CLASSIC BATTLETECH™
RECORD SHEETS: 3075

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INTRODUCTION

Welcome to *Record Sheets: 3075*! As a companion volume to *Total Warfare*, players will have moved beyond the introductory products for *BattleTech* when purchasing this book. Nevertheless this product is still designed to be quick and easy to use and will have you tossing dice in no time.

To use this product players will need to have *Total Warfare*.

HOW TO USE THIS BOOK

Having graduated from the *Introductory Box Set* and perhaps having picked up *Technical Readout: 3075*, you might be wondering why you need this book. While a blank 'Mech record sheet is included in the *Introductory Box Set* for players who wish to design their own 'Mechs, the Technical Readout and Record Sheets series of products opens a wide door to cool, fun designs that can bring additional tactics and enjoyment to any gaming table.

Record Sheets: 3075 widens the options available to players, and does so with an eye toward ease of use that is the hallmark of all *BattleTech* products. Players have only to photocopy any design they wish to play and can immediately start marching across the battlefield.

Rules Addendum and Scenarios

A complete *Rules Addendum* follows this introduction before the start of the record sheets. It includes ready-to-play scenarios as well as a host of more advanced movement and combat options. Also included are quick-start rules to play the Manei Domini, the fanatical Word of Blake cyber-soldiers featured in the scenarios.

Why Doesn't This Book Match Technical Readout: 3075?

Players will quickly note that not all the units found in *Technical Readout: 3075* appear in *Record Sheets: 3075*. For example, even with *Total Warfare* at hand, players do not have rules to play some of the units, such as the WarShips and JumpShips (those rules are covered in *Strategic Operations*). This creates an easy-to-use product, where every sheet is 100 percent usable by any player (the one exception are artillery weapons, where a player must own *Tactical Operation* to use).

Players who want pre-printed record sheets for units in *Technical Readout: 3075* that do not appear in this record sheet book (or for any variants mentioned in the Technical Readout) can purchase the *Record Sheet: 3075* PDF—as well as many other *BattleTech* products—at www.battlecorps.com/catalog.

RULES ADDENDUM

The following rules are a small selection of advanced rules that build on those from *Total Warfare*.

ADVANCED MOVEMENT AND COMBAT OPTIONS

The following advanced movement and combat options are just a slice of all that *Tactical Operations*—The Advanced Planetary Conquest Rules book—has to offer, providing additional tactics to spice up any type of scenario.

MOVEMENT MODES

This section includes rules for new movement modes, as well a new movement capability: hurried movement.

As per standard rules, only a single type of movement mode (noted in parenthesis below) can be chosen in a turn.

Sprinting (Movement Mode)

To use sprinting movement, a 'Mech must have two working hip actuators. A 'Mech's Sprinting MP is twice its current Walking/Cruising MP. Sprinting generates 3 Heat Points per turn. Because keeping a 'Mech safely moving at such high speeds requires a MechWarrior's total concentration, a 'Mech that sprints during the Movement Phase of a turn may not make any attacks during the remainder of the turn. Additionally, the 'Mech may not spot for indirect LRM fire or take any other action that would normally require it to sacrifice an attack. A Sprinting unit may not move backward or enter Water hexes of Depth 1 or deeper.

Finally, any Piloting Skill Roll made for a Sprinting unit suffers an additional +2 modifier.

A MechWarrior in a Sprinting unit has little spare attention to devote to avoiding enemy attacks, so any attack against a Sprinting unit receives a −1 to-hit modifier. However, the standard target-movement modifier applies.

A 'Mech equipped with MASC may engage either or both systems and sprint during the same turn. Engaging one gives a 'Mech MP equal to its current Walking MP multiplied by 2.5. However, any unit that tries to sprint and use MASC must make a successful Piloting Skill Roll (with the +2 additional modifier for Sprinting) to avoid falling; the roll is made at the end of the 'Mech's movement.

Evading (Movement mode)

Evading enables a unit to avoid enemy attacks.

A unit's Evading MP equals its Running/Flanking MP, and any attack against an Evading unit suffers a +1 to-hit modifier, in addition to its normal movement modifier and any other applicable modifiers. An Evading unit generates 2 Heat Points per turn, in addition to the standard 2 Heat Points for running, and may not make any attack during the turn it used Evading movement.

To use Evading movement, a 'Mech must have two working hip actuators. Also, a prone 'Mech receives no benefit from Evading movement, even if it started the Movement Phase using Evading movement. For example, if an Evading 'Mech fails a Piloting Skill Roll during the Movement Phase of a turn, it does not receive the +1 to-hit modifier during the Weapon Attack and Physical Attack phases of that turn.

A 'Mech may not engage MASC when using the evading movement mode.

Shielding (Movement Mode)

A shielding unit uses movement to put itself in harm's way to protect another target (another unit, a building, a hex and so on) from attacks.

A shielding unit may only expend its current Walking/Cruising MP, but it is considered to have run/flanked for purposes of the attacker movement modifier during the turn in which it is shielding (it can make all standard weapon and physical attacks during that turn). After its movement is finished, it must designate an adjacent hex to receive its protection (that hex can be its own hex, provided the stacking rules allow such movement; i.e. it is shielding a unit in its own hex). During the Weapon Attack Phase of the turn when the unit used the Shielding movement mode, all attacks against the designated hex (whether against the hex itself, or against units or a building in the hex, and so on) that pass through the hex occupied by the shielding unit add a modifier based on the Shielding Table.

These modifiers are cumulative, so that two shielding vehicles in a hex would provide a +2 modifier, a shielding vehicle and a 'Mech would provide a +3 modifier and two shielding ProtoMechs would provide a +4 modifier. The shielding unit must equal the height of the unit or building it is protecting. For example, a Small- or Medium-sized vehicle can only protect a unit of Level 1 height (or the first level of a building); it cannot protect a 'Mech, as the 'Mech is Level 2 height (though a Large Vehicle, which is considered 2 levels high, can shield a 'Mech; see Unit Heights Table, p. 99, *TW*). A Level 1 vehicle or a ProtoMech can only shield a 'Mech if the 'Mech is prone. A 'Mech can shield any other unit, but can only shield the first 2 levels of a building.

SHIELDING TABLE

Unit Type	Modifier
Vehicle	+1
'Mech, ProtoMech or Mechanized Infantry*	+2
Large Vehicle**	+3

*See below.
**Combat or Support Vehicle.

QUICK-START MANEI DOMINI

Since their original appearance in *Interstellar Players* (see pp. 12-21 and 131-134), the Manei Domini have proven to be more than the cyborg bogeymen of the Word of Blake's Sixth of June movement.

Even before the onset of the Jihad, unconfirmed reports placed hundreds of these man-machine hybrids in the Chaos March and beyond. When full-blown war erupted in 3068, entire legions of these self-described "Hands of the Master" were unveiled, often spearheading assaults against the most entrenched targets in the Inner Sphere.

Though hyper-elite, cybernetically enhanced operatives are not unknown to the intelligence agencies and covert ops teams of every Great House military, the Manei Domini are the most extensively modified, and are unique to the Word of Blake. Even ComStar and the Clans have no equivalent to them. In *BattleTech* games, Manei Domini—regardless of their type—are always considered Elite-rated warriors, and may only be fielded by forces with a Word of Blake affiliation.

The following rules define the capabilities of the Manei Domini in game play.

Manei Domini Classes: In addition to levels of implantation and experience, Manei Domini also fall into several distinct classes, which define their primary function in the organization. These classes, identified by an "undead" nomenclature, describe the operative's basic function (battlefield infiltrator, reconnaissance, assault, defense, vehicular pilot, command or special operative). Combined with the rank level, a Manei Domini may thus be identified with a simple combination of Greek letter and class code (such as "Alpha Ghost" or "Omega Specter"). See the Manei Domini Ranking and Class tables below for these designations.

Because Manei Domini implants can lead to rapid specialization, the class given to an operative tends to remain the same throughout his career, though enough overlap exists to allow for "cross-classing" Domini operatives. However, in particularly rare instances (or simply due to the development of newer technologies), some Domini have changed classes by having their implants removed and new ones installed that are better suited to their new function.

Rules for playing Manei Domini

The two scenarios provided in this book detail which Word of Blake warriors mount which of the following enhancements for ease of play. However, if players create their own scenarios, the following additional rules provide some rules of thumb for how to create Manei Domini units. These are quick-start rules for creating such units; the full rules, including numerous additional implants and the rules for conventional infantry, are found in *Jihad Hot Spots: 3072*.

