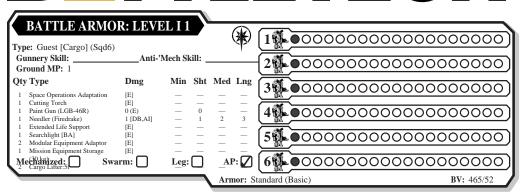
BATTLETECH



BATTLE ARMOR RECORD SHEET



LEG ATTACK	S TABLE
BATTLE ARMOR	BASE TO-HI

BATTLE ARMOR	BASE TO-H
TROOPERS ACTIVE	MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR	BASE TO-HIT
TROOPERS ACTIVE	MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY	FRIE	NDLY	MECH	IANIZ	ED BA	TTLE
BATTLE ARMOR	ARMOR TROOPERS ACTIVE					
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 EQ	UIPME	NT				
Claws with magnets				-1		
SITUATION*						
'Mech prone -2						
'Mech or vehicle immobile -4						
Vehicle				-2		
*Modifiers are cumulativ	re					
						_

SWARM ATTACKS HIT LOCATION TABLE

2D6	BIPEDAL/TRIPOD	QUAD
ROLL	LOCATION	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	'MECH	VEHICLE
NUMBER	LOCATION	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
mn o o nen	T I DOT OUTDOOD	

TROOPER	LARGE SUPPORT
NUMBER	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)



^{*}Unit 1 and Unit 2 represent two battle armor units.

Rear (Unit 1/Unit 2)