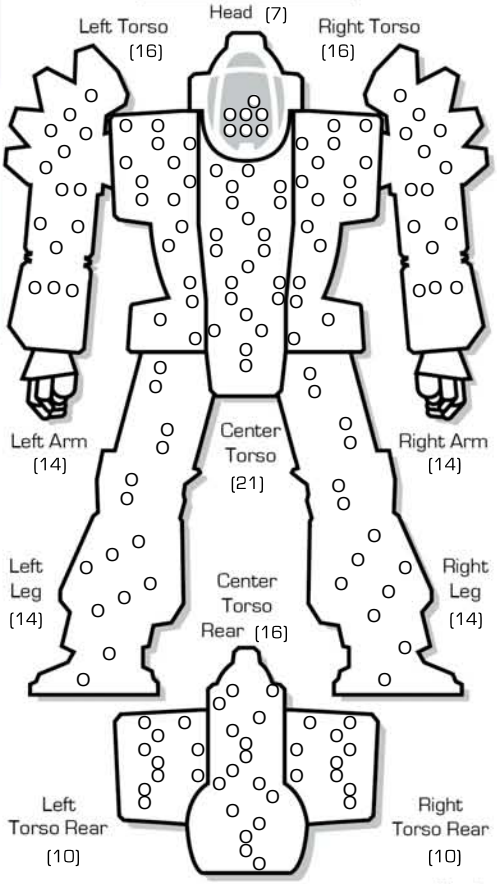
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 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 Large Laser
4. ER Large Laser
5. Endo Steel
6. Endo Steel

1-3
4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
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. Endo Steel
5. Endo Steel
6. Endo Steel

1-3
4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

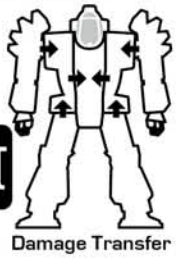
**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

**Center Torso**
1. 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. Medium 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
3. ER Large Laser
4. ER Large Laser
5. Endo Steel
6. Endo Steel

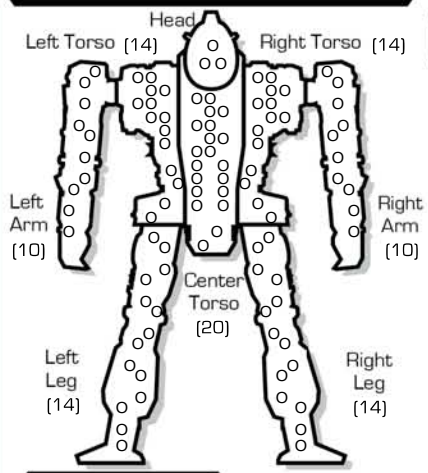
1-3
4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

**Right Torso**
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. PPC
5. PPC
6. PPC

1-3
4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
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 | 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:** Lancelot LNC25-02

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 0

**Tonnage:** 60
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | CT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | PPC | RT | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | Large Laser | RA | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Large Laser | LA | 8 | 8 [DE] | — | 5 | 10 | 15 |

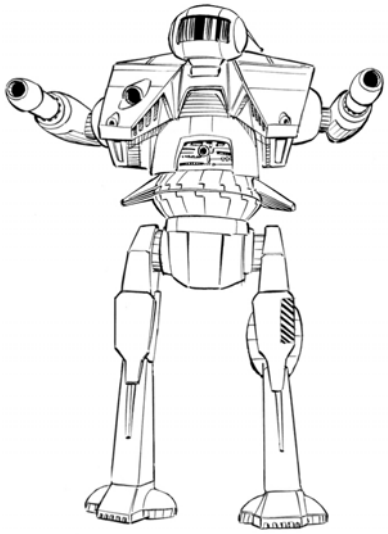
**Cost:** **BV:** 1,236

### WARRIOR DATA

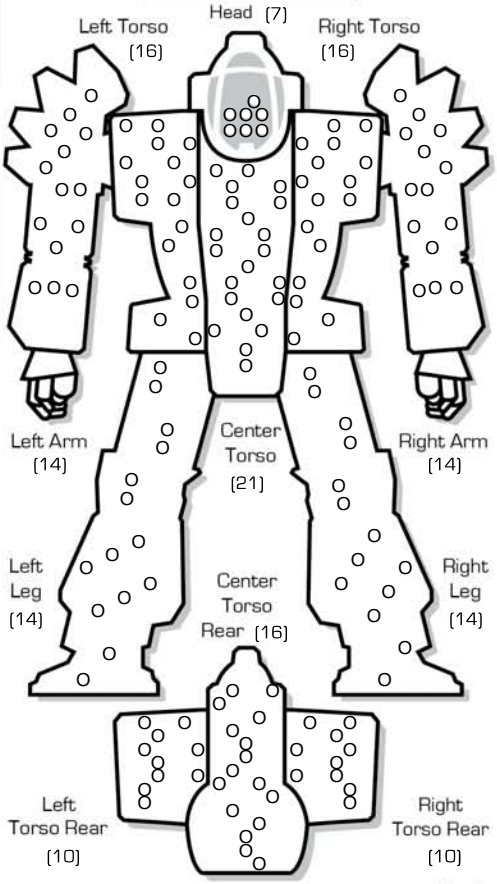
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. Large Laser (1-3)
4. Large Laser (1-3)
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

**Left Torso**
1. Heat Sink
2. Heat Sink
3. Heat Sink (1-3)
4. Roll Again (1-3)
5. Roll Again (1-3)
6. Roll Again (1-3)

1. Roll Again
2. Roll Again
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

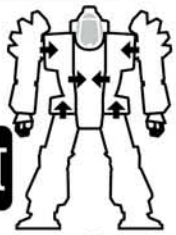
**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

**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 (1-3)
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)

1. Gyro (4-6)
2. Fusion Engine (4-6)
3. Fusion Engine (4-6)
4. Fusion Engine (4-6)
5. Heat Sink (4-6)
6. Medium Laser (4-6)

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

**Right Arm**
1. Shoulder
2. Upper Arm Actuator
3. Large Laser (1-3)
4. Large Laser (1-3)
5. Roll Again
6. Roll Again

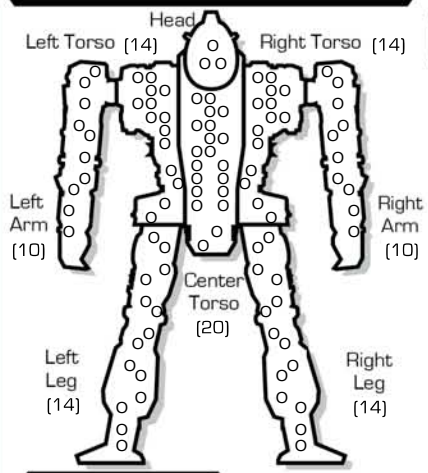
1. Roll Again
2. Roll Again
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

**Right Torso**
1. Heat Sink
2. PPC (1-3)
3. PPC (1-3)
4. PPC (1-3)
5. Roll Again (1-3)
6. Roll Again (1-3)

1. Roll Again (4-6)
2. Roll Again (4-6)
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. 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: 19 (19) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O O |
| 17 | +3 Modifier to Fire | O O |
| 15 | -3 Movement Points | O |
| 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:** Bombardier BMB-10D

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 0

**Tonnage:** 65
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Machine Gun | CT | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |
| 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 | SRM 4 | RA | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |

**Cost:** **BV:** 1,340

### WARRIOR DATA

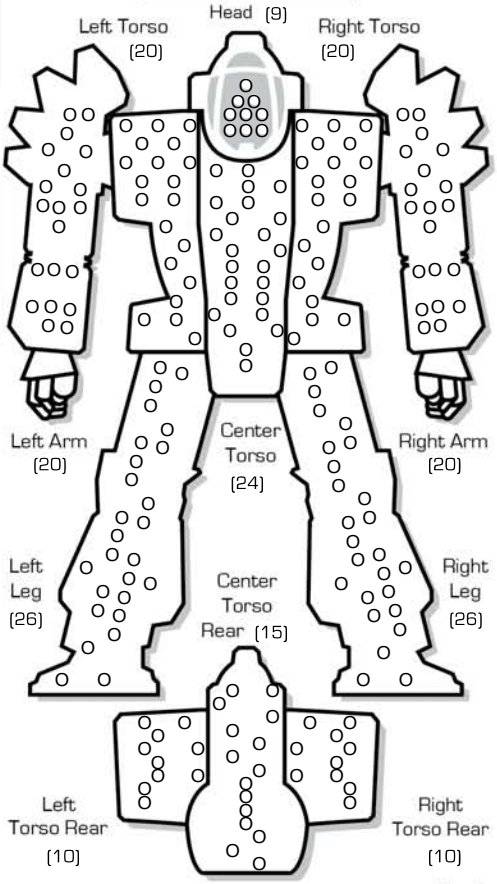
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
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. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
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

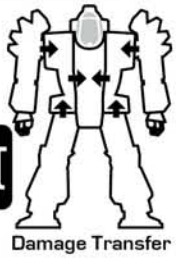
#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Machine Gun
6. Ammo (Machine Gun) 200

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 4
6. Ammo (SRM 4) 25

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. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. Ammo (LRM 20) 6

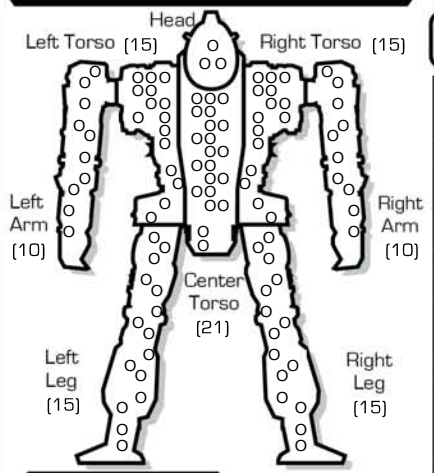
1-3

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. 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:** Guillotine GLT-4L

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 4

**Tonnage:** 70
**Tech Base:** Inner Sphere (Intro)
**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 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 2 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Large Laser | LA | 8 | 8 [DE] | — | 5 | 10 | 15 |

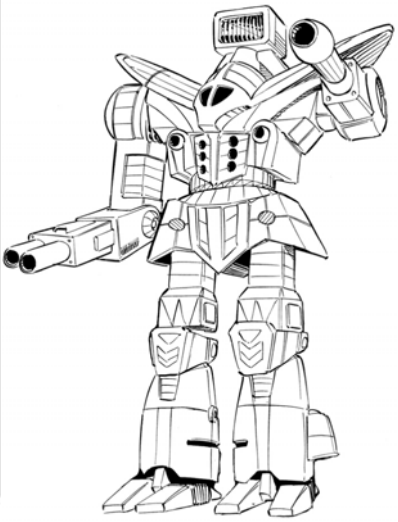
**Cost:**
**BV:** 1,400

### WARRIOR DATA

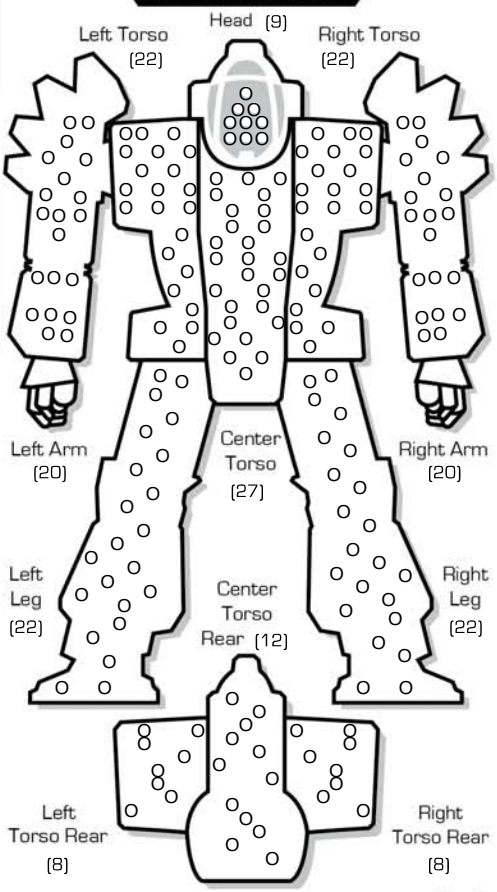
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 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 Laser
4. Large 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. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Jump Jet

1-3

1. Medium Laser
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. Jump Jet

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

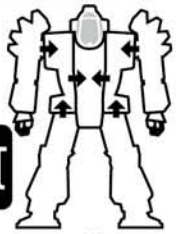
**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. 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. Medium Laser
5. Medium Laser
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Right Torso**
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Jump Jet
6. Medium Laser

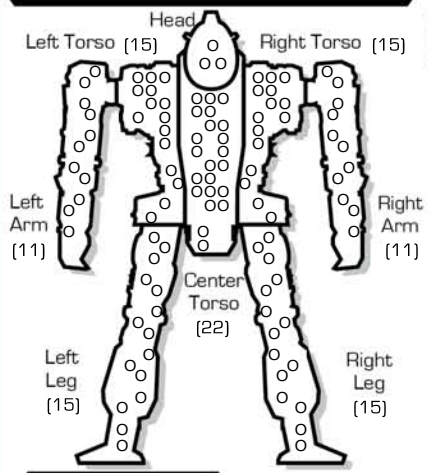
1-3

1. Ammo (SRM 6) 15
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. 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: 22 (22) Single |
|---|---|---|
| 30 | Shutdown | O O O |
| 28 | Ammo Exp. avoid on 8+ | O O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O O |
| 17 | +3 Modifier to Fire | O O |
| 15 | -3 Movement Points | O O |
| 14 | Shutdown, avoid on 4+ | |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Guillotine GLT-4P

**Movement Points:**
Walking: 4
Running: 6
Jumping: 4

**Tonnage:** 70
**Tech Base:** Inner Sphere (Intro)
**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 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 2 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | PPC | LA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |

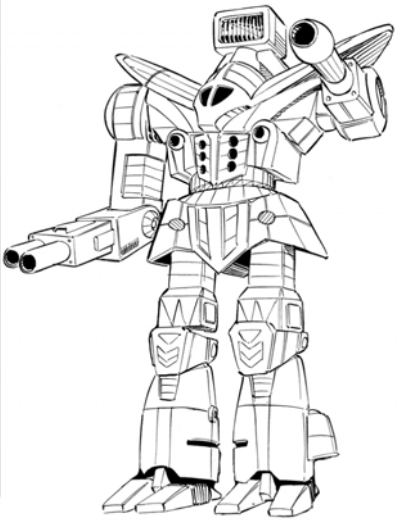
**Cost:** **BV:** 1,376

### WARRIOR DATA

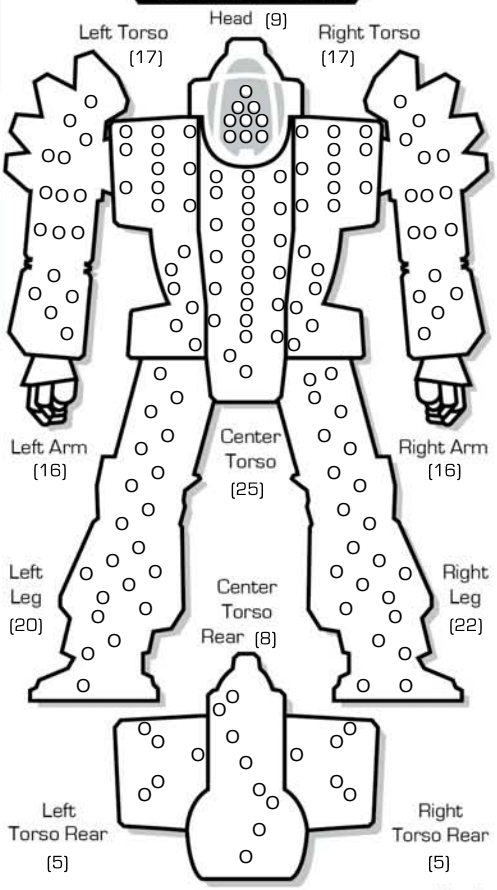
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. PPC
4. PPC
5. PPC
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Torso
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Jump Jet

1-3

1. Medium Laser
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. Jump Jet

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

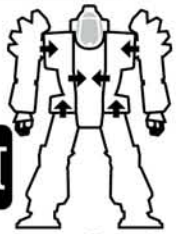
#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. 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. Medium Laser
5. Medium Laser
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Torso
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Jump Jet
6. Medium Laser

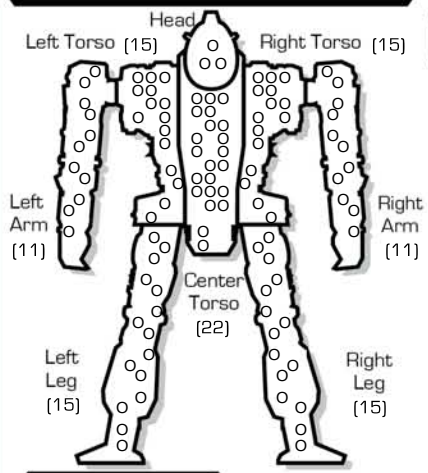
1-3

1. Ammo (SRM 6) 15
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. 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: 22 (22) Single |
|---|---|---|
| 30 | Shutdown | O O O |
| 28 | Ammo Exp. avoid on 8+ | O O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O O |
| 17 | +3 Modifier to Fire | O O |
| 15 | -3 Movement Points | O O |
| 14 | Shutdown, avoid on 4+ | |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Black Knight BL-7-KNT

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 0

**Tonnage:** 75
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Small Laser | HD | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | Large Laser | RT | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Large Laser | LT | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | PPC | RA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

**Cost:**

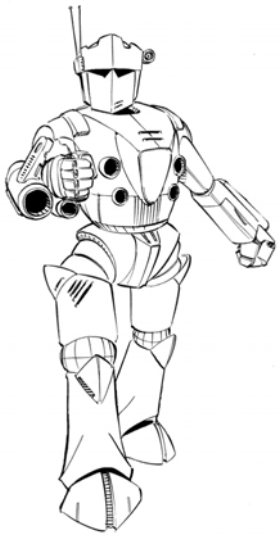
**BV:** 1,443

### WARRIOR DATA

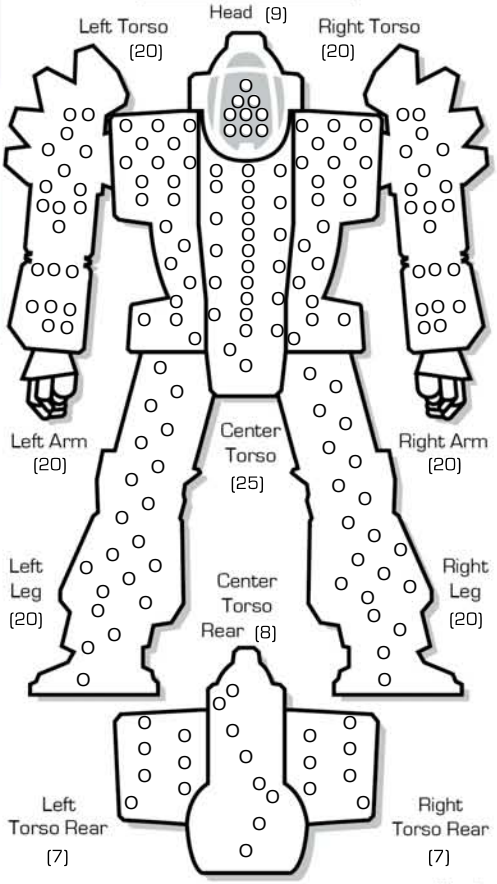
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1-3
1. Heat Sink
2. Heat Sink
3. Large Laser
4. Large Laser
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

#### Head

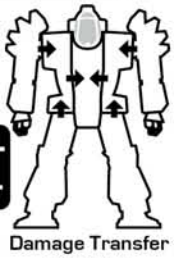
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

#### Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. PPC
6. PPC

4-6
1. PPC
2. Medium Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

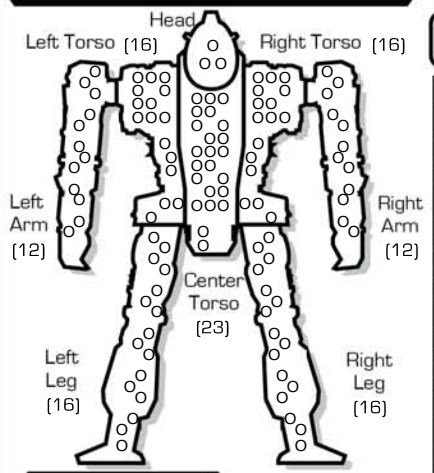
1-3
1. Heat Sink
2. Heat Sink
3. Large Laser
4. Large Laser
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 20 (20) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O O |
| 17 | +3 Modifier to Fire | O O |
| 15 | -3 Movement Points | O O |
| 14 | Shutdown, avoid on 4+ | O O |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Black Knight BL-7-KNT-L

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 0

**Tonnage:** 75
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

#### Weapons & Equipment Inventory (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Small Laser | HD | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | Large Laser | RT | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Large Laser | LT | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Large Laser | RA | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

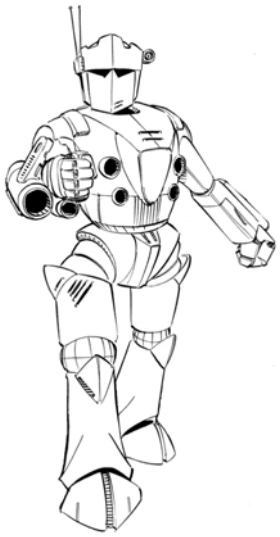
**Cost:**
**BV:** 1,409

### WARRIOR DATA

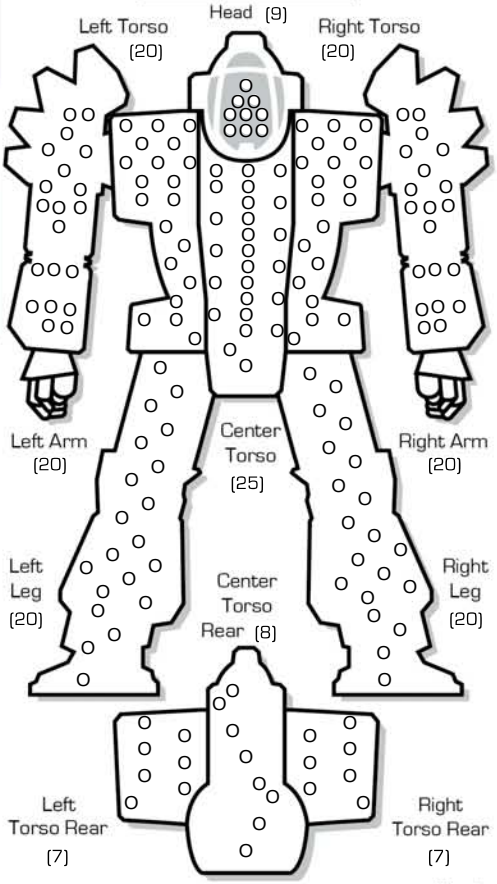
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Torso
1. Heat Sink
2. Heat Sink
3. Large Laser
4. Large Laser
5. Medium Laser
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

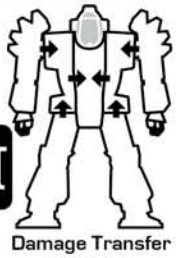
#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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. Heat Sink
6. Heat Sink

1-3

1. Large Laser
2. Large Laser
3. Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Torso
1. Heat Sink
2. Heat Sink
3. Large Laser
4. Large Laser
5. Medium Laser
6. Roll Again

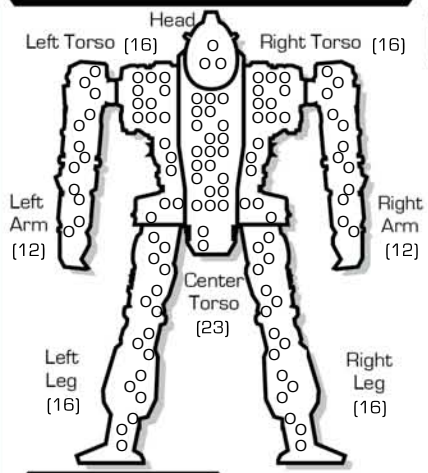
1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right 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: 22 (22) Single |
|---|---|---|
| 30 | Shutdown | O O O |
| 28 | Ammo Exp. avoid on 8+ | O O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O O |
| 17 | +3 Modifier to Fire | O O |
| 15 | -3 Movement Points | O O |
| 14 | Shutdown, avoid on 4+ | |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Flashman FLS-7K

**Movement Points:**
Walking: 4
Running: 6
Jumping: 0

**Tonnage:** 75
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Flamer | HD | 3 | 2 [DE,H,AI] | — | 1 | 2 | 3 |
| 1 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser(R) | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Large Laser | RA | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Large Laser | LA | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

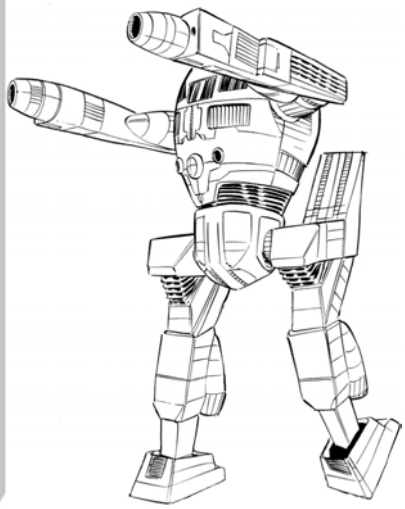
**Cost:**
**BV:** 1,480

### WARRIOR DATA

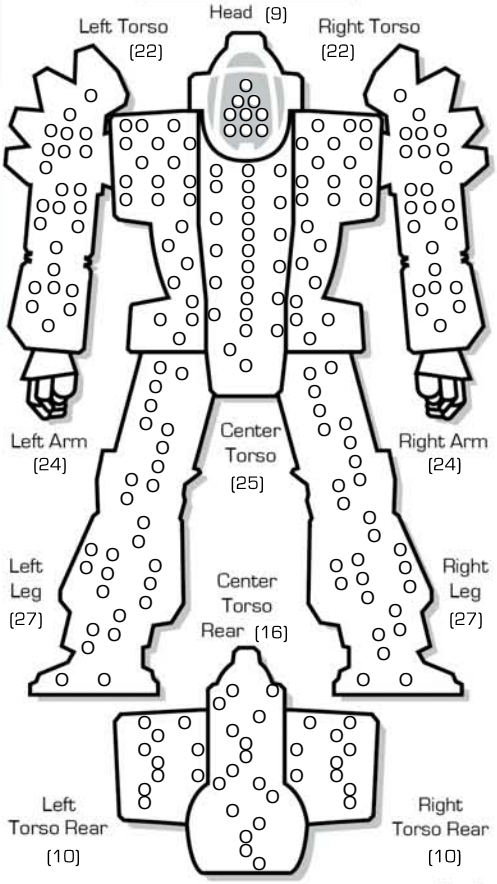
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 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. Large Laser
5. Large Laser
6. Medium Laser

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Torso
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Medium Laser
5. Medium Laser (R)
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Flamer
5. Sensors
6. Life Support

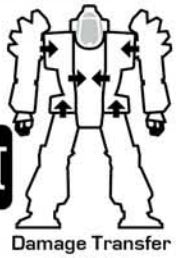
#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Laser
5. Large Laser
6. Medium Laser

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Torso
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Medium Laser
5. Roll Again
6. Roll Again

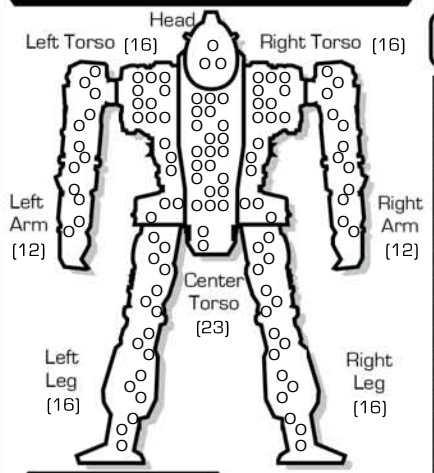
1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right 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: 23 (23) Single |
|---|---|---|
| 30 | Shutdown | O O O |
| 28 | Ammo Exp. avoid on 8+ | O O O |
| 26 | Shutdown, avoid on 10+ | O O O |
| 25 | -5 Movement Points | O O 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:** Thug THG-10E

**Movement Points:**
Walking: 4
Running: 6
Jumping: 0

**Tonnage:** 80
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**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 | PPC | RA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | PPC | LA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |

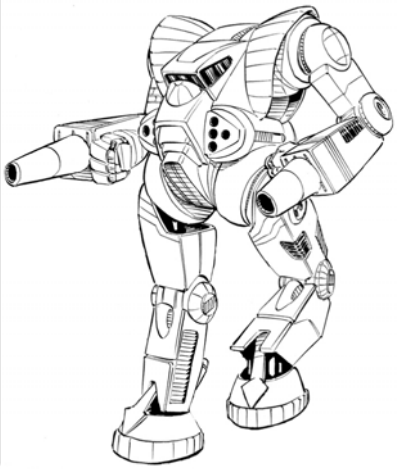
**Cost:** **BV:** 1,501

### WARRIOR DATA

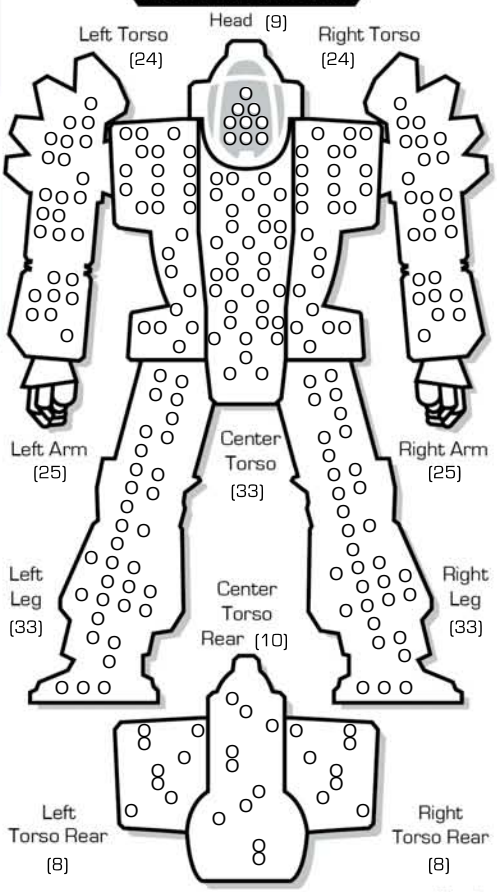
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heat Sink
6. PPC

1-3
1. PPC
2. PPC

4-6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Left Torso**
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. SRM 4
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

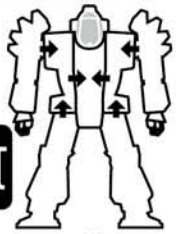
**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

**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. 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. Heat Sink
6. PPC

1-3
1. PPC
2. PPC

4-6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

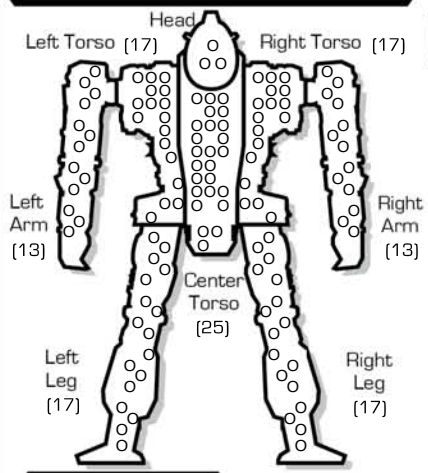
**Right Torso**
1. Heat Sink
2. Heat Sink
3. SRM 4
4. Ammo (SRM 4) 25
5. Roll Again
6. Roll Again

1-3
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 19 (19) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O O |
| 17 | +3 Modifier to Fire | O O |
| 15 | -3 Movement Points | O |
| 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 HGN-733

**Movement Points:**
- Walking: 3
- Running: 5
- Jumping: 3

**Tonnage:** 90
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | LRM 20 | LT | 6 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Autocannon/10 | RA | 3 | 10 [DB,S] | — | 5 | 10 | 15 |
| 1 | SRM 6 | LA | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |

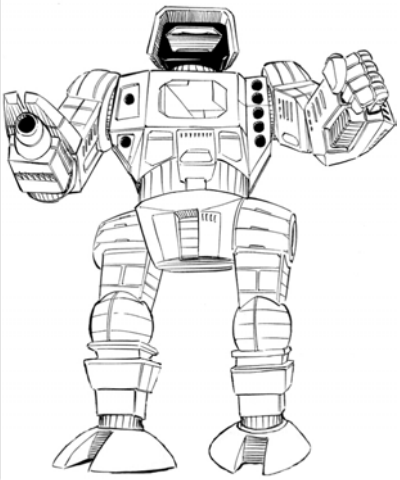
**Cost:** **BV:** 1,801

### WARRIOR DATA

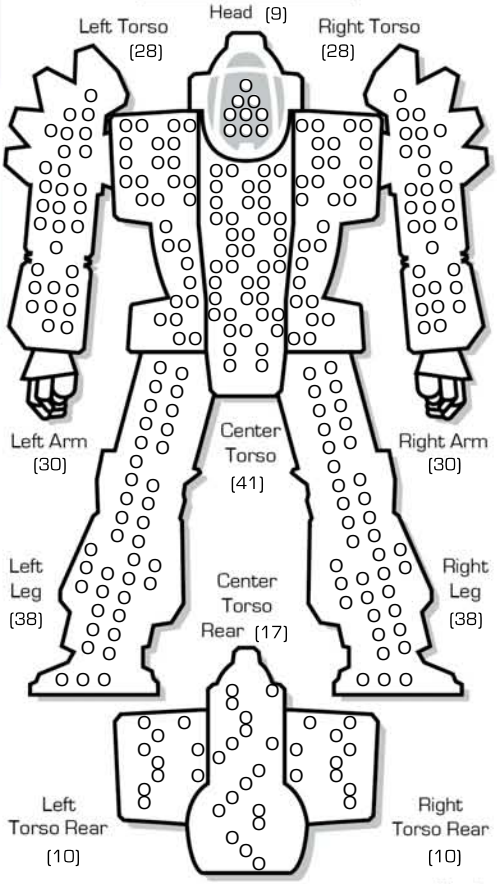
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heat Sink
6. SRM 6

1-3
1. SRM 6
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Left Torso**
1. Jump Jet
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

1-3

1. Ammo (SRM 6) 15
2. Ammo (SRM 6) 15
3. Ammo (LRM 20) 6
4. Ammo (LRM 20) 6
5. Ammo (LRM 20) 6
6. Roll Again

4-6

**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

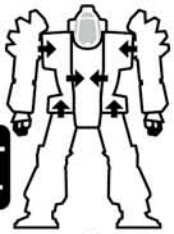
**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Roll Again

4-6

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

**Right Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10

1-3

1. Autocannon/10
2. Autocannon/10
3. Autocannon/10
4. Autocannon/10
5. Roll Again
6. Roll Again

4-6

**Right Torso**
1. Jump Jet
2. Medium Laser
3. Medium Laser
4. Ammo (AC/10) 10
5. Ammo (AC/10) 10
6. Roll Again

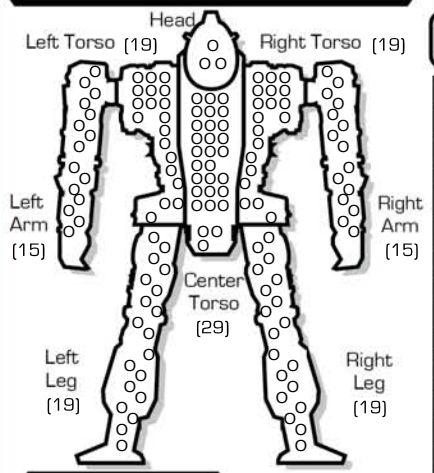
1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. 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 | ○ ○ |
| 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:** Highlander HGN-733C

