

BATTLETECH™

AERODYNE DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: Condor (2801)	Tonnage: 4,500
Name: _____	Tech Base: Inner Sphere
Thrust: _____	Rules Level: Standard
SafeThrust: 3	Role: None
Maximum Thrust: 5	

Weapons & Equipment Inventory

Qty Type	Loc	Ht	(1-6) (7-12) (13-20) (21-25)			
			SRV	MRV	LRV	ERV
1 PPC	NOS	10	1 (10)	1 (10)	—	—
1 AC/5 (40 rounds)	NOS	1	1 (5)	1 (5)	—	—
1 LRM 15 (24 rounds)	NOS	5	1 (9)	1 (9)	1 (9)	—
2 Medium Laser	NOS	6	1 (10)	—	—	—
1 AC/5 (40 rounds)	LW/RW	1	1 (5)	1 (5)	—	—
2 Medium Laser,	LW/RW	22	3 (26)	2 (16)	—	—
2 Large Laser						
2 Medium Laser,	AFT	14	2 (18)	1 (8)	—	—
1 Large Laser						

Cargo:

Bay 1: Infantry (Foot) (60) (1 Door)
 Bay 2: Light Vehicle (20) (1 Door)
 Bay 6: Cargo (1,570) (1 Door)

Fuel Points: 6,240

Features MASH Equipment (1 theater)

BV: 2,842



VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

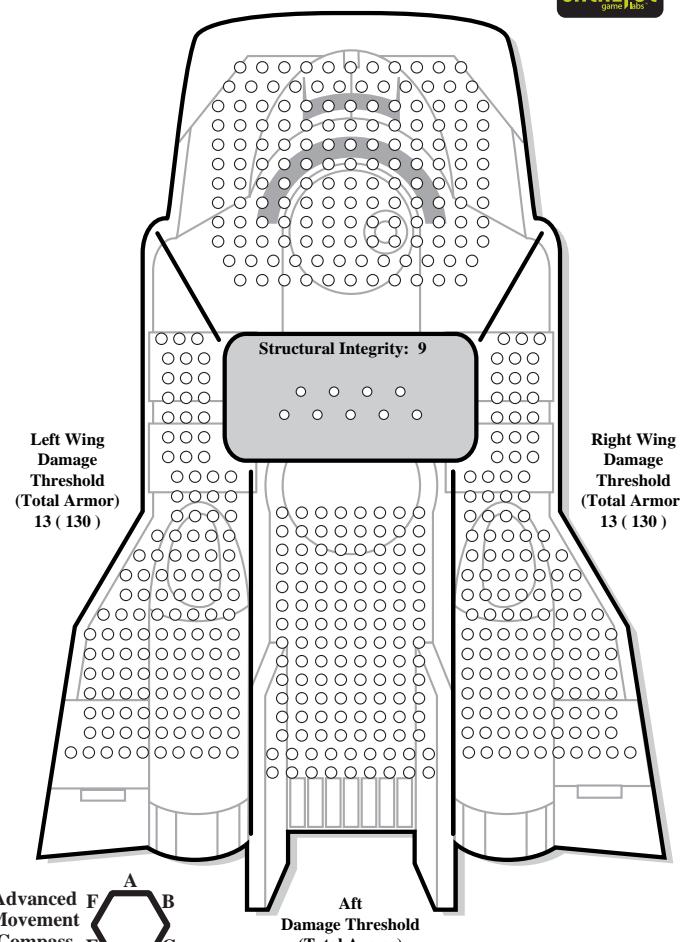
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

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HIT LOCATION TABLE

Die Roll (2D6)	Nose	Aft	Side	Above/Below
2	Nose/Crew	Aft/Life Support	Nose/Weapon	Nose/Weapon
3	Nose/Avionics	Aft/Control	Nose/FCS	Nose/FCS
4	Right Side/Weapon	Right Side/Weapon	Nose/Sensor	Nose/Sensor
5	Right Side/Thruster	Right Side/Door	Side/Thruster	Side/Thruster
6	Nose/FCS	Aft/Engine	Side/Cargo	Side/Cargo
7	Nose/Weapon	Aft/Weapon	Side/Weapon	Side/Weapon
8	Nose/Control	Aft/Collar	Side/Door	Side/Door
9	Left Side/Thruster	Left Side/Door	Side/Thruster	Side/Thruster
10	Left Side/Weapon	Left Side/Weapon	Aft/Avionics	Aft/Avionics
11	Nose/Sensor	Aft/Gear	Aft/Engine	Aft/Engine
12	Nose/K-F Boom	Aft/Fuel	Aft/Weapon	Aft/Weapon

Nose
 Damage Threshold
 (Total Armor)
 15 (150)



ARMOR DIAGRAM

Standard Scale

Range	
Short	+0
Medium	+2
Long	+4
Extreme	+6
Target/Intervening conditions	
Attack against aft	+0
Attack against side	+2
Attack against nose	+1
Attacker flying at altitude 1	+2
attacking air target	
Target is conducting	-3
air-to-ground attack	
Target is at zero velocity	-2
Firing through atmospheric	+2/hex
hex on high altitude map	
Firing into or out of screen	+2
Target is evading	variable
Attacker Conditions	
Exceeded safe thrust this turn	+2
Out of control	+2
Crew damage	+2
FCS damage	+2/hit
Sensor damage	+1/hit
Sensors destroyed	+5
Attacker evading	+2

CONTROL ROLL TABLE

Situation	
Movement	
Roll more than once in a turn	
Use thrust > current SI	
Velocity > 2x safe thrust	
in atmosphere	
Stalling	
Descending 3+ altitudes in a turn	
Damage	
Avionics critical	
Control critical	
Damaged in atmosphere	
Modifiers	
Crew damage	+1/hit
Avionics damage	+1/hit
Life support damage	+1/hit
Above safe thrust	+1
Atmospheric operations	+2
Per 20 points of damage	+1
Velocity above 2x	+1/point
safe thrust	

CRITICAL DAMAGE

Avionics	+1	+2	+5	Landing Gear	+5
FCS	2	4	D	Life Support	+2
Sensors	+1	+2	+5	K-F Boom	D
Thrusters				Docking Collar	D
Left	+1	+2	+3	D	
Right	+1	+2	+3	D	
Engine	-1	-2	-3	-4	-5

HEAT DATA

Heat Sinks:	Heat Generation Per Arc:
90	Nose: 22
	Left/Right Wing: 23/23
	Left/Right Wing (Rear): 0/0
	Aft: 14

STRAIGHT MOVEMENT

Low Altitude	
Velocity	Map
1	1
2	1
3	1
4	2
5	2
6	2
7	3
8	3
9	3
10	4
11	4
12	4
13-15	5
16+	6

AIR-TO-GROUND ATTACKS

Attack Type	Modifier	Altitude
Strafing	+4	1-3
Striking	+2	2-5

RANDOM MOVEMENT TABLE

1D6	Result	Effect
1		Forward 1 hex, left 2 hexsides
2		Forward 1 hex, left 1 hexside
3-4		Forward 1 hex
5		Forward 1 hex, right 1 hexside
6		Forward 1 hex, right 2 hexsides

CHANGING FACING COST

Thrust Velocity	points	Thrust Velocity	points
0-2	1	10	5
3-5	2	11	6
6-7	3	12	+1/point
8-9	4		

BATTLETECH™



1st Lyran Marines Squad (Recon)

Commander: Delta 1-1

Gunnery Skill: 3

Anti-'Mech Skill: 4

Max Weapon Damage*

Notes:

+1D6 damage vs. conventional infantry. No penalties for vacuum or zero-G. Invisible to standard/light active probes.

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	3	3	2	2	1	1	0
*Damage is always applied in 2-point Damage Value groupings																													
Range: 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21																													
Range Modifier: 0 0 0 0 0 0 0 0 +1 +1 +1 +2 +2 +2 +2 +4 +4 +4 +6 +6 +6 +6																													
MPs Used: 0 1 2 3+ To-Hit Modifier: +3 +2 +1 0 (All Attackers)																													

BV: 38

Transport Wt: 0.5 tons

Movement MP: 1

Type: Ground

1st Lyran Marines Squad (Recon)

Commander: Delta 1-2

Gunnery Skill: 3

Anti-'Mech Skill: 4

Max Weapon Damage*

Notes:

+1D6 damage vs. conventional infantry. No penalties for vacuum or zero-G. Invisible to standard/light active probes.

