

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: BattleMaster BLR-4S

Movement Points: **Tonnage:** 85
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 **Rules Level:** Standard
 Jumping: 0 **Role:** Brawler
 Engine Type: 340 Light

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Ln
2	Small Pulse Laser	LA	2	3 [P, AI]	—	1	2	3
1	Gauss Rifle	RA	1	15 [DB, X]	2	7	15	22
1	SRM 6	LT	4	2/Msl	—	3	6	9
[M.C.S.]								
w/Artemis IV								
2	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
2	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Medium Laser	RT	3	5 [DE]	—	3	6	9

Total Heat (Dissipation): 35 (26)

Ammo: (Gauss) 24, (SRM 6 Artemis) 30
 Quirks: Command Mek, Weak Head Armor (1)

BV: 3,390

CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Small Pulse Laser
 - Small Pulse Laser

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

- Left Torso (CASE)**
- Light Fusion Engine
 - Light Fusion Engine
 - SRM 6
 - SRM 6
 - Artemis IV FCS
 - ER Medium Laser

- ER Medium Laser
- Medium Laser
- Ammo (SRM 6 Artemis) 15
- Ammo (SRM 6 Artemis) 15
- CASE
- Ferro-Fibrous

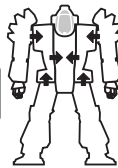
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Ferro-Fibrous
 - Ferro-Fibrous

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Ferro-Fibrous
 - Sensors
 - Life Support

- Center Torso**
- Light Fusion Engine
 - Light Fusion Engine
 - Light Fusion Engine
 - Gyro
 - Gyro
 - Gyro

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Ferro-Fibrous
- Ferro-Fibrous

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

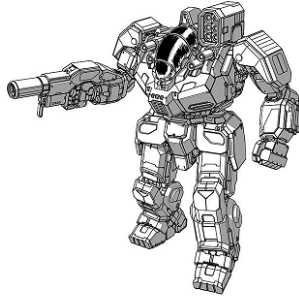


Damage Transfer Diagram

WARRIOR DATA

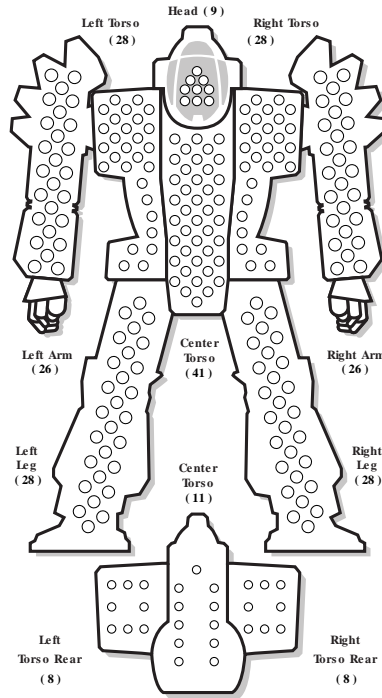
Name: Captain Ylva Chien
 Gunnery Skill: 2 Piloting Skill: 3

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



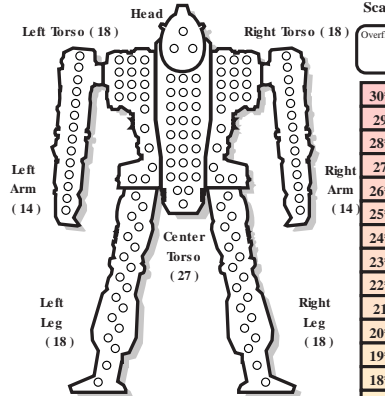
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



Heat Scale

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

HEAT DATA

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

HIT LOCATION TABLE

Die Roll (2D6)	LS	F/R	RS
2*	LT(C)	CT(C)	RT(C)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

*A result of 2 may inflict a critical hit.

TO-HIT MODIFIERS

Attacker	
Stationary	+0
Walked	+1
Ran	+2
Prone	+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
Damage	
Sensor hit	+2
Shoulder hit	+4
Arm Actuator	+1

PHYSICAL ATTACKS

Attack	To-Hit	Damage
Punch	+0	9
Kick	-2	17
Push	-1	—
Club	-1	17
Charge	+0*	8/Hex

*Modified by target piloting skill

PUNCH LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

KICK LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS
1-3	LL	RL	RL
4-6	LL	LL	RL

FACING AFTER FALL

Die Roll (1D6)	New Facing	Hit Location
1	Same Direction	Front
2	1 Hexside Right	Right Side
3	2 Hexsides Right	Right Side
4	Opposite Direction	Rear
5	2 Hexsides Left	Left Side
6	1 Hexside Left	Left Side

CLUSTER HITS TABLE

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

Artemis IV FCS: +2

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										

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Awesome AWS-9Q
 Movement Points: 3
 Walking: 3
 Running: 5
 Jumping: 0
 Engine Type: 240 Fusion
 Tonnage: 80
 Tech Base: Inner Sphere
 Rules Level: Standard
 Role: Sniper

