12 18 6

'MECH DATA

Type: Locust LCT-7V2

Movement Points: Walking: 10 Running: Jumping: 0 Engine Type: 200 Light

Tonnage: Tech Base: Inner Sphere Rules Level: Standard Role: Sniper

Weapons & Equipment Inventory (hexes) Loc Ht Dmg Min Sht Med Ln Qty Type 1 ER Small Laser LA 2 3 [DE] 2 4

1 ER Small Laser RA 3 [DE] 1 Light PPC CT 5 5 [DE]

Total Heat (Dissipation): 9 (20)

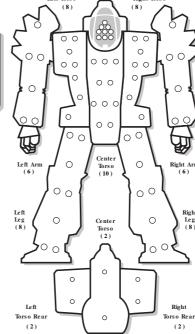
Quirks: Compact Mek, Narrow/Low Profile, Cramped Cockpit, No/Minimal Arms, Weak Legs



ne: Hija Kazilaw

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





ARMOR DIAGRAM

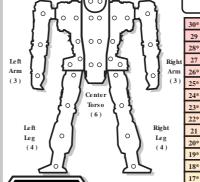
Heavy Ferro-Fibrous

Left Torse

INTERNAL STRUCTURE DIAGRAM

Endo Steel

Scale Left Torso (5) 0 Right Torso (5) 0 0 0 29 28* 27 26*



		_
1410/	AT DATA	
Heat	Double	Heat Sinks:
neat .evel*	Effects	10 (20)
30	Shutdown	Ω
28	Ammo Exp, avoid on 8+	ŏ
26	Shutdown, avoid on 10+	\simeq
25	-5 Movement Points	Ŏ
24	+4 Modifier to Fire	Q
23	Ammo Exp, avoid on 6+	0
22	Shutdown, avoid on 8+	0
20	-4 Movement Points	0
19	Ammo Exp, avoid on 4+	0
18	Shutdown, avoid on 6+	000000000
17	+3 Modifier to Fire	Ō
15	-3 Movement Points	-
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	

+1 Modifier to Fire

-1 Movement Points

PHYSICAL ATTACKS Attack To-Hit Punch +3 Kick -2 Push -1 +0* Charge *Modified by target piloting skill

16

15*

14*

13*

12

11

10*

9

8* 7

6

4

3

2

1

10

PUNCH LOCATION TABLE Die Roll (1D6)LS F/R RS LT RT LA LT LT RT CT СТ CT RT LA RA

LA

HIT LOCATION TABLE

F/R

CT(C)

RA

RA

RL

RT

CT

LT

LL

LA

LA

HD

*A result of 2 may inflict a critical hi

TO-HIT MODIFIERS

RS

RT(C)

RI.

RA

RA

RL

RT

CT

LT

LA

LL

HD

+0

+1

+2

+2

+1

+1/hex

+2/hex

+1

-2

+1

-4

-2

+0

+1

+2

+3

+4

+5

+6

+1

+1

+1

+2

-1

+2

+4

+1

Damage

1

4

2/Hex

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

Ran

Prone

Terrain Light Woods

Target

Skidding

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

Damage

Sensor hit

Shoulder hit

Arm Actuator

Stationar

Walked

CRITICAL TABLE

Left Arm

1. Shoulder

BV: 634

- Upper Arm Actuator
- 1-3 3. ER Small Laser
 4. Heavy Ferro-Fibrous
- 5. Heavy Ferro-Fibrous
 - 6. Heavy Ferro-Fibrous
 - Heavy Ferro-Fibrous Heavy Ferro-Fibrous
 Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
 Heavy Ferro-Fibrous 4-6
- 5. Heavy Ferro-Fibrous
 - 6. Roll Again

Left Torso

- 1. Light Fusion Engine Light Fusion Engine
- 1-3 3. Double Heat Sink Double Heat Sink
- 5. Double Heat Sink
 - 6. Endo Steel
- 1. Endo Steel
- 2. Endo Steel
- Endo Steel
 Endo Steel 4-6
- 5. Endo Steel
- 6. Endo Steel
 - Left Leg
 - 1. Hip
 - 2. Upper Leg Actuator Lower Leg Actuator
 - 4. Foot Actuator
 - Heavy Ferro-Fibrous

Turn #

Hex/Facing Move Mode

6. Heavy Ferro-Fibrous

Head

1. Life Support

- 3. Cockpit
- Heavy Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- 1. Light Fusion Engine Light Fusion Engine
- 3. Light 4. Gyro Light Fusion Engine 1-3
- - 6. Gyro
 - Gyro
 - Light Fusion Engine
- 3. Light Fusion Engine 4-6 4. Light Fusion Engine
 - 5. Light PPC 6. Light PPC

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





Damage Transfer Diagram

Right Torso

6. Roll Again

Right Arm

3. ER Small Laser

4. Heavy Ferro-Fibrous

5. Heavy Ferro-Fibrous

6. Heavy Ferro-Fibrous

1. Heavy Ferro-Fibrous

 Heavy Ferro-Fibrous
 Heavy Ferro-Fibrous 3. Heavy Ferro-Fibrous
4. Heavy Ferro-Fibrous

5. Heavy Ferro-Fibrous

Upper Arm Actuator

1. Shoulder

- 1. Light Fusion Engine Light Fusion Engine
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Endo Steel
- 1. Endo Steel Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel

- 6. Endo Steel

Right Leg

- 1. Hip 2. Upper Leg Actuator
- Lower Leg Actuator
- 4. Foot Actuator
- Heavy Ferro-Fibrous 6. Heavy Ferro-Fibrous

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MOVEMENT RECORD

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

KICK LOCATION TABLE

RA

RA

Die Kon			
(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: Commando COM-9S

Movement Points: Tonnage: Walking: Tech Base: Inner Sphere Running: 11 [14] Rules Level: Standard Jumping: 0 175 XL Role: Striker

Engine Type:

Wea	apons & Equipmen	(hexes)						
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Ln
1	Light PPC	LA	5	5 [DE]	3	6	12	18
2	SRM 2 (I-OS)	RA	2	2/Msl	_	3	6	9
				[M,C,S]				
1	MML 3	LT	2	[M,C,S]				
	LRM			1/Msl	6	7	14	2
	SRM			2/Msl	_	3	6	9
1	MML 3	RT	2	[M,C,S]				
	LRM			1/Msl	6	7	14	2
	SRM			2/Msl	_	3	6	9
To	tal Heat (Dissipation): 13	(20)						

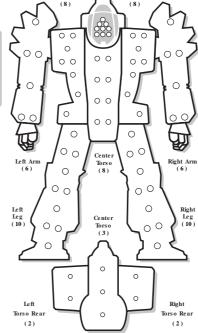
Ammo: (MML 3/LRM) 40, (MML 3/SRM) 33 Quirks: Narrow/Low Profile, Exposed Actuators

WARRIOR DATA

ne: Lt. Helen Harola

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





INTERNAL STRUCTURE DIAGRAM **Endo Steel**

0

Torse

(8)

C

0

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

-4 Movement Points

-3 Movement Points

+2 Modifier to Fire

-2 Movement Points

+1 Modifier to Fire

-1 Movement Points

Shutdown, avoid on 4+

Shutdown

Left Torso (6)

Left

Arm

Left

Leg

Level*

28

25

23

20

10

0

ARMOR DIAGRAM

Standard Armor

Right Tors

Left Torse

TO-HIT MODIFIERS

HIT LOCATION TABLE

CT(C)

RA

RA

RL

RT

CT

LL

LA

HD

RT(C)

RL

RA

RA

RL

RT

LT

LA LL

HD

LT(C)

LL

LA

LA

LL

LT

RT

RL

HD

A result of 2 may inflict a critical hit.