**Movement Points:**
Walking: 3
Running: 5
Jumping: 3

**Tonnage:** 90
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | LRM 20 | LT | 6 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Autocannon/20 | RA | 7 | 20 [DB,S] | — | 3 | 6 | 9 |
| 1 | SRM 6 | LA | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |

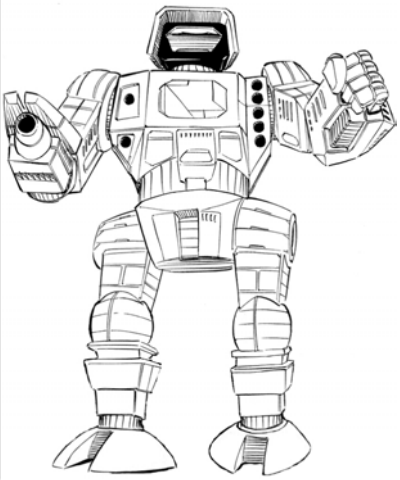
**Cost:** **BV:** 1,857

### WARRIOR DATA

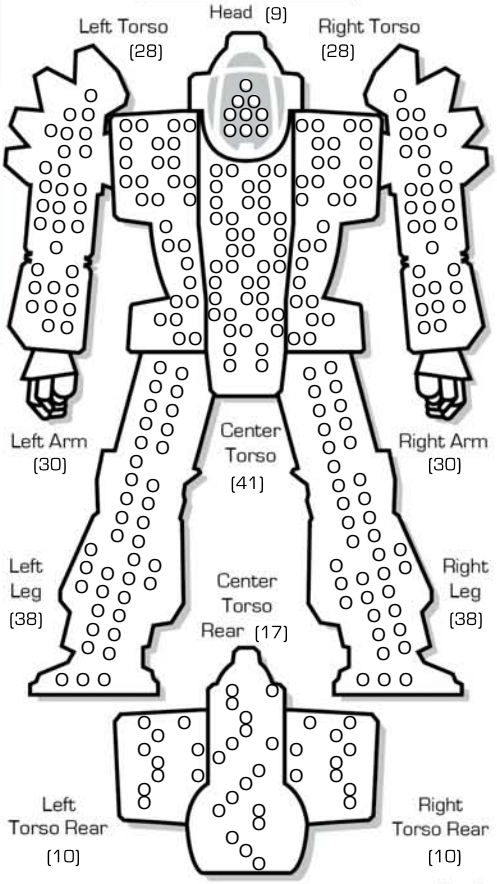
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heat Sink
6. SRM 6

1-3
1. SRM 6
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Left Torso**
1. Jump Jet
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

1-3

1. Ammo (SRM 6) 15
2. Ammo (LRM 20) 6
3. Ammo (LRM 20) 6
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

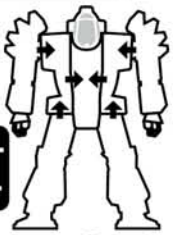
**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. 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. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

1-3

1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

4-6

**Right Torso**
1. Jump Jet
2. Medium Laser
3. Medium Laser
4. Ammo (AC/20) 5
5. Ammo (AC/20) 5
6. Roll Again

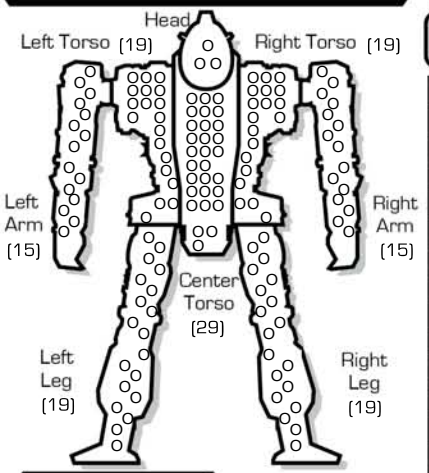
1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Right 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:** Highlander HGN-733P

| Movement Points: | | | |
|---|---|---|---|
| Walking: | 3 | Tonnage: | 90 |
| Running: | 5 | Tech Base: | Inner Sphere (Intro) |
| Jumping: | 3 | Era: | Succession Wars |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | LRM 20 | LT | 6 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | PPC | RA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | SRM 6 | LA | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |

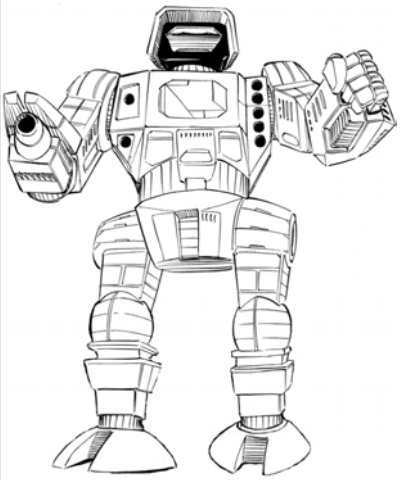
**Cost:** **BV:** 1,865

### WARRIOR DATA

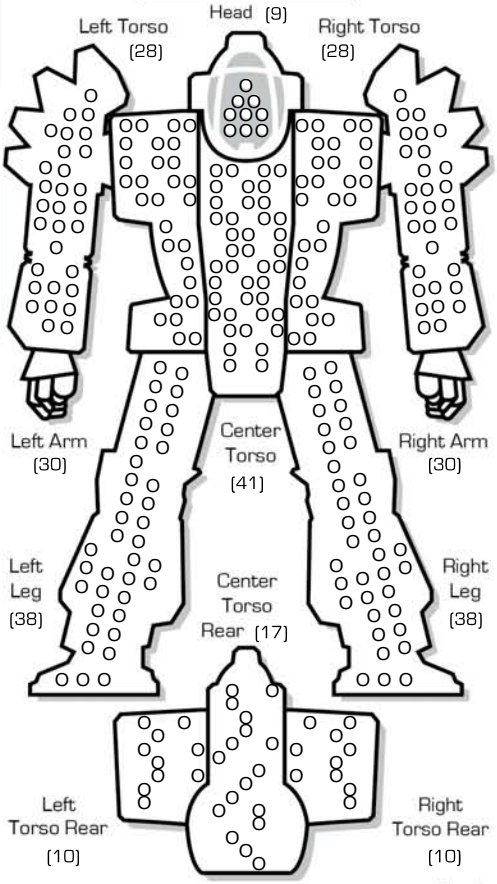
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM 6
6. SRM 6

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Left Torso**

1-3
1. Heat Sink
2. Heat Sink
3. Jump Jet
4. LRM 20
5. LRM 20
6. LRM 20

4-6
1. LRM 20
2. LRM 20
3. Ammo (SRM 6) 15
4. Ammo (SRM 6) 15
5. Ammo (LRM 20) 6
6. Ammo (LRM 20) 6

**Left Leg**

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

**Head**

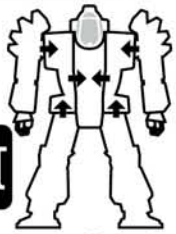
1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

**Center Torso**

1-3
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. PPC
5. PPC
6. PPC

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Torso**

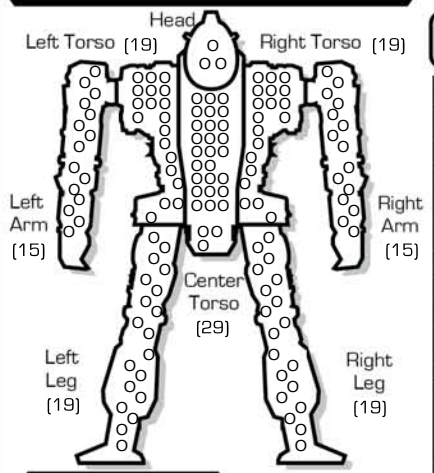
1-3
1. Heat Sink
2. Heat Sink
3. Jump Jet
4. Medium Laser
5. Medium Laser
6. Ammo (LRM 20) 6

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. Heat Sink
6. Heat Sink

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 20 (20) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O O |
| 17 | +3 Modifier to Fire | O O |
| 15 | -3 Movement Points | O O |
| 14 | Shutdown, avoid on 4+ | O O |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** King Crab KGC-0000

**Movement Points:**
- Walking: 3
- Running: 5
- Jumping: 0

**Tonnage:** 100
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Autocannon/20 | RT/RA | 7 | 20 [DB,S] | — | 3 | 6 | 9 |
| 1 | Large Laser | RT | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Autocannon/20 | LT/LA | 7 | 20 [DB,S] | — | 3 | 6 | 9 |
| 1 | LRM 15 | LT | 5 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |

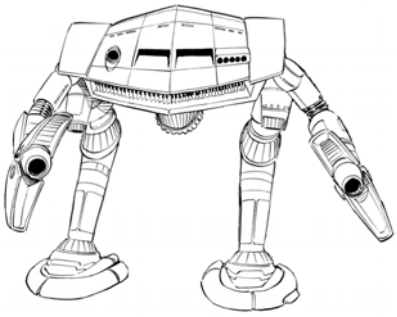
**Cost:** **BV:** 1,810

### WARRIOR DATA

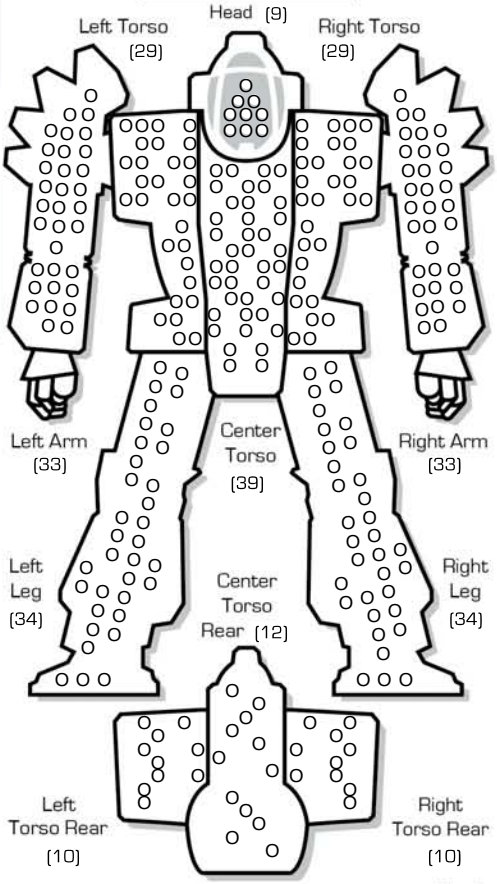
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 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. Autocannon/20
6. Autocannon/20

**Left Arm (4-6)**
1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

**Left Torso**
1. Autocannon/20
2. Autocannon/20
3. LRM 15
4. LRM 15
5. LRM 15
6. Ammo (AC/20) 5

**Left Torso (4-6)**
1. Ammo (LRM 15) 8
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

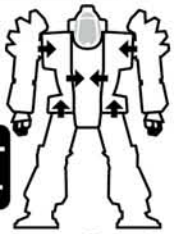
**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

**Center Torso**
1. 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. Heat Sink
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

**Right Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Autocannon/20
6. Autocannon/20

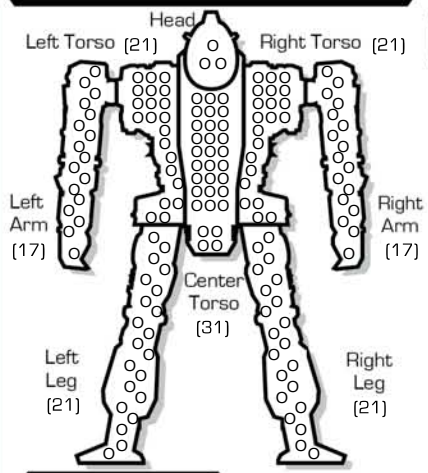
**Right Arm (4-6)**
1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

**Right Torso**
1. Autocannon/20
2. Autocannon/20
3. Large Laser
4. Large Laser
5. Ammo (AC/20) 5
6. Roll Again

**Right Torso (4-6)**
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 15 (15) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O |
| 20 | -4 Movement Points | O |
| 19 | Ammo Exp. avoid on 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:** King Crab KGC-010

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 100 |
| Walking: | 3 | **Tech Base:** | Inner Sphere |
| Running: | 5 | **Era:** | Star League |
| Jumping: | 0 | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | PPC | RT | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | SRM 6 | RT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | PPC | LT | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | SRM 6 | LT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | LB 10-X AC | RA | 2 | 10 [DB,C,F,S] | — | 6 | 12 | 18 |
| 1 | LB 10-X AC | LA | 2 | 10 [DB,C,F,S] | — | 6 | 12 | 18 |

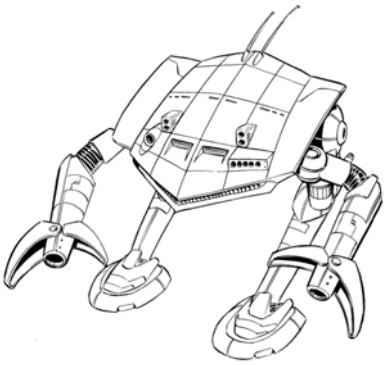
**Cost:** **BV:** 2,181

### WARRIOR DATA

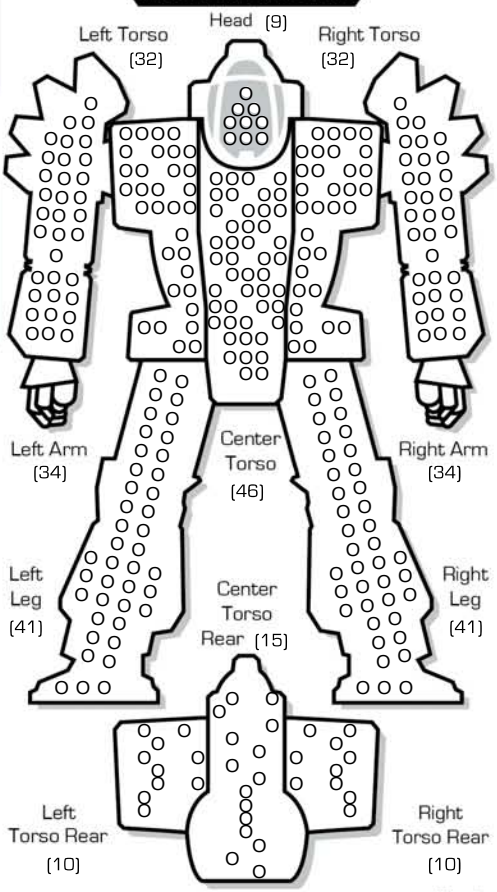
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

4-6
1. LB 10-X AC
2. LB 10-X AC
3. LB 10-X AC
4. Endo Steel
5. Endo Steel
6. Endo Steel

#### Left Torso
1-3
1. PPC
2. PPC
3. PPC
4. SRM 6
5. SRM 6
6. Ammo (LB 10-X) 10

4-6
1. Ammo (LB 10-X) 10
2. Ammo (LB 10-X) 10
3. Ammo (SRM 6) 15
4. CASE
5. Endo Steel
6. Endo Steel

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

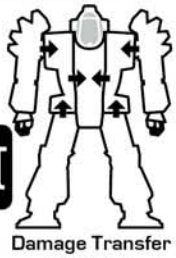
#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

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Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

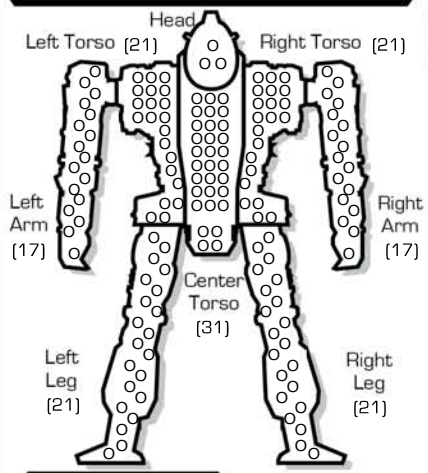
4-6
1. LB 10-X AC
2. LB 10-X AC
3. LB 10-X AC
4. Endo Steel
5. Endo Steel
6. Endo Steel

#### Right Torso
1-3
1. PPC
2. PPC
3. PPC
4. SRM 6
5. SRM 6
6. Ammo (LB 10-X Cluster) 10

4-6
1. Ammo (LB 10-X Cluster) 10
2. Ammo (LB 10-X Cluster) 10
3. Ammo (SRM 6) 15
4. CASE
5. Endo Steel
6. Endo Steel

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. 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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# PROJECT PHOENIX

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Locust LCT-1E

**Movement Points:**
- Walking: 8
- Running: 12
- Jumping: 0

**Tonnage:** 20
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Small Laser | RA | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Small Laser | LA | 1 | 3 [DE] | — | 1 | 2 | 3 |

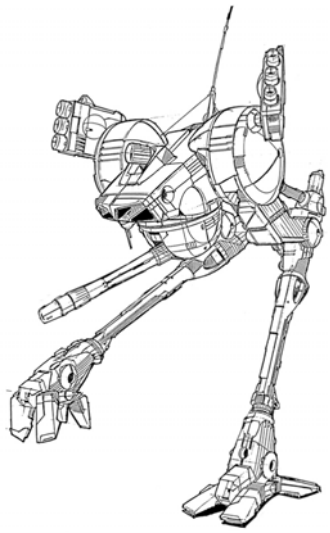
**Cost:**
**BV:** 553

### WARRIOR DATA

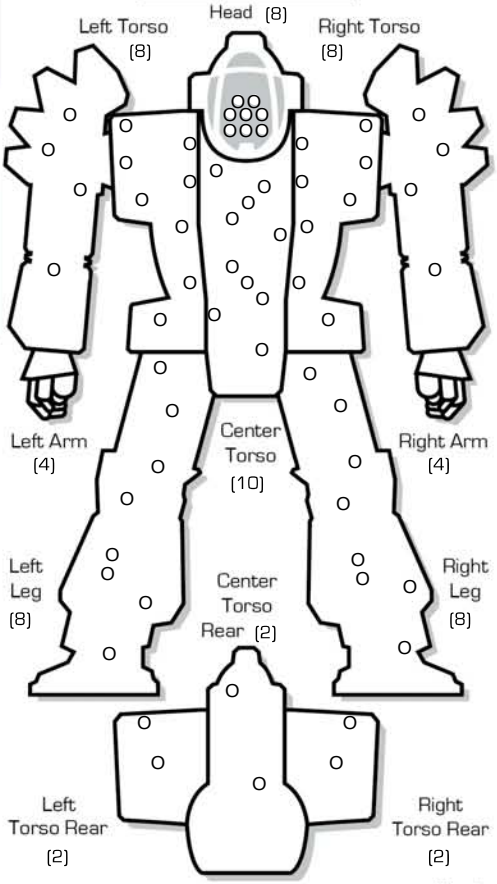
**Name:** _____

**Gunnery Skill:** ___ **Piloting 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. Medium Laser
4. Small 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

#### Left Torso
1-3
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

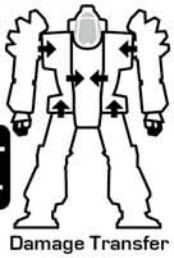
#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Medium Laser
4. Small Laser
5. Roll Again
6. Roll Again

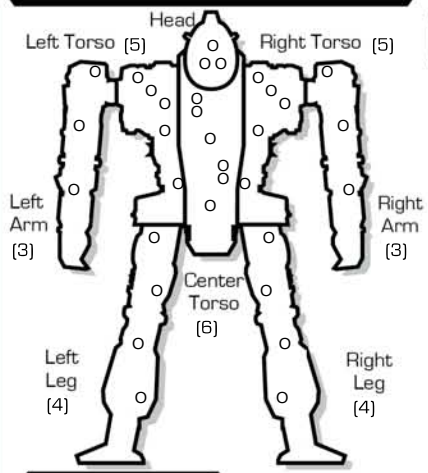
4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso
1-3
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### 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:** Locust LCT-1L

**Movement Points:**
- Walking: 8 [9]
- Running: 12 [14]
- Jumping: 0

**Tonnage:** 20
**Tech Base:** Inner Sphere
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | CT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Machine Gun | RA | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Machine Gun | LA | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |

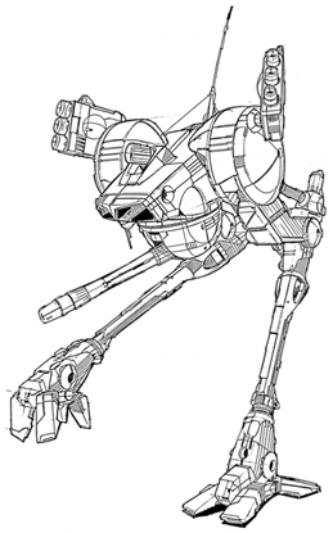
**Cost:** **BV:** 474

### WARRIOR DATA

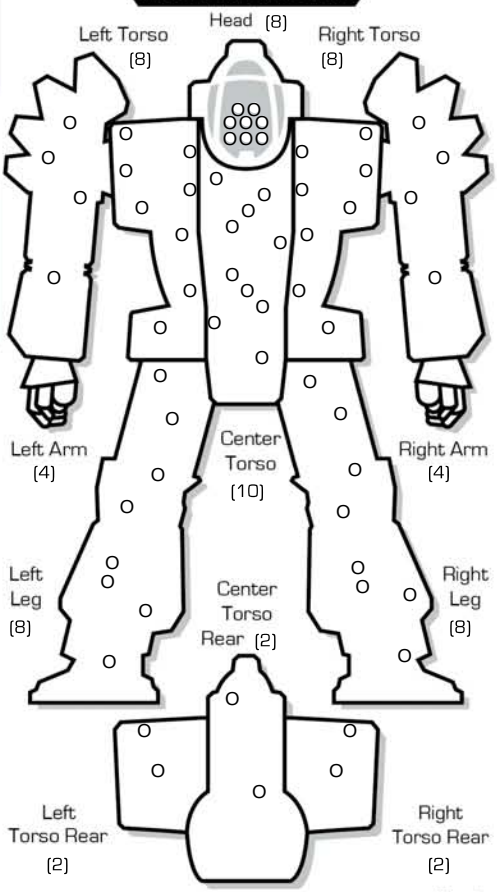
Name: _____

Gunnery Skill: ___ Piloting 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. Machine Gun
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso
1-3
1. Triple-Strength Myomer
2. Triple-Strength Myomer
3. Triple-Strength Myomer
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

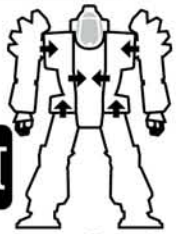
#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. Ammo (Machine Gun) 200

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. Machine Gun
4. Roll Again
5. Roll Again
6. Roll Again

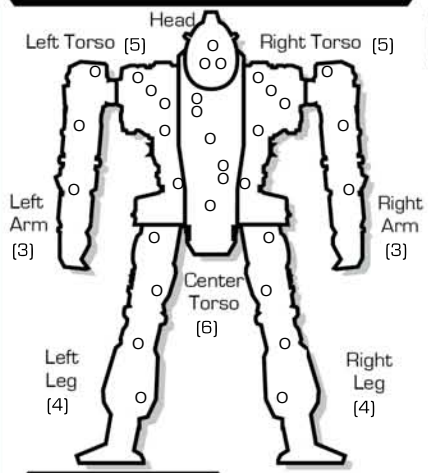
4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso
1-3
1. Triple-Strength Myomer
2. Triple-Strength Myomer
3. Triple-Strength Myomer
4. Roll Again
5. Roll Again
6. Roll Again

4-6
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:** Locust LCT-1M

**Movement Points:**
- Walking: 8
- Running: 12
- Jumping: 0

**Tonnage:** 20
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | CT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | LRM 5 | RA | 2 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | LRM 5 | LA | 2 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |

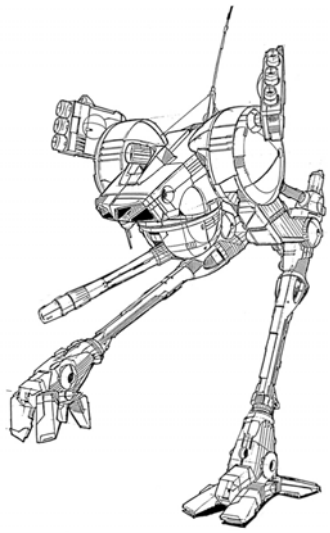
**Cost:** **BV:** 424

### WARRIOR DATA

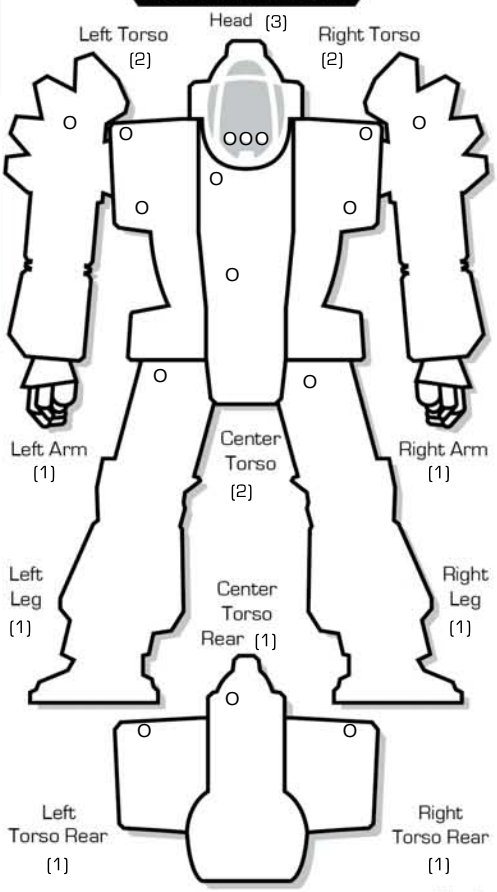
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 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 5
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. LRM 5
4. Roll Again
5. Roll Again
6. Roll Again

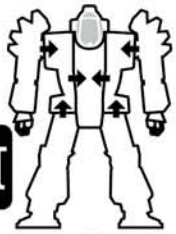
#### Right Torso
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

**1-3**
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

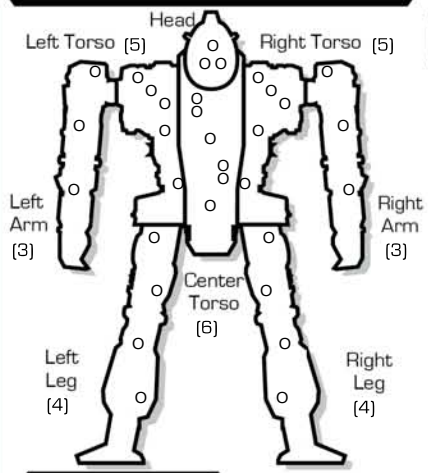
**4-6**
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. Ammo (LRM 5) 24

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



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

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Locust LCT-1S

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 20 |
| Walking: | 8 | **Tech Base:** | Inner Sphere (Intro) |
| Running: | 12 | **Era:** | Star League |
| Jumping: | 0 | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | CT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | SRM 2 | RA | 2 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | SRM 2 | LA | 2 | 2/Msl [M,C] | — | 3 | 6 | 9 |

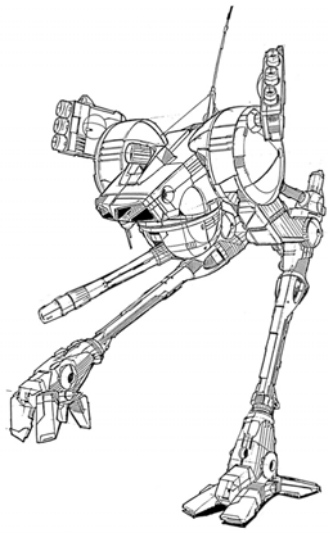
**Cost:** **BV:** 440

### WARRIOR DATA

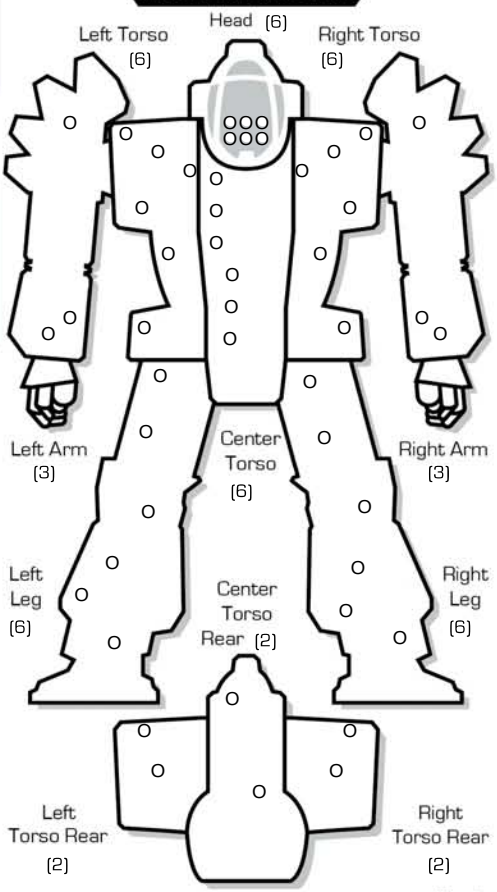
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 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 2

1-3: 4. Roll Again, 5. Roll Again, 6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again

4-6: 4. Roll Again, 5. Roll Again, 6. Roll Again

#### Left Torso

1. Roll Again
2. Roll Again
3. Roll Again

1-3: 4. Roll Again, 5. Roll Again, 6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again

4-6: 4. Roll Again, 5. Roll Again, 6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

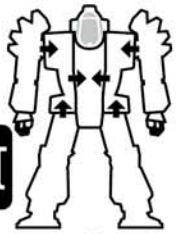
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine

1-3: 4. Gyro, 5. Gyro, 6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine

4-6: 4. Fusion Engine, 5. Medium Laser, 6. Ammo (SRM 2) 50

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. SRM 2

1-3: 4. Roll Again, 5. Roll Again, 6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again

4-6: 4. Roll Again, 5. Roll Again, 6. Roll Again

#### Right Torso

1. Roll Again
2. Roll Again
3. Roll Again

1-3: 4. Roll Again, 5. Roll Again, 6. Roll Again

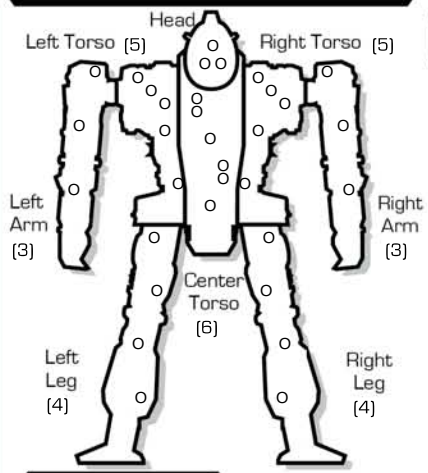
1. Roll Again
2. Roll Again
3. Roll Again

4-6: 4. Roll Again, 5. Roll Again, 6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### 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:** Locust LCT-1V

**Movement Points:**
- Walking: 8
- Running: 12
- Jumping: 0

**Tonnage:** 20
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | CT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Machine Gun | RA | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Machine Gun | LA | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |

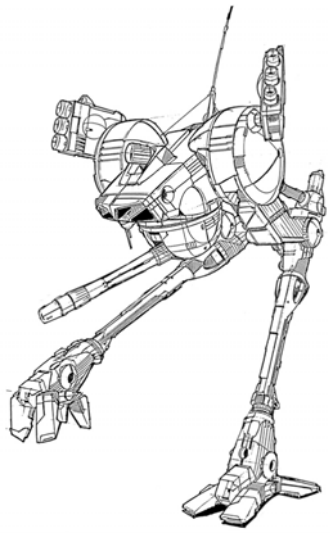
**Cost:** **BV:** 432

### WARRIOR DATA

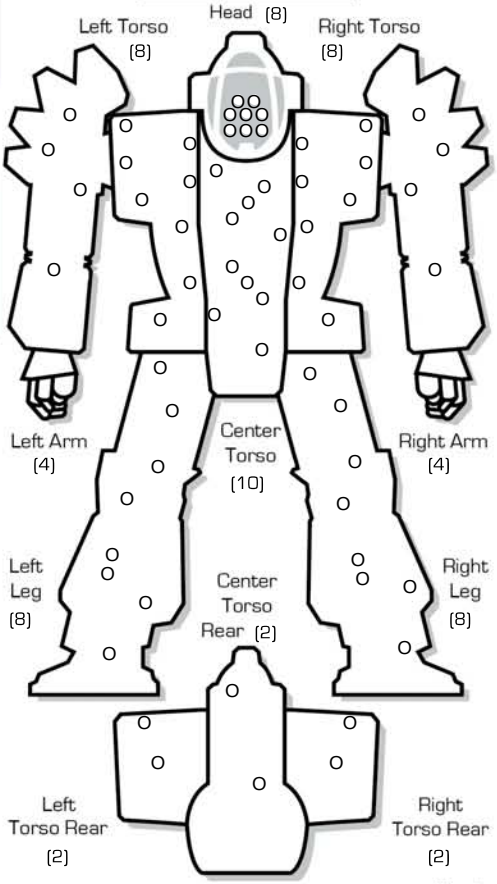
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

| | |
|---|---|
| 1-3 | 1. Shoulder |
| | 2. Upper Arm Actuator |
| | 3. Machine Gun |
| | 4. Roll Again |
| | 5. Roll Again |
| | 6. Roll Again |
| 4-6 | 1. Roll Again |
| | 2. Roll Again |
| | 3. Roll Again |
| | 4. Roll Again |
| | 5. Roll Again |
| | 6. Roll Again |

#### Left Torso

| | |
|---|---|
| 1-3 | 1. Roll Again |
| | 2. Roll Again |
| | 3. Roll Again |
| | 4. Roll Again |
| | 5. Roll Again |
| | 6. Roll Again |
| 4-6 | 1. Roll Again |
| | 2. Roll Again |
| | 3. Roll Again |
| | 4. Roll Again |
| | 5. Roll Again |
| | 6. Roll Again |

#### Left Leg

| | |
|---|---|
| 1. | Hip |
| 2. | Upper Leg Actuator |
| 3. | Lower Leg Actuator |
| 4. | Foot Actuator |
| 5. | Heat Sink |
| 6. | Heat Sink |

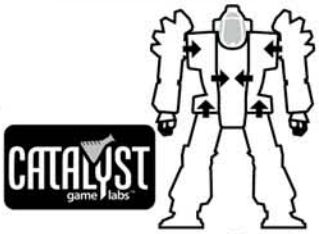
#### Head

| | |
|---|---|
| 1. | Life Support |
| 2. | Sensors |
| 3. | Cockpit |
| 4. | Roll Again |
| 5. | Sensors |
| 6. | Life Support |

#### Center Torso

| | |
|---|---|
| 1-3 | 1. Fusion Engine |
| | 2. Fusion Engine |
| | 3. Fusion Engine |
| | 4. Gyro |
| | 5. Gyro |
| | 6. Gyro |
| 4-6 | 1. Gyro |
| | 2. Fusion Engine |
| | 3. Fusion Engine |
| | 4. Fusion Engine |
| | 5. Medium Laser |
| | 6. Ammo (Machine Gun) 200 |

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. Machine Gun |
| | 4. Roll Again |
| | 5. Roll Again |
| | 6. Roll Again |
| 4-6 | 1. Roll Again |
| | 2. Roll Again |
| | 3. Roll Again |
| | 4. Roll Again |
| | 5. Roll Again |
| | 6. Roll Again |

