

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Jenner JR7-C3

Movement Points:

Walking: 7

Running: 11

Jumping: 5

Engine Type: 245 Fusion

Tonnage: 35

Tech Base: Inner Sphere

Rules Level: Standard

Role: Striker

WARRIOR DATA

Name: Hud Kermes

Gunnery Skill: 4

Piloting Skill: 6

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

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	LA	5	5 (DE)	—	4	8	12
2	ER Medium Laser	RA	5	5 (DE)	—	4	8	12
1	C3 Computer (Slave)	HD	—	(E)	—	—	—	—

Total Heat (Dissipation): 20 (22)

HIT LOCATION AND CLUSTER TABLE

Die Roll (2D6)	LS	F/R	RS
2*	LT(C)	CT(C)	RT(C)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

*A result of 2 may inflict a critical hit.

PUNCH/KICK LOCATION TABLE

Die Roll (1D6)	LS	Punch F/R	RS	LS	Kick F/R	RS
1	LT	LA	RT	LL	RL	RL
2	LT	LT	RT	LL	RL	RL
3	CT	CT	CT	LL	RL	RL
4	LA	RT	RA	LL	RL	RL
5	LA	RA	RA	LL	RL	RL
6	HD	HD	HD	LL	RL	RL

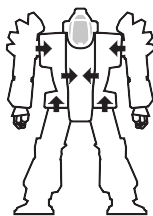
BV: 1,133



CRITICAL TABLE

Location	Roll	Effects		
Left Arm	1-3	1. Shoulder 2. Upper Arm Actuator 3. ER Medium Laser 4. ER Medium Laser 5. Roll Again 6. Roll Again		
	4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again		
	Left Torso	1-3	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Jump Jet 5. Jump Jet 6. Ferro-Fibrous	
		4-6	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous	
		Left Leg	1-3	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again
			4-6	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again
Head			1-3	1. Life Support 2. Sensors 3. Cockpit 4. C3 Slave 5. Sensors 6. Life Support
			4-6	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro
	Right Arm		1-3	1. Shoulder 2. Upper Arm Actuator 3. ER Medium Laser 4. ER Medium Laser 5. Roll Again 6. Roll Again
			4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
		Right Torso	1-3	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Jump Jet 5. Jump Jet 6. Ferro-Fibrous
			4-6	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous
Right Leg			1-3	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again
			4-6	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again

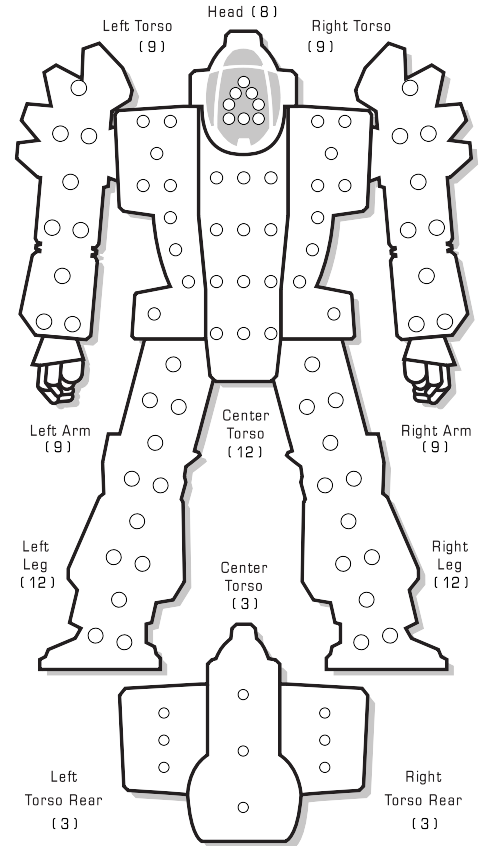
Engine Hits	○○○
Gyro Hits	○○○
Sensor Hits	○○○
Life Support	○



Damage Transfer Diagram

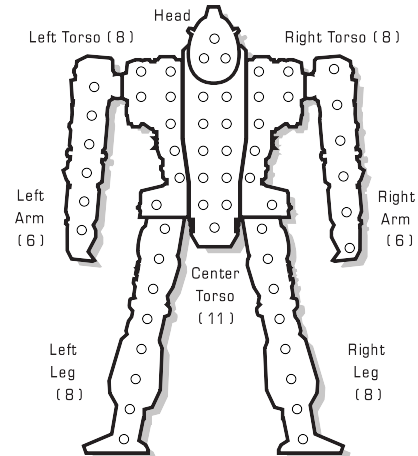
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 11 (22)
30	Shutdown	○○○
28	Ammo Exp, avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp, avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp, avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Overflow

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

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Catapult CPLT-A1

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 260 Fusion

Tonnage: 65

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Missile Boat

WARRIOR DATA

Name: Finlay Solly

Gunnery Skill: 4

Piloting Skill: 4

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

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	LA	5	1/Msl (M,C,S)	6	7	14	21
1	LRM 15	RA	5	1/Msl (M,C,S)	6	7	14	21

Total Heat (Dissipation): 10 (15)

Ammo: (LRM 15 Semi-guided) 32

BV: 1,414

HIT LOCATION AND CLUSTER TABLE

Die Roll (2D6)	LS	F/R	RS	RT(C)	15
2*	LT(C)	CT(C)	RT(C)		5
3	LL	RA	RL		5
4	LA	RA	RA		6
5	LA	RL	RA		9
6	LL	RT	RL		9
7	LT	CT	RT		9
8	CT	LT	CT		9
9	RT	LL	LT		12
10	RA	LA	LA		12
11	RL	LA	LL		15
12	HD	HD	HD		15

*A result of 2 may inflict a critical hit.

PUNCH/KICK LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS	LS	F/R	RS
1	LT	LA	RT	LL	RL	RL
2	LT	LT	RT	LL	RL	RL
3	CT	CT	CT	LL	RL	RL
4	LA	RT	RA	LL	RL	RL
5	LA	RA	RA	LL	RL	RL
6	HD	HD	HD	LL	RL	RL

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- LRM 15
- LRM 15
- LRM 15
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Jump Jet
- Jump Jet
- Ammo (LRM 15 Semi-guided) 8
- Ammo (LRM 15 Semi-guided) 8
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

Center Torso

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

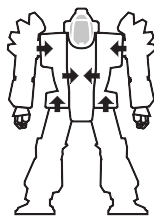
4-6

Right Torso

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Heat Sink
- Roll Again

1-3

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- LRM 15
- LRM 15
- LRM 15
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Jump Jet
- Jump Jet
- Ammo (LRM 15 Semi-guided) 8
- Ammo (LRM 15 Semi-guided) 8
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

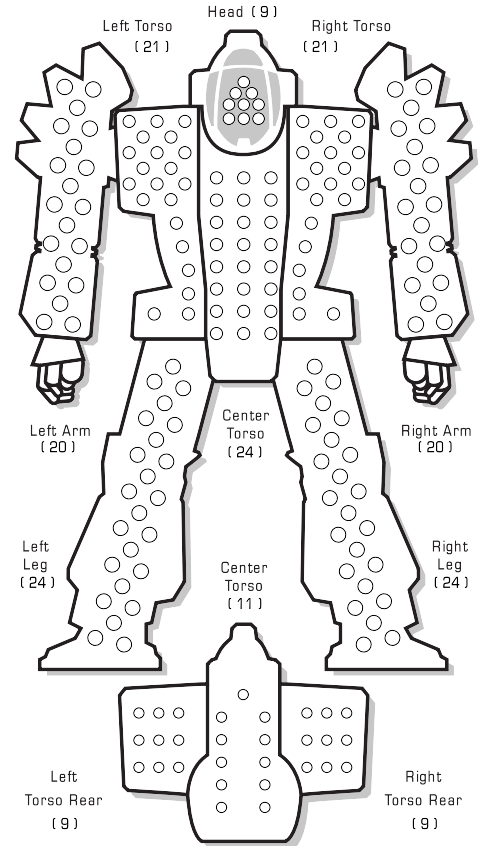
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

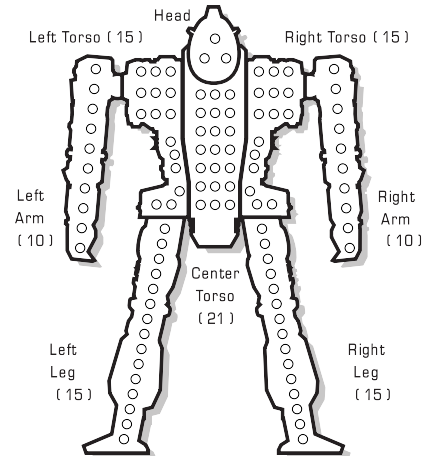
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH™

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: Fury Command Tank (C3M)

Movement Points: Tonnage: 80
 Cruising: 4 Tech Base: Inner Sphere
 Flanking: 6 Rules Level: Standard
 Movement Type: Tracked Role: Brawler
 Engine Type: 320 Light

Weapons & Equipment Inventory

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Plasma Rifle	TU	10 (DE,HI)	—	5	10	15
1	Rotary AC/5	TU	5/Sht (DB,R/C)	—	5	10	15
1	C3 Computer (Master)	BD	(E)	—	5	9	15

(hexes)							
Front	Left	Right					
Rear	Turret						

Ammo: (Plasma Rifle) 10, (RAC/5) 20
 Features Infantry Compartment (4 tons)

BV: 1,829



CREW DATA

Crew: Scott MacJarrow
 Gunnery Skill: 3 Driving Skill: 5
 Commander Hit Driver Hit
Modifier to all skill rolls Modifier to Driving skill rolls

CRITICAL DAMAGE

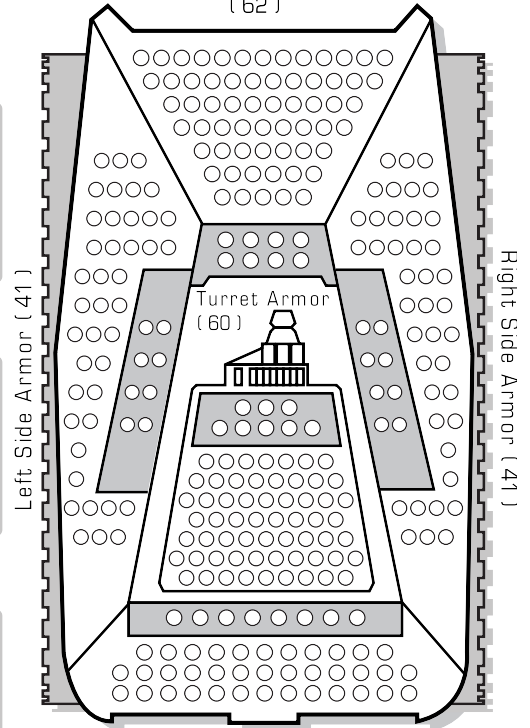
Turret Locked Engine Hit
 Sensor Hits +1 +2 +3
 Motive System Hits +1 +2 +3
 Stabilizers
 Front Left Right
 Rear Turret

NOTES

ARMOR DIAGRAM

Ferro-Fibrous

Front Armor (62)



Rear Armor (37)



BATTLETECH™

HOVER VEHICLE RECORD SHEET

VEHICLE DATA

Type: Beagle Hover Scout (TAG)

Movement Points: Tonnage: 15
 Cruising: 14 Tech Base: Inner Sphere
 Flanking: 21 Rules Level: Standard
 Movement Type: Hover Role: Scout
 Engine Type: 125 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	TAG	TU	(E)	—	5	9	15
1	Active Probe (Beagle)	TU	(E)	—	—	—	4
1	ECM Suite (Guardian)	BD	(E)	—	—	—	6

(hexes)							
Front	Left	Right					
Rear	Turret						

BV: 363



CREW DATA

Crew: Sandra Bhattacharya
 Gunnery Skill: 4 Driving Skill: 5
 Commander Hit Driver Hit
Modifier to all skill rolls Modifier to Driving skill rolls

CRITICAL DAMAGE

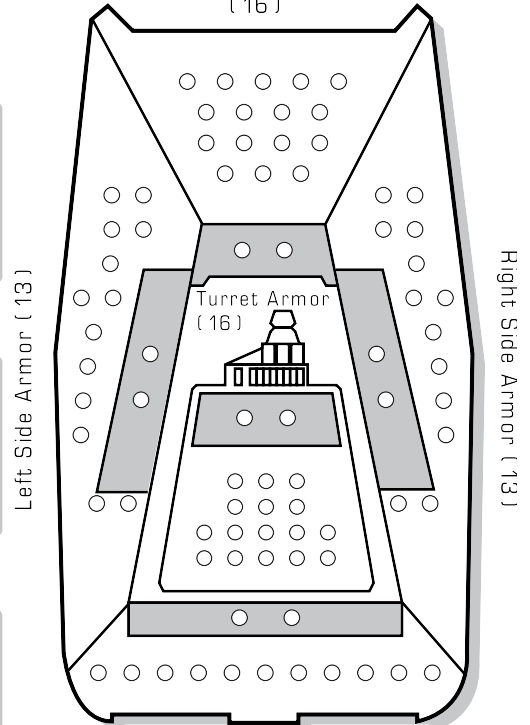
Turret Locked Engine Hit
 Sensor Hits +1 +2 +3
 Motive System Hits +1 +2 +3
 Stabilizers
 Front Left Right
 Rear Turret

NOTES

ARMOR DIAGRAM

Heavy Ferro-Fibrous

Front Armor (16)



Rear Armor (11)



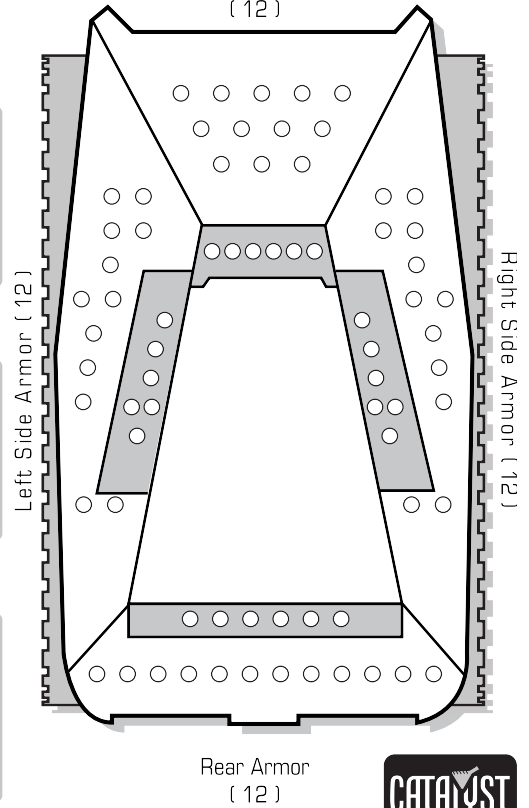
BATTLETECH™

TRACKED VEHICLE RECORD SHEET

ARMOR DIAGRAM

Standard Armor

Front Armor
(12)



VEHICLE DATA

Type: AC/2 Carrier

Movement Points:

Cruising: 3

Flanking: 5

Movement Type: Tracked

Engine Type: 180 ICE

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Sniper

CREW DATA

Crew: Marlene Farah

Gunnery Skill: 4

Driving Skill: 6

Commander Hit

Modifier to all skill rolls

Driver Hit

Modifier to Driving skill rolls

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
5	AC/2	FR	2 (DB,S)	4	8	16	24

CRITICAL DAMAGE

Engine Hit

Sensor Hits

+1 +2 +3

Motive System Hits

+1 +2 +3

Stabilizers

Front

Rear

Left

Right

NOTES

Ammo: (AC/2) 180

BV: 383

GROUND COMBAT VEHICLE HIT LOCATION

	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side‡	Left Side‡	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side‡	Right Side‡	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

* A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see Combat, p. 192, in *Total Warfare* for more information).

A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

† The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see Combat, p. 192, in *Total Warfare* for more information).

‡ 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 Modifier:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WIDE	+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 Death 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICALS TABLE

	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.