0

Head

3.

1. Life Support

Cockpit

Sensors

Life Support

Center Torso

1-3 3. Light Fusion Engine 4. Gyro

5. Ferro-Fibrous

Ferro-Fibrous

Life Support O

Gyro

6. Gyro

1. Gvro

1. Light Fusion Engine

Light Fusion Engine

Light Fusion Engine

Light Fusion Engine 4-6 4. Light Fusion Engine

Engine Hits OOO Gyro Hits OO Sensor Hits OO

# 'MECH DATA

Type: BattleMaster BLR-4S

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

| Wea | Weapons & Equipment Inventory |     |    |           |     |     | (hexes) |  |  |
|-----|-------------------------------|-----|----|-----------|-----|-----|---------|--|--|
| Qty | Type                          | Loc | Ht | Dmg       | Min | Sht | Med     |  |  |
| 2   | Small Pulse Laser             | LA  | 2  | 3 [P,AI]  | _   | 1   | 2       |  |  |
| 1   | Gauss Rifle                   | RA  | 1  | 15 [DB,X] | 2   | 7   | 15      |  |  |
| 1   | SRM 6                         | LT  | 4  | 2/Msl     | _   | 3   | 6       |  |  |
|     |                               |     |    | [M,C,S]   |     |     |         |  |  |
|     | w/Artemis IV                  |     |    |           |     |     |         |  |  |
| 2   | ER Medium Laser               | LT  | 5  | 5 [DE]    | _   | 4   | 8       |  |  |
| 1   | Medium Laser                  | LT  | 3  | 5 [DE]    | _   | 3   | 6       |  |  |
| 2   | ER Medium Laser               | RT  | 5  | 5 [DE]    | _   | 4   | 8       |  |  |
| 1   | Medium Laser                  | RT  | 3  | 5 [DE]    | _   | 3   | 6       |  |  |

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

Total Heat (Dissipation): 35 (26)

BV: 3,390

CRITICAL TABLE

Left Arm

1-3 3. Lower Arm Actuator
4. Hand Actuator

5. Small Pulse Laser

6. Small Pulse Laser

1. Ferro-Fibrous

2. Ferro-Fibrous

5. Roll Again

6. Roll Again

4-6 3. Ferro-Fibrous
4. Roll Again

1-3 3. SRM 6 SRM 6

4-6

Upper Arm Actuator

Left Torso (CASE)

1. Light Fusion Engine

2. Light Fusion Engine

5. Artemis IV FCS

6. ER Medium Laser

1. ER Medium Laser

3. Ammo (SRM 6 Artemis) 15

4. Ammo (SRM 6 Artemis) 15

2. Medium Laser

1. Shoulder

# WARRIOR DATA

ne: Captain Ylva Chier

Gunnery Skill: 2 Hits Taken 1 2 3 4 5 6

7 10 11 Dead



Right Arm

4. Hand Actuator

Gauss Rifle

Gauss Rifle

Gauss Rifle

Gauss Rifle

Gauss Rifle

5. Gauss Rifle

6. Ferro-Fibrous

Right Torso

1. Light Fusion Engine

2. Light Fusion Engine

4. ER Medium Laser

5. Medium Laser

6. Ammo (Gauss) 8

1. Ammo (Gauss) 8

3. Ferro-Fibrous

4. Ferro-Fibrous

5. Roll Again

6. Roll Again

Ammo (Gauss) 8

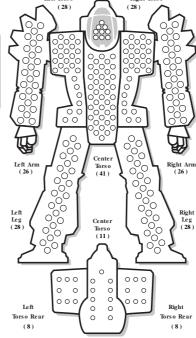
ER Medium Laser

5. Gauss Rifle

Upper Arm Actuator

3. Lower Arm Actuator

1. Shoulder



ARMOR DIAGRAM

Ferro-Fibrous

Right Tors

Left Torse

# INTERNAL STRUCTURE DIAGRAM

### Standard Structure

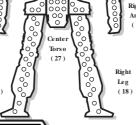
Scale Left Torso (18) Right Torso (18 30\* 29 28\* Left 27 Arm 26\*



HE

Hea

Level



| EAT DATA  | Double Heat Sink | s: |
|-----------|------------------|----|
| * Effects | 13 (2)           | 6) |
| Shutdown  | 00               |    |

28 Ammo Exp, avoid on 8+ Shutdown, avoid on 10+ 25 -5 Movement Points +4 Modifier to Fire 23 Ammo Exp, avoid on 6+ Shutdown, avoid on 8+ 20 -4 Movement Points

Ammo Exp, avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire

-3 Movement Points

Shutdown, avoid on 4+ +2 Modifier to Fire

10

-2 Movement Points

+1 Modifier to Fire

-1 Movement Points

### 5. Ferro-Fibrous 6. Ferro-Fibrous

# Left Leg

6. Ferro-Fibrous

1. Hip

5. CASE

- 2. Upper Leg Actuator
- Lower Leg Actuator 4. Foot Actuator

Damage Transfer Diagram

# Right Leg

- 1. Hip
- 2. Upper Leg Actuator
  - Lower Leg Actuator
- 5. Ferro-Fibrous

- 4. Foot Actuator

# 6. Ferro-Fibrous

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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  |    |    |    |    |    |    |    |    |    |    |
|            |    |    |    |    |    |    |    |    |    |    |

### HIT LOCATION TABLE LT(C) CT(C) RT(C) LL RA RL LA RA RA LA RL RA LL RT LT CT RT CT LT CT RT LL RA I.A LA HD HD HDof 2 may inflict a critical hit.

Die Roll

12

# 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        | -1     |
| or grounded DropShip         |        |
| 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 t | arget piloting skil | 1      |

25\*

24\*

23\*

22\*

21

19\*

18\*

17\*

16

15\*

14\* 13\*

12

11

10\*

9

8\*

7

6 5\*

4

3

2

1

# 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<br>(1D6) | LS | F/R | RS |
|-------------------|----|-----|----|
| 1-3               | LL | RL  | RL |
| 4-6               | LL | LL  | RL |

# FACING AFTER FALL

| Die Roll<br>(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)             | 6 |
| 2                 | 2 |
| 3                 | 2 |
| 4                 | 3 |
| 5                 | 3 |
| 6                 | 4 |
| 7                 | 4 |
| 8                 | 4 |
| 9                 | 5 |
| 10                | 5 |
| 11                | 6 |
| 12                | 6 |
| rtemis IV FCS: +2 |   |

# 'MECH DATA

Type: Awesome AWS-9Q

Tonnage: **Movement Points:** Walking: Tech Base: Inner Sphere Rules Level: Standard Running: Jumping: O Role: Sniper

240 Fusion Engine Type:

| Wea | Weapons & Equipment Inventory |     |    |         |     | (hexes) |     |    |  |
|-----|-------------------------------|-----|----|---------|-----|---------|-----|----|--|
| Qty | Type                          | Loc | Ht | Dmg     | Min | Sht     | Med | Lı |  |
| 1   | PPC                           | LA  | 10 | 10 [DE] | 3   | 6       | 12  | 1  |  |
| 1   | PPC                           | RA  | 10 | 10 [DE] | 3   | 6       | 12  | 1  |  |
| 1   | PPC                           | LT  | 10 | 10 [DE] | 3   | 6       | 12  | 1  |  |
| 1   | PPC                           | RT  | 10 | 10 [DE] | 3   | 6       | 12  | 1  |  |
| 1   | ECM Suite                     | CT  | _  | [E]     | _   | _       | _   | 6  |  |
|     | (Guardian)                    |     |    |         |     |         |     |    |  |
| 1   | Small Laser                   | HD  | 1  | 3 [DE]  | _   | 1       | 2   | 3  |  |

Quirks: Battle Fists (LA)

Total Heat (Dissipation): 41 (38)

# WARRIOR DATA

ne: Kurt Maekawa

Gunnery Skill: 3

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



Right Arm

Upper Arm Actuator

3. Lower Arm Actuator

4. Double Heat Sink

5. Double Heat Sink

6. Double Heat Sink

2. Double Heat Sink

3. Double Heat Sink

Right Torso

Double Heat Sink

Double Heat Sink

3. Double Heat Sink

4. [ Double Heat Sink

5. Double Heat Sink

6. Double Heat Sink

1. [ Double Heat Sink

3. Double Heat Sink

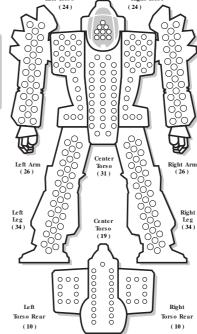
Double Heat Sink

4. [PPC

6. PPC

Double Heat Sink

1. Shoulder



ARMOR DIAGRAM

Standard Armor

Right Tors

Left Torse

# TO-HIT MODIFIERS

\*A result of 2 may inflict a critical h

HIT LOCATION TABLE

F/R

CT(C)

RA

RA

RL

RT

CT

LT

LL

LA

LA

HD

RS

RT(C)

RI.

RA

RA

RL

RT

CT

LT

LA

LL

HD

LS

LT(C)

LI.