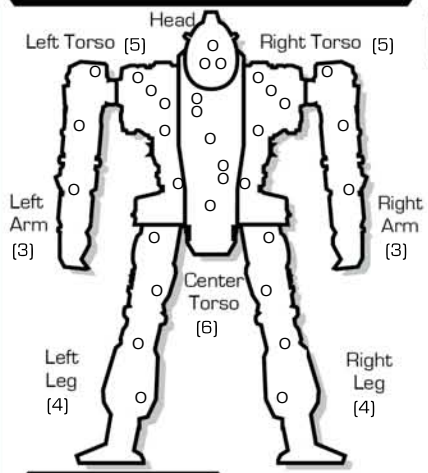
#### Right Torso

| | |
|---|---|
| 1-3 | 1. Roll Again |
| | 2. Roll Again |
| | 3. Roll Again |
| | 4. Roll Again |
| | 5. Roll Again |
| | 6. Roll Again |
| 4-6 | 1. Roll Again |
| | 2. Roll Again |
| | 3. Roll Again |
| | 4. Roll Again |
| | 5. Roll Again |
| | 6. Roll Again |

#### 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:** Locust LCT-3V

**Movement Points:**
- Walking: 8
- Running: 12
- Jumping: 0

**Tonnage:** 20
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | Medium Laser | CT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Machine Gun | RA | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Machine Gun | LA | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |

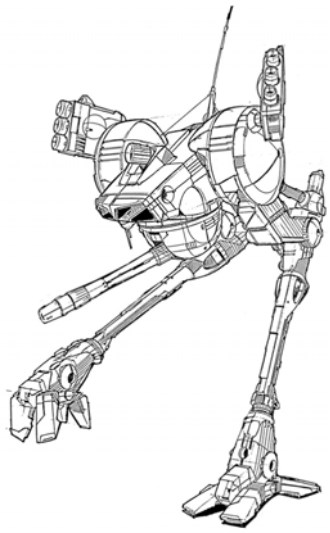
**Cost:** **BV:** 490

### WARRIOR DATA

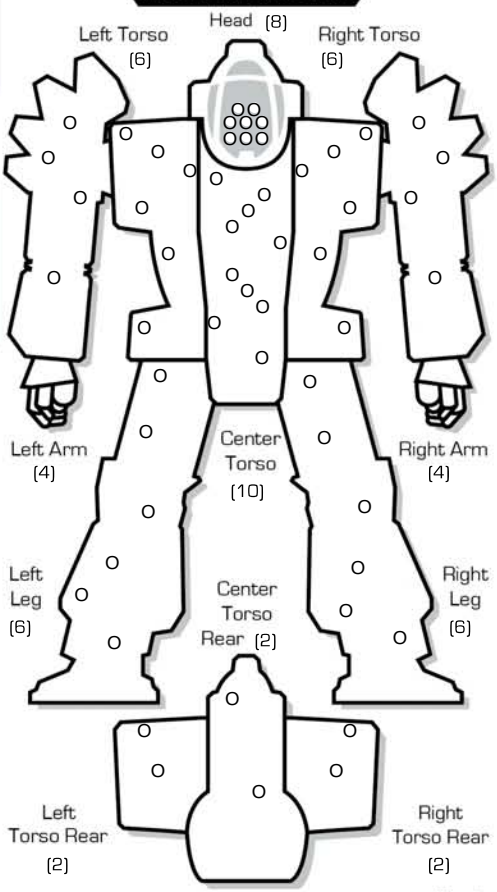
Name: _____

Gunnery Skill: ___ Piloting 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. Machine Gun
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso
1-3
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

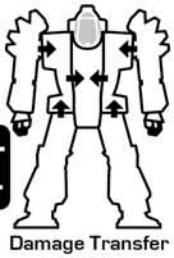
#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. Medium Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Machine Gun
4. Roll Again
5. Roll Again
6. Roll Again

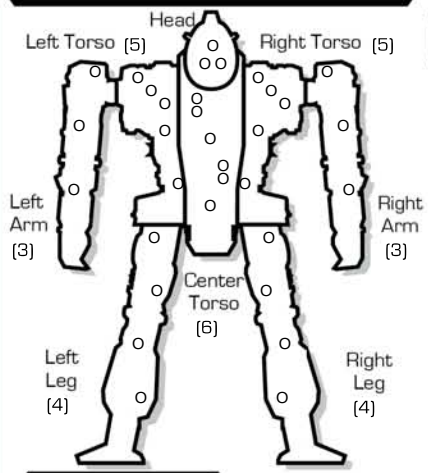
4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso
1-3
1. Ammo (Machine Gun) 100
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | 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:** Stinger STG-3G

**Movement Points:**
- Walking: 6
- Running: 9
- Jumping: 6

**Tonnage:** 20
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

**Cost:**
**BV:** 497

### WARRIOR DATA

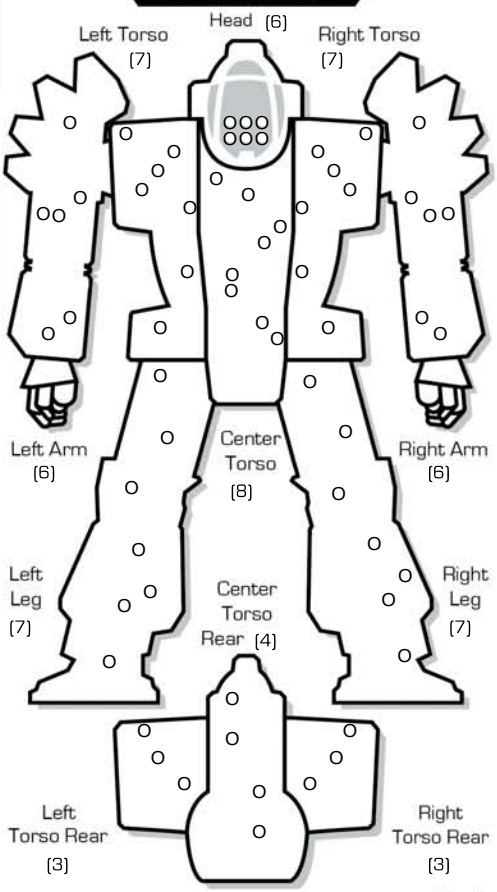
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

| | |
|---|---|
| 1-3 | 1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Hand Actuator<br>5. Medium Laser<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

#### Left Torso

| | |
|---|---|
| 1-3 | 1. Heat Sink<br>2. Jump Jet<br>3. Jump Jet<br>4. Jump Jet<br>5. Roll Again<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

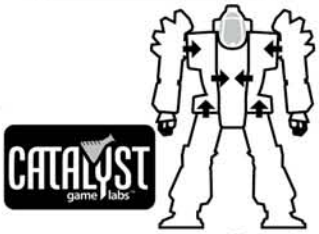
#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

| | |
|---|---|
| 1-3 | 1. Fusion Engine<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Gyro<br>5. Gyro<br>6. Gyro |
| 4-6 | 1. Gyro<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Fusion Engine<br>5. Roll Again<br>6. Roll Again |

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

| | |
|---|---|
| 1-3 | 1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Hand Actuator<br>5. Medium Laser<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

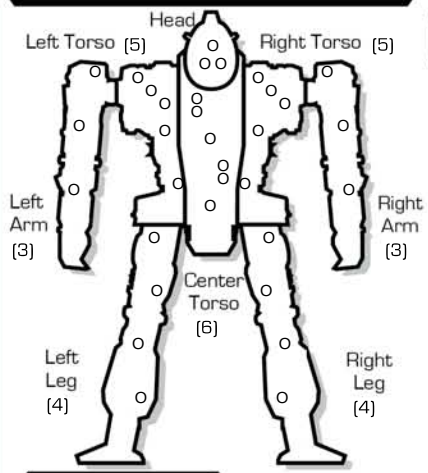
#### Right Torso

| | |
|---|---|
| 1-3 | 1. Heat Sink<br>2. Jump Jet<br>3. Jump Jet<br>4. Jump Jet<br>5. Roll Again<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 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:** Stinger STG-3R

**Movement Points:**
- Walking: 6
- Running: 9
- Jumping: 6

**Tonnage:** 20
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Machine Gun | RA | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Machine Gun | LA | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |

**Cost:** **BV:** 359

### WARRIOR DATA

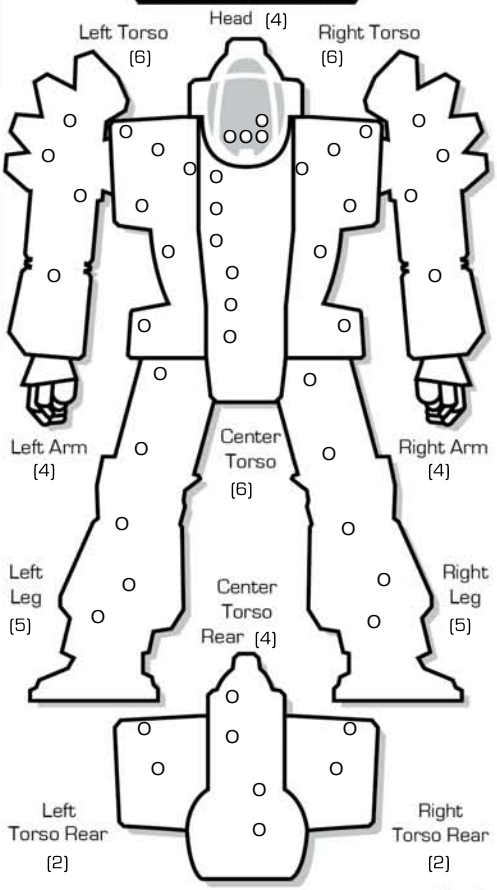
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

| | |
|---|---|
| 1-3 | 1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Hand Actuator<br>5. Machine Gun<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

#### Left Torso

| | |
|---|---|
| 1-3 | 1. Heat Sink<br>2. Heat Sink<br>3. Heat Sink<br>4. Jump Jet<br>5. Jump Jet<br>6. Jump Jet |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

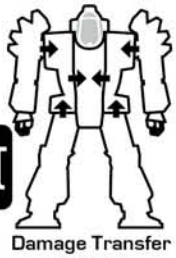
#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

| | |
|---|---|
| 1-3 | 1. Fusion Engine<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Gyro<br>5. Gyro<br>6. Gyro |
| 4-6 | 1. Gyro<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Fusion Engine<br>5. Ammo (Machine Gun) 200<br>6. Roll Again |

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

| | |
|---|---|
| 1-3 | 1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Hand Actuator<br>5. Medium Laser<br>6. Machine Gun |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

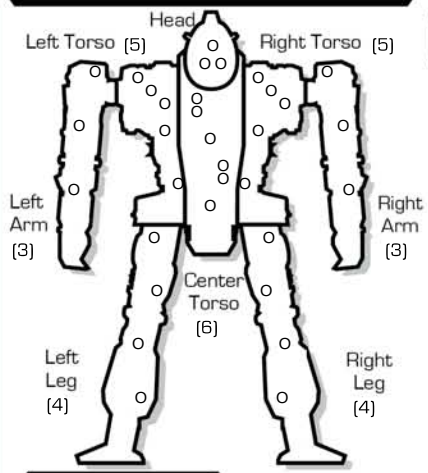
#### Right Torso

| | |
|---|---|
| 1-3 | 1. Heat Sink<br>2. Heat Sink<br>3. Heat Sink<br>4. Jump Jet<br>5. Jump Jet<br>6. Jump Jet |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | 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

(Primitive)

### 'MECH DATA

**Type:** Wasp WSP-1

| Movement Points: | | | |
|---|---|---|---|
| Walking: | 5 | Tonnage: | 20 |
| Running: | 8 | Tech Base: | Inner Sphere |
| Jumping: | 5 | Era: | Star League |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |

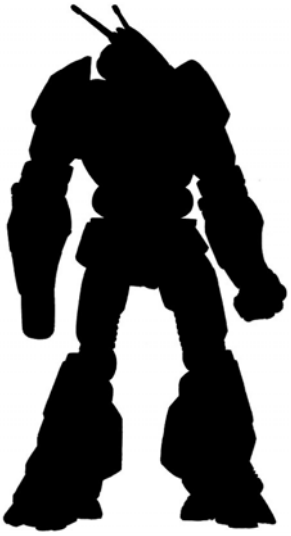
**Cost:** **BV:** 314

### WARRIOR DATA

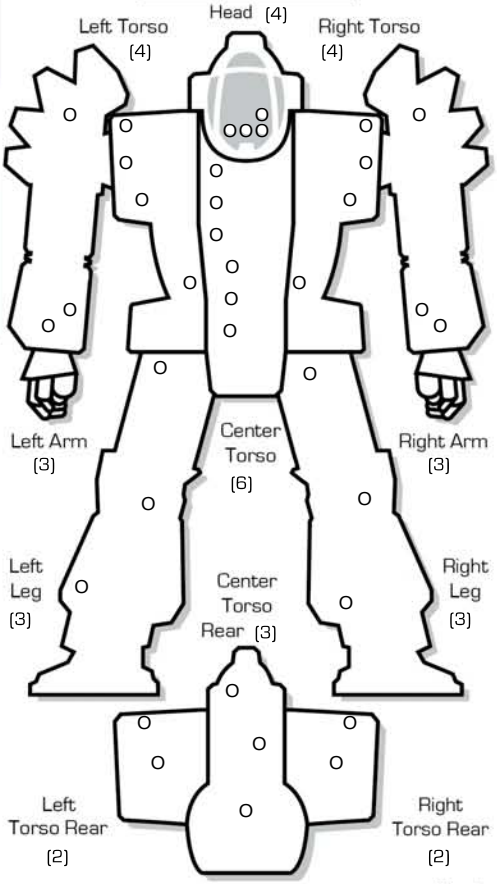
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
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. Heat Sink
2. Heat Sink
3. Heat Sink
4. Jump Jet
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### 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. Primitive Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

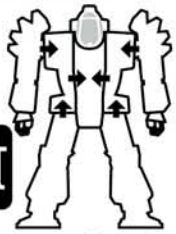
1. Primitive Fusion Engine
2. Primitive Fusion Engine
3. Primitive Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Primitive Fusion Engine
3. Primitive Fusion Engine
4. Primitive 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. Medium Laser
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Torso

1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Jump Jet
5. Roll Again
6. Roll Again

1-3

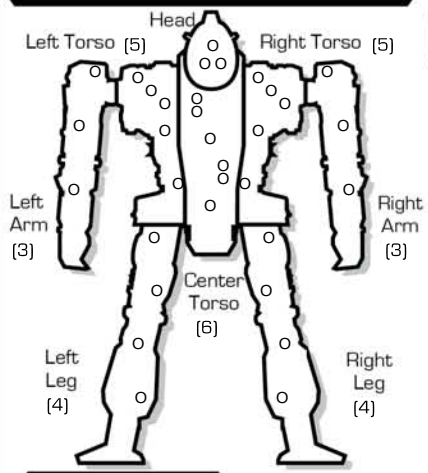
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 10 (10) Single |
|---|---|---|
| 30 | Shutdown | O |
| 28 | Ammo Exp. avoid on 8+ | O |
| 26 | Shutdown, avoid on 10+ | O |
| 25 | -5 Movement Points | O |
| 24 | +4 Modifier to Fire | O |
| 23 | Ammo Exp. avoid on 6+ | O |
| 22 | Shutdown, avoid on 8+ | O |
| 20 | -4 Movement Points | O |
| 19 | Ammo Exp. avoid on 4+ | O |
| 18 | Shutdown, avoid on 6+ | O |
| 17 | +3 Modifier to Fire | O |
| 15 | -3 Movement Points | O |
| 14 | Shutdown, avoid on 4+ | O |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

**Heat Scale**

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Wasp WSP-1A

**Movement Points:**
Walking: 6
Running: 9
Jumping: 6

**Tonnage:** 20
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | SRM 2 | LL | 2 | 2/Msl [M,C] | — | 3 | 6 | 9 |

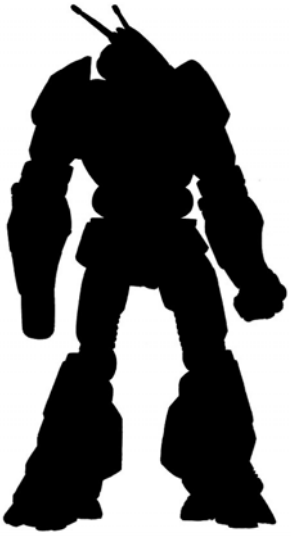
**Cost:** **BV:** 384

### WARRIOR DATA

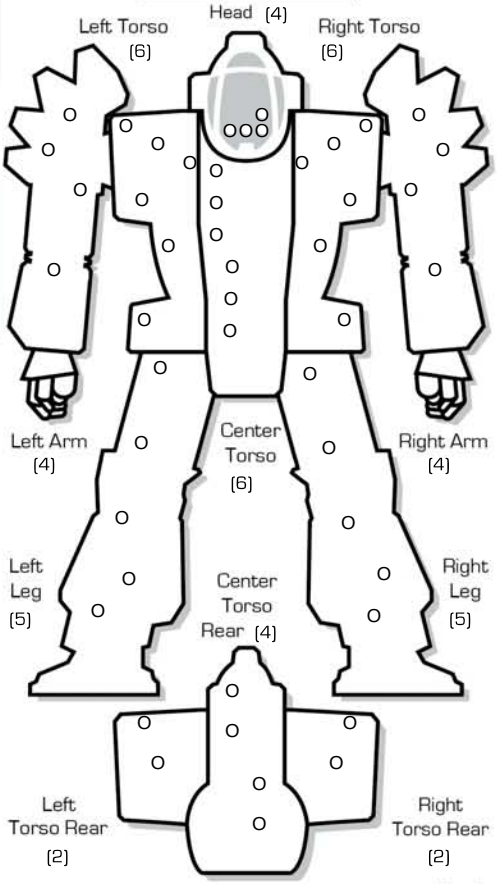
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

| | |
|---|---|
| 1-3 | 1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Hand Actuator<br>5. Roll Again<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

#### Left Torso

| | |
|---|---|
| 1-3 | 1. Heat Sink<br>2. Heat Sink<br>3. Heat Sink<br>4. Jump Jet<br>5. Ammo (SRM 2) 50<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. SRM 2

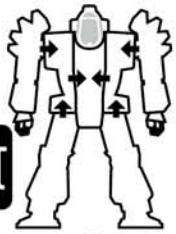
#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

| | |
|---|---|
| 1-3 | 1. Fusion Engine<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Gyro<br>5. Gyro<br>6. Gyro |
| 4-6 | 1. Gyro<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Fusion Engine<br>5. Jump Jet<br>6. Jump Jet |

Engine Hits OOO
Gyro Hits OO
Sensor Hits OO
Life Support O



Damage Transfer Diagram

#### Right Arm

| | |
|---|---|
| 1-3 | 1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Hand Actuator<br>5. Medium Laser<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

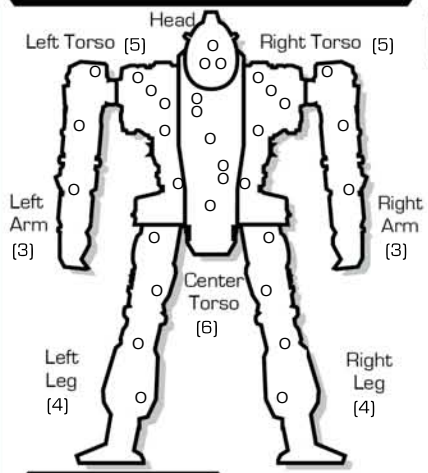
#### Right Torso

| | |
|---|---|
| 1-3 | 1. Heat Sink<br>2. Heat Sink<br>3. Heat Sink<br>4. Jump Jet<br>5. Roll Again<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | 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:** Wasp WSP-1D

**Movement Points:**
- Walking: 6
- Running: 9
- Jumping: 6

**Tonnage:** 20
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | Small Laser | LT | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Flamer | LL | 3 | 2 [DE,H,AI] | — | 1 | 2 | 3 |

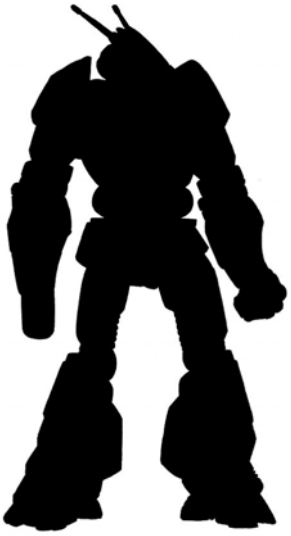
**Cost:** **BV:** 403

### WARRIOR DATA

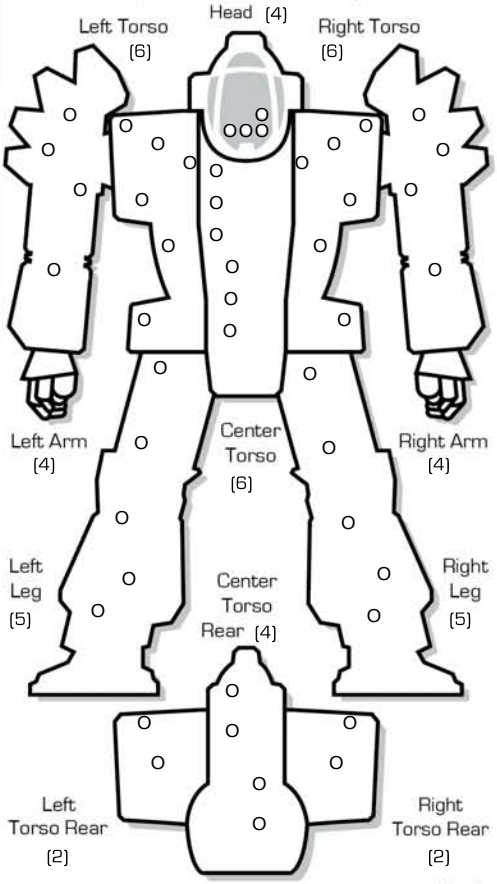
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

| | |
|---|---|
| 1-3 | 1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Hand Actuator<br>5. Roll Again<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

#### Left Torso

| | |
|---|---|
| 1-3 | 1. Heat Sink<br>2. Jump Jet<br>3. Small Laser<br>4. Small Laser<br>5. Roll Again<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Flamer

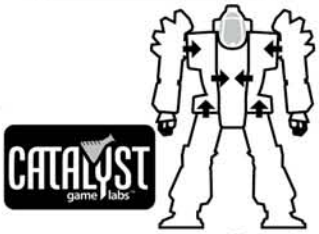
#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

| | |
|---|---|
| 1-3 | 1. Fusion Engine<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Gyro<br>5. Gyro<br>6. Gyro |
| 4-6 | 1. Gyro<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Fusion Engine<br>5. Jump Jet<br>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<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Hand Actuator<br>5. Medium Laser<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

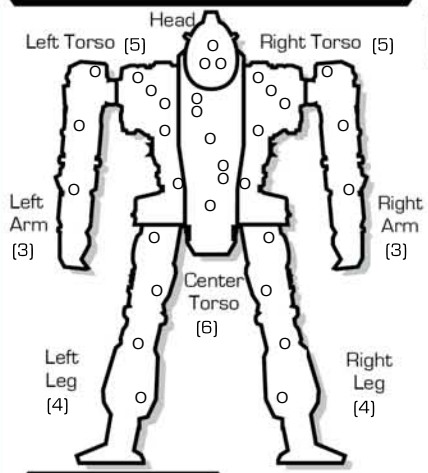
#### Right Torso

| | |
|---|---|
| 1-3 | 1. Heat Sink<br>2. Heat Sink<br>3. Heat Sink<br>4. Heat Sink<br>5. Heat Sink<br>6. Jump Jet |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 10 (10) Single |
|---|---|---|
| 30 | Shutdown | O |
| 28 | Ammo Exp. avoid on 8+ | O |
| 26 | Shutdown, avoid on 10+ | O |
| 25 | -5 Movement Points | O |
| 24 | +4 Modifier to Fire | O |
| 23 | Ammo Exp. avoid on 6+ | O |
| 22 | Shutdown, avoid on 8+ | O |
| 20 | -4 Movement Points | O |
| 19 | Ammo Exp. avoid on 4+ | O |
| 18 | Shutdown, avoid on 6+ | O |
| 17 | +3 Modifier to Fire | O |
| 15 | -3 Movement Points | O |
| 14 | Shutdown, avoid on 4+ | O |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

**Heat Scale**

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Wasp WSP-1K

**Movement Points:**
- Walking: 6
- Running: 9
- Jumping: 6

**Tonnage:** 20
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Machine Gun | LT | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |

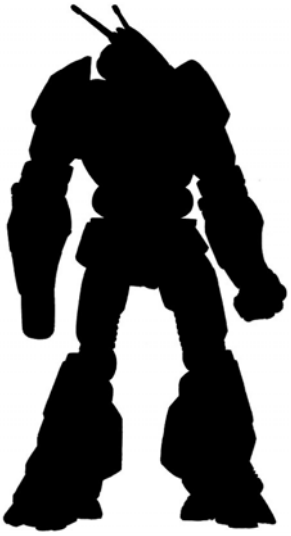
**Cost:** **BV:** 376

### WARRIOR DATA

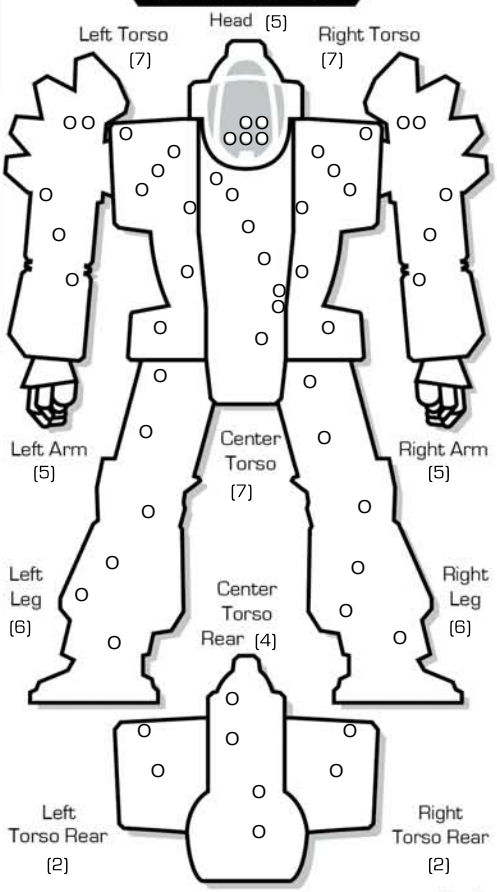
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 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

4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso
1. Heat Sink
2. Heat Sink
3. Jump Jet
4. Machine Gun
5. Ammo (Machine Gun) 200
6. Roll Again

4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

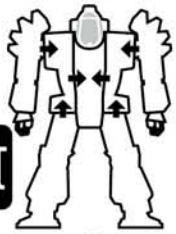
#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Jump Jet

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso
1-3:
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Jump Jet

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



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Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

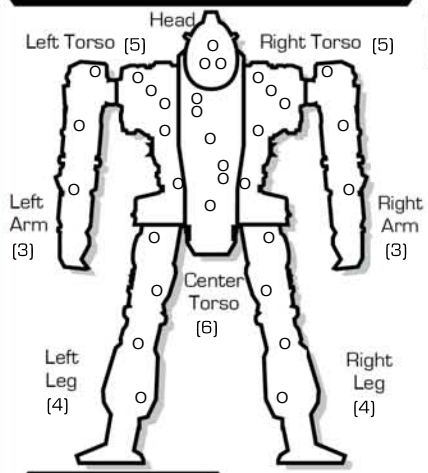
4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso
1. Heat Sink
2. Heat Sink
3. Jump Jet
4. Roll Again
5. Roll Again
6. Roll Again

4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Jump Jet

### INTERNAL STRUCTURE DIAGRAM




### HEAT 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:** Wasp WSP-1L

**Movement Points:**
- Walking: 6
- Running: 9
- Jumping: 6

**Tonnage:** 20
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | SRM 4 | RA | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |

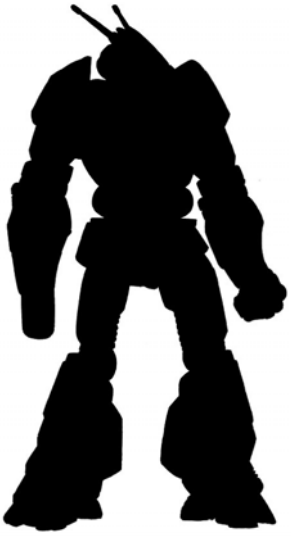
**Cost:** **BV:** 335

### WARRIOR DATA

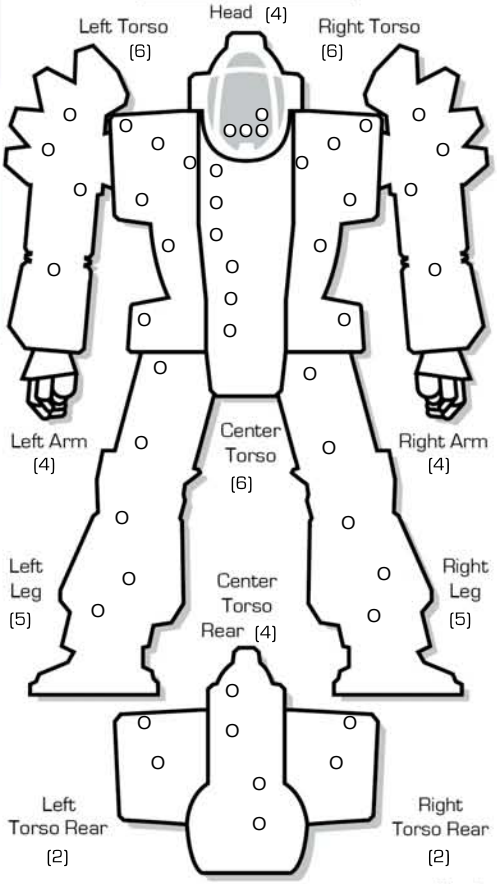
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

| | |
|---|---|
| 1-3 | 1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Hand Actuator<br>5. Roll Again<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

#### Left Torso

| | |
|---|---|
| 1-3 | 1. Heat Sink<br>2. Heat Sink<br>3. Jump Jet<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Jump Jet

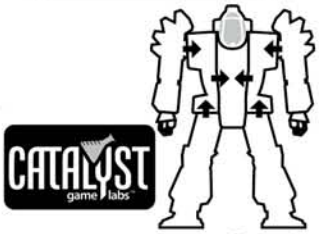
#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

| | |
|---|---|
| 1-3 | 1. Fusion Engine<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Gyro<br>5. Gyro<br>6. Gyro |
| 4-6 | 1. Gyro<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Fusion Engine<br>5. Jump Jet<br>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<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. SRM 4<br>5. Roll Again<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

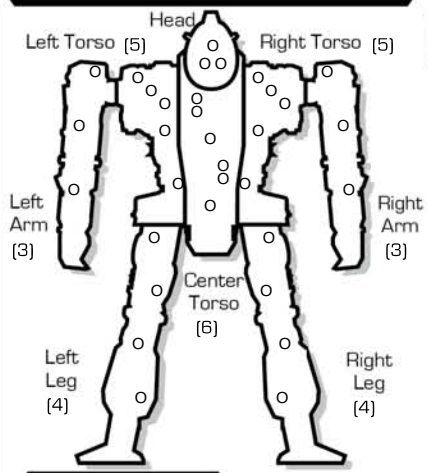
#### Right Torso

| | |
|---|---|
| 1-3 | 1. Heat Sink<br>2. Heat Sink<br>3. Jump Jet<br>4. Ammo (SRM 4) 25<br>5. Roll Again<br>6. Roll Again |
| 4-6 | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again |

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
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:** Wasp WSP-1W

| Movement Points: | | Tonnage: | 20 |
|---|---|---|---|
| Walking: | 6 | Tech Base: | Inner Sphere (Intro) |
| Running: | 9 | Era: | Succession Wars |
| Jumping: | 6 | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | Small Laser | RT | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 2 | Small Laser | LT | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 2 | Small Laser | RA | 1 | 3 [DE] | — | 1 | 2 | 3 |

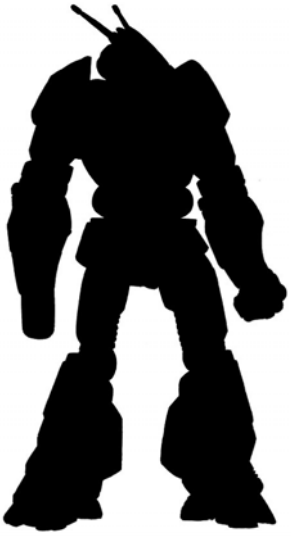
**Cost:** **BV:** 373

### WARRIOR DATA

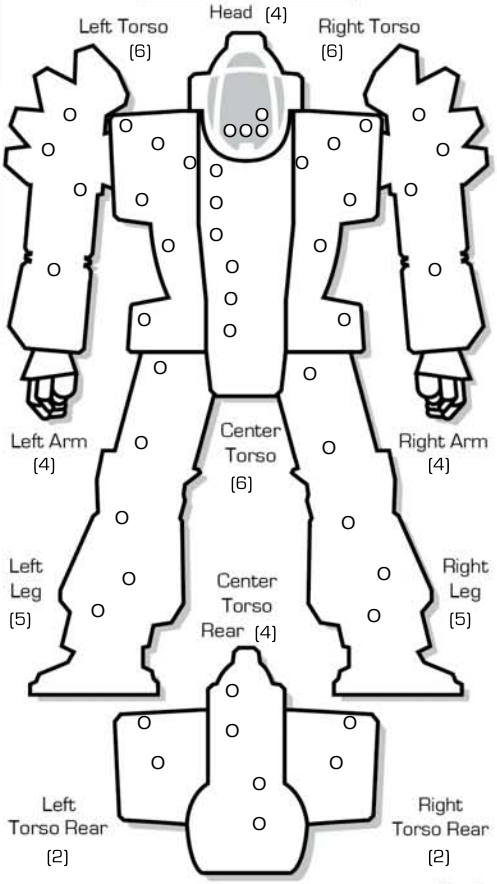
Name: _____

Gunnery Skill: ___ Piloting 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. Heat Sink
2. Heat Sink
3. Jump Jet
4. Small Laser
5. Small Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Jump Jet

#### Head

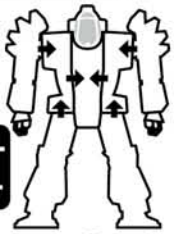
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. 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. Small Laser
5. Small 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

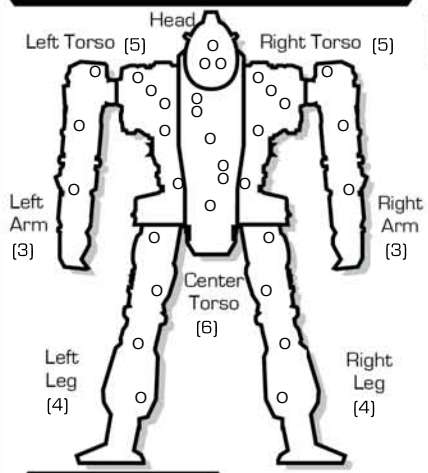
1-3
1. Heat Sink
2. Heat Sink
3. Jump Jet
4. Small Laser
5. Small Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
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:** Valkyrie VLK-QA

**Movement Points:**
- Walking: 5
- Running: 8
- Jumping: 5

**Tonnage:** 30
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | LRM 10 | LT | 4 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |

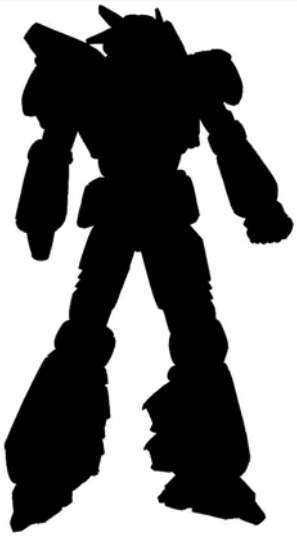
**Cost:** **BV:** 723

### WARRIOR DATA

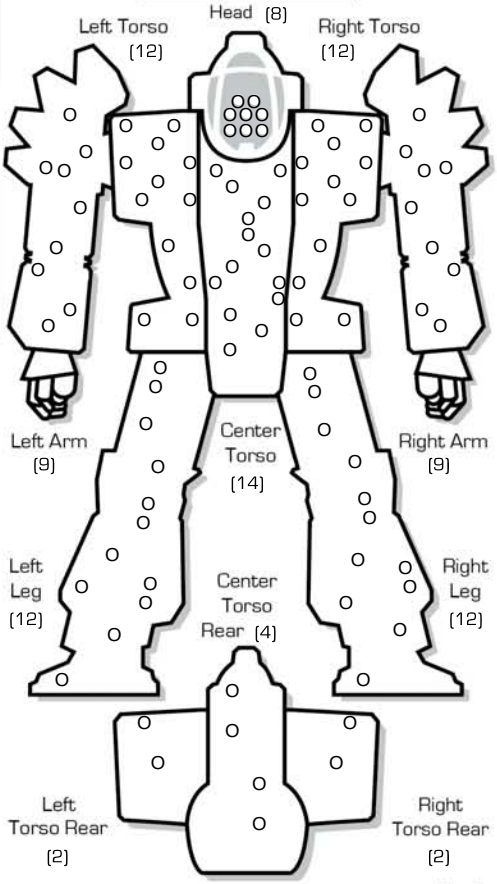
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

#### Left Torso
1. Heat Sink
2. Heat Sink
3. LRM 10
4. LRM 10
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. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. Roll Again
6. Roll Again

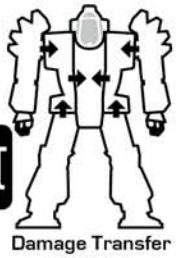
#### Right Torso
1. Heat Sink
2. Heat Sink
3. Ammo (LRM 10) 12
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

| | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| 1-3 | Roll Again | Roll Again | Roll Again | Roll Again | Roll Again | Roll Again |
| 4-6 | Roll Again | Roll Again | Roll Again | Roll Again | Roll Again | Roll Again |

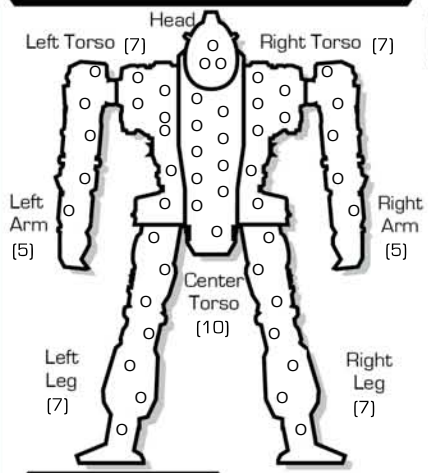
| | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| 1-3 | Gyro | Fusion Engine | Fusion Engine | Fusion Engine | Heat Sink | Jump Jet |
| 4-6 | Roll Again | Roll Again | Roll Again | Roll Again | Roll Again | Roll Again |

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



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 (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:** Valkyrie VLK-QF

**Movement Points:**
Walking: 5
Running: 8
Jumping: 5

**Tonnage:** 30
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | LRM 10 | LT | 4 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Flamer | RA | 3 | 2 [DE,H,AI] | — | 1 | 2 | 3 |

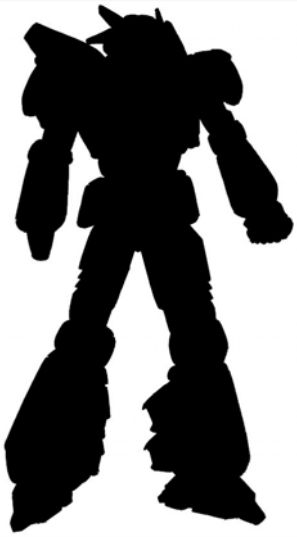
**Cost:** **BV:** 653

### WARRIOR DATA

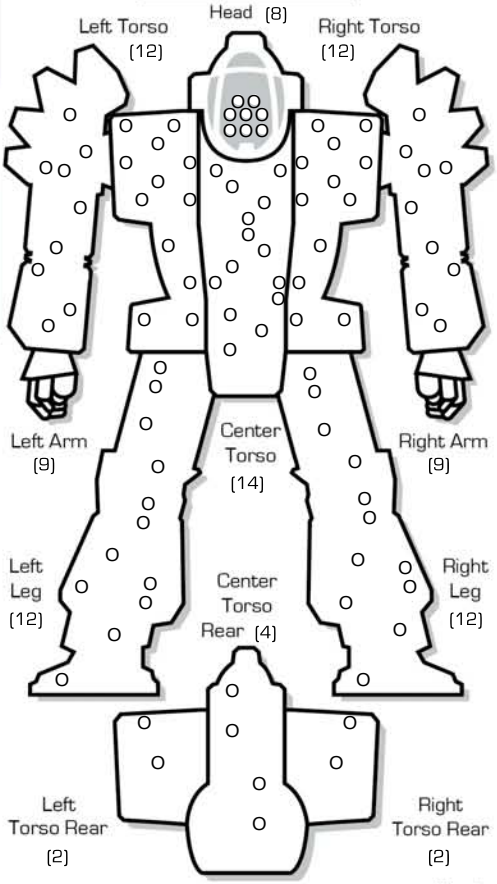
Name: _____

Gunnery Skill: ___ Piloting 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. Heat Sink
2. Heat Sink
3. LRM 10
4. LRM 10
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

#### Head

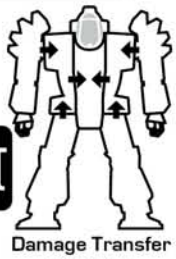
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. 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. Flamer
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

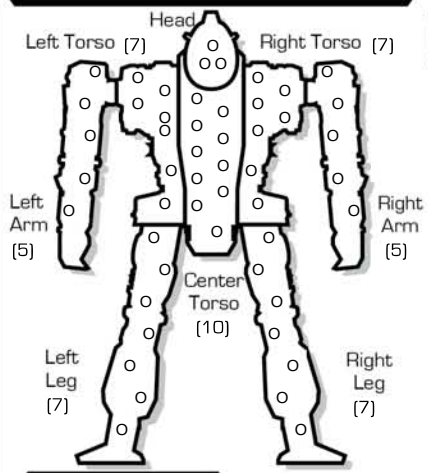
1-3
1. Heat Sink
2. Heat Sink
3. Ammo (LRM 10) 12
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | -5 Movement Points |
| 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 (11) Single
O O
O
O
O
O
O
O
O
O
O
O

Heat Scale
Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Ostscout OTT-7J

**Movement Points:**
Walking: 8
Running: 12
Jumping: 8

**Tonnage:** 35
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | CT | 3 | 5 [DE] | — | 3 | 6 | 9 |

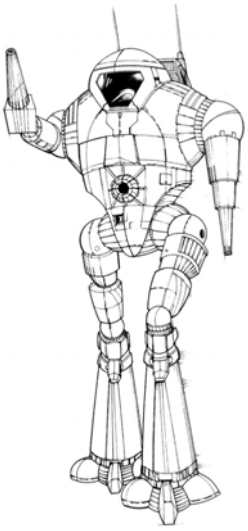
**Cost:** **BV:** 596

### WARRIOR DATA

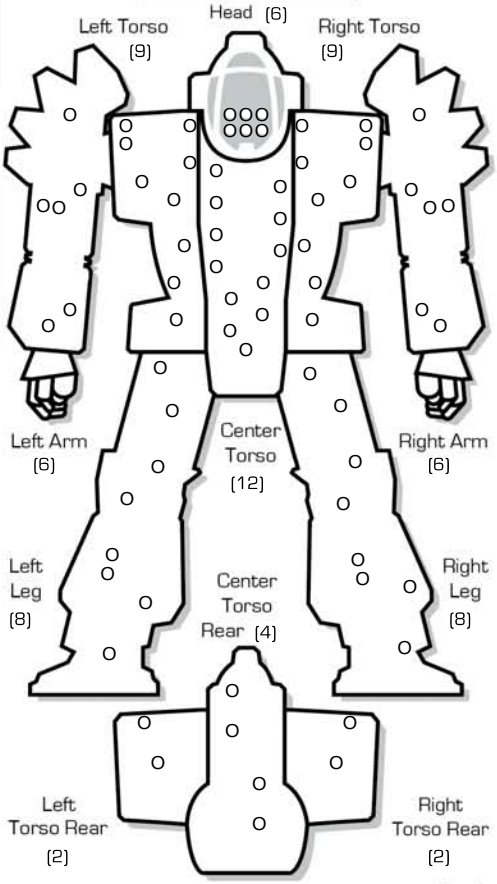
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Left Torso**

1-3
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Jump Jet
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Left Leg**

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

**Head**

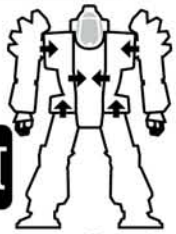
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

**Center Torso**

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

**Right Arm**

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. 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**

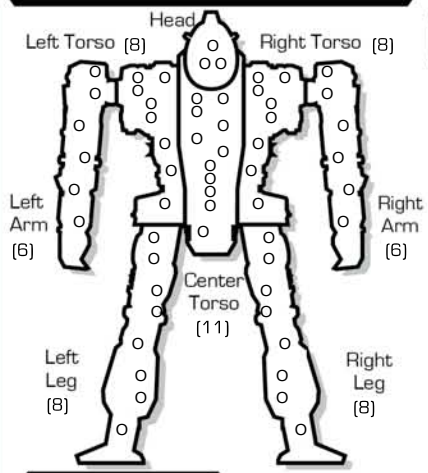
1-3
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Jump Jet
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Leg**

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | 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:** Phoenix Hawk PXH-1

**Movement Points:**
- Walking: 6
- Running: 9
- Jumping: 6

**Tonnage:** 45
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Large Laser | RA | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Machine Gun | RA | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Machine Gun | LA | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

**Cost:**
**BV:** 1,041

### WARRIOR DATA

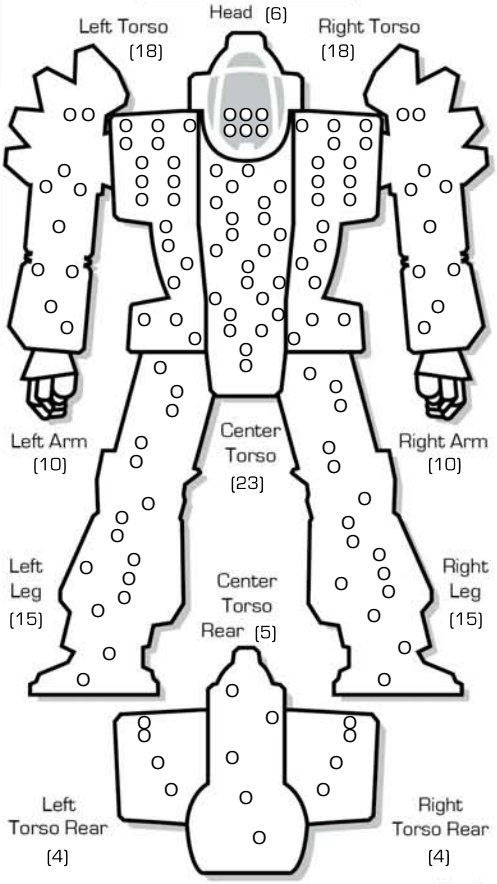
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Machine Gun

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. Jump Jet
2. Jump Jet
3. Jump Jet
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

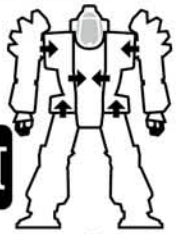
**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

**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. Ammo (Machine Gun) 200
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. Large Laser
6. Large Laser

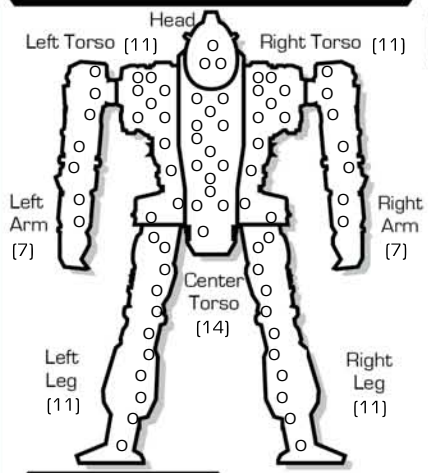
1-3
4-6
1. Medium Laser
2. Machine Gun
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Torso**
1. Jump Jet
2. Jump Jet
3. Jump Jet
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 (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:** Phoenix Hawk PXH-1D

**Movement Points:**
Walking: 6
Running: 9
Jumping: 6

**Tonnage:** 45
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Large Laser | RA | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

**Cost:** **BV:** 1,083

### WARRIOR DATA

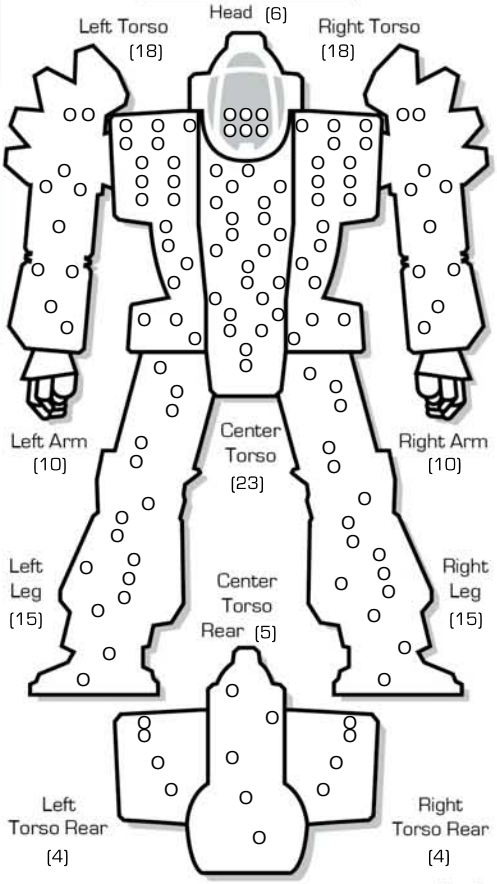
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Left Torso**
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Roll Again
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

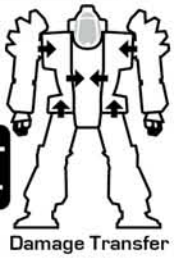
**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. 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. Large Laser
6. Large Laser

1-3

1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Right Torso**
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Roll Again
5. Roll Again
6. Roll Again

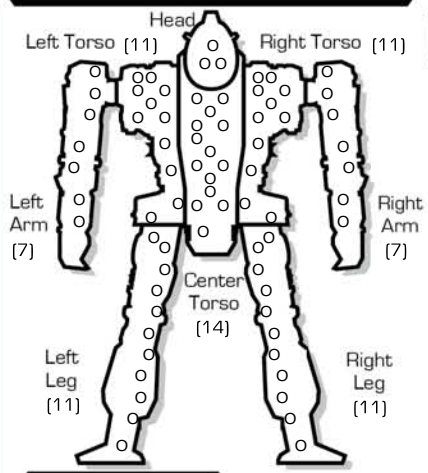
1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. 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 |
|---|---|
| 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: 12 (12) Single
O O
O O
O
O
O
O
O
O
O
O
O

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Phoenix Hawk PXH-1K

**Movement Points:**
Walking: 6
Running: 9
Jumping: 0

**Tonnage:** 45
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Small Laser | CT | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | Large Laser | RA | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

**Cost:**

**BV:** 1,073

### WARRIOR DATA

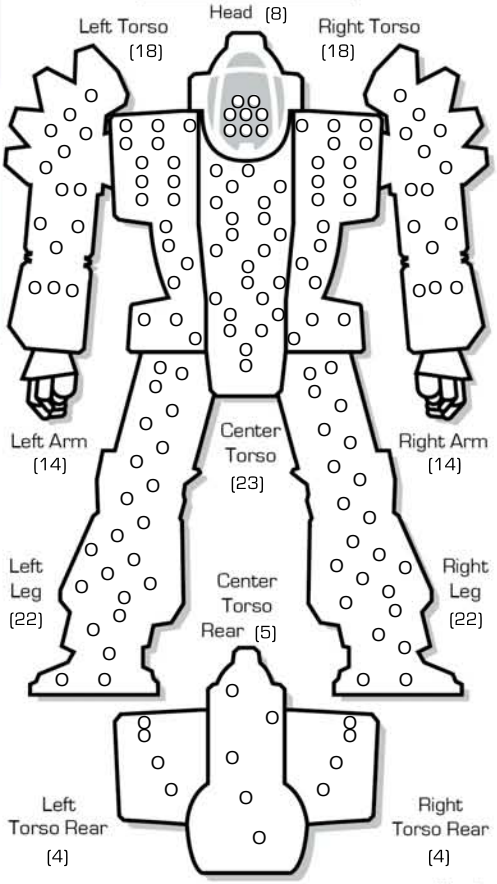
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Left Torso**
1. Roll Again
2. Roll Again
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. Heat Sink
6. Roll Again

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

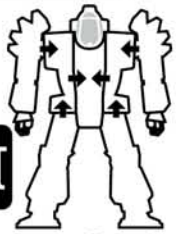
**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. Small 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. Large Laser
6. Large Laser

1-3

1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Right Torso**
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

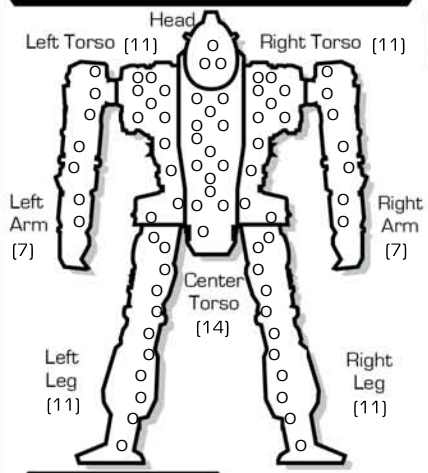
1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**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 |
|---|---|
| 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: 13 (13) Single
O O
O O
O O
O
O
O
O
O
O
O

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Griffin GRF-1E "Sparky"

**Movement Points:**
Walking: 5
Running: 8
Jumping: 5

Tonnage: 55
Tech Base: Inner Sphere (Intro)
Era: Succession Wars

**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 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | PPC | RA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |
| 2 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

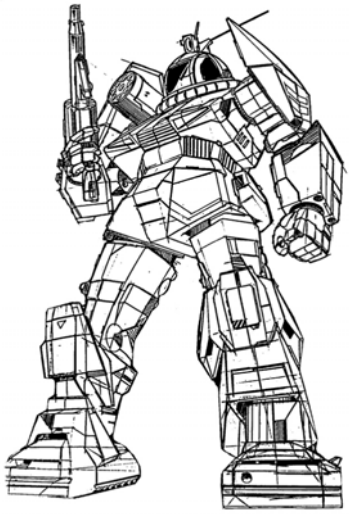
Cost: BV: 1,449

### WARRIOR DATA

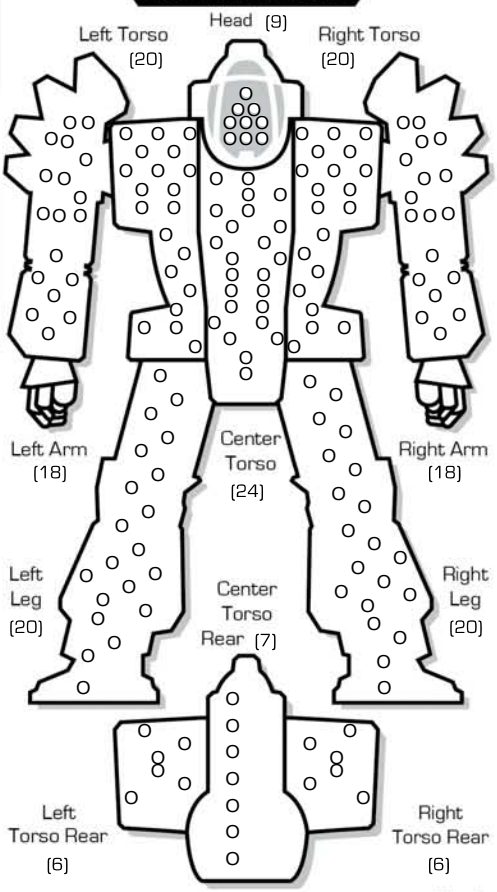
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. 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. Jump Jet
2. Jump Jet
3. 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

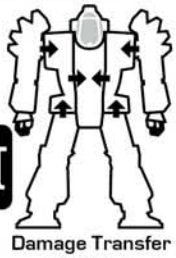
**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3
4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. Jump Jet

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

**Right Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. PPC
6. PPC

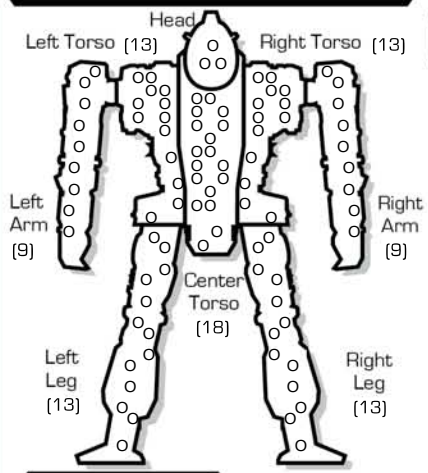
1-3
4-6
1. PPC
2. Medium Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Torso**
1. Jump Jet
2. Jump Jet
3. 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

**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 (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:** Griffin GRF-1N

**Movement Points:**
- Walking: 5
- Running: 8
- Jumping: 5

**Tonnage:** 55
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | LRM 10 | RT | 4 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | PPC | RA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |

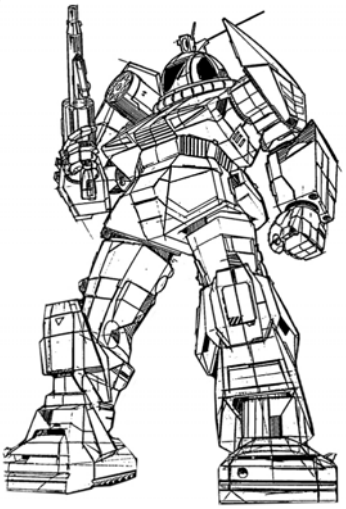
**Cost:** **BV:** 1,272

### WARRIOR DATA

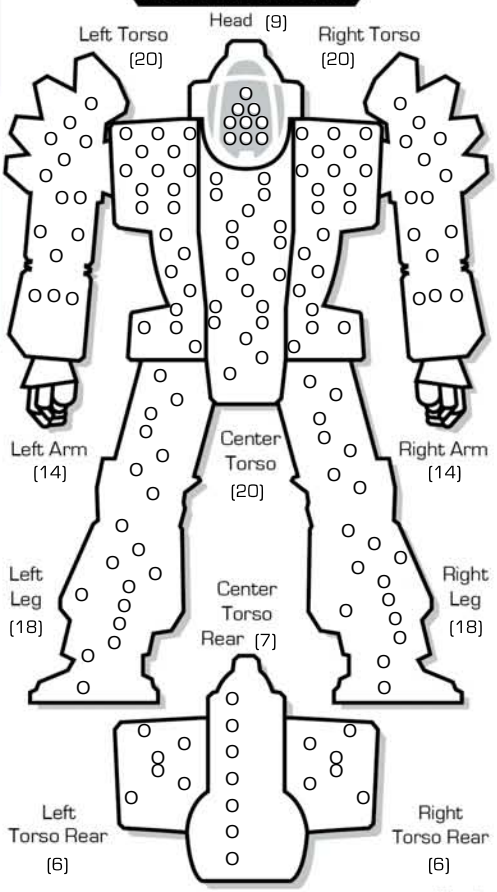
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
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. Jump Jet
2. Jump Jet
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

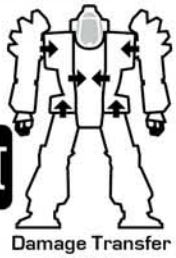
#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. 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. PPC
6. PPC

1-3

1. PPC
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Torso
1. Jump Jet
2. Jump Jet
3. LRM 10
4. LRM 10
5. Ammo (LRM 10) 12
6. Ammo (LRM 10) 12

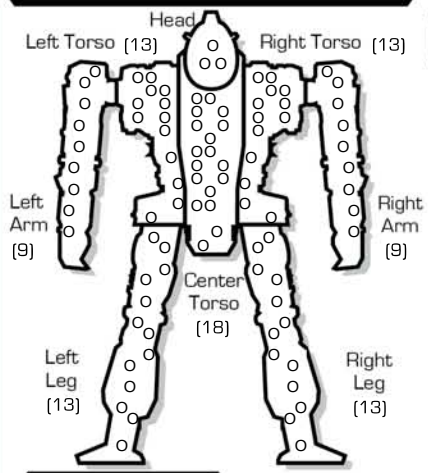
1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | -5 Movement Points |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 20 | -4 Movement Points |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | -3 Movement Points |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | -2 Movement Points |
| 8 | +1 Modifier to Fire |
| 5 | -1 Movement Points |

Heat Sinks: 12 (12) Single
O O
O O
O
O
O
O
O
O
O
O
O

Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Griffin GRF-1S

**Movement Points:**
- Walking: 5
- Running: 8
- Jumping: 5

**Tonnage:** 55
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | LRM 5 | LT | 2 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Large Laser | RA | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 2 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |

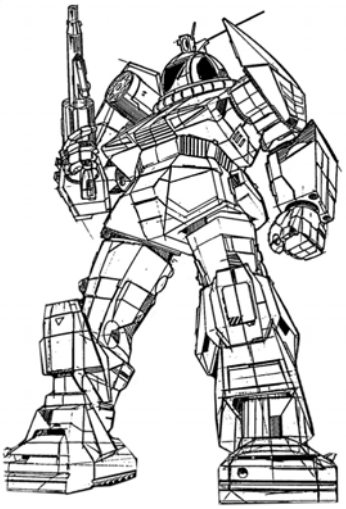
**Cost:** **BV:** 1,253

### WARRIOR DATA

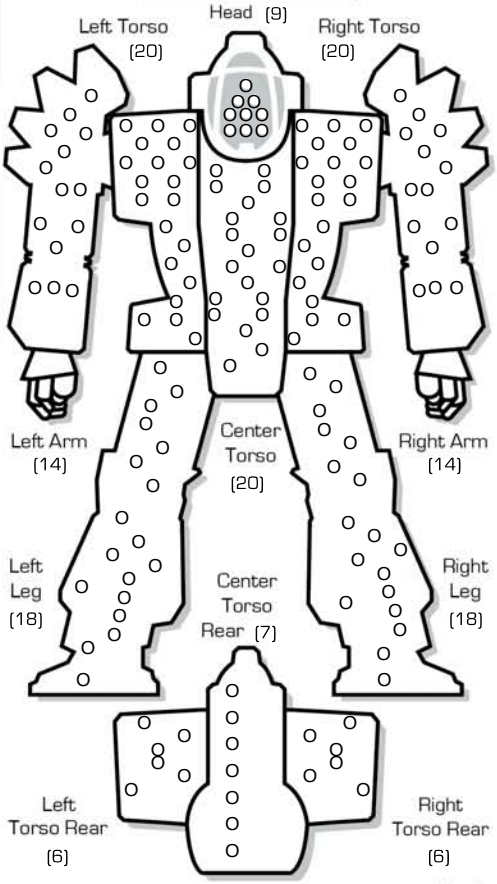
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 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. Jump Jet
2. Jump Jet
3. LRM 5
4. Roll Again
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

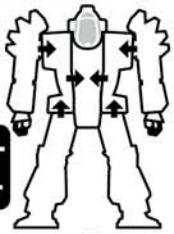
#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. 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. Large Laser
6. Large Laser

1-3

1. Medium Laser
2. Medium Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Torso
1. Jump Jet
2. Jump Jet
3. Ammo (LRM 5) 24
4. Roll Again
5. Roll Again
6. Roll Again

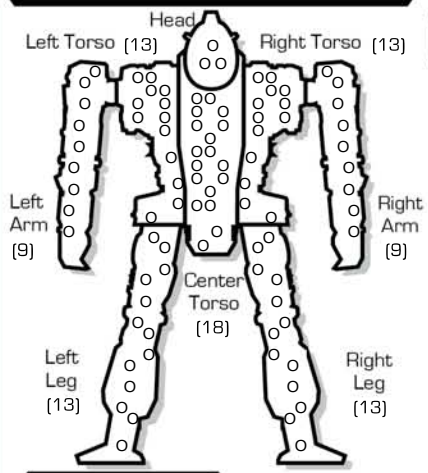
1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. 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: 16 (16) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O |
| 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:** Scorpion SCP-1N

**Movement Points:**
- Walking: 6
- Running: 9
- Jumping: 0

**Tonnage:** 55
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | PPC | RT | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | SRM 6 | RT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |

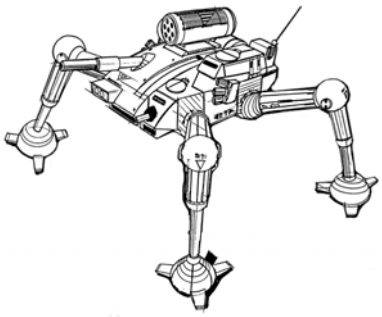
**Cost:**
**BV:** 1,019

### WARRIOR DATA

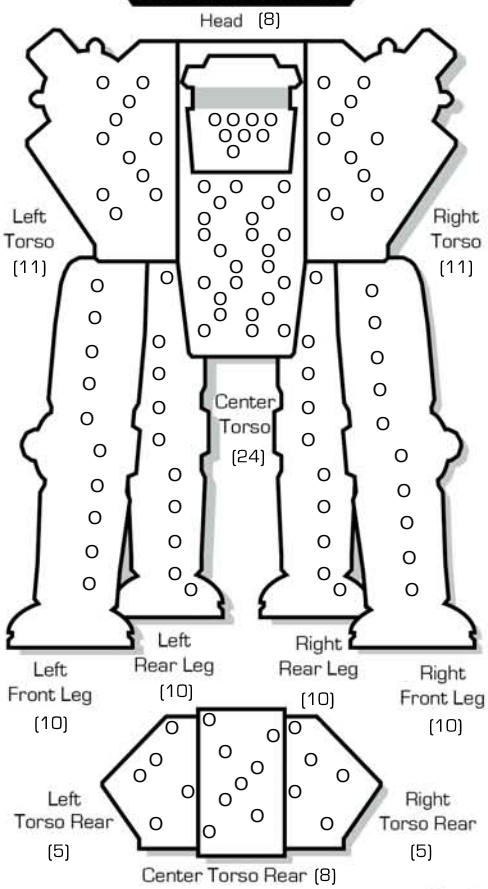
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**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. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

**Right Front Leg**
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Roll Again
6. Roll Again

**Left Torso**

1-3
1. Ammo (SRM 6) 15
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Torso**

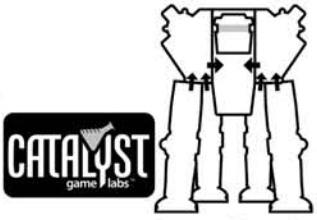
1-3
1. PPC
2. PPC
3. PPC
4. SRM 6
5. SRM 6
6. Roll Again

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

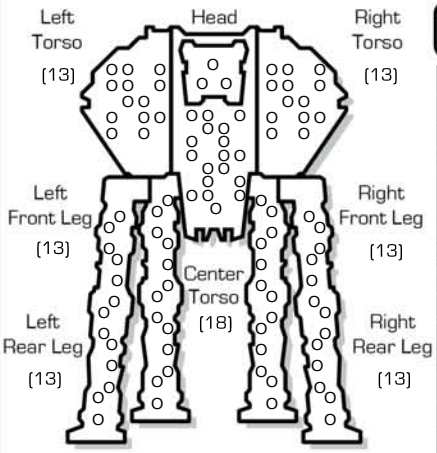
**Left Rear Leg**
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Roll Again
6. Roll Again

**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:** Scorpion SCP-1N (Wednall)

**Movement Points:**
- Walking: 6
- Running: 9
- Jumping: 0

**Tonnage:** 55
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Large Laser | RT | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | SRM 6 | RT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |

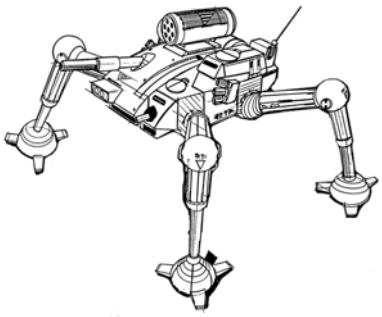
**Cost:**
**BV:** 1,043

### WARRIOR DATA

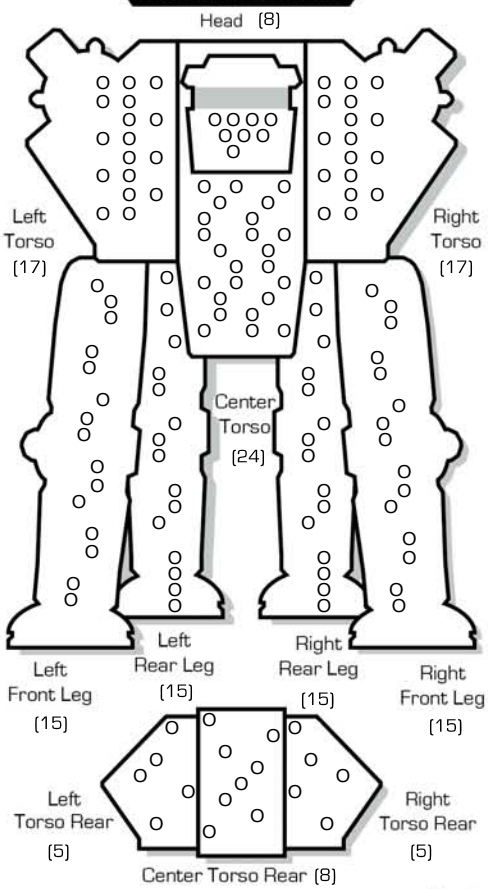
Name: _____

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. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

**Right Front Leg**
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Roll Again
6. Roll Again

**Left Torso**

1-3
1. Ammo (SRM 6) 15
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Torso**

1-3
1. Large Laser
2. Large Laser
3. SRM 6
4. SRM 6
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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

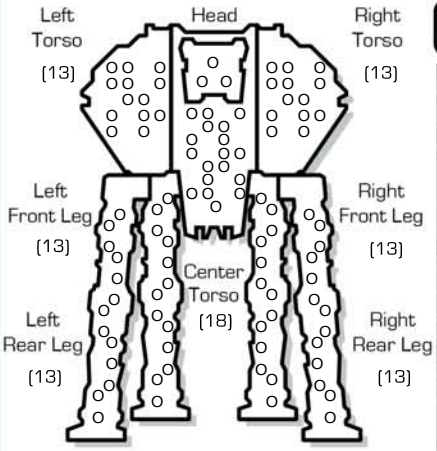
**Left Rear Leg**
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Roll Again
6. Roll Again

**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

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Shadow Hawk SHD-2D

**Movement Points:**
- Walking: 5
- Running: 8
- Jumping: 3

**Tonnage:** 55
**Tech Base:** Inner Sphere (Intro)
**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 | SRM 2 | CT | 2 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | LRM 5 | RT | 2 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Autocannon/5 | LT | 1 | 5 [DB,S] | 3 | 6 | 12 | 18 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