Die Roll

	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
J	or grounded DropShip	
1	Damage	
1	Sensor hit	+2
1	Shoulder hit	+4

Scale

27

26*

25*

24*

22*

21

19*

18*

17*

16

15*

14*

13*

12

11

10*

9

8*

7

6 5*

4

3

2

1

Leg

10(20)

000000000

Right Torso (6)

С

Double Heat Sinks:

To-Hi +0

Arm Actuator

+4

Punch Kick Push Club 2/Hex Charge *Modified by target piloting skill

PUNCH LOCATION TABLE

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

KICK LOCATION TABLE

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

FACING AFTER FALL

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

CLUSTED HITS TADEE

CLUSI	EK HIIS I	ADLL
Die Roll		
(2D6)	2	3
2	1	1
3	1	1
4	1	1
5	1	2
6	1	2
7	1	2
8	2	2
9	2	2
10	2	3
11	2	3
12	2	3

CRITICAL TABLE

BV: 863

Left Arm

- 1. Shoulder
- Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
 4. Hand Actuator
- 5. Light PPC 6. Light PPC
 - 1. Endo Steel
- 2. Endo Steel
- **4-6** 3. Endo Steel 4. Endo Steel
 - 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. [Double Heat Sink Double Heat Sink
- 3. Double Heat Sink
- 4-6
- 4. MML 3 5. MML 3
 - 6. Endo Steel

Left Leg

- 1. Hip
- 2. Upper Leg Actuator Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel 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

 - Gyro 6. Gyro
 - 1. Gyro
 - XL Fusion Engine
- XL Fusion Engine 4-6 4. XL Fusion Engine
- 5. Supercharger
 - Roll Again



- 5. CASE II



Damage Transfer Diagram

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

XL Fusion Engine HEAT DATA

1. XL Fusion Engine XL Fusion Engine

Right Torso (CASE II)

4. [Double Heat Sink

Right Arm

4. Hand Actuator

5. SRM 2 (I-OS)

6. SRM 2 (I-OS)

1. Endo Steel

2. Endo Steel

3. Endo Steel
4. Endo Steel

6. Roll Again

Upper Arm Actuator

3. Lower Arm Actuator

1. Shoulder

- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. FMML 3
- 2. MML 3
- 3. Ammo (MML 3/LRM) 40 4. Ammo (MML 3/SRM) 33

 - 6. Endo Steel

Right Leg

- Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel

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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-7M

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

Wasnens & Equipment Inventors

vveapons & Equipment inventory						пехе	s)	
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	L
1	Medium Laser	RA	3	5 [DE]	_	3	6	9
1	Light Gauss Rifle	LT	1	8 [DB,X]	3	8	17	2
1	LRM 15	RT	5	1/Msl	6	7	14	2
				[M,C,S]				
1	Streak SRM 2	$^{ m HD}$	2	2/Msl [M,C]	_	3	6	9
To	tal Heat (Dissipation): 11	(20)						

Ammo: (LRM 15) 8, (Light Gauss) 16, (Streak SRM 2) 50 Quirks: Battle Fists (LA), Battle Fists (RA), Improved Life Support, Rugged (1 Point), Ubiquitous (Inner Sphere),

BV: 1,447

CRITICAL TABLE

Left Arm

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

Upper Arm Actuator

Left Torso (CASE)

1. XL Fusion Engine

6. Light Gauss Rifle

3. Light Gauss Rifle 4. Light Gauss Rifle

6. CASE

4-6

Light Gauss Rifle

Light Gauss Rifle

5. Ammo (Light Gauss) 16

2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Jump Jet

1. Shoulder

5. Endo Steel

6. Endo Steel

2. Endo Steel

6. Roll Again

4-6 3. Endo Steel 4. Endo Steel

0

Head

3.

1-3 3. XL Fo

6. Gyro 1. Gyro

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

Jump Jet

Cockpit

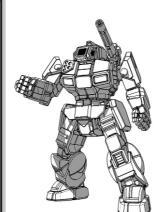
Sensors

WARRIOR DATA

ne: Maria-Lourdes Pangilinan

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

7 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 15

1. LRM 15

2. LRM 15

5. Roll Again

6. Roll Again

Right Torso

1. XL Fusion Engine

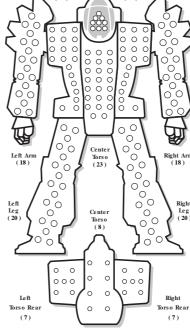
2. XL Fusion Engine

XL Fusion Engine

Ammo (LRM 15) 8
 Roll Again

Upper Arm Actuator

3. Lower Arm Actuator



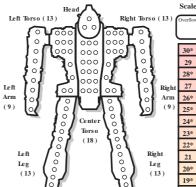
ARMOR DIAGRAM

Standard Armor

Right Torse

Left Torso

INTERNAL STRUCTURE DIAGRAM **Endo Steel**



	U (000				
)		200	000	000	101		30*
1		I_{\circ}	000	0	$ \circ $		29
5	0	` {₀}	000	•	601		28*
Left		ا ر	000		\one{o}	Right	27
Arm		700	000	00	\ o	Arm	26*
		(ŏ	V		Sol	(9)	25*
•	_ /		Center	$\binom{\circ}{\circ}$	_		24*
	Ł	0	Torso				23*
	- }		(18)	1%			22*
Left	· / 9	2		(°)	N.	ght	21
Leg (13	, (6					eg 13)	20*
(1.	") ့	4		7%	(13)	19*
	\sim	Ų		٥٦٥	_		18*
		≐		_	_		17*
THE!	AT DA	TA			a: 1		16

Double Heat Sinks:

15*

14* 13*

12

11

10*

9

8*

7 6 5*

4

3

2

1

Ieat		10(20)
evel*	Effects	10 (20)
30	Shutdown	\circ
28	Ammo Exp, avoid on 8+	ŏ
26	Shutdown, avoid on 10+	ŏ
25	-5 Movement Points	_
24	+4 Modifier to Fire	Ö
23	Ammo Exp, avoid on 6+	Ŏ
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
15	2 Movement Points	•

14 Shutdown, avoid on 4+ +2 Modifier to Fire

10 -2 Movement Points

+1 Modifier to Fire

-1 Movement Points

Left Leg 1. Hip 2. Upper Leg Actuator

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

Ammo (Streak SRM 2) 50 1-3

Damage Transfer Diagram

Right Leg

- 2. Upper Leg Actuator
 - Lower Leg Actuator

1. Hip

4. Foot Actuator

5. Roll Again 6. Roll Again

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MOVEMENT RECORD

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

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

LT(C) CT(C) RT(C) RA RA LL RL LA RA LA RI RA LL LT CT RT СТ LT CT RA LA LA RL HD LA HD LL HD *A result of 2 may inflict a critical hit.

TO-HIT MODIFIERS

HIT LOCATION TABLE

Die Roll

10

TO-IIII MODII	ILIND
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
Arm Actuator	+1

PHYSIC	CAL A	ATTAC	KS

Attack	To-Hit	Damage			
Punch	+0	6			
Kick	-2	11			
Push	-1	_			
Club	-1	11			
Charge	+0*	5/Hex			
DFA	+0*	17			
*Modified by target piloting skill					

PUNCH LOCATION TABLE

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

KICK LOCATION TABLE

MICI	LUCI	11011	
Die Roll			
(1D6)	LS	F/R	RS
1-3	LL	RL	RL
4-6	LL	LL	RL

FACING AFTER FALL

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

Die Roll		
(2D6)	2	15
2	1	5
3	1	5
4	1	6
5	1	9
6	1	9
7	1	9
8	2	9
9	2	12
10	2	12
11	2	15
12	2	15

'MECH DATA

Type: Wolverine WVR-9M

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

Weapons & Equipment Inventory

(hexes) Loc Ht Dmg Min Sht Med Ln Qty Type 1 Heavy PPC RA 15 15 [DE] 3 6 12 18 1 Streak SRM 6 LT 4 2/Msl [M,C] 6 3 1 ER Medium Laser HD 5 5 [DE]

Total Heat (Dissipation): 24 (30)

Ammo: (Streak SRM 6) 15

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

BV: 1,536

CRITICAL TABLE

Left Arm

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

Upper Arm Actuator

Left Torso (CASE)

Ammo (Streak SRM 6) 15
 CASE

1. XL Fusion Engine

XL Fusion Engine
 XL Fusion Engine

5. Double Heat Sink

6. Double Heat Sink

1. [Streak SRM 6

2. Streak SRM 6

5. Roll Again

6. Roll Again

Left Leg

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

Jump Jet

6. Jump Jet

1. Hip

4-6

1-3 4. Double Heat Sink

1. Shoulder

5. Roll Again

6. Roll Again

1. Roll Again

2. Roll Again

5. Roll Again

6. Roll Again

4-6 3. Roll Again 4. Roll Again



1. Life Support

ER Medium Laser

Cockpit

Sensors

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

Damage Transfer

Diagram

Life Support C

Head

3.

