NOTES

Previous record sheet volumes grouped all unit types together and then organized per tonnage. However, this often ignored the organization of the corresponding Technical Readout, creating disconnect for players moving from a Technical Readout to a record sheet volume to find the unit they're looking for.

To better ease this transition, this record sheet volume is organized like its corresponding Technical Readout. Hyperlinks off of each unit name in the TOC will enable players to instantly move to a given section, or to the start of a given unit's record sheets.

INNER SPHERE BATTLE ARMOR
- Nighthawk
- Tornado
- Djinn
- Kobold
- Asterion
- Asura
- Rottweiler
- Se'irim
- Theseus
- Void
- Ying Long
- Phalanx
- Tengu
- Grenadier
- Hauberk
- Nephilim
- Shedu

INNER SPHERE VEHICLES
- Crow Scout Helicopter
- MIT 23 MASH Vehicle
- Tamerlane Strike Sled
- Saxon APC
- Hiryo Armored Infantry Transport
- Danai Support Vehicle
- Condor Hover Tank (Upgrade)
- JES I Tactical Missile Carrier
- Thumper Artillery Vehicle
- DI Morgan Assault Tank
- JI-50 Transportable Field Repair Unit
- O-66 HMRV

INNER SPHERE BATTLEMECHS
- Malak
- Valiant
- Wight
- Mongoose II
- Preta
- Legionnaire
- Eyleuka
- Grigori
- Patriot
- Deva
- Defiance
- Warlord
- Seraph
- Archangel
- Titan II
- Hyena SalvageMech

INNER SPHERE AEROSPACE
- Shade
- Rusalka
- Striga
- Aurora
- Leopard PWS
- Union PWS
- Mule PWS
- Excalibur PWS

CLAN BATTLE ARMOR
- Aerie
- Afreet
- Clan Medium
- Corona
- Rogue Bear
- Golem

CLAN VEHICLES
- Bellona Hover Tank
- SM1 Tank Destroyer

CLAN BATTLEMECHS
- Bear Cub
- Crimson Hawk
- Ocelot
- "Pariah"
- Sun Cobra
- Balius
- Ryoken II
- Cygnus
- Jupiter

CLAN PROTOMECHS
- Erinyes
- Cecerops
- Orc
- Procyon
- Chrysaor
- Basilisk
- Triton
- Delphyne

CREDITS

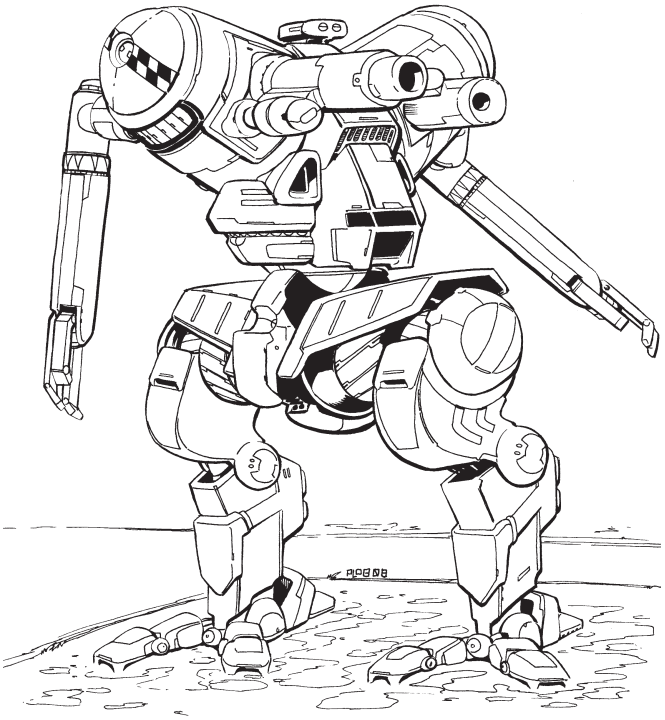
STANDARD RULES

These designs are considered "standard rules" (see p. 10, *Total Warfare*) and are legal for tournaments played at the Gen Con Game Fair®, Origins Game Convention®, and other convention tournaments, retail store events and so on, alongside the record sheets found in the various record sheet books (whether published by Catalyst Game Labs, FanPro, or FASA). (Note that only those designs that meet the requirements for a tournament unit selection will be available for use in a given tournament.)

Advanced and Experimental Rules: If any record sheets includes "Advanced" or "Experimental" on it—meaning it mounts equipment from *Tactical Operations*—then that record sheet is generally not appropriate for tournament player (individual tournaments will spell out the specifics of whether such designs can or cannot be used).

ERAS

The record sheets in this volume indicate which era they first appeared in; see p. 4 for an explanation of BattleTech Eras.



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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Hauberk **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
LRM 5	1/Msl [M,C,S]	6	7	14	21
Ammo O O O O O O					
Small Laser	3 [DE]	—	1	2	3

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

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

BV: 363/70

BATTLE ARMOR: SQUAD 2

Type: Hauberk **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
LRM 5	1/Msl [M,C,S]	6	7	14	21
Ammo O O O O O O					
Small Laser	3 [DE]	—	1	2	3

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

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

BV: 363/70

BATTLE ARMOR: SQUAD 3

Type: Hauberk **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
LRM 5	1/Msl [M,C,S]	6	7	14	21
Ammo O O O O O O					
Small Laser	3 [DE]	—	1	2	3

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

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

BV: 363/70

BATTLE ARMOR: SQUAD 4

Type: Hauberk **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
LRM 5	1/Msl [M,C,S]	6	7	14	21
Ammo O O O O O O					
Small Laser	3 [DE]	—	1	2	3

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

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

BV: 363/70

BATTLE ARMOR: SQUAD 5

Type: Hauberk **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
LRM 5	1/Msl [M,C,S]	6	7	14	21
Ammo O O O O O O					
Small Laser	3 [DE]	—	1	2	3

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

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

BV: 363/70

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

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Hauberk II **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Magshot (Body)	2 [DB,S]	—	3	6	9
Magshot (Body)	2 [DB,S]	—	3	6	9
Small Pulse Laser	3 [P,AI]	—	1	2	3

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

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

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

BV: 325/63

BATTLE ARMOR: SQUAD 2

Type: Hauberk II **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Magshot (Body)	2 [DB,S]	—	3	6	9
Magshot (Body)	2 [DB,S]	—	3	6	9
Small Pulse Laser	3 [P,AI]	—	1	2	3

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

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

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

BV: 325/63

BATTLE ARMOR: SQUAD 3

Type: Hauberk II **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Magshot (Body)	2 [DB,S]	—	3	6	9
Magshot (Body)	2 [DB,S]	—	3	6	9
Small Pulse Laser	3 [P,AI]	—	1	2	3

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

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

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

BV: 325/63

BATTLE ARMOR: SQUAD 4

Type: Hauberk II **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Magshot (Body)	2 [DB,S]	—	3	6	9
Magshot (Body)	2 [DB,S]	—	3	6	9
Small Pulse Laser	3 [P,AI]	—	1	2	3

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

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

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

BV: 325/63

BATTLE ARMOR: SQUAD 5

Type: Hauberk II **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Magshot (Body)	2 [DB,S]	—	3	6	9
Magshot (Body)	2 [DB,S]	—	3	6	9
Small Pulse Laser	3 [P,AI]	—	1	2	3

