



### Foot Platoon (MG)

Armor Type: Generic Infantry Kit

Damage Divisor: 1.0

Commander: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Anti-Mech Skill: \_\_\_\_\_

Role: Ambusher

Max Weapon Damage\*

Notes:

+1D6 damage vs. conventional infantry.

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
—	—	16	15	14	14	13	13	12	12	11	11	10	9	9	8	8	7	7	6	6	5	4	4	3	3	2	2	1	1
*Damage is always applied in 2-point Damage Value groupings																RANGE IN HEXES (TO-HIT MODIFIER)													
Range:																0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21													
Range Modifier:																-2 0 +2 +4 — — — — — — — — — — — — — — — — — —													

BV: 84

Transport Wt: 2.5 tons

Movement MP: 0\*

Type: Ground

### Foot Platoon (LRM)

Armor Type: Generic Infantry Kit

Damage Divisor: 1.0

Commander: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Anti-Mech Skill: \_\_\_\_\_

Role: Ambusher

Max Weapon Damage\*

Notes:

None

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
—	—	—	—	—	—	—	—	—	—	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1
*Damage is always applied in 2-point Damage Value groupings																RANGE IN HEXES (TO-HIT MODIFIER)													
Range:																0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21													
Range Modifier:																-1 0 0 0 +2 +2 +2 +4 +4 +4 — — — — — — — — — — — —													

BV: 71

Transport Wt: 2.0 tons

Movement MP: 0\*

Type: Ground

### BURST-FIRE WEAPON DAMAGE VS. CONVENTIONAL INFANTRY

\*MECHS, PROTOMECHS AND VEHICLES

WEAPON	DAMAGE VS. CONVENTIONAL INFANTRY
AP Gauss Rifle	2D6
Light Machine Gun	1D6
Machine Gun	2D6
Heavy Machine Gun	3D6
Small/Micro Pulse Laser	2D6
Flamer	4D6

BATTLE ARMOR

WEAPON	DAMAGE VS. CONVENTIONAL INFANTRY
Light Machine Gun	1D6/2 (round up)
Machine Gun	1D6
Heavy Machine Gun	2D6
Flamer	3D6
Light Recoilless Rifle	1D6
Medium Recoilless Rifle	2D6
Heavy Recoilless Rifle	2D6
Light Mortar	1D6
Heavy Mortar	1D6
Automatic Grenade Launcher	1D6/2 (round up)
Heavy Grenade Launcher	1D6

### NON-INFANTRY WEAPON AGAINST INFANTRY

WEAPON TYPE\*

- Direct Fire (Energy or Ballistic)
- Cluster (Ballistic)
- Pulse\*\*
- Cluster (Missile)
- Area Effect (AE)
- