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TOTAL WARFARE RECORD SHEETS





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

**BLANK RECORD SHEETS** 

#### ARMOR DIAGRAM LETECH Left Torso Right Torso 'MECH RECORD SHEET WARRIOR DATA 'MECH DATA Type: Name: **Movement Points:** Tonnage: Gunnery Skill: Piloting Skill: Walking: Tech Base: Hits Taken 1 2 3 4 5 Running: Clan Consciousness# 3 5 7 10 11 Dead Jumping: Inner Sphere Weapons & Equipment Inventory (hexes) Loc Ht Dmg Min Sht Med Lng Center Left Arm Right Arm Left. Right Leg Center Torso Rear (\_ 0000 0000 Left Right BV: Torso Rear Torso Rear **CRITICAL HIT TABLE** Heat INTERNAL STRUCTURE DIAGRAM Scale Head Left Arm Right Arm Life Support Right Torso ( 1. Shoulder 1. Shoulder Sensors **Upper Arm Actuator** 3. Cockpit **Upper Arm Actuator** 30\* Lower Arm Actuator Lower Arm Actuator 1-3 <sub>4.</sub> 1-3 4. 29 **Hand Actuator** Sensors Hand Actuator 28 Life Support 5 27 Center Torso 26 Right Engine Arm Arm 25 2. Engine 3. 4-6 4-6 24 **Engine** 4 1-3 4. Gyro 23 5. Torso Gyro 6. 22, Gyro 21 Left. Right Gyro 20\* Leg Leg Left Torso 2. Engine Right Torso 19 Engine 4-6 18 Engine 17 3. 1-3 1-3 16 DATA 5. 15 Engine Hits OOO 6. Heat Sinks: 14\* Heat Gyro Hits OO Effects Level\* 13\* Shutdown Sensor Hits OO 2. 12 000 28 Ammo Exp. avoid on 8+ Life Support O 3. 3. 4-6 4-6 26 Shutdown, avoid on 10+ 11 4 25 -5 Movement Points 10\* 5. 5. 24 23 22 +4 Modifier to Fire 9 6. Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ ÕÕ 8\* -4 Movement Points 20 7 Ammo Exp. avoid on 4+ Right Leg Left Leg Shutdown, avoid on 6+ 6 +3 Modifier to Fire -3 Movement Points 1. Hip 5\* 000 15 Upper Leg Actuator Upper Leg Actuator 4 Shutdown, avoid on 4+ +2 Modifier to Fire 000 14 Lower Leg Actuator Lower Leg Actuator 13 3 4. Foot Actuator Foot Actuator 10 -2 Movement Points Single 2 5. 5. 8 +1 Modifier to Fire Damage Transfer

6.

Diagram

6.

Double

-1 Movement Points

1

#### ARMOR DIAGRAM Head ( ) 00000 00000 00000 00000 0000 FOUR-LEGGED 'MECH RECORD SHEET 00000 000 00000 00000 WARRIOR DATA MECH DATA 00000 000000 00000 00000 00000 Type: Left Right Name: 00000 Torso Torso **Movement Points:** Gunnery Skill: Piloting Skill: Tonnage: Walking: Tech Base: Hits Taken 1 2 3 4 5 Clan Running: Consciousness# 3 5 7 10 11 Dead **Inner Sphere** Jumping: Weapons & Equipment Inventory (hexes) Center Loc Ht Dmg Qty Type Min Sht Med Lng Torso Left Right Rear Leg Rear Leg Left Riaht Front Leg Front Leg Left Right Torso Rear Torso Rear BV: Center Torso Rear ( CRITICAL HIT TABLE Heat INTERNAL STRUCTURE DIAGRAM Scale Head Head Right Life Support Torso Torso Sensors 3. Cockpit 30\* 0 0 Left Front Leg Right Front Leg 29 Sensors 1. Hip 1. Hip 28\* Life Support Upper Leg Actuator Upper Leg Actuator 27 Lower Leg Actuator Lower Leg Actuator 3. Center Torso 4. Foot Actuator Foot Actuator Left Right 26 1. Engine Front Leg 5. 5. Front Leg 25\* 2. Engine 6. 6. 24\* **Engine** 1-3 4. Gyro 23 5. Gyro Torso 22, 6. Gyro Right Left 21 Rear Leg Rear Leg 1. Gyro 20\* Left Torso 2. Engine Right Torso 19 3. Engine 4-6 18\* 4. Engine 2. 17 5. 3. 3. 1-3 6. 1-3 16 4 4 DATA 5. 5 15 Engine Hits OOO 6. 6. Heat Sinks: 14\* Heat Gyro Hits O O Level\* Effects 13\* Shutdown Sensor Hits O O 30 2. 2. 12 000 28 Ammo Exp. avoid on 8+ 3. Life Support O 3. 4-6 4-6 26 Shutdown, avoid on 10+ 11 4 4 25 -5 Movement Points 10\* 5. 5. 24 +4 Modifier to Fire 9 6. 6. 23 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ ŌŌŌ 8\* 20 -4 Movement Points ŎŎŎ 7 19 Ammo Exp. avoid on 4+ CATALYST Left Rear Leg Right Rear Leg 6 18 Shutdown, avoid on 6+ 000 +3 Modifier to Fire 1. Hip 5\* 000 -3 Movement Points Upper Leg Actuator Upper Leg Actuator 15 2. 2. 4 Shutdown, avoid on 4+ +2 Modifier to Fire 000 14 3. Lower Leg Actuator Lower Leg Actuator 3 13 4. Foot Actuator Foot Actuator Single 10 -2 Movement Points 2 5. 5. +1 Modifier to Fire 8 Damage Transfer Double 6. 6. 1 -1 Movement Points Diagram