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

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

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

BV: 325/63

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: DI Morgan Assault Tank

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 100
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

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

Ammo: (Machine Gun) 100

BV: 1,390

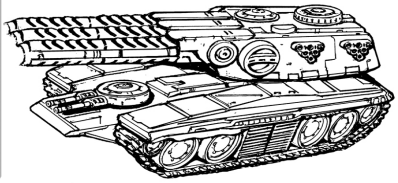
CREW DATA

Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

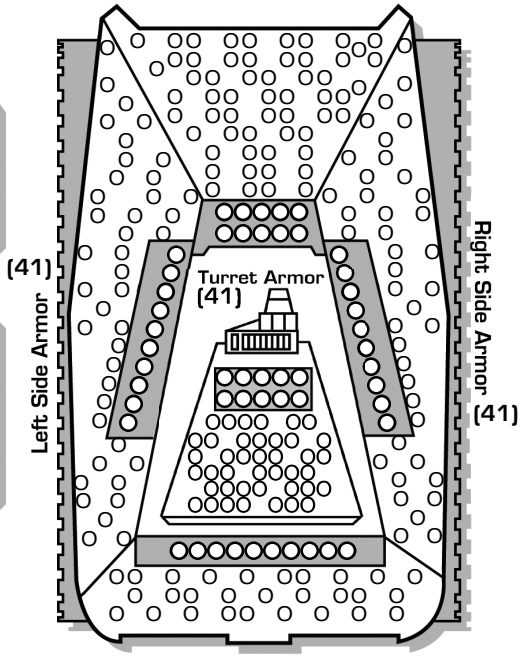
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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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 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.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: DI Morgan Assault Tank (Gauss)

Movement Points:
Cruising: 2
Flank: 3
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 100
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C^3 Slave	BD	[E]	—	—	—	—
1	Targeting Computer	BD	[E]	—	—	—	—
2	Machine Gun	FR	2 [DB,AI]	—	1	2	3
3	Gauss Rifle	T	15 [DB,X]	2	7	15	22

Ammo: (Machine Gun) 100, (Gauss) 48

BV: 1,621

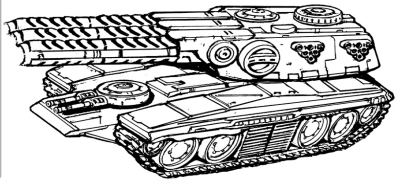
CREW DATA

Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

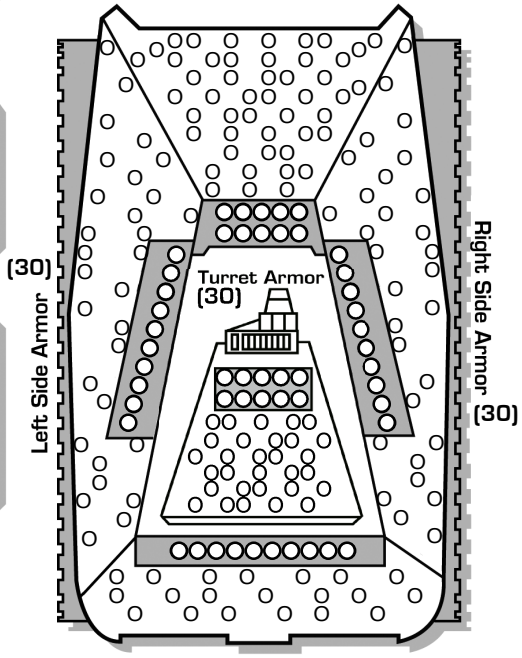
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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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 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.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: DI Morgan Assault Tank (LRM)

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 100
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C^3 Slave	BD	[E]	–	–	–	–
2	ER Medium Laser	FR	5 [DE]	–	4	8	12
4	LRM 20 w/Artemis IV FCS	T	1/Msl [M,C,S]	6	7	14	21

Ammo (CASE): (LRM 20) 48

BV: 1,869

CREW DATA

Crew: _____

Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

Driver Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

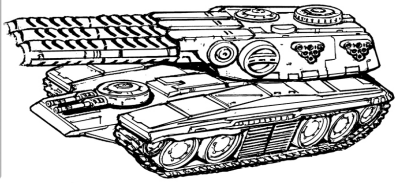
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

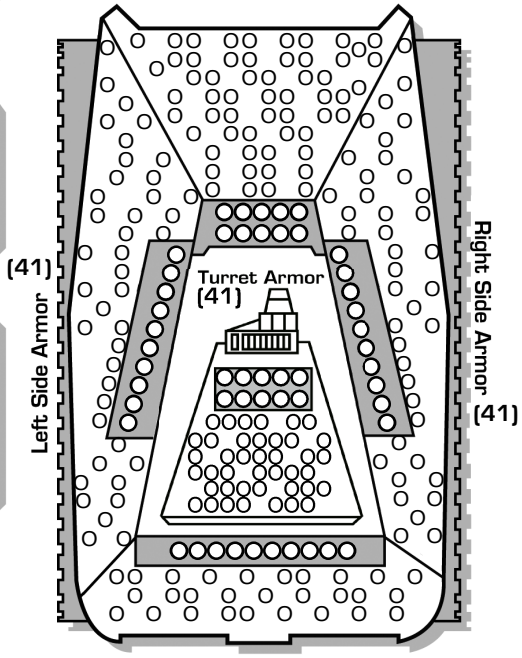
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



ARMOR DIAGRAM



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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 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.

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Legionnaire LGN-1X

Movement Points:		**Tonnage:**	50
Walking:	7	**Tech Base:**	Inner Sphere
Running:	11	**Era:**	Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	Rotary AC/2	RT	1	2/Sht [DB,R/C]	—	6	12	18
1	Beagle Active Probe	LT	—	[E]	—	—	—	4
1	Targeting Computer	LT	—	[E]	—	—	—	—

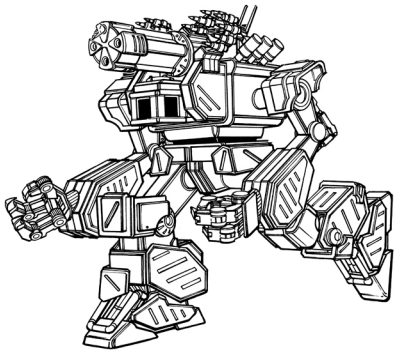
BV: 1,322

WARRIOR DATA

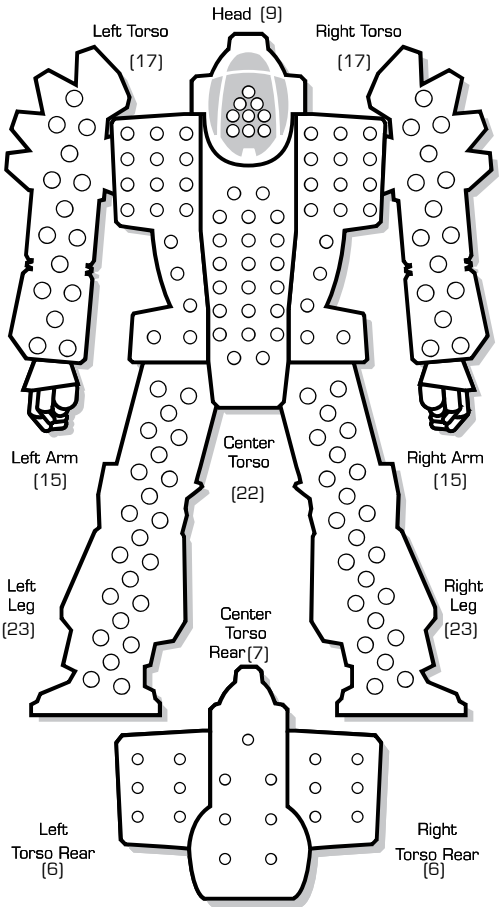
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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. Beagle Active Probe
5. Beagle Active Probe
6. Targeting Computer