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	3	3	2	2	1	1	0
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MPs Used: 0 1 2 3+ To-Hit Modifier: +3 +2 +1 0 (All Attackers)																													

BV: 38

Transport Wt: 0.5 tons

Movement MP: 1

Type: Ground

1st Lyran Marines Squad (Recon)

Commander: Delta 1-3

Gunnery Skill: 3

Anti-'Mech Skill: 4

Max Weapon Damage*

Notes:

+1D6 damage vs. conventional infantry. No penalties for vacuum or zero-G. Invisible to standard/light active probes.

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	3	3	2	2	1	1	0
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MPs Used: 0 1 2 3+ To-Hit Modifier: +3 +2 +1 0 (All Attackers)																													

BV: 38

Transport Wt: 0.5 tons

Movement MP: 1

Type: Ground

BURST-FIRE WEAPON DAMAGE VS. CONVENTIONAL INFANTRY

*MECHS, PROTOMECHS AND VEHICLES

DAMAGE VS. CONVENTIONAL INFANTRY

1D6/2 (round up)

WEAPON

AP Gauss Rifle

2D6

Light Machine Gun

1D6

Machine Gun

2D6

Heavy Machine Gun

3D6

Small/Micro Pulse Laser

2D6

Flamer

4D6

BATTLE ARMOR

WEAPON

Light Machine Gun

1D6

Machine Gun

2D6

Heavy Machine Gun

3D6

Light Recoilless Rifle

1D6

Medium Recoilless Rifle

2D6

Heavy Recoilless Rifle

2D6

Light Mortar

1D6

Heavy Mortar

1D6

Automatic Grenade Launcher

1D6/2 (round up)

Heavy Grenade Launcher

1D6

DAMAGE VS. CONVENTIONAL INFANTRY

1D6/2 (round up)

BATTLETECH™

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: Infantry Fighting Vehicle (APC - Desert)

Movement Points: Tonnage: 50
Cruising: 3 Tech Base: Inner Sphere
Flanking: 5 Rules Level: Standard

Movement Type: Tracked

Engine Type: 150 ICE

WEAPONS & EQUIPMENT INVENTORY (hexes)

Qty	Type	Loc	Dmg	Min	Shrt	Med	Lng
1	Machine Gun	FR	2 [DB, AI]	—	1	2	3
1	AC/5	TU	5 [DB, S]	3	6	12	18

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

Features Environmental Sealing Chassis Mod, Cargo (1 ton),
Infantry Bay (4 tons)

BV: 635



GROUND COMBAT VEHICLE HIT LOCATION

ATTACK DIRECTION		
FRONT	REAR	SIDES
Front†	Rear‡	Side†
Front†	Rear‡	Side†
Right Side†	Left Side†	Front†
Front	Rear	Side
Front	Rear	Side
Front	Rear	Side (critical)*
Left Side†	Right Side†	Rear†
Turret	Turret	Turret
Turret	Turret	Turret
Turret (critical)	Turret (critical)	Turret (critical)

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

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

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

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GROUND COMBAT VEHICLE CRITICALS TABLE

LOCATION HIT			
FRONT	SIDE	REAR	TURRET
No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
Sensors	Stabilizer	Weapon Destroyed	Turret Locks
Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If 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

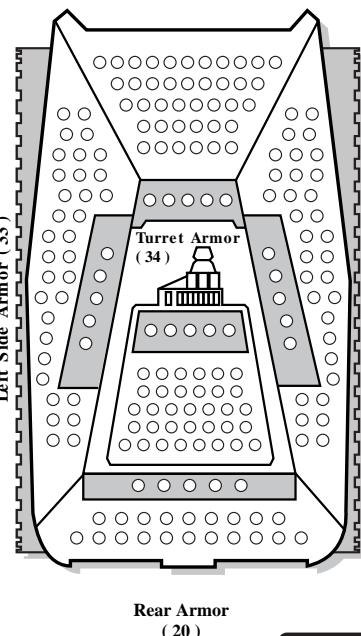
Turn #	1	2	3	4	5	6	7	8	9	10
Hex/Facing										
Move Mode										

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

ARMOR DIAGRAM

Standard Armor

Front Armor (40)



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	

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

BATTLETECH™

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VEHICLE DATA

Type: Infantry Fighting Vehicle (APC - Desert)

Movement Points: Tonnage: 50
Cruising: 3 Tech Base: Inner Sphere
Flanking: 5 Rules Level: Standard

Movement Type: Tracked

Engine Type: 150 ICE

WEAPONS & EQUIPMENT INVENTORY (hexes)

Qty	Type	Loc	Dmg	Min	Shrt	Med	Lng
1	Machine Gun	FR	2 [DB,AI]	—	1	2	3
1	AC/5	TU	5 [DB,S]	3	6	12	18

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

Features Environmental Sealing Chassis Mod, Cargo (1 ton),
Infantry Bay (4 tons)

BV: 635



GROUND COMBAT VEHICLE HIT LOCATION

ATTACK DIRECTION		
FRONT	REAR	SIDES
Front†	Rear‡	Side†
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Front	Rear	Side
Front	Rear	Side (critical)*
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LOCATION HIT			
FRONT	SIDE	REAR	TURRET
No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
Sensors	Stabilizer	Weapon Destroyed	Turret Locks
Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

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

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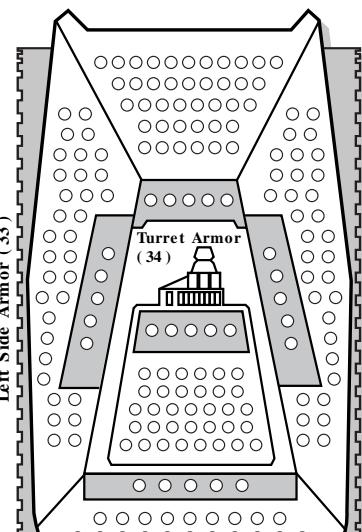
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Turn #	11	12	13	14	15	16	17	18	19	20
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ARMOR DIAGRAM

Standard Armor

Front Armor (40)



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	

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
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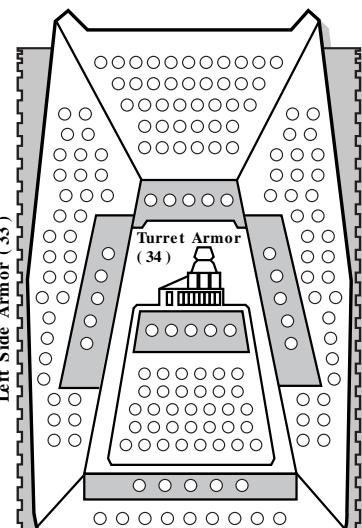
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Hex/Facing										
Move Mode										

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

ARMOR DIAGRAM

Standard Armor

Front Armor (40)



TO-HIT MODIFIERS

Attacker	
Stationary	+0
Cruised	+1
Flanked	+2
Skidding	+1
Terrain	
Light Woods	+1/hex
Heavy Woods	+2/hex
Partial Cover	+1
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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
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MOVEMENT COSTS

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Terrain Cost:	
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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

BATTLETECH™

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: Infantry Fighting Vehicle (APC - Desert)

Movement Points: Tonnage: 50
Cruising: 3 Tech Base: Inner Sphere
Flanking: 5 Rules Level: Standard

Movement Type: Tracked

Engine Type: 150 ICE

WEAPONS & EQUIPMENT INVENTORY (hexes)

Qty	Type	Loc	Dmg	Min	Shrt	Med	Lng
1	Machine Gun	FR	2 [DB,AI]	—	1	2	3
1	AC/5	TU	5 [DB,S]	3	6	12	18

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

Features Environmental Sealing Chassis Mod, Cargo (1 ton),
Infantry Bay (4 tons)

BV: 635



GROUND COMBAT VEHICLE HIT LOCATION

ATTACK DIRECTION		
FRONT	REAR	SIDES
Front†	Rear‡	Side†
Front†	Rear‡	Side†
Right Side†	Left Side†	Front†
Front	Rear	Side
Front	Rear	Side
Front	Rear	Side (critical)*
Left Side†	Right Side†	Rear†
Turret	Turret	Turret
Turret	Turret	Turret
Turret (critical)	Turret (critical)	Turret (critical)

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

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

† The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but 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.