Though hard to maintain when damaged, the advantages of dermal myomer armor and triple-strength myomer implants have given special operatives incredible strength, fighting prowess and resistance to injury. These effects, to many, are more than worth the excruciating pain of the implantation process and the constant headaches from their ongoing use. Manei Domini field operatives routinely make use of these modifications, and have even been known to combine the two to horrifying effect.

Rules: Each Manei Domini battle armor unit using full-body dermal armor implants may sustain 1 additional point of damage per trooper. (Manei Domini troops with dermal armor must be noted on the record sheet.)

Manei Domini vehicle, fighter and 'Mech pilots equipped with full-body dermal armor ignore any pilot damage from falls, Crew Stunned results or hits to the BattleMech's head/fighter's crew. However, they remain susceptible to neurohelmet feedback from ammunition explosions, heat-induced damage, Crew Killed results and cockpit destruction (unless other implants affect such conditions).

For battle armor using full-body triple-strength myomer, add 1 point of damage per trooper with TSM to any attacks made at a Range of 0, including anti-'Mech and anti-infantry attacks. TSM implants enable vehicle, fighter and 'Mech pilots so equipped to ignore any pilot damage from falls and crew hits, but not direct hits to the head/fighter's crew (unless the warrior also has the dermal armor implant). These warriors also remain susceptible to neurohelmet feedback from ammunition explosions, heat-induced damage and Crew Killed results on vehicles.

A 47th Shadow Division Seraph *fights off LOKI operatives on Gabriel.*

SCENARIOS

This section contains two ready-to-play scenarios. After the name of each scenario, a parenthetical phrase defines what type it is as described under mission Types (see p. 35, *Inner Sphere At a Glance*).

SCENARIO 1:
AN AGE OF WAR
(OBJETIVE RAID)

When Leutnant Tim von Stauffer reached the Sanglamore's training facility he was eager to get started with today's training. There had been scuttlebutt about a new program—new 'Mech types, just beginning construction in the Alliance. He was hoping for a test run with the *Defiance*. Maybe he'd get lucky … He entered the simulator room, took a seat and waited for Leutnant-Colonel Maggie Killeighn to begin her morning speech.

"Good morning, gentleman. Please listen carefully. Due to the extensive damage our factories have suffered in the Jihad, the Alliance has decided to produce cheaper and sturdier designs. You are the first to use this new training software. It been updated with the appropriate designs and some basic scenarios for test purposes that you will find somewhat … ancient. Good luck!"

After Tim initiated the simulator program he studied the data for his new ride. "For crying out loud, the last time I saw something like this was in a museum." His voice bounced inside the confines of the simulator. Must be worse out there than he'd thought. He finished reading the situation report and sent his 'ready' to the control center just in time to hear Ernie do the same.

"Ok, let's get this over with …"

SITUATION
Outside of Durbank, Dove
Camlann Shire Province
Lyran Commonwealth
21 June 2498

The Draconis Combine and the Lyran Commonwealth are embroiled in the centuries-long series of conflicts known as the Age of War. For centuries tanks and infantry reigned on the battlefield, but now the BattleMech is the new king.

The defending Lyran forceshave sent out a mixed lance of 'Mechs and tanks to look for the mobile headquarters of the attacking Draconis Combine army. The mission is to destroy the MHQ and any defending forces they encounter. The Lyrans expect the MHQ to be hidden somewhere in the hills around the beleaguered capital of Durbank.

The Combine expected an attack and has laid an ambush.

BATTLETECH™

BATTLE ARMOR: POINT 1

Type: GOLEM ASSAULT BATTLE ARMOR

Gunnery Skill: _____   **Anti-'Mech Skill:** _____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
2 Bearhunter AC	3 [DB,AI]	—	0	1	2
Advanced SRM 5*	2/Msl.	—	4	8	12
(2 shot)	[M,C]				

*Detachable

Armor: Fire Resistant

Mechanized: ☐   **Swarm:** ☐   **Leg:** ☐   **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○

Cost: 3,953,500 C-bills   **BV:** 125

BATTLE ARMOR: POINT 2

Type: GOLEM ASSAULT BATTLE ARMOR

Gunnery Skill: _____   **Anti-'Mech Skill:** _____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
2 Bearhunter AC	3 [DB,AI]	—	0	1	2
Advanced SRM 5*	2/Msl.	—	4	8	12
(2 shot)	[M,C]				

*Detachable

Armor: Fire Resistant

Mechanized: ☐   **Swarm:** ☐   **Leg:** ☐   **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○