LA

LA

LL

LT

CT

RT

RA

RL

HD

Die Roll (2D6)

2\*

3

4

5

6

8

10

11

12

Attacker Stationar +0 Walked +1Ran +2 Prone +2 Skidding +1 Terrain  $\pm 1/hex$ 

Light Woods Heavy Woods +2/hex Partial Cover +1Target Prone (adjacent hex)

Prone (other hex) +1Immobile -4 Skidding -2 Moved 0-2 hexes +0Moved 3-4 hexes +1 +2

Moved 5-6 hexes Moved 7-9 hexes +3 Moved 10-17 hexes +4 Moved 18-24 hexes +5 Moved 25+ hexes +6

+1

+1

+1

+2

-1

BattleArmor unit Secondary target (front) Secondary target (side/rear) Large support vehicle

or grounded DropShip

Damage Sensor hit

16

15\*

14\*

13\*

12

11

10\*

9

8\* 7

6 5\*

4

3

2

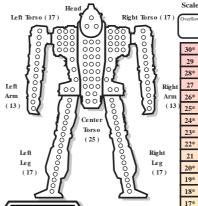
1

Jumped

+2 Shoulder hit +4 Arm Actuator +1

# INTERNAL STRUCTURE DIAGRAM

# Standard Structure



# HEAT DATA

| 11000  |                        | 19 (38) |
|--------|------------------------|---------|
| Level* | Effects                | 17 (30) |
| 30     | Shutdown               | 00      |
| 28     | Ammo Exp, avoid on 8+  | ÕÕ      |
| 26     | Shutdown, avoid on 10+ | 00      |
| 25     | -5 Movement Points     | 2 2     |
| 24     | +4 Modifier to Fire    | 00      |
| 23     | Ammo Exp, avoid on 6+  | ÕÕ      |
| 22     | Shutdown, avoid on 8+  | ÕÕ      |
| 20     | -4 Movement Points     | 00      |
| 19     | Ammo Exp, avoid on 4+  | 00      |
| 18     | Shutdown, avoid on 6+  | 00      |
| 17     | +3 Modifier to Fire    | 0       |
|        |                        |         |

Double Heat Sinks:

+3 Modifier to Fire -3 Movement Points 14 Shutdown, avoid on 4+

+2 Modifier to Fire 10 -2 Movement Points

+1 Modifier to Fire -1 Movement Points

### PHYSICAL ATTACKS Attack To-Hit

Damage Punch +18 Kick -2 16 Push -1 +0\* Charge 8/Hex \*Modified by target piloting skill

# PUNCH LOCATION TABLE

| Die Koli |    |     |    |
|----------|----|-----|----|
| (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 |
| \        |    |     |    |

# CRITICAL TABLE

# Left Arm

1. Shoulder

BV: 2,475

- Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
  4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 3. Double Heat Sink 4. PPC 4-6
- - 6. PPC

# Left Torso

- . Double Heat Sink Double Heat Sink
- 3. Double Heat Sink 1-3 4. [ Double Heat Sink
  - Double Heat Sink 6. Double Heat Sink
- 1. [ Double Heat Sink
- Double Heat Sink 3. Double Heat Sink 4-6
- 4. PPC 5. PPC
  - 6. PPC

### Left Leg 1. Hip

- 3. Lower Leg Actuator 4. Foot Actuator
- 5. Roll Again
- 2. Upper Leg Actuator
- 6. Roll Again

Head

3.

1. Life Support

Small Laser

Life Support

Center Torso

1. Fusion Engine

2. Fusion Engine

Fusion Engin

5. [ECM Suite (Guardian)

6. ECM Suite (Guardian)

Gyro Hits OO Sensor Hits OO

Life Support C

Engine Hits OOO

3. Fusion Engine 4-6 4. Fusion Engine

1-3 3. Fusion Engin

Gyro

6. Gyro

1. Gvro

5.

Cockpit

Sensors

# Damage Transfer

# Right Leg

1. Hip

4. PPC

5. PPC 6. PPC

- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 5. Roll Again

# Diagram

- 4. Foot Actuator
- 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 |
|---|------------|----|----|----|----|----|----|----|----|----|----|
| ı | Hex/Facing |    |    |    |    |    |    |    |    |    |    |
| ı | Move Mode  |    |    |    |    |    |    |    |    |    |    |
| ı |            |    |    |    |    |    |    |    |    |    |    |

# 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 | n Rear       |
| 5        | 2 Hexsides Left    | Left Side    |

1 Hexside Left Left Side

# 'MECH DATA

Type: Thunderbolt TDR-9SE

Tonnage: **Movement Points:** Walking: Tech Base: Inner Sphere Rules Level: Standard Running: Jumping: Role: Skirmisher 260 Fusion Engine Type:

Weapons & Equipment Inventors

Total Heat (Dissipation): 23 (30)

| apons & Equipm    | CIII III I                    | CIII  | or y  | (   | IICAC   | 3)  |  |
|-------------------|-------------------------------|---|---|---|---|---|--|
| Type              | Loc                           | Ht  | Dmg   | Min   | Sht   | Med   | Ln   |
| Large Pulse Laser | RA                            | 10  | 9 [P]   | _   | 3   | 7   | 10   |
| LRM 10            | LT                            | 4   | 1/Msl   | 6   | 7   | 14  | 21   |
|                   |                               |   | [M,C,S]   |   |   |   |  |
| Medium Laser      | LT                            | 3   | 5 [DE]  | _   | 3   | 6   | 9  |
|                   | Type Large Pulse Laser LRM 10 | Type Loc<br>Large Pulse Laser RA<br>LRM 10 LT | Type Loc Ht Large Pulse Laser RA 10 LRM 10 LT 4 | Large Pulse Laser RA 10 9 [P]  LRM 10 LT 4 1/Msl  [M,C,S] | Type         Loc         Ht         Dmg         Min           Large Pulse Laser         RA         10         9 [P]         —           LRM 10         LT         4         1/Msl         6           [M,C,S]         [M,C,S]         6 | Type         Loc         Ht         Dmg         Min         Sht           Large Pulse Laser         RA         10         9 [P]         —         3           LRM 10         LT         4         1/Msl         6         7           [M,C,S]         [M,C,S] | Type         Loc         Ht         Dmg         Min         Sht         Med           Large Pulse Laser         RA         10         9 [P]         —         3         7           LRM 10         LT         4         1/Msl         6         7         14           [M,C,S]         [M,C,S]         1 |

Ammo: (LRM 10) 12

Quirks: Multi-Trac, Rugged (2 Point), Ubiquitous (Inner

BV: 1,727



# WARRIOR DATA ne: Jim Mwara Gunnery Skill: 3 Piloting Skill: Hits Taken 1 2 3 4 5 6 10 11 Dead

### Left Torse Right Tors ુ | | | 0 $\hat{}$ 00000 0 C 000000000 0000 0 $\sim$ Ć 0 0 $\int_{000}^{000}$ 0 00 C000 ್ಲಿಂ 200°C Cente Torso )റ Ó 50 0 С Center Q Tors o (12) $\tilde{\cap}$ 0 0 0 0 0 0 0 0 0 0 0 0 0 Right 0 0 Torso Rear Torso Rear

ARMOR DIAGRAM

Standard Armor

# INTERNAL STRUCTURE DIAGRAM

(6)

Level\*

28

25

23

20

18

10

Effects Shutdown

-5 Movement Points

+4 Modifier to Fire

Ammo Exp, avoid on 8+

Shutdown, avoid on 10+

Ammo Exp, avoid on 6+

Shutdown, avoid on 8+

-4 Movement Points Ammo Exp, avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire

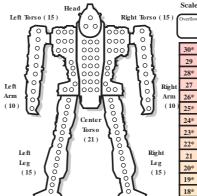
-3 Movement Points

+2 Modifier to Fire

-2 Movement Points

Shutdown, avoid on 4+

Standard Structure



# HEAT DATA Double Heat Sinks:

|   | 20* | <b>\</b> " |
|---|-----|------------|
| Ì | 19* | _          |
| Ì | 18* |            |
| Ì | 17* |            |
|   | 16  | Die        |
|   | 15* | (1         |
|   | 14* | Ш          |
|   | 13* |            |
|   | 12  | Ш          |
|   | 11  | П          |
|   | 10* |            |
|   | 9   | _          |
|   | 8*  |            |
|   | 7   |            |
|   | 6   | Die<br>(1  |
|   | 5*  |            |
|   | 4   | ╙          |
| П | 2   | · /_       |

2

1

00000

000000

### LA RI RA LL LT CT RT СТ LT CT 10 RA LA LA RL HD LA HD 11 12 LL \*A result of 2 may inflict a critical hit. TO-HIT MODIFIERS Attacker Statio +0 +0 +1 +2 +3 Walked Ran Jumped Skidding +1Terrain Light Woods +1/hex Heavy Woods +2/hex Partial Cover +1Target Prone (adjacent hex) Prone (other hex) Immobile Skidding Moved 0-2 hexes +0 +1 Moved 3-4 hexes

Moved 5-6 hexes

Moved 7-9 hexes

(6)

Moved 10-17 hexes

Moved 18-24 hexes Moved 25+ hexes Jumped

BattleArmor unit

Damage

Sensor hit

Arm Actuator

Secondary target (front)

Large support vehicle or grounded DropShip

Secondary target (side/rear)

HIT LOCATION TABLE

CT(C)

RA RA

RT(C)

RL

RA

+2

+3 +4 +5 +6 +1

+1

+1+2

+1

LT(C)

LL

LA

Die Roll

### PHYSICAL ATTACKS Attack To-Hit Punch +0Kick -2 13 Push 13 Club +0\* 6/Hex DFA 20 \*Modified by target piloting skill

### PUNCH LOCATION TABLE Roll D6) LT LT RT RT LA LT CT RA CT СТ RA LA RA HD HD

| KICI     | K LOCA | TION TA | ABLE |
|----------|--------|---------|------|
| Die Roll |        |         |      |
| (1D6)    | LS     | F/R     | RS   |
| 1-3      | LL     | RL      | RL   |
| 4-6      | LL     | LL      | RL   |

# FACING AFTER FALL

| Die Roll<br>(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 H | ITS 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        |
|           |           |

# CRITICAL TABLE

# Left Arm

- 1. Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
   Hand Actuator 1-3
- 5. Double Heat Sink
- Double Heat Sink
  - 1. Double Heat Sink
- 2. Roll Again
- 3. Roll Again
  4. Roll Again 4-6
  - 5. Roll Again 6. Roll Again

# Left Torso (CASE)

- . Double Heat Sink
- Double Heat Sink
- 3. Double Heat Sink 1-3
- 4. Jump Jet 5. Jump Jet
- 6. LRM 10
  - 1. LRM 10
  - 2. Medium Laser 3. Medium Laser
- 4-6 4. Medium Laser
- 5. Ammo (LRM 10) 12
  - 6. CASE

# Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- Lower Leg Actuator 4. Foot Actuator
- Roll Again 6. Roll Again



Head

3.

1. Life Support

Roll Again

Life Support

Center Torso

1. Fusion Engine

1-3 3. Fusion Engin

1. Gvro

6. Gyro

5. Roll Again

Fusion Engine

Fusion Engine

3. Fusion Engine 4-6 4. Fusion Engine

Roll Again

Cockpit

Sensors

# Damage Transfer

### Right Torso Double Heat Sink

Right Arm

4. Hand Actuator

1. Roll Again

2. Roll Again

3. Roll Again
4. Roll Again

5. Roll Again

6. Roll Again

5. Large Pulse Laser

6. Large Pulse Laser

Upper Arm Actuator

3. Lower Arm Actuator

1. Shoulder

- Double Heat Sink
- 3. Double Heat Sink
- 4. [ Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. [ Double Heat Sink
- Double Heat Sink
- 3. Double Heat Sink
- 4. Jump Jet
- 5. Jump Jet
- 6. Roll Again

# Right Leg

- 1. Hip
- 2. Upper Leg Actuator
  - Lower Leg Actuator
- 5. Roll Again
- 6. Roll Again

# 4. Foot Actuator

+1 Modifier to Fire Diagram -1 Movement Points

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| 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  |    |    |    |    |    |    |    |    |    |    |
|            |    |    |    |    |    |    |    |    |    |    |

# 'MECH DATA

Type: Catapult CPLT-C4C

**Movement Points:** Tonnage: Walking: Tech Base: Inner Sphere Running: Rules Level: Standard Jumping: Role: Missile Boar 260 XL Engine Type:

Weapons & Equipment Inventory (hexes) Loc Ht Dmg Min Sht Med Ln Qty Type 1 LRM 20 LA 6 1/Msl 6 14 21 [M,C,S]1 LRM 20 RA 6 1/Msl 14 2 IM.C.S1 LT — [E] 1 Active Probe

RT 8 8 [DE]

3 [P.AI]

1 Small Pulse Laser CT 2 Total Heat (Dissipation): 22 (20)

Ammo: (LRM 20) 24

BV: 1,739

(Beagle)

1 Large Laser

Quirks: No/Minimal Arms, Weak Head Armor (1)

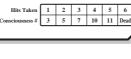


5 10

2

# WARRIOR DATA

Gunnery Skill: 3 Piloting Skill: 5





Right Arm

Upper Arm Actuator

1. Shoulder

3. LRM 20 4. LRM 20

LRM 20

LRM 20

LRM 20

1. LRM 20

2. Roll Again

3. Roll Again
4. Roll Again

5. Roll Again

6. Roll Again

4. Jump Jet

5. Jump Jet

6. Large Laser

1. Large Laser

4. Roll Again

5. Roll Again

6. Roll Again

Right Torso

1. XL Fusion Engine

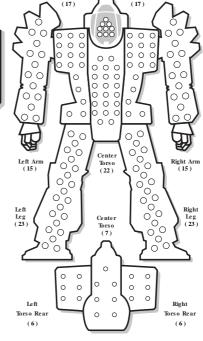
2. XL Fusion Engine

XL Fusion Engine

2. Ammo (LRM 20) 6

3. Ammo (LRM 20) 6

1-3



ARMOR DIAGRAM

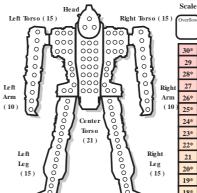
Standard Armor

Right Torse

Left Torso

# INTERNAL STRUCTURE DIAGRAM

Standard Structure



|  | _       |
|--|---------|
|  | Overflo |
| Lohen Columbia   |         |
| 0 000 000 000 0  | 30*     |
|  | 29      |
|  | 28*     |
| Left O OOOOOO OO Right   | 27      |
| Arm of Arm   | 26*     |
|  | 25*     |
| O Center O   | 24*     |
| Torso (21)   | 23*     |
|  | 22*     |
| Left O Right   | 21      |
| $ \begin{array}{cccc} \text{Leg} & & & & & & \\ \text{(15)} & & & & & & \\ \end{array} $ | 20*     |
|  | 19*     |
| 2°5  | 18*     |
|  | 17*     |
| HEAT DATA  | 16      |

Level\*

28

25

23

20

18

10

Effects

-5 Movement Points

+4 Modifier to Fire

Ammo Exp, avoid on 8+

Shutdown, avoid on 10+

Ammo Exp, avoid on 6+

Shutdown, avoid on 8+

Ammo Exp, avoid on 4+

Shutdown, avoid on 6+ +3 Modifier to Fire

Shutdown, avoid on 4+

-3 Movement Points

+2 Modifier to Fire

-2 Movement Points

+1 Modifier to Fire

-1 Movement Points

-4 Movement Points

Shutdown

Double Heat Sinks:

10 (20)

000000000

15\*

14\*

13\*

12

11

10\*

9

8\*

7

6

5\*

4

3

2

1

# PHYSICAL ATTACKS Attack To-Hit Punch Push +0\* DFA \*Modified by target piloting skill PUNCH LOCATION TABLE

### (1D6) F/R RS LT RT LA LT LT RT СТ СТ СТ LA RT RA LA. RA RA

HIT LOCATION TABLE

CT(C)

RA

RA

RL

RT

CT

LL

I.A

HD

RT(C)

RL

RA

RA

RT

CT LT

LA

HD

+1

+2 +3

+2

+1

+1/hex

+1

+1

+0

+5

+2

+2

+1

Damage

13

6/Hex

LT(C)

LL

LA

LA

LL

LT

CT RT

RA

HD

\*A result of 2 may inflict a critical hit.

TO-HIT MODIFIERS

Die Roll

10

12

Attacker

Stationary Walked

Jumped

Skidding

Light Woods

Heavy Woods

Target Prone (adjacent hex)

Prone (other hex)

Moved 0-2 hexes

Moved 3-4 hexes

Moved 5-6 hexes

Moved 7-9 hexes

Moved 10-17 hexes

Moved 18-24 hexes Moved 25+ hexes

Secondary target (front)

Large support vehicle or grounded DropShip

Secondary target (side/rear)

Partial Cover

Immobile Skidding

Jumped BattleArmor unit

Damage Sensor hit

Shoulder hit

Arm Actuator

Prone

Terrain

| KICE              | LOCA | TION TA | ABLE |
|-------------------|------|---------|------|
| Die Roll<br>(1D6) | LS   | F/R     | RS   |
| 1-3               | LL   | RL      | RL   |
| 4-6               | LL   | LL      | RL   |

# FACING AFTER FALL

| Die Roll<br>(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    |
|                   |                    |              |

| CLUSTERII | IIS 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        |
|           |           |
|           |           |

# CRITICAL TABLE

# Left Arm

- 1. Shoulder
- Upper Arm Actuator
- 1-3 3. LRM 20 LRM 20
- LRM 20 LRM 20
  - LRM 20
  - 1. LRM 20
- 2. Roll Again
- 3. Roll Again
  4. Roll Again 4-6
- 5. Roll Again
- 6. Roll Again

# Left Torso

- 1. XL Fusion Engine 2. XL Fusion Engine
- 1-3 3. XL Fusion Engine
  4. Jump Jet
- 5. Jump Jet
  - 6. Active Probe (Beagle)
- 1. Active Probe (Beagle) 2. Ammo (LRM 20) 6
- 3. Ammo (LRM 20) 6 4-6
- 4. Roll Again
- 5. Roll Again 6. Roll Again

# Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- Lower Leg Actuator 4. Foot Actuator
- 5. Roll Again 6. Roll Again

# Head 1. Life Support

- 3. Cockpit Roll Again
- Sensors Life Support

# Center Torso

- 1. XL Fusion Engine XL Fusion Engine
- XL Fusion Engine 1-3 3. XL Fo

  - 6. Gyro
  - 1. Gyro
  - XL Fusion Engine XL Fusion Engine
- 4-6 4. XL Fusion Engine
  - 5. Small Pulse Laser Roll Again

Engine Hits OOO Gyro Hits OO Sensor Hits OO Life Support C



# Damage Transfer Diagram

# Right Leg

- Lower Leg Actuator
- 4. Foot Actuator

# 1. Hip

- 2. Upper Leg Actuator
- 5. Roll Again 6. Roll Again

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| 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  |    |    |    |    |    |    |    |    |    |    |
|            |    |    |    |    |    |    |    |    |    |    |

# 'MECH DATA

Type: Shadow Hawk SHD-5M

**Movement Points:** Tonnage: Walking: Tech Base: Inner Sphere Rules Level: Standard Running: Jumping: Role: Missile Boat 275 XL Engine Type:

Weapons & Equipment Inventory

| Qty | Type                       | Loc        | Ht | Dmg         | Min | Sht | Med | Lı |
|-----|----------------------------|------------|----|-------------|-----|-----|-----|----|
| 1   | Medium Laser               | RA         | 3  | 5 [DE]      | _   | 3   | 6   | 9  |
| 1   | Ultra AC/5                 | LT         | 1  | 5/Sht       | 2   | 6   | 13  | 2  |
|     |                            |            |    | [DB,R/C]    |     |     |     |    |
| 1   | LRM 20                     | RT         | 6  | 1/Msl       | 6   | 7   | 14  | 2  |
|     |                            |            |    | [M,C,S]     |     |     |     |    |
| 1   | Streak SRM 2               | $^{ m HD}$ | 2  | 2/Msl [M,C] | _   | 3   | 6   | 9  |
| То  | tal Heat (Dissipation): 12 | 2 (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),

BV: 1,430

# WARRIOR DATA

Gunnery Skill: 4 Hits Taken 1 2 3 4 5 6 10 11 Dead



Right Arm 1. Shoulder

4. Hand Actuator

5. Medium Laser

6. Endo Steel

2. Endo Steel 4-6 3. Endo Steel
4. Endo Steel

6. Endo Steel

4. Jump Jet 5. Jump Jet

6. LRM 20

LRM 20

LRM 20

LRM 20

4. LRM 20

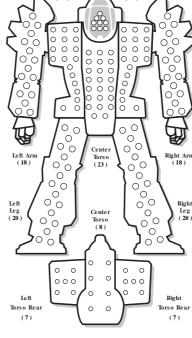
Right Torso

1. XL Fusion Engine

2. XL Fusion Engine XL Fusion Engine

Upper Arm Actuator

3. Lower Arm Actuator



ARMOR DIAGRAM

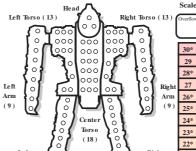
Standard Armor

Right Torse

Left Torso

# INTERNAL STRUCTURE DIAGRAM

# **Endo Steel**



|       |       |             | 000    |  |            |              |    |
|-------|-------|-------------|--------|--|------------|--------------|----|
|       | 0     | 000         | 000    | 000                                    | ) o [      |              | 30 |
| 1     | 0     | 30          | 000    | 0                                      |            |              | 29 |
| 5     | 0     | , ,         | 000    |  | ६०३        |              | 28 |
| Left  | 0     | ∘کہ         | 000    | ۰                                      | \ ° (      | D. 14        | 27 |
| Arm   | 0     | 00          | 000    | 00                                     | 0          | Right<br>Arm | _  |
| (9)   | os    | 0           | Į,     | 0                                      | _{``       | (9)          | 26 |
| (3)   | ્     | \ \ \ \ \ \ | -      | 0                                      | <b>∑</b> ⊙ |              | 25 |
|       |       | 0000        | Center | 101                                    |            |              | 24 |
|       |       | €0€         | Torso  | \\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\ |            |              | 23 |
|       |       | <b>}</b> °} | (18)   | J°I                                    |            |              | 22 |
| Lef   | ť     | / o \       |        | ( 0 )                                  | Ri         | ght          | 21 |
| Leg   |       | °           |        |  |            | eg           | 20 |
| (1    | .3) 1 |             |        | \ <sub>2</sub> %                       | (          | 13)          | 19 |
|       |       | ο̃ 【        |        | $\int_{0}^{\infty}$                    | <u>_</u>   |              | 18 |
|       | _     | =           |        |  |            |              | 17 |
| (HIB) | AT I  | DATA        |        |  |            |              | 16 |