GROUND COMBAT VEHICLE CRITICALS TABLE

LOCATION HIT			
FRONT	SIDE	REAR	TURRET
No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
Sensors	Stabilizer	Weapon Destroyed	Turret Locks
Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If 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

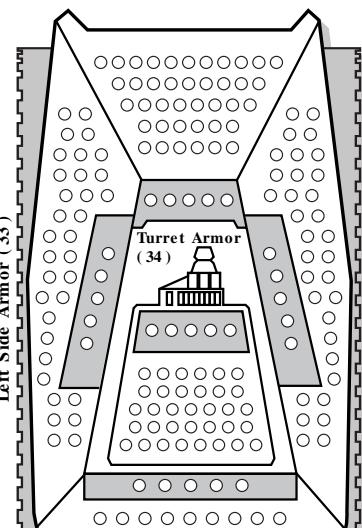
Turn #	1	2	3	4	5	6	7	8	9	10
Hex/Facing										
Move Mode										

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

ARMOR DIAGRAM

Standard Armor

Front Armor (40)



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	

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

BATTLETECH™

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: Infantry Fighting Vehicle (APC - Desert)

Movement Points: Tonnage: 50
Cruising: 3 Tech Base: Inner Sphere
Flanking: 5 Rules Level: Standard

Movement Type: Tracked

Engine Type: 150 ICE

WEAPONS & EQUIPMENT INVENTORY (hexes)

Qty	Type	Loc	Dmg	Min	Shrt	Med	Lng
1	Machine Gun	FR	2 [DB, AI]	—	1	2	3
1	AC/5	TU	5 [DB, S]	3	6	12	18

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

Features Environmental Sealing Chassis Mod, Cargo (1 ton),
Infantry Bay (4 tons)

BV: 635



GROUND COMBAT VEHICLE HIT LOCATION

ATTACK DIRECTION		
FRONT	REAR	SIDES
Front†	Rear‡	Side†
Front†	Rear‡	Side†
Right Side†	Left Side†	Front†
Front	Rear	Side
Front	Rear	Side
Front	Rear	Side (critical)*
Left Side†	Right Side†	Rear†
Turret	Turret	Turret
Turret	Turret	Turret
Turret (critical)	Turret (critical)	Turret (critical)

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

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

† The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but 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.

GROUND COMBAT VEHICLE CRITICALS TABLE

LOCATION HIT			
FRONT	SIDE	REAR	TURRET
No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
Sensors	Stabilizer	Weapon Destroyed	Turret Locks
Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If 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

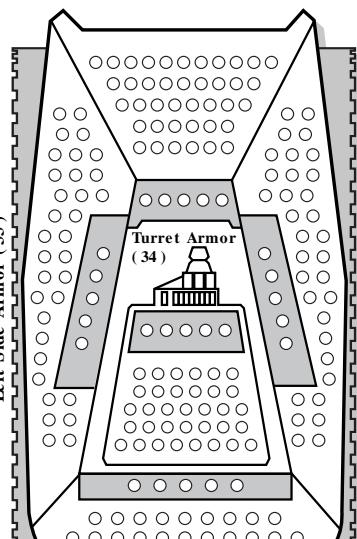
Turn #	1	2	3	4	5	6	7	8	9	10
Hex/Facing										
Move Mode										

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

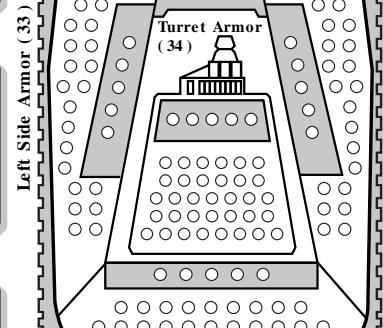
ARMOR DIAGRAM

Standard Armor

Front Armor (40)



Left Side Armor (33)



Right Side Armor (33)



Rear Armor (20)



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	-1

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

BATTLETECH™

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: Infantry Fighting Vehicle (APC - Desert)

Movement Points: Tonnage: 50
Cruising: 3 Tech Base: Inner Sphere
Flanking: 5 Rules Level: Standard

Movement Type: Tracked

Engine Type: 150 ICE

WEAPONS & EQUIPMENT INVENTORY (hexes)

Qty	Type	Loc	Dmg	Min	Shrt	Med	Lng
1	Machine Gun	FR	2 [DB, AI]	—	1	2	3
1	AC/5	TU	5 [DB, S]	3	6	12	18

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

Features Environmental Sealing Chassis Mod, Cargo (1 ton),
Infantry Bay (4 tons)

BV: 635



CREW DATA

Crew: Zeta 1-3
Gunnery Skill: 4 Driving Skill: 5
Commander Hit Driver Hit
Modifier to all skill rolls Modifier to Driving skill rolls

CRITICAL DAMAGE

Turret Locked Engine Hit
Sensor Hits
Motive System Hits
Stabilizers
Front Left Right
Rear Turret

NOTES

GROUND COMBAT VEHICLE HIT LOCATION

	ATTACK DIRECTION		
	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.

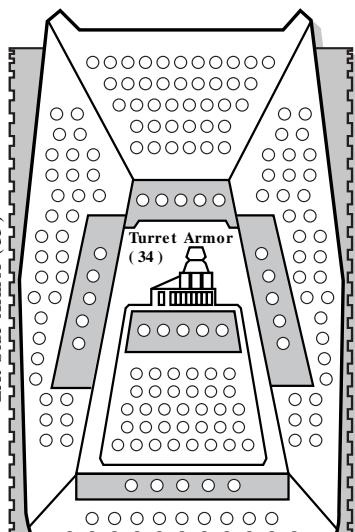
† The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see Combat, p. 192, in *Total Warfare* for more information).

§ 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.

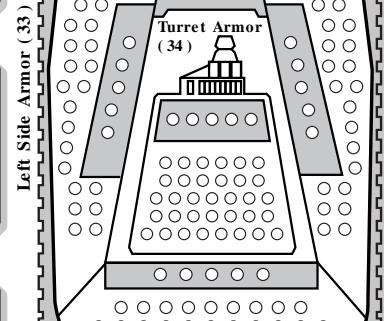
ARMOR DIAGRAM

Standard Armor

Front Armor (40)



Left Side Armor (33)



Right Side Armor (33)



Rear Armor (20)



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	-1

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
---------------	-----------

GROUND COMBAT VEHICLE CRITICALS TABLE

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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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										

DRIVING SKILL ROLL TABLE

Unit's Actions

Flanking movement	Possible skid
after facing change	

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

BATTLETECH™

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: Infantry Fighting Vehicle (APC - Desert)

Movement Points: Tonnage: 50
Cruising: 3 Tech Base: Inner Sphere
Flanking: 5 Rules Level: Standard

Movement Type: Tracked

Engine Type: 150 ICE

WEAPONS & EQUIPMENT INVENTORY (hexes)

Qty	Type	Loc	Dmg	Min	Shrt	Med	Lng
1	Machine Gun	FR	2 [DB, AI]	—	1	2	3
1	AC/5	TU	5 [DB, S]	3	6	12	18

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

Features Environmental Sealing Chassis Mod, Cargo (1 ton),
Infantry Bay (4 tons)

BV: 635



GROUND COMBAT VEHICLE HIT LOCATION

	ATTACK DIRECTION		
	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 Vehicles Hit Table below (see Combat, p. 192, in *Total Warfare* for more information).

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

† The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but 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.

GROUND COMBAT VEHICLE CRITICALS TABLE

	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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MOVEMENT RECORD

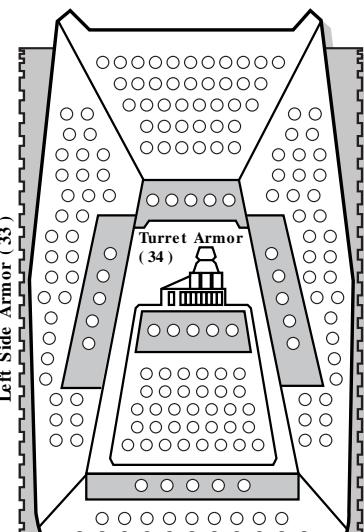
Turn #	1	2	3	4	5	6	7	8	9	10
Hex/Facing										
Move Mode										

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

ARMOR DIAGRAM

Standard Armor

Front Armor (40)



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	-1

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

BATTLETECH™

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: Infantry Fighting Vehicle (APC - Desert)

Movement Points: Tonnage: 50
Cruising: 3 Tech Base: Inner Sphere
Flanking: 5 Rules Level: Standard

Movement Type: Tracked

Engine Type: 150 ICE

WEAPONS & EQUIPMENT INVENTORY (hexes)

Qty	Type	Loc	Dmg	Min	Shrt	Med	Lng
1	Machine Gun	FR	2 [DB,AI]	—	1	2	3
1	AC/5	TU	5 [DB,S]	3	6	12	18

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

Features Environmental Sealing Chassis Mod, Cargo (1 ton),
Infantry Bay (4 tons)

BV: 635



GROUND COMBAT VEHICLE HIT LOCATION

ATTACK DIRECTION		
FRONT	REAR	SIDES
Front†	Rear‡	Side†
Front†	Rear‡	Side†
Right Side†	Left Side†	Front†
Front	Rear	Side
Front	Rear	Side
Front	Rear	Side (critical)*
Left Side†	Right Side†	Rear†
Turret	Turret	Turret
Turret	Turret	Turret
Turret (critical)	Turret (critical)	Turret (critical)

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

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

† The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but 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.

GROUND COMBAT VEHICLE CRITICALS TABLE

LOCATION HIT			
FRONT	SIDE	REAR	TURRET
No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
Sensors	Stabilizer	Weapon Destroyed	Turret Locks
Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If 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

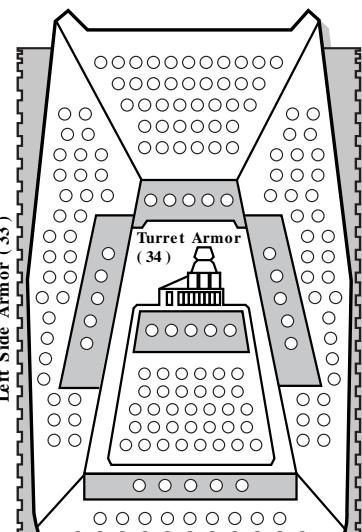
Turn #	1	2	3	4	5	6	7	8	9	10
Hex/Facing										
Move Mode										

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

ARMOR DIAGRAM

Standard Armor

Front Armor (40)



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	

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

BATTLETECH™

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: Infantry Fighting Vehicle (APC - Desert)

Movement Points: Tonnage: 50
Cruising: 3 Tech Base: Inner Sphere
Flanking: 5 Rules Level: Standard

Movement Type: Tracked

Engine Type: 150 ICE

WEAPONS & EQUIPMENT INVENTORY (hexes)

Qty	Type	Loc	Dmg	Min	Shrt	Med	Lng
1	Machine Gun	FR	2 [DB, AI]	—	1	2	3
1	AC/5	TU	5 [DB, S]	3	6	12	18

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

Features Environmental Sealing Chassis Mod, Cargo (1 ton),
Infantry Bay (4 tons)

BV: 635



GROUND COMBAT VEHICLE HIT LOCATION

ATTACK DIRECTION		
FRONT	REAR	SIDES
Front†	Rear‡	Side†
Front†	Rear‡	Side†
Right Side†	Left Side†	Front†
Front	Rear	Side
Front	Rear	Side
Front	Rear	Side (critical)*
Left Side†	Right Side†	Rear†
Turret	Turret	Turret
Turret	Turret	Turret
Turret (critical)	Turret (critical)	Turret (critical)

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

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

† The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but 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.

GROUND COMBAT VEHICLE CRITICALS TABLE

LOCATION HIT			
FRONT	SIDE	REAR	TURRET
No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
Sensors	Stabilizer	Weapon Destroyed	Turret Locks
Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If 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

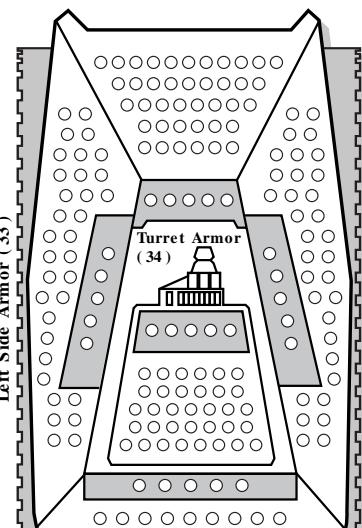
Turn #	1	2	3	4	5	6	7	8	9	10
Hex/Facing										
Move Mode										

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

ARMOR DIAGRAM

Standard Armor

Front Armor (40)



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	

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

BATTLETECH™

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: Infantry Fighting Vehicle (APC - Desert)

Movement Points: Tonnage: 50
Cruising: 3 Tech Base: Inner Sphere
Flanking: 5 Rules Level: Standard

Movement Type: Tracked

Engine Type: 150 ICE

WEAPONS & EQUIPMENT INVENTORY (hexes)

Qty	Type	Loc	Dmg	Min	Shrt	Med	Lng
1	Machine Gun	FR	2 [DB,AI]	—	1	2	3
1	AC/5	TU	5 [DB,S]	3	6	12	18

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

Features Environmental Sealing Chassis Mod, Cargo (1 ton),
Infantry Bay (4 tons)

BV: 635



GROUND COMBAT VEHICLE HIT LOCATION

ATTACK DIRECTION		
FRONT	REAR	SIDES
Front†	Rear‡	Side†
Front†	Rear‡	Side†
Right Side†	Left Side†	Front†
Front	Rear	Side
Front	Rear	Side
Front	Rear	Side (critical)*
Left Side†	Right Side†	Rear†
Turret	Turret	Turret
Turret	Turret	Turret
Turret (critical)	Turret (critical)	Turret (critical)

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

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

† The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but 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.

GROUND COMBAT VEHICLE CRITICALS TABLE

LOCATION HIT			
FRONT	SIDE	REAR	TURRET
No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
Sensors	Stabilizer	Weapon Destroyed	Turret Locks
Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If 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

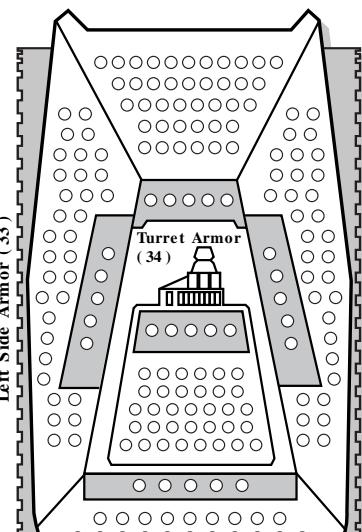
Turn #	1	2	3	4	5	6	7	8	9	10
Hex/Facing										
Move Mode										

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

ARMOR DIAGRAM

Standard Armor

Front Armor (40)



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	

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

BATTLETECH™

WHEELED VEHICLE RECORD SHEET

VEHICLE DATA

Type: Packrat LRPV PKR-T5 (ICE)

Movement Points: 20
Cruising: 7
Flanking: 11
Movement Type: Wheeled
Engine Type: 120 ICE

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

WEAPONS & EQUIPMENT INVENTORY

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

Ammo: (SRM 6) 30

Features Infantry Bay (1 ton)

BV: 294



CREW DATA

Crew: Iota 1-1
Gunnery Skill: 4 Driving Skill: 5
Commander Hit $+1$ Driver Hit $+2$
Modifier to all skill rolls
Modifier to Driving skill rolls

CRITICAL DAMAGE

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

NOTES

GROUND COMBAT VEHICLE HIT LOCATION

ATTACK DIRECTION		
FRONT	REAR	SIDES
Front†	Rear‡	Side†
Front†	Rear‡	Side†
Right Side†	Left Side†	Front†
Front	Rear	Side
Front	Rear	Side
Front	Rear	Side (critical)*
Left Side†	Right Side†	Rear†
Turret	Turret	Turret
Turret	Turret	Turret
Turret (critical)	Turret (critical)	Turret (critical)

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

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

† The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but 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.

GROUND COMBAT VEHICLE CRITICALS TABLE

LOCATION HIT			
FRONT	SIDE	REAR	TURRET
No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
Sensors	Stabilizer	Weapon Destroyed	Turret Locks
Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If 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

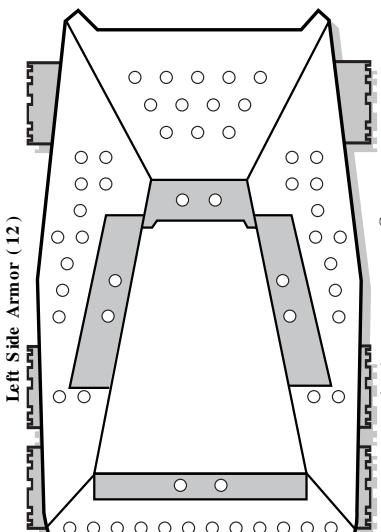
Turn #	1	2	3	4	5	6	7	8	9	10
Hex/Facing										
Move Mode										

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

ARMOR DIAGRAM

Standard Armor

Front Armor (12)



Left Side Armor (12)

Rear Armor (12)



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 or grounded DropShip	-1

MOVEMENT COSTS

Cost to Enter Any Hex:	+1
Terrain Cost:	
Clear	+0
Paved/Bridge	+0
Road	+0
Rough	Prohibited
Light woods	Prohibited
Heavy woods	Prohibited
Water	
Depth 0	+0
Depth 1+	Prohibited
Rubble	Prohibited
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

CLUSTER HITS TABLE

Die Roll (2D6)	6
2	2
3	2
4	3
5	3
6	4
7	4
8	4
9	5
10	5
11	6
12	6

BATTLETECH™

WHEELED VEHICLE RECORD SHEET

VEHICLE DATA

Type: Packrat LRPV PKR-T5 (ICE)

Movement Points: 20
Cruising: 7
Flanking: 11
Movement Type: Wheeled
Engine Type: 120 ICE

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

WEAPONS & EQUIPMENT INVENTORY

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

Ammo: (SRM 6) 30

Features Infantry Bay (1 ton)

BV: 294



CREW DATA

Crew: Iota 1-2
Gunnery Skill: 4
Driving Skill: 5
Commander Hit $+1$
Modifier to all skill rolls
Driver Hit $+2$
Modifier to Driving skill rolls

CRITICAL DAMAGE

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

NOTES

GROUND COMBAT VEHICLE HIT LOCATION

ATTACK DIRECTION		
FRONT	REAR	SIDES
Front†	Rear‡	Side†
Front†	Rear‡	Side†
Right Side†	Left Side†	Front†
Front	Rear	Side
Front	Rear	Side
Front	Rear	Side (critical)*
Left Side†	Right Side†	Rear†
Turret	Turret	Turret
Turret	Turret	Turret
Turret (critical)	Turret (critical)	Turret (critical)

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

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

† The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but 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.

GROUND COMBAT VEHICLE CRITICALS TABLE

LOCATION HIT			
FRONT	SIDE	REAR	TURRET
No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
Sensors	Stabilizer	Weapon Destroyed	Turret Locks
Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If 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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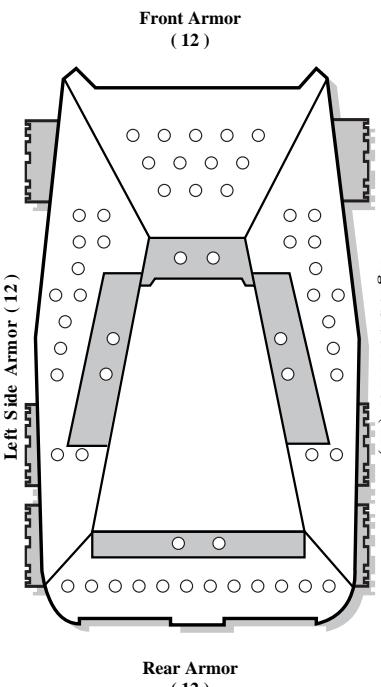
MOVEMENT RECORD

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										

ARMOR DIAGRAM

Standard Armor



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 or grounded DropShip	-1

MOVEMENT COSTS

Cost to Enter Any Hex:	+1
Terrain Cost:	
Clear	+0
Paved/Bridge	+0
Road	+0
Rough	Prohibited
Light woods	Prohibited
Heavy woods	Prohibited
Water	
Depth 0	+0
Depth 1+	Prohibited
Rubble	Prohibited
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

CLUSTER HITS TABLE

Die Roll	
(2D6)	6
2	2
3	2
4	3
5	3
6	4
7	4
8	4
9	5
10	5
11	6
12	6

BATTLETECH™

WHEELED VEHICLE RECORD SHEET

VEHICLE DATA

Type: Packrat LRPV PKR-T5 (ICE)

Movement Points: Tonnage: 20
Cruising: 7 Tech Base: Inner Sphere
Flanking: 11 Rules Level: Introductory
Movement Type: Wheeled Role: Scout
Engine Type: 120 ICE

WEAPONS & EQUIPMENT INVENTORY

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	SRM 6	FR	2/Msl	—	3	6	9

[M,C,S]

Ammo: (SRM 6) 30

Features Infantry Bay (1 ton)

BV: 294



CREW DATA

Crew: Iota 1-3
Gunnery Skill: 4 Driving Skill: 5
Commander Hit $+1$ Driver Hit $+2$
Modifier to all skill rolls
Modifier to Driving skill rolls

CRITICAL DAMAGE

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

NOTES

GROUND COMBAT VEHICLE HIT LOCATION

ATTACK DIRECTION		
FRONT	REAR	SIDES
Front†	Rear‡	Side†
Front†	Rear‡	Side†
Right Side†	Left Side†	Front†
Front	Rear	Side
Front	Rear	Side
Front	Rear	Side (critical)*
Left Side†	Right Side†	Rear†
Turret	Turret	Turret
Turret	Turret	Turret
Turret (critical)	Turret (critical)	Turret (critical)

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

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

† The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but 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.

GROUND COMBAT VEHICLE CRITICALS TABLE

LOCATION HIT			
FRONT	SIDE	REAR	TURRET
No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
Sensors	Stabilizer	Weapon Destroyed	Turret Locks
Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If 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

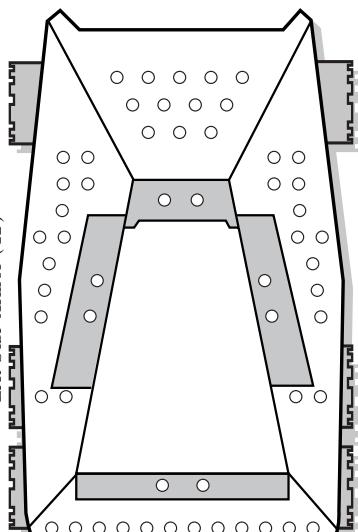
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Hex/Facing										
Move Mode										

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

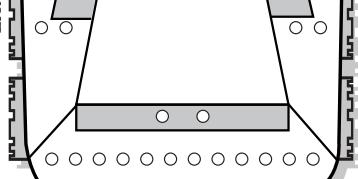
ARMOR DIAGRAM

Standard Armor

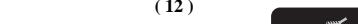
Front Armor (12)



Left Side Armor (12)



Rear Armor (12)



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 or grounded DropShip	-1

MOVEMENT COSTS

Cost to Enter Any Hex:	+1
Terrain Cost:	
Clear	+0
Paved/Bridge	+0
Road	+0
Rough	Prohibited
Light woods	Prohibited
Heavy woods	Prohibited
Water	
Depth 0	+0
Depth 1+	Prohibited
Rubble	Prohibited
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

CLUSTER HITS TABLE

Die Roll	6
(2D6)	2
2	2
3	2
4	3
5	3
6	4
7	4
8	4
9	5
10	5
11	6
12	6

BATTLETECH™

WHEELED VEHICLE RECORD SHEET

VEHICLE DATA

Type: Packrat LRPV PKR-T5 (ICE)

Movement Points: 20
Cruising: 7
Flanking: 11
Movement Type: Wheeled
Engine Type: 120 ICE

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

WEAPONS & EQUIPMENT INVENTORY

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

Ammo: (SRM 6) 30

Features Infantry Bay (1 ton)

BV: 294



CREW DATA

Crew: Iota 1-4
Gunnery Skill: 4
Driving Skill: 5
Commander Hit $\frac{+1}{2}$ Driver Hit $\frac{+2}{2}$
Modifier to all skill rolls
Modifier to Driving skill rolls

CRITICAL DAMAGE

Engine Hit \square
Sensor Hits $\frac{+1}{+1} \frac{+2}{+2} \frac{+3}{+3} D$
Motive System Hits $\frac{+1}{+1} \frac{+2}{+2} \frac{+3}{+3}$
Stabilizers
Front \square Left \square Right \square
Rear \square

NOTES

GROUND COMBAT VEHICLE HIT LOCATION

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

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

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

† The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but 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.

