

# BATTLETECH™

## TRACKED VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** Heavy Tracked APC (MG)  
**Movement Points:** 5  
**Cruising:** 5  
**Flanking:** 8  
**Movement Type:** Tracked  
**Engine Type:** ICE

**Tonnage:** 20  
**Tech Base:** Inner Sphere  
**Rules Level:** Introductory  
**Role:** Scout

### Weapons & Equipment Inventory

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
2	Machine Gun	RR	2 [DB, AI]	—	1	2	3

Ammo: (Machine Gun) 300  
Features Infantry Bay (3 tons)

BV: 228



### CREW DATA

**Crew:** \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Driving Skill:** \_\_\_\_\_

**Commander Hit** ☐ **Driver Hit** ☐  
Modifier to all skill rolls Modifier to Driving skill rolls

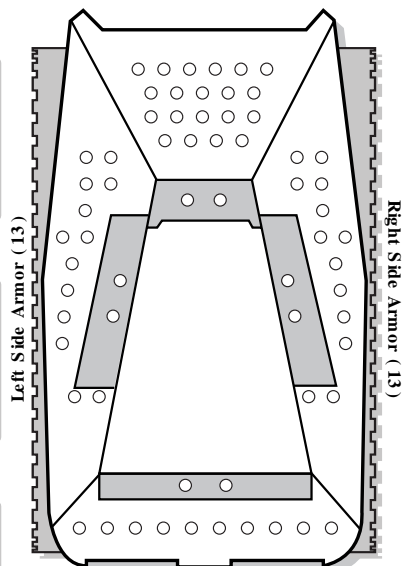
### CRITICAL DAMAGE

**Engine Hit** ☐  
**Sensor Hits** ☐ ☐ ☐ ☐  
**Motive System Hits** ☐ ☐ ☐  
**Stabilizers**  
**Front** ☐ **Left** ☐ **Right** ☐  
**Rear** ☐

### NOTES

### ARMOR DIAGRAM

**Front Armor**  
( 20 )



**Rear Armor**  
( 10 )



### TO-HIT MODIFIERS

Attacker	
Stationary	+0
Cruised	+1
Flanked	+2
Skidding	+1
Terrain	
Light Woods	+1/hex
Heavy Woods	+2/hex
Partial Cover	+1
Target	
Prone (adjacent hex)	-2
Prone (other hex)	+1
Immobile	-4
Skidding	-2
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped	+1
BattleArmor unit	+1
Secondary target (front)	+1
Secondary target (side/rear)	+2
Large support vehicle	-1
or grounded DropShip	

### GROUND COMBAT VEHICLE HIT LOCATION

	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

\* A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see Combat, p. 192, in *Total Warfare* for more information).

A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

#### Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

#### Vehicle Type Modifier:

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

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

### GROUND COMBAT VEHICLE CRITICALS TABLE

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

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

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

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### MOVEMENT RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Hex/Facing										
Move Mode										

Turn #	11	12	13	14	15	16	17	18	19	20
Hex/Facing										
Move Mode										

### MOVEMENT COSTS

Cost to Enter Any Hex:	1
Terrain Cost:	
Clear	+0
Paved/Bridge	+0
Road	+0
Rough	+1
Light woods	+1
Heavy woods	Prohibited
Water	
Depth 0	+0
Depth 1+	Prohibited
Rubble	+1
Light building	+1
Medium building	+2
Heavy building	+3
Hardened building	+4
Level Change (Up or Down)	
1 level	+2
2+ levels	Prohibited
Additional Movement Actions	
Facing change	1/hexside

### DRIVING SKILL ROLL TABLE

Unit's Actions	
Flanking movement	Possible skid
after facing change	
on pavement	
Skidding Movement	
Hexes moved in turn	
0-2	-1
3-4	0
5-7	+1
8-10	+2
11-17	+3
18-24	+4
25+	+5
Entering/leaving building hex	
Light building	0
Medium building	+1
Heavy building	+2
Hardened building	+3
Hexes moved in turn	
1-2	0
3-4	+1
5-6	+2
7-9	+3
10-17	+4
18-24	+5
25+	+6