# BATTLETECH PROTOMECH RECORD SHEET



	\		
PROTOMECH 1	VALE A DOME OF THE PROPERTY OF	LUT LOCATIONS AND OBITICAL LUTO	ARMOR DIAGRAM
Type:	WEAPONS INVENTORY LOC. TYPE Dmg Min Sht Med Lng	HIT LOCATIONS AND CRITICAL HITS  2D6 LOCATION 1st HIT 2nd HIT 3rd HIT	Main Gun
Tons:			A SHead
<del></del>	Right Arm:	2 Main Gun	\(\alpha\)\(\bar{\chi}\)\(\alpha\)\(
Movement Points:	Left Arm:	4 Right Arm +1 to Hit Right Arm Destroyed	
Walk/Run/Jump	Torso A:	5,9 Legs	Arm O COCOCO GArm
//	Torso B:	6,7,8 Torso	S Torso 2
		Destroyed	/° ^ ° \
PILOT DATA	Hits Taken 1 2 3 4 5 6	10 Left Arm	<b>⟨∘∘⟨ ⟩∘∘⟩</b>
Name:	Hits laken   1   2   3   4   5   6   Consciousness #   3   5   7   10   11   Dead	12 Head	$(\circ \circ ( \ ) \circ \circ)$
Gunnery Skill:	(0   0   7   10   1   Decau	*Roll 1D6: no Long range shots	$\mathcal{I} \circ \mathcal{I} \mathcal{I} \circ \mathcal{I}$
	Cost: BV:	1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed	
PROTOMECHO			
PROTOMECH 2	WEAPONS INVENTORY	HIT LOCATIONS AND CRITICAL HITS	ARMOR DIAGRAM
Type:	LOC. TYPE Dmg Min Sht Med Lng	2D6 LOCATION 1st HIT 2nd HIT 3rd HIT	Main Gun
Tons:	Main Gun:	2 Main Gun Main Gun Destroyed	A CO Head
Movement Points:	Right Arm:		
	Left Arm:	4 Right Arm +1 to Hit Right Arm Destroyed	Left S Right
Walk/Run/Jump	Torso A:	5,9 Legs	Left Arm Torso
_/_/_	Torso B:	6,7,8 Torso	C ) Legs ( C
PILOT DATA		Destroyed	/.°^
Name:	Hits Taken 1 2 3 4 5 6	10 Left Arm	<b>(∘∘( )∘∘</b> )
Gunnery Skill:	Consciousness # 3 5 7 10 11 Dead	12 Head	$\rangle^{\circ}$
Guillery Skill.		*Roll 106:	/°} { °\
	Cost: BV:	1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed	
PROTOMECH 3			
PROTOMECTO	WEAPONS INVENTORY	HIT LOCATIONS AND CRITICAL HITS	ARMOR DIAGRAM
Туре:	LOC. TYPE Dmg Min Sht Med Lng	2D6 LOCATION 1st HIT 2nd HIT 3rd HIT	Main Gun Head
Tons:	Main Gun:	2 Main Gun Main Gun Destroyed	
Movement Points:	Right Arm:	4 Right Arm	
	Left Arm:	4 Right Arm 0+1 to Hit	
- \Malle / Dire / Irres	I Torso Δ·		Lens Language Chight
Walk/Run/Jump	Torso A:	5,9 Legs	Left Right Arm
Walk/Run/Jump —/—/—		6,7,8 Torso	
_/_/_	Torso B:	6,7,8 Torso —1 Jump* 1/2 Jump* Proto Destroyed	
	Torso B:	6,7,8 Torso	Legs
PILOT DATA Name:	Torso B:	6,7,8 Torso	Legs
PILOT DATA	Torso B:	6,7,8 Torso	
PILOT DATA Name:	Torso B:	6,7,8 Torso	
PILOT DATA Name: Gunnery Skill:	Torso B:	6,7,8 Torso	Lags
PILOT DATA Name: Gunnery Skill: PROTOMECH 4	Torso 8:	6,7,8 Torso	
PILOT DATA Name: Gunnery Skill: PROTOMECH 4 Type:	Torso 8:	6,7,8 Torso	ARMOR DIAGRAM  Main Gun  Heat
PILOT DATA Name: Gunnery Skill: PROTOMECH 4	Torso 8:  Ammo:  Hits Taken Consciousness # 1 2 3 4 5 6 3 5 7 10 11 Dead  Cost:  BV:  WEAPONS INVENTORY  LOC. TYPE Dmg Min Sht Med Lng  Main Gun:	6,7,8 Torso	ARMOR DIAGRAM
PILOT DATA Name: Gunnery Skill: PROTOMECH 4 Type:	Hits Taken	6,7,8 Torso	ARMOR DIAGRAM  Main Gun  Head
PILOT DATA Name: Gunnery Skill:  PROTOMECH 4  Type: Tons: Movement Points:	Hits Taken	6,7,8 Torso	ARMOR DIAGRAM  Main Gun  Head
PILOT DATA Name: Gunnery Skill:  PROTOMECH 4  Type: Tons:	Name	6,7,8 Torso	ARMOR DIAGRAM  ARMOR DIAGRAM  Head  Arm  Right  Right  Arm
PILOT DATA Name: Gunnery Skill:  PROTOMECH 4  Type: Tons: Movement Points:	Torso 8:  Ammo:  Hits Taken Consciousness # 1 2 3 4 5 6 3 5 7 10 11 Dead  Cost:  BV:  WEAPONS INVENTORY LOC. TYPE Dmg Min Sht Med Lng Main Gun: Right Arm: Left Arm: Torso A:	6,7,8 Torso	ARMOR DIAGRAM  ARMOR DIAGRAM  Main Gun  Head  Fight  Arm  Legs
PILOT DATA Name: Gunnery Skill:  PROTOMECH 4  Type: Tons: Movement Points: Walk/Run/Jump —/_/_ PILOT DATA	Hits Taken	6,7,8 Torso	ARMOR DIAGRAM  ARMOR DIAGRAM  Head  Head  Arm  Arm  Arm  Arm  Arm  Arm  Arm  Ar
PILOT DATA Name: Gunnery Skill:  PROTOMECH 4  Type: Tons: Walk/Run/Jump  PILOT DATA Name:	Hits Taken	1/2 Jump*   1/2 Jump*   Proto	ARMOR DIAGRAM  ARMOR DIAGRAM  Main Gun  Head  Fight  Arm  Legs
PILOT DATA Name: Gunnery Skill:  PROTOMECH 4  Type: Tons: Movement Points: Walk/Run/Jump —/_/_ PILOT DATA	Hits Taken	1/2 Jump*   1/2 Jump*   Proto	ARMOR DIAGRAM  Main Gun  Head  Arm  Gray
PILOT DATA Name: Gunnery Skill:  PROTOMECH 4  Type: Tons: Walk/Run/Jump  PILOT DATA Name:	Hits Taken	1/2 Jump*	ARMOR DIAGRAM  Main Gun  Head  ARMOR DIAGRAM
PILOT DATA Name: Gunnery Skill:  PROTOMECH 4  Type: Tons: Movement Points: Walk/Run/Jump —/—/—  PILOT DATA Name: Gunnery Skill:	Hits Taken	6,7,8 Torso	ARMOR DIAGRAM  Main Gun  Head  ARMOR DIAGRAM
PILOT DATA Name: Gunnery Skill:  PROTOMECH 4  Type: Tons: Walk/Run/Jump  PILOT DATA Name:	Hits Taken	6,7,8 Torso	ARMOR DIAGRAM  Main Gun  Head  Army  Graph
PILOT DATA Name: Gunnery Skill:  PROTOMECH 4  Type: Tons: Movement Points: Walk/Run/Jump —/—/ PILOT DATA Name: Gunnery Skill:  PROTOMECH 5	Hits Taken   1   2   3   4   5   6	6,7,8 Torso	ARMOR DIAGRAM  Main Gun  Head  ARMOR DIAGRAM
PILOT DATA Name: Gunnery Skill:  PROTOMECH 4  Type: Tons: Movement Points: Walk/Run/Jump —/—/—  PILOT DATA Name: Gunnery Skill:  PROTOMECH 5  Type:	Hits Taken   1   2   3   4   5   6	6,7,8 Torso	ARMOR DIAGRAM  Main Gun  Head  ARMOR DIAGRAM  ARMOR DIAGRAM  Main Gun
PILOT DATA Name: Gunnery Skill:  PROTOMECH 4 Type: Tons: Movement Points: Walk/Run/Jump —/—/ PILOT DATA Name: Gunnery Skill: PROTOMECH 5 Type: Tons: Tons:	Hits Taken   1   2   3   4   5   6	6,7,8 Torso	ARMOR DIAGRAM  Main Gun  Head  ARMOR DIAGRAM  ARMOR DIAGRAM  ARMOR DIAGRAM  Main Gun  Head
PILOT DATA Name: Gunnery Skill:  PROTOMECH 4  Type: Tons: Movement Points: Walk/Run/Jump —/—/—  PILOT DATA Name: Gunnery Skill:  PROTOMECH 5  Type:	Hits Taken	6,7,8 Torso	ARMOR DIAGRAM  Main Gun  Head  ARMOR DIAGRAM  ARMOR DIAGRAM  Main Gun  Head
PILOT DATA Name: Gunnery Skill:  PROTOMECH 4 Type: Tons: Movement Points: Walk/Run/Jump —/—/ PILOT DATA Name: Gunnery Skill: PROTOMECH 5 Type: Tons: Tons:	Hits Taken   1   2   3   4   5   6   6   3   5   7   10   11   Dead	6,7,8 Torso	ARMOR DIAGRAM  Mein Gun  Head  ARMOR DIAGRAM  ARMOR DIAGRAM  ARMOR DIAGRAM  Main Gun  Head  ARMOR DIAGRAM  ARMOR DIAGRAM  ARMOR DIAGRAM  ARMOR DIAGRAM
PILOT DATA Name: Gunnery Skill:  PROTOMECH 4  Type: Tons: Movement Points: Walk/Run/Jump —/—/  PILOT DATA Name: Gunnery Skill:  PROTOMECH 5  Type: Tons: Movement Points:	Torso 8:	6,7,8 Torso	ARMOR DIAGRAM  Main Gun  Head  ARMOR DIAGRAM  ARMOR DIAGRAM  Main Gun  ARMOR DIAGRAM  Main Gun  ARMOR DIAGRAM  ARMOR DIAGRAM  ARMOR DIAGRAM  ARMOR DIAGRAM  ARMOR DIAGRAM  ARMOR DIAGRAM
PILOT DATA Name: Gunnery Skill:  PROTOMECH 4  Type: Tons: Movement Points: Walk/Run/Jump —/—/  PILOT DATA Name: Gunnery Skill:  PROTOMECH 5  Type: Tons: Movement Points: Walk/Run/Jump —/—/—	Hits Taken   1   2   3   4   5   6   6   3   5   7   10   11   Dead	6,7,8 Torso	ARMOR DIAGRAM
PILOT DATA Name: Gunnery Skill:  PROTOMECH 4  Type: Tons: Movement Points: Walk/Run/Jump —/—/  PILOT DATA Name: Gunnery Skill:  PROTOMECH 5  Type: Tons: Movement Points: Walk/Run/Jump —/—/  PILOT DATA	Hits Taken	6,7,8 Torso	ARMOR DIAGRAM
PILOT DATA Name: Gunnery Skill:  PROTOMECH 4  Type: Tons: Movement Points: Walk/Run/Jump —/—/  PILOT DATA Name: Gunnery Skill:  PROTOMECH 5  Type: Tons: Movement Points: Walk/Run/Jump —/—/  PILOT DATA Name:  Movement Points: Walk/Run/Jump —/—/  PILOT DATA Name:	Torso 8:	1/2 Jump*	ARMOR DIAGRAM  Main Gun  Head  ARMOR DIAGRAM
PILOT DATA Name: Gunnery Skill:  PROTOMECH 4  Type: Tons: Movement Points: Walk/Run/Jump —/—/  PILOT DATA Name: Gunnery Skill:  PROTOMECH 5  Type: Tons: Movement Points: Walk/Run/Jump —/—/  PILOT DATA	Hits Taken	6,7,8 Torso	ARMOR DIAGRAM  Main Gun  Head  ARMOR DIAGRAM  ARMOR DIAGRAM  Main Gun  Arm  Arm  Arm  Arm  Arm  Arm  Arm  Ar

