

BATTEMECH RECORD SHEET

[illegible]

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Commando COM-9S
Movement Points: 25
Walking: 7
Running: 11 [14]
Jumping: 0
Engine Type: 175 XL
Tonnage: 25
Tech Base: Inner Sphere
Rules Level: Standard
Role: Striker

Weapons & Equipment Inventory

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]	6	7	14	21
	LRM			1/Msl	—	3	6	9
	SRM			2/Msl	—	3	6	9
1	MML 3	RT	2	[M.C.S]	6	7	14	21
	LRM			1/Msl	—	3	6	9
	SRM			2/Msl	—	3	6	9

Total Heat (Dissipation): 13 (20)

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

BV: 863

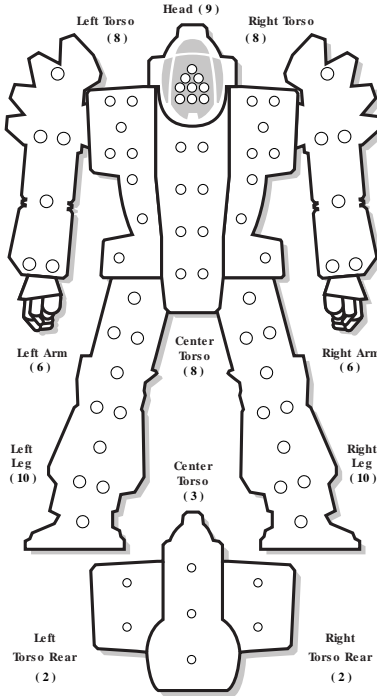
WARRIOR DATA

Name: Lt. Helen Harola
Gunnery Skill: 3 Piloting Skill: 5
Hits Taken
Consciousness #



ARMOR DIAGRAM

Standard Armor



HIT LOCATION TABLE

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

*A result of 2 may inflict a critical hit.

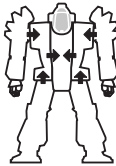
TO-HIT MODIFIERS

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

CRITICAL TABLE

Left Arm	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. Lower Arm Actuator	3. Cockpit	3. Lower Arm Actuator
4. Hand Actuator	4. Roll Again	4. Hand Actuator
5. Light PPC	5. Sensors	5. SRM 2 (I-OS)
6. Light PPC	6. Life Support	6. SRM 2 (I-OS)
Center Torso	Left Torso	Right Torso (CASE II)
1. XL Fusion Engine	1. XL Fusion Engine	1. XL Fusion Engine
2. XL Fusion Engine	2. XL Fusion Engine	2. XL Fusion Engine
3. XL Fusion Engine	3. XL Fusion Engine	3. XL Fusion Engine
4. Gyro	4. Gyro	4. Double Heat Sink
5. Gyro	5. Gyro	5. Double Heat Sink
6. Gyro	6. Roll Again	6. Double Heat Sink
Engine Hits	Left Leg	Right Leg
Gyro Hits	1. Hip	1. Hip
Sensor Hits	2. Upper Leg Actuator	2. Upper Leg Actuator
Life Support	3. Lower Leg Actuator	3. Lower Leg Actuator
	4. Foot Actuator	4. Foot Actuator
	5. Endo Steel	5. Endo Steel
	6. Roll Again	6. Roll Again

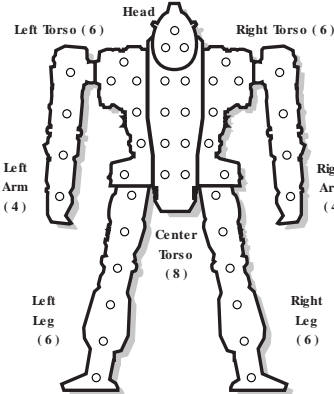
Engine Hits
Gyro Hits
Sensor Hits
Life Support