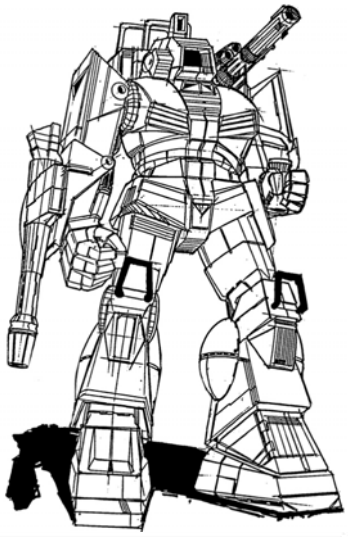
**Cost:** **BV:** 899

### WARRIOR DATA

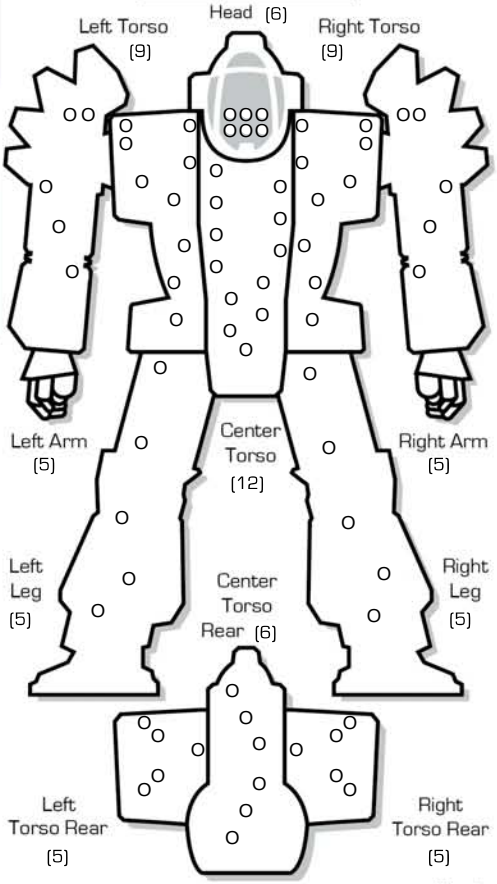
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Left Torso**
1. Jump Jet
2. Autocannon/5
3. Autocannon/5
4. Autocannon/5
5. Autocannon/5
6. Ammo (AC/5) 20

1-3

1. Ammo (SRM 2) 50
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. SRM 2
5. Sensors
6. Life Support

**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

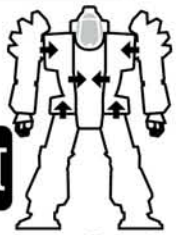
1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. SRM 2

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

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Damage Transfer Diagram

**Right Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Right Torso**
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Jump Jet
5. LRM 5
6. Ammo (LRM 5) 24

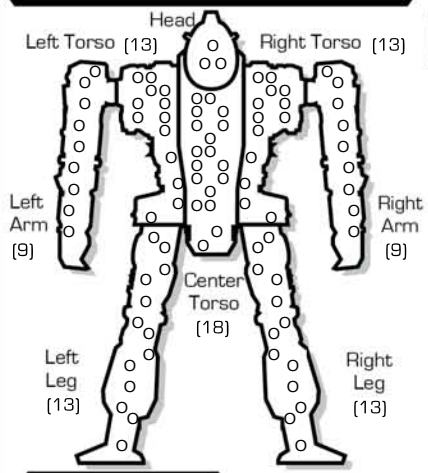
1-3

1. Ammo (SRM 2) 50
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 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:** 14 (14) Single
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:** Shadow Hawk SHD-2H

**Movement Points:**
Walking: 5
Running: 8
Jumping: 3

**Tonnage:** 55
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**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 | LRM 5 | RT | 2 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Autocannon/5 | LT | 1 | 5 [DB,S] | 3 | 6 | 12 | 18 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |

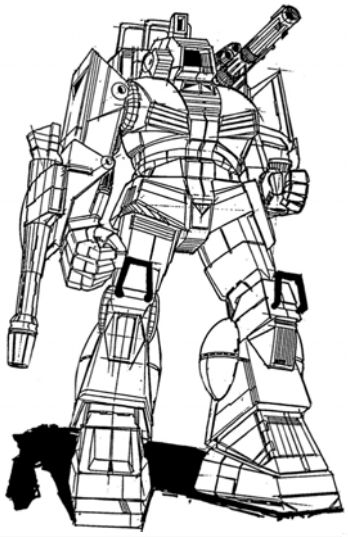
**Cost:** **BV:** 1,064

### WARRIOR DATA

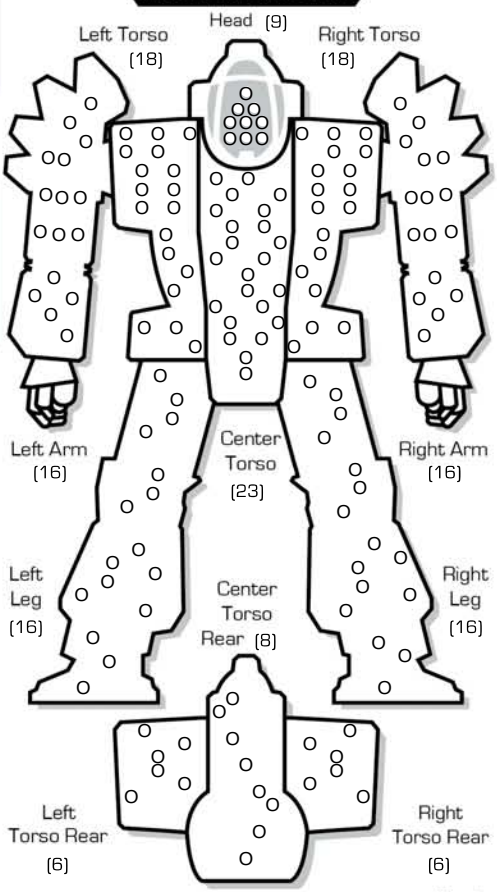
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Left Torso**

1-3
1. Jump Jet
2. Autocannon/5
3. Autocannon/5
4. Autocannon/5
5. Autocannon/5
6. Ammo (AC/5) 20

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**

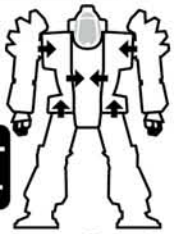
1. Life Support
2. Sensors
3. Cockpit
4. SRM 2
5. Sensors
6. Life Support

**Center Torso**

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Ammo (SRM 2) 50

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

**Right Arm**

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Torso**

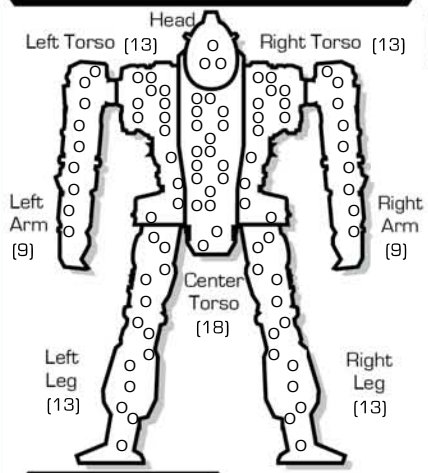
1-3
1. Heat Sink
2. Jump Jet
3. LRM 5
4. Ammo (LRM 5) 24
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Leg**

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | 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:** Shadow Hawk SHD-2K

**Movement Points:**
- Walking: 5
- Running: 8
- Jumping: 3

**Tonnage:** 55
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | LRM 5 | RT | 2 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | PPC | LT | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |

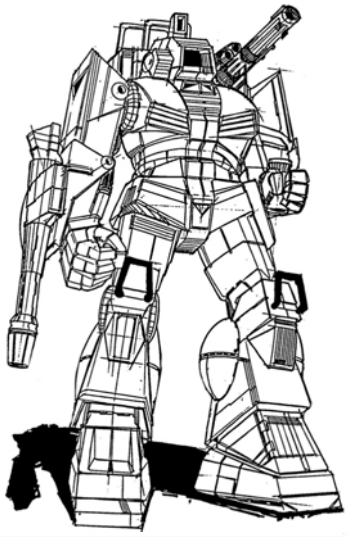
**Cost:** **BV:** 1,147

### WARRIOR DATA

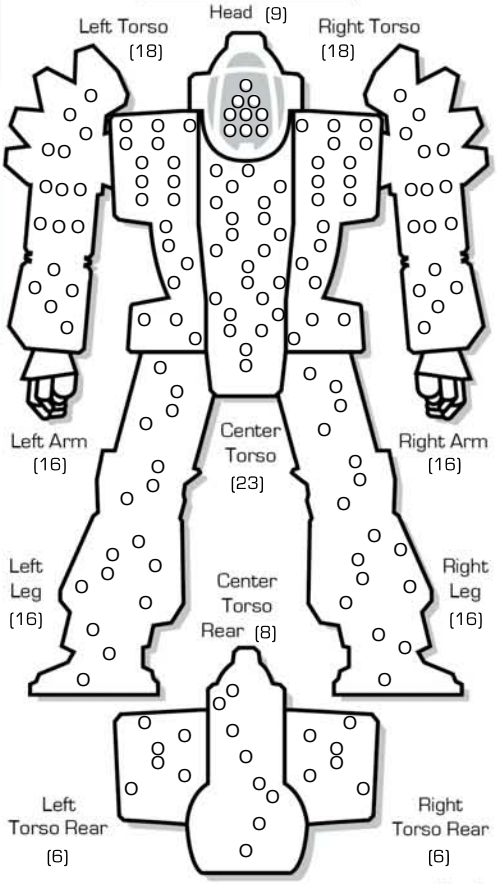
**Name:** _____

**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. 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. Heat Sink
2. Jump Jet
3. PPC
4. PPC
5. PPC
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

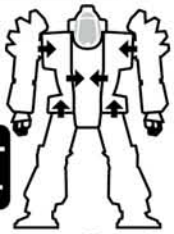
#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. 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. Heat Sink
2. Jump Jet
3. LRM 5
4. Ammo (LRM 5) 24
5. Roll Again
6. Roll Again

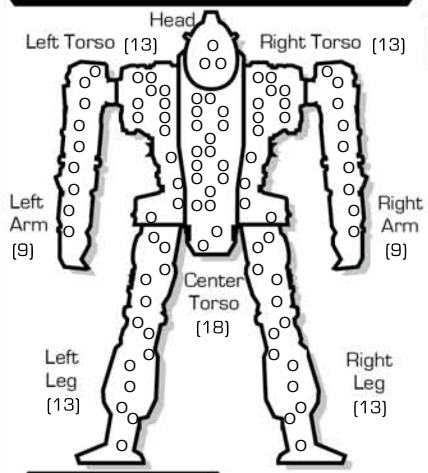
1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. 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: 17 (17) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O |
| 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:** Wolverine WVR-6K

**Movement Points:**
Walking: 5
Running: 8
Jumping: 0

**Tonnage:** 55
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | HD | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | SRM 6 | LT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Large Laser | RA | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Small Laser | RA | 1 | 3 [DE] | — | 1 | 2 | 3 |

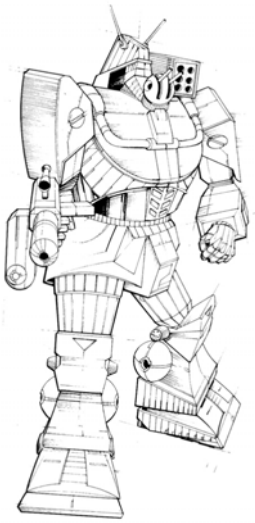
**Cost:** **BV:** 1,248

### WARRIOR DATA

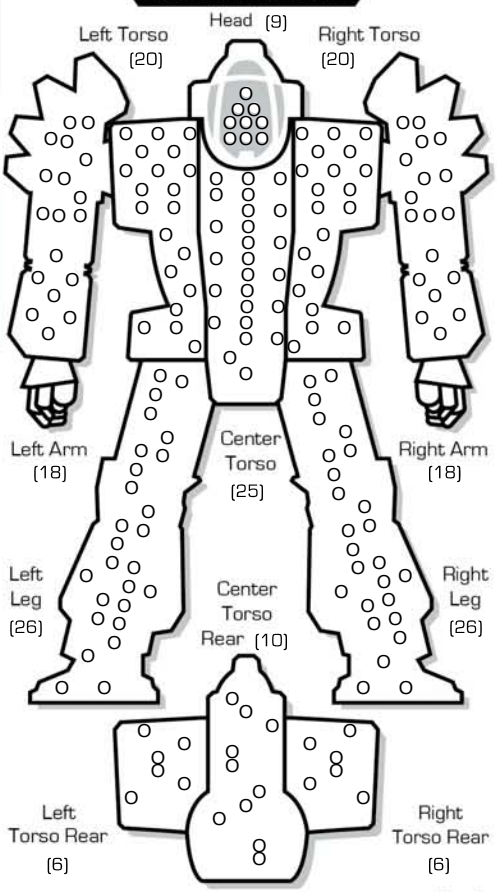
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 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. SRM 6
2. SRM 6
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. Heat Sink
6. Roll Again

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

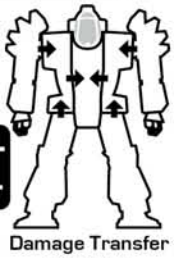
#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Laser
6. Large Laser

1-3

1. Medium Laser
2. Small Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Torso
1. Ammo (SRM 6) 15
2. Ammo (SRM 6) 15
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

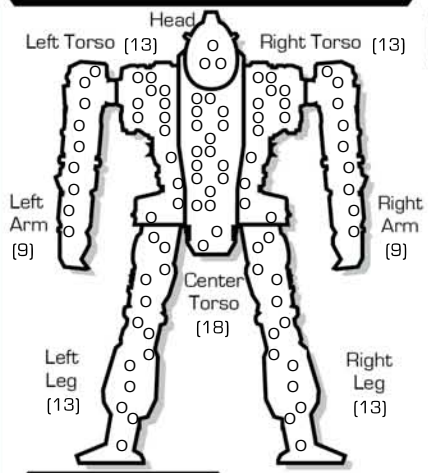
1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### 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 |
|---|---|
| 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: 14 (14) Single
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:** Wolverine WVR-6M

**Movement Points:**
Walking: 5
Running: 8
Jumping: 5

**Tonnage:** 55
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | HD | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | SRM 6 | LT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Large Laser | RA | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |

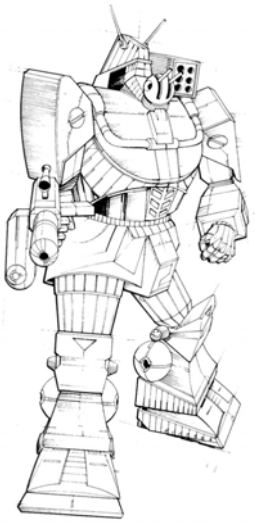
**Cost:** **BV:** 1,291

### WARRIOR DATA

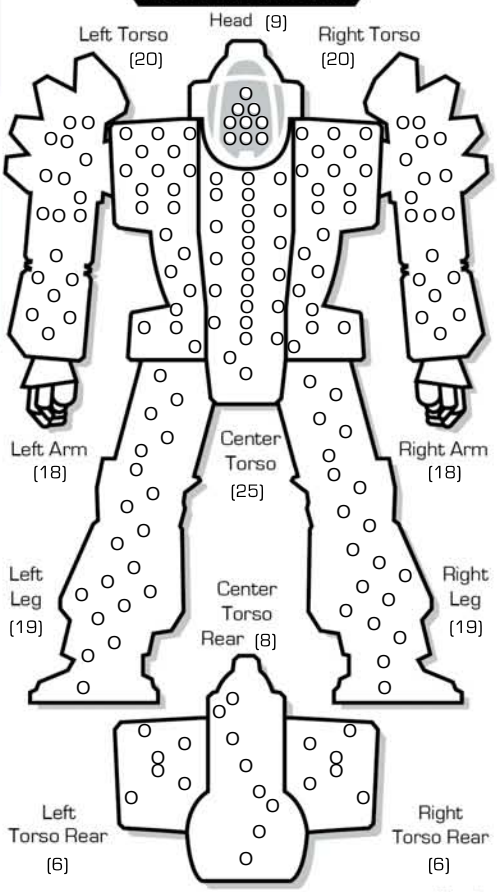
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. 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. Jump Jet
2. Jump Jet
3. SRM 6
4. SRM 6
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

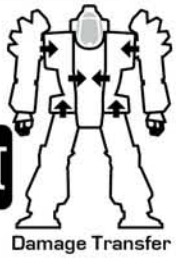
#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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. Large Laser
6. Large Laser

1-3

1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Torso
1. Heat Sink
2. Jump Jet
3. Jump Jet
4. Ammo (SRM 6) 15
5. Roll Again
6. Roll Again

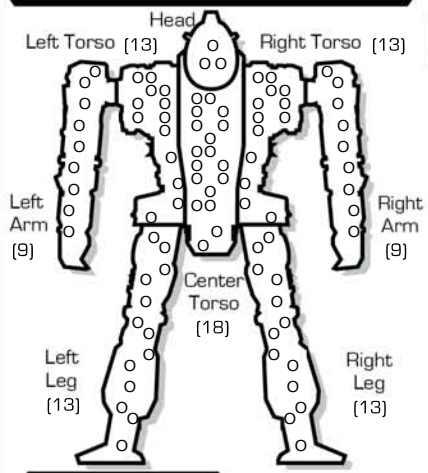
1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. 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 |
|---|---|
| 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: 14 (14) Single
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:** Wolverine WVR-6R

**Movement Points:**
- Walking: 5
- Running: 8
- Jumping: 5

**Tonnage:** 55
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | HD | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | SRM 6 | LT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Autocannon/5 | RA | 1 | 5 [DB,S] | 3 | 6 | 12 | 18 |

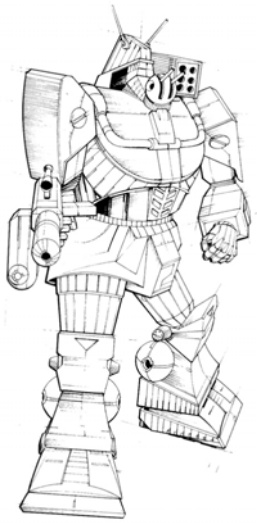
**Cost:** **BV:** 1,101

### WARRIOR DATA

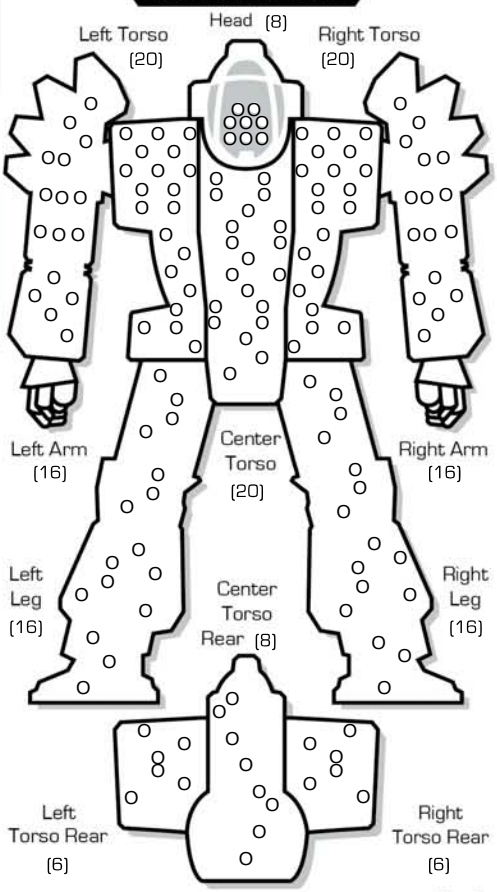
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
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. SRM 6
2. SRM 6
3. Ammo (SRM 6) 15
4. Roll Again
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

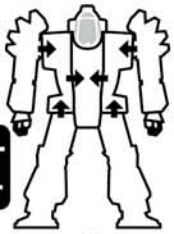
**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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. Autocannon/5
6. Autocannon/5

1-3

1. Autocannon/5
2. Autocannon/5
3. Ammo (AC/5) 20
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Right Torso**
1. Heat Sink
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

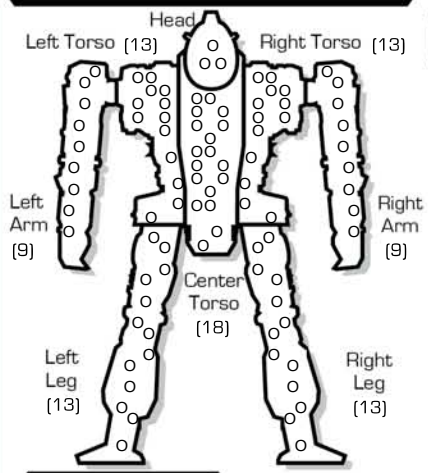
1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**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 (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 | |

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Ostroc OSR-2C

**Movement Points:**
- Walking: 5
- Running: 8
- Jumping: 0

**Tonnage:** 60
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Large Laser | RT | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | SRM 4 | RT | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Large Laser | LT | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |

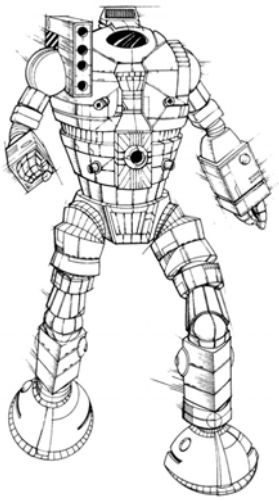
**Cost:**
**BV:** 1,228

### WARRIOR DATA

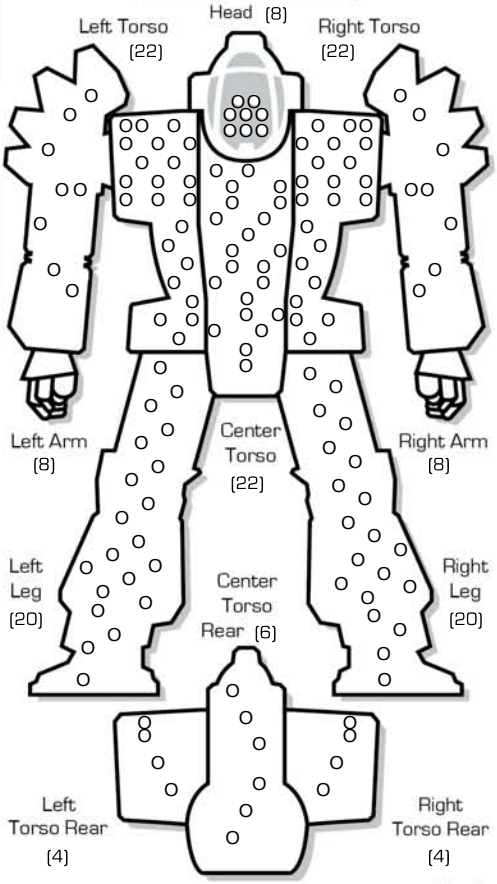
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
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. Large Laser
2. Large Laser
3. Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

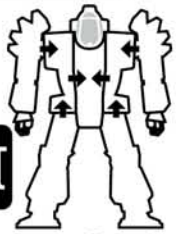
#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

#### 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. Ammo (SRM 4) 25
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

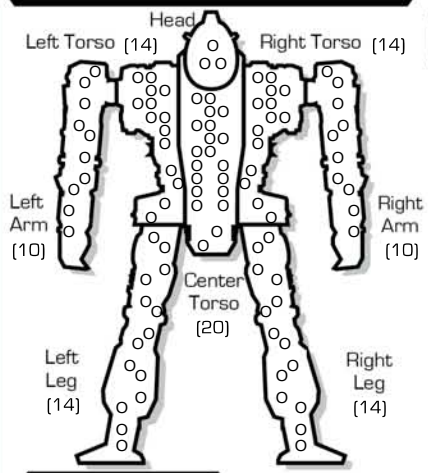
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso
1. Large Laser
2. Large Laser
3. Medium Laser
4. SRM 4
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. Roll Again

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 15 (15) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O |
| 20 | -4 Movement Points | O |
| 19 | Ammo Exp. avoid on 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:** Ostroc OSR-2L

**Movement Points:**
- Walking: 5
- Running: 8
- Jumping: 0

**Tonnage:** 60
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Large Laser | RT | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | LRM 5 | RT | 2 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Large Laser | LT | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |

**Cost:**

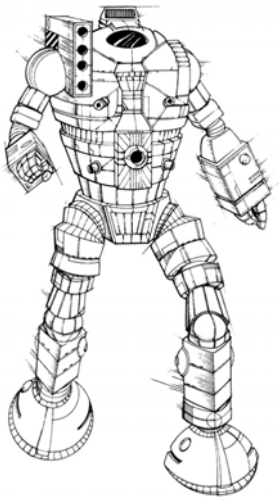
**BV:** 1,233

### WARRIOR DATA

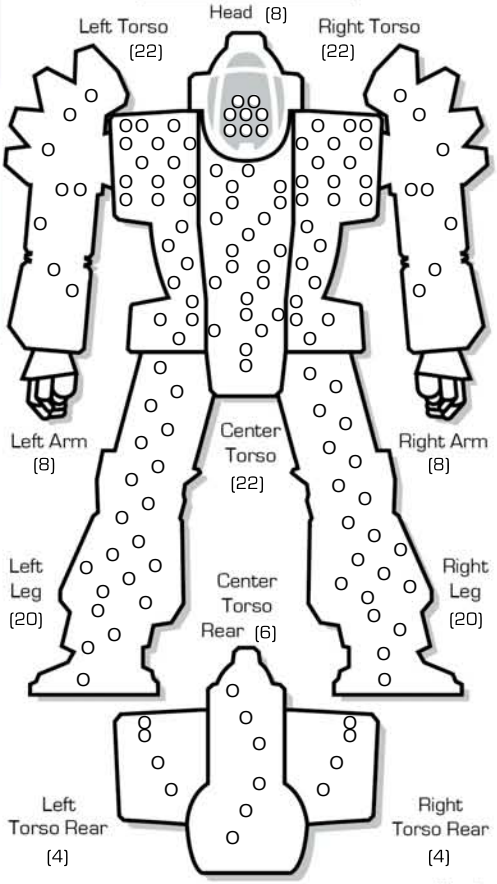
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 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. Large Laser
2. Large Laser
3. Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

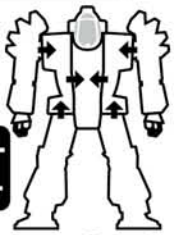
#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. Ammo (LRM 5) 24

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. Large Laser
2. Large Laser
3. Medium Laser
4. LRM 5
5. Roll Again
6. Roll Again

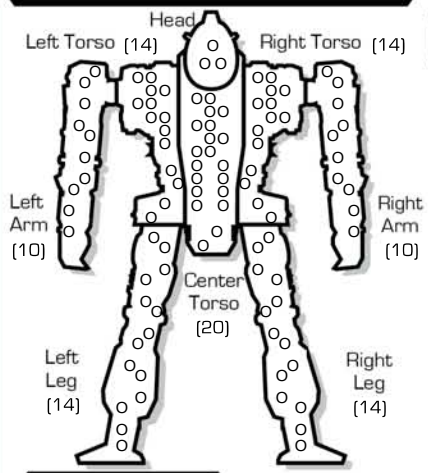
1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. 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: 15 (15) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O |
| 20 | -4 Movement Points | O |
| 19 | Ammo Exp. avoid on 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:** Ostroc OSR-2M

**Movement Points:**
- Walking: 5
- Running: 8
- Jumping: 5

**Tonnage:** 60
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Large Laser | RT | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Large Laser | LT | 8 | 8 [DE] | — | 5 | 10 | 15 |

**Cost:**

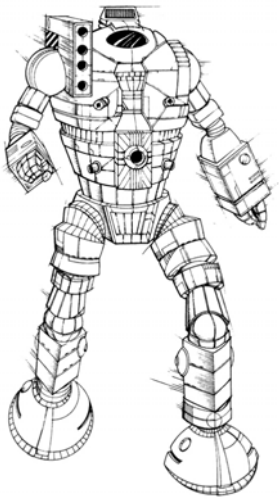
**BV:** 1,239

### WARRIOR DATA

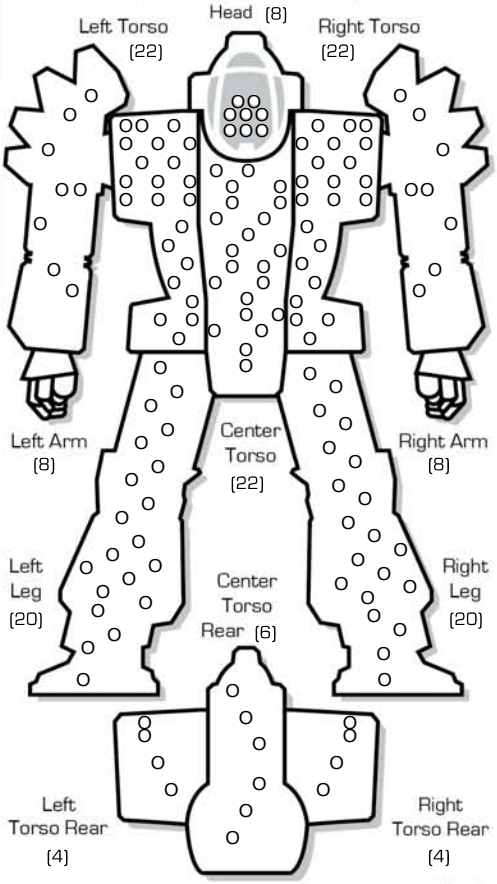
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. 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. Jump Jet
2. Jump Jet
3. Large Laser
4. Large 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 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

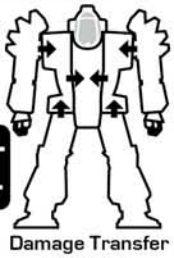
#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. 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. 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. Jump Jet
2. Jump Jet
3. Large Laser
4. Large Laser
5. Roll Again
6. Roll Again

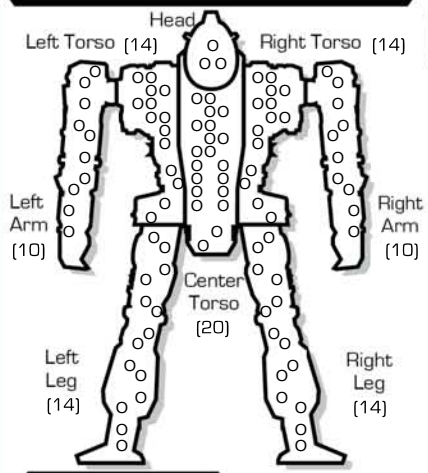
1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right 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: 15 (15) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O |
| 20 | -4 Movement Points | O |
| 19 | Ammo Exp. avoid on 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:** Ostroc OSR-3C

**Movement Points:**
- Walking: 5
- Running: 8
- Jumping: 0

**Tonnage:** 60
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | Large Laser | RT | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Large Laser | LT | 8 | 8 [DE] | — | 5 | 10 | 15 |

**Cost:**

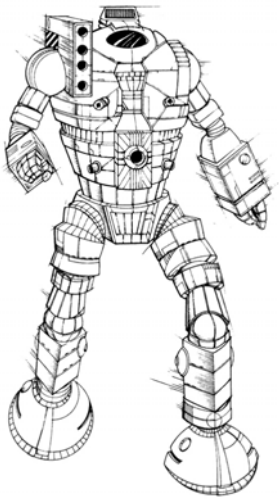
**BV:** 1,288

### WARRIOR DATA

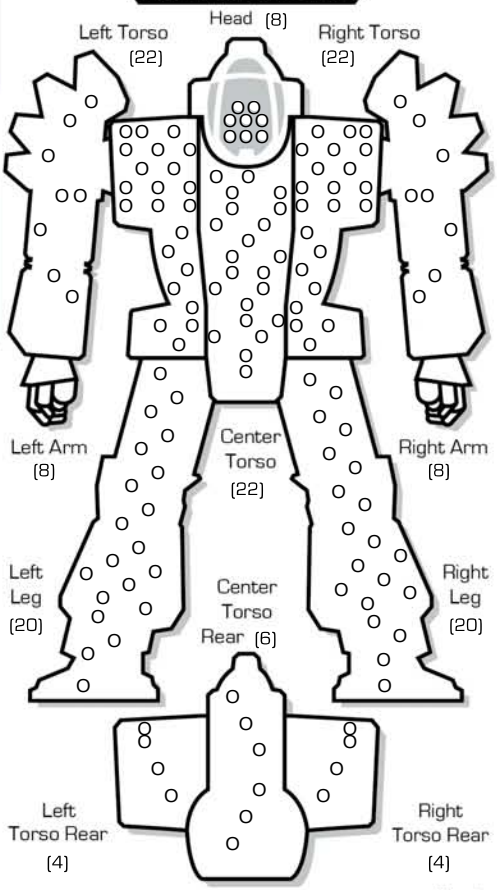
**Name:** _____

**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. 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. Heat Sink
2. Large Laser
3. Large Laser
4. Roll Again
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

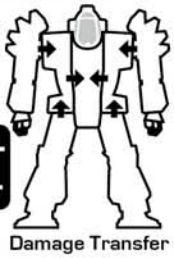
#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. 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. 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. Large Laser
2. Large Laser
3. Large Laser
4. Large Laser
5. Roll Again
6. Roll Again

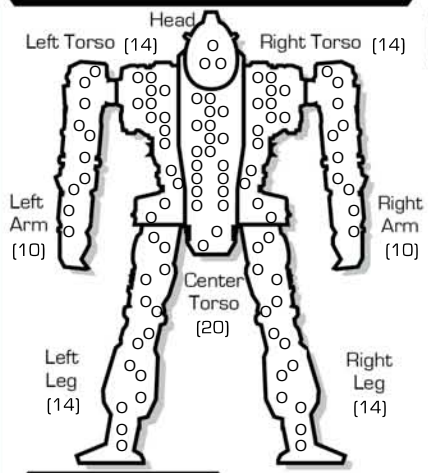
1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right 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: 15 (15) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O |
| 20 | -4 Movement Points | O |
| 19 | Ammo Exp. avoid on 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:** Ostsol OTL-4D

**Movement Points:**
Walking: 5
Running: 8
Jumping: 0

**Tonnage:** 60
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | Medium Laser | CT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Large Laser | RT | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Large Laser | LT | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |

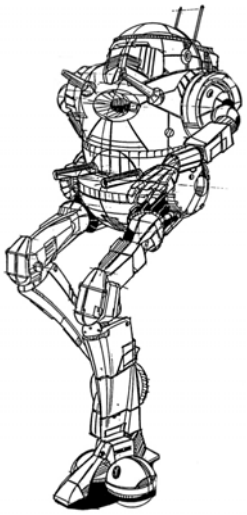
**Cost:** **BV:** 1,308

### WARRIOR DATA

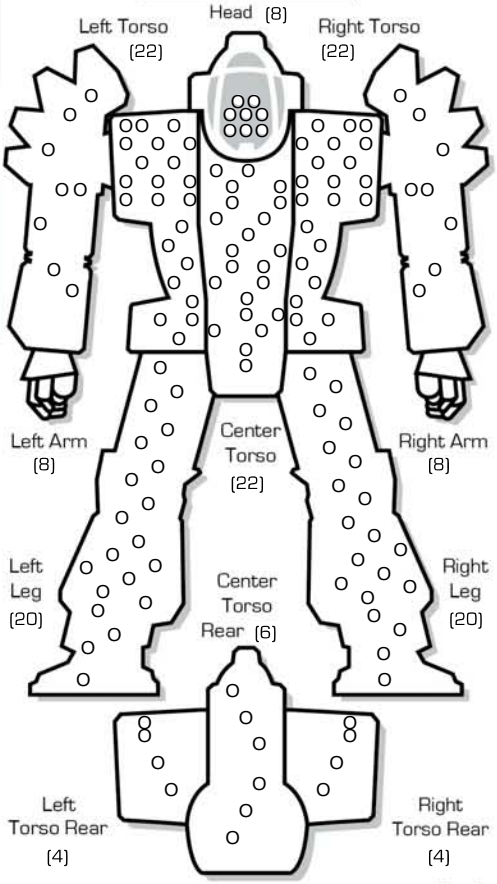
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
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. Large Laser
2. Large Laser
3. Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