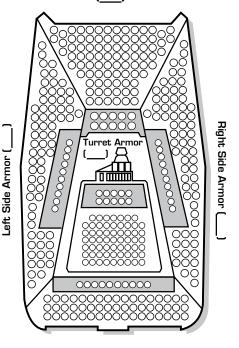
**ARMOR DIAGRAM** 

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

#### **GROUND VEHICLE RECORD SHEET**

VEHICLE DATA	
Type:	
Movement Points: Cruising: Flank: Movement Type: Engine Type:	
Weapons & Equip	ment Inventory (hexes)
Qty Type	Loc Dmg Min Sht Med Lng
<u> </u>	
_	
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<del>-</del> -	
Cost:	BV:

CREW DATA Crew: Gunnery Skill: Commander Hit +1 Modifier to all Skill rolls	Driving Skill:
CRITICAL DA Turret Locked Sensor Hits Motive System Hits Stabiliz Front Left Rear Turr	Engine Hit
NOTES	



Rear Armor



#### **GROUND COMBAT VEHICLE HIT LOCATION TABLE**

		ATTACK DIRECTION	
2D6 Roll	FRONT	REAR	SIDE§
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 the treating but the attacking player also not be Motive System Damage Table at right (see Combat n. 192 in

†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 and right side, and the strikes the armor on the side tacked.