4-6:
1. Targeting Computer
2. Targeting Computer
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

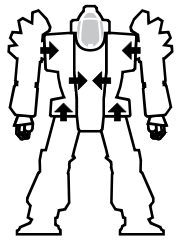
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

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. ER Medium Laser
6. ER Medium Laser

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. Endo Steel

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

Right Torso

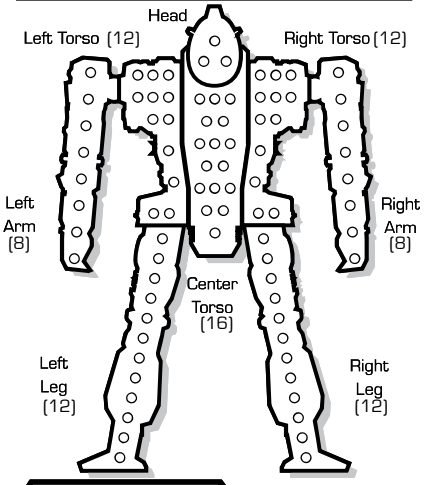
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Rotary AC/2
5. Rotary AC/2
6. Rotary AC/2

4-6:
1. Ammo (RAC/2) 45
2. Endo Steel
3. Endo Steel
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. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) 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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Legionnaire LGN-2D

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

Weapons & Equipment Inventory (hexes)

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

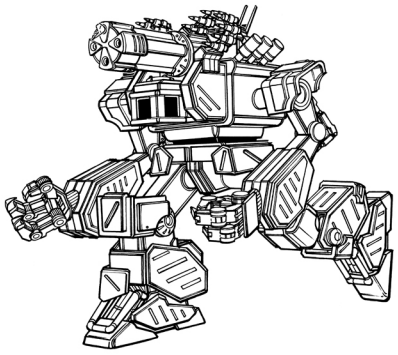
BV: 1,386

WARRIOR DATA

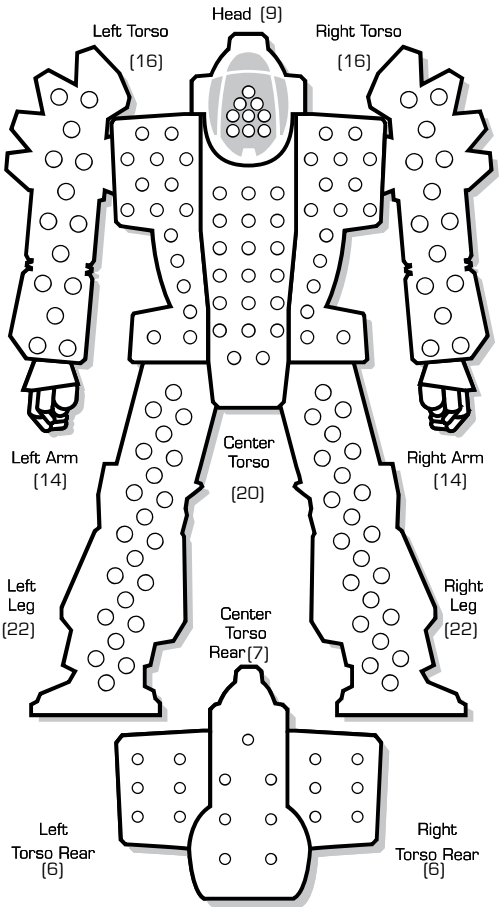
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



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

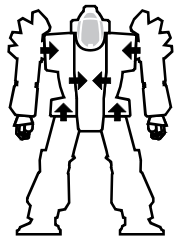
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

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

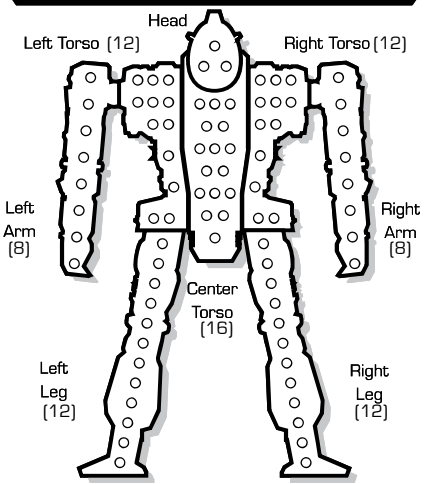
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Rotary AC/5
5. Rotary AC/5
6. Rotary AC/5

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



HEAT DATA

Heat Level*	Effects	10 (20) 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*
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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Legionnaire LGN-2XA

Movement Points:
Walking: 7
Running: 11

Tonnage: 50
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Arrow IV	RT/RA	10	20 [AE,S,F]	—	1	2	8

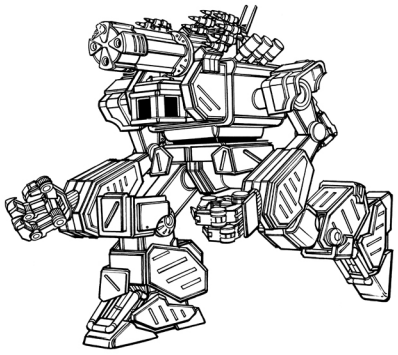
BV: 1,172

WARRIOR DATA

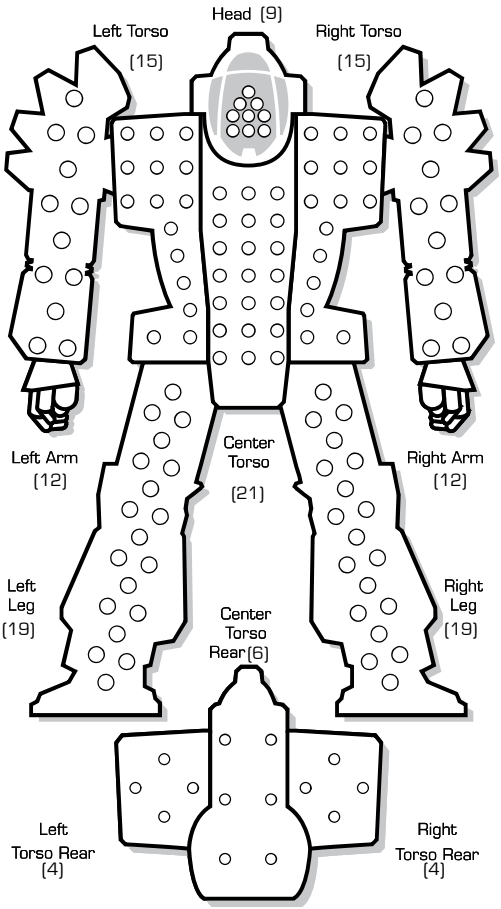
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

