BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Oni [Narc]
Gunnery Skill: _____ **Anti-'Mech Skill:** _____
Ground MP: 3 **Jump MP:** 0

Qty	Type	Dmg	Min	Sht	Med	Lng
1	Heavy Vibro-Claw		—	—	—	—
1	Basic Manipulator		—	—	—	—
1	Extended Life Support	[E]	—	—	—	—
1	Single-Hex ECM (IS)	[E]	—	—	—	0
1	Narc (Compact)	[M]	—	2	4	5
1	Narc (Compact)	[M]	—	2	4	5
1	Narc (Compact)	[M]	—	2	4	5
1	Narc (Compact)	[M]	—	2	4	5

Ammo: (Compact Narc) 16

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

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

Armor: Fire Resistant **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/TRIPOD LOCATION	QUAD 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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