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



Heat Scale

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

HEAT DATA

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

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MOVEMENT RECORD

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

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

PHYSICAL ATTACKS

Attack	To-Hit	Damage
Punch	+0	3
Kick	-2	5
Push	-1	—
Club	-1	5
Charge	+0*	2/Hex

*Modified by target piloting skill

PUNCH LOCATION TABLE

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

KICK LOCATION TABLE

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

FACING AFTER FALL

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

CLUSTER HITS TABLE

Die Roll (2D6)	2	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

BATTLEMECH RECORD SHEET

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Wolverine VVR-9M

Movement Points: 5 Tonnage: 55
Walking: 5 Tech Base: Inner Sphere
Running: 8 Rules Level: Standard
Jumping: 5 Role: Skirmisher
Engine Type: 275 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Ln
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12

Total Heat (Dissipation): 24 (30)

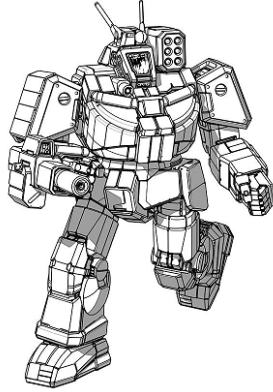
Ammo: (Streak SRM 6) 15
Quirks: Command Mek, Extended Torso Twist, Improved Communications, Protected Actuators, Ubiquitous (Inner Sphere), Ubiquitous (Clans), Cramped Cockpit

BV: 1,536

WARRIOR DATA

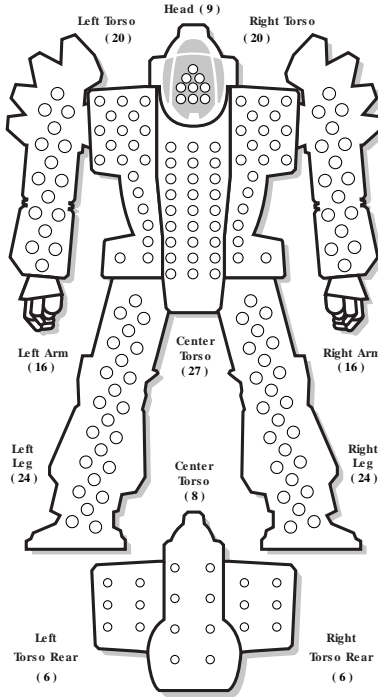
Name: William MacAskie
Gunnery Skill: 4 Piloting Skill: 6

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



ARMOR DIAGRAM

Standard Armor



HIT LOCATION TABLE

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

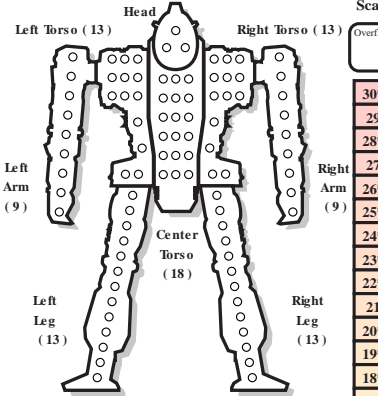
*A result of 2 may inflict a critical hit.

TO-HIT MODIFIERS

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

INTERNAL STRUCTURE DIAGRAM

Standard Structure



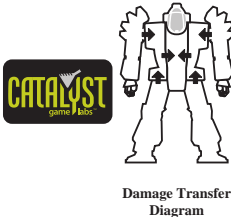
Heat Scale

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

CRITICAL TABLE

	Left Arm	Head	Right Arm
1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Roll Again 6. Roll Again	1. Life Support 2. Sensors 3. Cockpit 4. ER Medium Laser 5. Sensors 6. Life Support	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Double Heat Sink 6. Double Heat Sink
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	Center Torso 1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. Double Heat Sink 2. Heavy PPC 3. Heavy PPC 4. Heavy PPC 5. Heavy PPC 6. Roll Again
1-3	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. Gyro 2. XL Fusion Engine 3. XL Fusion Engine 4. XL Fusion Engine 5. Jump Jet 6. Roll Again	Right 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
4-6	1. Streak SRM 6 2. Streak SRM 6 3. Ammo (Streak SRM 6) 15 4. CASE 5. Roll Again 6. Roll Again	Engine Hits ○○○○ Gyro Hits ○○○○ Sensor Hits ○○○○ Life Support ○	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Roll Again 5. Roll Again 6. Roll Again

Left Leg
1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Jump Jet



Right Leg
1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Jump Jet

HEAT DATA

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

Double Heat Sinks: 15 (30)