4-6:
1. Endo Steel
2. Endo Steel
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. Ammo (Arrow IV) 5
5. Ammo (Arrow IV Homing) 5
6. Endo Steel

4-6:
1. Endo Steel
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. Endo Steel
6. Endo Steel

Head

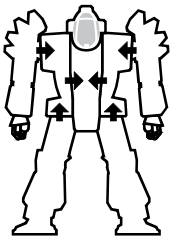
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

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. Arrow IV
6. Arrow IV

4-6:
1. Arrow IV
2. Arrow IV
3. Arrow IV
4. Arrow IV
5. Arrow IV
6. Arrow IV

Right Torso

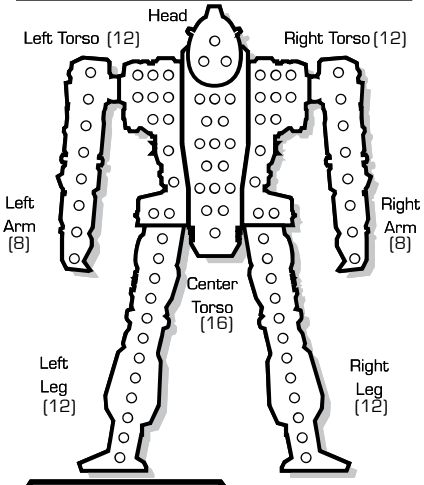
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Arrow IV
5. Arrow IV
6. Arrow IV

4-6:
1. Arrow IV
2. Arrow IV
3. Arrow IV
4. Arrow IV
5. Endo Steel
6. Endo Steel

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



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	10 (20) 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	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Legionnaire LGN-2XU

Movement Points:
Walking: 7
Running: 11

Tonnage: 50
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/10	RT	4	10/Sht [DB,R/C]	—	6	12	18
1	Targeting Computer	LT	—	[E]	—	—	—	—

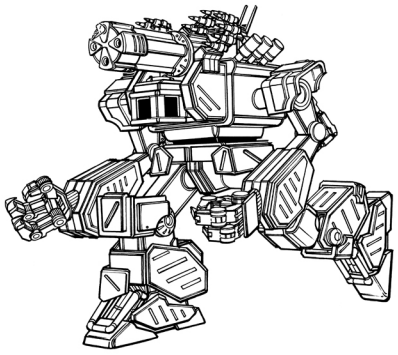
BV: 1,128

WARRIOR DATA

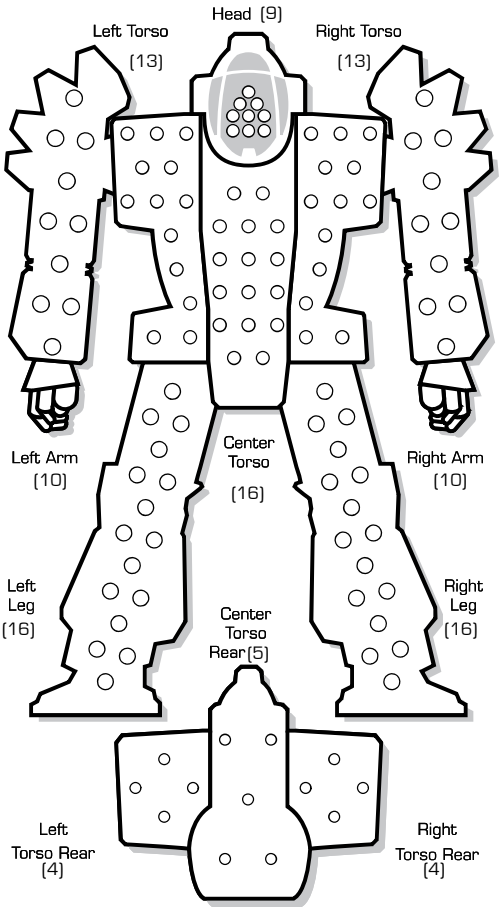
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Ferro-Fibrous

4-6:
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

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. Targeting Computer
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

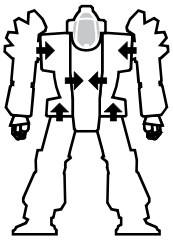
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. 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. 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. Ferro-Fibrous

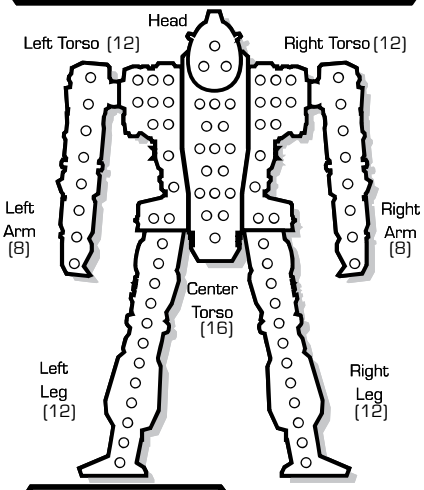
4-6:
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Ultra AC/10
5. Ultra AC/10
6. Ultra AC/10

4-6:
1. Ultra AC/10
2. Ultra AC/10
3. Ultra AC/10
4. Ultra AC/10
5. Ammo (Ultra AC/10) 10
6. Ammo (Ultra AC/10) 10

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

INTERNAL STRUCTURE DIAGRAM



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	10 (20) 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	

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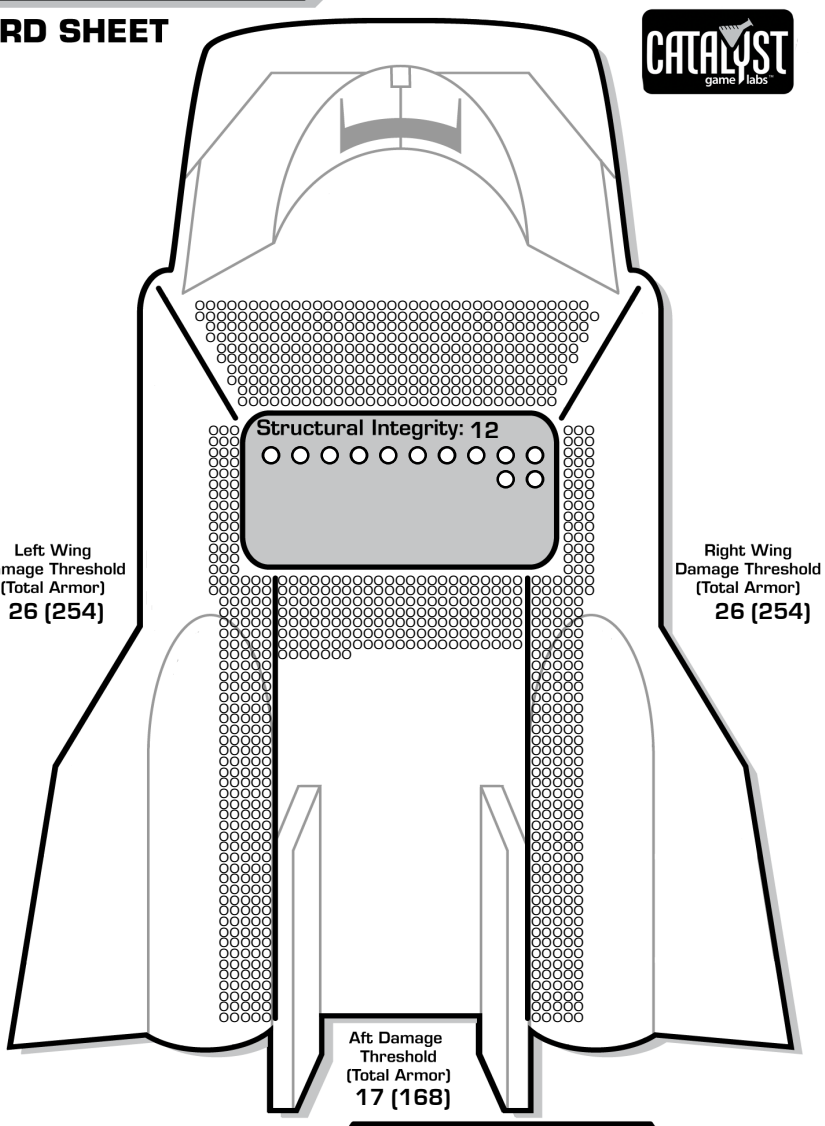
BATTLETECH