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Ln
1	PPC	LA	10	10 [DE]	3	6	12	18
1	PPC	RA	10	10 [DE]	3	6	12	18
1	PPC	LT	10	10 [DE]	3	6	12	18
1	PPC	RT	10	10 [DE]	3	6	12	18
1	ECM Suite (Guardian)	CT	—	[E]	—	—	—	6
1	Small Laser	HD	1	3 [DE]	—	1	2	3

Total Heat (Dissipation): 41 (38)

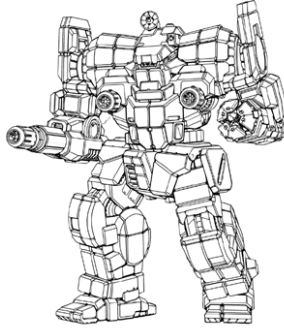
Quirks: Battle Fists (LA)

BV: 2,475



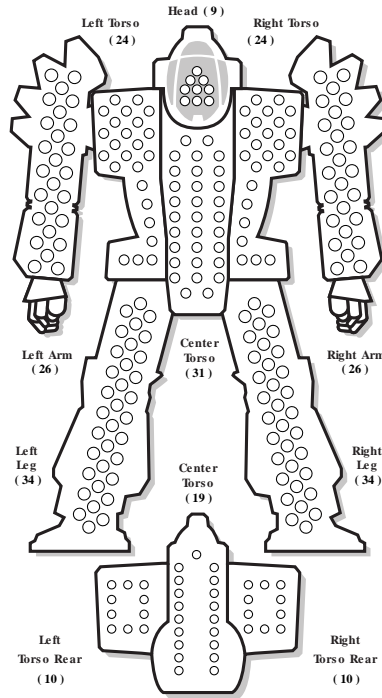
WARRIOR DATA

Name: Kurt Maekawa
 Gunnery Skill: 3 Piloting Skill: 4
 Hits Taken: 1 2 3 4 5 6
 Consciousness #: 3 5 7 10 11 Dead



ARMOR DIAGRAM

Standard Armor



HIT LOCATION TABLE

Die Roll (2D6)	LS	F/R	RS
2*	LT(C)	CT(C)	RT(C)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

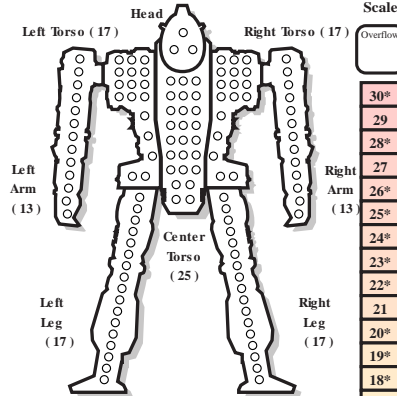
*A result of 2 may inflict a critical hit

TO-HIT MODIFIERS

Attacker	Modifier
Stationary	+0
Walked	+1
Ran	+2
Prone	+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)	+2
Secondary target (side/rear)	+2
Large support vehicle or grounded DropShip	-1
Damage	
Sensor hit	+2
Shoulder hit	+4
Arm Actuator	+1

INTERNAL STRUCTURE DIAGRAM

Standard Structure



Heat Scale

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

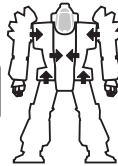
HEAT DATA

Heat Level*	Effects	Double Heat Sinks
30	Shutdown	19 (38)
28	Ammo Exp, avoid on 8+	
26	Shutdown, avoid on 10+	
25	-5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp, avoid on 6+	
22	Shutdown, avoid on 8+	
20	-4 Movement Points	
19	Ammo Exp, avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	-3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

CRITICAL TABLE

Location	1-3	4-6
Left Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. PPC 5. PPC 6. PPC
Right Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. PPC 5. PPC 6. PPC
Center Torso	1. Life Support 2. Sensors 3. Cockpit 4. Small Laser 5. Sensors 6. Life Support	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro
Left Torso	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. PPC 5. PPC 6. PPC
Right Torso	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. PPC 5. PPC 6. PPC
Left Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again
Right Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again

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



Damage Transfer Diagram



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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										

KICK LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS
1-3	LL	RL	RL
4-6	LL	LL	RL

FACING AFTER FALL

Die Roll (1D6)	New Facing	Hit Location
1	Same Direction	Front
2	1 Hexside Right	Right Side
3	2 Hexsides Right	Right Side
4	Opposite Direction	Rear
5	2 Hexsides Left	Left Side
6	1 Hexside Left	Left Side

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Thunderbolt TDR-9SE
Movement Points: 65
Tonnage: 65
Walking: 4
Tech Base: Inner Sphere
Running: 6
Rules Level: Standard
Jumping: 4
Role: Skirmisher
Engine Type: 260 Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Ln
1	Large Pulse Laser	RA	10	9 [P]	—	3	7	10
1	LRM 10	LT	4	1[Msl]	6	7	14	21
[M.C.S]								
3	Medium Laser	LT	3	5 [DE]	—	3	6	9

Total Heat (Dissipation): 23 (30)

Ammo: (LRM 10) 12
Quirks: Multi-Trac, Rugged (2 Point), Ubiquitous (Inner Sphere)

