

# BATTLETECH™

## ARMOR DIAGRAM

## SUPER-HEAVY COMBAT VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Pocket Battleship ARS Lachan

Movement Points: Tonnage: 338  
 Cruising: 1 Tech Base: Inner Sphere  
 Flank: 2 (Experimental)  
 Movement Type: Naval Year: 3145  
 Engine Type: Fusion Engine

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Communications Equipment (7 ton)	BD [E]	—	—	—	—	—
1	Anti-Missile System	FRRS [PD]	—	1	1	—	—
1	Anti-Missile System	FRRS [PD]	—	1	1	—	—
1	LRM 10	FRRS [M.C.S.]	6	7	14	21	—
1	Anti-Missile System	FRLS [PD]	—	1	1	—	—
1	LRM 10	FRLS [M.C.S.]	6	7	14	21	—
1	Anti-Missile System	RRRS [PD]	—	1	1	—	—
1	Lifeboat (Maritime)	RRRS [E]	—	—	—	—	—
1	LRM 10	RRRS [M.C.S.]	6	7	14	21	—
1	Anti-Missile System	RRLS [PD]	—	1	1	—	—
1	Lifeboat (Maritime)	RRLS [E]	—	—	—	—	—
1	LRM 10	RRLS [M.C.S.]	6	7	14	21	—
1	Anti-Missile System	RR [PD]	—	1	1	—	—
3	Sniper	TU 20 [A.E.S.H.]	1	2	18	—	—
3	Sniper	FT 20 [A.E.S.H.]	1	2	18	—	—

Ammo (CASE): (AMS) 36, (Sniper) 120, (LRM 10) 36

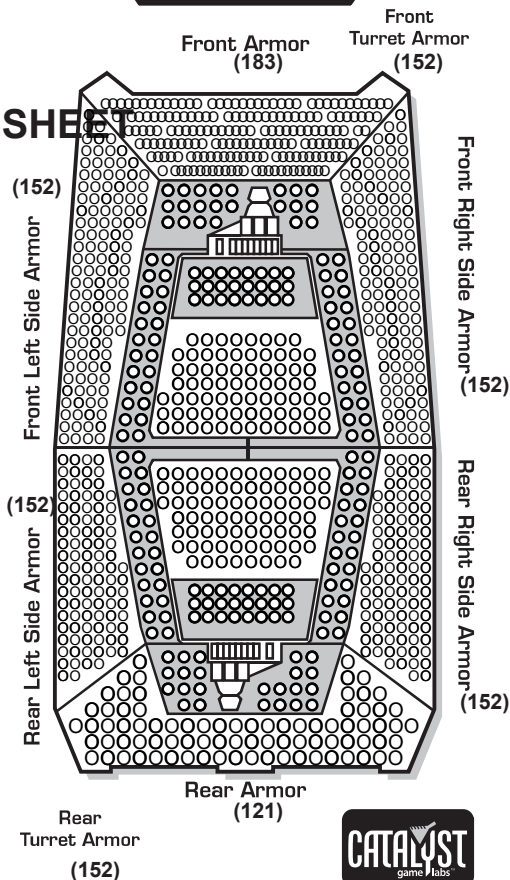
BV: 2,986

### CREW DATA

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

### CRITICAL DAMAGE

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



### 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 +5. 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.

### SUPER-HEAVY VEHICLE CRITICAL HITS TABLE

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.