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MOVEMENT RECORD

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

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

PHYSICAL ATTACKS

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

*Modified by target piloting skill

PUNCH LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	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	6
2	2
3	2
4	3
5	3
6	4
7	4
8	4
9	5
10	5
11	6
12	6

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Catapult CPLT-C4
Movement Points: 4
Walking: 4
Running: 6
Jumping: 4
Engine Type: 260 Fusion
Tonnage: 65
Tech Base: Inner Sphere
Rules Level: Introductory
Role: Missile Boat

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Ln
1	LRM 20	LA	6	1[Msl]	6	7	14	21
				[M.C.S]				
1	LRM 20	RA	6	1[Msl]	6	7	14	21
				[M.C.S]				
2	Small Laser	CT	1	3[DE]	—	1	2	3

Total Heat (Dissipation): 14 (10)

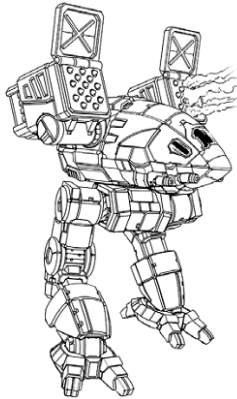
Ammo: (LRM 20) 24

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

BV: 1,630

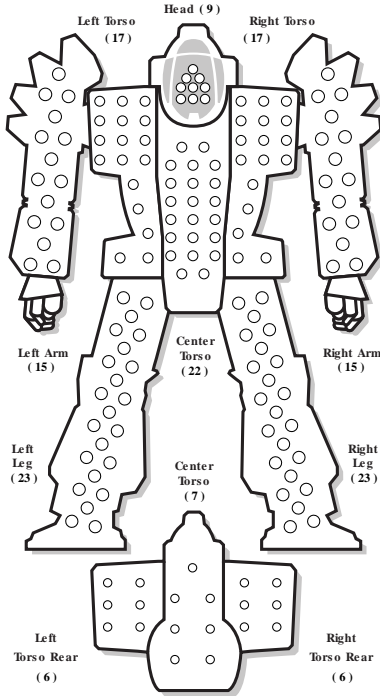
WARRIOR DATA

Name: Melissa Handlir
Gunnery Skill: 3 Piloting Skill: 5
Hits Taken
Consciousness #



ARMOR DIAGRAM

Standard Armor



HIT LOCATION TABLE

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

*A result of 2 may inflict a critical hit.

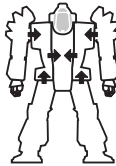
TO-HIT MODIFIERS

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

CRITICAL TABLE

Left Arm		Right Arm	
1. Shoulder	1. Life Support	1. Shoulder	1. Life Support
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator	2. Sensors
3. LRM 20	3. Cockpit	3. LRM 20	3. Cockpit
4. LRM 20	4. Roll Again	4. LRM 20	4. Roll Again
5. LRM 20	5. Sensors	5. LRM 20	5. Sensors
6. LRM 20	6. Life Support	6. LRM 20	6. Life Support
Center Torso		Center Torso	
1. Roll Again	1. Fusion Engine	1. Roll Again	1. Fusion Engine
2. Roll Again	2. Fusion Engine	2. Roll Again	2. Fusion Engine
3. Roll Again	3. Fusion Engine	3. Roll Again	3. Fusion Engine
4. Roll Again	4. Gyro	4. Roll Again	4. Gyro
5. Roll Again	5. Gyro	5. Roll Again	5. Gyro
6. Roll Again	6. Gyro	6. Roll Again	6. Gyro
Left Torso		Right Torso	
1. Jump Jet	1. Gyro	1. Jump Jet	1. Gyro
2. Jump Jet	2. Fusion Engine	2. Jump Jet	2. Fusion Engine
3. Ammo (LRM 20) 6	3. Fusion Engine	3. Ammo (LRM 20) 6	3. Fusion Engine
4. Ammo (LRM 20) 6	4. Fusion Engine	4. Ammo (LRM 20) 6	4. Fusion Engine
5. Roll Again	5. Small Laser	5. Roll Again	5. Small Laser
6. Roll Again	6. Small Laser	6. Roll Again	6. Small Laser
Engine Hits		Engine Hits	
Gyro Hits		Gyro Hits	
Sensor Hits		Sensor Hits	
Life Support		Life Support	