#### **MOTIVE SYSTEM DAMAGE TABLE**

IVICTIV	LUIUILI	VI DAIVIAUL IA	ULL
2D6 Roll	EFFECT*		
2-5	No effect		
6–7	Minor damage; +	+1 modifier to all Driving Ski	ill Rolls
8-9	Moderate damag	ge; –1 Cruising MP, +2 mod	lifier to all
	Driving Skill Rolls		
10–11		only half Cruising MP (round	I fractions up)
		l Driving Skill Rolls	
12+		no movement for the rest o	f the game.
	Vehicle is immob	ile.	
Attack Direction N	/lodifier:	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.

#### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

#### LOCATION HIT

		LOUA		
2D6 Roll	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

<sup>\*</sup>If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

<sup>\*\*</sup> If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

# ETEC

ARMOR DIAGRAM

Front Armor

V.T.O.L. VEHICLE RECORD SHEET

### VEHICLE DATA Type: Movement Points: Tonnage: Cruising: \_ Tech Base: Flank: Clan Inner Sphere Engine Type: Weapons & Equipment Inventory (hexes) Loc Dmg Min Sht Med Lng Qty Type BV: Cost:

### **CREW DATA**

Crew:

Gunnery Skill: \_

Driving Skill:

Co-Pilot Hit Modifier to all Skill rolls

Pilot Hit Modifier to Driving Skill rolls

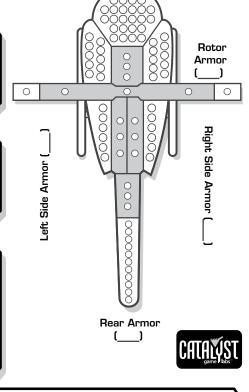
#### **CRITICAL DAMAGE**

Flight Stabilizer\* +3 Engine Hit +1+2+3D Sensor Hits

Stabilizers

Front Left Right Rear \*Move at Cruising speed only

### **NOTES**



#### VTOL COMBAT VEHICLE HIT LOCATION TABLE

ΔΤΤΔCΚ	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, appl 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†

No Critical Hit

Co-Pilot Hit

Weapon Malfunction

Stabilizer

Sensors

Pilot Hit

Weapon Destroyed

Crew Killed

2-5

6

7

8

9

10

11

12

#### **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

-1 or lower

1-2

3

TYPES OF PHYSICAL ATTACK ALLOWED

None All except Punch

All except Kick Club and Physical Weapons only None

#### VTOL COMBAT VEHICLE CRITICAL HITS TABLE

#### SIDE

#### No Critical Hit Weapon Malfunction Cargo/Infantry Hit Stabilizer

Weapon Destroyed Engine Hit Ammunition\*\*

Fuel Tank\*

#### **REAR** No Critical Hit Cargo/Infantry Hit

**LOCATION HIT** 

Weapon Malfunction Stabilizer Weapon Destroyed Sensors Engine Hit Fuel Tank\*

#### ROTORS

No Critical Hit Rotor Damage Rotor Damage Rotor Damage Flight Stabilizer Hit Flight Stabilizer Hit Rotors Destroyed Rotors Destroyed

#### **TURRET**

No Critical Hit Stabilizer Turret Jam Weapon Malfunction Turret Lock Weapon Destroyed Ammunition \*\* Turret Blown Off

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.

LETEC

ARMOR DIAGRAM

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Armor

Side / Left :

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**Turret Armor** 

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Right Side

Armor

\R:	Front Armor
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#### **NAVAL VESSEL RECORD SHEET**

VEHICLE DATA	
Type:	
Movement Points: Cruising: Flank: Movement Type: 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 Modifier to all Skill rolls

Driver Hit Modifier to Driving Skill rolls

#### CRITICAL DAMAGE

Turret	Locked		Engine		
Sensor	Hits		+1	) <del>+</del> 2+3	30
Motive	System	Hits	+1	) <del>+</del> 2+3	3
	5	Stabilize	ers		
Front		Left		Right	
Rear		Turre	t 🔲		

#### **NOTES**

#### MOTIVE SYSTEM DMG. TABLE

FRONT	REAR	SIDE§
Front (critical)	Rear (critical)	Side (critical)
Front†	Rear†	Side†
Front†	Rear†	Side†
Right Side†	Left Side †	Front†
Front	Rear	Side
Front	Rear	Side
Front	Rear	Side (critical)*
Left Side†	Right Side†	Rear†
Turret	Turret	Turret
Turret	Turret	Turret
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 moreinformation). 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.

**NAVAL COMBAT VEHICLE HIT LOCATION TABLE** 

2D6 Roll

2

3

4

5 6

8

9

10

11

12\*

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 SystemDamage 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

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

2D6 Roll	EFFECT*						
2-5	No effect						
6–7	Minor damage; +1 modifie 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 Hit from the sides +2 Vehicle Type Modifiers: Naval

\*All movement and Driving Skill Roll penaities 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 whicle, 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 units Orbinging MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all modes greaten damage tables effect at the end of the phase in which the damage occurred.

+3

# Rear Armor



#### DEPTH TRACK

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

#### NAVAL COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT	
2D6 Roll	FRONT
2-5	No Critical Hit
6	Driver Hit
7	Weapon Malfunction
8	Stabilizer
9	Sensors
10	Commander Hit
11	Weapon Destroyed
12	Crew Killed

SIDE No Critical Hit Cargo/Infantry Hit Weapon Malfunction Crew Stunned Stabilizer Weapon Destroyed Engine Hit

REAR No Critical Hit Weapon Malfunction Cargo/Infantry Hit Stabilizer Weapon Destroyed Engine Hit Ammunition \*\*

Hydrofoil

TURRET No Critical Hit Stabilizer Turret Jam Weapon Malfunction Turret Locks Weapon Destroyed Ammunition\*\* 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<sup>™</sup>
AIRSHIP DECORD SHEET

ARMOR DIAGRAM

BAR:

	Δ	IRSHIF	REC	ORD	SH	EET						_			
AIRSHIP D Type: Name: Thrust: Safe Thrust: Maximum Thrus		Tech Base	):							00	0000000	00	lose Dama Threshol Total Arm (	d ior)	
Weapons & Equ Standard Scale Qty Type	Loc. H	ventory (0-6) (6- It SRV MI	12) (13-20 RV LRV	(21-25)   ERV	Ι	Left V Damage T (Total A	Ving hreshold rmor) ) ) OO		00000		00000000000000000000000000000000000000	00 00 00 00 00 00 00 00 00 00 00 00 00		Dama	ght Wing ge Threshol tal Armor) ()
Ammo:										000	Damage Thresl (Total Armor)		00000 00000 00000 00000 00000	CATA	ST med labs
NOTES  VELOCITY F	RECORD				Gur H Cre	sengers: er:	1 2	Piloting  3 4 2 +3 +4  Marines: Elemental Battle Arr	5 6 +5 Incp.		Avionics FCS Sensors Thrusters Left Right Engine	#1 #2 #4 #1 #2 #4 #1 #2 #2 #1 #2 #1 #2 #2 #1 #2 #1 #2 #2 #1 #2 #2 #1 #2 #2 #1 #2 #2 #1 #2 #2 #2 #1 #2 #2 #2 #2 #2 #2 #2 #2 #2 #2 #2 #2 #2	2 +5 4 D 2 +5 2 +3 (	Gear Life Support	+5 +2
Turn # Thrust Velocity Effective Velocity Altitude Turn # Thrust Velocity Effective Velocity Altitude	1	2 3	14	15	16	17	18	19	20		Current Velocity 0.25 0.5 0.75 1 1.25 1.5 1.75 2 2.25 2.75	HIP VI  1 1 1 1 2 2 2 3 3 3 3		ger Cycle Turn  3  1 1 1 1 2 2 2	4     1   1   1   1   1   2   2   2   2   3   3

#### ARMOR DIAGRAM

Front Armor

LARGE GROUND SUPPORT VEHICLE RECORD SHEET Front Right Side Armor **VEHICLE DATA CREW DATA** Front Left Side Armor ( Crew: Type: Gunnery Skill: Driving Skill: Movement Points: Tonnage: Cruising: Tech Base: Commander Hit +1 0000 0000 Driver Hit. Flank: Clan 0000 0000 Modifier to Driving Modifier to all Skill rolls 0000 0000 Inner Sphere Skill rolls Movement Type: 0000 0000 lommo 00000 00000 Engine Type: 00000 00000 **CRITICAL DAMAGE** 00000 Weapons & Equipment Inventory 00000 Loc Dmg Min Sht Med Lng Turret Locked Engine Hit Qty Type 00000 00000 Rear Right Side Sensor Hits (+1)(+2)(+3)(D) 00000 Motive System Hits [+1]**[**+2]**[**+3 00000 Stabilizers Rear Left Side Armor 00000 0000 Front Left Right Rear Turret. 00000 00000 NOTES Rear Armor Turret Armor BV: Cost:

#### LARGE GROUND SUPPORT VEHICLE HIT LOCATION TABLE

		ATTACK D	IRECTION	
2D6 Roll	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.

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. Siff 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	No effect									
6–7	Minor damage; -	Minor damage; +1 modifier to all Driving Skill Rolls									
8-9	Moderate damag	Moderate damage; -1 Cruising MP, +2 modifier to all									
	Driving Skill Rolls	Driving Skill Rolls									
10-11	Heavy damage; only half Cruising MP (round fractions up),										
	+3 modifier to all Driving Skill Rolls										
12+	Major damage; r	no movement for the rest o	f the game.								
	Vehicle is immob	ile.									
Attack Direction N	/lodifier:	Vehicle Type Modifiers:									
Hit from rear	+1	Tracked, Naval	+0								
Hit from the sides	+2	Wheeled	+2								
		Hovercraft, Hydrofoil	+3								

WiGE

\*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a 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 O, 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

#### LOCATION HIT

		LOOA		
2D6 Roll	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

<sup>\*</sup>If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

# BATTLE ECH<sup>™</sup> GENERIC CONVENTIONAL INFANTRY RECORD SHEET



CONVENTIONAL II Gunnery Skill: Anti-'Mech Skill:	NFANTRY: PLATOON / POINT 1  30 29 28 27 26 25 24 23 22 21 20 3	19 18 17 16 15 14 13 12 11 10 <b>**</b> ** ** ** ** ** ** ** ** ** ** ** **	9 8 7 6 5 4 3 2 1 ***********************************
CONVENTIONAL I	NFANTRY: PLATOON/POINT 2		
Gunnery Skill: Anti-'Mech Skill:		19 18 17 16 15 14 13 12 11 10 <b>**</b> ** ** ** ** ** ** ** ** ** ** ** **	
CONVENTIONAL II	NFANTRY: PLATOON/POINT 3		
Gunnery Skill: Anti-'Mech Skill:	KKKKKKKKKKK	19 18 17 16 15 14 13 12 11 10	**************************************
CONVENTIONAL II	NFANTRY: PLATOON/POINT 4		
Gunnery Skill: Anti-'Mech Skill:	30 29 28 27 26 25 24 23 22 21 20 ************************************	19 18 17 16 15 14 13 12 11 10 <b>1                            </b>	* * * * * * * * * * * * * * * * * * *
CONVENTIONAL I	NFANTRY: PLATOON/POINT 5		
Gunnery Skill: Anti-'Mech Skill:		19 18 17 16 15 14 13 12 11 10 <b>**</b> ** ** ** ** ** ** ** ** ** ** ** **	9 8 7 6 5 4 3 2 1 ***********************************
CONVENTIONALI	NFANTRY DAMAGE TABLE		
MAX WEAPON DAMAGE PER PLATOON/POINT TYPE* Rifle, Ballistic Rifle, Energy Machine Gun SRM *Damage is always applied in 2-point Damage Value	30 29 28 27 26 25 24 23 22 21 20 15 16 15 15 14 14 13 12 12 11 11 10 10	0 9 9 8 8 7 7 6 6 5 5 5 5 4 4 4 4 4 3 3 3 3 1 1 10 10 9 8 8 7 7 6 6 5 5 9	9 8 7 6 5 4 3 2 1 5 4 4 3 3 2 2 1 1 3 2 2 2 1 1 1 1 0 5 4 4 3 3 2 2 1 1 4 4 3 3 2 2 1 1 0
groupings 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
WEAPON TYPE F	INFANTRY RANGE MODIFIER TABLE RANGE IN HEXES (TO-HIT MODIFIER) 1 2 3 4 5 6 7 8 9	'MECHS, PROTOMECHS AND VEHICLES	
Rifle, Ballistic -2 Rifle, Energy -2	0 +2 +4	WEAPON	DAMAGE vs. CONVENTIONAL INFANTRY