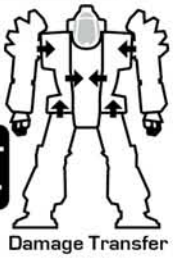
**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. Medium Laser

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



CATALYST game labs

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. Large Laser
2. Large Laser
3. Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again

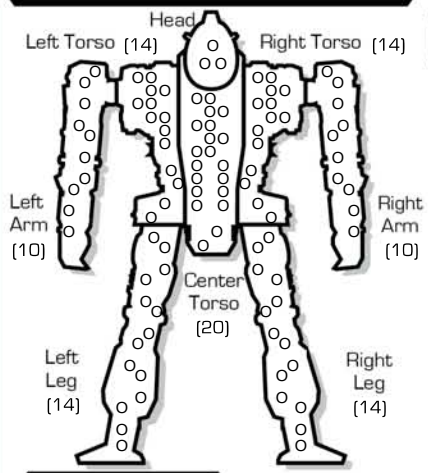
1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. 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: 16 (16) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O |
| 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:** Ostsol OTL-4F

**Movement Points:**
- Walking: 5
- Running: 8
- Jumping: 0

**Tonnage:** 60
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | PPC | RT | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | PPC | LT | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |

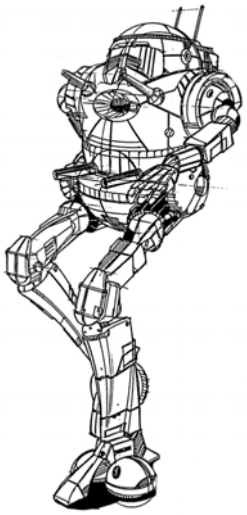
**Cost:** **BV:** 1,264

### WARRIOR DATA

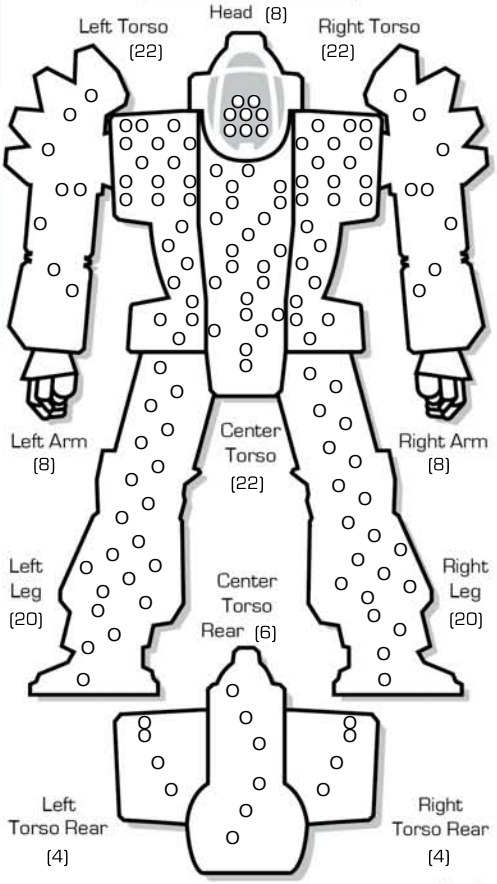
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 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. PPC
2. PPC
3. PPC
4. Roll Again
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

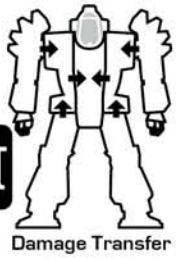
#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. 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. 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. PPC
2. PPC
3. PPC
4. Roll Again
5. Roll Again
6. Roll Again

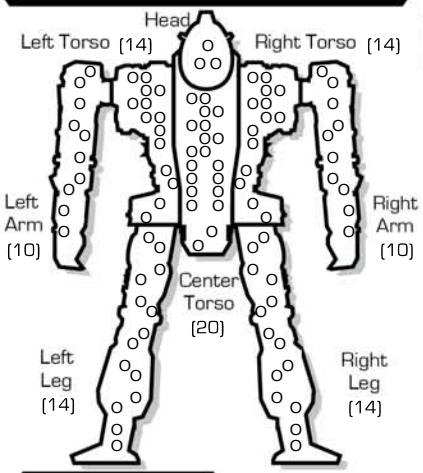
1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. 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: 16 (16) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O |
| 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:** Rifleman RFL-3C

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 0

**Tonnage:** 60
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**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 | Autocannon/10 | RA | 3 | 10 [DB,S] | — | 5 | 10 | 15 |
| 1 | Autocannon/10 | LA | 3 | 10 [DB,S] | — | 5 | 10 | 15 |

**Cost:**
**BV:** 1,066

### WARRIOR DATA

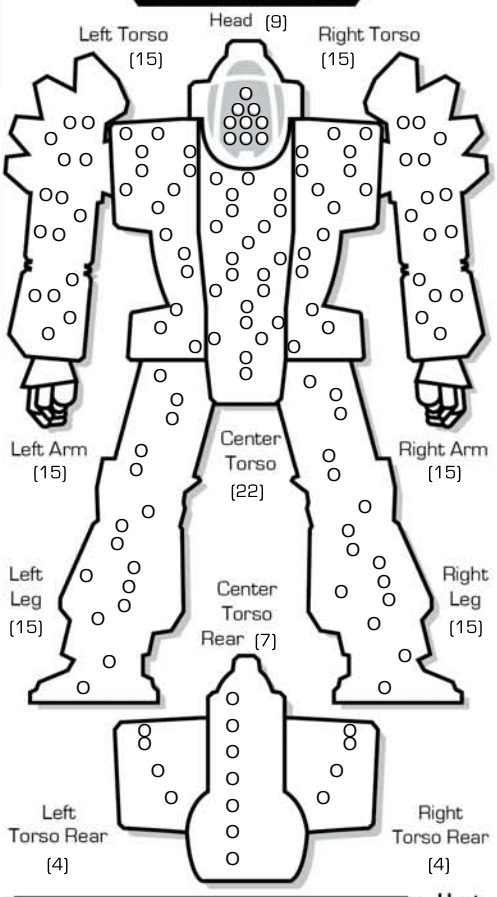
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Autocannon/10
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10

1. Autocannon/10
2. Autocannon/10
3. Autocannon/10
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso
1. Heat Sink
2. Medium Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

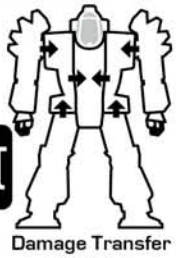
#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Autocannon/10
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10

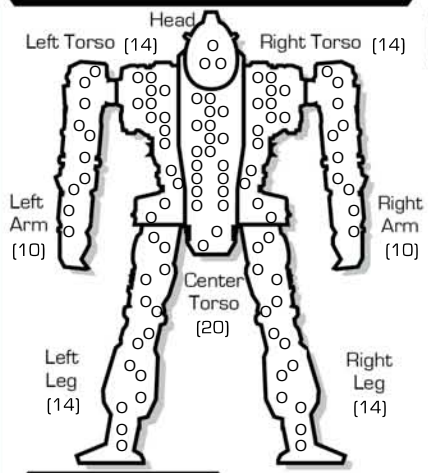
1. Autocannon/10
2. Autocannon/10
3. Autocannon/10
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso
1. Medium Laser
2. Ammo (AC/10) 10
3. Ammo (AC/10) 10
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
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:** Rifleman RFL-3N

**Movement Points:**
Walking: 4
Running: 6
Jumping: 0

**Tonnage:** 60
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Autocannon/5 | RA | 1 | 5 [DB,S] | 3 | 6 | 12 | 18 |
| 1 | Large Laser | RA | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Autocannon/5 | LA | 1 | 5 [DB,S] | 3 | 6 | 12 | 18 |
| 1 | Large Laser | LA | 8 | 8 [DE] | — | 5 | 10 | 15 |

**Cost:**
**BV:** 1,039

### WARRIOR DATA

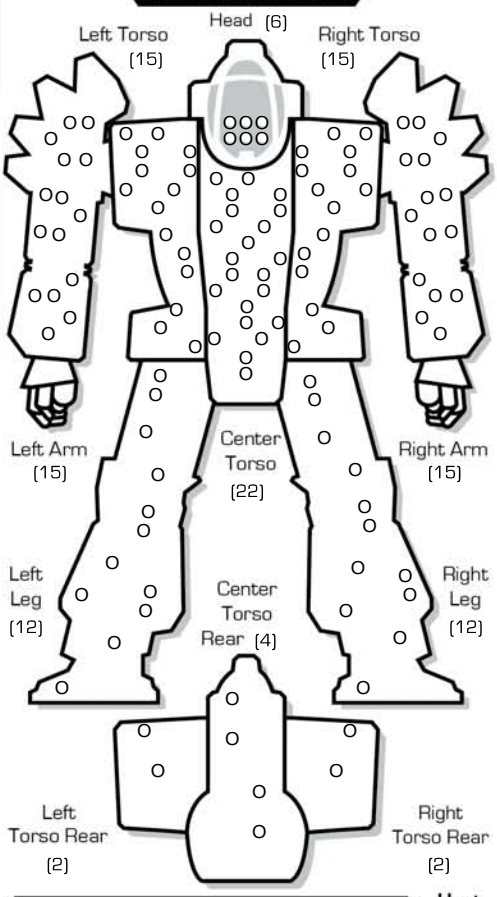
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. Large Laser
4. Large Laser
5. Autocannon/5
6. Autocannon/5

1. Autocannon/5
2. Autocannon/5
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Left Torso**
1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

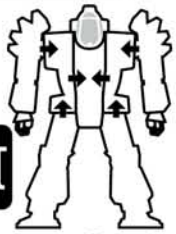
**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

**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. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (AC/5) 20
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. Large Laser
4. Large Laser
5. Autocannon/5
6. Autocannon/5

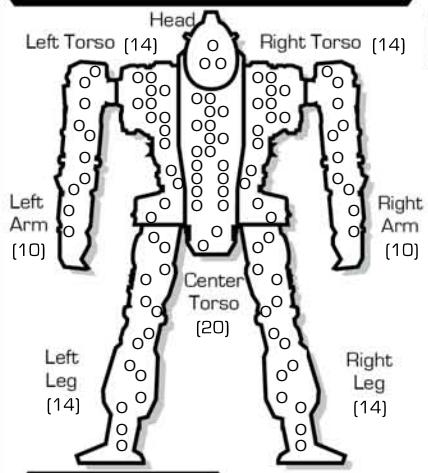
1. Autocannon/5
2. Autocannon/5
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Torso**
1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 10 (10) Single |
|---|---|---|
| 30 | Shutdown | O |
| 28 | Ammo Exp. avoid on 8+ | O |
| 26 | Shutdown, avoid on 10+ | O |
| 25 | -5 Movement Points | O |
| 24 | +4 Modifier to Fire | O |
| 23 | Ammo Exp. avoid on 6+ | O |
| 22 | Shutdown, avoid on 8+ | O |
| 20 | -4 Movement Points | O |
| 19 | Ammo Exp. avoid on 4+ | O |
| 18 | Shutdown, avoid on 6+ | O |
| 17 | +3 Modifier to Fire | O |
| 15 | -3 Movement Points | O |
| 14 | Shutdown, avoid on 4+ | O |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Rifleman RFL-4D

**Movement Points:**
Walking: 4
Running: 6
Jumping: 0

**Tonnage:** 60
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Large Laser | RA | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | PPC | RA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | Large Laser | LA | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | PPC | LA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |

**Cost:**

**BV:** 1,173

### WARRIOR DATA

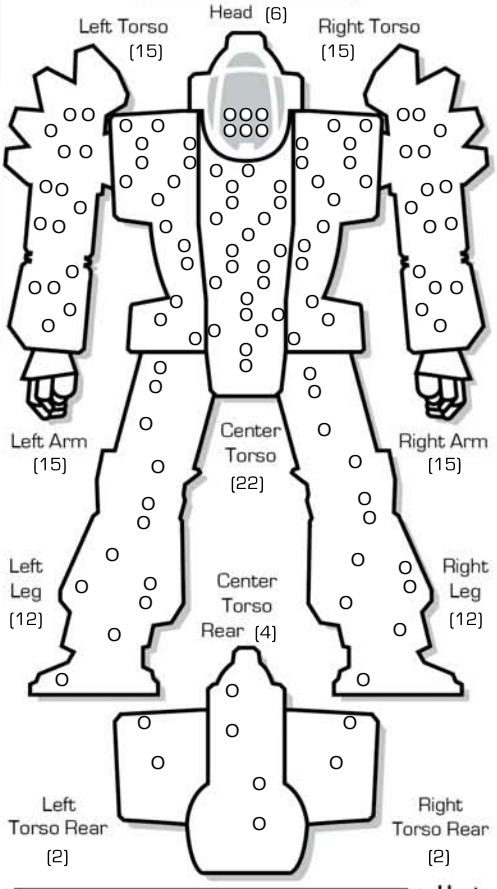
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. PPC
4. PPC
5. PPC
6. Large Laser
1. Large Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

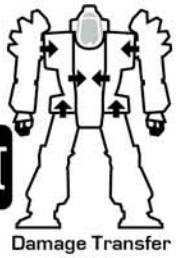
**Left Torso**
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. Heat Sink

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



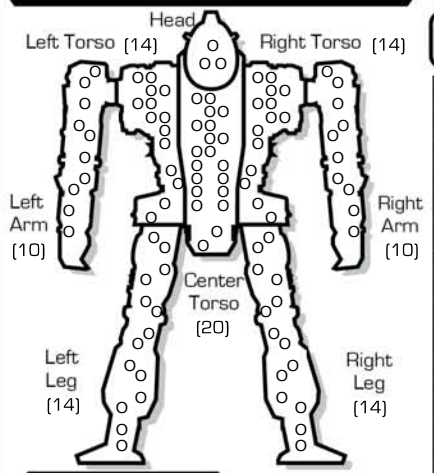
Damage Transfer Diagram

**Right Arm**
1. Shoulder
2. Upper Arm Actuator
3. PPC
4. PPC
5. PPC
6. Large Laser
1. Large Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Torso**
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again
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: 15 (15) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O |
| 20 | -4 Movement Points | O |
| 19 | Ammo Exp. avoid on 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:** Crusader CRD-3D

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 0

**Tonnage:** 65
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**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 |
| 1 | SRM 4 | RL | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | SRM 4 | LL | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |

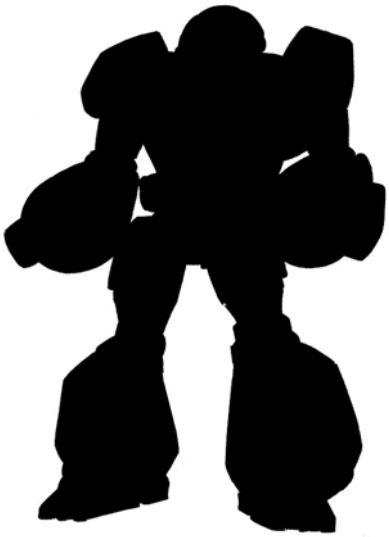
**Cost:** **BV:** 1,338

### WARRIOR DATA

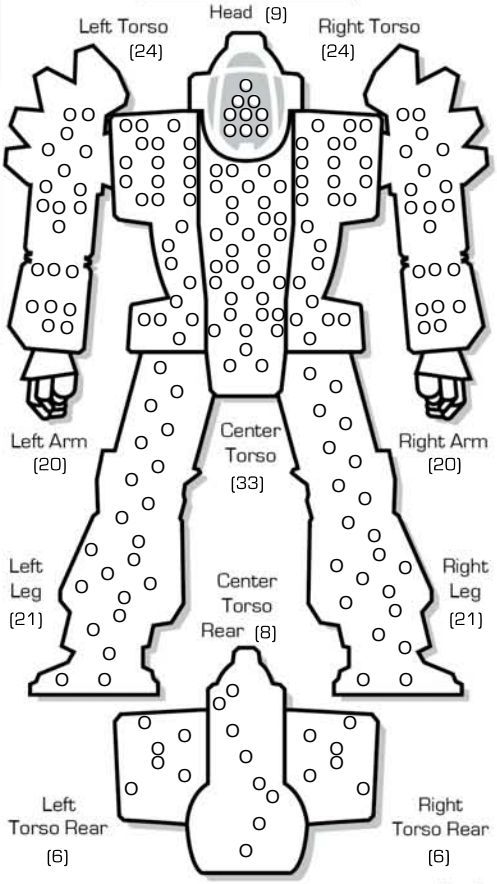
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 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 15
6. LRM 15

1-3

1. LRM 15
2. Medium Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Left Torso**
1. Heat Sink
2. Heat Sink
3. Ammo (LRM 15) 8
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. SRM 4
6. Roll Again

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

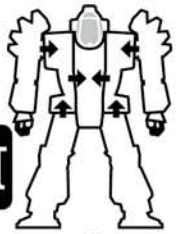
**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (SRM 4) 25
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. LRM 15
2. Medium Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Right Torso**
1. Heat Sink
2. Heat Sink
3. Ammo (LRM 15) 8
4. Roll Again
5. Roll Again
6. Roll Again

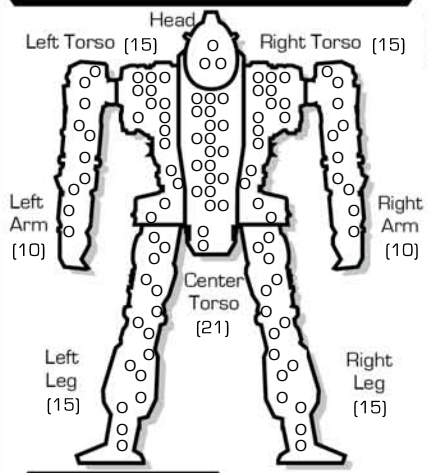
1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. SRM 4
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | -5 Movement Points |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 20 | -4 Movement Points |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | -3 Movement Points |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | -2 Movement Points |
| 8 | +1 Modifier to Fire |
| 5 | -1 Movement Points |

Heat Sinks: 14 (14) Single
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:** Crusader CRD-3K

| Movement Points: | | | |
|---|---|---|---|
| Walking: | 4 | Tonnage: | 65 |
| Running: | 6 | Tech Base: | Inner Sphere (Intro) |
| Jumping: | 0 | Era: | Succession Wars |

**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 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | LRM 10 | LA | 4 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | SRM 6 | RL | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | SRM 6 | LL | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |

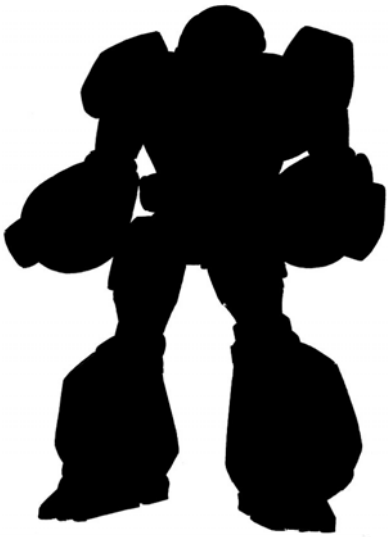
**Cost:** **BV:** 1,290

### WARRIOR DATA

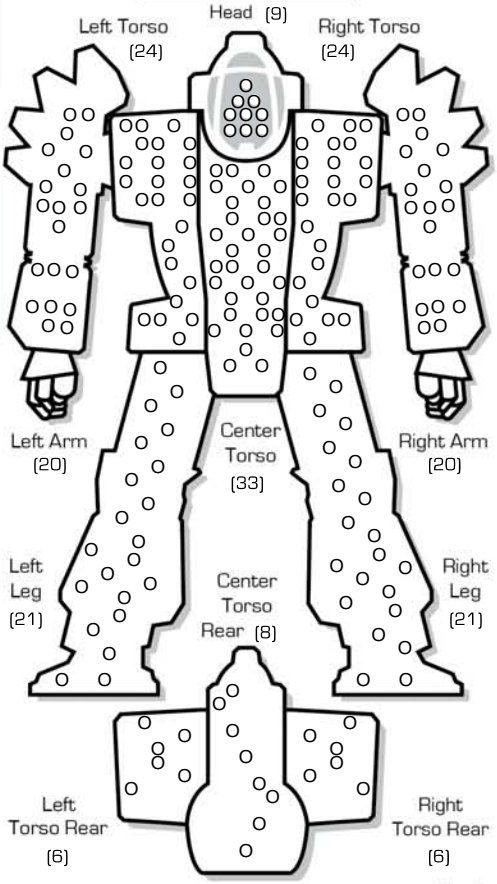
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. [ LRM 10
6. L LRM 10

4-6
1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Left Torso**

1-3
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Ammo (LRM 10) 12
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. [ SRM 6
6. L SRM 6

**Head**

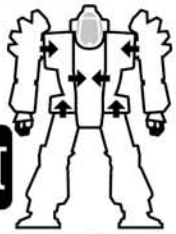
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

**Center Torso**

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (SRM 6) 15
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

**Right Arm**

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. [ LRM 10
6. L LRM 10

4-6
1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Torso**

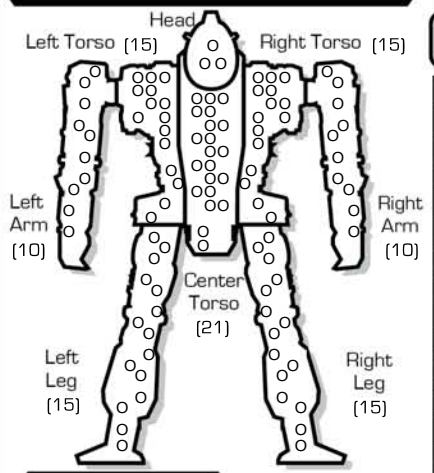
1-3
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Ammo (LRM 10) 12
5. Roll Again
6. Roll Again

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. [ SRM 6
6. L SRM 6

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
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 (16) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O |
| 19 | Ammo Exp. avoid on 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:** Crusader CRD-3L

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 4

**Tonnage:** 65
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**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 |
| 1 | Machine Gun | RA | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | LRM 10 | LA | 4 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Machine Gun | LA | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | SRM 4 | RL | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | SRM 4 | LL | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |

**Cost:**

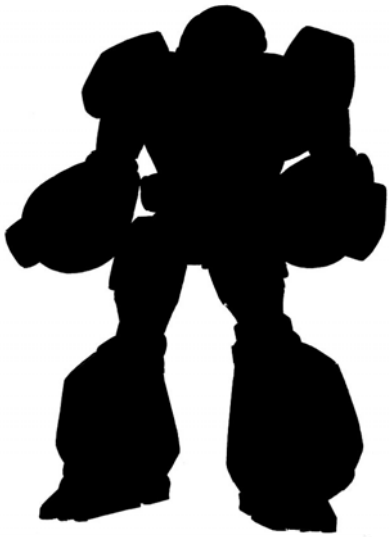
**BV:** 1,297

### WARRIOR DATA

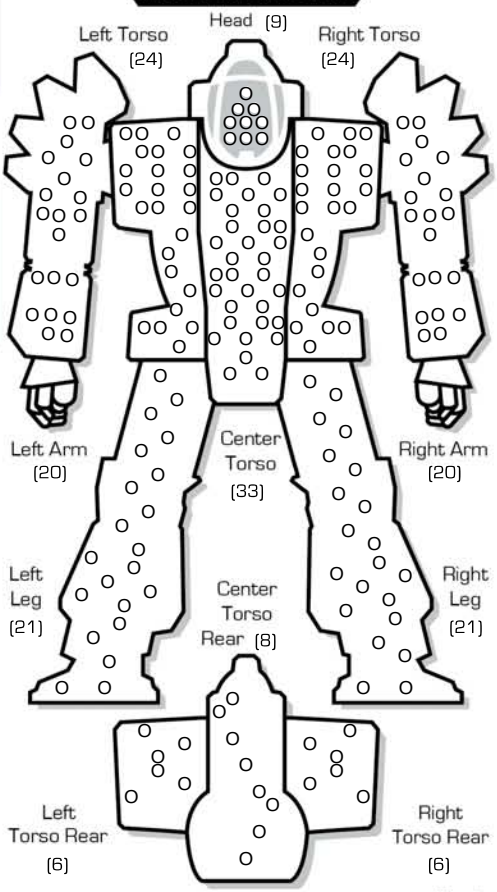
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 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. Medium Laser
2. Machine Gun
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Torso
1. Jump Jet
2. Jump Jet
3. Ammo (LRM 10) 12
4. Roll Again
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. SRM 4

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

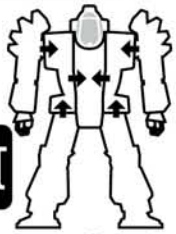
#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (SRM 4) 25
6. Ammo (Machine Gun) 200

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. Medium Laser
2. Machine Gun
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Torso
1. Jump Jet
2. Jump Jet
3. Ammo (LRM 10) 12
4. Roll Again
5. Roll Again
6. Roll Again

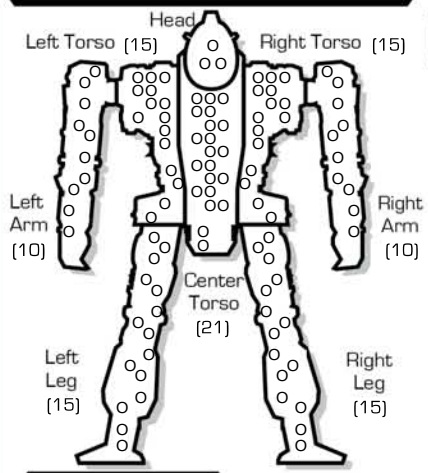
1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. SRM 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 |
|---|---|
| 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: 12 (12) Single
O O
O O
O
O
O
O
O
O
O
O

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Crusader CRD-3R

**Movement Points:**
Walking: 4
Running: 6
Jumping: 0

Tonnage: 65
Tech Base: Inner Sphere (Intro)
Era: Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | LRM 15 | RA | 5 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Machine Gun | RA | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | LRM 15 | LA | 5 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Machine Gun | LA | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | SRM 6 | RL | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | SRM 6 | LL | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |

Cost:

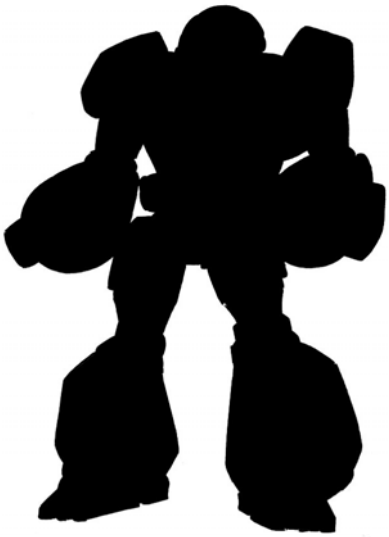
BV: 1,317

### WARRIOR DATA

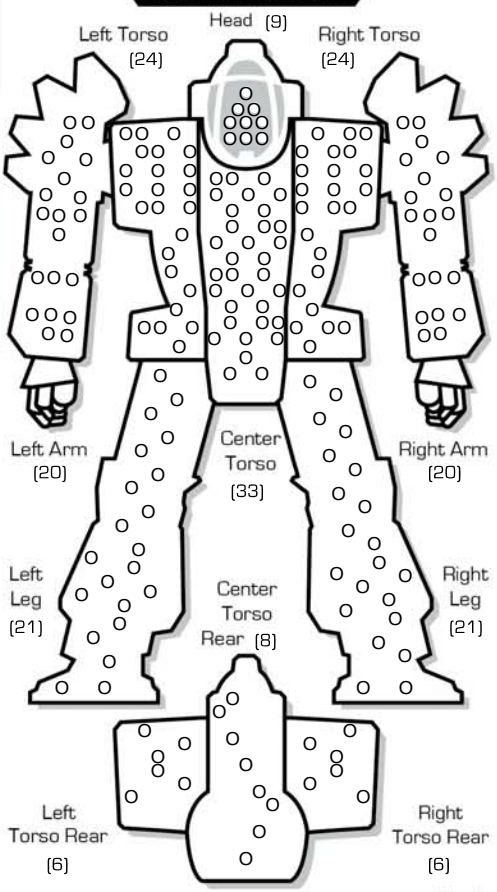
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

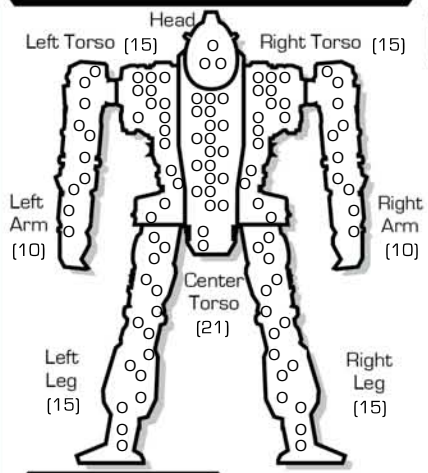
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### CRITICAL HIT TABLE

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 15
6. LRM 15

1-3
1. LRM 15
2. Medium Laser
3. Machine Gun
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Left Torso**
1. Ammo (LRM 15) 8
2. Roll Again
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. SRM 6
6. SRM 6

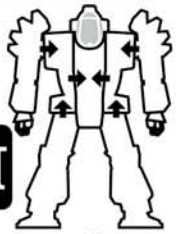
**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

**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. Ammo (SRM 6) 15
6. Ammo (Machine Gun) 200

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. LRM 15
2. Medium Laser
3. Machine Gun
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Right Torso**
1. Ammo (LRM 15) 8
2. Roll Again
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

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. SRM 6
6. SRM 6

### 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:** Thunderbolt TDR-5S

**Movement Points:**
Walking: 4
Running: 6
Jumping: 0

Tonnage: 65
Tech Base: Inner Sphere (Intro)
Year: 2491

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | LRM 15 | RT | 5 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | SRM 2 | RT | 2 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 3 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Large Laser | RA | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 2 | Machine Gun | LA | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |

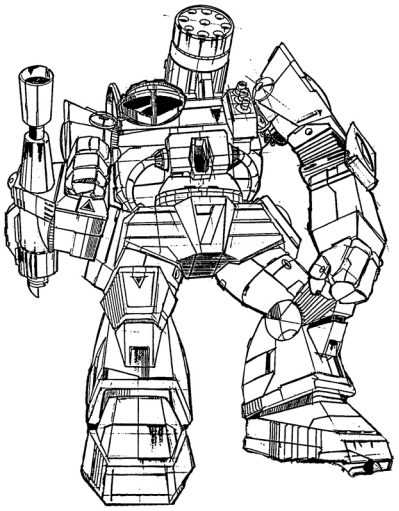
**Cost:** **BV:** 1,335

### WARRIOR DATA

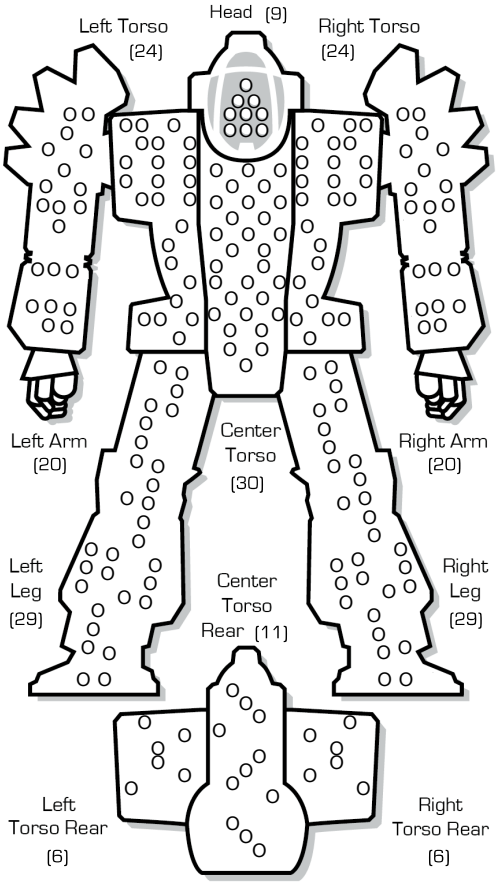
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Machine Gun
6. Machine Gun

1-3
4-6
1. Ammo (Machine Gun) 200
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Left Torso**
1. Medium Laser
2. Medium Laser
3. 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. Heat Sink
6. Heat Sink

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3
4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (LRM 15) 8
6. Ammo (SRM 2) 50

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

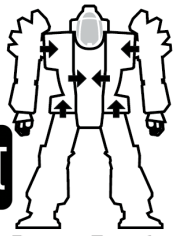
**Right Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Laser
6. Large Laser

1-3
4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Torso**
1. LRM 15
2. LRM 15
3. LRM 15
4. SRM 2
5. Ammo (LRM 15) 8
6. Roll Again

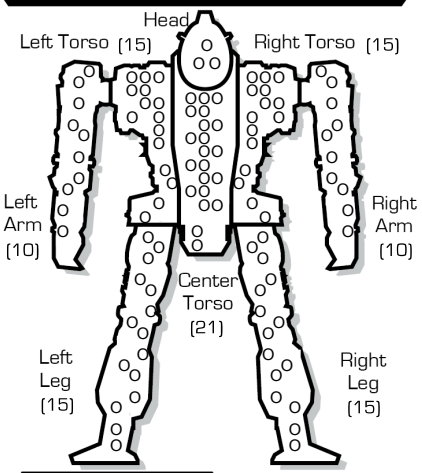
1-3
4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 15 (15) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O |
| 19 | Ammo Exp. avoid on 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:** Thunderbolt TDR-5SE

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 4

**Tonnage:** 65
**Tech Base:** Inner Sphere (Intro)
**Year:** 2491

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | LRM 10 | LT | 4 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 3 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Large Laser | RA | 8 | 8 [DE] | — | 5 | 10 | 15 |

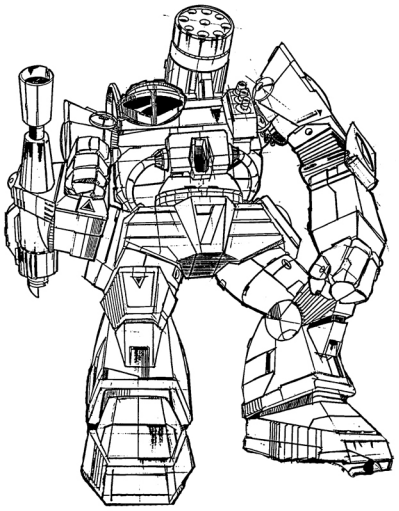
**Cost:** **BV:** 1,414

### WARRIOR DATA

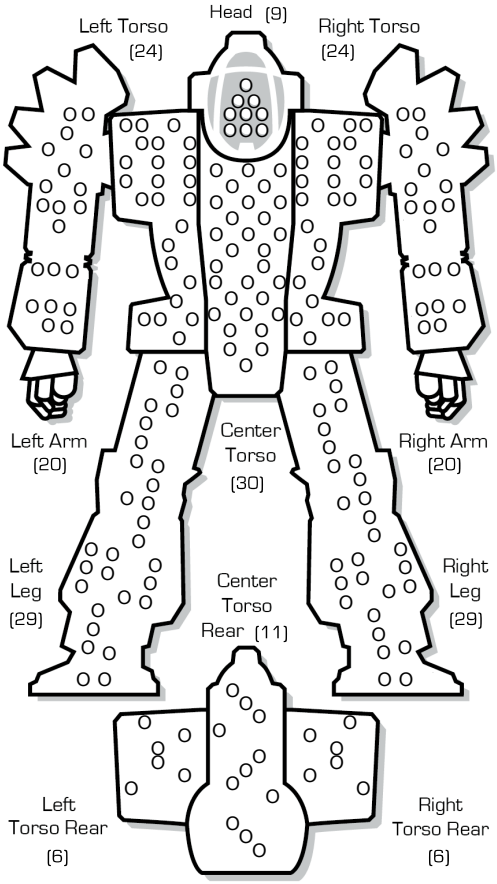
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1. 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. Jump Jet
2. Jump Jet
3. LRM 10
4. LRM 10
5. Medium Laser
6. Medium Laser

1-3

1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

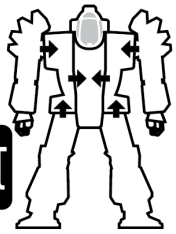
**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (LRM 10) 12
6. Ammo (LRM 10) 12

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. Large Laser
6. Large Laser

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Right Torso**
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Jump Jet
5. Jump Jet
6. Roll Again

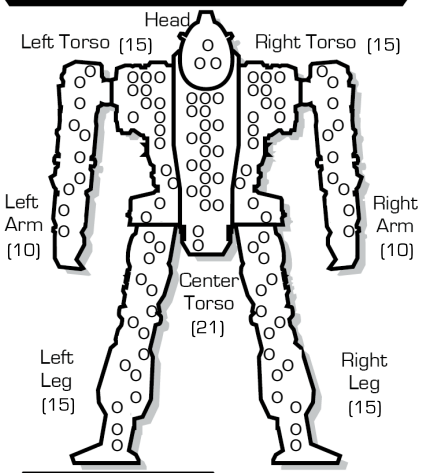
1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 17 (17) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O |
| 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:** Thunderbolt TDR-5SS

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 0

**Tonnage:** 65
**Tech Base:** Inner Sphere (Intro)
**Year:** 2491

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Flamer | RT | 3 | 2 [DE,H,AI] | — | 1 | 2 | 3 |
| 3 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | SRM 6 | LT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | PPC | RA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |

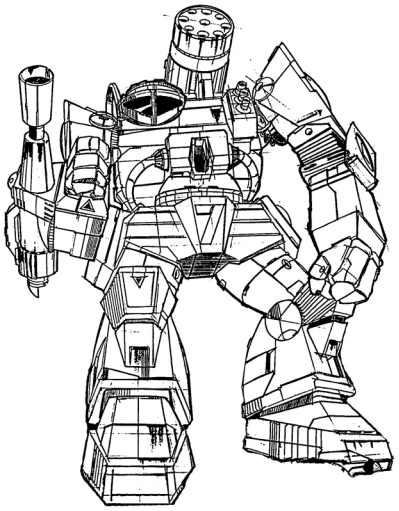
**Cost:** **BV:** 1,337

### WARRIOR DATA

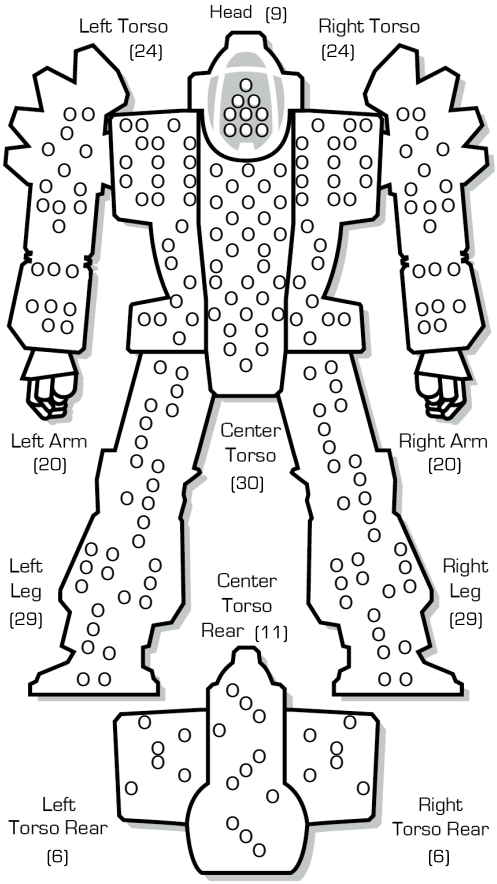
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 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. Heat Sink
2. SRM 6
3. SRM 6
4. Medium Laser
5. Medium Laser
6. Medium Laser

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

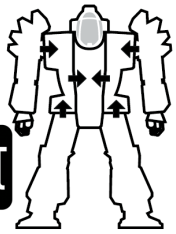
**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
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. Hand Actuator
5. PPC
6. PPC

1-3

1. PPC
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Right Torso**
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Flamer

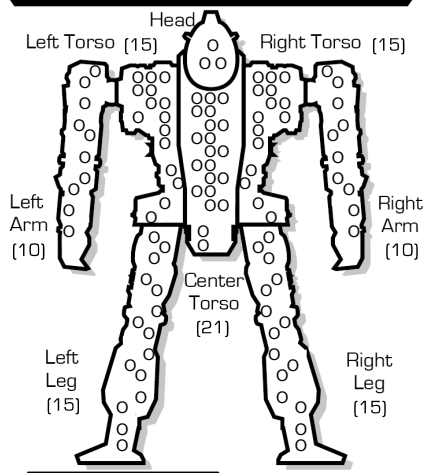
1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### INTERNAL STRUCTURE DIAGRAM




**Heat Scale**

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 21 (21) Single |
|---|---|---|
| 30 | Shutdown | O 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+ | |
| 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:** Archer ARC-2K

**Movement Points:**
Walking: 4
Running: 6
Jumping: 0

**Tonnage:** 70
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | LRM 15 | RT | 5 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | LRM 15 | LT | 5 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Large Laser | RA | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Large Laser | LA | 8 | 8 [DE] | — | 5 | 10 | 15 |

**Cost:**

**BV:** 1,356

### WARRIOR DATA

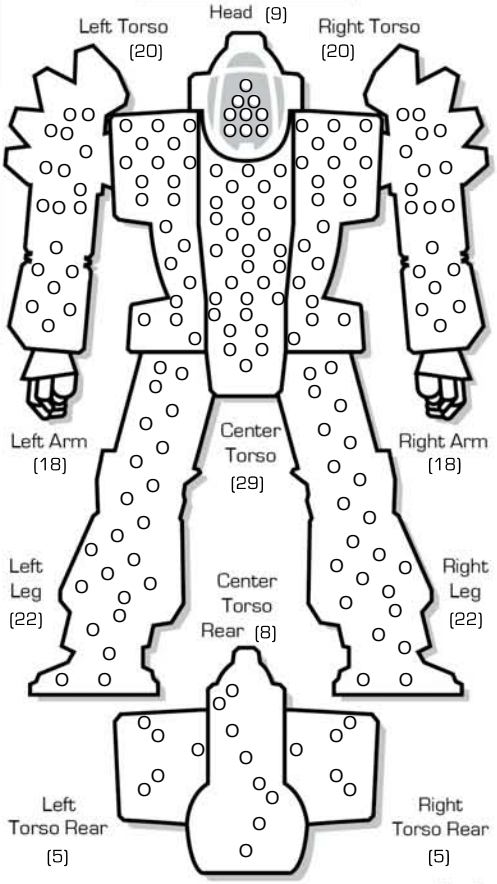
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Laser
6. 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. LRM 15
2. LRM 15
3. LRM 15
4. Ammo (LRM 15) 8
5. Ammo (LRM 15) 8
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

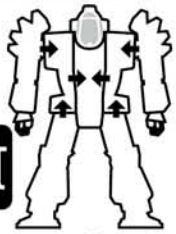
#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. 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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Laser
6. Large 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. LRM 15
2. LRM 15
3. LRM 15
4. Ammo (LRM 15) 8
5. Ammo (LRM 15) 8
6. Roll Again

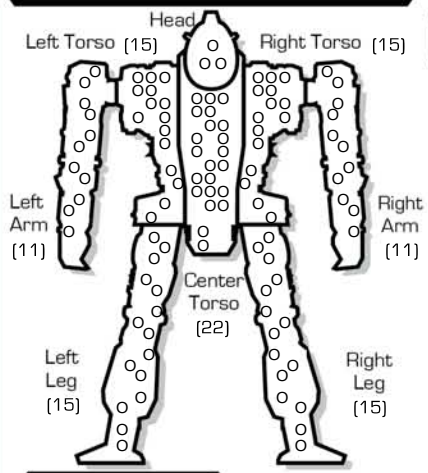
1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 12 (12) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O |
| 25 | -5 Movement Points | O |
| 24 | +4 Modifier to Fire | O |
| 23 | Ammo Exp. avoid on 6+ | O |
| 22 | Shutdown, avoid on 8+ | O |
| 20 | -4 Movement Points | O |
| 19 | Ammo Exp. avoid on 4+ | O |
| 18 | Shutdown, avoid on 6+ | O |
| 17 | +3 Modifier to Fire | O |
| 15 | -3 Movement Points | O |
| 14 | Shutdown, avoid on 4+ | |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

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# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Archer ARC-2R

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 70 |
| Walking: | 4 | **Tech Base:** | Inner Sphere (Intro) |
| Running: | 6 | **Era:** | Star League |
| Jumping: | 0 | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | Medium Laser(R) | CT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | 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 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

**Cost:** **BV:** 1,477

### WARRIOR DATA

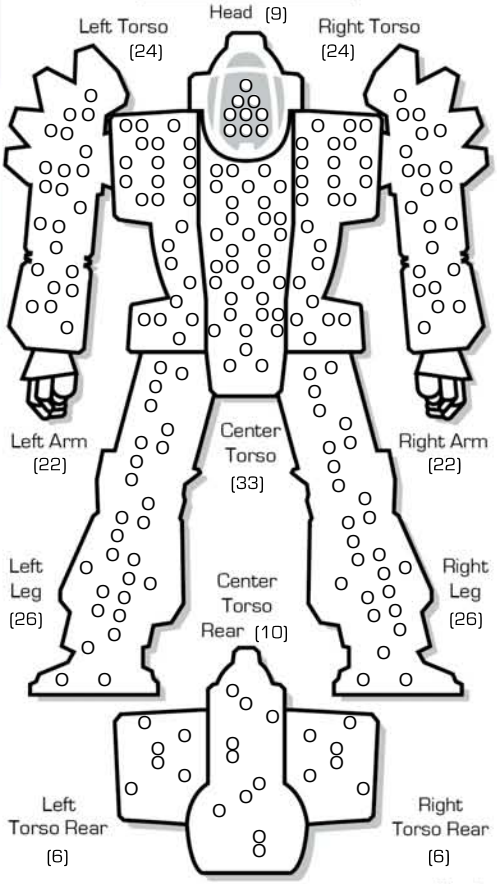
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1-3
1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. Ammo (LRM 20) 6

4-6
1. Ammo (LRM 20) 6
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

#### Head

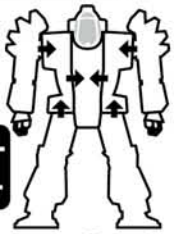
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser (R)
6. Medium Laser (R)

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

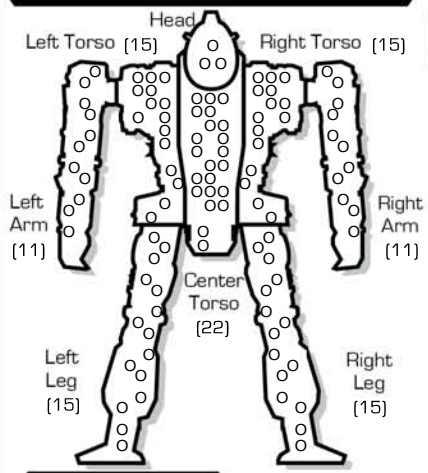
1-3
1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. Ammo (LRM 20) 6

4-6
1. Ammo (LRM 20) 6
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. 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:** Archer ARC-2S

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 0

**Tonnage:** 70
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | Medium Laser(R) | CT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | LRM 15 | RT | 5 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | SRM 4 | RT | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | LRM 15 | LT | 5 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 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:** 1,393

### WARRIOR DATA

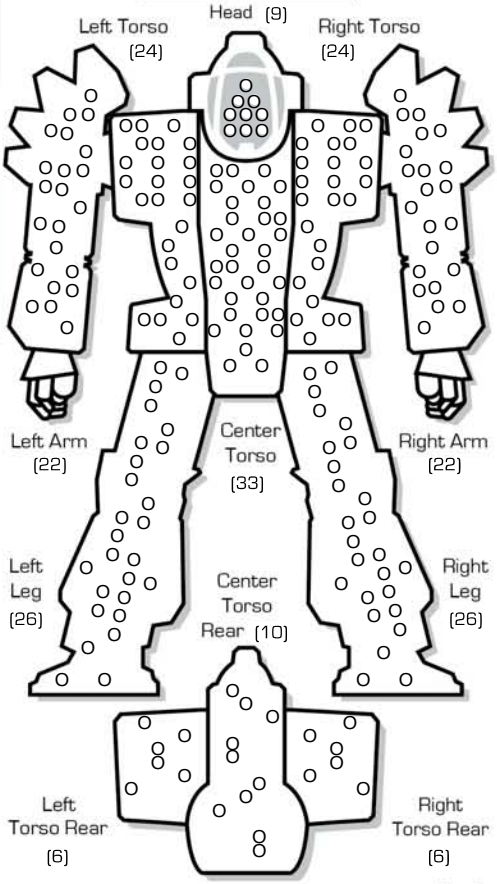
**Name:** _____

**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. Medium Laser
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 Torso**
1. LRM 15
2. LRM 15
3. LRM 15
4. SRM 4
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

1-3

4-6: 1. Ammo (SRM 4) 25, 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

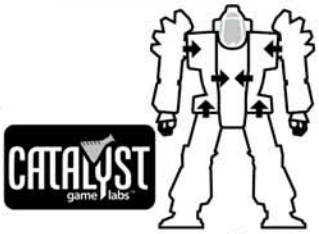
**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

**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. Medium Laser (R), 6. Medium Laser (R)

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 Laser
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

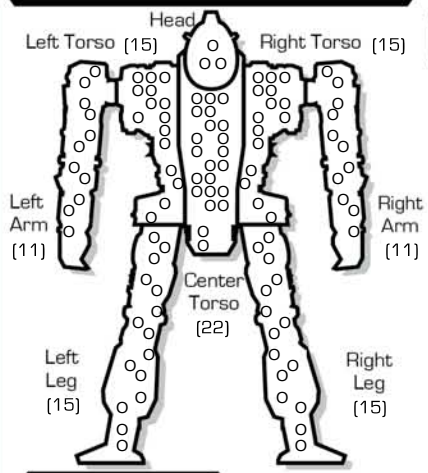
**Right Torso**
1. LRM 15
2. LRM 15
3. LRM 15
4. SRM 4
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

1-3

4-6: 1. Ammo (SRM 4) 25, 2. Roll Again, 3. Roll Again, 4. Roll Again, 5. Roll Again, 6. Roll Again

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 10 (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:** Archer ARC-2W

**Movement Points:**
Walking: 4
Running: 6
Jumping: 0

Tonnage: 70
Tech Base: Inner Sphere (Intro)
Era: Succession Wars

**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 | SRM 4 | RT | 3 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | LRM 20 | LT | 6 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 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: 1,338

### WARRIOR DATA

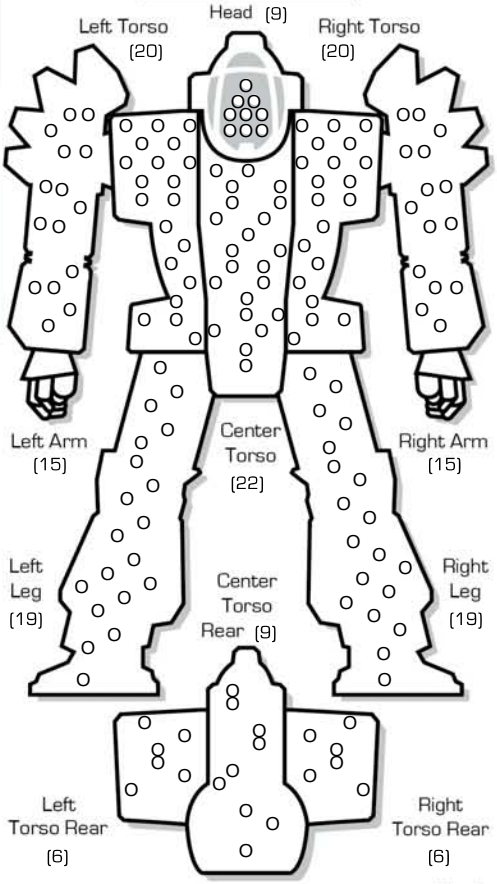
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Left Torso**
1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. SRM 4

1-3

1. Ammo (LRM 20) 6
2. Ammo (LRM 20) 6
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

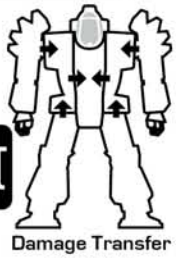
**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (SRM 4) 25
6. Roll Again

4-6

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

**Right Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Right Torso**
1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. SRM 4

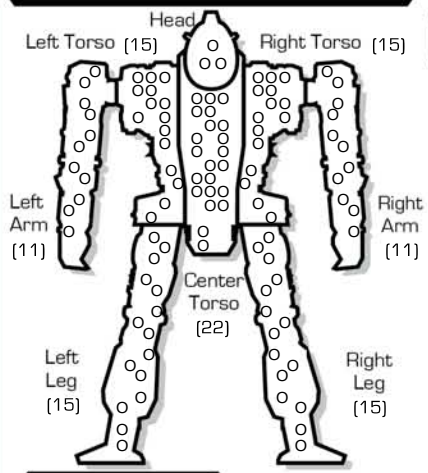
1-3

1. Ammo (LRM 20) 6
2. Ammo (LRM 20) 6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 10 (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:** Warhammer WHM-6D

| Movement Points: | | | |
|---|---|---|---|
| Walking: | 4 | Tonnage: | 70 |
| Running: | 6 | Tech Base: | Inner Sphere (Intro) |
| Jumping: | 0 | Era: | Succession Wars |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Small Laser | RT | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Small Laser | LT | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | PPC | RA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | PPC | LA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |

**Cost:** **BV:** 1,471

### WARRIOR DATA

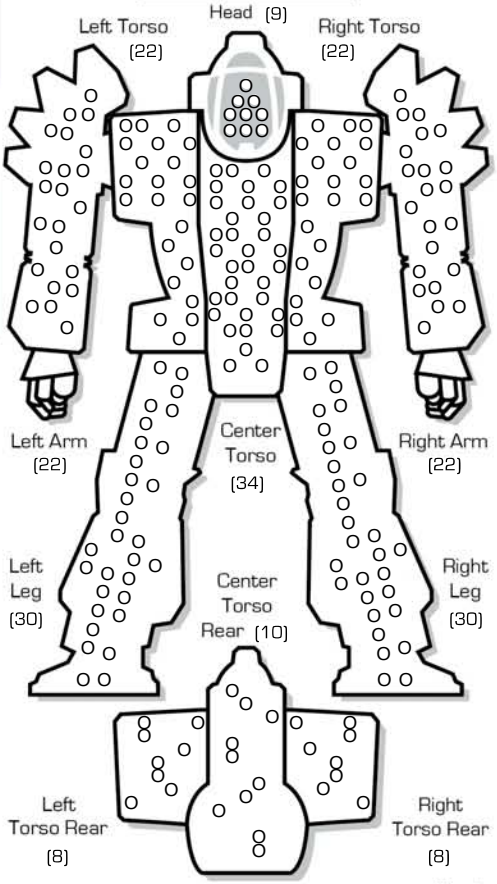
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3 4. PPC 5. PPC 6. PPC

1. Roll Again
2. Roll Again
3. Roll Again

4-6 4. Roll Again 5. Roll Again 6. Roll Again

**Left Torso**

1. Heat Sink
2. Heat Sink
3. Medium Laser

1-3 4. Small Laser 5. Roll Again 6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again

4-6 4. Roll Again 5. Roll Again 6. Roll Again

**Left Leg**

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

**Head**

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

**Center Torso**

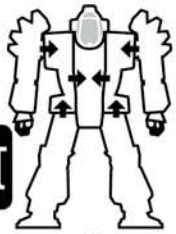
1. Fusion Engine
2. Fusion Engine

1-3 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine

4-6 4. Fusion Engine 5. Heat Sink 6. Heat Sink

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

**Right Arm**

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3 4. PPC 5. PPC 6. PPC

1. Roll Again
2. Roll Again
3. Roll Again

4-6 4. Roll Again 5. Roll Again 6. Roll Again

**Right Torso**

1. Heat Sink
2. Medium Laser
3. Small Laser

1-3 4. Roll Again 5. Roll Again 6. Roll Again

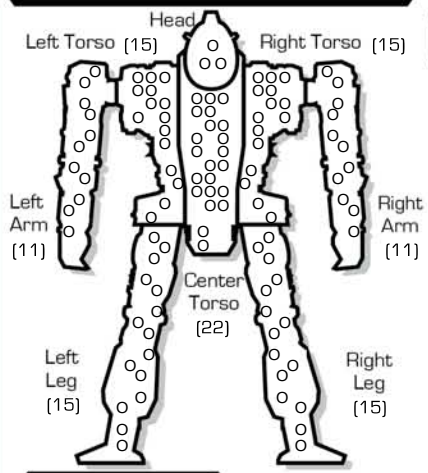
1. Roll Again
2. Roll Again
3. Roll Again

4-6 4. Roll Again 5. Roll Again 6. Roll Again

**Right Leg**

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 20 (20) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O O |
| 17 | +3 Modifier to Fire | O O |
| 15 | -3 Movement Points | O O |
| 14 | Shutdown, avoid on 4+ | O O |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Warhammer WHM-6K

| Movement Points: | | Tonnage: | 70 |
|---|---|---|---|
| Walking: | 4 | Tech Base: | Inner Sphere (Intro) |
| Running: | 6 | Era: | Succession Wars |
| Jumping: | 0 | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Small Laser | RT | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | SRM 6 | RT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Small Laser | LT | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | PPC | RA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | PPC | LA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |

**Cost:** **BV:** 1,305

### WARRIOR DATA

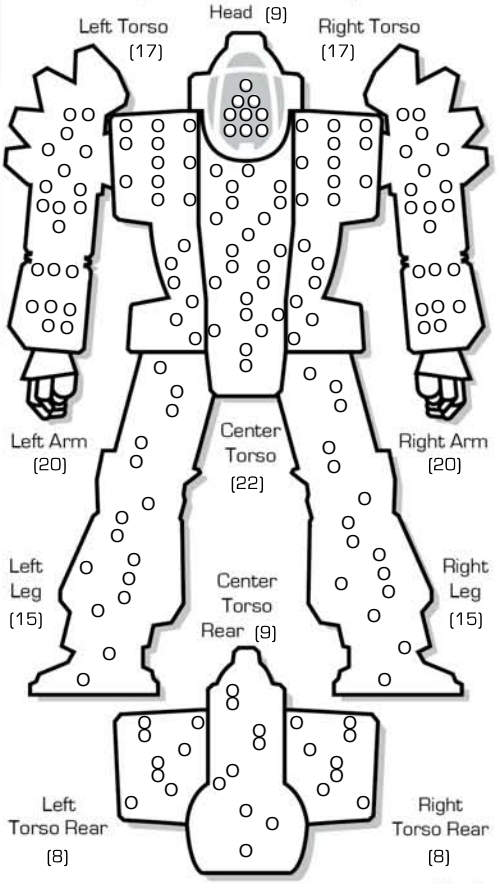
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. PPC
5. PPC
6. PPC

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. Heat Sink
2. Heat Sink
3. Heat Sink

1-3
4. Medium Laser
5. Small Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

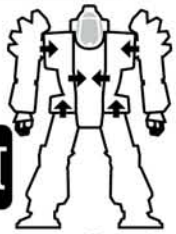
#### Center Torso

1. Fusion Engine
2. Fusion Engine

1-3
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. Heat Sink

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. PPC
5. PPC
6. PPC

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

1. SRM 6
2. SRM 6

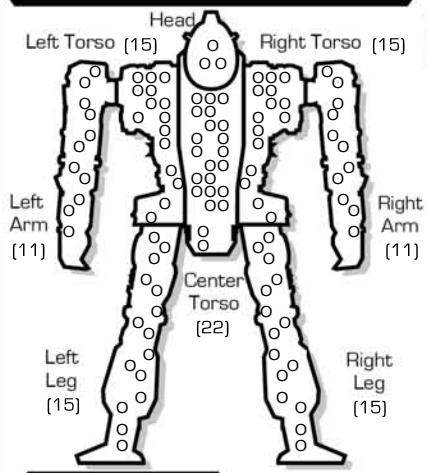
1-3
3. Medium Laser
4. Small Laser
5. Ammo (SRM 6) 15
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 20 (20) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O O |
| 17 | +3 Modifier to Fire | O O |
| 15 | -3 Movement Points | O O |
| 14 | Shutdown, avoid on 4+ | O O |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Warhammer WHM-6L

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 0

**Tonnage:** 70
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Flamer | RT | 3 | 2 [DE,H,AI] | — | 1 | 2 | 3 |
| 1 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Small Laser | RT | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | SRM 6 | RT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Flamer | LT | 3 | 2 [DE,H,AI] | — | 1 | 2 | 3 |
| 1 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Small Laser | LT | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | PPC | RA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | PPC | LA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |

**Cost:** **BV:** 1,311

### WARRIOR DATA

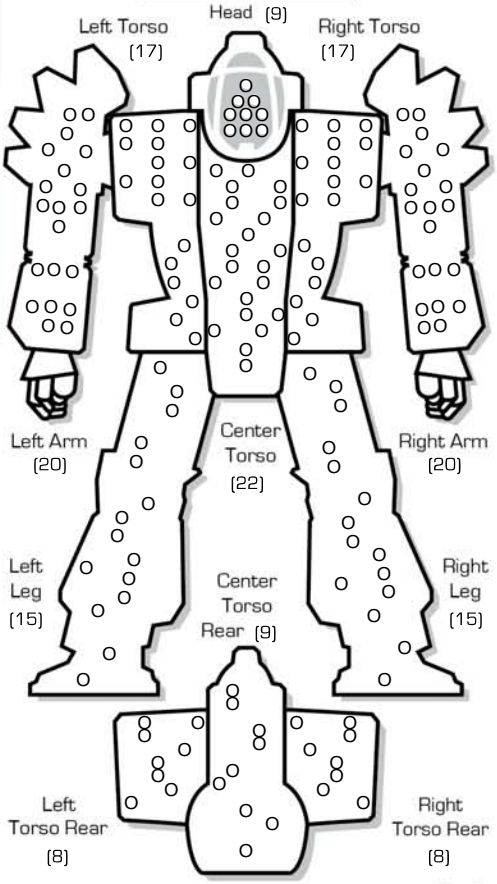
**Name:** _____

**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

1-3
4. PPC
5. PPC
6. PPC

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso
1. Medium Laser
2. Small Laser

1-3
3. Flamer
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

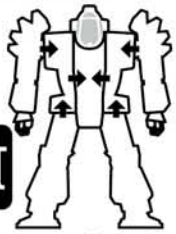
#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

#### Center Torso
1. Fusion Engine
2. Fusion Engine

1-3
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. Heat Sink

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. PPC
5. PPC
6. PPC

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

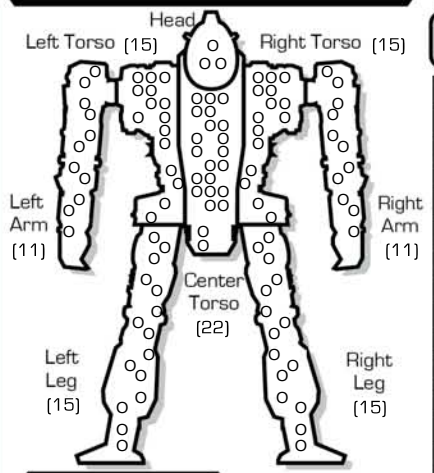
#### Right Torso
1. SRM 6
2. SRM 6

1-3
3. Medium Laser
4. Small Laser
5. Flamer
6. Ammo (SRM 6) 15

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 18 (18) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O O |
| 17 | +3 Modifier to Fire | O |
| 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:** Warhammer WHM-6R

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 0

**Tonnage:** 70
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Machine Gun | RT | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Small Laser | RT | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | SRM 6 | RT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | Machine Gun | LT | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Small Laser | LT | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | PPC | RA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | PPC | LA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |

**Cost:** **BV:** 1,299

### WARRIOR DATA

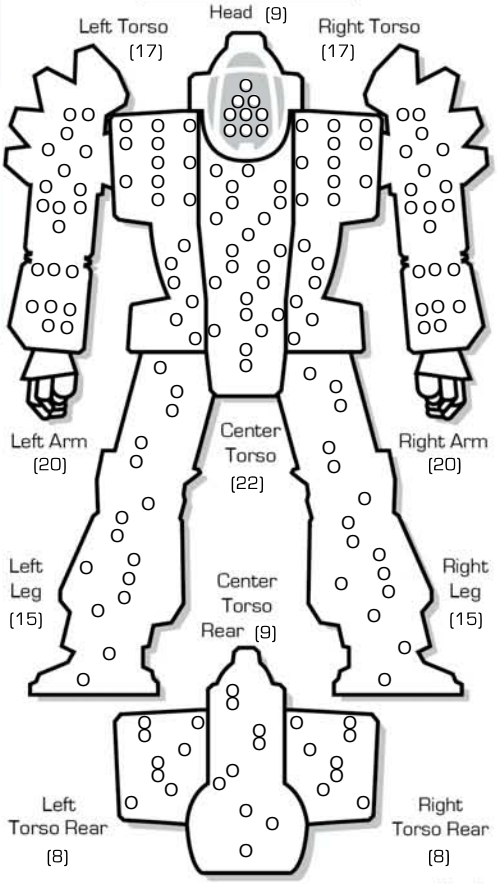
**Name:** _____

**Gunnery Skill:** ___ **Piloting Skill:** ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Heat Sink
5. PPC
6. PPC

1-3
1. PPC
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Torso
1. Medium Laser
2. Small Laser
3. Machine Gun
4. Roll Again
5. Roll Again
6. Roll Again

1-3
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

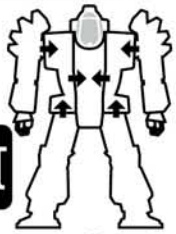
#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (Machine Gun) 200
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. Heat Sink
5. PPC
6. PPC

1-3
1. PPC
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

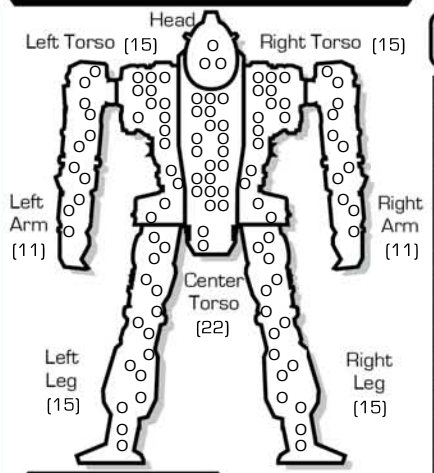
#### Right Torso
1. SRM 6
2. SRM 6
3. Medium Laser
4. Small Laser
5. Machine Gun
6. Ammo (SRM 6) 15

1-3
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 18 (18) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O O |
| 17 | +3 Modifier to Fire | O |
| 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:** Marauder MAD-3D

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 0

**Tonnage:** 75
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Large Laser | RT | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | PPC | RA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | PPC | LA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |

**Cost:**
**BV:** 1,470

### WARRIOR DATA

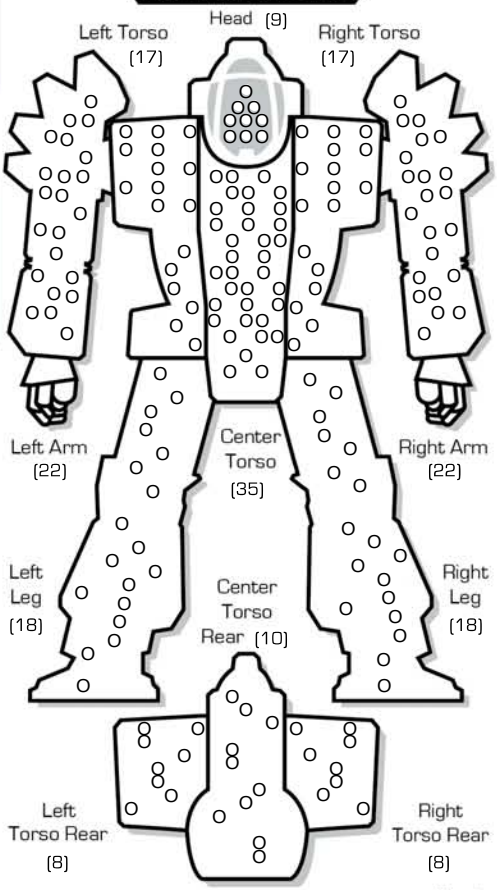
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. PPC
5. PPC
6. PPC

4-6
1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso
1. Heat Sink
2. Heat Sink

1-3
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

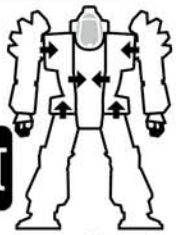
#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso
1. Fusion Engine
2. Fusion Engine

1-3
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. Heat Sink

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. PPC
5. PPC
6. PPC

4-6
1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

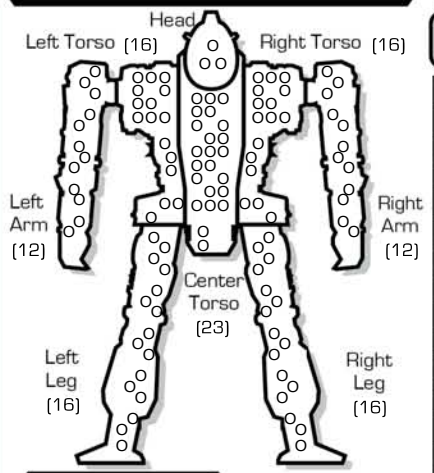
#### Right Torso
1. Large Laser
2. Large Laser

1-3
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 20 (20) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O O |
| 17 | +3 Modifier to Fire | O O |
| 15 | -3 Movement Points | O O |
| 14 | Shutdown, avoid on 4+ | O O |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Marauder MAD-3L

**Movement Points:**
Walking: 4
Running: 6
Jumping: 0

**Tonnage:** 75
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Autocannon/5 | RT | 1 | 5 [DB,S] | 3 | 6 | 12 | 18 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | PPC | RA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | Large Laser | LA | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

**Cost:**
**BV:** 1,369

### WARRIOR DATA

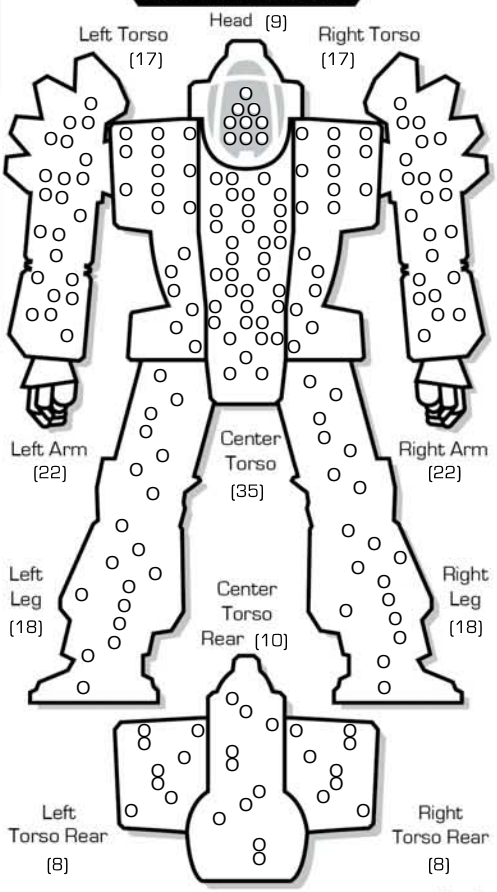
Name: _____

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

1-3: 4. Large Laser; 5. Large Laser; 6. Medium Laser

4-6: 1. Roll Again; 2. Roll Again; 3. Roll Again; 4. Roll Again; 5. Roll Again; 6. Roll Again