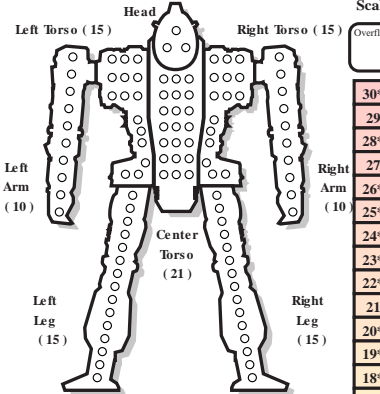
Engine Hits
Gyro Hits
Sensor Hits
Life Support



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



Heat Scale

Overflow

30*

29

28*

27

26*

25*

24*

23*

22*

21

20*

19*

18*

17*

16

15*

14*

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

0

HEAT DATA

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

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MOVEMENT RECORD

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

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

PHYSICAL ATTACKS

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

*Modified by target piloting skill

PUNCH LOCATION TABLE

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

KICK LOCATION TABLE

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

FACING AFTER FALL

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

CLUSTER HITS TABLE

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

BATTLEMECH RECORD SHEET

MECH DATA

Type: Thunderbolt TDR-11S

Movement Points: 65
Walking: 4
Running: 6
Jumping: 0
Engine Type: 260 Fusion

Tonnage: 65
Tech Base: Inner Sphere
Rules Level: Standard
Role: Juggernaut

Weapons & Equipment Inventory

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 System	RT	1	[PB]	—	1	—	—
Total Heat (Dissipation): 35 (30)								

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

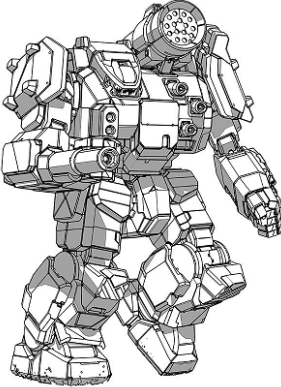
BV: 2,072

WARRIOR DATA

Name: Lt. Brandon Pirandello

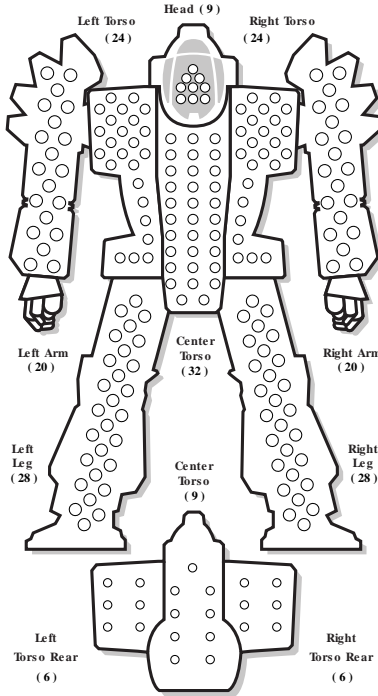
Gunnery Skill: 3 Piloting Skill: 4

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



ARMOR DIAGRAM

Ferro-Fibrous



HIT LOCATION TABLE

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

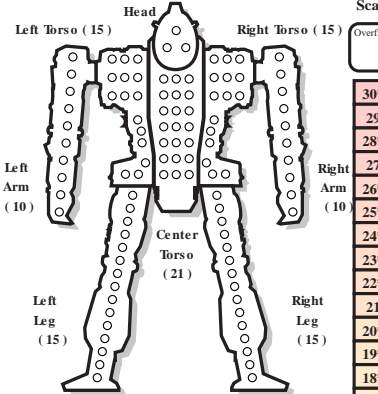
*A result of 2 may inflict a critical hit.