#### NON-INFANTRY WEAPON DAMAGE AGAINST INFANTRY TABLE

WEAPON TYPE\* Direct Fire (Ballistic or Energy) Cluster (Ballistic) Pulse\*\* Cluster (Missile) Area-Effect (AE)

Burst-Fire

Heat-Effect Weapons

NUMBER OF CONVENTIONAL TROOPERS HIT† Damage Value / 10 Damage Value / 10 + 1 Damage Value / 10 + 2

Damage Value / 5 Damage Value / .5 See Burst-Fire Weapons Table 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;

‡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*). BATTLE ARMOR

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



# ATTLETECH (\*



CONVENTIONAL **INFANTRY RECORD** SHEET

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*Damage is always applied in 2-point Damage Value	Rai	nge N	Modif	fier .		_	_				_		_	_	_				_				_	_	_					_
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Gunnery Skill:	30	29	28	27	26	25	24	23	22	21	20	19	18 1	7   1	6	15   1	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Anti-'Mech Skill:	<b>%</b> -	4	4	4	<b>%</b> -	-	<b>%</b> -	<b>%</b> -	-	<b>%</b>	8	<b>%</b>	<b>%</b>	-	-	<b>F</b> - (	-	<b>%</b> -	务	-	- 6	- 6	- 6	- 🧲	- 6	- 6	- 9	j- 🙀	- 9	- 6
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Max Weapon Damage*																					1									
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*Damage is always applied		nge _		_	0	1	2	3	3	4	5	6	7	8	9	10		11	12			14	15	16	17	1	8	19	20	21
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BURST-FIRE WEAPON DAM	AGE	VS.	COV	IVEN	ITIOI	NAL	INE	ANT	RY.	TABL	E)	ν	_																	
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WEAPON AP Gauss Rifle			DAM	AGE v	vs. CO		ENTIC D6	ONAL	. INF	ANTR	Υ		WEA	PON	TYP	E*								NI				INVEI		NAL
Light Machine Gun						11	D6						Direc	t Fir	e (Ba	- allisti	c or	Ene	rgy)						Da	amag	ge Va	alue /	10	
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Small/Micro Pulse Laser Flamer

BATTLE ARMOR

DAMAGE vs. CONVENTIONAL INFANTRY WEAPON Light Machine Gun 1D6/2 (round up) Machine Gun 1D6 Heavy Machine Gun 2D6 Flamer 306 Light Recoilless Rifle 1D6 Medium Recoilless Rifle 2D6 Heavy Recoilless Rifle 206 Light Mortar 1D6 Heavy Mortar 1D6 Automatic Grenade Launcher 1D6/2 (round up) Heavy Grenade Launcher

Area-Effect (AE) **Burst-Fire** Heat-Effect Weapons

Damage Value / Damage Value / .5 See Burst-Fire Weapons Table 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).



## LETECH



#### **BATTLE ARMOR RECORD SHEET**

Right Side (Unit 1/Unit 2) Left Side (Unit 1/Unit 2)

Left Side (Unit 1/Unit 2) Rear (Unit 1/Unit 2)

Rear (Unit 1/Unit 2) \*Unit 1 and Unit 2 represent two battle armor units

2

4 5 6

		4323
BATTLE ARMOR: SQUAD/POINT 1		LEG ATTACKS TABLE
Туре:	1 0000000000000000000000000000000000000	BATTLE ARMOR BASE TO-HIT
Gunnery Skill:          Anti-'Mech Skill:            Ground MP:          Other MP ():	2 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	<b>TROOPERS ACTIVE</b> 4-6 O
Weapons & Equip. Dmg Min Sht Med Lng	3 🌠 💿 00000000000000000000000000000000000	3 +2 2 +5
	<b>4 6 0 0 0 0 0 0 0 0 0 0</b>	1 +7
	5 % 00000000000000000000000000000000000	SWARM ATTACKS TABLE
Mechanized: Swarm: Leg: AP:	<b>6 \$\sqrt{0} 0</b> 000000000000000000000000000000000	BATTLE ARMOR BASE TO-HIT
	Armor:(/]	TROOPERS ACTIVE MODIFIER 4-6 +2
BATTLE ARMOR: SQUAD/POINT 2		1-3 +5
Type: Gunnery Skill: Anti-'Mech Skill:	1 0000000000000000000000000000000000000	
Gunnery Skill: Anti-'Mech Skill: Ground MP: Other MP ( ):	2 0000000000000000000000000000000000000	SWARM ATTACK MODIFIERS TABLE
Weapons & Equip. Dmg Min Sht Med Lng	3 0000000000000000000000000000000000000	ATTACKING ENEMY FRIENDLY MECHANIZED BATTLE BATTLE ARMOR ARMOR TROOPERS ACTIVE TROOPERS ACTIVE 1 2 3 4 5 6
	4 0000000000000000000000000000000000000	6 +0 +0 +0 +0 +1 +2
	5 % 00000000000000000000000000000000000	5 +0 +0 +0 +1 +2 +3 4 +0 +0 +1 +2 +3 +4
Mechanized: Swarm: Leg: AP:	<b>6 № 0</b> 0000000000000000000000000000000	3 +0 +1 +2 +3 +4 +5 2 +1 +2 +3 +4 +5 +6
	Armor:(/]	1 +2 +3 +4 +5 +6 +7
BATTLE ARMOR: SQUAD/POINT 3	1 % 00000000000000000000000000000000000	BATTLE ARMOR EQUIPMENT Claws with magnets -1
Type: Gunnery Skill: Anti-'Mech Skill:	2 0 00000000000000000000000000000000000	SITUATION*
Ground MP: Other MP ():	3 % 0 000000000000000000000000000000000	'Mech prone –2 'Mech or vehicle immobile –4
Weapons & Equip. Dmg Min Sht Med Lng	4 0 00000000000000000000000000000000000	Vehicle —2
	(III)	*Modifiers are cumulative
	5 -000000000000000000000000000000000000	SWARM ATTACKS HIT LOCATION TABLE
Mechanized: Swarm: Leg: AP:	6 000000000000000000000000000000000000	2D6 BIPEDAL FOUR-LEGGED
BATTLE ARMOR: SQUAD/POINT 4	A. IIII	ROLL LOCATION LOCATION 2 Head Head
Type:	1 0000000000000000000000000000000000000	3 Rear Center Torso Front Right Torso 4 Rear Right Torso Rear Center Torso
Gunnery Skill: Anti-'Mech Skill:	2 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	5 Front Right Torso Rear Right Torso 6 Right Arm Front Right Torso
Ground MP: Other MP ( ): Weapons & Equip. Dmg Min Sht Med Lng	3 % 00000000000000000000000000000000000	7 Front Center Torso Front Center Torso 8 Left Arm Front Left Torso
	4 % 00000000000000000000000000000000000	9 Front Left Torso Rear Left Torso 10 Rear Left Torso Rear Center Torso
<u> </u>	5 % 00000000000000000000000000000000000	11 Rear Center Torso Front Left Torso 12 Head Head
	6 % 00000000000000000000000000000000000	
Mechanized: Swarm: Leg: AP:	Armor:[_/_/_]	TRANSPORT POSITIONS TABLE
BATTLE ARMOR: SQUAD/POINT 5		TROOPER 'MECH VEHICLE NUMBER LOCATION LOCATION
Туре:	1 0000000000000000000000000000000000000	1 Right Torso Right Side 2 Left Torso Right Side 3 Right Torso (rear) Left Side
Gunnery Skill: Anti-'Mech Skill: Ground MP: Other MP ( ):	2 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	4 Left Torso (rear) Left Side 5 Center Torso (rear) Rear
Weapons & Equip. Dmg Min Sht Med Lng	3 🌠 💿 00000000000000000000000000000000000	6 Center Torso Rear
	4 % 00000000000000000000000000000000000	TROOPER LARGE SUPPORT  NUMBER VEHICLE LOCATION*  1 Right Side (Unit 1/Unit 2)