AERODYNE DROPSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
34 (339)

ARMOR DIAGRAM
Standard Scale



DROPSHIP DATA

Type: Leopard "Pocket WarShip"

Name:
Thrust:
Safe Thrust: 5
Maximum Thrust: 8

Tonnage: 1,900
Tech Base: Inner Sphere
Era: Jihad

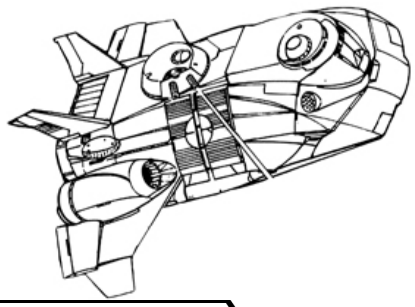
Weapons & Equipment Inventory

	Capital Scale Bay	Loc	Ht	(1-12) SRV	(13-24) MRV	(25-40) LRV	(41-50) ERV
1	Killer Whale-T [11 rnds]	N	20	4 (40)	4 (40)	4 (40)	4 (40)

	Standard Scale Bay	Loc	Ht	(1-6) SRV	(7-12) MRV	(13-20) LRV	(21-25) ERV
2	ER PPC	N	30	2 (20)	2 (20)	2 (20)	—
1	LRM 20 w/Artemis IV FCS [12 rnds]	N	6	2 (16)	2 (16)	2 (16)	—
3	Medium Pulse Laser	N	12	2 (18)	—	—	—
1	LRM 20 w/Artemis IV FCS [12 rnds]	FL/FR	6	2 (16)	2 (16)	2 (16)	—
2	ER Large Laser	FL/FR	24	2 (16)	2 (16)	2 (16)	—
1	Medium Pulse Laser	FL/FR	4	1 (6)	—	—	—
1	ER Large Laser	A	12	1 (8)	1 (8)	1 (8)	—
2	Medium Pulse Laser	A	8	1 (12)	—	—	—

Cargo:
Bay 1: Cargo Space - 65.50 tons (1 door)

BV: 7,674 **Fuel:** 4,000



CREW DATA

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

Crew: 10 **Marines:** 0
Passengers: 0
Other: 0 **Battle Armor:** 0
Life Boats/Escape Pods: 0/2

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: 70 (140) Double

Heat Generation Per Arc

Nose:	68	Aft:	20
Left Wing:		Right Wing:	
Fwd:	34	Fwd:	34
Aft:	0	Aft:	0

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Golem **Era:** Civil War

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

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Advanced SRM 5 (Body)	2/Msl [M,C,S]	—	4	8	12
Ammo 0 0					
Basic Manipulator (2)	[E]	—	—	—	—
Bearhunter Superheavy AC	3 [DB,S]	—	—	1	2
Bearhunter Superheavy AC	3 [DB,S]	—	—	1	2

Armor: Fire Resistant

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

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

BV: 875/125

BATTLE ARMOR: SQUAD 2

Type: Golem **Era:** Civil War

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

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Advanced SRM 5 (Body)	2/Msl [M,C,S]	—	4	8	12
Ammo 0 0					
Basic Manipulator (2)	[E]	—	—	—	—
Bearhunter Superheavy AC	3 [DB,S]	—	—	1	2
Bearhunter Superheavy AC	3 [DB,S]	—	—	1	2

Armor: Fire Resistant

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

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

BV: 875/125

BATTLE ARMOR: SQUAD 3

Type: Golem **Era:** Civil War

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

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Advanced SRM 5 (Body)	2/Msl [M,C,S]	—	4	8	12
Ammo 0 0					
Basic Manipulator (2)	[E]	—	—	—	—
Bearhunter Superheavy AC	3 [DB,S]	—	—	1	2
Bearhunter Superheavy AC	3 [DB,S]	—	—	1	2

Armor: Fire Resistant

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

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

BV: 875/125

BATTLE ARMOR: SQUAD 4

Type: Golem **Era:** Civil War

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

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Advanced SRM 5 (Body)	2/Msl [M,C,S]	—	4	8	12
Ammo 0 0					
Basic Manipulator (2)	[E]	—	—	—	—
Bearhunter Superheavy AC	3 [DB,S]	—	—	1	2
Bearhunter Superheavy AC	3 [DB,S]	—	—	1	2

Armor: Fire Resistant

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

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

BV: 875/125

BATTLE ARMOR: SQUAD 5

Type: Golem **Era:** Civil War

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

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Advanced SRM 5 (Body)	2/Msl [M,C,S]	—	4	8	12
Ammo 0 0					
Basic Manipulator (2)	[E]	—	—	—	—
Bearhunter Superheavy AC	3 [DB,S]	—	—	1	2
Bearhunter Superheavy AC	3 [DB,S]	—	—	1	2

Armor: Fire Resistant

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

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

BV: 875/125

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

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Golem (Fast Assault) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3
SRM 5 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

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

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☑

BV: 494/71

BATTLE ARMOR: SQUAD 2

Type: Golem (Fast Assault) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3
SRM 5 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

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

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☑

BV: 494/71

BATTLE ARMOR: SQUAD 3

Type: Golem (Fast Assault) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3
SRM 5 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

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

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☑

BV: 494/71

BATTLE ARMOR: SQUAD 4

Type: Golem (Fast Assault) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3
SRM 5 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

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

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☑

BV: 494/71

BATTLE ARMOR: SQUAD 5

Type: Golem (Fast Assault) **Era:** Jihad
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3
SRM 5 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

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

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☑

BV: 494/71

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

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BATTLETECH™

BATTLE ARMOR RECORD SHEET (ADVANCED)