Cost: 3,953,500 C-bills   **BV:** 125

BATTLE ARMOR: POINT 3

Type: GOLEM ASSAULT BATTLE ARMOR

Gunnery Skill: _____   **Anti-'Mech Skill:** _____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
2 Bearhunter AC	3 [DB,AI]	—	0	1	2
Advanced SRM 5*	2/Msl.	—	4	8	12
(2 shot)	[M,C]				

*Detachable

Armor: Fire Resistant

Mechanized: ☐   **Swarm:** ☐   **Leg:** ☐   **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○

Cost: 3,953,500 C-bills   **BV:** 125

BATTLE ARMOR: POINT 4

Type: GOLEM ASSAULT BATTLE ARMOR

Gunnery Skill: _____   **Anti-'Mech Skill:** _____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
2 Bearhunter AC	3 [DB,AI]	—	0	1	2
Advanced SRM 5*	2/Msl.	—	4	8	12
(2 shot)	[M,C]				

*Detachable

Armor: Fire Resistant

Mechanized: ☐   **Swarm:** ☐   **Leg:** ☐   **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○

Cost: 3,953,500 C-bills   **BV:** 125

BATTLE ARMOR: POINT 5

Type: GOLEM ASSAULT BATTLE ARMOR

Gunnery Skill: _____   **Anti-'Mech Skill:** _____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
2 Bearhunter AC	3 [DB,AI]	—	0	1	2
Advanced SRM 5*	2/Msl.	—	4	8	12
(2 shot)	[M,C]				

*Detachable

Armor: Fire Resistant

Mechanized: ☐   **Swarm:** ☐   **Leg:** ☐   **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○

Cost: 3,953,500 C-bills   **BV:** 125

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

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 EQUIPMENT

Claws with magnets   –1

SITUATION*

'Mech prone	–2
'Mech or vehicle immobile	–4
Vehicle	–2

*Modifiers are cumulative

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

CATALYST game labs

BATTLETECH™

BATTLE ARMOR: SQUAD 1

Type: HAUBERK ASSAULT BATTLE ARMOR

Gunnery Skill: _____   **Anti-'Mech Skill:** _____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
LRM 5 (6 shots)	1/Msl. [M,C,S]	6	7	14	21

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☐   **Swarm:** ☐   **Leg:** ☐   **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: 2,719,800 C-bills   **BV:** 70

BATTLE ARMOR: SQUAD 2

Type: HAUBERK ASSAULT BATTLE ARMOR

Gunnery Skill: _____   **Anti-'Mech Skill:** _____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
LRM 5 (6 shots)	1/Msl. [M,C,S]	6	7	14	21

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☐   **Swarm:** ☐   **Leg:** ☐   **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: 2,719,800 C-bills   **BV:** 70

BATTLE ARMOR: SQUAD 3

Type: HAUBERK ASSAULT BATTLE ARMOR

Gunnery Skill: _____   **Anti-'Mech Skill:** _____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
LRM 5 (6 shots)	1/Msl. [M,C,S]	6	7	14	21

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☐   **Swarm:** ☐   **Leg:** ☐   **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: 2,719,800 C-bills   **BV:** 70

BATTLE ARMOR: SQUAD 4

Type: HAUBERK ASSAULT BATTLE ARMOR

Gunnery Skill: _____   **Anti-'Mech Skill:** _____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
LRM 5 (6 shots)	1/Msl. [M,C,S]	6	7	14	21

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☐   **Swarm:** ☐   **Leg:** ☐   **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: 2,719,800 C-bills   **BV:** 70

BATTLE ARMOR: SQUAD 5

Type: HAUBERK ASSAULT BATTLE ARMOR

Gunnery Skill: _____   **Anti-'Mech Skill:** _____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
LRM 5 (6 shots)	1/Msl. [M,C,S]	6	7	14	21

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☐   **Swarm:** ☐   **Leg:** ☐   **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: 2,719,800 C-bills   **BV:** 70

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
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1–3	+5

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 EQUIPMENT

Claws with magnets   –1

SITUATION*

'Mech prone   –2
'Mech or vehicle immobile   –4
Vehicle   –2

*Modifiers are cumulative

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™

TRACKED VEHICLE RECORD SHEET

Front Armor
(57)

VEHICLE DATA

Type: DI MORGAN ASSAULT TANK

Movement Points:

Cruising: 3

Flank: 5

Tonnage: 100

Tech Base: Inner Sphere
Jihad

Movement Type: Tracked

Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
3	ER PPC	T	10 [DE]	—	7	14	23
2	Machine Gun	F	2 [DB,AI]	—	1	2	3

Ammo: (MG) 100

Cost: 18,811,000 C-bills   **BV:** 1,390

CREW DATA

Crew: 7

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 ☐	
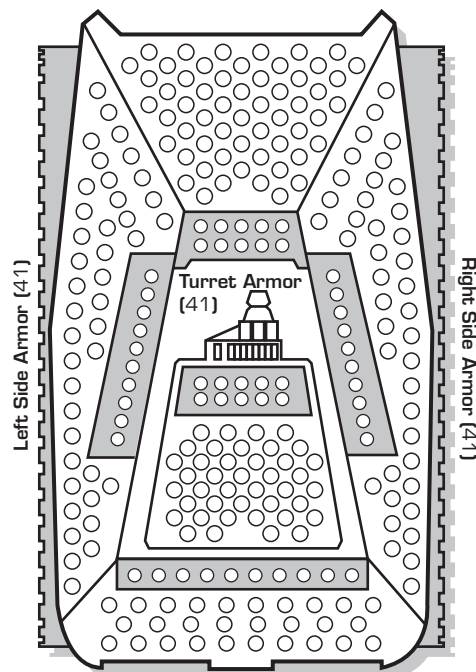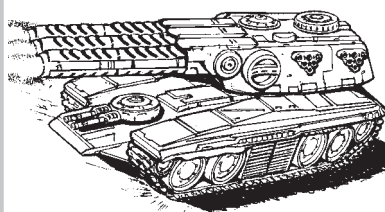
Left Side Armor (41)

Turret Armor (41)

Right Side Armor (41)

Rear Armor
(28)

GROUND COMBAT VEHICLE HIT LOCATION TABLE

	ATTACK DIRECTION		
2D6 Roll	**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.

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

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

*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™

'MECH RECORD SHEET

'MECH DATA

Type: LGN-2D LEGIONNAIRE

Movement Points:		Tonnage:	50
Walking:	7	Tech Base:	Inner Sphere
Running:	11		Jihad
Jumping:	0		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Rotary AC/5	RT	1	5/Sht.	—	5	10	15
				[DB,R,C]				
1	Targeting Comp.	LT	—	[E]	—	—	—	—

Cost: 10,426,000 C-bills   **BV:** 1,386

WARRIOR DATA

Name: _____

Gunnery Skill: ____   Piloting Skill: ____

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

ARMOR DIAGRAM

Head (9)

Left Torso [16]

Right Torso [16]

Left Arm [14]

Center Torso [20]

Right Arm [14]

Left Leg [22]

Center Torso Rear [7]

Right Leg [22]

Left Torso Rear [6]

Right Torso Rear [6]
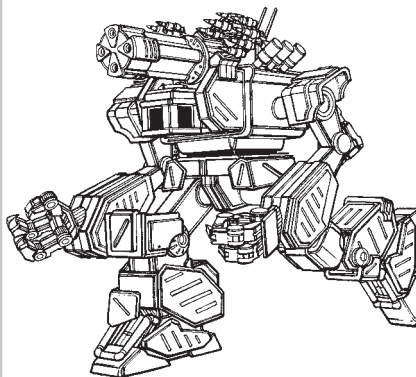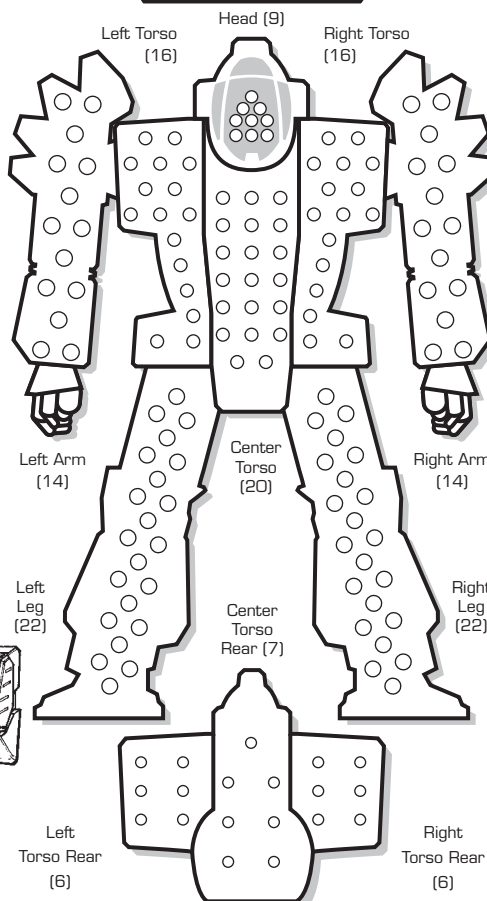
CRITICAL HIT TABLE