# Double Heat Sinks:

| ever- | Effects                |                |
|-------|------------------------|----------------|
| 30    | Shutdown               | $\circ$        |
| 28    | Ammo Exp, avoid on 8+  | $\tilde{\sim}$ |
| 26    | Shutdown, avoid on 10+ | ×              |
| 25    | -5 Movement Points     | ŏ              |
| 24    | +4 Modifier to Fire    | ŏ              |
| 23    | Ammo Exp, avoid on 6+  | Q              |
| 22    | Shutdown, avoid on 8+  | Q              |
| 20    | -4 Movement Points     | 0              |
| 19    | Ammo Exp, avoid on 4+  | 0              |
| 18    | Shutdown, avoid on 6+  | 0              |
| 17    | +3 Modifier to Fire    | 0              |
|       |                        |                |

+3 Modifier to Fire -3 Movement Points

14 Shutdown, avoid on 4+

+2 Modifier to Fire

10 -2 Movement Points

+1 Modifier to Fire

-1 Movement Points

TO-HIT MODIFIERS

HIT LOCATION TABLE

CT(C)

RA RA

RI

CT

LT

LA

LA HD

RT(C)

RL

RA

RA

RT

CT

LA

LL

LT(C)

LL

LA

LA

LL

LT

СТ

RA

RL HD

\*A result of 2 may inflict a critical hit.

Die Roll

10

11 12

| 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        | -1     |
| or grounded DropShip         |        |
| Damage                       |        |
| Sensor hit                   | +2     |
| Shoulder hit                 | +4     |

| PHYSICAL ATTACKS |        |        |  |  |  |
|------------------|--------|--------|--|--|--|
| Attack           | To-Hit | Damage |  |  |  |
| Punch            | +0     | 6      |  |  |  |
| Kick             | -2     | 11     |  |  |  |
| Push             | -1     | _      |  |  |  |
| Club             | -1     | 11     |  |  |  |

+1

5/Hex DFA \*Modified by target piloting skill

Arm Actuator

15\*

14\* 13\*

12

11

10\*

9

8\*

7 6 5\*

4

3

2

1

10(20)

# 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

| KICI     | LUCA | TION I | KIDIL'IL |
|----------|------|--------|----------|
| Die Roll | LS   | F/R    | RS       |
| 1-3      | LL   | RL     | RL       |
| 4-6      | LL   | LL     | RL       |

# FACING AFTER FALL

| Die Roll<br>(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<br>(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 |
|                   |   |    |

# CRITICAL TABLE

- Left Arm
- 1. Shoulder
- Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
  4. Hand Actuator
  - 5. Endo Steel 6. Endo Steel

  - 2. Endo Steel
- **4-6** 3. Endo Steel 4. Endo Steel
- - 6. Roll Again

# 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
- Ultra AC/5
- Ultra AC/5
- 3. Ultra AC/5 4. Ultra AC/5 4-6
- 5. Ammo (Ultra AC/5) 20
- 6. CASE

# Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator 4. Foot Actuator
- 5. Roll Again
- 6. Roll Again



Head

1. Life Support

Streak SRM 2

Life Support

Center Torso

1. XL Fusion Engine

XL Fusion Engine XL Fusion Engine

XL Fusion Engine

XL Fusion Engine 4-6 4. XL Fusion Engine

Engine Hits OOO Gyro Hits OO Sensor Hits OO

Life Support C

Ammo (Streak SRM 2) 50 1-3

Jump Jet

Cockpit

Sensors

1-3 3. XL Fo

6. Gyro

1. Gyro

Diagram

# 6. Roll Again

- 1. Hip

- 4. Foot Actuator

Damage Transfer

# Right Leg

- 2. Upper Leg Actuator
  - Lower Leg Actuator

Ammo (LRM 20) 6

- 5. Roll Again 6. Roll Again

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| 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  |    |    |    |    |    |    |    |    |    |    |
|            |    |    |    |    |    |    |    |    |    |    |

# 'MECH DATA

Type: Wolverine WVR-7M2

**Movement Points:** Walking: Tech Base: Inner Sphere Rules Level: Standard Running: Jumping: 5 275 XL Role: Skirmisher Engine Type:

Weapons & Equipment Inventors

| Weapons & Equipment Inventory |              |            |    |         | ,   | IICAC | 3)  |    |
|-------------------------------|--------------|------------|----|---------|-----|-------|-----|----|
| Qty                           | Туре         | Loc        | Ht | Dmg     | Min | Sht   | Med | Lr |
| 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 | RT         | 4  | 6 [P]   | _   | 2     | 4   | 6  |
|                               | Laser        |            |    |         |     |       |     |    |
| 1                             | Medium Pulse | $^{ m HD}$ | 4  | 6 [P]   | _   | 2     | 4   | 6  |
|                               | Laser        |            |    |         |     |       |     |    |

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

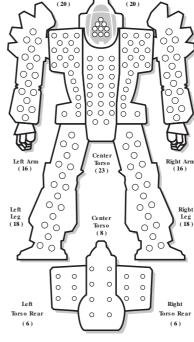
BV: 1,752



# WARRIOR DATA

Gunnery Skill: 4 Hits Taken 1 2 3 4 5 6 10 11 Dead





ARMOR DIAGRAM

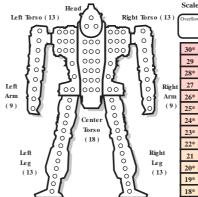
Standard Armor

Right Torse

Left Torso

# INTERNAL STRUCTURE DIAGRAM

Standard Structure



| _              | 1 2 1                                       | O Arm                                   | 26 <sup>8</sup> 25 <sup>8</sup> 24 <sup>8</sup> 23 <sup>8</sup> 22 <sup>8</sup> 21 20 <sup>8</sup> 19 <sup>8</sup> 17 <sup>8</sup> |
|----------------|---|---|--|
| Heat<br>Level* | Doub  | ble Heat Sinks:<br>12 (24)              | 16<br>15*  |
| 30<br>28       | Shutdown<br>Ammo Exp, avoid on 8+           | 00                                      | 13   |
| 26             | Shutdown, avoid on 10+                      | 000000000000000000000000000000000000000 | 12   |
| 25             | -5 Movement Points                          | $\sim$                                  | 11   |
| 24             | +4 Modifier to Fire                         | $\bowtie$                               | 108  |
| 23             | Ammo Exp, avoid on 6+                       | ×                                       | 9  |
| 22             | Shutdown, avoid on 8+                       | $\simeq$                                | 8*   |
| 20<br>19       | -4 Movement Points<br>Ammo Exp, avoid on 4+ | $\asymp$                                | 7  |
| 18             | Shutdown, avoid on 6+                       | X I                                     | 6  |
| 17             | +3 Modifier to Fire                         | $\asymp$                                | _  |
| 15             | -3 Movement Points                          | $\sim$                                  | 5*   |
|                |   |   | 4  |

### HIT LOCATION TABLE Die Roll LT(C) CT(C) RT(C) RA RA LL RL LA RA LA RI RA LL LT CT RT СТ LT CT 10 RA LA LA RL HD LA HD LL \*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        | -1     |
| or grounded DropShip         |        |
| Damage                       |        |
| Sensor hit                   | +2     |
| Shoulder hit                 | +4     |

### PHYSICAL ATTACKS Attack To-Hit Punch Kick -2 11 Push 11

+1

5/Hex DFA \*Modified by target piloting skill

Arm Actuator

Club

4

3

2

1

# PUNCH LOCATION TABLE

| Die Koll |    |     |    |
|----------|----|-----|----|
| (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<br>(1D6) | LS | F/R | RS |
|-------------------|----|-----|----|
| 1-3               | LL | RL  | RL |
| 4-6               | LL | LL  | RL |

# FACING AFTER FALL

| Die Roll<br>(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<br>(2D6) | 6 |
|-------------------|---|
| 2                 | 2 |
| 3                 | 2 |
| 4                 | 3 |
| 5                 | 3 |
| 6                 | 4 |
| 7                 | 4 |
| 8                 | 4 |
| 9                 | 5 |
| 10                | 5 |
| 11                | 6 |
| 12                | 6 |
|                   |   |

# CRITICAL TABLE

# Left Arm

- 1. Shoulder
- Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
  4. Hand Actuator
- - 5. Roll Again
  - 6. Roll Again
  - 1. Roll Again
- 2. Roll Again
- **4-6** 3. Roll Again 4. Roll Again
- 5. Roll Again
  - 6. Roll Again

# Left Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
  3. XL Fusion Engine
  4. Double Heat Sink
  - - 5. Double Heat Sink
    - 6. Double Heat Sink
- 1. Jump Jet 2. Jump Jet
- 3. SRM 6 4. SRM 6 4-6
- 5. Ammo (SRM 6) 15
- 6. Roll Again

# Left Leg

- 1. Hip
- 3. Lower Leg Actuator 4. Foot Actuator
- 5. Roll Again
- 2. Upper Leg Actuator

- 6. Roll Again

- Cockpit
- Sensors
- Life Support
- Center Torso
- XL Fusion Engine
- XL Fusion Engine
- 1-3 3. XL Fo
  - 5. Gyro
  - 6. Gyro

  - XL Fusion Engine







- Head 1. Life Support

- 1. XL Fusion Engine
- - 1. Gyro
- 3. XL Fusion Engine 4-6 4. XL Fusion Engine
- 5. Jump Jet



Damage Transfer Diagram

# Right Torso

Right Arm

4. Hand Actuator

Heavy PPC

5. Heavy PPC

6. Heavy PPC

2. Heavy PPC
3. Roll Again
4. Roll Again

5. Roll Again

6. Roll Again

Upper Arm Actuator

3. Lower Arm Actuator

1. Shoulder

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- XL Fusion Engine
- 4. Jump Jet
- 5. Jump Jet 6. Medium Pulse Laser
- 1. TMASC
- MASC 3. MASC
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