BATTLE ARMOR: SQUAD 1

Type: Golem "Rock Golem" **Era:** Jihad

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

Ground MP: 1 [2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Heavy Recoilless Rifle (DWP)	3 [DB,S]	—	3	5	7
Heavy Recoilless Rifle (DWP)	3 [DB,S]	—	3	5	7
SRM 5 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

must detach DWP before moving full ground speed

Armor: Fire Resistant

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

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

BV: 693/99

BATTLE ARMOR: SQUAD 2

Type: Golem "Rock Golem" **Era:** Jihad

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

Ground MP: 1 [2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Heavy Recoilless Rifle (DWP)	3 [DB,S]	—	3	5	7
Heavy Recoilless Rifle (DWP)	3 [DB,S]	—	3	5	7
SRM 5 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

must detach DWP before moving full ground speed

Armor: Fire Resistant

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

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

BV: 693/99

BATTLE ARMOR: SQUAD 3

Type: Golem "Rock Golem" **Era:** Jihad

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

Ground MP: 1 [2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Heavy Recoilless Rifle (DWP)	3 [DB,S]	—	3	5	7
Heavy Recoilless Rifle (DWP)	3 [DB,S]	—	3	5	7
SRM 5 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

must detach DWP before moving full ground speed

Armor: Fire Resistant

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

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

BV: 693/99

BATTLE ARMOR: SQUAD 4

Type: Golem "Rock Golem" **Era:** Jihad

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

Ground MP: 1 [2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Heavy Recoilless Rifle (DWP)	3 [DB,S]	—	3	5	7
Heavy Recoilless Rifle (DWP)	3 [DB,S]	—	3	5	7
SRM 5 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

must detach DWP before moving full ground speed

Armor: Fire Resistant

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

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

BV: 693/99

BATTLE ARMOR: SQUAD 5

Type: Golem "Rock Golem" **Era:** Jihad

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

Ground MP: 1 [2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Heavy Recoilless Rifle (DWP)	3 [DB,S]	—	3	5	7
Heavy Recoilless Rifle (DWP)	3 [DB,S]	—	3	5	7
SRM 5 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

must detach DWP before moving full ground speed

Armor: Fire Resistant

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

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

BV: 693/99

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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Jupiter

Movement Points:		**Tonnage:**	100
Walking:	3	**Tech Base:**	Clan
Running:	5	**Era:**	Jihad

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

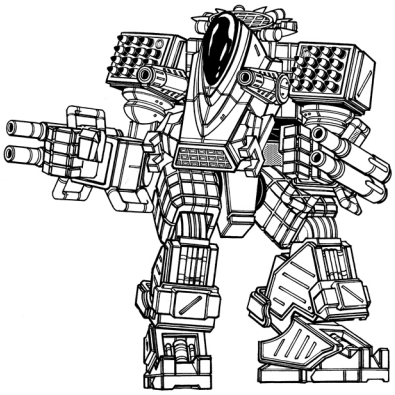
BV: 2,784

WARRIOR DATA

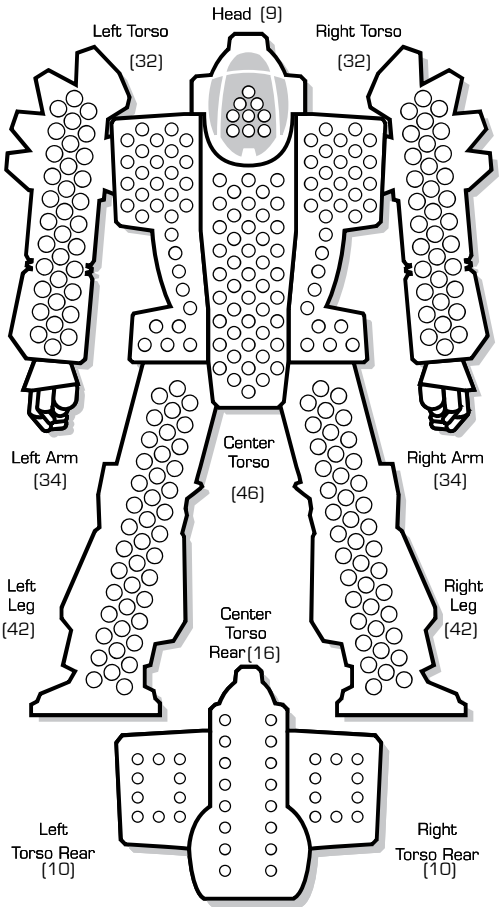
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso (CASE)

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

1-3

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

4-6

Left Leg

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

Head

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

Center Torso

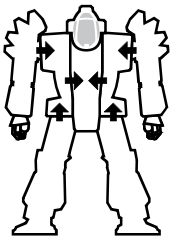
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

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



Damage Transfer Diagram

Right Arm

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

1-3

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

4-6

Right Torso (CASE)

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

1-3

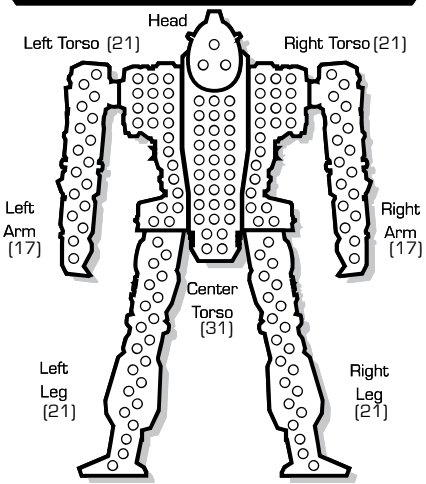
1. LRM 15
2. LRM 15
3. Ammo (Ultra AC/5) 20
4. Ammo (Ultra AC/5) 20
5. Ammo (LRM 15) 8
6. Endo Steel

4-6

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



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	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	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Jupiter 2

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

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 w/Artemis IV FCS	RT	5	1/Msl [M,C,S]	—	7	14	21
1	ER PPC	LT	15	15 [DE]	—	7	14	23
1	LRM 15 w/Artemis IV FCS	LT	5	1/Msl [M,C,S]	—	7	14	21
1	Ultra AC/10	RA	3	10/Sht [DB,R/C]	—	6	12	18
1	Ultra AC/10	LA	3	10/Sht [DB,R/C]	—	6	12	18

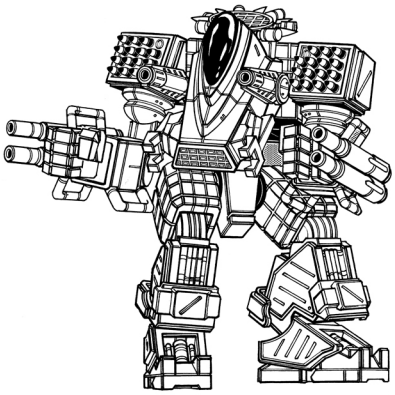
BV: 3,278

WARRIOR DATA

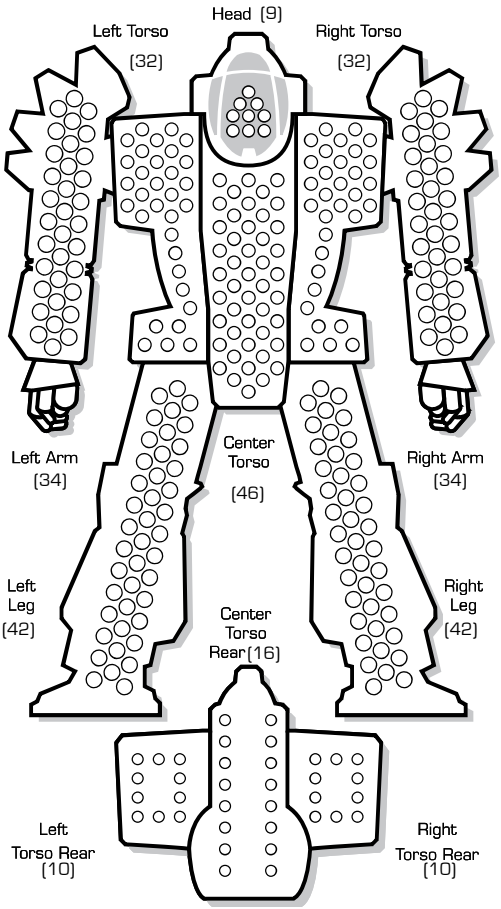
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink (1-3)
5. Double Heat Sink (1-3)
6. Double Heat Sink (1-3)
1. Double Heat Sink (4-6)
2. Ultra AC/10 (4-6)
3. Ultra AC/10 (4-6)
4. Ultra AC/10 (4-6)
5. Ultra AC/10 (4-6)
6. Endo Steel