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

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Targeting Computer
5. Targeting Computer
6. Targeting Computer

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
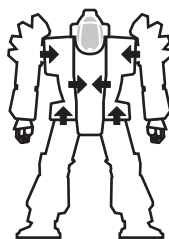4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

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

Damage Transfer Diagram

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

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
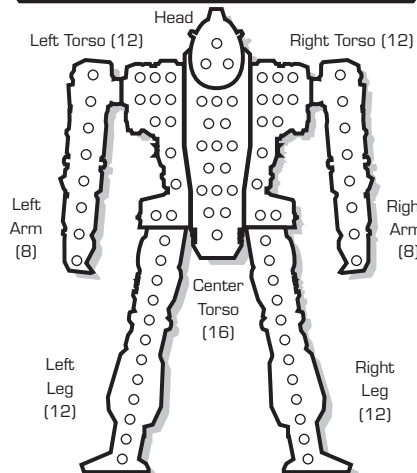5. Roll Again
6. Roll Again

Right Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Rotary AC/5
5. Rotary AC/5
6. Rotary AC/5

4-6
1. Rotary AC/5
2. Rotary AC/5
3. Rotary AC/5
4. Ammo (Rotary AC) 20
5. Ammo (Rotary AC) 20
6. Ammo (Rotary AC) 20

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM

Head

Left Torso [12]

Right Torso [12]

Left Arm [8]

Right Arm [8]

Center Torso [16]

Left Leg [12]

Right Leg [12]

Heat Scale

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

HEAT DATA

Heat 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

Heat Sinks: 10 (20) Double

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: JUPITER

Movement Points:		Tonnage:	100
Walking:	3	Tech Base:	Clan
Running:	5		Jihad
Jumping:	0		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RT	15	15 [DE]	—	7	14	23
1	LRM 15	RT	5	1/Msl. [M,C,S]	—	7	14	21
1	ER PPC	LT	15	15 [DE]	—	7	14	23
1	LRM 15	LT	5	1/Msl. [M,C,S]	—	7	14	21
2	Ultra AC/5	RA	1	5/Sht. [DB,R,C]	—	7	14	21
2	Ultra AC/5	LA	1	5/Sht. [DB,R,C]	—	7	14	21

Cost: 24,138,000 C-bills   **BV:** 2,784

WARRIOR DATA

Name: _____

Gunnery Skill: ____   Piloting Skill: ____

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

ARMOR DIAGRAM

Head (9)
Left Torso (32)
Right Torso (32)
Left Arm (34)
Center Torso (46)
Right Arm (34)
Left Leg (42)
Center Torso Rear (16)
Right Leg (42)
Left Torso Rear (10)
Right Torso Rear (10)

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Ultra AC/5
6. Ultra AC/5

4-6
1. Ultra AC/5
2. Ultra AC/5
3. Ultra AC/5
4. Ultra AC/5
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Ultra AC/5
6. Ultra AC/5

4-6
1. Ultra AC/5
2. Ultra AC/5
3. Ultra AC/5
4. Ultra AC/5
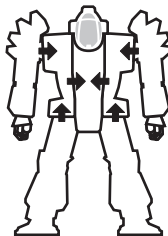5. Endo Steel
6. Endo Steel

Left Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. ER PPC
6. ER PPC

4-6
1. LRM 15
2. LRM 15
3. Ammo (Ultra AC) 20
4. Ammo (Ultra AC) 20
5. Ammo (LRM) 8
6. Endo Steel

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

Right Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. ER PPC
6. ER PPC

4-6
1. LRM 15
2. LRM 15
3. Ammo (Ultra AC) 20
4. Ammo (Ultra AC) 20
5. Ammo (LRM) 8
6. Endo Steel

Left Leg
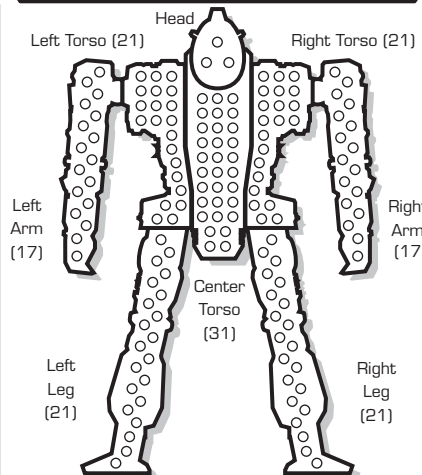1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Damage Transfer Diagram

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM

Head
Left Torso (21)
Right Torso (21)
Left Arm (17)
Right Arm (17)
Center Torso (31)
Left Leg (21)
Right Leg (21)

HEAT DATA

Heat Level*   Effects

Heat Sinks: 17 (34) Double

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

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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: MSK-9H MACKIE

Movement Points:		Tonnage:	100
Walking:	3	Tech Base:	Inner Sphere
Running:	5		Star League
Jumping:	0		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Beagle Active Prb.	LT	—	[E]	—	—	—	4
1	Autocannon/20	RA	7	20 [DB]	—	3	6	9
2	PPC	LA	10	10 [DE]	3	6	12	18

Cost: 9,930,000 C-bills   **BV:** 2,022

WARRIOR DATA

Name: _____

Gunnery Skill: ____   Piloting Skill: ____

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

ARMOR DIAGRAM

Head (9)
Left Torso (32)
Right Torso (32)
Left Arm (34)
Center Torso (50)
Right Arm (34)
Left Leg (41)
Center Torso Rear (11)
Right Leg (41)
Left Torso Rear (10)
Right Torso Rear (10)

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Single Heat Sink
5. Single Heat Sink
6. Single Heat Sink

4-6
1. PPC
2. PPC
3. PPC
4. PPC
5. PPC
6. PPC

Left Torso
1-3
1. Single Heat Sink
2. Beagle Active Probe
3. Beagle Active Probe
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
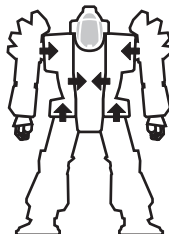4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. Medium Laser

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

Damage Transfer Diagram

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

4-6
1. Autocannon/20
2. Autocannon/20
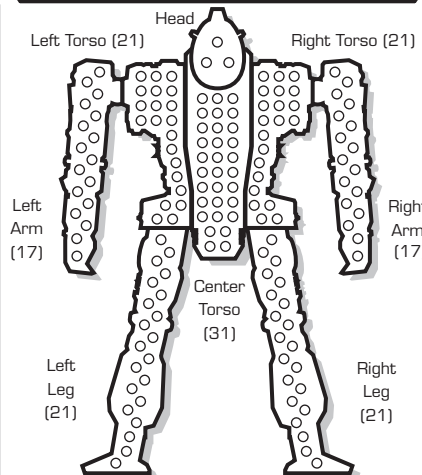3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

Right Torso
1-3
1. Ammo (AC) 5
2. Ammo (AC) 5
3. Ammo (AC) 5
4. Ammo (AC) 5
5. CASE
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

INTERNAL STRUCTURE DIAGRAM

Head
Left Torso (21)
Right Torso (21)
Left Arm (17)
Center Torso (31)
Right Arm (17)
Left Leg (21)
Right Leg (21)

HEAT DATA

Heat Scale
Overflow

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

Heat Sinks: 20 Single

Heat Scale: 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

BATTLETECH™

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: SB-27 SABRE

Thrust:		Tonnage:	25
Safe Thrust:	11	Tech Base:	Inner Sphere
Maximum Thrust:	17		Star League

Weapons & Equipment Inventory

Standard Scale

				(1–6)	(7–12)	(13–20)	(21–25)
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	Medium Laser [DE]	N	3	5	—	—	—
1	Medium Laser [DE]	RW	3	5	—	—	—
1	Medium Laser [DE]	LW	3	5	—	—	—

Fuel: 400 Points

Cost: 1,610,156 C-bills   **BV:** 574

ARMOR DIAGRAM

Nose Damage
Threshold (Total Armor)
2 (19)

Structural Integrity:
11

Left Wing
Damage Threshold
(Total Armor)
2 (15)