- Right Leg
- 1. Hip
- 2. Upper Leg Actuator
- Lower Leg Actuator 4. Foot Actuator 5. Roll Again

6. Roll Again

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14

10

Shutdown, avoid on 4+

+2 Modifier to Fire

-2 Movement Points

+1 Modifier to Fire

-1 Movement Points

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

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

(hexes)

# 'MECH DATA

Type: Commando COM-5S

**Movement Points:** Tonnage: Walking: Tech Base: Inner Sphere Rules Level: Standard Running: Jumping: 0 Role: Striker

Engine Type: 150 Fusion

Weapons & Equipment Inventory

Loc Ht Dmg Min Sht Med Ln Qty Type 1 Medium Laser LA 3 5 [DE] \_\_ 3 6 1 Streak SRM 2 RA 2 2/Msl [M,C] 6 1 SRM 6 LT 4 2/Msl 3 6

[M.C.S]

w/Artemis IV

Total Heat (Dissipation): 9 (10)

Ammo: (SRM 6 Artemis) 30, (Streak SRM 2) 50 Quirks: Narrow/Low Profile, Exposed Actuators

BV: 557

CRITICAL TABLE

Left Arm

1-3 3. Lower Arm Actuator
4. Hand Actuator

5. Medium Laser

6. Ferro-Fibrous

1. Ferro-Fibrous

2. Ferro-Fibrous

5. Ferro-Fibrous 6. Ferro-Fibrous

Left Torso

1. SRM 6

2. SRM 6

1-3 3. Artemis IV FCS 4. Endo Steel

5. Endo Steel

6. Endo Steel

1. Endo Steel

2. Endo Steel

Endo Steel
 Endo Steel

5. Roll Again

6. Roll Again

Left Leg

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Heat Sink

6. Heat Sink

1. Hip

4-6

4-6 3. Ferro-Fibrous 4. Ferro-Fibrous

Upper Arm Actuator

1. Shoulder



Head

3.

1. Life Support

Cockpit

Sensors

Roll Again

Life Support

Center Torso

Fusion Engine

3. Fusion Engine 4-6 4. Fusion Engine

5. Roll Again

Roll Again

Engine Hits OOO Gyro Hits OO Sensor Hits OO

Damage Transfer

Diagram

Life Support O

1. Fusion Engine

2. Fusion Engine

1-3 3. Fusion Engin

6. Gyro 1. Gyro

# WARRIOR DATA

e: Saran Belgola

Gunnery Skill: 4 Piloting Skill: 5

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



Right Arm

4. Hand Actuator

5. Streak SRM 2

6. Ferro-Fibrou

1. Ferro-Fibrous

2. Ferro-Fibrous

5. Ferro-Fibrous

6. Ferro-Fibrous

Right Torso (CASE)

1. Ammo (SRM 6 Artemis) 15

Ammo (SRM 6 Artemis) 15
 Ammo (Streak SRM 2) 50

4-6 3. Ferro-Fibrous
4. Ferro-Fibrous

4. CASE 5. Endo Steel

6. Endo Steel

1. Endo Steel

2. Endo Steel

Endo Steel
 Endo Steel

5. Endo Steel

6. Roll Again

Right Leg

4. Foot Actuator

5. Heat Sink

6. Heat Sink

2. Upper Leg Actuator

3. Lower Leg Actuator

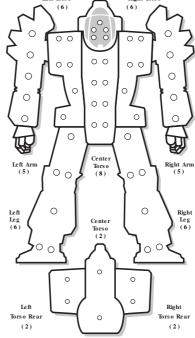
1. Hip

1-3

Upper Arm Actuator

3. Lower Arm Actuator

1. Shoulder



ARMOR DIAGRAM

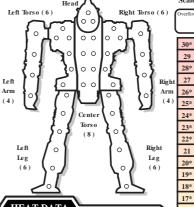
Ferro-Fibrous

Right Torse

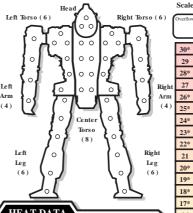
Left Torse

# INTERNAL STRUCTURE DIAGRAM

Endo Steel



| Lef<br>Leg<br>(6 |  | Right<br>Leg<br>(6) | 21<br>20 <sup>8</sup><br>19 <sup>8</sup><br>18 <sup>8</sup><br>17 <sup>8</sup> |
|------------------|--|---------------------|--|
| HIB              | AT DATA  | Heat Sinks:         | 16   |
| Heat             |  | 10                  | 154  |
| Level*           | Effects  |                     | 144  |
| 30               | Shutdown                                       | 0                   | 138  |
| 28               | Ammo Exp, avoid on 8+                          | Ŏ                   | 12   |
| 26               | Shutdown, avoid on 10+                         | Ŏ                   | -  |
| 25               | -5 Movement Points                             | ŏ                   | 11   |
| 24<br>23         | +4 Modifier to Fire                            | ŏ                   | 104  |
| 22               | Ammo Exp, avoid on 6+<br>Shutdown, avoid on 8+ | ŏ                   | 9  |
| 20               | -4 Movement Points                             | ŏ                   | 8*   |
| 19               | Ammo Exp, avoid on 4+                          | ŏ                   | 7  |
| 18               | Shutdown, avoid on 6+                          | 0000000000          | 6  |
| 17               | +3 Modifier to Fire                            | ŏ                   | _  |
| 15               | -3 Movement Points                             | ~                   | 5*   |
| 14               | Shutdown, avoid on 4+                          |                     | 4  |
| 13               | +2 Modifier to Fire                            |                     | 3  |
| 10               | -2 Movement Points                             |                     | 2  |
| 8                | +1 Modifier to Fire                            |                     | 1  |
|                  |  |                     |  |



| 18* | _        |
|-----|----------|
| 17* | Di       |
| 16  | (:       |
| 15* | П        |
| 14* |          |
| 13* | Ш        |
| 12  | П        |
| 11  |          |
| 10* | _        |
| 9   |          |
| 8*  |          |
| 7   | Di<br>(: |
| 6   | <b>.</b> |
| 5*  | l        |
| 4   |          |
|     | ı _      |

| HIT LOCATION TABLE |                |                 |       |  |  |  |  |  |
|--------------------|----------------|-----------------|-------|--|--|--|--|--|
| Roll               |                |                 |       |  |  |  |  |  |
| 06)                | LS             | F/R             | RS    |  |  |  |  |  |
| *                  | LT(C)          | CT(C)           | RT(C) |  |  |  |  |  |
| 3                  | LL             | RA              | RL    |  |  |  |  |  |
| ļ                  | LA             | RA              | RA    |  |  |  |  |  |
| 5                  | LA             | RL              | RA    |  |  |  |  |  |
| 5                  | LL             | RT              | RL    |  |  |  |  |  |
| 7                  | LT             | CT              | RT    |  |  |  |  |  |
| 3                  | CT             | LT              | CT    |  |  |  |  |  |
| )                  | RT             | LL              | LT    |  |  |  |  |  |
| 0                  | RA             | LA              | LA    |  |  |  |  |  |
| 1                  | RL             | LA              | LL    |  |  |  |  |  |
| 2                  | HD             | HD              | HD    |  |  |  |  |  |
| result o           | of 2 may infli | ct a critical h | it.   |  |  |  |  |  |

# TO-HIT MODIFIERS

Die Roll

12

Attacker

| 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        | -1     |
| or grounded DropShip         |        |
| Damage                       |        |
| Sensor hit                   | +2     |
| Shoulder hit                 | +4     |
| Arm Actuator                 | +1     |
|                              |        |

# PHYSICAL ATTACKS To-Hit

| Punch           | +0                  | 3     |
|-----------------|---------------------|-------|
| Kick            | -2                  | 5     |
| Push            | -1                  | _     |
| Club            | -1                  | 5     |
| Charge          | +0*                 | 2/Hex |
| *Modified by ta | arget piloting skil | l     |

# PUNCH LOCATION TABLE

| Die Koll |    |     |    |
|----------|----|-----|----|
| (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<br>(1D6) | LS | F/R | RS |
|-------------------|----|-----|----|
| 1-3               | LL | RL  | RL |
| 4-6               | LL | LL  | RL |

# FACING AFTER FALL

| Die Roll<br>(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    |
|                   |                    |              |

# 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  |    |    |    |    |    |    |    |    |    |    |
|            |    |    |    |    |    |    |    |    |    |    |

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-1 Movement Points

| CLUSTER | HITS | TABLE |  |
|---------|------|-------|--|
| ie Roll |      |       |  |

| Die Koli          |   |   |
|-------------------|---|---|
| (2D6)             | 2 | 6 |
| 2                 | 1 | 2 |
| 3                 | 1 | 2 |
| 4                 | 1 | 3 |
| 5                 | 1 | 3 |
| 6                 | 1 | 4 |
| 7                 | 1 | 4 |
| 8                 | 2 | 4 |
| 9                 | 2 | 5 |
| 10                | 2 | 5 |
| 11                | 2 | 6 |
| 12                | 2 | 6 |
| rtemis IV FCS: +2 |   |   |

# 'MECH DATA

Type: Locust LCT-5M

Total Heat (Dissipation): 13 (10)

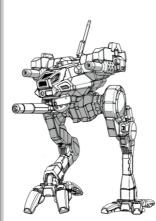
**Movement Points:** Tonnage: Walking: 12 Tech Base: Inner Sphere Rules Level: Standard Running: Jumping: 0 Role: Striker 240 XL Engine Type:

| wea | weapons & Equipment inventory |     |    |        |     | nexe | s)  |    |
|-----|-------------------------------|-----|----|--------|-----|------|-----|----|
| 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 |