GROUND COMBAT VEHICLE CRITICALS TABLE

	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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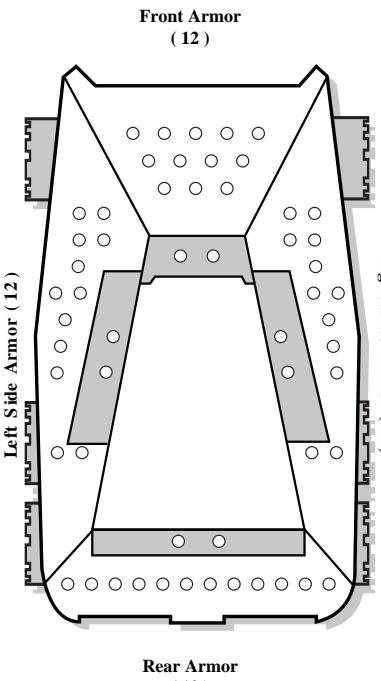
MOVEMENT RECORD

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										

ARMOR DIAGRAM

Standard Armor



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 or grounded DropShip	-1

MOVEMENT COSTS

Cost to Enter Any Hex:	+1
Terrain Cost:	
Clear	+0
Paved/Bridge	+0
Road	+0
Rough	Prohibited
Light woods	Prohibited
Heavy woods	Prohibited
Water	
Depth 0	+0
Depth 1+	Prohibited
Rubble	Prohibited
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

CLUSTER HITS TABLE

Die Roll	6
(2D6)	2
2	2
3	2
4	3
5	3
6	4
7	4
8	4
9	5
10	5
11	6
12	6

BATTLETECH™

WHEELED VEHICLE RECORD SHEET

VEHICLE DATA

Type: Mobile Headquarters (ICE)

Movement Points: 25
Cruising: 6
Flanking: 9
Movement Type: Wheeled
Engine Type: 130 ICE

Tonnage: 25
Tech Base: Inner Sphere
Rules Level: Standard
Role: None

WEAPONS & EQUIPMENT INVENTORY (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Medium Laser	TU	5 [DE]	—	3	6	9
1	CommsGear:2t	BD	[E]	—	—	—	—

BV: 319



CREW DATA

Crew: Humptamm Kommandant Hans Gruber

Gunnery Skill: 4 Driving Skill: 5

Commander Hit $\frac{+1}{2}$ Driver Hit $\frac{+2}{2}$
Modifier to all skill rolls
Modifier to Driving skill rolls

CRITICAL DAMAGE

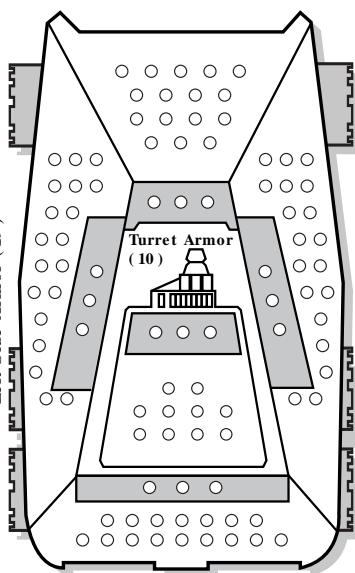
Turret Locked	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>	
Sensor Hits	$\frac{+1}{2}$	$\frac{+2}{2}$	$\frac{+3}{2}$	
Motive System Hits	$\frac{+1}{2}$	$\frac{+2}{2}$	$\frac{+3}{2}$	
Stabilizers	Front	<input type="checkbox"/> Left	<input type="checkbox"/> Right	<input type="checkbox"/>
	Rear	<input type="checkbox"/> Turret	<input type="checkbox"/>	

NOTES

ARMOR DIAGRAM

Standard Armor

Front Armor (16)



Rear Armor (16)



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	-1

MOVEMENT COSTS

Cost to Enter Any Hex: 1

Terrain Cost:

Clear	+0
Paved/Bridge	+0
Road	+0
Rough	Prohibited
Light woods	Prohibited
Heavy woods	Prohibited
Water	
Depth 0	+0
Depth 1+	Prohibited
Rubble	Prohibited
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

GROUND COMBAT VEHICLE HIT LOCATION

ATTACK DIRECTION		
FRONT	REAR	SIDES
Front (critical)	Rear (critical)	Side†
Front†	Rear†	Side†
Right Side†	Left Side†	Front†
Front	Rear	Side
Front	Rear	Side
Front	Rear	Side (critical)*
Left Side†	Right Side†	Rear†
Turret	Turret	Turret
Turret	Turret	Turret
Turret (critical)	Turret (critical)	Turret (critical)

MOTIVE SYSTEM DAMAGE TABLE

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

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, this is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means that the maximum cumulative modifier is +3. The same applies to inflicts from the Motive System Damage Table is -6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two hits are made during the same Combat Phase during the Weapon Attack Phase and the first hit inflicts motive system damage at rolls 12-14, the -4 immobile target modifier would not apply for the second hit. However, the -4 modifier would take effect during the Physical Attack Phase. 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

LOCATION HIT

FRONT			SIDE			REAR			TURRET		
No Critical Hit	No Critical Hit	No Critical Hit	Cargo/Infantry Hit	Cargo/Infantry Hit	Cargo/Infantry Hit	No Critical Hit	Stabilizer	Stabilizer	No Critical Hit	Turret Jam	Weapon Malfunction
Driver Hit	Driver Hit	Driver Hit	Weapon Malfunction	Weapon Malfunction	Weapon Malfunction	Stabilizer	Stabilizer	Stabilizer	Turret Jam	Weapon Malfunction	Weapon Malfunction
Weapon Malfunction	Weapon Malfunction	Weapon Malfunction	Crew Stunned	Crew Stunned	Crew Stunned	Weapon Destroyed	Weapon Destroyed	Weapon Destroyed	Turret Locks	Weapon Malfunction	Weapon Malfunction
Stabilizer	Stabilizer	Stabilizer	Stabilizer	Stabilizer	Stabilizer	Engine Hit	Engine Hit	Engine Hit	Stabilizer	Stabilizer	Stabilizer
Sensors	Sensors	Sensors	Weapon Destroyed	Weapon Destroyed	Weapon Destroyed	Ammunition**	Ammunition**	Ammunition**	Turret Locks	Turret Locks	Turret Locks
Commander Hit	Commander Hit	Commander Hit	Engine Hit	Engine Hit	Engine Hit	Fuel Tank*	Fuel Tank*	Fuel Tank*	Weapon Destroyed	Weapon Destroyed	Weapon Destroyed
Weapon Destroyed	Weapon Destroyed	Weapon Destroyed	Fuel Tank*	Fuel Tank*	Fuel Tank*				Ammunition**	Ammunition**	Ammunition**
Crew Killed	Crew Killed	Crew Killed							Turret Blown Off	Turret Blown Off	Turret Blown Off

*If Combat Vehicle has ICE engine only. If 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										

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

BATTLETECH™

MEDIUM TRACKED SUPPORT VEHICLE RECORD SHEET

VEHICLE DATA

Type: Sherpa Armored Truck (MASH)

Movement Points: Tonnage: 35
Cruising: 4 Tech Base: Inner Sphere
Flanking: 6 Rules Level: Standard
Movement Type: Tracked Role: None
Engine Type: 140 ICE