Right Wing
Damage Threshold
(Total Armor)
2 (15)

Aft Damage
Threshold
(Total Armor)
2 (15)

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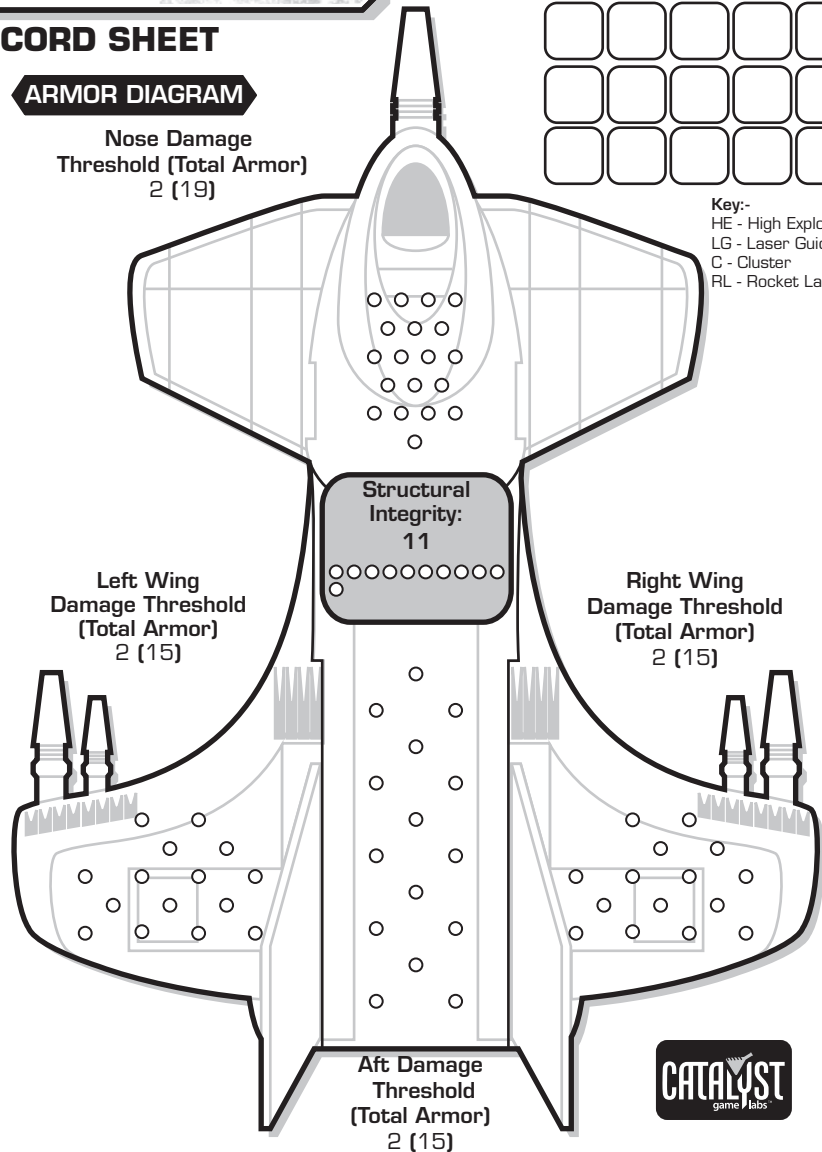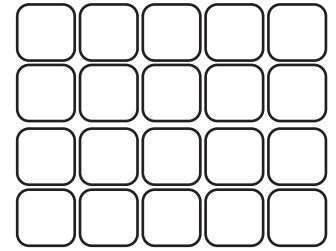
Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher
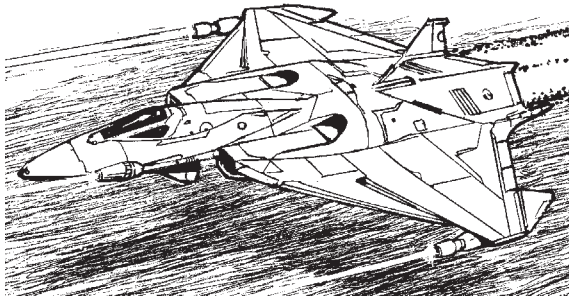
CRITICAL DAMAGE

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	10
28	Ammo Exp. avoid on 8+	Single
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 6+	
20	Random Movement, avoid on 8+	
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+	

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										