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

# WARRIOR DATA

Gunnery Skill: 4 Piloting Skill: Hits Taken 1 3 4 5 6 10 11 Dead



Right Arm

3. ER Small Laser

4. ER Small Laser

Upper Arm Actuator

1. Shoulder

5. Endo Steel

6. Endo Steel

1. Ferro-Fibrous

2. Ferro-Fibrous

3. Ferro-Fibrous
4. Roll Again

5. Roll Again

6. Roll Again

4. Endo Steel 5. Endo Steel

6. Endo Steel

1. Endo Steel

Endo Steel

Ferro-Fibrous
 Ferro-Fibrous

5. Ferro-Fibrous

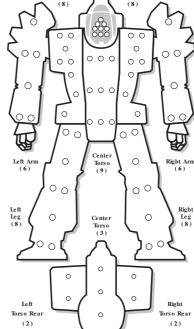
6. Ferro-Fibrous

Right Torso

1. XL Fusion Engine

2. XL Fusion Engine

XL Fusion Engine



ARMOR DIAGRAM Ferro-Fibrous

Right Tors

Left Torse

# INTERNAL STRUCTURE DIAGRAM **Endo Steel**

Scale Left Torso (5) 0 Right Torso (5) 0 0 0

27

25\*

24\*

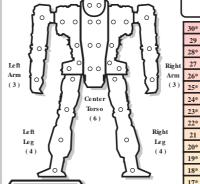
2

1

Sensor hit

Shoulder hit

Arm Actuator



| (4     | is <b>L</b>            | (4)                                     | 20*      |
|--------|------------------------|---|----------|
| ( -    | " <b>)</b>             | \ ( \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ | 19*      |
|        | <b>∠</b> ∘ (           | J.                                      | 18*      |
|        |                        |   | 17*      |
| 1110   | AT DATA                |   | 16       |
| Heat   |                        | Heat Sinks:<br>10                       | 15*      |
| .evel* | Effects                | 10                                      | 14*      |
| 30     | Shutdown               | 0                                       | 13*      |
| 28     | Ammo Exp, avoid on 8+  | 000000000                               | 12       |
| 26     | Shutdown, avoid on 10+ | ŏ                                       | -        |
| 25     | -5 Movement Points     | $\simeq$                                | 11       |
| 24     | +4 Modifier to Fire    | $\sim$                                  | 10*      |
| 23     | Ammo Exp, avoid on 6+  | Š I                                     | 9        |
| 22     | Shutdown, avoid on 8+  | Q                                       | _        |
| 20     | -4 Movement Points     | 0                                       | 8*       |
| 19     | Ammo Exp, avoid on 4+  | 0                                       | 7        |
| 18     | Shutdown, avoid on 6+  | 0                                       | 6        |
| 17     | +3 Modifier to Fire    | 0                                       | 5*       |
| 15     | -3 Movement Points     |   | <u> </u> |
| 14     | Shutdown, avoid on 4+  |   | 4        |
| 13     | +2 Modifier to Fire    |   | 3        |
|        |                        |   |          |

| 1811     | T LOCAT    | TION TA     | BLE        |
|----------|------------|-------------|------------|
| 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 resu  | lt of 2 ma | y inflict a | critical l |

TO-HIT MODIFIERS

### Attacker Stationar +0 Walked +1Ran +2 Prone +2 Skidding +1 Terrain Light Woods $\pm 1/hex$ Heavy Woods +2/hex Partial Cover +1Target Prone (adjacent hex) -2 Prone (other hex) +1Immobile -4 Skidding -2 Moved 0-2 hexes +0Moved 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 +1BattleArmor unit +1Secondary target (front) +1Secondary target (side/rear) +2Large support vehicle -1 or grounded DropShip Damage

| PHYSICAL ATTACKS                   |        |        |  |  |  |  |
|------------------------------------|--------|--------|--|--|--|--|
| Attack                             | To-Hit | Damage |  |  |  |  |
| Punch                              | +3     | 1      |  |  |  |  |
| Kick                               | -2     | 4      |  |  |  |  |
| Push                               | -1     | _      |  |  |  |  |
| Charge                             | +0*    | 2/Hex  |  |  |  |  |
| *Modified by target piloting skill |        |        |  |  |  |  |

+2

+4

+1

| PUNC     | CH LOC | ATION T | ABLE |  |  |  |  |  |
|----------|--------|---------|------|--|--|--|--|--|
| 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   |  |  |  |  |  |

# BV: 719

# CRITICAL TABLE

# Left Arm

- 1. Shoulder
- Upper Arm Actuator
- 1-3 3. ER Small Laser 4. ER Small Laser
- - 5. Endo Steel 6. Endo Steel
- 1. Ferro-Fibrous 2. Ferro-Fibrous
- 4-6 3. Ferro-Fibrous
  4. Roll Again
- 5. Roll Again
- 6. Roll Again

# Left Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. XL Fusion Engine 4. Endo Steel
  - 5. Endo Steel
  - 6. Endo Steel 1. Endo Steel
- 2. Endo Steel
- Ferro-Fibrous
   Ferro-Fibrous 4-6
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

# Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- Roll Again

- Lower Leg Actuator 4. Foot Actuator
- 6. Roll Again

# Damage Transfer Diagram

1. Life Support

0

3. Cockpit

Head

- Heat Sink Sensors

# Life Support

- Center Torso 1. XL Fusion Engine
- XL Fusion Engine XL Fusion Engine
- 1-3 3. XL Fo
  - Gyro
  - 6. Gyro
  - 1. Gyro
- XL Fusion Engine XL Fusion Engine
- 4-6 4. XL Fusion Engine
  - 5.
    - ER Medium Laser Roll Again

Engine Hits OOO Gyro Hits OO Sensor Hits OO Life Support C

1-3

# Right Lea

- Lower Leg Actuator
- Roll Again 6. Roll Again

| Kigiit | Leg |
|--------|-----|
| Hip    |     |

- Upper Leg Actuator

- 4. Foot Actuator

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-2 Movement Points

+1 Modifier to Fire

-1 Movement Points

# 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 | 10 | 20 |
|------------|----|----|----|----|----|----|----|----|----|----|
|            | 11 | 12 | 13 | 14 | 15 | 10 | 17 | 10 | 17 | 20 |
| Hex/Facing |    |    |    |    |    |    |    |    |    |    |
| Move Mode  |    |    |    |    |    |    |    |    |    |    |
|            |    |    |    |    |    |    |    |    |    |    |

# KICK LOCATION TABLE Die Roll

### (1D6)LS F/R RS 1-3 LL RL RL LL RL

# FACING AFTER FALL Die Roll

| (1D6) | New Facing         | Hit Locatio |
|-------|--------------------|-------------|
| 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   |

1 2 3

# VEHICLE DATA

Engine Type:

2 Machine Gun

Type: Maxim Heavy Hover Transport (BA Factory Upgrade) Tonnage: 50
Tech Base: Inner Sphere **Movement Points:** Cruising: Flanking: Rules Level: Standard Movement Type: Hover Role: Striker 165 ICE

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

TU

TM.C.S1

2 IDB.AII

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

BV: 794



Crew: Anjana Srikrisna Gunnery Skill: 4 Driving Skill: Commander Hit [+1] Driver Hit +2

# CRITICAL DAMAGE

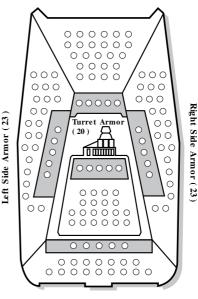
Engine Hit Turret Locked +1 +2 +3 D Sensor Hits Motive System Hits +1 +2 +3 Stabilizers ☐ Left Right Turret 



# Ferro-Fibrous Front Armor

ARMOR DIAGRAM

(25)



Rear Armor (16)



# MOVEMENT COSTS Cost to Enter Any Hex

TO-HIT MODIFIERS

+0

+1

+2

+1

+2/hex

+1

+1

+0

+1

+2

+3

+6

+1

+1

+1

+2

Attacker

Stationary

Cruised

Flanked

Skidding

Light Woods

Heavy Woods

Partial Cover

Immobile

Skidding

Prone (adjacent hex)

Prone (other hex)

Moved 0-2 hexes

Moved 3-4 hexes

Moved 5-6 hexes

Moved 7-9 hexes

Moved 10-17 hexes

Moved 18-24 hexes

Moved 25+ hexes

BattleArmor unit

Secondary target (front)

Large support vehicle or grounded DropShip

Secondary target (side/rear)

Jumped

Terrain

Target

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

DRIVING SKILL ROLL TABLE

Possible sideslin

0

+1

+2

+3

+4

+5

0

+1

+2

+3

+2

+3

+4 +5

Facing change

Flanking movement

after facing change Sideslip Movement

Hexes moved in turn 3-4

5-7

8-10

11-17

18-24

Entering/leaving building hex Light building

Medium building

Hardened building

Hexes moved in turn

Heavy building

3-4 5-6

7-9

10-17

18-24

25+

# 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 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 automically rolls once on the Ground Combat Vehicle Critical Hits Table below (see Combat, p. 192, inTotal 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

| 1.20     | II / D D I D I D I D I I I I D D D                        |
|----------|---|
| 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: Tracked, Naval Hit from the sides Wheeled rcraft, Hydrofoil WiGE

\*All movement and Driving Skill Roll penalities are curieve. However, each Driving Skill modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflice and the result of the resul

# GROUND COMBAT VEHICLE CRITICALS TABLE

### LOCATION HIT

|     | FRONT              | SIDE               | REAR               | TURRET         |
|-----|--------------------|--------------------|--------------------|----------------|
| 2-5 | No Critical Hit    | No Critical Hit    | No Critical Hit    | No Critical H  |
| 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 Malfun  |
| 9   | Sensors            | Stabilizer         | Weapon Destroyed   | Turret Locks   |
| 10  | Commander Hit      | Weapon Destroyed   | Engine Hit         | Weapon Destro  |
| 11  | Weapon Destroyed   | Engine Hit         | Ammunition**       | Ammunition*    |
| 12  | Crew Killed        | Fuel Tank*         | Fuel Tank*         | Turret Blown ( |
|     |                    |                    |                    |                |

\*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.

| REAR               | TURRET             |
|--------------------|--------------------|
| No Critical Hit    | No Critical Hit    |
| Veapon Malfunction | Stabilizer         |
| Cargo/Infantry Hit | Turret Jam         |
| Stabilizer         | Weapon Malfunction |
| Weapon Destroyed   | Turret Locks       |
| Engine Hit         | Weapon Destroyed   |
| Ammunition**       | Ammunition**       |
| Fuel Tank*         | Turret Blown Off   |

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| 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  |    |    |    |    |    |    |    |    |    |    |

| CLUS     | TEKE | 1118 TA | BLE |
|----------|------|---------|-----|
| 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   |
|          |      |         |     |

# VEHICLE DATA

Type: Maxim Heavy Hover Transport (BA Factory Upgrade) Tonnage: 50
Tech Base: Inner Sphere **Movement Points:** Cruising: 12 Rules Level: Standard Flanking: Movement Type: Hover Role: Striker

165 ICE Engine Type:

| We  | 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: +2

Commander Hit [+1] Driver Hit

# CRITICAL DAMAGE



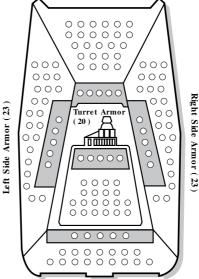
☐ Left Right Turret 



# ARMOR DIAGRAM

Ferro-Fibrous

Front Armor (25)



Rear Armor (16)



# 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                                       |

Vehicle Type Modifier: Tracked, Naval Wheeled Attack Direction Modifier: Hit from the sides rcraft, Hydrofoil WiGE

\*All movement and Driving Skill Roll penalities 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 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 twelforms as it is also als destoyed.