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet (1-3)
4. ER PPC (1-3)
5. ER PPC (1-3)
6. LRM 15 (1-3)
1. LRM 15 (4-6)
2. Artemis IV FCS (4-6)
3. Ammo (Ultra AC/10) 10 (4-6)
4. Ammo (Ultra AC/10) 10 (4-6)
5. Ammo (LRM 15 Artemis) 8 (4-6)
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

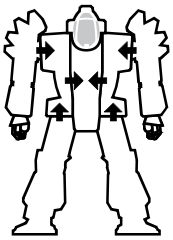
Head

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

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)
1. Gyro (4-6)
2. XL Fusion Engine (4-6)
3. XL Fusion Engine (4-6)
4. XL Fusion Engine (4-6)
5. Jump Jet (4-6)
6. Roll Again (4-6)

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



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink (1-3)
5. Double Heat Sink (1-3)
6. Ultra AC/10 (1-3)
1. Ultra AC/10 (4-6)
2. Ultra AC/10 (4-6)
3. Ultra AC/10 (4-6)
4. Endo Steel
5. Endo Steel
6. Endo Steel

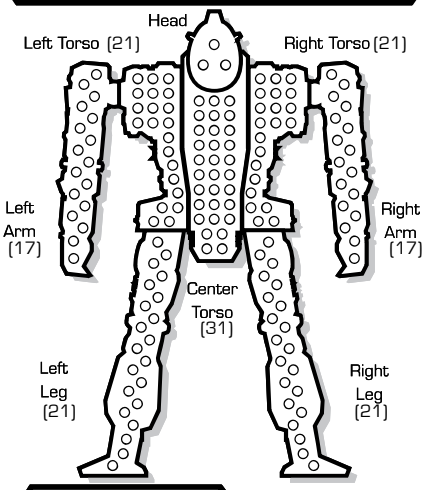
Right Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet (1-3)
4. ER PPC (1-3)
5. ER PPC (1-3)
6. LRM 15 (1-3)
1. LRM 15 (4-6)
2. Artemis IV FCS (4-6)
3. Ammo (Ultra AC/10) 10 (4-6)
4. Ammo (Ultra AC/10) 10 (4-6)
5. Ammo (LRM 15 Artemis) 8 (4-6)
6. Endo Steel

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



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	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	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Jupiter 3

Movement Points:		**Tonnage:**	100
Walking:	3	**Tech Base:**	Clan
Running:	5	**Era:**	Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	CT	5	7 [DE]	—	5	10	15
1	HAG/30	RT	6	30 [C,F]	2	8	16	24
1	HAG/30	LT	6	30 [C,F]	2	8	16	24
1	Ultra AC/10	RA	3	10/Sht [DB,R/C]	—	6	12	18
1	Ultra AC/10	LA	3	10/Sht [DB,R/C]	—	6	12	18

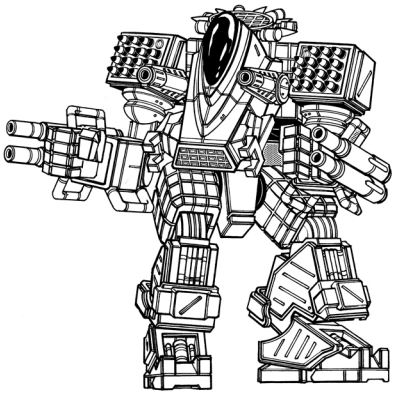
BV: 3,074

WARRIOR DATA

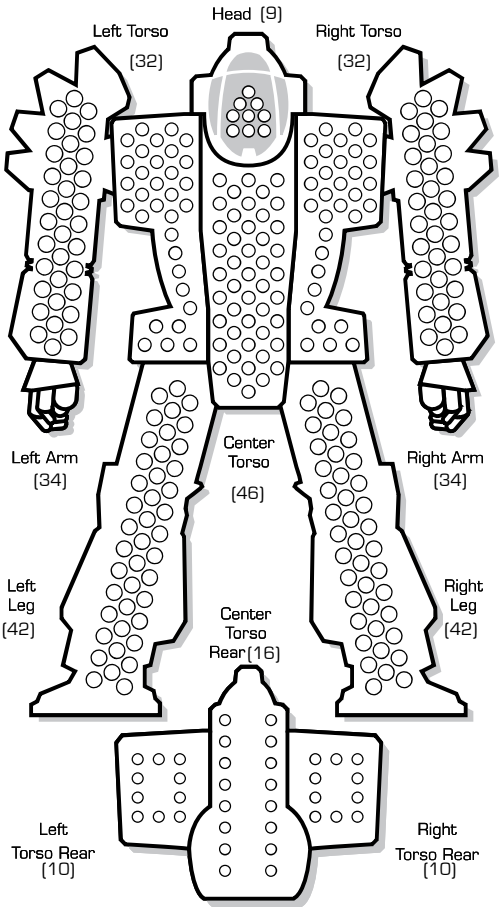
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Ultra AC/10
6. Ultra AC/10

1-3

1. Ultra AC/10
2. Ultra AC/10
3. Ammo (Ultra AC/10) 10
4. Ammo (Ultra AC/10) 10
5. Endo Steel
6. Endo Steel

4-6

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. HAG/30
4. HAG/30
5. HAG/30
6. HAG/30

1-3

1. HAG/30
2. HAG/30
3. HAG/30
4. HAG/30
5. Ammo (HAG 30) 4
6. Ammo (HAG 30) 4

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (HAG 30) 4
6. Endo Steel

Head

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

Center Torso

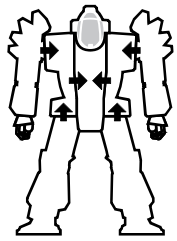
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

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



Damage Transfer Diagram

Right Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Ultra AC/10
6. Ultra AC/10

1-3

1. Ultra AC/10
2. Ultra AC/10
3. Ammo (Ultra AC/10) 10
4. Ammo (Ultra AC/10) 10
5. Endo Steel
6. Endo Steel

4-6

Right Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. HAG/30
4. HAG/30
5. HAG/30
6. HAG/30