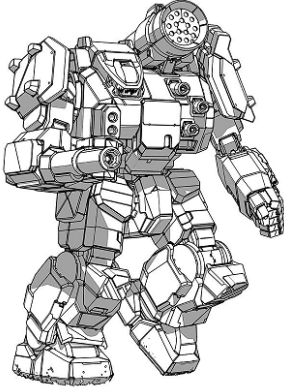
BV: 1,727



WARRIOR DATA

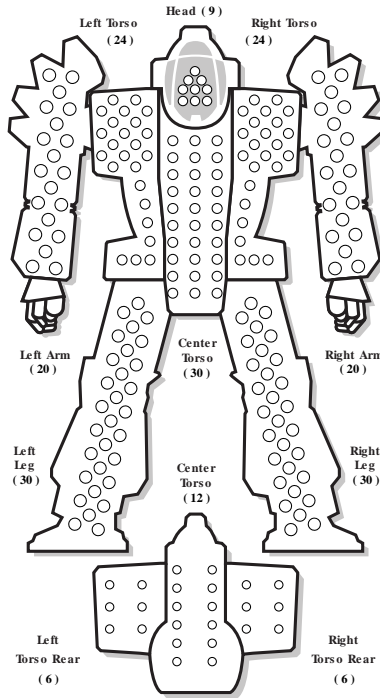
Name: Jim Mwara
Gunnery Skill: 3 **Piloting Skill:** 5

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



ARMOR DIAGRAM

Standard Armor



HIT LOCATION TABLE

Die Roll (2D6)	LS	F/R	RS
2*	LT(C)	CT(C)	RT(C)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

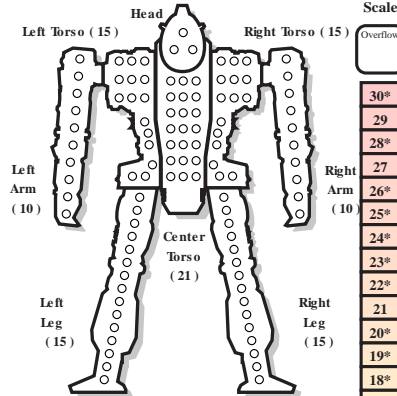
*A result of 2 may inflict a critical hit.

TO-HIT MODIFIERS

Attacker	
Stationary	+0
Walked	+1
Ran	+2
Jumped	+3
Prone	+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
Damage	
Sensor hit	+2
Shoulder hit	+4
Arm Actuator	+1

INTERNAL STRUCTURE DIAGRAM

Standard Structure

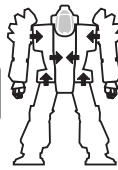


Heat Scale

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

CRITICAL TABLE

Location	1-3	4-6
Left Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Double Heat Sink 6. Double Heat Sink	1. Double Heat Sink 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Right Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Large Pulse Laser 6. Large Pulse Laser	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Center Torso	1. Life Support 2. Sensors 3. Cockpit 4. Roll Again 5. Sensors 6. Life Support	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro
Left Torso (CASE)	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Jump Jet 5. Jump Jet 6. LRM 10	1. LRM 10 2. Medium Laser 3. Medium Laser 4. Medium Laser 5. Ammo (LRM 10) 12 6. CASE
Right Torso	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Jump Jet 5. Jump Jet 6. Roll Again
Left Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again	
Right Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again	



HEAT DATA

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

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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										

PHYSICAL ATTACKS

Attack	To-Hit	Damage
Punch	+0	7
Kick	-2	13
Push	-1	—
Club	-1	13
Charge	+0*	6/Hex
DFA	+0*	20

*Modified by target piloting skill

PUNCH LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

KICK LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS
1-3	LL	RL	RL
4-6	LL	LL	LL

FACING AFTER FALL

Die Roll (1D6)	New Facing	Hit Location
1	Same Direction	Front
2	1 Hexside Right	Right Side
3	2 Hexsides Right	Right Side
4	Opposite Direction	Rear
5	2 Hexsides Left	Left Side
6	1 Hexside Left	Left Side

CLUSTER HITS TABLE

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

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Catapult CPLT-C4C
Movement Points: 65
Tonnage: 65
Walking: 4 **Tech Base:** Inner Sphere
Running: 6 **Rules Level:** Standard
Jumping: 4 **Role:** Missile Boat
Engine Type: 260 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Ln
1	LRM 20	LA	6	1[Msl]	6	7	14	21
				[M.C.S]				
1	LRM 20	RA	6	1[Msl]	6	7	14	21
				[M.C.S]				
1	Active Probe (Beagle)	LT	—	[E]	—	—	—	4
1	Large Laser	RT	8	8 [DE]	—	5	10	15
1	Small Pulse Laser	CT	2	3 [P.AI]	—	1	2	3

Total Heat (Dissipation): 22 (20)

Ammo: (LRM 20) 24
Quirks: No/Minimal Arms, Weak Head Armor (1)