TO-HIT MODIFIERS

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

INTERNAL STRUCTURE DIAGRAM

Standard Structure



Heat Scale

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

HEAT DATA

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

Double Heat Sinks:

15 (30)

CRITICAL TABLE

- Left Arm
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - Double Heat Sink
 - Double Heat Sink

- 1-3
- Double Heat Sink
 - Machine Gun
 - Machine Gun
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous

Left Torso (CASE)

- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - SRM 6
 - SRM 6
 - ER Medium Laser

- 4-6
- ER Medium Laser
 - ER Medium Laser
 - Ammo (SRM 6) 15
 - Ammo (MG) 200
 - CASE
 - Ferro-Fibrous

Left Leg

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

Head

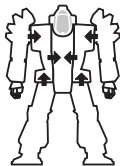
- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

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

- 4-6
- Heavy Duty Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Ferro-Fibrous
 - Ferro-Fibrous

Engine Hits
Gyro Hits
Sensor Hits
Life Support



Damage Transfer Diagram

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - Double Heat Sink
 - Double Heat Sink

- 4-6
- Double Heat Sink
 - ER PPC
 - ER PPC
 - ER PPC
 - Ferro-Fibrous
 - Ferro-Fibrous

Right Torso (CASE)

- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink

- 4-6
- Machine Gun
 - Machine Gun
 - Anti-Missile System
 - Ammo (AMS) 12
 - CASE
 - Ferro-Fibrous

Right Leg

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

PHYSICAL ATTACKS

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

BATTLEMECH RECORD SHEET

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

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

[illegible]

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Locust LCT-7V2

Movement Points:

Walking: 10

Running: 15

Jumping: 0

Engine Type: 200 Light

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Standard

Role: Sniper

WARRIOR DATA

Name: Gilbert Jones

Gunnery Skill: 4

Piloting Skill: 5

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

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Ln
1	ER Small Laser	LA	2	3 [DE]	—	2	4	5
1	ER Small Laser	RA	2	3 [DE]	—	2	4	5
1	Light PPC	CT	5	5 [DE]	3	6	12	18

Total Heat (Dissipation): 9 (20)

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

BV: 634



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER Small Laser
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

1-3

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

4-6

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

Head

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

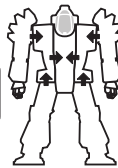
Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- ER Small Laser
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

1-3

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

4-6

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

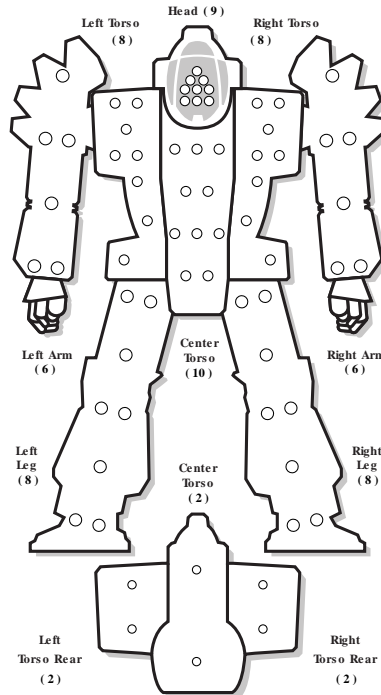
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

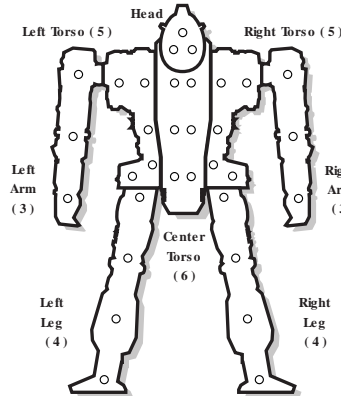
ARMOR DIAGRAM

Heavy Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



Heat Scale

Overflow

30*

29

28*

27

26*

25*

24*

23*

22*

21

20*

19*

18*

17*

16

15*

14*

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

0

HEAT DATA

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

Double Heat Sinks:

10 (20)

○

○

○

○

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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

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

*A result of 2 may inflict a critical hit

TO-HIT MODIFIERS

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

PHYSICAL ATTACKS

Attack	To-Hit	Damage
Punch	+3	1
Kick	-2	4
Push	-1	—
Charge	+0*	2/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

BATTLEMECH RECORD SHEET

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

BATTLETECH™

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: Manticore Heavy Tank (XL)
Movement Points: 4
Cruising: 4
Flanking: 6
Movement Type: Tracked
Engine Type: 240 XL