#### Left Torso
1. Heat Sink
2. Heat Sink
3. Ammo (AC/5) 20

1-3: 4. Roll Again; 5. Roll Again; 6. Roll Again

4-6: 1. Roll Again; 2. Roll Again; 3. Roll Again; 4. Roll Again; 5. Roll Again; 6. Roll Again

#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

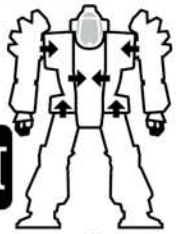
#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine

1-3: 4. Gyro; 5. Gyro; 6. Gyro

4-6: 1. Gyro; 2. Fusion Engine; 3. Fusion Engine; 4. Fusion Engine; 5. Roll Again; 6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3: 4. PPC; 5. PPC; 6. PPC

4-6: 1. Medium Laser; 2. Roll Again; 3. Roll Again; 4. Roll Again; 5. Roll Again; 6. Roll Again

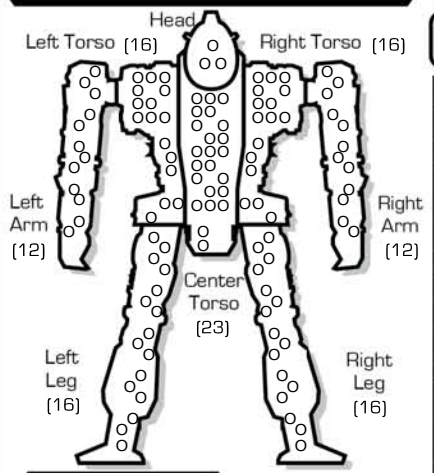
#### Right Torso
1. Autocannon/5
2. Autocannon/5
3. Autocannon/5

1-3: 4. Autocannon/5; 5. Roll Again; 6. Roll Again

4-6: 1. Roll Again; 2. Roll Again; 3. Roll Again; 4. Roll Again; 5. Roll Again; 6. Roll Again

#### Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 18 (18) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O O |
| 17 | +3 Modifier to Fire | O |
| 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:** Marauder MAD-3M

| Movement Points: | | | |
|---|---|---|---|
| Walking: | 4 | Tonnage: | 75 |
| Running: | 6 | Tech Base: | Inner Sphere (Intro) |
| Jumping: | 0 | Era: | Succession Wars |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Autocannon/5 | RT | 1 | 5 [DB,S] | 3 | 6 | 12 | 18 |
| 1 | Large Laser | RA | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Large Laser | LA | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |

**Cost:** **BV:** 1,335

### WARRIOR DATA

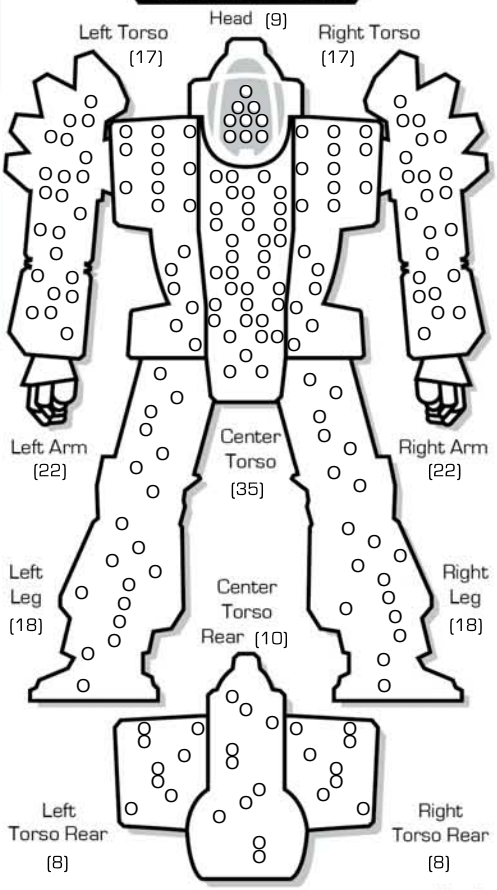
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Laser
5. Large Laser
6. Medium Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Left Torso**

1-3
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Ammo (AC/5) 20
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Left Leg**

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

**Head**

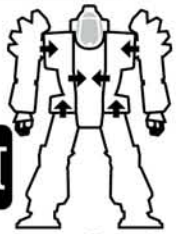
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

**Center Torso**

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

**Right Arm**

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Laser
5. Large Laser
6. Medium Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Torso**

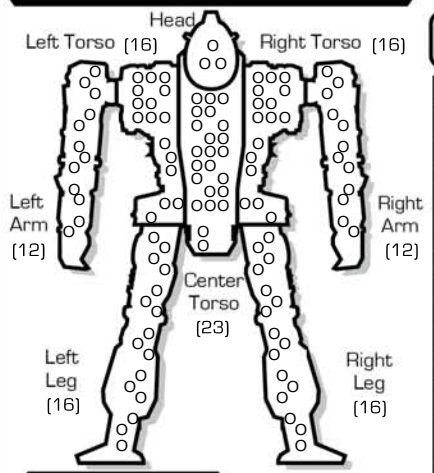
1-3
1. Autocannon/5
2. Autocannon/5
3. Autocannon/5
4. Autocannon/5
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Leg**

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 20 (20) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O O |
| 17 | +3 Modifier to Fire | O O |
| 15 | -3 Movement Points | O O |
| 14 | Shutdown, avoid on 4+ | O O |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Marauder MAD-3R

| Movement Points: | | | |
|---|---|---|---|
| Walking: | 4 | Tonnage: | 75 |
| Running: | 6 | Tech Base: | Inner Sphere (Intro) |
| Jumping: | 0 | Era: | Star League |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Autocannon/5 | RT | 1 | 5 [DB,S] | 3 | 6 | 12 | 18 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | PPC | RA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | PPC | LA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |

**Cost:** **BV:** 1,363

### WARRIOR DATA

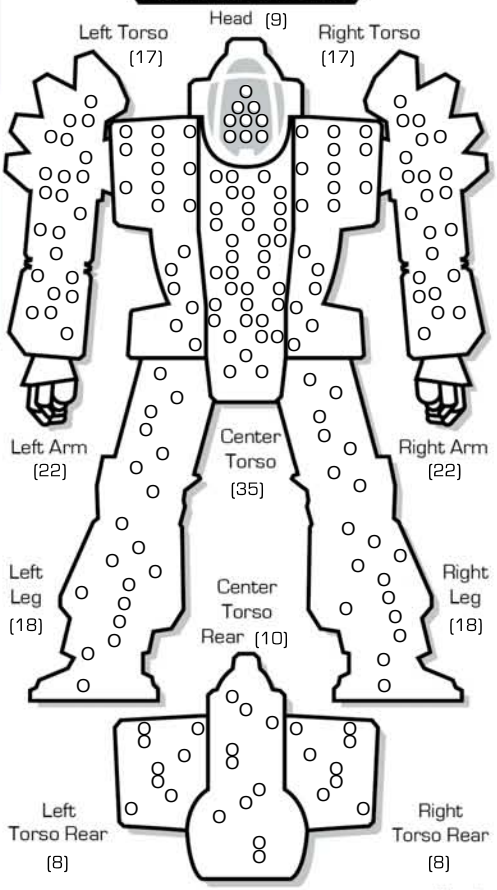
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. PPC
5. PPC
6. PPC

4-6
1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1. Ammo (AC/5) 20
2. Roll Again

1-3
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

#### Head

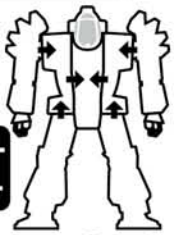
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. PPC
5. PPC
6. PPC

4-6
1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

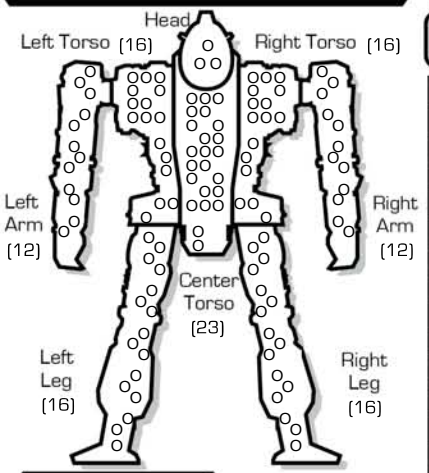
1-3
1. Autocannon/5
2. Autocannon/5
3. Autocannon/5
4. Autocannon/5
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

### INTERNAL STRUCTURE DIAGRAM




Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 16 (16) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O |
| 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:** Goliath GOL-1H

**Movement Points:**
Walking: 4
Running: 6
Jumping: 0

**Tonnage:** 80
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | LRM 10 | RT | 4 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Machine Gun | RT | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |
| 1 | PPC | RT | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | LRM 10 | LT | 4 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | Machine Gun | LT | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |

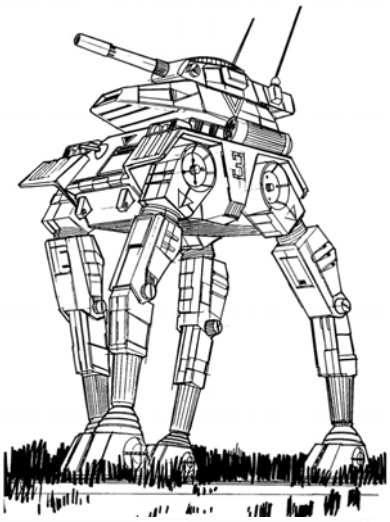
**Cost:** **BV:** 1,449

### WARRIOR DATA

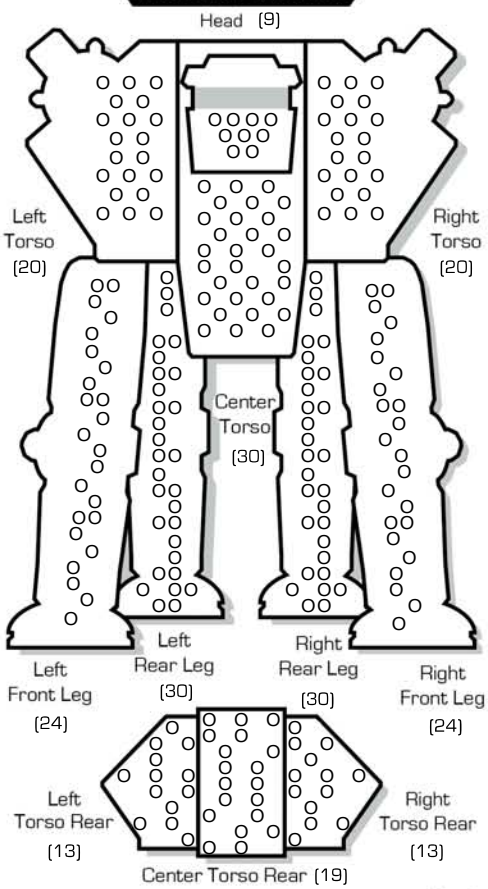
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

#### Left Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Heat Sink
6. Roll Again

#### Right Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Heat Sink
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. Ammo (LRM 10) 12
6. Ammo (LRM 10) 12

#### Left Torso
1-3
1. LRM 10
2. LRM 10
3. Machine Gun
4. Ammo (Machine Gun) 200
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

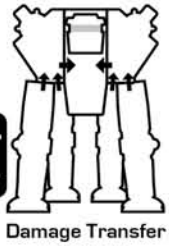
#### Right Torso
1-3
1. PPC
2. PPC
3. PPC
4. LRM 10
5. LRM 10
6. Machine Gun

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

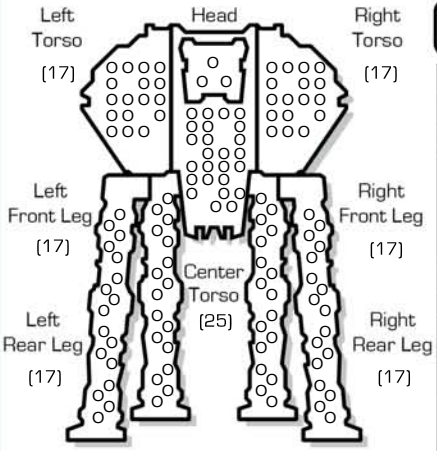
#### Left Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Heat Sink
6. Roll Again

#### Right Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Heat Sink
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: 17 (17) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O |
| 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:** BattleMaster BLR-1D

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 0

**Tonnage:** 85
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 2 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | PPC | RA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |
| 2 | Machine Gun | LA | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |

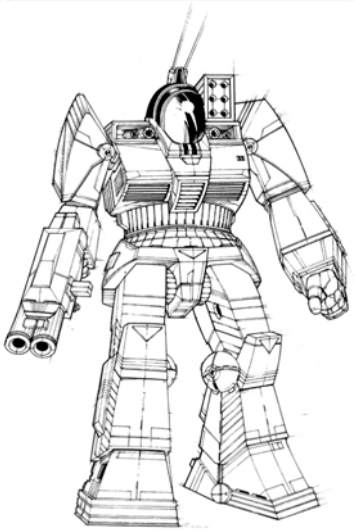
**Cost:** **BV:** 1,522

### WARRIOR DATA

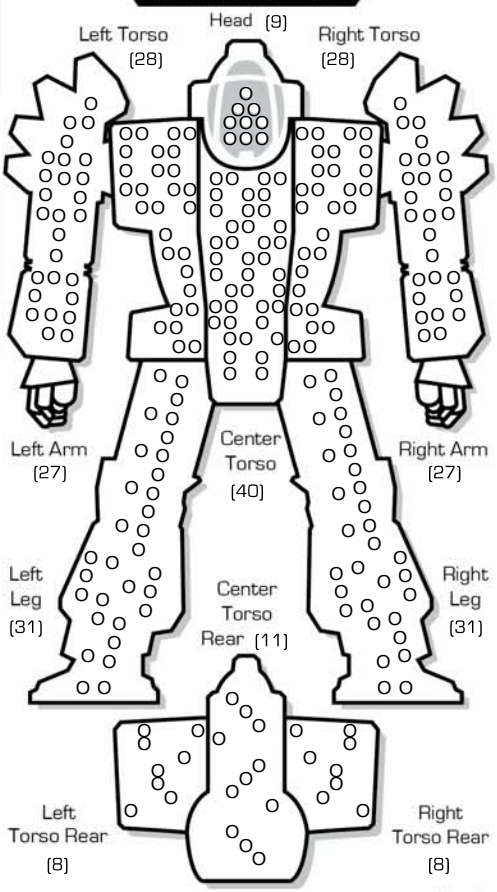
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Machine Gun
6. Machine Gun

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. Heat Sink
2. Heat Sink
3. Heat Sink
4. Medium Laser
5. Medium Laser
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. Heat Sink
6. Heat Sink

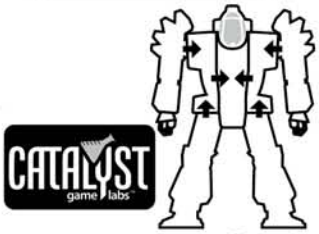
**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. Heat Sink

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O




Damage Transfer Diagram

**Right Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. PPC
6. PPC

1-3

4-6
1. PPC
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

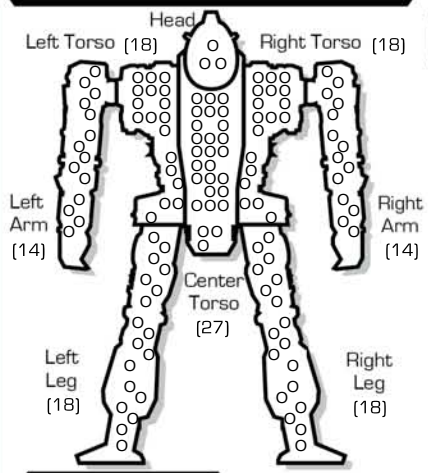
**Right Torso**
1. Heat Sink
2. Heat Sink
3. Medium Laser
4. Medium Laser
5. Ammo (Machine Gun) 200
6. Roll Again

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. 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: 24 (24) Single |
|---|---|---|
| 30 | Shutdown | O O O |
| 28 | Ammo Exp. avoid on 8+ | O O O |
| 26 | Shutdown, avoid on 10+ | O O O |
| 25 | -5 Movement Points | O O O |
| 24 | +4 Modifier to Fire | O 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:** BattleMaster BLR-1G

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 0

**Tonnage:** 85
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser(R) | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 2 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser(R) | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | SRM 6 | LT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | PPC | RA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |
| 2 | Machine Gun | LA | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |

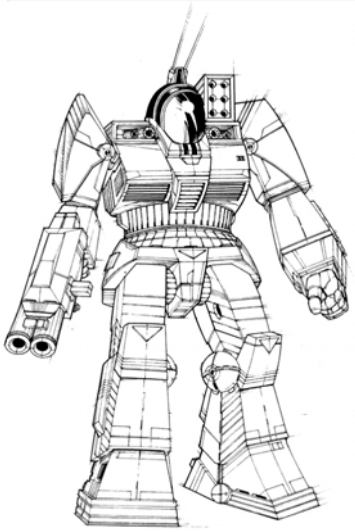
**Cost:** **BV:** 1,519

### WARRIOR DATA

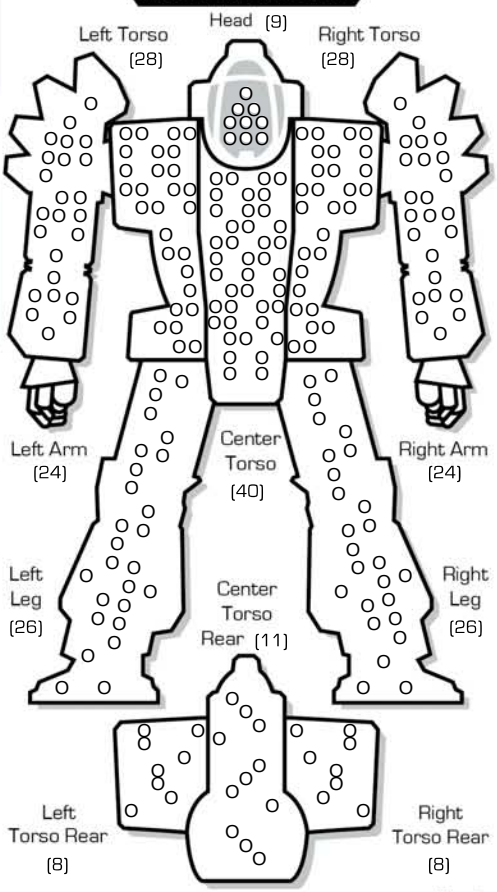
Name: _____

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
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

**Left Torso**
1. SRM 6
2. SRM 6
3. Medium Laser
4. Medium Laser
5. Medium Laser (R)
6. Ammo (Machine Gun) 200

1-3

1. Ammo (SRM 6) 15
2. Ammo (SRM 6) 15
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. 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. PPC
6. PPC

1-3

1. PPC
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Right Torso**
1. Heat Sink
2. Medium Laser
3. Medium Laser
4. Medium Laser (R)
5. Roll Again
6. Roll Again

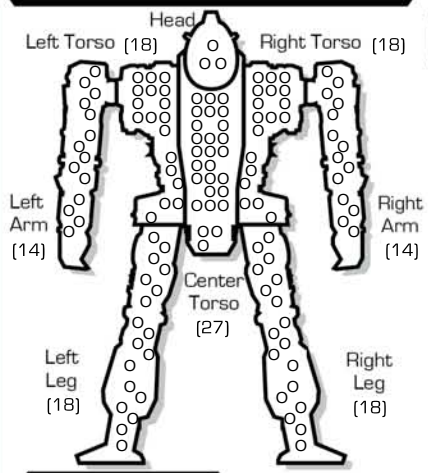
1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. 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: 18 (18) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O O |
| 17 | +3 Modifier to Fire | O |
| 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:** BattleMaster BLR-1G-DC

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 0

**Tonnage:** 85
**Tech Base:** Inner Sphere (Advanced)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 2 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | SRM 6 | LT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | PPC | RA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |
| 2 | Machine Gun | LA | 0 | 2 [DB,AI] | — | 1 | 2 | 3 |

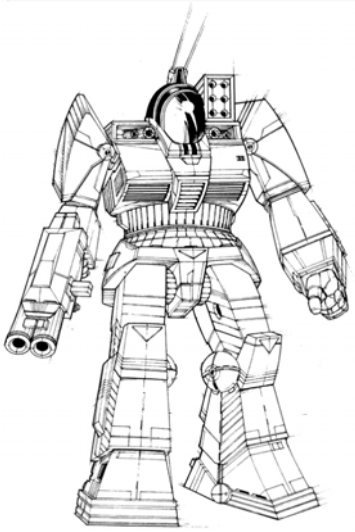
**Cost:** **BV:** 1,494

### WARRIOR DATA

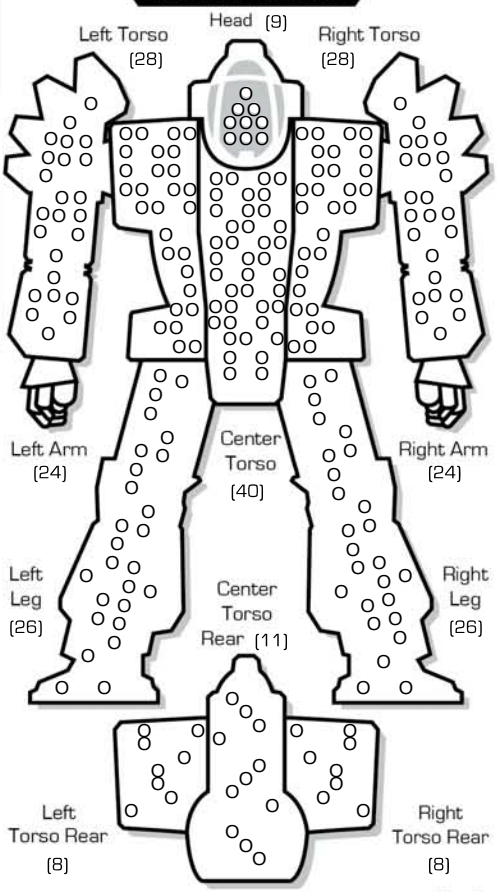
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 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. 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

**Left Torso**
1. SRM 6
2. SRM 6
3. Medium Laser
4. Medium Laser
5. Ammo (Machine Gun) 200
6. Ammo (SRM 6) 15

1-3

1. Ammo (SRM 6) 15
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. Command Console
4. Command Console
5. Sensors
6. Life Support

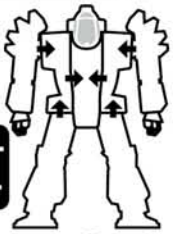
**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. PPC
6. PPC

1-3

1. PPC
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Right Torso**
1. Heat Sink
2. Medium Laser
3. Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again

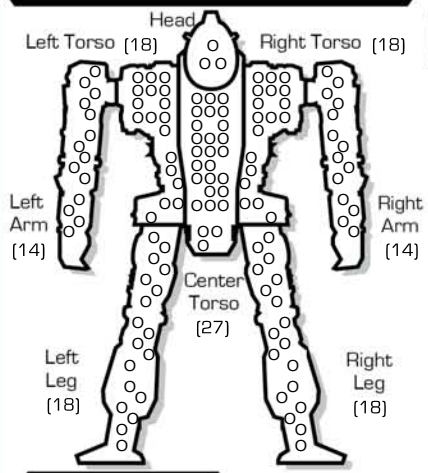
1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. 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: 17 (17) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O |
| 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:** BattleMaster BLR-1S

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 0

**Tonnage:** 85
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 2 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | LRM 5 | LT | 2 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 2 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | SRM 2 | LT | 2 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | SRM 2 | RA | 2 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | LRM 15 | LA | 5 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |

**Cost:**

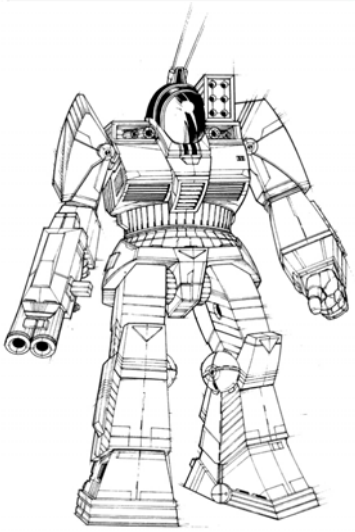
**BV:** 1,504

### WARRIOR DATA

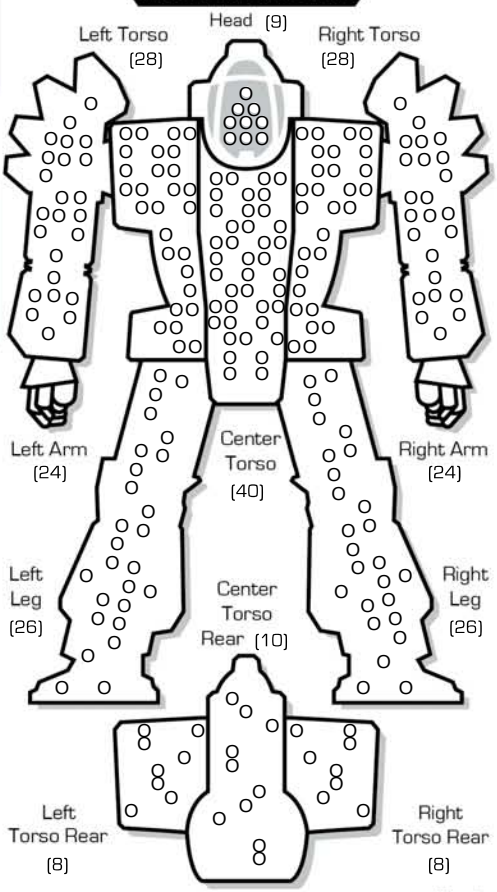
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 15
6. LRM 15

1. LRM 15
2. Ammo (LRM 15) 8
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Left Torso**
1. Heat Sink
2. Medium Laser
3. Medium Laser
4. LRM 5
5. SRM 2
6. Ammo (LRM 5) 24

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

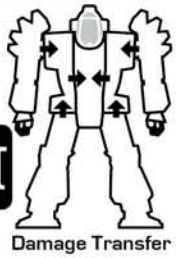
**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

**Center Torso**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

**Right Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM 2
6. Roll Again

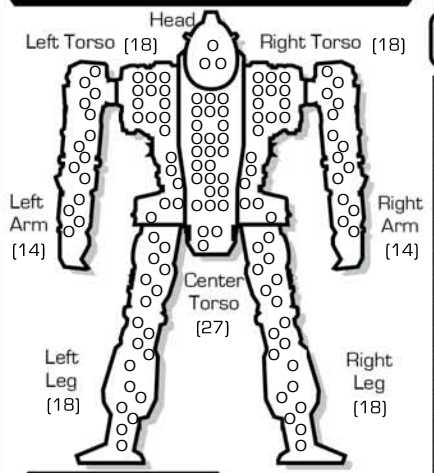
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Torso**
1. Heat Sink
2. Heat Sink
3. Medium Laser
4. Medium Laser
5. Ammo (SRM 2) 50
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: 20 (20) Single |
|---|---|---|
| 30 | Shutdown | O O |
| 28 | Ammo Exp. avoid on 8+ | O O |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | -5 Movement Points | O O |
| 24 | +4 Modifier to Fire | O O |
| 23 | Ammo Exp. avoid on 6+ | O O |
| 22 | Shutdown, avoid on 8+ | O O |
| 20 | -4 Movement Points | O O |
| 19 | Ammo Exp. avoid on 4+ | O O |
| 18 | Shutdown, avoid on 6+ | O O |
| 17 | +3 Modifier to Fire | O O |
| 15 | -3 Movement Points | O O |
| 14 | Shutdown, avoid on 4+ | O O |
| 13 | +2 Modifier to Fire | |
| 10 | -2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | -1 Movement Points | |

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Longbow LGB-0W

**Movement Points:**
Walking: 4
Running: 6
Jumping: 0

**Tonnage:** 85
**Tech Base:** Inner Sphere (Intro)
**Era:** Star League

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Small Laser | HD | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | LRM 5 | RT | 2 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | LRM 5 | LT | 2 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | LRM 20 | RA | 6 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | LRM 20 | LA | 6 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |

**Cost:** **BV:** 1,337

### WARRIOR DATA

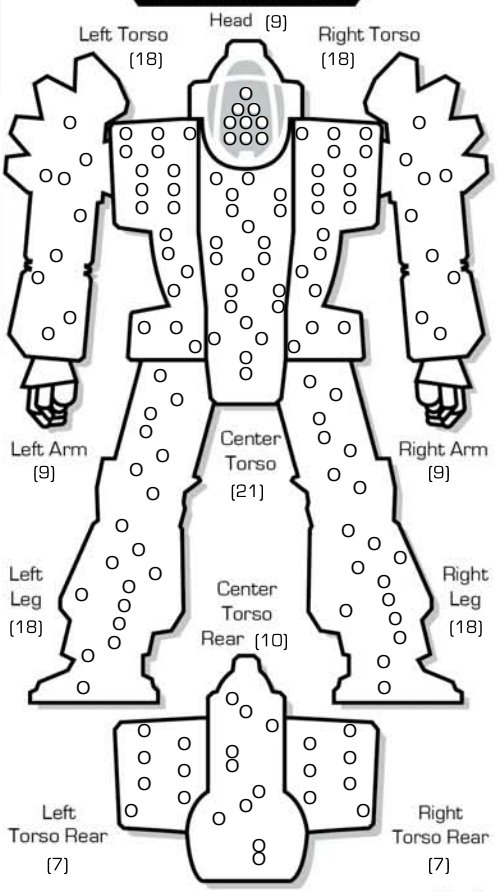
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 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 20
4. LRM 20
5. LRM 20
6. LRM 20

1. LRM 20
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso
1. LRM 5
2. Ammo (LRM 20) 6
3. Ammo (LRM 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

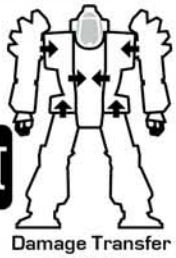
#### Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

#### Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

#### Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (LRM 5) 24
6. Ammo (LRM 5) 24

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

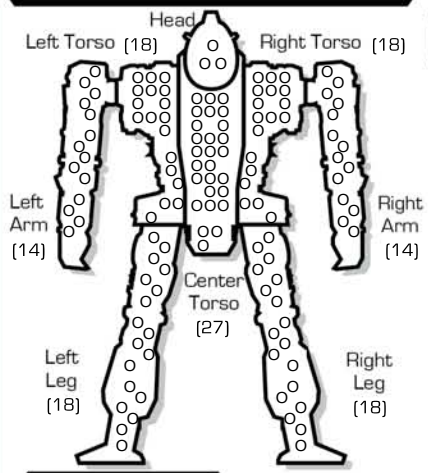
1. LRM 20
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso
1. LRM 5
2. Ammo (LRM 20) 6
3. Ammo (LRM 20) 6
4. Roll Again
5. Roll Again
6. Roll Again

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: 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:** Marauder II MAD-4A

**Movement Points:**
- Walking: 3
- Running: 5
- Jumping: 3

**Tonnage:** 100
**Tech Base:** Inner Sphere (Intro)
**Era:** Succession Wars

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Large Laser | RT | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | PPC | RA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | PPC | LA | 10 | 10 [DE,X] | 3 | 6 | 12 | 18 |

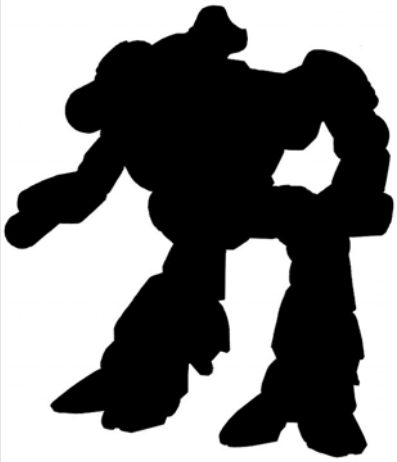
**Cost:**
**BV:** 2,073

### WARRIOR DATA

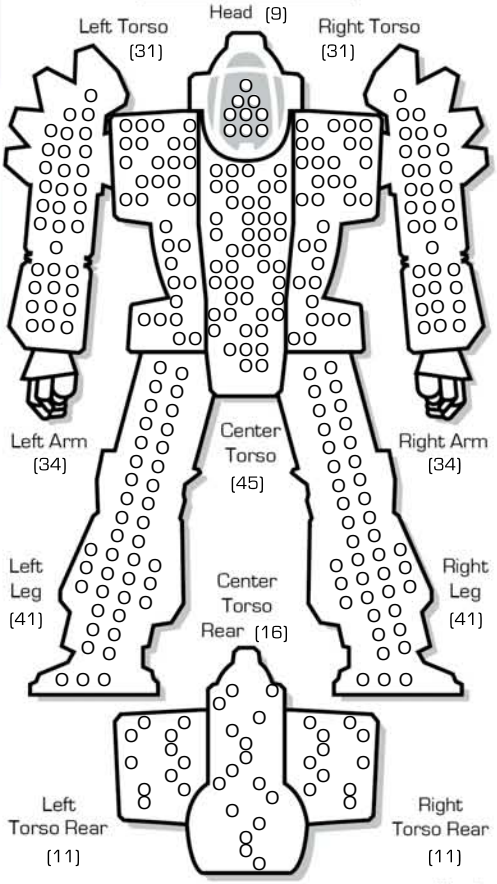
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. PPC
5. PPC
6. PPC

4-6
1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Left Torso**

1-3
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

4-6
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Roll Again
5. Roll Again
6. Roll Again

**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Jump Jet

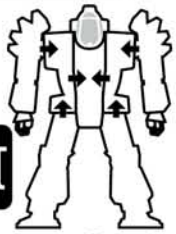
**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

**Center Torso**

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

**Right Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. PPC
5. PPC
6. PPC

4-6
1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

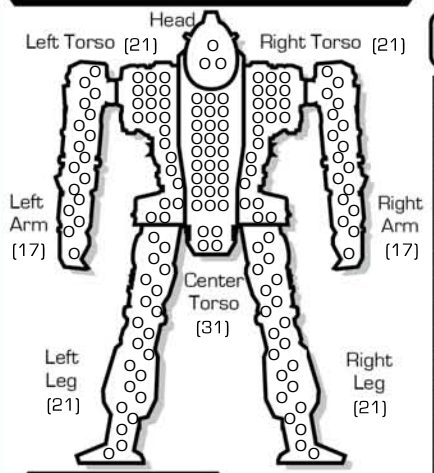
**Right Torso**

1-3
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

4-6
1. Large Laser
2. Large Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Jump Jet

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects | Heat Sinks: 29 (29) Single |
|---|---|---|
| 30 | Shutdown | O O O |
| 28 | Ammo Exp. avoid on 8+ | O O O |
| 26 | Shutdown, avoid on 10+ | O O O |
| 25 | -5 Movement Points | O O O |
| 24 | +4 Modifier to Fire | O O O |
| 23 | Ammo Exp. avoid on 6+ | O O O |
| 22 | Shutdown, avoid on 8+ | O O O |
| 20 | -4 Movement Points | O O O |
| 19 | Ammo Exp. avoid on 4+ | O O O |
| 18 | Shutdown, avoid on 6+ | O O O |
| 17 | +3 Modifier to Fire | O O O |
| 15 | -3 Movement Points | O O |
| 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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