1-3 3. XL Fo

5. Jump Jet

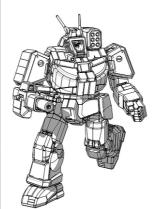
6. Gyro

1. Gyro

WARRIOR DATA

ne: William MacAskie

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



Right Arm

4. Hand Actuator

2. Heavy PPC

3. Heavy PPC 4. Heavy PPC

5. Heavy PPC

Right Torso

1. XL Fusion Engine

4. [Double Heat Sink

5. Double Heat Sink

6. Double Heat Sink

1. [Double Heat Sink

3. Double Heat Sink

4. Roll Again

5. Roll Again

6. Roll Again

Right Leg

4. Foot Actuator

Jump Jet

6. Jump Jet

2. Upper Leg Actuator

3. Lower Leg Actuator

1. Hip

Double Heat Sink

XL Fusion Engine

XL Fusion Engine

6. Roll Again

5. Double Heat Sink

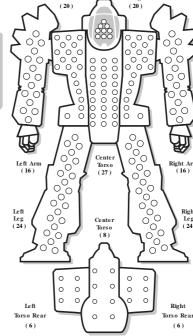
Upper Arm Actuator

3. Lower Arm Actuator

Double Heat Sink

Double Heat Sink

1. Shoulder



ARMOR DIAGRAM

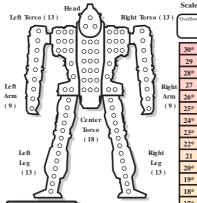
Standard Armor

Right Torse

Left Torse

INTERNAL STRUCTURE DIAGRAM

Standard Structure



30* 29 28* 27 26* 25* 24* 23* 22* 21 19* 18* 17* HEAT DATA 16 15*

Double Heat Sinks:

14*

13*

12

11

10*

9

8*

7

6 5*

4

3

2

1

Level* Effects Shutdown 000000 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+ -4 Movement Points

20 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

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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) RA RA LL RL LA RA LA RI RA LL LT CT RT СТ LT CT RA LA LA RL HD LA HD LL *A result of 2 may inflict a critical hit.

TO-HIT MODIFIERS

Die Roll

10

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
Arm Actuator	+1

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

+0* 5/Hex DFA *Modified by target piloting skill

PUNCH LOCATION TABLE

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

KICK LOCATION TABLE

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

FACING AFTER FALL

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

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

'MECH DATA

Type: Catapult CPLT-C4

Movement Points: Tonnage: Walking: Tech Base: Inner Sphere Rules Level: Introductory Running: Jumping: Role: Missile Boa 260 Fusion

Engine Type: Weapons & Equipment Inventory

Total Heat (Dissipation): 14 (10)

(hexes) Loc Ht Dmg Min Sht Med Ln Qty Type 1 LRM 20 LA 6 1/Msl 6 14 21 [M,C,S]1/Msl 1 LRM 20 RA 6 14 21 IM.C.S1 2 Small Laser CT 3 [DE] 2

Ammo: (LRM 20) 24

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

BV: 1,630

CRITICAL TABLE

Left Arm

Upper Arm Actuator

1. Shoulder

LRM 20

LRM 20

LRM 20

1. LRM 20

2. Roll Again

3. Roll Again
4. Roll Again

5. Roll Again

6. Roll Again

1. Jump Jet

2. Jump Jet

1-3 3. Ammo (LRM 20) 6 4. Ammo (LRM 20) 6

5. Roll Again

6. Roll Again

1. Roll Again

2. Roll Again

Roll Again
 Roll Again

5. Roll Again

6. Roll Again

Left Leg

4. Foot Actuator

5. Roll Again

6. Roll Again

2. Upper Leg Actuator

3. Lower Leg Actuator

1. Hip

Left Torso

4-6

4-6

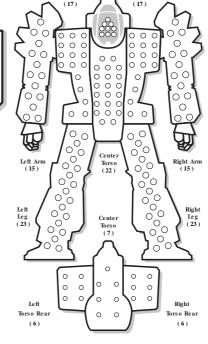
1-3 3. LRM 20 LRM 20

WARRIOR DATA

ne: Melissa Handlii

Gunnery Skill: 3 Piloting Skill: 5 Hits Taken 1 2 3 4 5 6 7 10 11 Dead





ARMOR DIAGRAM

Standard Armor

Right Torse

Left Torso

INTERNAL STRUCTURE DIAGRAM

Standard Structure

Scale Left Torso (15) Right Torso (15

Leg (15)

Heat Sinks:

000000000

20*

19*

18*

17*

16

15*

14*

13*

12

11

10*

9

8*

7

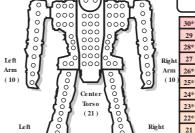
6 5*

4

3

2

1



Right Torso 1. Jump Jet 2. Jump Jet Ammo (LRM 20) 6 HEAT DATA

Leg

Level*

28

25

23

20

10

4. Ammo (LRM 20) 6 5. Roll Again

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

1-3

6. Roll Again 1. Roll Again

2. Roll Again Roll Again
 Roll Again

5. Roll Again



Engine Hits OOO Gyro Hits OO Sensor Hits OO

Head

1. Life Support

Roll Again

Life Support

Center Torso

1. Fusion Engine

2. Fusion Engine

3. Fusion Engine

5. Small Laser

Small Laser

Life Support C

1-3 3. Fusion Engin

6. Gyro

1. Gyro

4-6 4. Fusion Engine

Cockpit

Sensors

Damage Transfer Diagram

6. Roll Again Right Leg

1. Hip

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Roll Again

6. Roll Again

+1 Modifier to Fire -1 Movement Points

Effects

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

-4 Movement Points

-3 Movement Points

+2 Modifier to Fire

-2 Movement Points

Shutdown, avoid on 4+

-5 Movement Points

+4 Modifier to Fire

Shutdown

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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 RT CT LT LL RA I.A LA HD HD HD*A result of 2 may inflict a critical hit.

Die Roll

10

12

Ю-НІТ	MODI	FIERS

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 ATTA	ACKS

Arm Actuator

+3	3
-2	13
-1	_
+0*	6/Hex
+0*	20
	-2 -1 +0*

PUNCH LOCATION TABLE

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

KICK LOCATION TABLE

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

FACING AFTER FALL

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

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

'MECH DATA

Type: Thunderbolt TDR-11S

Movement Points: Walking: Tech Base: Inner Sphere Rules Level: Standard Running: Jumping: 0 Role: Juggernaut 260 Fusion Engine Type:

Weapons & Equipment Inventory			(hexes)					
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Ln
2	Machine Gun	LA	_	2 [DB,AI]	_	1	2	3
1	ER PPC	RA	15	10 [DE]	_	7	14	23
1	SRM 6	LT	4	2/Msl	_	3	6	9
				[M,C,S]				
3	ER Medium Laser	LT	5	5 [DE]	_	4	8	12
2	Machine Gun	RT	_	2 [DB,AI]	_	1	2	3
1	Anti-Missile	RT	1	[PB]	_	1	_	_

Total Heat (Dissipation): 35 (30)

System

Ammo: (AMS) 12, (MG) 200, (SRM 6) 15 Quirks: Multi-Trac, Rugged (2 Point), Ubiquitous (Inner

BV: 2,072

CRITICAL TABLE

Left Arm

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

5. Double Heat Sink

1. Double Heat Sink

2. Machine Gun

3. Machine Gun 4. Ferro-Fibrous

5. Ferro-Fibrous

6. Ferro-Fibrous

Left Torso (CASE)

. Double Heat Sink

Double Heat Sink

3. Double Heat Sink

6. ER Medium Laser

1. ER Medium Laser

2. ER Medium Laser

3. Ammo (SRM 6) 15 4. Ammo (MG) 200

4. [SRM 6

5. CASE

1. Hip

6. Ferro-Fibrous

Left Leg

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

4-6

1-3

Double Heat Sink

Upper Arm Actuator

1. Shoulder



Head

1. Life Support

Cockpit

Sensors

Life Support

Center Torso

Heavy Duty Gyro

6. Heavy Duty Gyro 1. Heavy Duty Gyro

Fusion Engine

3. Fusion Engine 4-6 4. Fusion Engine

Ferro-Fibrous

Ferro-Fibrous

Life Support C

Engine Hits OOO Gyro Hits OOO Sensor Hits OO

1. Fusion Engine

2. Fusion Engine

1-3 3. Fusion Engine 4. Heavy Duty Gyro

WARRIOR DATA

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



Right Arm

4. Hand Actuator

5. Double Heat Sink

1. Double Heat Sink

Double Heat Sink

Upper Arm Actuator

3. Lower Arm Actuator

1. Shoulder

2. FER PPC

5. Ferro-Fibrous

6. Ferro-Fibrous

Right Torso (CASE)

Double Heat Sink

Double Heat Sink

3. Double Heat Sink

4. [Double Heat Sink 5. Double Heat Sink

6. Double Heat Sink

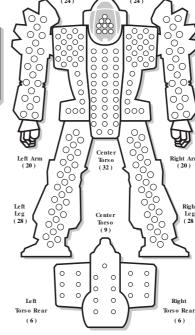
3. Anti-Missile System 4. Ammo (AMS) 12

1. Machine Gun Machine Gun

6. Ferro-Fibrous

5. CASE

4-6 3. ER PPC ER PPC



ARMOR DIAGRAM

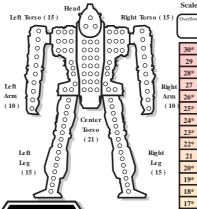
Ferro-Fibrous

Right Tors

Left Torse

INTERNAL STRUCTURE DIAGRAM

Standard Structure



£ 04 181000		29
7 of 301000		28*
Left 00000		27
		26∜
(10)		25*
O Cent	er O	24*
Tors	· }%}	23*
(10) Centrol Tors (21) Left Control C	er (10) Right Leg (15)	22*
Left O	Right	21
Leg 0	O Leg	20%
(15)	(15)	198
√ %[J% L	18*
		17*
HEAT DATA	$\overline{}$	16
Heat	ouble Heat Sinks:	15*
Level* Effects	15 (30)	149
30 Shutdown	00	13*
28 Ammo Exp, avoid on	8+ OO	_
26 Shutdown, avoid on 10)+	12
25 -5 Movement Points	88	11
24 +4 Modifier to Fire	ÕÕ	10%

Heat		15 (30)
evel*	Effects	15 (50)
30	Shutdown	00
28	Ammo Exp, avoid on 8+	ÃÃ.
26	Shutdown, avoid on 10+	00
25	-5 Movement Points	20
24	+4 Modifier to Fire	90
23	Ammo Exp, avoid on 6+	ŎΟ
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
15	-3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	

6 5* 4 3 2

7

1

-2 Movement Points

+1 Modifier to Fire

-1 Movement Points

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5. Ferro-Fibrous Damage Transfer 6. Ferro-Fibrous

Diagram

Right Leg 1. Hip

2. Upper Leg Actuator

Lower Leg Actuator

4. Foot Actuator

5. Ferro-Fibrous

6. Ferro-Fibrous

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

TO-HIT MODIFIERS

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

PHYSICAL ATTACKS

+1

Arm Actuator

Attack	To-Hit	Damage			
Punch	+0	7			
Kick	-2	13			
Push	-1	_			
Club	-1	13			
Charge	+0*	6/Hex			
*Modified by target piloting skill					

PUNCH LOCATION TABLE

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

KICK LOCATION TABLE

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

FACING AFTER FALL

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

CLUSTER HITS TABLE

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

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-9R

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

Weapons & Equipment Inventory

		3						
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/10	RA	4	10/Sht	_	6	12	18
				[DB,R/C]				
1	Streak SRM 6	LT	4	2/Msl [M,C]	_	3	6	9
1	ER Medium Laser	HD	5	5 [DE]	_	4	8	12
То	tal Heat (Dissination): 13	3 (20)						

Ammo: (Streak SRM 6) 15, (Ultra AC/10) 20 Quirks: Command Mek, Extended Torso Twist, Improved Communications, Protected Actuators, Ubiquitous (Inner Sphere), Ubiquitous (Clans), Cramped Cockpit

BV: 1,629



WARRIOR DATA

ne: Aaliyah McIntyre

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



Right Arm

4. Hand Actuator

Ultra AC/10

Ultra AC/10

5. Ultra AC/10

5. Ultra AC/10

Right Torso

1. XL Fusion Engine

XL Fusion Engine XL Fusion Engine

6. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

1. Roll Again

Roll Again
 Roll Again

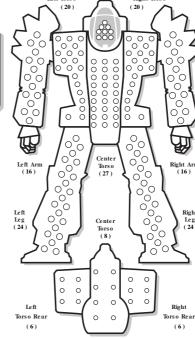
5. Roll Again

Roll Again

Upper Arm Actuator

3. Lower Arm Actuator

1. Shoulder



ARMOR DIAGRAM

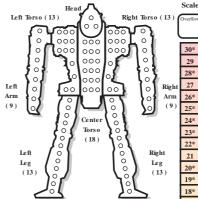
Standard Armor

Right Torse

Left Torse

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

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

+1 Modifier to Fire

Shutdown, avoid on 4+

Level*

28

25

23

20

10

28* 27 26* 25* 24* 22* 21 19* 17 Double Heat Sinks: 15 10 (20) 13 1: 000000000

18*	DUNG	TILOC	ATION T	ADIE
17*	PUNC	II LUC	ATION I	ADLL
16	Die Roll			
15*	(1D6)	LS	F/R	RS
	1	LT	LA	RT
14*	2	LT	LT	RT
13*	3	CT	CT	CT
12	4	LA	RT	RA
12	5	LA	RA	RA
11	6	HD	HD	HD
10*				
9				
8*	KICI	K LOCA	TION TA	ABLE
7	DI D II			
6	Die Roll (1D6)	LS	F/R	RS
5*	1-3	LL	RL	RL
4	4-6	LL	LL.	RI.

3

2

1

۳	
=	
	KICK LOCATION TABLE
Di	a Poll

HIT LOCATION TABLE

CT(C)

RA RA

RI

CT

LT

LA

LA HD

RT(C)

RL

RA

RA

RT

CT

LA

LL

+0 +1 +2 +3

+1

+1/hex

+2/hex

+1

+0 +1

+3 +4 +5 +6 +1

+1

+1+2

+1

11

11

5/Hex

RL

LT(C)

LL

LA

LA

LL

LT

CT

RA

RL HD

*A result of 2 may inflict a critical hit.

TO-HIT MODIFIERS

Die Roll

10

11 12

Attacker

Terrain

Target

Statio

Walked Ran Jumped Skidding

Light Woods

Heavy Woods

Partial Cover

Skidding

Prone (adjacent hex) Prone (other hex) Immobile

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 Jumped

BattleArmor unit

Damage

Attack

Punch

Kick

Push

Club

DFA

Sensor hit

Arm Actuator

Secondary target (front)

Large support vehicle or grounded DropShip

Secondary target (side/rear)

PHYSICAL ATTACKS

To-Hi

+0

-2

*Modified by target piloting skill

LL

FACING AFTER FALL

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

CLUSTER HITS TABLE							
Die Roll							
(2D6)	2	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					

CRITICAL TABLE

Left Arm

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

Left Torso (CASE)

- 1. XL Fusion Engine
- 2. XL Fusion Engine
 3. XL Fusion Engine
- 1-3 4. Streak SRM 6
 - 5. Streak SRM 6 6. Ammo (Streak SRM 6) 15
 - 1. Ammo (Ultra AC/10) 10
 - 2. Ammo (Ultra AC/10) 10
- 3. CASE 4. Roll Again 4-6
- - 5. Roll Again 6. Roll Again

Left Leg

- 1. Hip
- 2. Upper Leg Actuator Lower Leg Actuator
- 4. Foot Actuator
- Jump Jet
- 6. Jump Jet

Head

- 1. Life Support
- 3. Cockpit
- ER Medium Laser
- Sensors Life Support

Center Torso

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

Life Support C



Damage Transfer Diagram

Ultra AC/10 Ultra AC/10 3. Ultra AC/10 4. Ultra AC/10

- XL Fusion Engine

- 6. Gyro
- Gyro
- XL Fusion Engine XL Fusion Engine

Engine Hits OOO Gyro Hits OO Sensor Hits OO

6. Roll Again

- 1. Hip
- 2. Upper Leg Actuator
- 4. Foot Actuator
- Jump Jet 6. Jump Jet

Right Leg

- - Lower Leg Actuator

-1 Movement Points © 2024 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

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: Locust LCT-7V2

Movement Points: Walking: 10 Running: Jumping: 0 Engine Type: 200 Light

Tonnage: Tech Base: Inner Sphere Rules Level: Standard Role: Sniper

Weapons & Equipment Inventory (hexes) Loc Ht Dmg Min Sht Med Ln Qty Type 1 ER Small Laser LA 2 3 [DE] 2 4 1 ER Small Laser RA 2 3 [DE] 2 1 Light PPC CT 5 5 [DE] 12 18 6

Quirks: Compact Mek, Narrow/Low Profile, Cramped Cockpit,

Total Heat (Dissipation): 9 (20)

WARRIOR DATA

Gunnery Skill: 4

Hits Taken 1 2 3 4 5 6 10 11 Dead



0 0 0 0 0 0 00 00 000 0 0 0 0 0 0 0 0 0 0 0 00 00 Center 0 0 Tors (00 00 0 0 Center Torso (2) 00 0 0 0 0 0 0 Right Torso Rear Torso Rear

ARMOR DIAGRAM Heavy Ferro-Fibrous

Left Torse

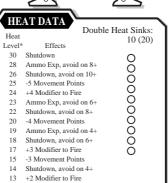
INTERNAL STRUCTURE DIAGRAM

Endo Steel

(2)

(2)

Scale Left Torso (5) 0 29 28* Left 27 Arm 26* (3) 25* 24* Torse (6) 22* Left 21 Leg Leg



HIT LOCATION TABLE							
Die Roll							
(2D6)	LS	F/R	RS				
2*	LT(C)	CT(C)	RT(C)				
3	LL	RA	RL				
4	LA	RA	RA				
5	LA	RL	RA				
6	LL	RT	RL				
7	LT	CT	RT				
8	CT	LT	CT				
9	RT	LL	LT				
10	RA	LA	LA				
11	RL	LA	LL				
12	HD	HD	HD				
*A resu	lt of 2 ma	y inflict a	critical l				

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

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

Arm Actuator

19*

18*

17*

16

15*

14*

13*

12

11

10*

9

8*

7

6 5*

4

3

2

1

+1

PUNCH LOCATION TABLE Die Roll (1D6)F/R RS LS LT RT LA LT LT RT CT CT CT RT LA RA LA RA RA

CRITICAL TABLE

No/Minimal Arms, Weak Legs

Left Arm

1. Shoulder

BV: 634

- Upper Arm Actuator
- 1-3 3. ER Small Laser
 4. Heavy Ferro-Fibrous
- 5. Heavy Ferro-Fibrous 6. Heavy Ferro-Fibrous
 - 1. Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
 Heavy Ferro-Fibrous
 Heavy Ferro-Fibrous
- 5. Heavy Ferro-Fibrous
 - 6. Roll Again

Left Torso

- 1. Light Fusion Engine Light Fusion Engin
- 1-3 3. Double Heat Sink Double Heat Sink
- 5. Double Heat Sink 6. Endo Steel
 - 1. Endo Steel
 - 2. Endo Steel
- Endo Steel
 Endo Steel
- 4-6
- 5. Endo Steel
 - 6. Endo Steel

Left Leg

- 1. Hip
- 2. Upper Leg Actuator Lower Leg Actuator
- 4. Foot Actuator Heavy Ferro-Fibrous
- 6. Heavy Ferro-Fibrous

Head

1. Life Support

- 3. Cockpit Heavy Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- 1. Light Fusion Engine Light Fusion Engine
- 1-3 3. Light 4. Gyro Light Fusion Engine
- - 6. Gyro
 - 1. Gvro
- Light Fusion Engine 3. Light Fusion Engine 4-6 4. Light Fusion Engine
- 5. Light PPC 6. Light PPC

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



Damage Transfer Diagram

Right Torso

6. Roll Again

Right Arm

3. ER Small Laser

4. Heavy Ferro-Fibrous

5. Heavy Ferro-Fibrous

6. Heavy Ferro-Fibrous

1. Heavy Ferro-Fibrous

 Heavy Ferro-Fibrous
 Heavy Ferro-Fibrous Heavy Ferro-Fibrous
 Heavy Ferro-Fibrous
 Heavy Ferro-Fibrous

Upper Arm Actuator

1. Shoulder

- 1. Light Fusion Engine Light Fusion Engine
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Endo Steel
- 1. Endo Steel
- Endo Steel
- 3. Endo Steel
 4. Endo Steel
- 5. Endo Steel

- 6. Endo Steel

Right Leg

- 1. Hip 2. Ui
- 4. Foot Actuator

pper Leg Actuator	ш	15
ower Leg Actuator	ш	14

- Heavy Ferro-Fibrous
- 6. Heavy Ferro-Fibrous

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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	19	20
Hex/Facing										
Move Mode										

KICK LOCATION TABLE

ne Koli			
(1D6)	LS	F/R	RS
1-3	LL	RL	RL
4-6	LL	LL	RL

CING	AFTER	FALL	

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

'MECH DATA

Type: Thunderbolt TDR-11SE

Movement Points: Walking: Tech Base: Inner Sphere Rules Level: Standard Running: Jumping: Role: Skirmisher

260 Light Engine Type:

Wea	apons & Equipmen	ory	(hexes)					
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lı
1	Snub-Nose PPC	RA	10	10/8/5	_	9	13	1:
				[DE,V]				
1	Targeting	RA	_	[E]	_	_	_	_
	Computer							
3	ER Medium Laser	LT	5	5 [DE]	_	4	8	1
1	MML 7	RT	4	[M,C,S]				
	LRM			1/Msl	6	7	14	2
	SRM			2/Msl	_	3	6	9
1	ECM Suite	CT	_	[E]	_	_	_	6
	(Guardian)							

Total Heat (Dissipation): 29 (20)

Ammo: (MML 7/LRM) 17, (MML 7/SRM) 14 Quirks: Multi-Trac, Rugged (2 Point), Ubiquitous (Inner

BV: 1,754

CRITICAL TABLE

Left Arm

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

Upper Arm Actuator

Left Torso (CASE)

1. Light Fusion Engine

2. Light Fusion Engine

5. Improved Jump Jet

6. Improved Jump Jet

1. ER Medium Laser

2. ER Medium Laser

3. ER Medium Laser

6. CASE

1. Hip

Left Leg

2. Upper Leg Actuator

3. Lower Leg Actuator

Improved Jump Jet

4. Foot Actuator

4. Ammo (MML 7/LRM) 17

5. Ammo (MML 7/SRM) 14

1-3 3. Improved Jump Jet
4. Improved Jump Jet

1. Shoulder

5. Endo Steel

6. Endo Steel

1. Endo Steel

2. Endo Steel

6. Endo Steel

4-6 3. Endo Steel 4. Endo Steel



Head

3.

1. Life Support

Endo Steel

Life Support

Center Torso

1. Light Fusion Engine

2. Light Fusion Engine 1-3 3. Light Fusion Engine 4. Gyro

Light Fusion Engine

5. [ECM Suite (Guardian)

6. ECM Suite (Guardian)

Engine Hits OOO Gyro Hits OO Sensor Hits OO

Life Support C

3. Light Fusion Engine

4-6 4. Light Fusion Engine

Cockpit

Sensors

6. Gyro

1. Gvro

WARRIOR DATA

ne: Malmuirie Guni

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



Right Arm

4. Hand Actuator

5. Snub-Nose PPC

6. Snub-Nose PPC

4. Endo Steel

6. Endo Steel

Right Torso

1. Light Fusion Engine

2. Light Fusion Engine 3. Improved Jump Jet
4. Improved Jump Jet

5. Improved Jump Jet

6. Improved Jump Jet

1. FMML 7

3. MML 7 4. MML 7

MML 7

MML 7

5. Endo Steel

6. Endo Steel

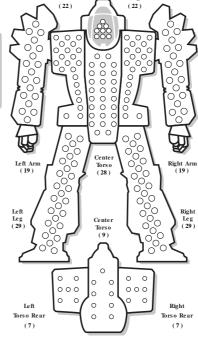
Upper Arm Actuator

Targeting Computer

2. Targeting Computer
3. Targeting Computer

3. Lower Arm Actuator

1. Shoulder

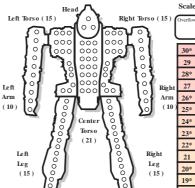


ARMOR DIAGRAM

Standard Armor

Left Torse

INTERNAL STRUCTURE DIAGRAM



000000000000000000000000000000000000000	30*
	29
	28*
Left O OOOOOOOOO O Right	27
Arm \ -	26*
	25*
O Center O	24*
Torso	23*
	22*
Left O Right	21
$ \begin{array}{cccccccccccccccccccccccccccccccccccc$	20*
Center Company Compa	19*
	18*
	17*
HEAT DATA Double Heat Sinks:	16

DATA	
DATA	
	Double Heat Sinks:
Ties .	10(20)

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

20 -4 Movement Points

Level*

Right Leg

1. Hip 2. Upper Leg Actuator

Lower Leg Actuator 4. Foot Actuator

Improved Jump Jet 6. Improved Jump Jet

14*

13*

12

11

10*

8*

7

6 5*

4

3

2

1

0000000000 Shutdown, avoid on 8+

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

-3 Movement Points Shutdown, avoid on 4+

+2 Modifier to Fire -2 Movement Points

+1 Modifier to Fire -1 Movement Points

6. Improved Jump Jet Diagram

Damage Transfer

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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										

HIT LOCATION TABLE LT(C) CT(C) RT(C) RA RA LL RL LA RA LA RI RA LL RT LT CT CT RT LT CT RA LA LA RL HD LA HD LL HD *A result of 2 may inflict a critical hit.

TO TITE	11100		è
TO-HIT	MOD	HEIER	٤

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	7						
Kick	-2	13						

+1

Arm Actuator

13 Club 6/Hex DFA *Modified by target piloting skill

PUNCH LOCATION TABLE Die Roll RS F/R

(120)	230		140
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

KICK LOCATION TABLE

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

FACING AFTER FALL

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

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

'MECH DATA

Type: Wolverine WVR-9M

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

Weapons & Equipment Inventory

(hexes) Loc Ht Dmg Min Sht Med Ln Qty Type 1 Heavy PPC RA 15 15 [DE] 3 6 12 18 1 Streak SRM 6 LT 4 2/Msl [M,C] 3 6 1 ER Medium Laser HD 5 5 [DE]

Total Heat (Dissipation): 24 (30)

Ammo: (Streak SRM 6) 15

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

BV: 1,617



WARRIOR DATA

ne: Freddie Hairsto

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



Right Arm

4. Hand Actuator

2. Heavy PPC

3. Heavy PPC 4. Heavy PPC

5. Heavy PPC

Right Torso

1. XL Fusion Engine

4. [Double Heat Sink

5. Double Heat Sink

6. Double Heat Sink

1. [Double Heat Sink

3. Double Heat Sink

4. Roll Again

5. Roll Again

Double Heat Sink

XL Fusion Engine

XL Fusion Engine

6. Roll Again

5. Double Heat Sink

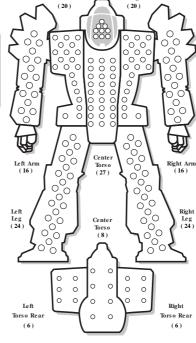
Upper Arm Actuator

3. Lower Arm Actuator

Double Heat Sink

Double Heat Sink

1. Shoulder



ARMOR DIAGRAM

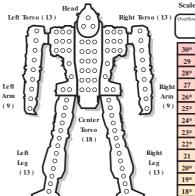
Standard Armor

Right Torse

Left Torse

INTERNAL STRUCTURE DIAGRAM

Standard Structure



17* HEAT DATA 16

Double Heat Sinks: Level* Effects Shutdown 000000 28 Ammo Exp, avoid on 8+ Shutdown, avoid on 10+ -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

-2 Movement Points

+1 Modifier to Fire

-1 Movement Points

served. ise.

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										

LL LT CT RT СТ LT CT RA LA LA RL HD LA HD LL *A result of 2 may inflict a critical hit.

CT(C)

RA RA

RI

RT(C)

RL

RA

RA

TO-HIT MODIFIERS

HIT LOCATION TABLE

LT(C)

LL

LA

LA

Die Roll

10

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
Arm Actuator	+1

PHYSICAL ATTACKS

Attack	To-Hit	Damage					
Punch	+0	6					
Kick	-2	11					
Push	-1	_					
Club	-1	11					
Charge	+0*	5/Hex					
DFA	+0*	17					
*Modified by target piloting skill							

PUNCH LOCATION TABLE

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

15*

14*

13*

12

11

10*

9

8*

7

6 5*

4

3

2

1

KICK LOCATION TABLE

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

FACING AFTER FALL

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

CLUSTERII	IIS 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

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 (CASE)
 - 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. [Streak SRM 6 2. Streak SRM 6
- Ammo (Streak SRM 6) 15
 CASE 4-6
- 5. Roll Again
- 6. Roll Again

Left Leg

- 2. Upper Leg Actuator

- 1. Hip
- Lower Leg Actuator
- 4. Foot Actuator Jump Jet
- 6. Jump Jet



Diagram

Head

- 1. Life Support
- Cockpit ER Medium Laser
- 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. Jump Jet

Life Support C

Engine Hits OOO Gyro Hits OO Sensor Hits OO

Damage Transfer

6. Roll Again

- Right Leg
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator

Jump Jet 6. Jump Jet

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

'MECH DATA

Type: BattleMaster BLR-3M

Movement Points: Walking: Tech Base: Inner Sphere Rules Level: Standard Running: Jumping: 0 Role: Brawler

Engine Type: 340 Fusion

	* **							
Wea	pons & Equipme	ory	(hexes)					
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	L
1	Machine Gun	LA	_	2 [DB,AI]	_	1	2	
1	ER PPC	RA	15	10 [DE]	_	7	14	2
1	SRM 6	LT	4	2/Msl	_	3	6	
				[M,C,S]				
2	Medium Laser	LT	3	5 [DE]	_	3	6	
1	Medium Laser (R)	LT	3	5 [DE]	_	3	6	
2	Medium Laser	RT	3	5 [DE]	_	3	6	
1	Medium Laser (R)	RT	3	5 [DE]	_	3	6	

Ammo: (MG) 200, (SRM 6) 30

Total Heat (Dissipation): 37 (36)

Quirks: Command Mek, Weak Head Armor (1)



CRITICAL TABLE

Left Arm

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

5. Double Heat Sink

1. Double Heat Sink

2. Machine Gun

5. Roll Again

6. Roll Again

4-6 3. Roll Again
4. Roll Again

1-3

Double Heat Sink

Left Torso (CASE)

. Double Heat Sink

Double Heat Sink

3. Double Heat Sink

6. Medium Laser

1. Medium Laser

2. Medium Laser (R)

3. Ammo (SRM 6) 15

4. Ammo (SRM 6) 15

5. Ammo (MG) 200

4. [SRM 6

5. SRM 6

Upper Arm Actuator

1. Shoulder

WARRIOR DATA

ne: Captain Joseph Griffin

Gunnery Skill: 3 Piloting Skill: Hits Taken 1 2 3 4 5 6 7 10 11 Dead



Right Arm

4. Hand Actuator

Upper Arm Actuator

3. Lower Arm Actuator

1. Shoulder

5. FER PPC

6. ER PPC

1. ER PPC

2. Roll Again 3. Roll Again
4. Roll Again

5. Roll Again

6. Roll Again

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

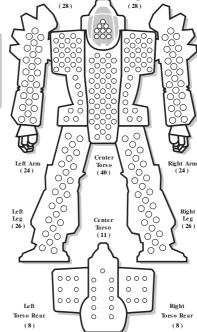
3. Double Heat Sink

6. Medium Laser (R)

4. Medium Laser

5. Medium Laser

Double Heat Sink



ARMOR DIAGRAM

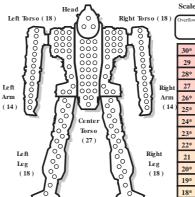
Standard Armor

Right Tors

Left Torse

INTERNAL STRUCTURE DIAGRAM

Standard Structure



17* 16

HĐ,	AT DATA		16
eat	D	ouble Heat Sinks: 18 (36)	15*
vel*	Effects	16 (30)	14*
30	Shutdown	00	13*
28	Ammo Exp, avoid on	8+ 00	12
26	Shutdown, avoid on 1	0+ 00	12
25	-5 Movement Points	7 7	11
24	+4 Modifier to Fire	00	10*
23	Ammo Exp, avoid on		9
22	Shutdown, avoid on 8	+ 00	_
20	-4 Movement Points	00	8*
19	Ammo Exp, avoid on	4+ 00	7
18	Shutdown, avoid on 6	·+ O	6
17	+3 Modifier to Fire	Ō	5*
15	-3 Movement Points		-
14	Shutdown, avoid on 4	+	4

+2 Modifier to Fire

10 -2 Movement Points

+1 Modifier to Fire

-1 Movement Points

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Le

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 RL LT CT RT RT LL LT LA LL RL LA HD HD HD A result of 2 may inflict a critical hit.

Die Roll

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	arget piloting skill	

PUNCH LOCATION TABLE

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

KICK LOCATION TABLE

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

FACING AFTER FALL

3

2

1

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

CLUSTER HITS TABLE

CLUSTERI	III DADDE
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



Head

3.

1. Life Support

Cockpit

Sensors

Roll Again

Life Support

Center Torso

1. Fusion Engine

2. Fusion Engine

Fusion Engine

3. Fusion Engine 4-6 4. Fusion Engine

Roll Again

Life Support C

5. Roll Again

1-3 3. Fusion Engin

6. Gyro

1. Gyro

1. Hip

6. CASE

- 2. Upper Leg Actuator

- 6. Roll Again

Left Leg

- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again

Engine Hits OOO Gyro Hits OO Sensor Hits OO

Damage Transfer Diagram

Right Leg

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

6. Roll Again

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:

Weapon	s & Equipmen	((hexes)					
Qty Type	•	Loc	Ht	Dmg	Min	Sht	Med	L
Qty Type		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]	_	_	_	(

HD 1 3 [DE]

Total Heat (Dissipation): 41 (38)

(Guardian)

1 Small Laser

Quirks: Battle Fists (LA)

CRITICAL TABLE

Left Arm

Upper Arm Actuator

3. Lower Arm Actuator

5. Double Heat Sink

6. Double Heat Sink

Double Heat Sink

Double Heat Sink

3. Double Heat Sink

Left Torso

. Double Heat Sink

3. Double Heat Sink

4. [Double Heat Sink

6. Double Heat Sink

1. [Double Heat Sink

3. Double Heat Sink

5. PPC

6. PPC

1. Hip

Left Leg

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Roll Again

6. Roll Again

Double Heat Sink

Double Heat Sink

Double Heat Sink

4. [PPC

6. PPC

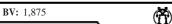
4-6

1-3

4-6 4. PPC

1. Shoulder

1-3 4. Double Heat Sink



Head

3.

1. Life Support

Small Laser

Life Support

Center Torso

1. Fusion Engine

2. Fusion Engine

Fusion Engine

5. [ECM Suite (Guardian)

6. ECM Suite (Guardian)

Gyro Hits OO Sensor Hits OO

Life Support C

Engine Hits OOO

3. Fusion Engine

4. Fusion Engine

1-3 3. Fusion Engin

6. Gyro 1. Gvro

5. Gyro

Cockpit

Sensors

WARRIOR DATA

Hits Taken 1 2 3 4 5 6

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

4. PPC

5. PPC 6. PPC

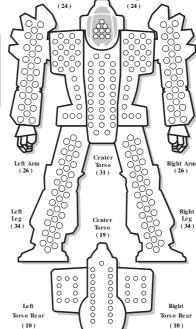
Double Heat Sink

4. [PPC

6. PPC

Double Heat Sink

1. Shoulder

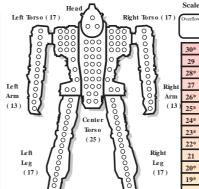


ARMOR DIAGRAM

Standard Armor

Left Torse

INTERNAL STRUCTURE DIAGRAM



Left O Center O CENTE	30* 29 28* 27 26* 25* 24*
(25)	22*
Left O Right	21
$ \begin{array}{c c} \operatorname{Leg} & \bigcirc \\ (17) & \bigcirc \\ \end{array} $ $ \begin{array}{c c} $ $ \end{array} $ $ \end{array} $ $ \begin{array}{c c} $ $ \end{array} $ $ \end{array} $ $ \begin{array}{c c} $ $ \end{array} $ $ \end{array} $ $ \begin{array}{c c} $ $ \end{array} $ $ \end{array} $ $ \end{array} $ $ \begin{array}{c c} $ $ \end{array} $ $ \end{array} $ $ \end{array} $ $ \begin{array}{c c} $ $ \end{array} $	20*
	19*
284 285	18*
	17∜
HEAT DATA	16

	and the same	
HEAT	' DATA	Double Heat Chal
leat		Double Heat Sink
ieat		19 (3
evel*	Effects	17 (5.

Ammo Exp, avoid on 8+

000000000 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 18

3. Lower Leg Actuator 4. Foot Actuator

5. Roll Again

Damage Transfer

Diagram

Right Leg 1. Hip

2. Upper Leg Actuator

6. Roll Again

7 6 5*

-3 Movement Points Shutdown, avoid on 4+

+2 Modifier to Fire

L

28

10 -2 Movement Points

+1 Modifier to Fire

-1 Movement Points

Die Roll

PUNCH LOCATION TABLE

PHYSICAL ATTACKS

To-Hit

+1

-2

-1

+0*

*Modified by target piloting skill

HIT LOCATION TABLE

F/R

CT(C)

RA

RA

RL

RT

CT

LT

LL

LA

LA HD

*A result of 2 may inflict a critical h

TO-HIT MODIFIERS

RS

RT(C)

RI.

RA

RA

RL

RT

CT

LT

LA

LL

HD

+0

+1

+2

+2

+1

 $\pm 1/hex$

+2/hex

+1

+1

-4

-2

+0

+1

+2

+3

+4

+5

+6

+1

+1

+1

+2

-1

+2

+4

+1

Damage

8

16

8/Hex

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

Ran

Prone

Terrain

Target

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

Damage

Attack

Punch

Kick

Push

Die Roll

Charge

15*

14*

13*

12

11

10*

9

8*

4

2

1

Sensor hit

Shoulder hit

Arm Actuator

Stationar

Walked

(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
\			

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MOVEMENT RECORD

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

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

KICK LOCATION TABLE

LS	F/R	RS
LL	RL	RL
LL	LL	RL
	LL	LL RL

FACING AFTER FALL

D6)	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 Haveidae Laft	Left Side

1 Hexside Left Left Side



TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: Manticore Heavy Tank (XL)

Ammo (CASE): (NLRM 10) 12, (Streak SRM 6) 15

BV: 1,131

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

Movement Type: Tracked Engine Type: 240 XL

Weapons & Equipment Inventory (hexes) Loc Dmg Min Sht Med Lng Qty Type 1 Medium Laser FR 5 [DE] _ 3 6 9 1 ER PPC 10 [DE] 7 14 23 TU 1 Enhanced LRM 10 1/Msl 3 7 14 21 TU TM.C.S1 TU 2/Msl [M,C] — 3 6 9 1 Streak SRM 6 1 Targeting Computer BD [E]

CREW DATA

Crew: Anker Varvitsiotes Gunnery Skill: 4 Driving Skill:

+2

CRITICAL DAMAGE

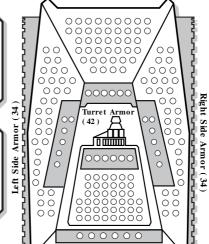
Commander Hit [+1] Driver Hit

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

Stabilizers

☐ Left Right Turret





ARMOR DIAGRAM

Heavy Ferro-Fibrous

Front Armor

(42)

Rear Armor (26)

00000000000 0000000000000

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.

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

*All movement and Driving Skill Roll penalties are curious for the Armonic Roll Roll Roll penalties are under the Armonic Roll 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 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 hower vehicle is rendered immobile while over a Deph 1 or deper ware he, a sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICALS TABLE

LOCATION HIT

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

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

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MOVEMENT RECORD

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

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

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

TO-HIT MODIFIERS

Attacker

MOVEMENT COSTS

-1

Large support vehicle

or grounded DropShip

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

DRIVING SKILL ROLL TABLE

·	
Unit's Actions	
Flanking movement	Possible skid
after facing change	
on pavement	
Skidding Movement	
Hexes moved in turn	
0-2	-1
3-4	0
5-7	+1
9.10	. 2

+3

18-24	+4
25+	+5
ering/leaving building hex	
Light building	0
Medium building	+1
Heavy building	+2
Hardened building	+3
Hexes moved in turn	
1-2	0
2.4	. 1

11-17

exes moved in turn	
1-2	0
3-4	+1
5-6	+2
7-9	+3
10-17	+4
18-24	+5
25+	+6

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

HOVER VEHICLE RECORD SHEET

— 3 6 9

- 1 2 3

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 9 RS 1 Streak SRM 2 2/Msl [M,C] — 3 6 9 LS

TU 2/Msl

TM.C.S1

TU 2 [DB,AI]

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

BV: 754

1 SRM 6

2. Machine Gun

CREW DATA

Crew: Manuele Carbone

Gunnery Skill: 4 Driving Skill:

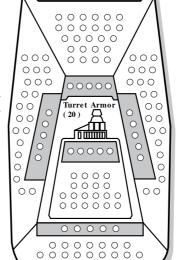
Commander Hit [+1] Driver Hit +2

CRITICAL DAMAGE

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

☐ Left Right Turret





ARMOR DIAGRAM Ferro-Fibrous Front Armor (25)

> Rear Armor (16)



Right Side Armor (23)

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

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a whiche, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is -6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive seem damage takes effects the end of the Chabact which the durage and addition, all most very seem damage takes effects the end of the Chabact which the durage that the seem of the Chabact which the durage that the seem of the chabact which the durage that the seem of the chabact which the durage that the seem of the chabact which the durage that the chabact which the durage that the seem of the chabact which the durage that the chabact which is the cha

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

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 ettaks 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	
2-5	No Critical Hit	No Critical Hit	No Critical Hit	
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	
8	Stabilizer	Crew Stunned	Stabilizer	
9	Sensors	Stabilizer	Weapon Destroyed	
10	Commander Hit	Weapon Destroyed	Engine Hit	
11	Weapon Destroyed	Engine Hit	Ammunition**	
12	Crew Killed	Fuel Tank*	Fuel Tank*	

*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										

ζ.	TO-HIT MODI	FIERS
Α	attacker	
	Stationary	+0
	Cruised	+1
	Flanked	+2
	Skidding	+1
Т	'errain	
	Light Woods	+1/hex
	Heavy Woods	+2/hex
	Partial Cover	+1
T	arget	
	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