Mechanized:

Swarm:

Leg:

AP:

•00000000000000000

	EXTERNAL STORES/BOMBS
BATTLETECH	
CONVENTIONAL FIGHTER RECORD SHEET  FIGHTER DATA  ARMOR DIAGRAM	
Type: BAR:	
Thrust: Tonnage:	
Sale mirust recir base.	<b>Key:</b> - HE - High Explosive
VSTOL STOL Inner Sphere	LG - Laser Guided C - Cluster RL - Rocket Launcher
Weapons & Equipment Inventory Standard Scale (0-6) (6-12) (13-20) (21-25)	
	00000
	00000
	Right Wing
	Damage Threshold
	[SO _(_)
Cost: BV:	
NOTES 000000 000000	
	00000000
	000000000 000000000 0000000000
	000000000
Aft Damage Threshold	<b>CATAÝ</b> ST
(Total Armor)	game <b>/</b> labs "
CRITICAL DAMAGE PILOT DATA GROUN	ND MAP STRAIGHT MOVEMENT
Name:	IINIMUM STRAIGHT MOVEMENT
Gunnery Skill: Piloting Skill: VELOCITY	(IN HEXES) SMALL CRAFT AND FIXED FIGHTER WING SUPPORT VEHICLES
FCS +2 +4 D Gear +5 Hits Taken 1 2 3 4 5 6 2 2 3 4 5 6 3 3 5 7 10 11 Pead 3	8 8 12 14 16 20
Sensors +1 +2 +3 Support +2 Modifier +1 +2 +3 +4 +5 5	20 26 24 32
	28 38 32 44 36 50
VELUCITY RECURD 9	40 56 44 62
Thrust 12	48 68 52 74
Effective Velocity	ove 12 is not possible on ground maps.
Altitude	IGHTER RETURN TABLE
Turn # 11 12 13 14 15 16 17 18 19 20 SAFE TI	
Velocity 1-5-	-8 2
Altitude 9-	

		EXTERNAL STORES/BOMBS
BAI I LE	LECH	
AEROSPACE FIGHTER RI	ECORD SHEET  ARMOR DIAGRAM	
Туре:		
Thrust: Tonnage: Safe Thrust: Tech Base:	Nose Damage Threshold (Total Armor)	Key:-
Maximum Thrust: Clan	000000000000000000000000000000000000000	HE - High Explosive LG - Laser Guided C - Cluster RL - Rocket Launcher
Weapons & Equipment Inventory Standard Scale (0-6) (6-12) (13-20) (21-25)	000000000000000000000000000000000000000	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
Standard Scale   (0-6) (6-12) (13-20) (21-25)     Gty Type		
	<b>\</b>	
	Struct Integr	
	Left Wing	Right Wing
	Damage Threshold (Total Armor)	Damage Threshold (Total Armor)
=========	<b>□</b>	_(_), <b>_</b>
Cost: BV:		
NOTES	[Total Armor]  [ ]  ( )  ( )  ( )  ( )  ( )  ( )  ( )  (	Hear Scal (Vertion Coop Coop Coop Coop Coop Coop Coop Co
		Scal
		30
		28'
	Aft Da Thres	mage COTOVICT 26
	(Total A	armor)
CRITICAL DAMAGE	PILOT DATA	HEAT DATA
Avionics (+1) (+2) (+5) Engine (2) (4) (D)	) H	eat vel* Effects Heat Sinks: 20
	Garmer y Gkini.	30 Shutdown
	1 1 1 2 3 4 3 6	27 Pilot Damage, avoid on 9+ 26 Shutdown, avoid on 10+
Sensors (+1) (+2) (+5) Line Support (+2)		25 Random Movement, avoid on 10+
VELOCITY RECORD		24 +4 Modifier to Fire 000 133 Ammo Exp. avoid on 6+ 000 133
Turn# 1 2 3 4 5		22 Shutdown, avoid on 8+ OOO 12 21 Pilot Damage, avoid on 6+ OO 11 20 Random Movement.
Thrust Velocity		avoid on 8+  9 Ammo, Exp. avoid on 4+
Effective Velocity Altitude		8 Shutdown, avoid on 6+ Single 8* 7 +3 Modifier to Fire
Tons #	.	avoid on 7+
Turn # 11 12 13 14 15 Thrust	10 17 10 13 20	3 +2 Modifier to Fire  10 Random Movement.
Velocity Effective Velocity		avoid on 6+ 8 +1 Modifier to Fire
Altitude		5 Random Movement, avoid on 5+

ARMOR DIAGRAM

Standard Scale

AERODYNE SMALL CRAFT  CRAFT DATA  Type: Thrust: Tonnage: Safe Thrust: Tech Base: Maximum Thrust: Clan Inner Sphere  Weapons & Equipment Inventory Standard Scale	0000	Nose Damage Threshold [Total Armor] ()  00000 00000 00000 00000 0000000000	CATATÓST
Cost:	Left Wing Damage Threshold (Total Armor)		Heat Scale (Overflow)
CRITICAL DAMAGE           Avionics         +1         +2         +5         Engine         2         4         D           FCS         +2         +4         D         Gear         +5           Sensors         +1         +2         +5         Life Support         +2           VELOCITY RECORD         Turn #         1         2         3         4         5           Thrust Velocity         Velocity	PILOT DATA   Name:   Piloting Skill:   Piloting Skill:	Aft Damage Threshold (Total Armor)  []  HEAT DATA Heat Level* Effects 30 Shutdown 28 Ammo Exp. avoid on 8- 27 Pilot Damage, avoid on 9+ 26 Shutdown, avoid on 10- 25 Random Movement, avoid on 10+ 24 +4 Modifier to Fire 23 Ammo Exp. avoid on 6- 22 Shutdown, avoid on 8+ 21 Pilot Damage, avoid on 8- 21 Pilot Damage, avoid on 8- 22 Random Movement, avoid on 8+ 31 Ammo, Exp. avoid on 4-	Heat Sinks:
Turn # 11 12 13 14 15 Thrust Velocity Effective Velocity Altitude	16 17 18 19 20	19 Ammo, Exp. avoid on 4 18 Shutdown, avoid on 6+ 17 +3 Modifier to Fire 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+	Single   8*  Double   7  6

ARMOR DIAGRAM

Standard Scale

Nose

Damage Threshold SPHEROID SMALL CRAFT RECORD SHEET (Total Armor) CRAFT DATA Type: Thrust: Tonnage: Safe Thrust: Tech Base: Clan Maximum Thrust: Inner Sphere Weapons & Equipment Inventory , (6-12) (13-20) (21-25) (0-6)Qty Type Loc. Ht SRV MRV LRV ERV 000000000 000000000 Structural Integrity: 000000000 ŏŏŏŏŏŏŏŏŏ BV: Left Right **NOTES** Heat Damage Damage Scale Threshold Threshold (Total Armor) (Total Armor) ) ( 30\* 29 000000000 28\* 27 26 25 Aft Damage Threshold 24 (Total Armor) 23 22, HEAT DATA **CRITICAL DAMAGE PILOT DATA** 21 Heat Name: Heat Sinks: 20\* **Effects** D Level\* 4 **Avionics Engine** 30 Shutdown 19 Gunnery Skill: Piloting Skill: Ammo Exp. avoid on 8+ 28 18\* **FCS** Gear Pilot Damage, 000 1 2 3 4 5 6 Hits Taken 17\* avoid on 9+ Life 3 5 7 26 Shutdown, avoid on 10+ 16 10 11 Sensors Support 25 Random Movement, 15\* +3 +4 Modifier +2 000 avoid on 10+ 14\* 000 000 000 000 +4 Modifier to Fire 24 13\* Ammo Exp. avoid on 6+ 23 **VELOCITY RECORD** 12 22 Shutdown, avoid on 8+ 21 Pilot Damage, avoid on 6+ 11 Turn # 10 Random Movement, Thrust 10\* avoid on 8+ 000 19 Ammo, Exp. avoid on 4+ Velocity 9 18 Shutdown, avoid on 6+ Single Effective Velocity 8\* 17 +3 Modifier to Fire Altitude 7 Double 15 Random Movement, 6 avoid on 7+ Shutdown, avoid on 4+ Turn # 12 19 5\* 13 14 15 16 17 18 20 13 +2 Modifier to Fire Thrust 4 10 Random Movement. Velocity 3 avoid on 6+ Effective Velocity +1 Modifier to Fire 2 Random Movement, Altitude 1 avoid on 5+

#### ARMOR DIAGRAM Nose Damage Threshold Standard Scale (Total Armor) AERODYNE DROPSHIP RECORD SHEET DROPSHIP DATA Type: Name: Tonnage: Tech Base: Thrust: Clan Safe Thrust: Inner Sphere Maximum Thrust: $\Box$ Fighters/Small Craft: Launch Rate: Weapons & Equipment Inventory (1-12) (13-24) (25-40) (41-50) Standard Scale (1-6) (6-12) (13-20) (21-25) Bay Loc SRV MRV LRV ERV Structural Integrity: Left Wing Right Wing Damage Threshold Damage Threshold (Total Armor) (Total Armor) 0000000000000000 00000000000000 00000000000000 Ammo: Aft Damage BV: Cost: Threshold (Total Armor) **NOTES** DAMAGE **CRITICAL CREW DATA** Gear +5 Avionics Gunnery Skill: Piloting Skill: 2 Hits Taken 3 4 5 6 **FCS** +2 Support +3 +5 Modifier Inco +5 K-F Boom D Sensors Marines Crew: Docking Passengers: Elementals: D **Thrusters** Other Battle Armor Collar Life Boats/Escape Pods: D Left **VELOCITY RECORD** Right Turn # 10 D Thrust **Engine** Velocity Effective Velocity Altitude HEAT DAT Heat Sinks: Heat Generation Per Arc Turn # 19 20 12 13 14 15 16 17 18 Thrust Nose: Aft: Velocity Left Wing: Right Wing:

Effective Velocity

Altitude

Single

Double

Fwd:

Aft:

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BATTLE	TECH	Nose Damage Threshold (Total Armor)	ARMOR DIAGRAM Standard Scale
SPHEROID DROPSHIP I  DROPSHIP DATA  Type:    Name:			
Ammo:	CATATIST		Aft Damage Threshold ([Total Armor)
NOTES	CREW DATA	CRITICAL DAN  Avionics +1 +2  FCS +2 +4  Sensors +1 +2  Thrusters  Left +1 +2	HS Gear +5  Life Support +2  South Support Docking Collar  -3 D
VELOCITY RECORD	6 7 8 9 10 16 17 18 19 20	() Nose: Single	-3 -4 -5 D  Generation Per Arc  Aft:  Aft-Left:  Aft-Right: