

# BATTLETECH™

## TOTAL WARFARE RECORD SHEETS



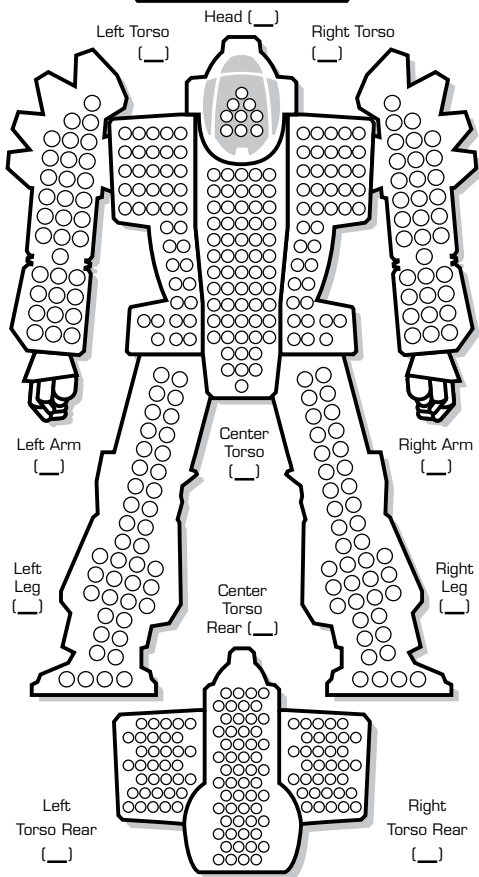
Cover Artist: Les Dorscheid  
First Publication: *BattleTech Manual*  
Year: 1987

**BLANK RECORD SHEETS**

# BATTLETECH™

## 'MECH RECORD SHEET

### ARMOR DIAGRAM



### MECH DATA

Type: \_\_\_\_\_

Movement Points: \_\_\_\_\_ Tonnage: \_\_\_\_\_

Walking: \_\_\_\_\_ Tech Base: \_\_\_\_\_

Running: \_\_\_\_\_ Clan

Jumping: \_\_\_\_\_ Inner Sphere

### WARRIOR DATA

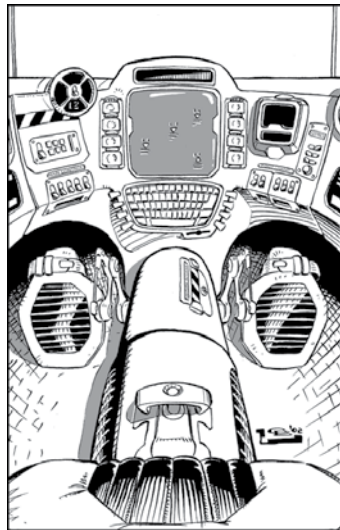
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

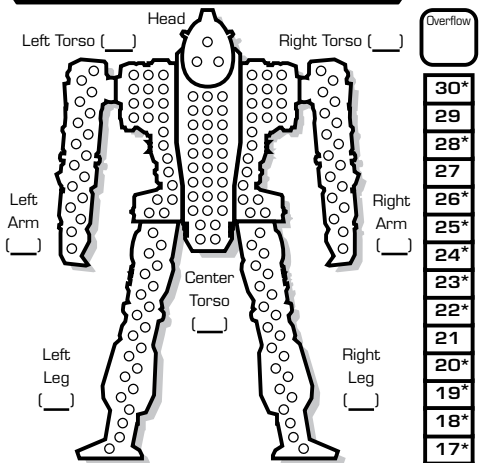
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng



Cost: \_\_\_\_\_ BV: \_\_\_\_\_

### INTERNAL STRUCTURE DIAGRAM



### Heat Scale

Heat Level	Effects
30*	Shutdown
29	Ammo Exp. avoid on 8+
28*	Shutdown, avoid on 10+
27	-5 Movement Points
26*	+4 Modifier to Fire
25*	Ammo Exp. avoid on 6+
24*	Shutdown, avoid on 8+
23*	-4 Movement Points
22*	Ammo Exp. avoid on 4+
21	Shutdown, avoid on 6+
20*	+3 Modifier to Fire
19*	-3 Movement Points
18*	Shutdown, avoid on 4+
17*	+2 Modifier to Fire
16	-2 Movement Points
15*	Shutdown, avoid on 2+
14*	+1 Modifier to Fire
13*	-1 Movement Points
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. _____	6. _____
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. _____	6. _____
<b>Center Torso</b>	1. Engine	2. Engine	3. Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. _____	2. _____	3. _____	4. _____	5. _____	6. _____
<b>Right Torso</b>	1. _____	2. _____	3. _____	4. _____	5. _____	6. _____
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. _____	6. _____
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. _____	6. _____

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

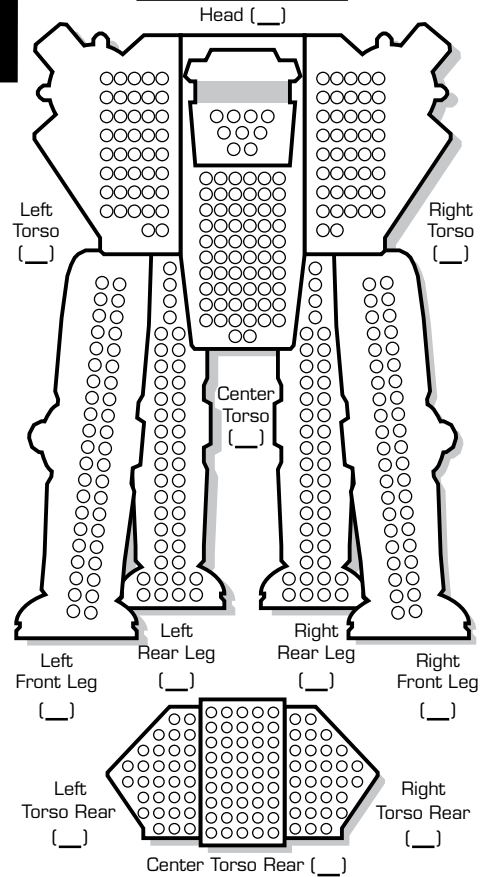
### HEAT DATA

Heat Level*	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

# BATTLETECH™

## FOUR-LEGGED 'MECH RECORD SHEET

### ARMOR DIAGRAM



### MECH DATA

Type: \_\_\_\_\_  
 Movement Points: \_\_\_\_\_ Tonnage: \_\_\_\_\_  
 Walking: \_\_\_\_\_ Tech Base: \_\_\_\_\_  
 Running: \_\_\_\_\_ Clan   
 Jumping: \_\_\_\_\_ Inner Sphere

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken 

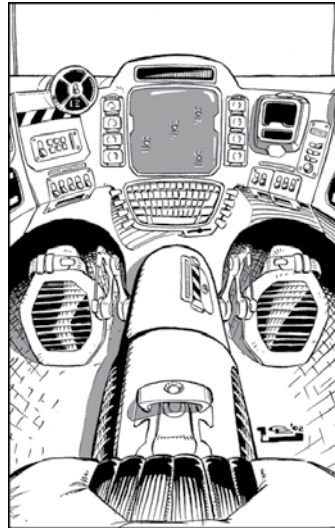
1	2	3	4	5	6
3	5	7	10	11	Dead

  
 Consciousness# \_\_\_\_\_

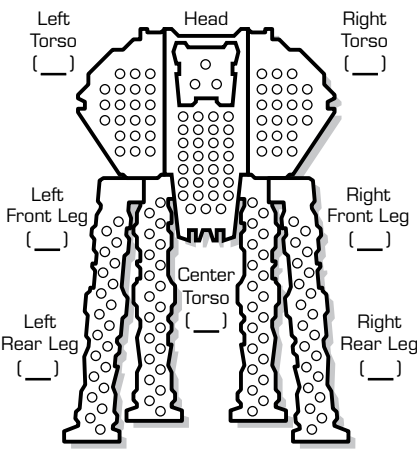
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng

Cost: \_\_\_\_\_ BV: \_\_\_\_\_



### INTERNAL STRUCTURE DIAGRAM



### Heat Scale

Heat Scale	Overflow
30*	<input type="checkbox"/>
29	<input type="checkbox"/>
28*	<input type="checkbox"/>
27	<input type="checkbox"/>
26*	<input type="checkbox"/>
25*	<input type="checkbox"/>
24*	<input type="checkbox"/>
23*	<input type="checkbox"/>
22*	<input type="checkbox"/>
21	<input type="checkbox"/>
20*	<input type="checkbox"/>
19*	<input type="checkbox"/>
18*	<input type="checkbox"/>
17*	<input type="checkbox"/>
16	<input type="checkbox"/>
15*	<input type="checkbox"/>
14*	<input type="checkbox"/>
13*	<input type="checkbox"/>
12	<input type="checkbox"/>
11	<input type="checkbox"/>
10*	<input type="checkbox"/>
9	<input type="checkbox"/>
8*	<input type="checkbox"/>
7	<input type="checkbox"/>
6	<input type="checkbox"/>
5*	<input type="checkbox"/>
4	<input type="checkbox"/>
3	<input type="checkbox"/>
2	<input type="checkbox"/>
1	<input type="checkbox"/>
0	<input type="checkbox"/>

### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. _____	5. Sensors	6. Life Support
<b>Left Front Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. _____	6. _____
<b>Right Front Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. _____	6. _____
<b>Center Torso</b>	1. Engine	2. Engine	3. Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. Gyro	2. Engine	3. Engine	4. Engine	5. _____	6. _____
<b>Right Torso</b>	1. _____	2. _____	3. _____	4. _____	5. _____	6. _____
<b>Left Rear Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. _____	6. _____
<b>Right Rear Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. _____	6. _____

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

**CATALYST** game labs

Damage Transfer Diagram

### HEAT DATA

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

Single  Double

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# BATTLETECH™



## PROTOMECH RECORD SHEET

**PROTOMECH 1**

Type: \_\_\_\_\_

Tons: \_\_\_\_\_

Movement Points:

Walk/Run/Jump

\_\_\_/\_\_\_/\_\_\_

**WEAPONS INVENTORY**

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	_____	_____	_____	_____	_____	_____
Right Arm:	_____	_____	_____	_____	_____	_____
Left Arm:	_____	_____	_____	_____	_____	_____
Torso A:	_____	_____	_____	_____	_____	_____
Torso B:	_____	_____	_____	_____	_____	_____
Ammo:	_____	_____	_____	_____	_____	_____

**HIT LOCATIONS AND CRITICAL HITS**

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	<input type="checkbox"/> no Long range shots

\*Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

**ARMOR DIAGRAM**

**PILOT DATA**

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Hits Taken

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

Consciousness #

Cost: \_\_\_\_\_

BV: \_\_\_\_\_

**PROTOMECH 2**

Type: \_\_\_\_\_

Tons: \_\_\_\_\_

Movement Points:

Walk/Run/Jump

\_\_\_/\_\_\_/\_\_\_

**WEAPONS INVENTORY**

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	_____	_____	_____	_____	_____	_____
Right Arm:	_____	_____	_____	_____	_____	_____
Left Arm:	_____	_____	_____	_____	_____	_____
Torso A:	_____	_____	_____	_____	_____	_____
Torso B:	_____	_____	_____	_____	_____	_____
Ammo:	_____	_____	_____	_____	_____	_____

**HIT LOCATIONS AND CRITICAL HITS**

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	<input type="checkbox"/> no Long range shots

\*Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

**ARMOR DIAGRAM**

**PILOT DATA**

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Hits Taken

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

Consciousness #

Cost: \_\_\_\_\_

BV: \_\_\_\_\_

**PROTOMECH 3**

Type: \_\_\_\_\_

Tons: \_\_\_\_\_

Movement Points:

Walk/Run/Jump

\_\_\_/\_\_\_/\_\_\_

**WEAPONS INVENTORY**

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	_____	_____	_____	_____	_____	_____
Right Arm:	_____	_____	_____	_____	_____	_____
Left Arm:	_____	_____	_____	_____	_____	_____
Torso A:	_____	_____	_____	_____	_____	_____
Torso B:	_____	_____	_____	_____	_____	_____
Ammo:	_____	_____	_____	_____	_____	_____

**HIT LOCATIONS AND CRITICAL HITS**

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	<input type="checkbox"/> no Long range shots

\*Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

**ARMOR DIAGRAM**

**PILOT DATA**

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Hits Taken

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

Consciousness #

Cost: \_\_\_\_\_

BV: \_\_\_\_\_

**PROTOMECH 4**

Type: \_\_\_\_\_

Tons: \_\_\_\_\_

Movement Points:

Walk/Run/Jump

\_\_\_/\_\_\_/\_\_\_

**WEAPONS INVENTORY**

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	_____	_____	_____	_____	_____	_____
Right Arm:	_____	_____	_____	_____	_____	_____
Left Arm:	_____	_____	_____	_____	_____	_____
Torso A:	_____	_____	_____	_____	_____	_____
Torso B:	_____	_____	_____	_____	_____	_____
Ammo:	_____	_____	_____	_____	_____	_____

**HIT LOCATIONS AND CRITICAL HITS**

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	<input type="checkbox"/> no Long range shots

\*Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

**ARMOR DIAGRAM**

**PILOT DATA**

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Hits Taken

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

Consciousness #

Cost: \_\_\_\_\_

BV: \_\_\_\_\_

**PROTOMECH 5**

Type: \_\_\_\_\_

Tons: \_\_\_\_\_

Movement Points:

Walk/Run/Jump

\_\_\_/\_\_\_/\_\_\_

**WEAPONS INVENTORY**

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	_____	_____	_____	_____	_____	_____
Right Arm:	_____	_____	_____	_____	_____	_____
Left Arm:	_____	_____	_____	_____	_____	_____
Torso A:	_____	_____	_____	_____	_____	_____
Torso B:	_____	_____	_____	_____	_____	_____
Ammo:	_____	_____	_____	_____	_____	_____

**HIT LOCATIONS AND CRITICAL HITS**

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	<input type="checkbox"/> no Long range shots

\*Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

**ARMOR DIAGRAM**

**PILOT DATA**

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Hits Taken

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

Consciousness #

Cost: \_\_\_\_\_

BV: \_\_\_\_\_

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# BATTLETECH™

## ARMOR DIAGRAM

BAR: \_\_\_\_\_ Front Armor

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: \_\_\_\_\_

Movement Points: \_\_\_\_\_ Tonnage: \_\_\_\_\_

Cruising: \_\_\_\_\_ Tech Base: \_\_\_\_\_

Flank: \_\_\_\_\_ Clan

Movement Type: \_\_\_\_\_ Inner Sphere

Engine Type: \_\_\_\_\_

---

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng

Cost: \_\_\_\_\_ BV: \_\_\_\_\_

### CREW DATA

Crew: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_

Commander Hit  +1 Driver Hit  +2  
Modifier to all Skill rolls      Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked  Engine Hit

Sensor Hits  +1  +2  +3  D

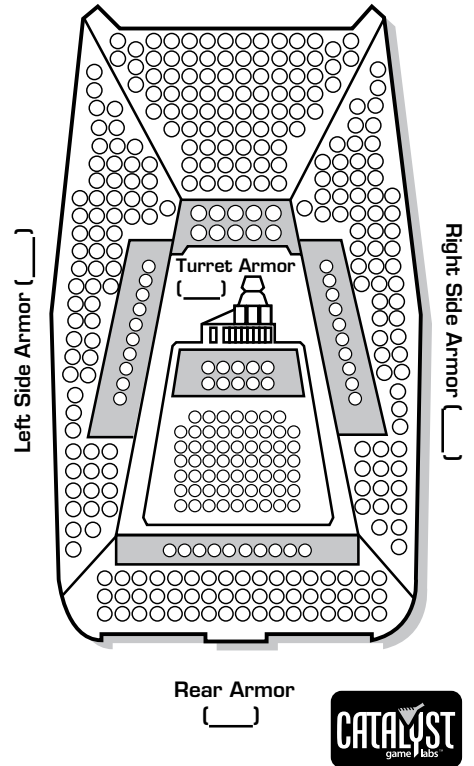
Motive System Hits  +1  +2  +3

Stabilizers

Front  Left  Right

Rear  Turret

### NOTES



### GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front †	Rear †	Side †
4	Front †	Rear †	Side †
5	Right Side †	Left Side †	Front †
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side †	Right Side †	Rear †
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡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.