MOVEMENT COSTS

Secondary target (front)

Large support vehicle or grounded DropShip

Cost to Enter Any Hex:

Secondary target (side/rear)

+1

+2

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

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

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				

HOVER VEHICLE RECORD SHEET

Striker

VEHICLE DATA

Type: Pegasus Scout Hover Tank (3058 Upgrade) Tonnage: 35
Tech Base: Inner Sphere **Movement Points:** Cruising: Flanking: Rules Level: Standard

Role:

Movement Type: Hover

140 Fusion Engine Type:

Ammo: (SRM 6) 15

BV: 706

Weapons & Equipment Inventory (hexes) Loc Dmg Min Sht Med Lng Qty Type 1 Medium Pulse Laser 6 [P] _ 2 4 6 1 Active Probe (Beagle) 4 FR [E] _ 5 9 15 FR [E] 1 TAG 9 2 SRM 6 TU 2/Msl - 3 6 [M,C,S] BD [E] 1 ECM Suite (Guardian) 6

CREW DATA

Crew: Kiyoemon Tanaka

Gunnery Skill: 4 Driving Skill: 5

Commander Hit [+1] Driver Hit

+2

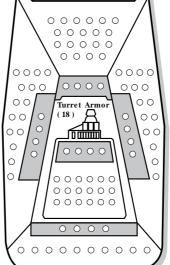
CRITICAL DAMAGE

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

Stabilizers

☐ Left Right Turret





ARMOR DIAGRAM

Ferro-Fibrous

Front Armor

(20)

Rear Armor (10)

CATATÝST

GROUND COMBAT VEHICLE HIT LOCATION

 $(\tilde{\mathbf{n}})$

	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 ettaks 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

*All movement and Driving Skill Roll penalties are curious for the Armonic Roll Roll Roll penalties are under the Armonic Roll 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 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 hower vehicle is rendered immobile while over a Deph 1 or deper ware he, a sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICALS TABLE

LOCATION HIT

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

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

TO-HIT MODIFIERS

+0

+1

+2

+1

+2/hex

+1

+1

+0

Attacker

Stationary

Cruised

Flanked

Skidding

Light Woods

Heavy Woods

Partial Cover

Immobile

Skidding

Prone (adjacent hex)

Prone (other hex)

Moved 0-2 hexes

Terrain

Target

t Side

Armor (16)

MOVEMENT COSTS

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

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

CLUSIEKI	IIIS 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



WHEELED VEHICLE RECORD SHEET

Missile Boat

VEHICLE DATA

Engine Type:

2 LRM 15

Type: Hetzer Wheeled Assault Gun (LRM) Tonnage: 40
Tech Base: Inner Sphere **Movement Points:** Cruising:

Flanking: Rules Level: Introductory Movement Type: Wheeled Role: 140 ICE

Weapons & Equipment Inventory Qty Type

(hexes) Loc Dmg Min Sht Med Lng 6 7 14 21

[M,C,S]

Ammo: (LRM 15) 32

Quirks: Narrow/Low Profile, Bad Reputation (Inner Sphere),

Poor Workmanship

BV: 624



CREW DATA

Crew: Edouard Alicata

Gunnery Skill: 4 Driving Skill:

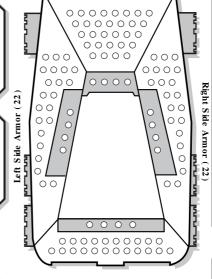
Commander Hit [+1] Driver Hit +2

CRITICAL DAMAGE

Engine Hit +1 +2 +3 D Sensor Hits Motive System Hits +1 +2 +3

Stabilizers

☐ Left Right



ARMOR DIAGRAM

Standard Armor

Front Armor

(30)

Rear Armor

(22)



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 ettaks 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

*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 in sink and sedenoyed.

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										

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

TO-HIT MODIFIERS

Attacker

MOVEMENT COSTS

+1

-1

BattleArmor unit

Secondary target (front)

or grounded DropShip

Secondary target (side/rear) Large support vehicle

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

DRIVING SKILL ROLL TABLE

Possible skid
-1
0
+1
+2
+3
+4
+5
0
+1
+2
+3
0
+1
+2
+3
+4
+5
+6

CLUSTER H	IIIS TABLE
Die Roll	
(2D6)	15
2	5
3	5
4	6
5	9
6	9
7	9
8	9
9	12
10	12
11	15
12	15

LETEC



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1 Type: IS Standard Battle Armor [Magnetic](Sqd4) Anti-'Mech Skill: 4 Jump MP: 4 2000000000 Dmg Min Sht Med Lng 3 000000000 2 [DB,AI] — 1 2 3 4 0000000000

\ (LEG ATTACK	S TA
	BATTLE ARMOR	BA
٦III	TROOPERS ACTIVE	N
ااالا	4-6	
-JII	3	
االا	2	
-JII.	1	
-1111		

TABLE	
BASE TO-HIT	
MODIFIER	
0	
+2	
+5	
+7	

BASE TO-HIT

MODIFIER

+2

+5

BATTLE ARMOR: SQUAD 2

Gunnery Skill: 4

1 Machine Gun

Battle Claw

Mechanized: 🗸

1 Magnetic Clamps

(Medium) Jump Booster [BA]

Ground MP: 2

Qty Type

Type: IS Standard Battle Armor [Magnetic](Sqd4) Anti-'Mech Skill: 5 Jump MP: 4 Gunnery Skill: 4 Ground MP: 2

Qty Type Dmg Min Sht Me 2 [DB,AI] — 1 1 Machine Gun (Medium) Jump Booster [BA] [E] Battle Claw Magnetic Clamps [E]

Œ

Swarm: 🔽

Leg: AP:

Mechanized: 🗸 Swarm: 🗸

	10-00000000
M	
	200000000
ed Lng	
3	3 00000000
	4%-00000000

Leg: ✓ AP: ☐ Armor: Advanced

2000000000

3 000000000

4 0000000000

200000000

3 000000000

4 0000000000

Role: Ambusher

BV: 226/39

SWARM ATTACK MODIFIERS TABLE

SWARM ATTACKS TABLE

ATTACKING ENEMY BATTLE ARMOR		NDLY				
TROOPERS ACTIVE	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

BATTLE ARMOR

TROOPERS ACTIVE

4-6

1-3

Claws with magnets

SITUATION® 'Mech prone 'Mech or vehicle immobile Vehicle

*Modifiers are cumulative

BATTLE ARMOR: SQUAD 3

Type: IS Standard Battle Armor [SRM](Sqd4) Anti-'Mech Skill: 6 Jump MP: 3 Gunnery Skill: 4 Ground MP: 1

Oty Type Dmg Min Sht Med Lng 1 SRM 2 (OS) 2/Msl 3 6 [M,C,S]

1 Battle Claw

Mechanized:

Swarm: 🗸

Leg: 🗹 AP: 🗌

SWARM ATTACKS HIT 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

BATTLE ARMOR: SQUAD 4

Type: IS Standard Battle Armor [SRM](Sqd4)
Gunnery Skill: 4 Anti-'Mech Skill: 5 Ground MP: 1 Jump MP: 3 Otv Type Dmg

Min Sht Med Lng 1 SRM 2 (OS) 2/Msl - 3 6 9 [M.C.S] 1 Battle Claw

Mechanized:

Swarm: 🔽

Leg: ✓ AP: □

TRANSPORT POSITIONS TABLE

FROOPER	'MECH	VEHICLE
NUMBER	LOCATION	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 LARGE SUPPORT NUMBER VEHICLE LOCATION* Right Side (Unit 1/Unit 2) Right Side (Unit 1/Unit 2) Left Side (Unit 1/Unit 2) Left Side (Unit 1/Unit 2)

Rear (Unit 1/Unit 2) Rear (Unit 1/Unit 2)

*Unit 1 and Unit 2 represent two battle armor units



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MOVEMENT RECORD

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

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

MONTENATENIT COCTO

TO-HIT MODIFIERS

+1/hex

+2/hex

+1

-2

+1

+2

±4

+5

+6

+1

-1

Terrain

Target

Light Woods

Heavy Woods

Partial Cover

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

Large support vehicle or grounded DropShip

Jumped Secondary Target

Immobile

MOVEMENT COSTS						
Move	Cost					
Cost to Enter Any Hex:	1					
Terrain Cost:						
Clear	+0					
Paved/Bridge	+0					
Road	+0					
Rough	+1					
Light woods	+0					
Heavy woods	+1					
Water						
Depth 1+	Prohibited					
Rubble	+1					
Building	+0					
Level Change (Up or Down)						
1 level	+2					
2+ levels	Prohibited					

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