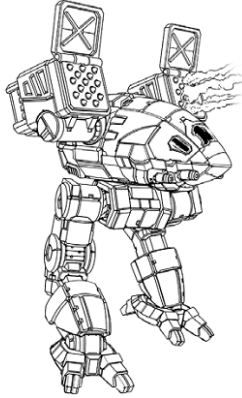
BV: 1,739



WARRIOR DATA

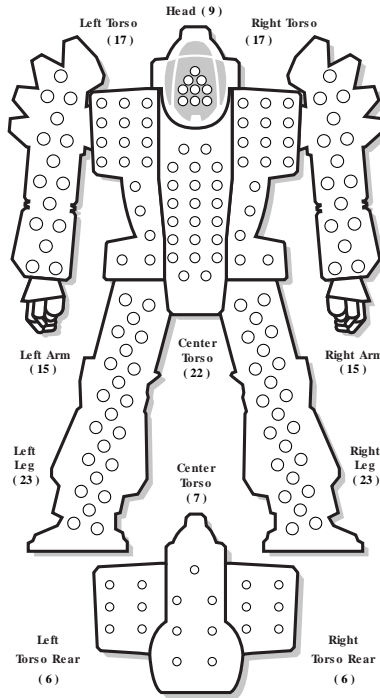
Name: Kalama Hao
Gunnery Skill: 3 **Piloting Skill:** 5

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



ARMOR DIAGRAM

Standard Armor



HIT LOCATION TABLE

Die Roll (2D6)	LS	F/R	RS
2*	LT(C)	CT(C)	RT(C)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

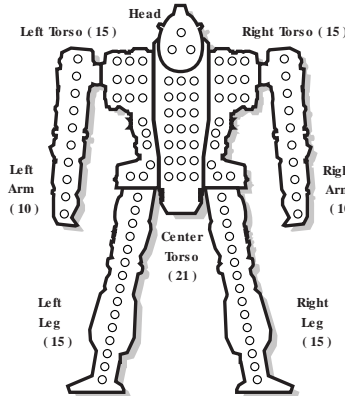
*A result of 2 may inflict a critical hit.

TO-HIT MODIFIERS

Attacker	Modifier
Stationary	+0
Walked	+1
Ran	+2
Jumped	+3
Prone	+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
Damage	
Sensor hit	+2
Shoulder hit	+4
Arm Actuator	+1

INTERNAL STRUCTURE DIAGRAM

Standard Structure



Heat Scale

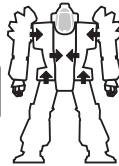
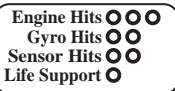
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HEAT DATA

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

CRITICAL TABLE

Location	1-3	4-6
Left Arm	1. Shoulder 2. Upper Arm Actuator 3. LRM 20 4. LRM 20 5. LRM 20 6. LRM 20	1. LRM 20 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Right Arm	1. Shoulder 2. Upper Arm Actuator 3. LRM 20 4. LRM 20 5. LRM 20 6. LRM 20	1. LRM 20 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Center Torso	1. Life Support 2. Sensors 3. Cockpit 4. Roll Again 5. Sensors 6. Life Support	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Gyro 5. Gyro 6. Gyro
Left Torso	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Jump Jet 5. Jump Jet 6. Active Probe (Beagle)	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Roll Again 5. Roll Again 6. Roll Again
Right Torso	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Jump Jet 5. Jump Jet 6. Large Laser	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Roll Again 5. Roll Again 6. Roll Again
Left Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again
Right Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again



Damage Transfer Diagram

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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										

PHYSICAL ATTACKS

Attack	To-Hit	Damage
Punch	+3	3
Kick	-2	13
Push	-1	—
Charge	+0*	6Hex
DFA	+0*	20

*Modified by target piloting skill

PUNCH LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

KICK LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS
1-3	LL	RL	RL
4-6	LL	LL	RL

FACING AFTER FALL

Die Roll (1D6)	New Facing	Hit Location
1	Same Direction	Front
2	1 Hexside Right	Right Side
3	2 Hexsides Right	Right Side
4	Opposite Direction	Rear
5	2 Hexsides Left	Left Side
6	1 Hexside Left	Left Side

CLUSTER HITS TABLE

Die Roll (2D6)	20
2	6
3	6
4	9
5	12
6	12
7	12
8	12
9	16
10	16
11	20
12	20

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Shadow Hawk SHD-5M
Movement Points: 55
Tonnage: 55
Walking: 5
Tech Base: Inner Sphere
Running: 8
Rules Level: Standard
Jumping: 5
Role: Missile Boat
Engine Type: 275 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Ln
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Ultra AC/5	LT	1	5/Sht	2	6	13	20
				[DB,R/C]				
1	LRM 20	RT	6	1/Msl	6	7	14	21
				[M.C.S]				
1	Streak SRM 2	HD	2	2/Msl [M.C]	—	3	6	9

Total Heat (Dissipation): 12 (20)

Ammo: (LRM 20) 6, (Streak SRM 2) 50, (Ultra AC/5) 20
Quirks: Battle Fists (LA), Battle Fists (RA), Improved Life Support, Rugged (1 Point), Ubiquitous (Inner Sphere), Ubiquitous (Clans)