1-3

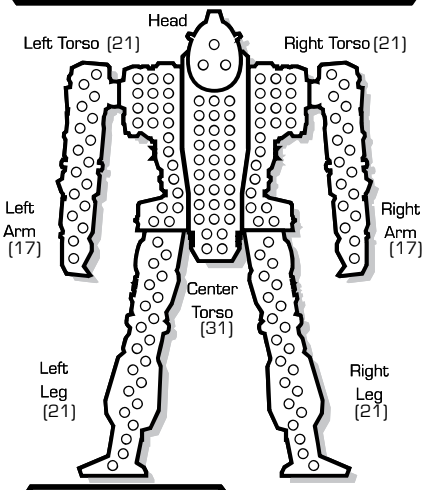
1. HAG/30
2. HAG/30
3. HAG/30
4. HAG/30
5. Ammo (HAG 30) 4
6. Ammo (HAG 30) 4

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (HAG 30) 4
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



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	12 (24) 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	

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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Chrysaor**
Tons: 6
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4
Torso B:	ER Micro Laser	2 [DE]	—	1	2	4
Right Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	—	1	2	4

PILOT DATA

Name: _____
Gunnery Skill: _____

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

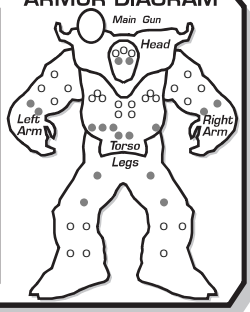
BV: 174

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

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

ARMOR DIAGRAM



PROTOMECH 2

Type: **Chrysaor**
Tons: 6
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4
Torso B:	ER Micro Laser	2 [DE]	—	1	2	4
Right Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	—	1	2	4

PILOT DATA

Name: _____
Gunnery Skill: _____

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

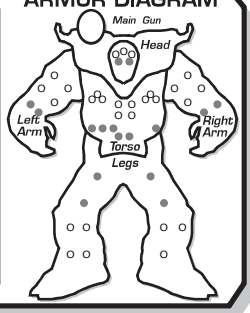
BV: 174

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

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

ARMOR DIAGRAM



PROTOMECH 3

Type: **Chrysaor**
Tons: 6
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4
Torso B:	ER Micro Laser	2 [DE]	—	1	2	4
Right Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	—	1	2	4

PILOT DATA

Name: _____
Gunnery Skill: _____

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

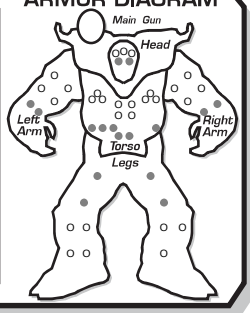
BV: 174

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

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

ARMOR DIAGRAM



PROTOMECH 4

Type: **Chrysaor**
Tons: 6
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4
Torso B:	ER Micro Laser	2 [DE]	—	1	2	4
Right Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	—	1	2	4

PILOT DATA

Name: _____
Gunnery Skill: _____

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

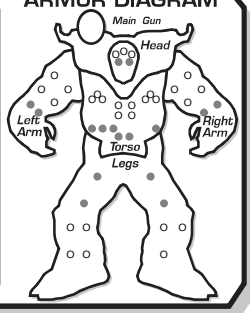
BV: 174

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

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

ARMOR DIAGRAM



PROTOMECH 5

Type: **Chrysaor**
Tons: 6
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4
Torso B:	ER Micro Laser	2 [DE]	—	1	2	4
Right Arm:	ER Micro Laser	2 [DE]	—	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	—	1	2	4

PILOT DATA

Name: _____
Gunnery Skill: _____

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

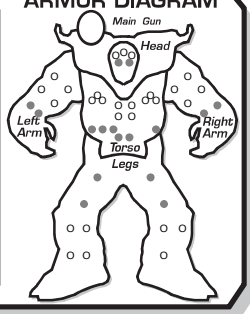
BV: 174

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

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

ARMOR DIAGRAM



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BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Chrysaor 2**
Tons: 6
Movement Points:
Walk/Run/Jump
6 / 9 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Micro Pulse Laser	3 [P,AI]	—	1	2	3
Right Arm:	Micro Pulse Laser	3 [P,AI]	—	1	2	3

PILOT DATA

Name: _____
Gunnery Skill: _____

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

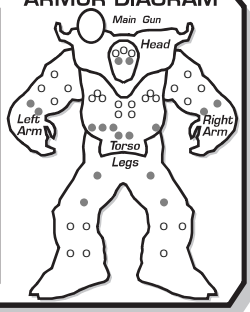
BV: 177

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

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

ARMOR DIAGRAM



PROTOMECH 2

Type: **Chrysaor 2**
Tons: 6
Movement Points:
Walk/Run/Jump
6 / 9 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Micro Pulse Laser	3 [P,AI]	—	1	2	3
Right Arm:	Micro Pulse Laser	3 [P,AI]	—	1	2	3

PILOT DATA

Name: _____
Gunnery Skill: _____

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

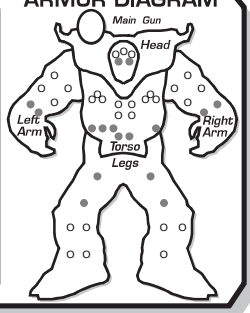
BV: 177

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

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

ARMOR DIAGRAM



PROTOMECH 3

Type: **Chrysaor 2**
Tons: 6
Movement Points:
Walk/Run/Jump
6 / 9 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Micro Pulse Laser	3 [P,AI]	—	1	2	3
Right Arm:	Micro Pulse Laser	3 [P,AI]	—	1	2	3

PILOT DATA

Name: _____
Gunnery Skill: _____

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

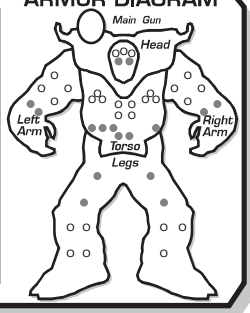
BV: 177

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

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

ARMOR DIAGRAM



PROTOMECH 4

Type: **Chrysaor 2**
Tons: 6
Movement Points:
Walk/Run/Jump
6 / 9 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Micro Pulse Laser	3 [P,AI]	—	1	2	3
Right Arm:	Micro Pulse Laser	3 [P,AI]	—	1	2	3

PILOT DATA

Name: _____
Gunnery Skill: _____

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

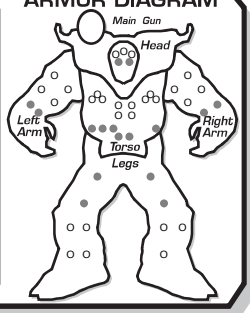
BV: 177

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

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

ARMOR DIAGRAM



PROTOMECH 5

Type: **Chrysaor 2**
Tons: 6
Movement Points:
Walk/Run/Jump
6 / 9 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Micro Pulse Laser	3 [P,AI]	—	1	2	3
Right Arm:	Micro Pulse Laser	3 [P,AI]	—	1	2	3

PILOT DATA

Name: _____
Gunnery Skill: _____

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

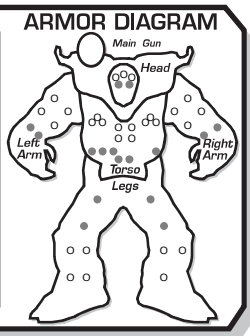
BV: 177

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

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

ARMOR DIAGRAM



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