

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Crusader CRD-9S

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 65

Tech Base: Inner Sphere

Rules Level: Standard

Role: Sniper

Weapons & Equipment Inventory

(hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|------------------------|-------|----|---------------|-----|-----|-----|-----|
| 1 | LRM 10 | LA | 4 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | ER Medium Laser | LA | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 1 | LRM 10 | RA | 4 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 1 | ER Medium Laser | RA | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 1 | Imp. Heavy Gauss Rifle | CT/LT | 2 | 22 [DB,X] | 3 | 6 | 12 | 19 |

Ammo: [LRM 10] 24, [iHeavy Gauss] 12

BV: 1,642

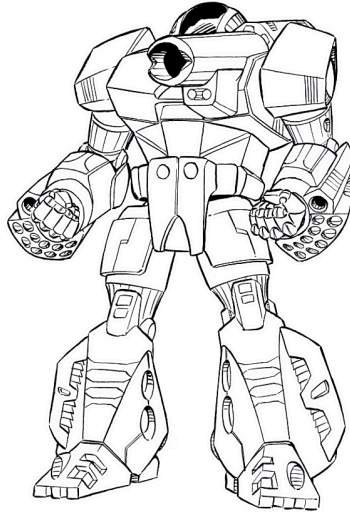


WARRIOR DATA

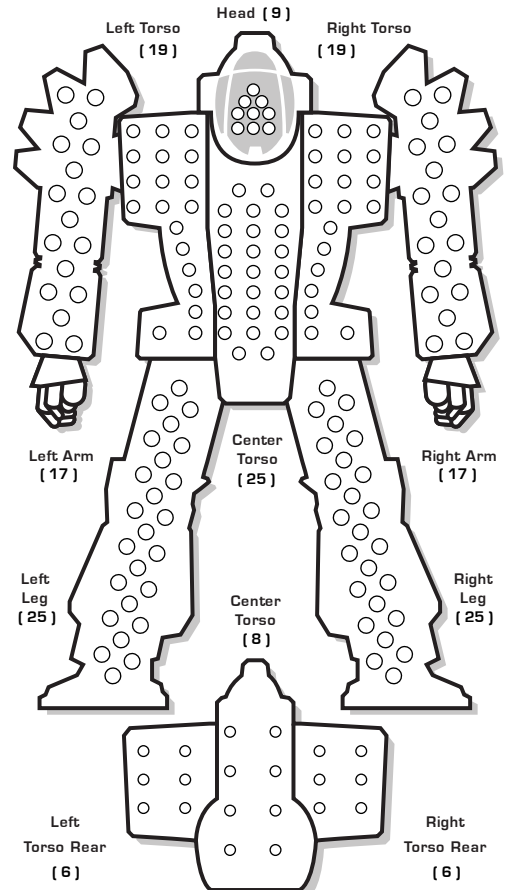
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- [LRM 10
- [LRM 10

1-3

- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- [Imp. Heavy Gauss Rifle
- [Imp. Heavy Gauss Rifle
- [Imp. Heavy Gauss Rifle

1-3

- [Imp. Heavy Gauss Rifle
- [Imp. Heavy Gauss Rifle
- [Imp. Heavy Gauss Rifle
- [Imp. Heavy Gauss Rifle
- [Imp. Heavy Gauss Rifle
- [Imp. Heavy Gauss Rifle

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

1-3

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- [Imp. Heavy Gauss Rifle
- [Imp. Heavy Gauss Rifle

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- [LRM 10
- [LRM 10

1-3

- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo (iHeavy Gauss) 4
- Ammo (iHeavy Gauss) 4
- Ammo (iHeavy Gauss) 4

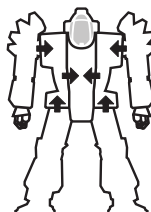
1-3

- Ammo (LRM 10) 12
- Ammo (LRM 10) 12
- CASE
- Endo Steel
- Endo Steel
- Endo Steel

4-6

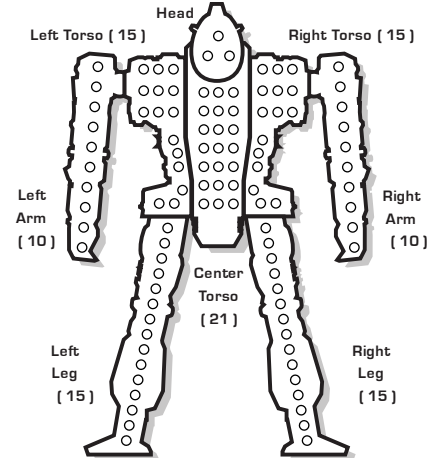
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



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 |

Double Heat Sinks: 10 (20)



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™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Crusader CRD-10S

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 65

Tech Base: Clan

Rules Level: Standard

Role: Missile Boat

Weapons & Equipment Inventory

(hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|--------------|-----------------------|-----|----|---------------|-----|-----|-----|-----|
| 1 | Streak SRM 6 | LL | 4 | 2/Msl [M,C] | - | 4 | 8 | 12 |
| 1 | Streak SRM 6 | RL | 4 | 2/Msl [M,C] | - | 4 | 8 | 12 |
| 1 | LRM 15 | LA | 5 | 1/Msl [M,C,S] | - | 7 | 14 | 21 |
| w/Artemis IV | | | | | | | | |
| 1 | ER Medium Pulse Laser | LA | 6 | 7 [P] | - | 5 | 9 | 14 |
| 1 | Heavy Machine Gun | LA | - | 3 [DB,AI] | - | 1 | 2 | - |
| 1 | LRM 15 | RA | 5 | 1/Msl [M,C,S] | - | 7 | 14 | 21 |
| w/Artemis IV | | | | | | | | |
| 1 | ER Medium Pulse Laser | RA | 6 | 7 [P] | - | 5 | 9 | 14 |
| 1 | Heavy Machine Gun | RA | - | 3 [DB,AI] | - | 1 | 2 | - |

Ammo: [Heavy Machine Gun] 50, [LRM 15 Artemis-capable] 32, [Streak SRM 6] 30

BV: 2,264

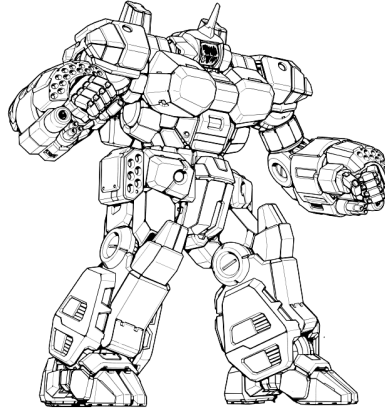


WARRIOR DATA

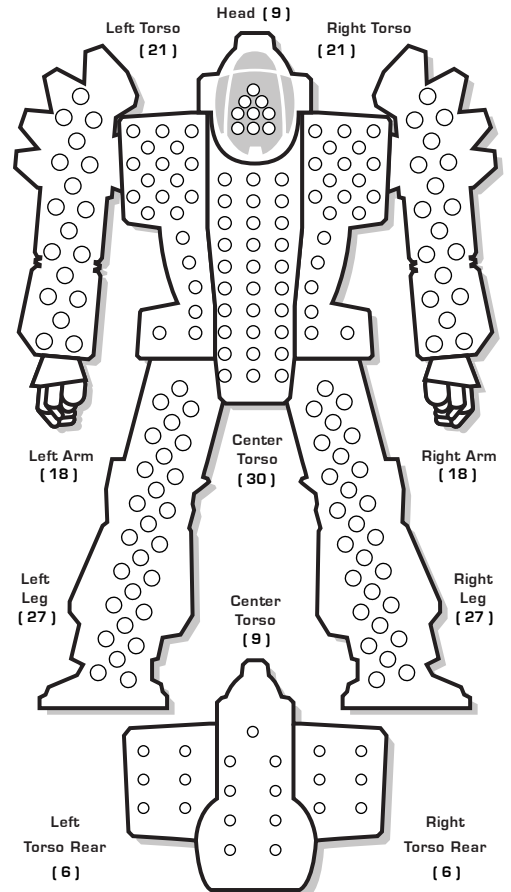
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



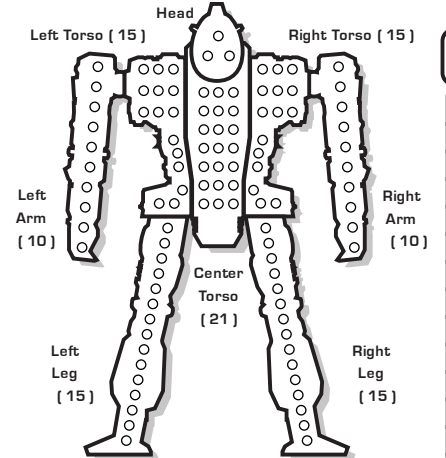
CRITICAL TABLE

| Location | Damage | Effects | |
|----------|--|---|--|
| Left Arm | 1-3 | 1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. [LRM 15] 6. [LRM 15] | |
| | 4-6 | 1. Artemis IV FCS 2. [ER Medium Pulse Laser] 3. [ER Medium Pulse Laser] 4. Heavy Machine Gun 5. Roll Again 6. Roll Again | |
| | 1-3 | Left Torso (CASE) 1. XL Fusion Engine 2. XL Fusion Engine 3. Ammo [LRM 15 Artemis-capable] 8 4. Ammo [LRM 15 Artemis-capable] 8 5. Ammo [Streak SRM 6] 15 6. Endo Steel | |
| | 4-6 | 1. Endo Steel 2. Endo Steel 3. Endo Steel 4. Roll Again 5. Roll Again 6. Roll Again | |
| | <p>Engine Hits ○○○○ Gyro Hits ○○○ Sensor Hits ○○○ Life Support ○</p> | | |
| | <p>Damage Transfer Diagram</p> | | |
| Left Leg | 1-3 | 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. [Streak SRM 6] 6. [Streak SRM 6] | |
| | Right Leg | 1-3 | 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. [Streak SRM 6] 6. [Streak SRM 6] |
| | | 4-6 | 1. Endo Steel 2. Endo Steel 3. Endo Steel 4. Roll Again 5. Roll Again 6. Roll Again |



Damage Transfer Diagram

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 | Double Heat Sinks: |
|-------------|------------------------|--------------------|
| 30 | Shutdown | ○ |
| 28 | Ammo Exp, avoid on 8+ | ○ |
| 26 | Shutdown, avoid on 10+ | ○○ |
| 25 | -5 Movement Points | ○○ |
| 24 | +4 Modifier to Fire | ○○ |
| 23 | Ammo Exp, avoid on 6+ | ○○ |
| 22 | Shutdown, avoid on 8+ | ○○ |
| 20 | -4 Movement Points | ○○ |
| 19 | Ammo Exp, avoid on 4+ | ○○ |
| 18 | Shutdown, avoid on 6+ | ○○ |
| 17 | +3 Modifier to Fire | ○○ |
| 15 | -3 Movement Points | ○○ |
| 14 | Shutdown, avoid on 4+ | ○○ |
| 13 | +2 Modifier to Fire | ○○ |
| 10 | -2 Movement Points | ○○ |
| 8 | +1 Modifier to Fire | ○○ |
| 5 | -1 Movement Points | ○○ |

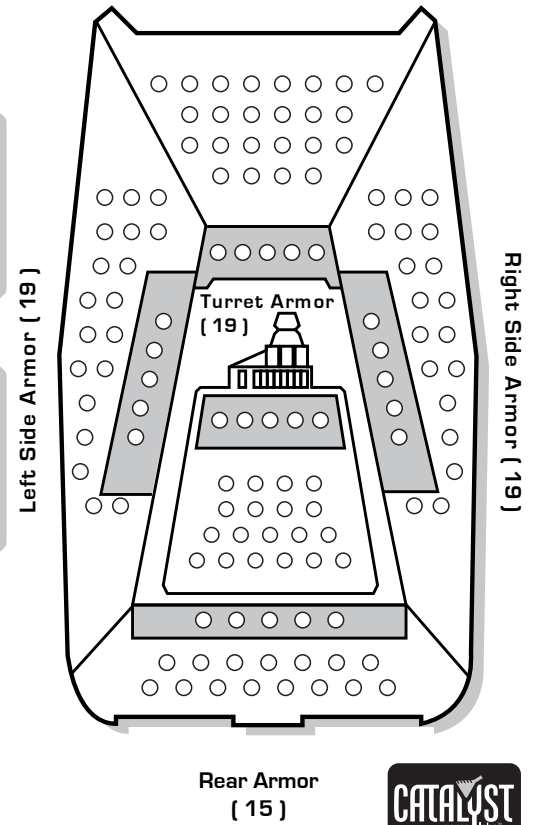
BATTLETECH™

HOVER VEHICLE RECORD SHEET

Ballistic

ARMOR DIAGRAM

Front Armor
(24)



VEHICLE DATA

Type: SM5 Field Commander Prime

Movement Points: 9
Cruising: 9
Flanking: 14 [18]
Movement Type: Hover
Engine Type: XL (Clan)

Tonnage: 50
Tech Base: Mixed
Rules Level: Advanced

Weapons & Equipment Inventory

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|-----|------------------------|-----|--------------------|-----|-----|-----|-----|
| 1 | Ultra AC/20 (Clan) | FR | 20/Sht [DB,R/C] | - | 4 | 8 | 12 |
| 1 | ER Medium Laser (Clan) | TU | 7 [DE] | - | 5 | 10 | 15 |
| 1 | TAG | TU | [E] | - | 5 | 9 | 15 |
| 1 | Supercharger (Clan) | BD | [E] | - | - | - | - |

(hexes)

Min Sht Med Lng

1 Ultra AC/20 (Clan) FR 20/Sht [DB,R/C] - 4 8 12

1 ER Medium Laser (Clan) TU 7 [DE] - 5 10 15

1 TAG TU [E] - 5 9 15

1 Supercharger (Clan) BD [E] - - - -

Ammo: [Ultra AC/20] 20

BV: 2,147

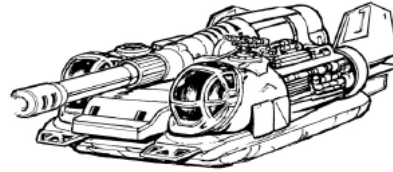


CREW DATA

Crew: _____
Gunnery Skill: _____ Driving Skill: _____
Commander Hit +1 Driver Hit +2
Modifier to all skill rolls Modifier to Driving skill rolls

CRITICAL DAMAGE

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



GROUND COMBAT VEHICLE HIT LOCATION

| | FRONT | ATTACK DIRECTION 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).

§ 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: | Vehicle Type Modifier: |
|----------------------------|--------------------------|
| Hit from rear | Tracked, Naval +0 |
| Hit from the sides | 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 CRITICALS TABLE

| | FRONT | LOCATION HIT | 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.