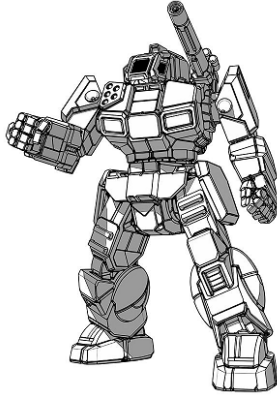
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WARRIOR DATA

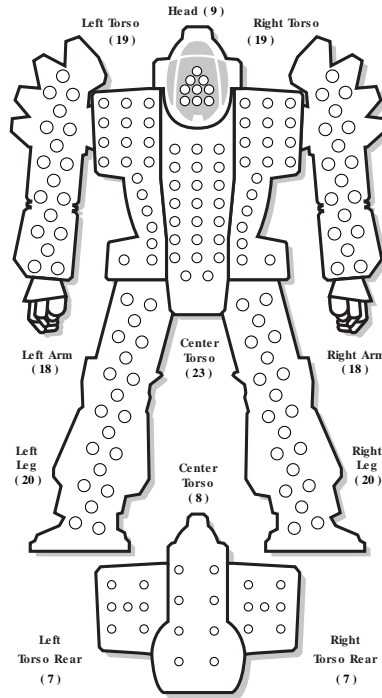
Name: Fergus Price
Gunnery Skill: 4 **Piloting Skill:** 5

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



ARMOR DIAGRAM

Standard Armor



HIT LOCATION TABLE

Die Roll (2D6)	LS	F/R	RS
2*	LT(C)	CT(C)	RT(C)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

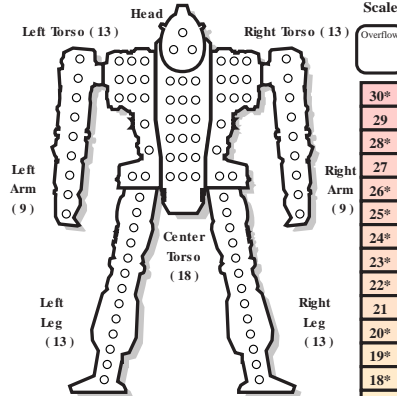
*A result of 2 may inflict a critical hit.

TO-HIT MODIFIERS

Attacker	
Stationary	+0
Walked	+1
Ran	+2
Jumped	+3
Prone	+2
Skidding	+1
Terrain	
Light Woods	+1/hex
Heavy Woods	+2/hex
Partial Cover	+1
Target	
Prone (adjacent hex)	-2
Prone (other hex)	-4
Immobile	-1
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
Damage	
Sensor hit	+2
Shoulder hit	+4
Arm Actuator	+1

INTERNAL STRUCTURE DIAGRAM

Endo Steel



Heat Scale

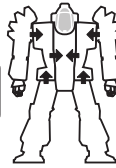
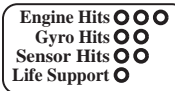
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HEAT DATA

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

CRITICAL TABLE

Location	1-3	4-6
Left Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Endo Steel 6. Endo Steel	1. Endo Steel 2. Endo Steel 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. Roll Again
Right Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Laser 6. Endo Steel	1. Endo Steel 2. Endo Steel 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. Endo Steel
Center Torso	1. Life Support 2. Sensors 3. Cockpit 4. Streak SRM 2 5. Sensors 6. Life Support	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Gyro 5. Gyro 6. Gyro
Left Torso (CASE)	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Jump Jet 5. Jump Jet 6. Ultra AC/5	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. LRM 20 5. LRM 20 6. Roll Again
Right Torso	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Jump Jet 5. Jump Jet 6. LRM 20	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Jump Jet 5. Jump Jet 6. LRM 20
Left Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again
Right Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again



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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										

PHYSICAL ATTACKS

Attack	To-Hit	Damage
Punch	+0	6
Kick	-2	11
Push	-1	—
Club	-1	11
Charge	+0*	5/Hex
DFA	+0*	17

*Modified by target piloting skill

PUNCH LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RA	RA
5	LA	RT	RA
6	HD	HD	HD

KICK LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS
1-3	LL	RL	RL
4-6	LL	LL	LL

FACING AFTER FALL

Die Roll (1D6)	New Facing	Hit Location
1	Same Direction	Front
2	1 Hexside Right	Right Side
3	2 Hexsides Right	Right Side
4	Opposite Direction	Rear
5	2 Hexsides Left	Left Side
6	1 Hexside Left	Left Side

CLUSTER HITS TABLE

Die Roll (2D6)	2	20
2	1	6
3	1	6
4	1	9
5	1	12
6	1	12
7	1	12
8	2	12
9	2	16
10	2	16
11	2	20
12	2	20

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Wolverine WVR-7M2
Movement Points: 55
Tonnage: 55
Walking: 5
Tech Base: Inner Sphere
Running: 8 [10]
Rules Level: Standard
Jumping: 5
Role: Skirmisher
Engine Type: 275 XL

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Ln
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
1	SRM 6	LT	4	2[Msl]	—	3	6	9
[M.C.S.]								
1	Medium Pulse Laser	RT	4	6[P]	—	2	4	6
1	Medium Pulse Laser	HD	4	6[P]	—	2	4	6

Total Heat (Dissipation): 27 (24)

Ammo: (SRM 6) 15
Quirks: Command Mek, Extended Torso Twist, Improved Communications, Protected Actuators, Ubiquitous (Inner Sphere), Ubiquitous (Clans), Cramped Cockpit

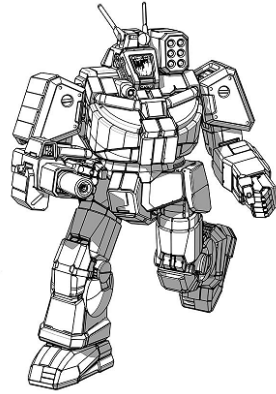
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WARRIOR DATA

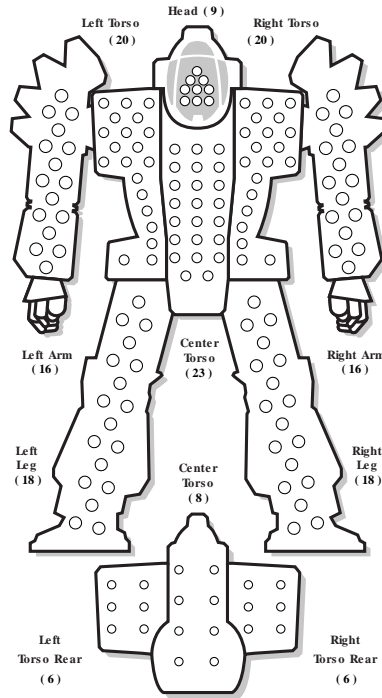
Name: Jayashree Hussaini
Gunnery Skill: 4 **Piloting Skill:** 5

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



ARMOR DIAGRAM

Standard Armor



HIT LOCATION TABLE

Die Roll (2D6)	LS	F/R	RS
2*	LT(C)	CT(C)	RT(C)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

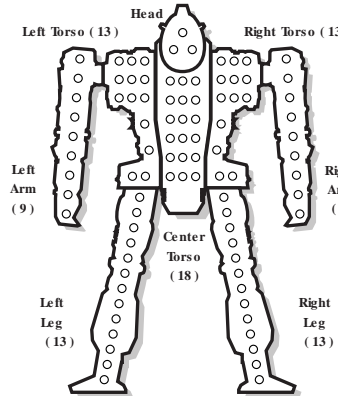
*A result of 2 may inflict a critical hit.

TO-HIT MODIFIERS

Attacker	Modifier
Stationary	+0
Walked	+1
Ran	+2
Jumped	+3
Proned	+2
Skidding	+1
Terrain	
Light Woods	+1/hex
Heavy Woods	+2/hex
Partial Cover	+1
Target	
Proned (adjacent hex)	-2
Proned (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
Damage	
Sensor hit	+2
Shoulder hit	+4
Arm Actuator	+1

INTERNAL STRUCTURE DIAGRAM

Standard Structure



Heat Scale

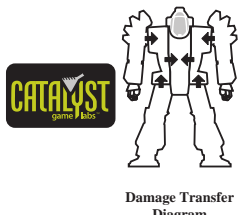
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HEAT DATA

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

CRITICAL TABLE

Location	Roll	Effect		
Left Arm	1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Roll Again 6. Roll Again		
	4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again		
	Left Torso	1-3	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	
		4-6	1. Jump Jet 2. Jump Jet 3. SRM 6 4. SRM 6 5. Ammo (SRM 6) 15 6. Roll Again	
		Right Arm	1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Heavy PPC 6. Heavy PPC
			4-6	1. Heavy PPC 2. Heavy PPC 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Right Torso			1-3	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Jump Jet 5. Jump Jet 6. Medium Pulse Laser
			4-6	1. MASC 2. MASC 3. MASC 4. Roll Again 5. Roll Again 6. Roll Again
	Left Leg		1-3	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again
			4-6	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again
		Right Leg	1-3	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again
			4-6	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again



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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										

PHYSICAL ATTACKS

Attack	To-Hit	Damage
Punch	+0	6
Kick	-2	11
Push	-1	—
Club	-1	11
Charge	+0*	5/Hex
DFA	+0*	17

*Modified by target piloting skill

PUNCH LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RA	RA
5	LA	RA	RA
6	HD	HD	HD

KICK LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS
1-3	LL	RL	RL
4-6	LL	LL	RL

FACING AFTER FALL

Die Roll (1D6)	New Facing	Hit Location
1	Same Direction	Front
2	1 Hexside Right	Right Side
3	2 Hexsides Right	Right Side
4	Opposite Direction	Rear
5	2 Hexsides Left	Left Side
6	1 Hexside Left	Left Side

CLUSTER HITS TABLE

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

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Locust LCT-5M

Movement Points:

Walking: 12

Running: 18

Jumping: 0

Engine Type: 240 XL

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Standard

Role: Striker

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Ln
2	ER Small Laser	LA	2	3 [DE]	—	2	4	5
2	ER Small Laser	RA	2	3 [DE]	—	2	4	5
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12

Total Heat (Dissipation): 13 (10)

Quirks: Compact Mek, Narrow/Low Profile, Cramped Cockpit, No/Minimal Arms, Weak Legs