WEAPONS & EQUIPMENT INVENTORY (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	TU	2 [DB,AI]	—	1	2	3
1	MASH Equipment (4 theaters)	BD	[E]	—	—	—	—

Ammo: (Machine Gun) 200

Features Armored Chassis Chassis Mod

BV: 141



CREW DATA

Crew: Dr Francisco Bracelino

Gunnery Skill: 4 Driving Skill: 5

Commander Hit $\frac{+1}{2}$ Driver Hit $\frac{+2}{2}$
Modifier to all skill rolls
Modifier to Driving skill rolls

CRITICAL DAMAGE

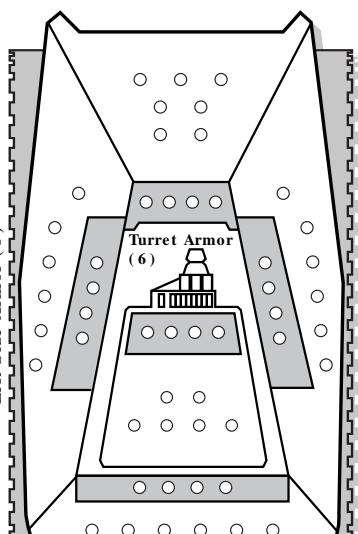
Turret Locked	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>	
Sensor Hits	$\frac{+1}{2}$	$\frac{+2}{2}$	$\frac{+3}{2}$	
Motive System Hits	$\frac{+1}{2}$	$\frac{+2}{2}$	$\frac{+3}{2}$	
Stabilizers	Front	<input type="checkbox"/>	Left <input type="checkbox"/>	Right <input type="checkbox"/>
	Rear	<input type="checkbox"/>	Turret <input type="checkbox"/>	

NOTES

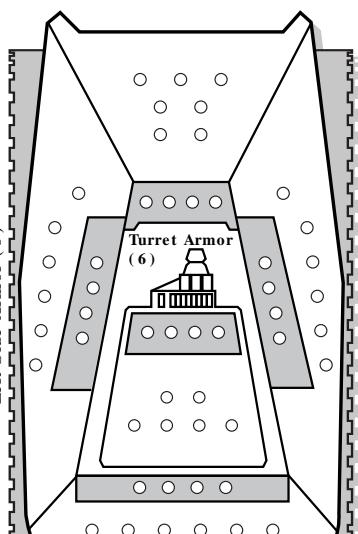
ARMOR DIAGRAM

BAR: 10

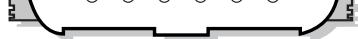
Front Armor (7)



Left Side Armor (6)



Rear Armor (6)



TO-HIT MODIFIERS

Attacker

Stationary	+0
Cruised	+1
Flanked	+2
Skidding	+1
Weapons (No fire control)	+2

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	

MOVEMENT COSTS

Cost to Enter Any Hex:	1
Terrain Cost:	
Clear	+1
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

GROUND COMBAT VEHICLE HIT LOCATION

ATTACK DIRECTION		
FRONT	REAR	SIDES
Front†	Rear‡	Side†
Front†	Rear‡	Side†
Right Side†	Left Side†	Front†
Front	Rear	Side
Front	Rear	Side
Front	Rear	Side (critical)*
Left Side†	Right Side†	Rear†
Turret	Turret	Turret
Turret	Turret	Turret
Turret (critical)	Turret (critical)	Turret (critical)

MOTIVE SYSTEM DAMAGE TABLE

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

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, this is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means that the maximum modifier that can be applied to a vehicle's movement is +3. If a roll of 12 is made, the vehicle is immobile. If a roll of 12 is made from the Motive System Damage Table, it is -6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two rolls are made during the same Combat Phase during the Weapon Attack Phase and the first roll inflicts motive system damage at rolls 12-17, a -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. 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

LOCATION HIT

LOCATION HIT			
FRONT	SIDE	REAR	TURRET
No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
Sensors	Stabilizer	Weapon Destroyed	Turret Locks
Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If 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										

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

BATTLETECH™

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: Vedette Medium Tank (Standard)

Movement Points: Tonnage: 50
Cruising: 5 Tech Base: Inner Sphere
Flanking: 8 Rules Level: Introductory
Movement Type: Tracked Role: Brawler
Engine Type: 250 ICE

WEAPONS & EQUIPMENT INVENTORY (hexes)

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

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

BV: 475



GROUND COMBAT VEHICLE HIT LOCATION

ATTACK DIRECTION		
FRONT	REAR	SIDES
Front (critical)	Rear (critical)	Side†
Front†	Rear†	Side†
Right Side†	Left Side†	Front†
Front	Rear	Side
Front	Rear	Side
Front	Rear	Side (critical)*
Left Side†	Right Side†	Rear†
Turret	Turret	Turret
Turret	Turret	Turret
Turret (critical)	Turret (critical)	Turret (critical)

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

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

† The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but 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.

GROUND COMBAT VEHICLE CRITICALS TABLE

LOCATION HIT			
FRONT	SIDE	REAR	TURRET
No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
Sensors	Stabilizer	Weapon Destroyed	Turret Locks
Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If 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

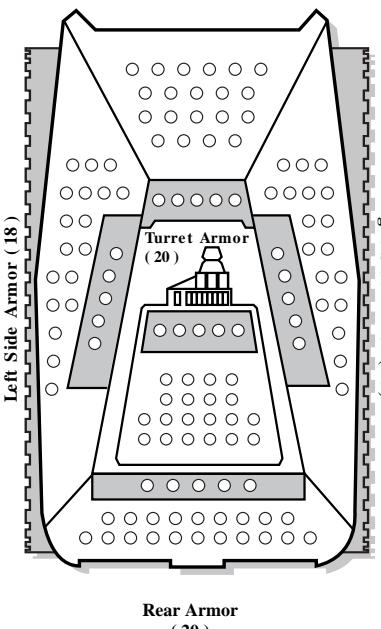
Turn #	1	2	3	4	5	6	7	8	9	10
Hex/Facing										
Move Mode										

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

ARMOR DIAGRAM

Standard Armor

Front Armor (20)



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	

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

BATTLETECH™

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: Vedette Medium Tank (Standard)

Movement Points: Tonnage: 50
Cruising: 5 Tech Base: Inner Sphere
Flanking: 8 Rules Level: Introductory
Movement Type: Tracked Role: Brawler
Engine Type: 250 ICE

WEAPONS & EQUIPMENT INVENTORY (hexes)

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

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

BV: 475



CREW DATA

Crew: Kappa 1-2
Gunnery Skill: 4 Driving Skill: 5
Commander Hit Driver Hit
Modifier to all skill rolls Modifier to Driving skill rolls

CRITICAL DAMAGE

Turret Locked Engine Hit
Sensor Hits
Motive System Hits
Stabilizers
Front Left Right
Rear Turret

NOTES

GROUND COMBAT VEHICLE HIT LOCATION

ATTACK DIRECTION		
FRONT	REAR	SIDES
Front (critical)	Rear (critical)	Side (critical)
Front†	Rear†	Side†
Front†	Rear†	Front†
Front	Rear	Side
Front	Rear	Side
Front	Rear	Side (critical)*
Left Side†	Right Side†	Rear†
Turret	Turret	Turret
Turret	Turret	Turret
Turret (critical)	Turret (critical)	Turret (critical)

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

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

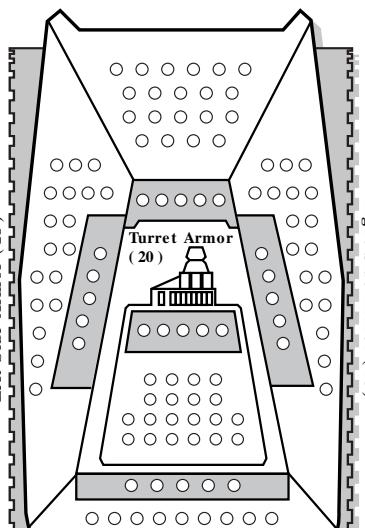
† The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see Combat, p. 192, in *Total Warfare* for more information).

§ 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.

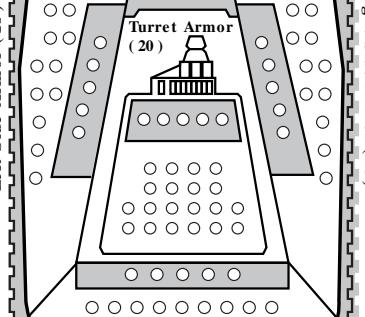
ARMOR DIAGRAM

Standard Armor

Front Armor (20)



Left Side Armor (18)



Rear Armor (20)



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	

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

GROUND COMBAT VEHICLE CRITICALS TABLE

LOCATION HIT

LOCATION HIT		
FRONT	SIDE	REAR
No Critical Hit	No Critical Hit	No Critical Hit
Driver Hit	Cargo/Infantry Hit	Weapon Malfunction
Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit
Stabilizer	Crew Stunned	Stabilizer
Sensors	Stabilizer	Weapon Destroyed
Commander Hit	Weapon Destroyed	Engine Hit
Weapon Destroyed	Engine Hit	Ammunition**
Crew Killed	Fuel Tank*	Fuel Tank*

TURRET

No Critical Hit
Stabilizer
Turret Jam
Weapon Malfunction
Turret Locks
Weapon Destroyed
Ammunition**
Turret Blown Off

*If Combat Vehicle has ICE engine only. If 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										

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

BATTLETECH™

MEDIUM WHEELED SUPPORT VEHICLE RECORD SHEET

VEHICLE DATA

Type: J-37 Ordnance Transport (Original)

Movement Points: Tonnage: 50
Cruising: 5 Tech Base: Inner Sphere
Flanking: 8 Rules Level: Standard
Movement Type: Wheeled Role: None
Engine Type: 230 Fusion

WEAPONS & EQUIPMENT INVENTORY

(hexes)

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

Features Off-Road Chassis Mod, Advanced Fire Control, Cargo (21 tons)

BV: 206



CREW DATA

Crew: Ordnance Support

Gunnery Skill: 4 Driving Skill: 5

Commander Hit +1

Driver Hit +2

Modifier to all skill rolls

Modifier to Driving skill rolls

CRITICAL DAMAGE

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

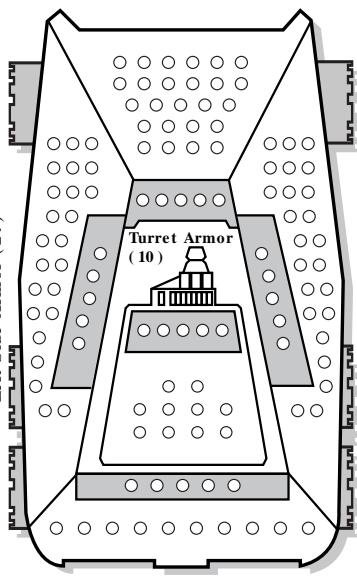
NOTES

ARMOR DIAGRAM

BAR: 5

Front Armor

(25)



Right Side Armor (24)

Left Side Armor (24)

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	-1

MOVEMENT COSTS

Cost to Enter Any Hex: 1

Terrain Cost:

Clear	+0
Paved/Bridge	+0
Road	+0
Rough	Prohibited
Light woods	Prohibited
Heavy woods	Prohibited
Water	
Depth 0	+0
Depth 1+	Prohibited
Rubble	Prohibited
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

GROUND COMBAT VEHICLE HIT LOCATION

ATTACK DIRECTION		
FRONT	REAR	SIDES
Front (critical)	Rear (critical)	Side (critical)
Front†	Rear†	Side†
Front†	Rear†	Front†
Front	Rear	Side
Front	Rear	Side
Left Side†	Right Side†	Side (critical)*
Turret	Turret	Turret
Turret	Turret	Turret
Turret (critical)	Turret (critical)	Turret (critical)

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

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

† The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but 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

Hit from the sides

Vehicle Type Modifier:

Tracked, Naval

+0

Wheelied

+2

Hovercraft, Hydrofoil

+3

WIGE

+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, this is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means that the maximum cumulative modifier is +3. For example, if a roll of 12 is made for a vehicle, inflicting a +4 modifier from the Motive System Damage Table is -6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two hits are applied during the same Combat Phase during the Weapon Attack Phase and the first hit inflicts motive system damage at rolls 12-14, the -4 immobile target modifier would not apply for the second hit. However, the -4 modifier would take effect during the Physical Attack Phase. 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

LOCATION HIT

FRONT	SIDE	REAR	TURRET
No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
Sensors	Stabilizer	Weapon Destroyed	Turret Locks
Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If 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										

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

BATTLETECH™



1st Lyran Marines Squad (Recon)

Commander: Delta 1-4

Gunnery Skill: 3

Anti-'Mech Skill: 4

Max Weapon Damage*

Notes:

+1D6 damage vs. conventional infantry. No penalties for vacuum or zero-G. Invisible to standard/light active probes.

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	3	3	2	2	1	1	0	
*Damage is always applied in 2-point Damage Value groupings																													
RANGE IN HEXES (TO-HIT MODIFIER)																													
Range: 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21																													
Range Modifier: 0 0 0 0 0 0 0 0 +1 +1 +1 +2 +2 +2 +2 +4 +4 +4 +6 +6 +6 +6																													
MPs Used: 0 1 2 3+ 0 To-Hit Modifier: +3 +2 +1 0 (All Attackers)																													

BV: 38

Transport Wt: 0.5 tons

Movement MP: 1

Type: Ground

TO-HIT MODIFIERS

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

Large support vehicle or grounded DropShip -1

MOVEMENT COSTS

Move

Cost

Cost to Enter Any Hex: 1

Terrain Cost:

Clear +0

Paved/Bridge +0

Road +0

Rough +1

Light woods +0

Heavy woods +1

Water Depth 1+ Prohibited

Rubble +1

Building Nonmechanized +0

Level Change (Up or Down)

1 level +2

2+ levels Prohibited

BURST-FIRE WEAPON DAMAGE VS. CONVENTIONAL INFANTRY

*MECHS, PROTOMECHS AND VEHICLES

WEAPON
AP Gauss Rifle
Light Machine Gun
Machine Gun
Heavy Machine Gun
Small/Micro Pulse Laser
Flamer

DAMAGE VS. CONVENTIONAL INFANTRY
2D6
1D6
2D6
3D6
2D6
4D6

BATTLE ARMOR

DAMAGE VS. CONVENTIONAL INFANTRY
1D6/2 (round up)
1D6
1D6
2D6
3D6
1D6
1D6
2D6
2D6
1D6
1D6
1D6
1D6
1D6
1D6

NON-INFANTRY WEAPON AGAINST INFANTRY

NUMBER OF CONVENTIONAL TROOPERS HIT†
WEAPON TYPE*
Direct Fire (Energy or Ballistic)
Cluster (Ballistic)
Pulse**
Cluster (Missile)
Area Effect (AE)
Burst-Fire
Heat Effect Weapons

Damage Value / 10

Damage Value / 10 + 1

Damage Value / 10 + 2

Damage Value / 5

Damage Value / 5

See Burst-Fire Weapons Table

See Heat-Effect Weapons Table

*See Combat, p. 113 in *Total Warfare*, for weapon terminology.

**Except for Small and Micro Pulse Lasers, which are treated as Burst-Fire Weapons.

†This equals the number of conventional infantry troopers hit and eliminated, regardless of armor protection. Attacks by non-infantry weapons against mechanized infantry double the number of troopers eliminated; round fractions up.

‡Each Heat-Effect Weapon has specific damage against conventional infantry, as noted on either the appropriate Weapon and Equipment Tables or in *Other Combat Weapons and Equipment* (see p. 129 in *Total Warfare*).

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MOVEMENT RECORD

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

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

CLUSTER HITS TABLE

Die Roll

(2D6)	2	3	4	5	6	7
2	1	1	1	1	2	2
3	1	1	2	2	2	2
4	1	1	2	2	3	3
5	1	2	2	3	3	4
6	1	2	2	3	4	4
7	1	2	3	3	4	4
8	2	2	3	3	4	4
9	2	2	3	4	5	6
10	2	3	3	4	5	6
11	2	3	4	5	6	7
12	2	3	4	5	6	7