Tonnage: 60
Tech Base: Inner Sphere
Rules Level: Standard

Weapons & Equipment Inventory

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Medium Laser	FR	5 [DE]	—	3	6	9
1	ER PPC	TU	10 [DE]	—	7	14	23
1	Enhanced LRM 10	TU	1/Msl [M,C,S]	3	7	14	21
1	Streak SRM 6	TU	2/Msl [M,C]	—	3	6	9
1	Targeting Computer	BD	[E]	—	—	—	—

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

BV: 1,131



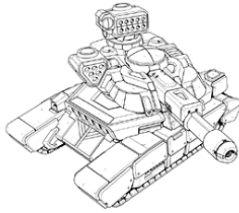
CREW DATA

Crew: Anker Varvitsiotis
Gunnery Skill: 4
Driving Skill: 6

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

CRITICAL DAMAGE

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

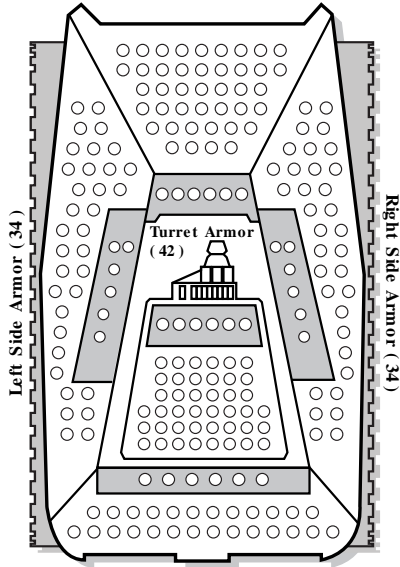


ARMOR DIAGRAM

Heavy Ferro-Fibrous

Front Armor

(42)



Rear Armor

(26)



TO-HIT MODIFIERS

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

MOVEMENT COSTS

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

GROUND COMBAT VEHICLE HIT LOCATION

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

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

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

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifier:

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

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

GROUND COMBAT VEHICLE CRITICALS TABLE

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

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

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

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MOVEMENT RECORD

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

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

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

BATTLETECH™

HOVER VEHICLE RECORD SHEET

VEHICLE DATA

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

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

Weapons & Equipment Inventory

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	LRM 5	FR	1/Msl [M.C.S.]	6	7	14	21
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 [M.C.S.]	—	3	6	9
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: 754



CREW DATA

Crew: Manuele Carbone

Gunnery Skill: 4 **Driving Skill:** 6

Commander Hit ☐ **Driver Hit** ☐

Modifier to all skill rolls Modifier to Driving skill rolls

CRITICAL DAMAGE

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

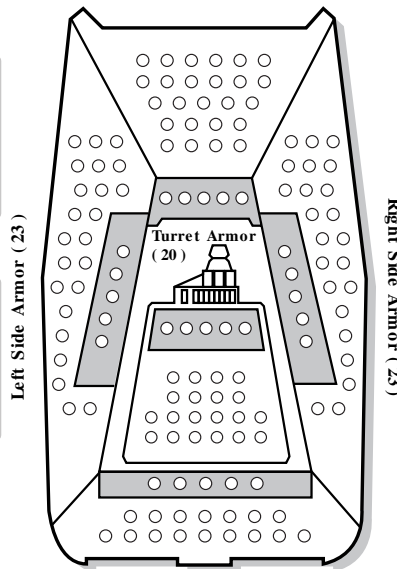


ARMOR DIAGRAM

Ferro-Fibrous

Front Armor

(25)



Rear Armor

(16)



TO-HIT MODIFIERS

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

MOVEMENT COSTS

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

GROUND COMBAT VEHICLE HIT LOCATION

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

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

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

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifier:

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

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

GROUND COMBAT VEHICLE CRITICALS TABLE

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

MOVEMENT RECORD

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

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

CLUSTER HITS TABLE

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

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BATTLETECH™

HOVER VEHICLE RECORD SHEET

VEHICLE DATA

Type: Pegasus Scout Hover Tank (3058 Upgrade)
Movement Points: 9
Cruising: 9
Flanking: 14
Movement Type: Hover
Engine Type: 140 Fusion

Tonnage: 35
Tech Base: Inner Sphere
Rules Level: Standard
Role: Striker

Weapons & Equipment Inventory

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

Ammor: (SRM 6) 15

BV: 706



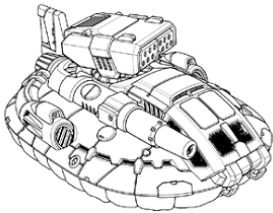
CREW DATA

Crew: Kiyomon Tanaka
Gunnery Skill: 4
Driving Skill: 5

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

CRITICAL DAMAGE

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

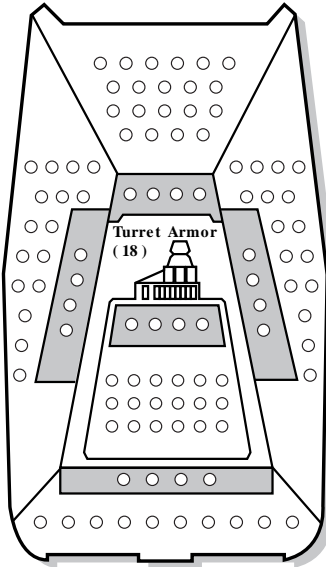


ARMOR DIAGRAM

Ferro-Fibrous

Front Armor
(20)

Left Side Armor (16)



Right Side Armor (16)

Rear Armor
(10)



TO-HIT MODIFIERS

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

MOVEMENT COSTS

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

GROUND COMBAT VEHICLE HIT LOCATION

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

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

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

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifier:

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

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

GROUND COMBAT VEHICLE CRITICALS TABLE

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

MOVEMENT RECORD

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

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

CLUSTER HITS TABLE

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

BATTLETECH™

WHEELED VEHICLE RECORD SHEET

VEHICLE DATA

Type: Hetzer Wheeled Assault Gun (LRM)
Movement Points: 4
Cruising: 4
Flanking: 6
Movement Type: Wheeled
Engine Type: 140 ICE

Tonnage: 40
Tech Base: Inner Sphere
Rules Level: Introductory
Role: Missile Boat

Weapons & Equipment Inventory		(hexes)					
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	LRM 15	FR	1/Msl	6	7	14	21
[M.C.S.]							

Ammo: (LRM 15) 32
Quirks: Narrow/Low Profile, Bad Reputation (Inner Sphere),
Poor Workmanship

BV: 624



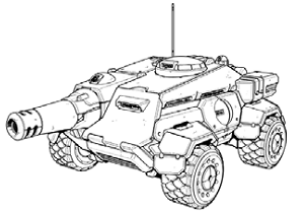
CREW DATA

Crew: Edouard Alicata
Gunnery Skill: 4
Driving Skill: 6

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

CRITICAL DAMAGE

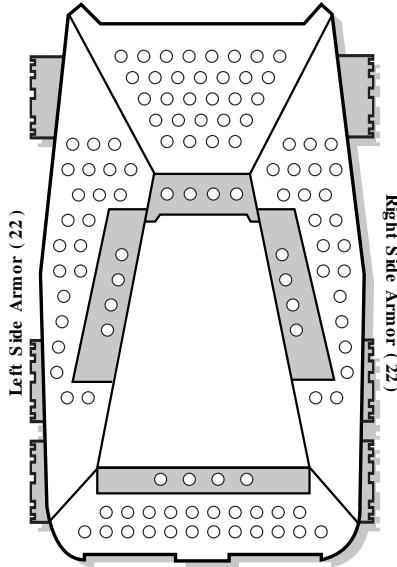
Engine Hit ☐
Sensor Hits ☐ ☐ ☐ ☐ ☐
Motive System Hits ☐ ☐ ☐ ☐ ☐
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐



ARMOR DIAGRAM

Standard Armor

Front Armor
(30)



Rear Armor
(22)



TO-HIT MODIFIERS

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

MOVEMENT COSTS

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

GROUND COMBAT VEHICLE HIT LOCATION

	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
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Vehicle Type Modifier:

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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

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MOVEMENT RECORD

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

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

CLUSTER HITS TABLE

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

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