BV: 719

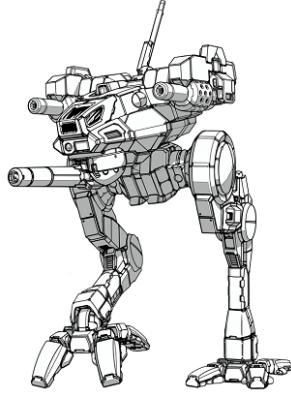
WARRIOR DATA

Name: Fraser Kiley

Gunnery Skill: 4

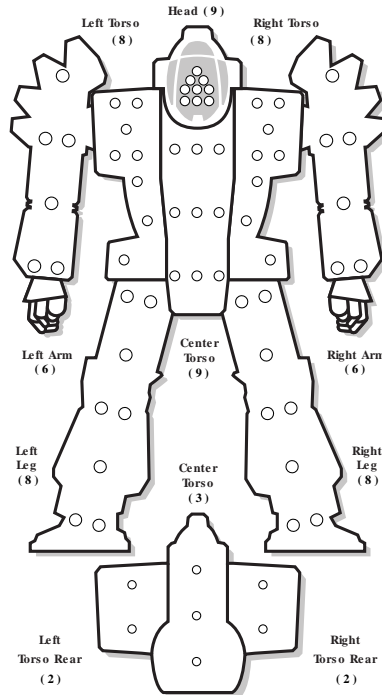
Piloting Skill: 5

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



ARMOR DIAGRAM

Ferro-Fibrous



HIT LOCATION TABLE

Die Roll (2D6)	LS	F/R	RS
2*	LT(C)	CT(C)	RT(C)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

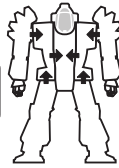
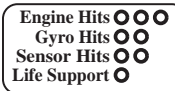
*A result of 2 may inflict a critical hit

TO-HIT MODIFIERS

Attacker	
Stationary	+0
Walked	+1
Ran	+2
Prone	+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
Damage	
Sensor hit	+2
Shoulder hit	+4
Arm Actuator	+1

CRITICAL TABLE

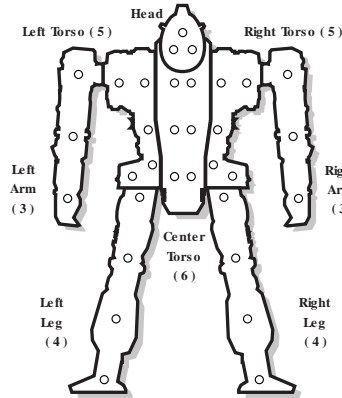
Location	1-3	4-6
Left Arm	1. Shoulder 2. Upper Arm Actuator 3. ER Small Laser 4. ER Small Laser 5. Endo Steel 6. Endo Steel	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Roll Again 5. Roll Again 6. Roll Again
Right Arm	1. Shoulder 2. Upper Arm Actuator 3. ER Small Laser 4. ER Small Laser 5. Endo Steel 6. Endo Steel	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Roll Again 5. Roll Again 6. Roll Again
Center Torso	1. Life Support 2. Sensors 3. Cockpit 4. Heat Sink 5. Sensors 6. Life Support	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Gyro 5. Gyro 6. Gyro
Left Torso	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Endo Steel 5. Endo Steel 6. Endo Steel	1. Gyro 2. XL Fusion Engine 3. XL Fusion Engine 4. XL Fusion Engine 5. ER Medium Laser 6. Roll Again
Right Torso	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Endo Steel 5. Endo Steel 6. Endo Steel	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Endo Steel 5. Endo Steel 6. Endo Steel
Left Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again	1. Endo Steel 2. Endo Steel 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous
Right Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again	1. Endo Steel 2. Endo Steel 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



Heat Scale

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

HEAT DATA

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

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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										

KICK LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS
1-3	LL	RL	RL
4-6	LL	LL	RL

FACING AFTER FALL

Die Roll (1D6)	New Facing	Hit Location
1	Same Direction	Front
2	1 Hexside Right	Right Side
3	2 Hexsides Right	Right Side
4	Opposite Direction	Rear
5	2 Hexsides Left	Left Side
6	1 Hexside Left	Left Side

BATTLETECH™

HOVER VEHICLE RECORD SHEET

VEHICLE DATA

Type: Maxim Heavy Hover Transport (BA Factory Upgrade)
Movement Points: 8
Crusing: 12
Flanking: 8
Movement Type: Hover
Engine Type: 165 ICE

Tonnage: 50
Tech Base: Inner Sphere
Rules Level: Standard
Role: Striker

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

Ammo: (LRM 5) 24, (MG) 200, (SRM 6) 15, (Streak SRM 2) 50
 Features Infantry Compartment (4 tons)

BV: 794



CREW DATA

Crew: Chachami Kim
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]

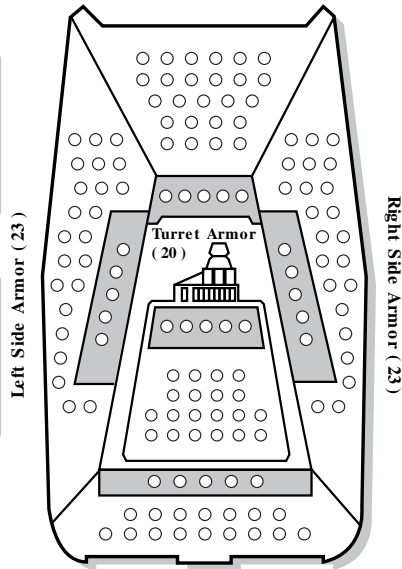
Stabilizers
Front **Left** **Right**
Rear **Turret**



ARMOR DIAGRAM

Ferro-Fibrous

Front Armor
(25)



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 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	Prohibited
Heavy woods	Prohibited
Water	+0
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

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

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

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

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifier:

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

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

GROUND COMBAT VEHICLE CRITICALS TABLE

	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon/Infantry Hit	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										

CLUSTER HITS TABLE

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

BATTLETECH™

HOVER VEHICLE RECORD SHEET

VEHICLE DATA

Type: Maxim Heavy Hover Transport (BA Factory Upgrade)
Movement Points: 8
Crusing: 12
Flanking: 8
Movement Type: Hover
Engine Type: 165 ICE

Tonnage: 50
Tech Base: Inner Sphere
Rules Level: Standard
Role: Striker

Weapons & Equipment Inventory

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	LRM 5	FR	1/Msl	6	7	14	21
[M.C.S.]							
1	Streak SRM 2	RS	2/Msl [M.C]	—	3	6	9
1	Streak SRM 2	LS	2/Msl [M.C]	—	3	6	9
1	SRM 6	TU	2/Msl	—	3	6	9
[M.C.S.]							
2	Machine Gun	TU	2 [DB,AI]	—	1	2	3

Ammo: (LRM 5) 24, (MG) 200, (SRM 6) 15, (Streak SRM 2) 50
Features: Infantry Compartment (4 tons)

BV: 794



CREW DATA

Crew: Cassidy Hale
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]

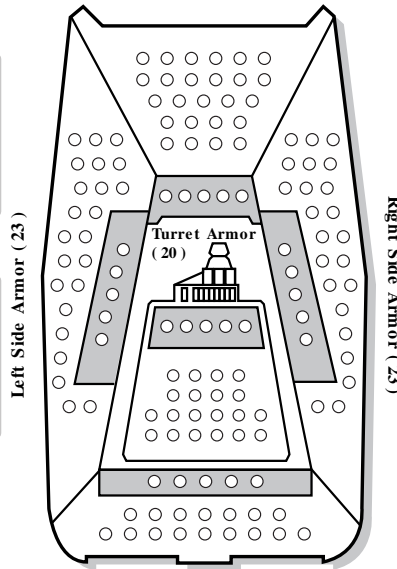
Stabilizers
Front **Left** **Right**
Rear **Turret**



ARMOR DIAGRAM

Ferro-Fibrous

Front Armor
(25)



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 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	Prohibited
Heavy woods	Prohibited
Water	+0
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

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

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifier:

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

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

GROUND COMBAT VEHICLE CRITICALS TABLE

	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon/Infantry Hit	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										

CLUSTER HITS TABLE

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

BATTLETECH™

HOVER VEHICLE RECORD SHEET

VEHICLE DATA

Type: Maxim Heavy Hover Transport (BA Factory Upgrade)
Movement Points: 8
Crusing: 12
Flanking: 8
Movement Type: Hover
Engine Type: 165 ICE

Tonnage: 50
Tech Base: Inner Sphere
Rules Level: Standard
Role: Striker

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

Ammo: (LRM 5) 24, (MG) 200, (SRM 6) 15, (Streak SRM 2) 50
 Features Infantry Compartment (4 tons)

BV: 794



CREW DATA

Crew: Patmanjari Punita
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]

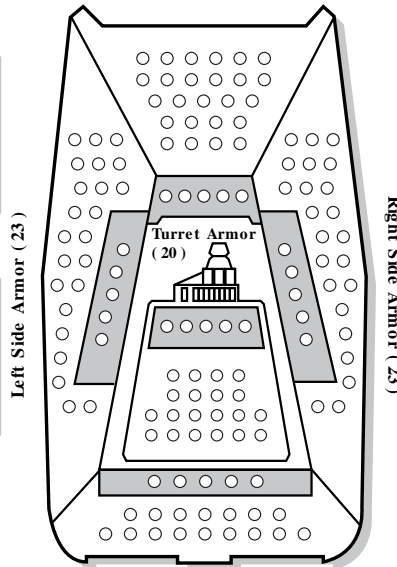
Stabilizers
Front **Left** **Right**
Rear **Turret**



ARMOR DIAGRAM

Ferro-Fibrous

Front Armor (25)



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 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	Prohibited
Heavy woods	Prohibited
Water	+0
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

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

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

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifier:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WiGE	+4

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

GROUND COMBAT VEHICLE CRITICALS TABLE

2-5	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
6	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
7	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
8	Weapon Malfunction	Weapon/Infantry Hit	Cargo/Infantry Hit	Turret Jam
9	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
10	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
11	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
12	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										

CLUSTER HITS TABLE

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