<b>Attack Direction Modifier:</b>	<b>Vehicle Type Modifiers:</b>	
Hit from rear	+1 Tracked, Naval	+0
Hit from the sides	+2 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 CRITICAL HITS TABLE

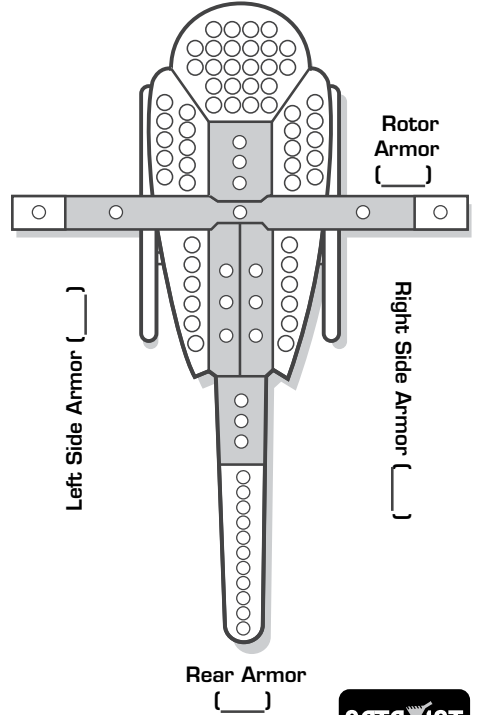
2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
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.

# BATTLETECH™

## ARMOR DIAGRAM

BAR: \_\_\_\_\_ Front Armor [ ]



## V.T.O.L. VEHICLE RECORD SHEET

### VEHICLE DATA

Type: \_\_\_\_\_

Movement Points: \_\_\_\_\_ Tonnage: \_\_\_\_\_

Cruising: \_\_\_\_\_ Tech Base: \_\_\_\_\_

Flank: \_\_\_\_\_ Clan

Engine Type: \_\_\_\_\_ Inner Sphere

### CREW DATA

Crew: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_

Co-Pilot Hit  +1 Pilot Hit  +2  
Modifier to all Skill rolls      Modifier to Driving Skill rolls

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng

### CRITICAL DAMAGE

Flight Stabilizer\*  +3 Engine Hit

Sensor Hits  +1  +2  +3  D

Stabilizers

Front  Left  Right  Rear

\*Move at Cruising speed only

### NOTES

Cost: \_\_\_\_\_ BV: \_\_\_\_\_



## VTOL COMBAT VEHICLE HIT LOCATION TABLE

	ATTACK DIRECTION		
	FRONT	REAR	SIDE
2*	Front (critical)	Rear (critical)	Side (critical)
3	Rotors†	Rotors†	Rotors†
4	Turret‡	Turret‡	Turret‡
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	Rotors†	Rotors†	Rotors†
11	Rotors†	Rotors†	Rotors†
12*	Rotors (critical)†	Rotors (critical)†	Rotors (critical)†

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the VTOL. For each such attack, apply damage normally to the armor in that section. The attacking player then immediately rolls once on the VTOL Combat Vehicle Critical Hits Table, below.

†Damage Value / 10 (round up); see *Rotor Hits*, p. 197, *Total Warfare*. Additionally, damage to rotors slows down the VTOL. Each hit reduces the VTOL's Cruising MP by 1, meaning that the controlling player must also recalculate Flank MP; multiply the new Cruising MP by 1.5 and round up. As with all damage, such movement penalties do not apply until the end of the phase in which the damage occurred.

‡ If the VTOL has no turret, a turret strike hits Rotors†

## VTOL ELEVATION TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Elevation															

Turn	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Elevation															

## PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

DIFFERENCE IN LEVELS	TYPES OF PHYSICAL ATTACK ALLOWED
-1 or lower	None
0	All except Punch
1-2	All except Kick
3	Club and Physical Weapons only
4+	None

## VTOL COMBAT VEHICLE CRITICAL HITS TABLE

	SIDE	LOCATION HIT REAR	ROTORS	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Co-Pilot Hit	Weapon Malfunction	Rotor Damage	Stabilizer
7	Weapon Malfunction	Cargo/Infantry Hit	Rotor Damage	Turret Jam
8	Stabilizer	Weapon Malfunction	Rotor Damage	Weapon Malfunction
9	Sensors	Weapon Destroyed	Flight Stabilizer Hit	Turret Lock
10	Pilot Hit	Engine Hit	Rotor Damage	Weapon Destroyed
11	Weapon Destroyed	Ammunition**	Flight Stabilizer Hit	Ammunition**
12	Crew Killed	Fuel Tank*	Rotors Destroyed	Turret Blown Off
			Rotors Destroyed	

\*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.  
 \*\*If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

# BATTLETECH™

## NAVAL VESSEL RECORD SHEET

### VEHICLE DATA

Type: \_\_\_\_\_  
 Movement Points: \_\_\_\_\_ Tonnage: \_\_\_\_\_  
 Cruising: \_\_\_\_\_ Tech Base: \_\_\_\_\_  
 Flank: \_\_\_\_\_ Clan:   
 Movement Type: \_\_\_\_\_ Inner Sphere   
 Engine Type: \_\_\_\_\_

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng

Cost: \_\_\_\_\_ BV: \_\_\_\_\_

### CREW DATA

Crew: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_  
 Commander Hit  +1 Driver Hit  +2  
Modifier to all Skill rolls      Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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

### NOTES

### NAVAL COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	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 Naval Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Naval 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). Apply damage at the end of the phase in which the damage takes effect.

§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 DMG. 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

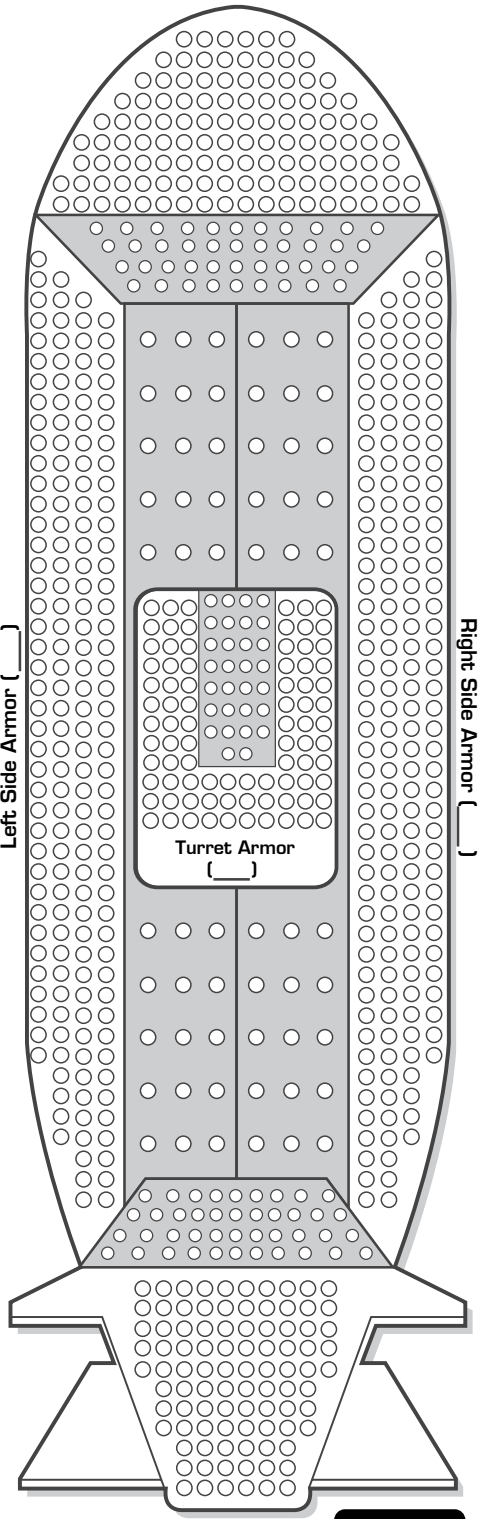
#### Vehicle Type Modifiers:

Naval	+0
Hydrofoil	+3

\*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.

### ARMOR DIAGRAM

BAR: \_\_\_\_\_ Front Armor



### NAVAL COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT	FRONT	SIDE	REAR	TURRET
2D6 Roll				
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.

### DEPTH TRACK

Turn	1	2	3	4	5	6	7	8	9	10
Depth										
Turn	11	12	13	14	15	16	17	18	19	20
Depth										

CATALYST  
game labs

BAR: \_\_\_\_\_

**AIRSHIP RECORD SHEET**
**AIRSHIP DATA**

Type: \_\_\_\_\_

Name: \_\_\_\_\_ Tonnage: \_\_\_\_\_

Thrust: \_\_\_\_\_ Tech Base: \_\_\_\_\_

Safe Thrust: \_\_\_\_\_ Clan

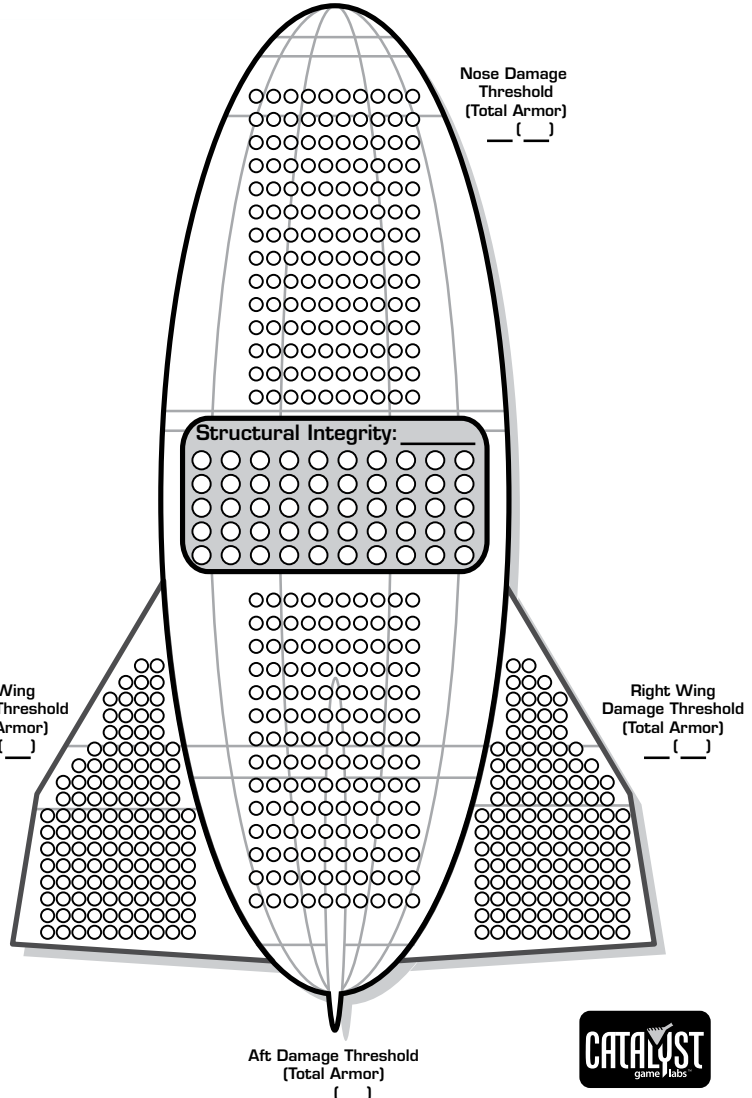
Maximum Thrust: \_\_\_\_\_ Inner Sphere

**Weapons & Equipment Inventory**

 Standard Scale (0-6) (6-12) (13-20) (21-25)  
 Qty Type Loc. Ht SRV MRV LRV ERV


Ammo: \_\_\_\_\_

Cost: \_\_\_\_\_ BV: \_\_\_\_\_


**NOTES**
**CREW DATA**

Gunnery Skill: \_\_\_\_ Piloting Skill: \_\_\_\_

Hits Taken 

1	2	3	4	5	6

Modifier 

+1	+2	+3	+4	+5	Incp.

Crew: \_\_\_\_\_ Marines: \_\_\_\_\_

Passengers: \_\_\_\_\_ Elementals: \_\_\_\_\_

Other: \_\_\_\_\_ Battle Armor: \_\_\_\_\_

Life Boats/Escapes Pods: \_\_\_\_ / \_\_\_\_

**CRITICAL DAMAGE**

Avionics	+1	+2	+5	Gear	+5	
FCS	+2	+4	D	Life Support	+2	
Sensors	+1	+2	+5			
Thrusters						
Left	+1	+2	+3	D		
Right	+1	+2	+3	D		
Engine	-1	-2	-3	-4	-5	D

**VELOCITY RECORD**

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

**AIRSHIP VELOCITY TABLE**

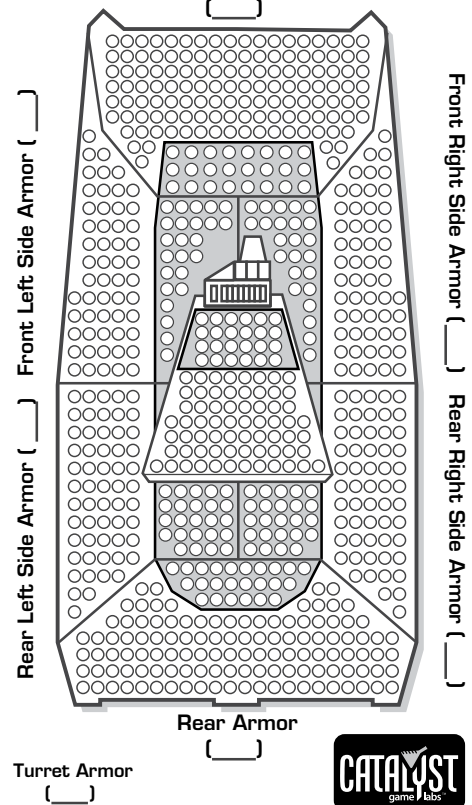
Current Velocity	Thrust Points per Cycle Turn			
	1	2	3	4
0.25	1			
0.5	1			
0.75	1			
1	1	1	1	1
1.25	2	1	1	1
1.5	2	1	1	1
1.75	2	1	1	1
2	2	2	2	2
2.25	3	2	2	2
2.5	3	3	3	3
2.75	3	3	3	3
3	3	3	3	3



# BATTLETECH™

## ARMOR DIAGRAM

BAR: \_\_\_\_\_ Front Armor



## LARGE GROUND SUPPORT VEHICLE RECORD SHEET

### VEHICLE DATA

Type: \_\_\_\_\_  
 Movement Points: \_\_\_\_\_ Tonnage: \_\_\_\_\_  
 Cruising: \_\_\_\_\_ Tech Base: \_\_\_\_\_  
 Flank: \_\_\_\_\_ Clan   
 Movement Type: \_\_\_\_\_ Inner Sphere   
 Engine Type: \_\_\_\_\_

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng

Cost: \_\_\_\_\_ BV: \_\_\_\_\_

### CREW DATA

Crew: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_  
 Commander Hit +1 Driver Hit +2  
Modifier to all Skill rolls Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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

### NOTES

### LARGE GROUND SUPPORT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION			
	FRONT	REAR	FRONT SIDE	REAR SIDE
2*	Front (critical)	Rear (critical)	Side (critical)§	Side (critical)§
3	Right Side†	Left Side†	Front†	Rear†
4	Front†	Rear†	Side†	Side†
5	Front†	Rear†	Side	Side
6	Front	Rear	Side	Side
7	Front	Rear	Side	Side
8	Front	Rear	Side (critical)*	Side (critical)*
9	Front†	Rear†	Side†	Side†
10	Turret	Turret	Turret	Turret
11	Turret	Turret	Turret	Turret
12*	Turret (critical)	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. 194 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). Apply damage at the end of the phase in which the damage takes effect.  
 §If the attack hits the front right or left side, all Front side results strike the front armor, while Rear Side results strike the rear right or rear left 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 Modifiers:	
Hit from rear	+1	Tracked, Naval +0
Hit from the sides	+2	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.