# 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, inTotal 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).

Stab hits ettak the side as indicated by the attack direction. For example, if no strack hits the right side all Side results.

§ 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   |
|                    | No Critical Hit<br>Driver Hit<br>Weapon Malfunction<br>Stabilizer<br>Sensors<br>Commander Hit<br>Weapon Destroyed | FRONT No Critical Hit Driver Hit Weapon Malfunction Stabilizer Sensors Commander Hit Weapon Destroyed Stabilizer Sensors Commander Hit Stabilizer Sensors Stabilizer Commander Hit Stabilizer Sensors Stabilizer | No Critical Hit Driver Hit Cargo/Infantry Hit Weapon Malfunction Weapon Malfunction Stabilizer Crew Stunned Stabilizer Sensors Stabilizer Weapon Destroyed Engine Hit Weapon Destroyed Engine Hit Ammunition** |

\*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  |    |    |    |    |    |    |    |    |    |    |

### TO-HIT MODIFIERS Attacker Stationary +0 Cruised +1 Flanked +2 Skidding +1Terrain Light Woods Heavy Woods +2/hex Partial Cover +1Target Prone (adjacent hex) Prone (other hex) +1 Immobile Skidding Moved 0-2 hexes +0 Moved 3-4 hexes +1Moved 5-6 hexes +2 Moved 7-9 hexes +3 Moved 10-17 hexes Moved 18-24 hexes Moved 25+ hexes +6 Jumped +1

# MOVEMENT COSTS

+1

+1

+2

BattleArmor unit

Secondary target (front)

Large support vehicle or grounded DropShip

Cost to Enter Any Hex:

Secondary target (side/rear)

| 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  |

# DRIVING SKILL ROLL TABLE

| Unit's Actions                |                   |
|-------------------------------|-------------------|
| Flanking movement             | Possible sideslip |
| after facing change           |                   |
| Sideslip 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                |
|                               |                   |

| CLUS              | CLUSTER HITS TABLE |   |   |  |  |  |
|-------------------|--------------------|---|---|--|--|--|
| Die Roll<br>(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 |  |  |  |
|                   |                    |   |   |  |  |  |

# VEHICLE DATA

Engine Type:

Type: Maxim Heavy Hover Transport (BA Factory Upgrade) Tonnage: 50
Tech Base: Inner Sphere **Movement Points:** Cruising: Flanking: Rules Level: Standard Movement Type: Hover Role: Striker 165 ICE

Weapons & Equipment Inventory (hexes) Loc Dmg Min Sht Med Lng Qty Type 2 LRM 5 FR 1/Msl 6 7 14 21 [M,C,S]1 Streak SRM 2 2/Msl [M,C] — 3 6 RS 1 Streak SRM 2 2/Msl [M.C] — 3 6 9 LS — 3 6 9 1 SRM 6 TU 2/Msl TM.C.S1 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)

R

BV: 794

10 11 12\*



GROUND COMBAT VEHICLE HIT LOCATION

# CREW DATA

Crew: Cassidy Hale Gunnery Skill: 4 Driving Skill:

Commander Hit [+1] Driver Hit

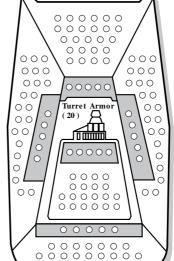
CRITICAL DAMAGE Engine Hit Turret Locked

+1 +2 +3 D Sensor Hits Motive System Hits +1 +2 +3 Stabilizers

☐ Left Right Turret 



+2



ARMOR DIAGRAM

Ferro-Fibrous

Front Armor

(25)

Rear Armor (16)



|                 | ATTACK DIRECTION  |                   |
|-----------------|-------------------|-------------------|
| FRONT           | REAR              | SIDES             |
| ont (critical)  | Rear (critical)   | Side (critical)   |
| Front†          | Rear†             | Side†             |
| Front†          | Rear†             | Side†             |
| light 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            |
| rret (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, inTotal 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).

Stab hits ettak the side as indicated by the attack direction. For example, if no strack hits the right side all Side results.

§ 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: Tracked, Naval Hit from the sides Wheeled rcraft, Hydrofoil WiGE

WiGE 44

\*All movement and Driving Skill Roll penalties are until the 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 modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting 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 coccurred, 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 twelfor over a Deph 1 or deper ware her, a sinks and is destroyed.

# GROUND COMBAT VEHICLE CRITICALS TABLE

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

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

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# MOVEMENT RECORD

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

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

### TO-HIT MODIFIERS Attacker Stationary +0 Cruised +1 Flanked +2 Skidding +1Terrain Light Woods Heavy Woods +2/hex Partial Cover +1Target Prone (adjacent hex) Prone (other hex) +1 Immobile Skidding Moved 0-2 hexes +0 t Side Moved 3-4 hexes +1Moved 5-6 hexes +2 Moved 7-9 hexes +3 Armor (23) Moved 10-17 hexes Moved 18-24 hexes Moved 25+ hexes +6 Jumped +1 BattleArmor unit +1 Secondary target (front) +1 Secondary target (side/rear) +2

# MOVEMENT COSTS

Large support vehicle or grounded DropShip

Cost to Enter Any Hex:

| 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  |

# DRIVING SKILL ROLL TABLE

| П | Unit's Actions                |                   |
|---|-------------------------------|-------------------|
|   | Flanking movement             | Possible sideslip |
|   | after facing change           |                   |
|   | Sideslip Movement             |                   |
|   | Hexes moved in turn           |                   |
| ۱ | 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                |
|   |                               |                   |

| CLUS     | 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 |  |  |  |
|          |                    |   |   |  |  |  |

# VEHICLE DATA

Type: Maxim Heavy Hover Transport (BA Factory Upgrade) Tonnage: 50
Tech Base: Inner Sphere **Movement Points:** Cruising: Flanking: Rules Level: Standard Movement Type: Hover Role: Striker

165 ICE Engine Type:

Weapons & Equipment Inventory (hexes) Loc Dmg Min Sht Med Lng Qty Type 2 LRM 5 FR 1/Msl 6 7 14 21 [M,C,S]1 Streak SRM 2 2/Msl [M,C] — 3 6 RS 1 Streak SRM 2 2/Msl [M.C] — 3 6 9 LS — 3 6 9 1 SRM 6 TU 2/Msl TM.C.S1 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:

Commander Hit [+1] Driver Hit

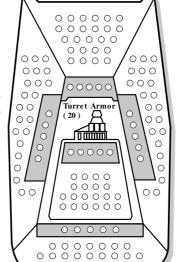
# CRITICAL DAMAGE

Engine Hit Turret Locked +1 +2 +3 D Sensor Hits Motive System Hits +1 +2 +3 Stabilizers

☐ Left Right Turret 



+2



ARMOR DIAGRAM

Ferro-Fibrous

Front Armor

(25)

Rear Armor (16)



# MOTIVE SYSTEM DAMAGE TABLE

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

Vehicle Type Modifier: Tracked, Naval Wheeled Attack Direction Modifier: Hit from the sides ercraft, Hydrofoil WiGE

WiGE 44

\*All movement and Driving Skill Roll penalties are until the Neweyer, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting 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 Crusing 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 addition, all motive system damage takes effect at the end of the phase in which the damage takes effect at the end of the phase in which the damage is the state of the phase in which the damage is the state of the phase in which the damage is the state of the phase in which the damage is the state of the phase in which the 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 beht lot of deep water he, it sinks and is destroyed.

### 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, inTotal 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).

Steph bits existent he idea as indicated by the attack direction.

§ 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

|     | EOCHTION III       |                    |                    |                    |  |  |  |  |  |  |
|-----|--------------------|--------------------|--------------------|--------------------|--|--|--|--|--|--|
|     | 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  |    |    |    |    |    |    |    |    |    |    |

### TO-HIT MODIFIERS Attacker Stationary +0 Cruised +1 Flanked +2 Skidding +1

Terrain Light Woods Heavy Woods +2/hex Partial Cover +1Target

+1

Prone (adjacent hex) Prone (other hex) Immobile

t Side

Armor (23)

Skidding Moved 0-2 hexes +0 Moved 3-4 hexes +1Moved 5-6 hexes +2 Moved 7-9 hexes +3 Moved 10-17 hexes Moved 18-24 hexes

Moved 25+ hexes +6 Jumped +1 BattleArmor unit +1 Secondary target (front) +1 Secondary target (side/rear) +2 Large support vehicle

or grounded DropShip

Cost to Enter Any Hex:

# MOVEMENT COSTS

| 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  |

# DRIVING SKILL ROLL TABLE

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

| CLUSTER HITS TABLE |   |   |   |  |  |  |  |
|--------------------|---|---|---|--|--|--|--|
| Die Roll<br>(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 |  |  |  |  |
|                    |   |   |   |  |  |  |  |

Qty Type

1 SRM 1



# **BATTLE ARMOR** RECORD SHEET



| LEG ATTACKS     | LADLE       |
|-----------------|-------------|
| BATTLE ARMOR    | BASE TO-HIT |
| TROOPERS ACTIVE | MODIFIER    |
| 4-6             | 0           |
| 3               | +2          |
| 2               | +5          |
| 1               | +7          |
|                 |             |

# LEG ATTACKS TABLE

| 4-6          | 0          |
|--------------|------------|
| 3            | +2         |
| 2            | +5         |
| 1            | +7         |
|              |            |
|              |            |
| SWARM ATTA   | CKS TABLE  |
| BATTLE ARMOR | BASE TO-HI |

SWARM ATTACK MODIFIERS TABLE ATTACKING ENEMY FRIENDLY MECHANIZED BATTLE

MODIFIER

+2

+5

ARMOR TROOPERS ACTIVE

-2

| 10114111              |        |
|-----------------------|--------|
| 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     |
| Secondary Target      | +1     |
| Large support vehicle | -1     |
| or grounded DropShip  |        |

MOVEMENT COSTS

Cost

1

+0

+0

+1

+0 +1

Prohibited +1

+0

+2 Prohibited

Move

Cost to Enter Any Hex:

Terrain Cost:

Road

Rough

Light woods

Paved/Bridge

TO-HIT MODIFIERS

Terrain

|                                      |                         |          |          | A        | rmor:    | Standard (Basic) | Role: Ambusher | BV: 213/41 |
|--------------------------------------|-------------------------|----------|----------|----------|----------|------------------|----------------|------------|
| BATTLE ARM  Type: Gray Death Standar | d Suit [SRM]            | (Sqd4)   |          |          | <u> </u> | 1%-000           | 000000         |            |
| Gunnery Skill: 4<br>Ground MP: 3     |                         | Mech S   |          |          |          | 2 0000           | 000000         |            |
| Qty Type 1 SRM 1                     | Dmg<br>2/Msl<br>[M,C,S] | Min<br>— | Sht<br>3 | Med<br>6 | Lng<br>9 | 3 0000           | 000000         |            |
| Improved Sensors     Battle Claw     | [E]                     | _        | _        | _        | 2        | 4 000            | 000000         |            |
| Ammo: (SRM 1) 4                      |                         |          |          |          |          |                  |                |            |

Armor: Standard (Basic)

Role: Ambusher

Role: Ambusher

| TROOPERS ACTIVE                              | 1  | 2  | 3  | 4  | 5  |  |  |
|--|----|----|----|----|----|--|--|
| 6  | +0 | +0 | +0 | +0 | +1 |  |  |
| 5  | +0 | +0 | +0 | +1 | +2 |  |  |
| 4  | +0 | +0 | +1 | +2 | +3 |  |  |
| 3  | +0 | +1 | +2 | +3 | +4 |  |  |
| 2  | +1 | +2 | +3 | +4 | +5 |  |  |
| 1  | +2 | +3 | +4 | +5 | +6 |  |  |
| BATTLE ARMOR EQUIPMENT Claws with magnets -1 |    |    |    |    |    |  |  |
| SITUATION*                                   |    |    |    |    |    |  |  |
| 'Mech prone                                  |    |    |    | -2 |    |  |  |

| - 1 | 3                      | +0                        | +1 | +2 |  |  |  |  |  |  |  |
|-----|------------------------|---------------------------|----|----|--|--|--|--|--|--|--|
| 1   | 2                      | +1                        | +2 | +3 |  |  |  |  |  |  |  |
|     | 1                      | +2                        | +3 | +4 |  |  |  |  |  |  |  |
|     |                        |                           |    |    |  |  |  |  |  |  |  |
| /   | BATTLE ARMOR EQUIPMENT |                           |    |    |  |  |  |  |  |  |  |
|     | Claws with magnets     | Claws with magnets        |    |    |  |  |  |  |  |  |  |
| ٦   |                        |                           |    |    |  |  |  |  |  |  |  |
|     | SITUATION*             | SITUATION*                |    |    |  |  |  |  |  |  |  |
| J   | 'Mech prone            | 'Mech prone               |    |    |  |  |  |  |  |  |  |
| Л   | 'Mech or vehicle imr   | 'Mech or vehicle immobile |    |    |  |  |  |  |  |  |  |
| J   | Vehicle                |                           |    |    |  |  |  |  |  |  |  |
| ᆀ   | *Modifiers are cumul   | ative                     |    |    |  |  |  |  |  |  |  |
| - 1 |                        |                           |    |    |  |  |  |  |  |  |  |

TROOPERS ACTIVE

4-6

1-3

BATTLE ARMOR

| BATTLE ARN  Type: Gray Death Standa Gunnery Skill: 3 Ground MP: 3 | ard Suit [Laser |         | <b>(T</b> )    | 1 • 000000000<br>2 • 000000000 |
|---|-----------------|---------|----------------|--------------------------------|
| <b>Qty Type</b><br>1 Small Laser                                  | Dmg<br>3 [DE]   | Min Sht | Med Lng<br>2 3 | 3 00000000                     |
| 1 Improved Sensors<br>1 Battle Claw                               | [E]             |         | _ 2<br>        | 4.00000000                     |
| Mechanized: √ S   | swarm: 🗸        | Leg: 🗹  | AP: <b>▼</b>   |                                |

Armor: Standard (Basic)

 $\label{eq:Mechanized: Mechanized: Mechan$ 

| SWA         | RM ATTACKS HIT LO          | CATION TABLE       |  |  |  |  |
|-------------|----------------------------|--------------------|--|--|--|--|
| 2D6<br>ROLL | BIPEDAL/TRIPOD<br>LOCATION | QUAD<br>LOCATION   |  |  |  |  |
| 2           | Head                       | Head               |  |  |  |  |
| 3           | Rear Center Torso          | Front Right Torso  |  |  |  |  |
| 4           | Rear Right Torso           | Rear Center Torso  |  |  |  |  |
| 5           | Front Right Torso          | Rear Right Torso   |  |  |  |  |
| 6           | Right Arm                  | Front Right Torso  |  |  |  |  |
| 7           | Front Center Torso         | Front Center Torso |  |  |  |  |
| 8           | Left Arm                   | Front Left Torso   |  |  |  |  |
| 9           | Front Left Torso           | Rear Left Torso    |  |  |  |  |
| 10          | Rear Left Torso            | Rear Center Torso  |  |  |  |  |
| 11          | Rear Center Torso          | Front Left Torso   |  |  |  |  |
| 12          | Head                       | Head               |  |  |  |  |
|             |                            |                    |  |  |  |  |

CWADM ATTACKE HER LOCATION TABLE

| 2D6  | BIPEDAL/TRIPOD     | QUAD               |  |  |  |
|------|--------------------|--------------------|--|--|--|
| ROLL | LOCATION           | LOCATION           |  |  |  |
| 2    | Head               | Head               |  |  |  |
| 3    | Rear Center Torso  | Front Right Torso  |  |  |  |
| 4    | Rear Right Torso   | Rear Center Torso  |  |  |  |
| 5    | Front Right Torso  | Rear Right Torso   |  |  |  |
| 6    | Right Arm          | Front Right Torso  |  |  |  |
| 7    | Front Center Torso | Front Center Torso |  |  |  |
| 8    | Left Arm           | Front Left Torso   |  |  |  |
| 9    | Front Left Torso   | Rear Left Torso    |  |  |  |
| 10   | Rear Left Torso    | Rear Center Torso  |  |  |  |
| 11   | Rear Center Torso  | Front Left Torso   |  |  |  |
| 12   | Head               | Head               |  |  |  |

|         | Left Arm   | Front Left Torso          | ш | 8                        |    |
|---------|--|---------------------------|---|--------------------------|----|
|         | Front Left Torso                                   | Rear Left Torso           | П | Heavy woods              |    |
|         | Rear Left Torso                                    | Rear Center Torso         | ш |                          |    |
|         | Rear Center Torso                                  | Front Left Torso          | ш | Water                    |    |
|         | Head   | Head                      |   | Depth 1+                 | 1  |
|         | (apoper poarmy                                     | NA WARANG                 |   | Rubble                   |    |
| IN<br>≀ | SPORT POSITIO                                      | VEHICLE                   | П | Building                 |    |
|         | LOCATION<br>Right Torso                            | LOCATION<br>Right Side    | Ш | Level Change (Up or Dowr | 1) |
|         | Left Torso<br>Right Torso (rear)                   | Right Side<br>Left Side   | Ш | 1 level                  |    |
|         | Left Torso (rear) Center Torso (rear) Center Torso | Left Side<br>Rear<br>Rear | Ш | 2+ levels                | I  |
| ł       | LARGE SUPPORT                                      |                           | ı |                          |    |
|         | VEHICLE LOCATION*  Pight Side (Unit 1/Unit 2)      |                           | П | \                        |    |

| BATTLE AR  Type: Gray Death Stand Gunnery Skill: 3 Ground MP: 3 | lard Suit [Laser            |                       | <b>(7)</b>          |                  | 000000         |                   |
|---|-----------------------------|-----------------------|---------------------|------------------|----------------|-------------------|
| Qty Type 1 Small Laser 1 Improved Sensors 1 Battle Claw         | <b>Dmg</b><br>3 [DE]<br>[E] | Min Sht M — 1 — — — — | Med Lng 2 3 — 2 — — | 31-000           | 000000         |                   |
| Mechanized: 🗸   | Swarm: 🗸                    | Leg: 🗸                | AP: 🗹               | Standard (Basic) | Role: Ambusher | <b>BV:</b> 297/43 |

| TROOPER<br>NUMBER | 'MECH<br>LOCATION                  | VEHICLE<br>LOCATION |
|-------------------|------------------------------------|---------------------|
| 1                 | Right Torso                        | Right Side          |
| 2                 | Left Torso                         | Right Side          |
| 3                 | Right Torso (rear)                 | Left Side           |
| 4                 | Left Torso (rear)                  | Left Side           |
| 5                 | Center Torso (rear)                | Rear                |
| 6                 | Center Torso                       | Rear                |
| TROOPER<br>NUMBER | LARGE SUPPORT<br>VEHICLE LOCATION* |                     |
| 1                 | Right Side (Unit 1/Unit 2)         |                     |
| 2                 | Right Side (Unit 1/Unit 2)         |                     |
| 3                 | Left Side (Unit 1/Unit 2)          | MATAMIST            |
| 4                 | Left Side (Unit 1/Unit 2)          | game labs           |
| 5                 | Rear (Unit 1/Unit 2)               |                     |
| 6                 | Rear (Unit 1/Unit 2)               |                     |

\*Unit 1 and Unit 2 represent two battle armor units.

TRA

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

| CLUSTER HITS TABLE |   |   |   |   |  |  |  |
|--------------------|---|---|---|---|--|--|--|
| Die Roll<br>(2D6)  | 1 | 2 | 3 | 4 |  |  |  |
| 2                  | 1 | 1 | 1 | 1 |  |  |  |
| 3                  | 1 | 1 | 1 | 2 |  |  |  |
| 4                  | 1 | 1 | 1 | 2 |  |  |  |
| 5                  | 1 | 1 | 2 | 2 |  |  |  |
| 6                  | 1 | 1 | 2 | 2 |  |  |  |
| 7                  | 1 | 1 | 2 | 3 |  |  |  |
| 8                  | 1 | 2 | 2 | 3 |  |  |  |
| 9                  | 1 | 2 | 2 | 3 |  |  |  |
| 10                 | 1 | 2 | 3 | 3 |  |  |  |
| 11                 | 1 | 2 | 3 | 4 |  |  |  |
| 12                 | 1 | 2 | 3 | 4 |  |  |  |
|                    |   |   |   |   |  |  |  |