### LARGE GROUND SUPPORT VEHICLE CRITICAL HITS TABLE

2D6 Roll	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.



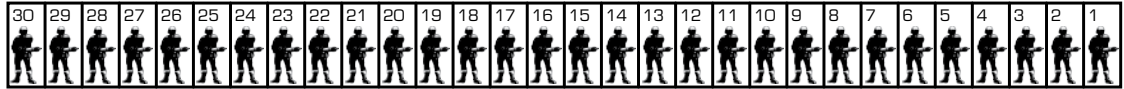
# BATTLETECH™



## GENERIC CONVENTIONAL INFANTRY RECORD SHEET

### CONVENTIONAL INFANTRY: PLATOON/POINT 1

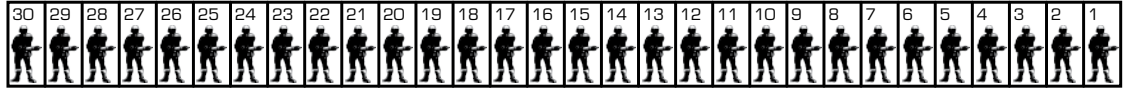
Gunnery Skill: \_\_\_\_\_  
Anti-Mech Skill: \_\_\_\_\_



Movement MP: \_\_\_\_\_ Type: \_\_\_\_\_

### CONVENTIONAL INFANTRY: PLATOON/POINT 2

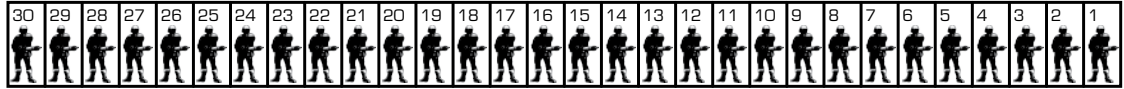
Gunnery Skill: \_\_\_\_\_  
Anti-Mech Skill: \_\_\_\_\_



Movement MP: \_\_\_\_\_ Type: \_\_\_\_\_

### CONVENTIONAL INFANTRY: PLATOON/POINT 3

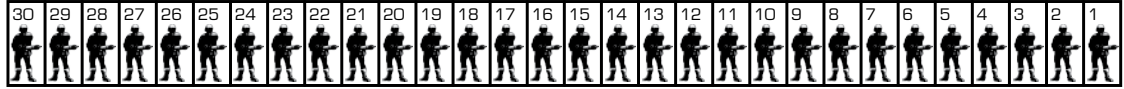
Gunnery Skill: \_\_\_\_\_  
Anti-Mech Skill: \_\_\_\_\_



Movement MP: \_\_\_\_\_ Type: \_\_\_\_\_

### CONVENTIONAL INFANTRY: PLATOON/POINT 4

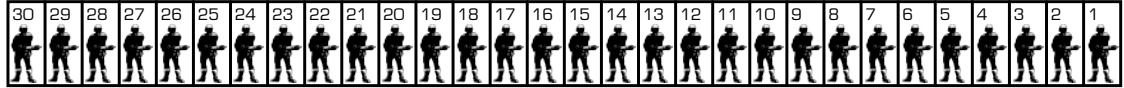
Gunnery Skill: \_\_\_\_\_  
Anti-Mech Skill: \_\_\_\_\_



Movement MP: \_\_\_\_\_ Type: \_\_\_\_\_

### CONVENTIONAL INFANTRY: PLATOON/POINT 5

Gunnery Skill: \_\_\_\_\_  
Anti-Mech Skill: \_\_\_\_\_



Movement MP: \_\_\_\_\_ Type: \_\_\_\_\_

### CONVENTIONAL INFANTRY DAMAGE TABLE

MAX WEAPON DAMAGE PER PLATOON/POINT TYPE*	NUMBER OF TROOPERS																													
	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
Rifle, Ballistic	16	15	15	14	14	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1
Rifle, Energy	8	8	8	8	7	7	6	6	6	6	5	5	5	4	4	4	4	3	3	3	3	2	2	2	1	1	1	1	0	
Machine Gun	17	16	16	15	15	14	13	13	12	12	11	11	10	10	9	8	8	7	7	6	6	5	4	4	3	3	2	2	1	1
SRM	15	14	14	13	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0
LRM	13	12	12	11	11	10	10	9	9	9	8	8	7	7	6	6	6	5	5	4	4	3	3	3	2	2	1	1	1	0
Flamer	14	14	14	13	12	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0

\*Damage is always applied in 2-point Damage Value groupings

### CONVENTIONAL INFANTRY RANGE MODIFIER TABLE

WEAPON TYPE	RANGE IN HEXES (TO-HIT MODIFIER)									
	0	1	2	3	4	5	6	7	8	9
Rifle, Ballistic	-2	0	+2	+4	—	—	—	—	—	—
Rifle, Energy	-2	0	0	+2	+2	+4	—	—	—	—
Machine Guns	-2	0	+2	+4	—	—	—	—	—	—
SRM	-1	0	0	+2	+2	+4	+4	—	—	—
LRM	-1	0	0	0	+2	+2	+4	+4	—	—
Flamer	-1	0	+2	+4	—	—	—	—	—	—

### BURST-FIRE WEAPON DAMAGE VS. CONVENTIONAL INFANTRY TABLE

\*MECHS, PROTOMECHS AND VEHICLES

WEAPON	DAMAGE vs. CONVENTIONAL INFANTRY
AP Gauss Rifle	2D6
Light Machine Gun	1D6
Machine Gun	2D6
Heavy Machine Gun	3D6
Small/Micro Pulse Laser	2D6
Flamer	4D6

### BATTLE ARMOR

WEAPON	DAMAGE vs. CONVENTIONAL INFANTRY
Light Machine Gun	1D6/2 (round up)
Machine Gun	1D6
Heavy Machine Gun	2D6
Flamer	3D6
Light Recoilless Rifle	1D6
Medium Recoilless Rifle	2D6
Heavy Recoilless Rifle	2D6
Light Mortar	1D6
Heavy Mortar	1D6
Automatic Grenade Launcher	1D6/2 (round up)
Heavy Grenade Launcher	1D6

### NON-INFANTRY WEAPON DAMAGE AGAINST INFANTRY TABLE

WEAPON TYPE*	NUMBER OF CONVENTIONAL TROOPERS HIT†
Direct Fire (Ballistic or Energy)	Damage Value / 10
Cluster (Ballistic)	Damage Value / 10 + 1
Pulse**	Damage Value / 10 + 2
Cluster (Missile)	Damage Value / 5
Area-Effect (AE)	Damage Value / .5
Burst-Fire	See Burst-Fire Weapons Table
Heat-Effect Weapons	See Heat-Effect Weapons‡

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

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

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

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





### CONVENTIONAL INFANTRY: PLATOON/POINT 1

Gunnery Skill: \_\_\_\_\_

Anti-Mech Skill: \_\_\_\_\_

Max Weapon Damage\* \_\_\_\_\_

	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	
Range	0	1	2	3	4	5	6	RANGE IN HEXES (TO-HIT MODIFIER)										14	15	16	17	18	19	20	21						
Range Modifier	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____

\*Damage is always applied in 2-point Damage Value groupings

Movement MP: \_\_\_\_\_ Type: \_\_\_\_\_

### CONVENTIONAL INFANTRY: PLATOON/POINT 2

Gunnery Skill: \_\_\_\_\_

Anti-Mech Skill: \_\_\_\_\_

Max Weapon Damage\* \_\_\_\_\_

	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	
Range	0	1	2	3	4	5	6	RANGE IN HEXES (TO-HIT MODIFIER)										14	15	16	17	18	19	20	21						
Range Modifier	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____

\*Damage is always applied in 2-point Damage Value groupings

Movement MP: \_\_\_\_\_ Type: \_\_\_\_\_

### CONVENTIONAL INFANTRY: PLATOON/POINT 3

Gunnery Skill: \_\_\_\_\_

Anti-Mech Skill: \_\_\_\_\_

Max Weapon Damage\* \_\_\_\_\_

	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	
Range	0	1	2	3	4	5	6	RANGE IN HEXES (TO-HIT MODIFIER)										14	15	16	17	18	19	20	21						
Range Modifier	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____

\*Damage is always applied in 2-point Damage Value groupings

Movement MP: \_\_\_\_\_ Type: \_\_\_\_\_

### CONVENTIONAL INFANTRY: PLATOON/POINT 4

Gunnery Skill: \_\_\_\_\_

Anti-Mech Skill: \_\_\_\_\_

Max Weapon Damage\* \_\_\_\_\_

	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	
Range	0	1	2	3	4	5	6	RANGE IN HEXES (TO-HIT MODIFIER)										14	15	16	17	18	19	20	21						
Range Modifier	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____

\*Damage is always applied in 2-point Damage Value groupings

Movement MP: \_\_\_\_\_ Type: \_\_\_\_\_

### BURST-FIRE WEAPON DAMAGE VS. CONVENTIONAL INFANTRY TABLE

*'MECHS, PROTOMECHS AND VEHICLES*

WEAPON	DAMAGE vs. CONVENTIONAL INFANTRY
AP Gauss Rifle	2D6
Light Machine Gun	1D6
Machine Gun	2D6
Heavy Machine Gun	3D6
Small/Micro Pulse Laser	2D6
Flamer	4D6

*BATTLE ARMOR*

WEAPON	DAMAGE vs. CONVENTIONAL INFANTRY
Light Machine Gun	1D6/2 (round up)
Machine Gun	1D6
Heavy Machine Gun	2D6
Flamer	3D6
Light Recoilless Rifle	1D6
Medium Recoilless Rifle	2D6
Heavy Recoilless Rifle	2D6
Light Mortar	1D6
Heavy Mortar	1D6
Automatic Grenade Launcher	1D6/2 (round up)
Heavy Grenade Launcher	1D6

### NON-INFANTRY WEAPON DAMAGE AGAINST INFANTRY TABLE

WEAPON TYPE*	NUMBER OF CONVENTIONAL TROOPERS HIT†
Direct Fire (Ballistic or Energy)	Damage Value / 10
Cluster (Ballistic)	Damage Value / 10 + 1
Pulse**	Damage Value / 10 + 2
Cluster (Missile)	Damage Value / 5
Area-Effect (AE)	Damage Value / 5
Burst-Fire	See Burst-Fire Weapons Table
Heat-Effect Weapons	See Heat-Effect Weapons‡

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

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

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

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



# BATTLETECH™



## BATTLE ARMOR RECORD SHEET

### BATTLE ARMOR: SQUAD/POINT 1

Type: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_

Ground MP: \_\_\_\_\_ Other MP ( \_\_\_\_\_ ): \_\_\_\_\_

Weapons & Equip. Dmg Min Sht Med Lng

\_\_\_\_\_

\_\_\_\_\_

Mechanized:  Swarm:  Leg:  AP:

Armor: \_\_\_\_\_ (\_\_\_\_/\_\_\_\_/\_\_\_\_)

1 ○○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○○○

6 ○○○○○○○○○○○○○○○○○○○○○

### LEG ATTACKS TABLE

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

### BATTLE ARMOR: SQUAD/POINT 2

Type: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_

Ground MP: \_\_\_\_\_ Other MP ( \_\_\_\_\_ ): \_\_\_\_\_

Weapons & Equip. Dmg Min Sht Med Lng

\_\_\_\_\_

\_\_\_\_\_

Mechanized:  Swarm:  Leg:  AP:

Armor: \_\_\_\_\_ (\_\_\_\_/\_\_\_\_/\_\_\_\_)

1 ○○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○○○

6 ○○○○○○○○○○○○○○○○○○○○○

### SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

### BATTLE ARMOR: SQUAD/POINT 3

Type: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_

Ground MP: \_\_\_\_\_ Other MP ( \_\_\_\_\_ ): \_\_\_\_\_

Weapons & Equip. Dmg Min Sht Med Lng

\_\_\_\_\_

\_\_\_\_\_

Mechanized:  Swarm:  Leg:  AP:

Armor: \_\_\_\_\_ (\_\_\_\_/\_\_\_\_/\_\_\_\_)

1 ○○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○○○

6 ○○○○○○○○○○○○○○○○○○○○○

### SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR 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: SQUAD/POINT 4

Type: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_

Ground MP: \_\_\_\_\_ Other MP ( \_\_\_\_\_ ): \_\_\_\_\_

Weapons & Equip. Dmg Min Sht Med Lng

\_\_\_\_\_

\_\_\_\_\_

Mechanized:  Swarm:  Leg:  AP:

Armor: \_\_\_\_\_ (\_\_\_\_/\_\_\_\_/\_\_\_\_)

1 ○○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○○○

6 ○○○○○○○○○○○○○○○○○○○○○

### BATTLE ARMOR EQUIPMENT

Claws with magnets -1

### SITUATION \*

'Mech prone -2

'Mech or vehicle immobile -4

Vehicle -2

\*Modifiers are cumulative

### BATTLE ARMOR: SQUAD/POINT 5

Type: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_

Ground MP: \_\_\_\_\_ Other MP ( \_\_\_\_\_ ): \_\_\_\_\_

Weapons & Equip. Dmg Min Sht Med Lng

\_\_\_\_\_

\_\_\_\_\_

Mechanized:  Swarm:  Leg:  AP:

Armor: \_\_\_\_\_ (\_\_\_\_/\_\_\_\_/\_\_\_\_)

1 ○○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○○○

6 ○○○○○○○○○○○○○○○○○○○○○

### SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED 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

### TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE 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

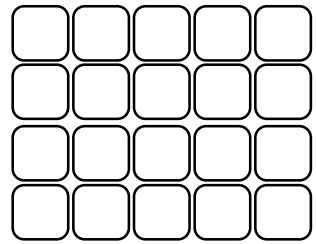
TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)

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

# BATTLETECH™

## CONVENTIONAL FIGHTER RECORD SHEET

### EXTERNAL STORES/BOMBS



Key:-  
 HE - High Explosive  
 LG - Laser Guided  
 C - Cluster  
 RL - Rocket Launcher

### FIGHTER DATA

Type: \_\_\_\_\_

Thrust: \_\_\_\_\_ Tonnage: \_\_\_\_\_

Safe Thrust: \_\_\_\_\_ Tech Base: \_\_\_\_\_

Maximum Thrust: \_\_\_\_\_ Clan

VSTOL  STOL  Inner Sphere

### Weapons & Equipment Inventory

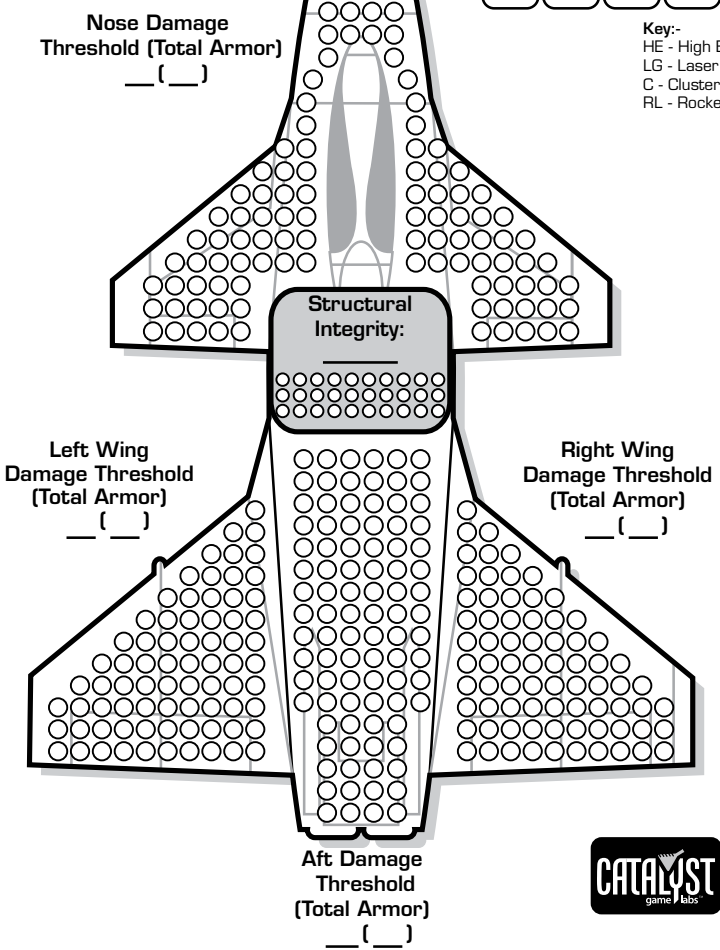
Standard Scale (0-6) (6-12) (13-20) (21-25)

Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV

Cost: \_\_\_\_\_ BV: \_\_\_\_\_

### ARMOR DIAGRAM

BAR: \_\_\_\_\_



### NOTES

Empty area for notes.



### CRITICAL DAMAGE

Avionics +1 +2 +5 Engine 2 4 D

FCS +2 +4 D Gear +5

Sensors +1 +2 +5 Life Support +2

### PILOT DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### GROUND MAP STRAIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)

VELOCITY	FIGHTER	SMALL CRAFT AND FIXED WING SUPPORT VEHICLES
1	8	8
2	12	14
3	16	20
4	20	26
5	24	32
6	28	38
7	32	44
8	36	50
9	40	56
10	44	62
11	48	68
12	52	74

Velocity above 12 is not possible on ground maps.

### VELOCITY RECORD

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

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

### FIGHTER RETURN TABLE

SAFE THRUST	TURNS BEFORE RETURN
1-4	3
5-8	2
9-12	1
13+	0

# BATTLETECH™

## AEROSPACE FIGHTER RECORD SHEET

### EXTERNAL STORES/BOMBS


**Key:-**  
 HE - High Explosive  
 LG - Laser Guided  
 C - Cluster  
 RL - Rocket Launcher

### FIGHTER DATA

Type: \_\_\_\_\_

Thrust: \_\_\_\_\_ Tonnage: \_\_\_\_\_

Safe Thrust: \_\_\_\_\_ Tech Base: \_\_\_\_\_

Maximum Thrust: \_\_\_\_\_ Clan

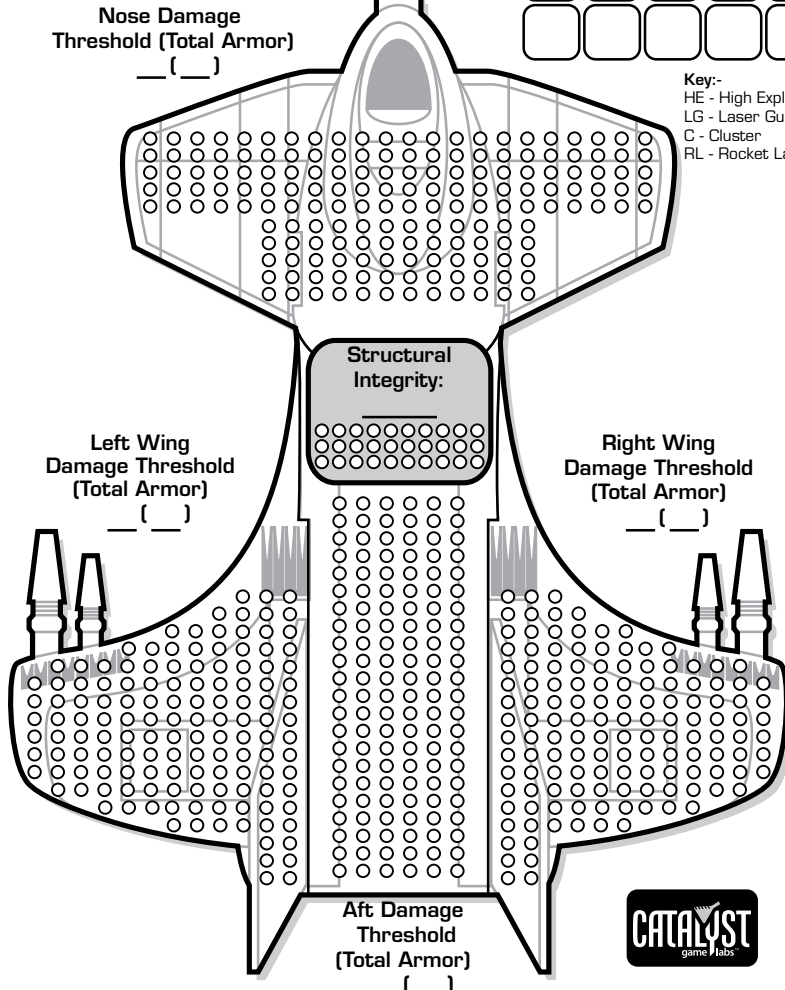
Inner Sphere

### Weapons & Equipment Inventory

Standard Scale	(0-6)	(6-12)	(13-20)	(21-25)		
Qty Type	Loc.	Ht	SRV	MRV	LRV	ERV

Cost: \_\_\_\_\_ BV: \_\_\_\_\_

### ARMOR DIAGRAM



### NOTES

Blank area for notes.

### 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 DAMAGE

Avionics +1 +2 +5 Engine 2 4 D

FCS +2 +4 D Gear +5

Sensors +1 +2 +5 Life Support +2

### PILOT DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	_____ ( ____ )
28	Ammo Exp. avoid on 8+	
27	Pilot Damage, avoid on 9+	<input type="checkbox"/>
26	Shutdown, avoid on 10+	<input type="checkbox"/>
25	Random Movement, avoid on 10+	<input type="checkbox"/>
24	+4 Modifier to Fire	<input type="checkbox"/>
23	Ammo Exp. avoid on 6+	<input type="checkbox"/>
22	Shutdown, avoid on 8+	<input type="checkbox"/>
21	Pilot Damage, avoid on 6+	<input type="checkbox"/>
20	Random Movement, avoid on 8+	<input type="checkbox"/>
19	Ammo, Exp. avoid on 4+	<input type="checkbox"/>
18	Shutdown, avoid on 6+	Single <input type="checkbox"/>
17	+3 Modifier to Fire	Double <input type="checkbox"/>
15	Random Movement, avoid on 7+	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	Random Movement, avoid on 6+	
8	+1 Modifier to Fire	
5	Random Movement, avoid on 5+	

### VELOCITY RECORD

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

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







# BATTLETECH™

Nose Damage Threshold (Total Armor) \_\_\_ ( )

ARMOR DIAGRAM

Standard Scale



## AERODYNE DROPSHIP RECORD SHEET

### DROPSHIP DATA

Type: \_\_\_\_\_  
Name: \_\_\_\_\_ Tonnage: \_\_\_\_\_  
Thrust: \_\_\_\_\_ Tech Base: \_\_\_\_\_  
Safe Thrust: \_\_\_\_\_ Clan   
Maximum Thrust: \_\_\_\_\_ Inner Sphere   
Fighters/Small Craft: \_\_\_/\_\_\_ Launch Rate: \_\_\_\_\_

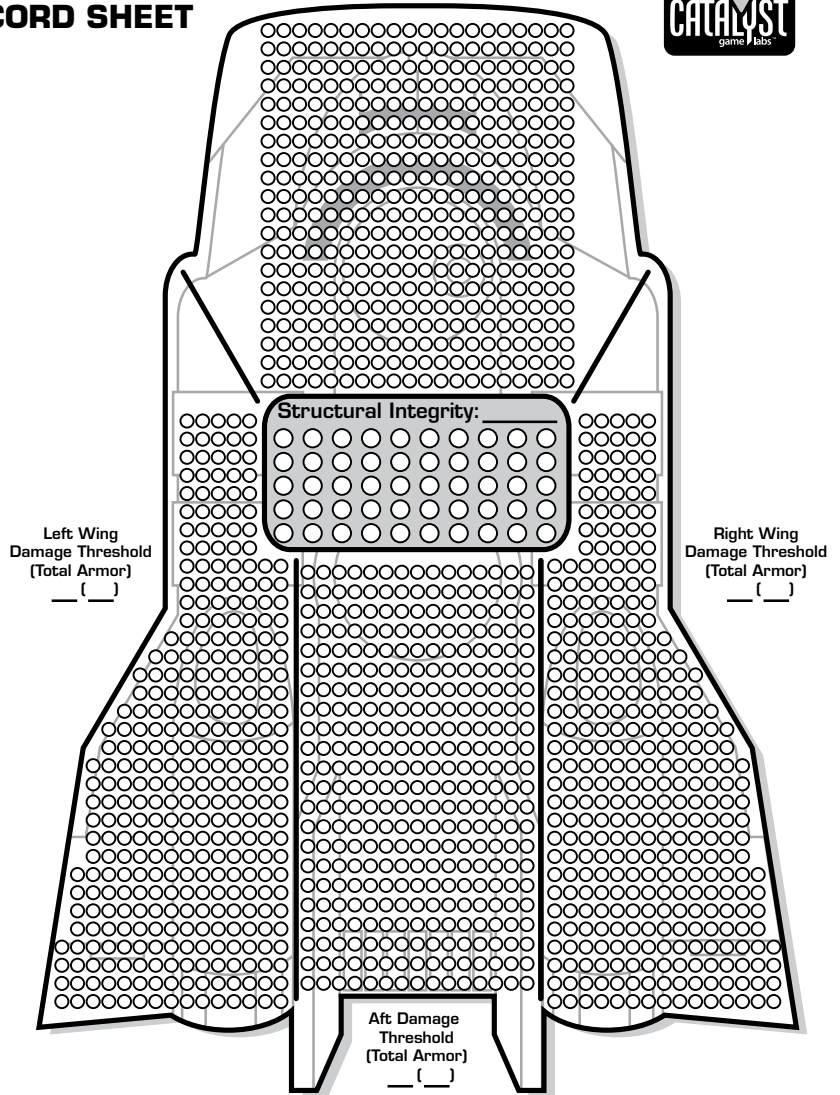
### Weapons & Equipment Inventory

Capital Scale (1-12) (13-24) (25-40) (41-50)  
Standard Scale (1-6) (6-12) (13-20) (21-25)  
Bay Loc SRV MRV LRV ERV

_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Ammo: \_\_\_\_\_

Cost: \_\_\_\_\_ BV: \_\_\_\_\_



Left Wing Damage Threshold (Total Armor) \_\_\_ ( )

Right Wing Damage Threshold (Total Armor) \_\_\_ ( )

Structural Integrity: \_\_\_\_\_

Aft Damage Threshold (Total Armor) \_\_\_ ( )

### NOTES

### CREW DATA

Gunnery Skill: \_\_\_ Piloting Skill: \_\_\_  
Hits Taken 

1	2	3	4	5	6
---	---	---	---	---	---

  
Modifier 

+1	+2	+3	+4	+5	Incp.
----	----	----	----	----	-------

  
Crew: \_\_\_\_\_ Marines: \_\_\_\_\_  
Passengers: \_\_\_\_\_ Elementals: \_\_\_\_\_  
Other: \_\_\_\_\_ Battle Armor: \_\_\_\_\_  
Life Boats/Escape Pods: \_\_\_/\_\_\_

### CRITICAL DAMAGE

Avionics 

+1	+2	+5
----	----	----

 Gear 

+5
----

  
FCS 

+2	+4	D
----	----	---

 Life Support 

+2
----

  
Sensors 

+1	+2	+5
----	----	----

 K-F Boom 

D
---

  
Thrusters 

+1	+2	+3	D
+1	+2	+3	D

 Docking Collar 

D
---

  
Engine 

-1	-2	-3	-4	-5	D
----	----	----	----	----	---

### VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

### HEAT DATA

Heat Sinks: \_\_\_\_\_ Heat Generation Per Arc  
\_\_\_\_ ( ) Nose: \_\_\_\_\_ Aft: \_\_\_\_\_  
Single  Left Wing: \_\_\_\_\_ Right Wing: \_\_\_\_\_  
Double  Fwd: \_\_\_\_\_ Fwd: \_\_\_\_\_  
Aft: \_\_\_\_\_ Aft: \_\_\_\_\_

# BATTLETECH™

**ARMOR DIAGRAM**

Standard Scale

## SPHEROID DROPSHIP RECORD SHEET

### DROPSHIP DATA

Type: \_\_\_\_\_  
 Name: \_\_\_\_\_ Tonnage: \_\_\_\_\_  
 Thrust: \_\_\_\_\_ Tech Base: \_\_\_\_\_  
 Safe Thrust: \_\_\_\_\_ Clan   
 Maximum Thrust: \_\_\_\_\_ Inner Sphere   
 Fighters/Small Craft: \_\_\_\_/\_\_\_\_ Launch Rate: \_\_\_\_\_

### Weapons & Equipment Inventory

Capital Scale (1-12) (13-24) (25-40) (41-50)  
 Standard Scale (1-6) (6-12) (13-20) (21-25)  
 Bay Loc SRV MRV LRV ERV


Ammo: \_\_\_\_\_

Cost: \_\_\_\_\_

BV: \_\_\_\_\_

Left Damage Threshold (Total Armor) \_\_\_\_\_

Right Damage Threshold (Total Armor) \_\_\_\_\_

Structural Integrity: \_\_\_\_\_

Aft Damage Threshold (Total Armor) \_\_\_\_\_



### NOTES

### CREW DATA

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken 

1	2	3	4	5	6
---	---	---	---	---	---

Modifier 

+1	+2	+3	+4	+5	Incp.
----	----	----	----	----	-------

Crew: \_\_\_\_\_ Marines: \_\_\_\_\_  
 Passengers: \_\_\_\_\_ Elementals: \_\_\_\_\_  
 Other: \_\_\_\_\_ Battle Armor: \_\_\_\_\_

Life Boats/Escape Pods: \_\_\_\_/\_\_\_\_

### CRITICAL DAMAGE

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

### VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

### HEAT DATA

Heat Sinks: \_\_\_\_\_ Heat Generation Per Arc \_\_\_\_\_  
 \_\_\_\_\_ (\_\_\_\_) Nose: \_\_\_\_\_ Aft: \_\_\_\_\_  
 Single  Fore-Left: \_\_\_\_\_ Aft-Left: \_\_\_\_\_  
 Double  Fore-Right: \_\_\_\_\_ Aft-Right: \_\_\_\_\_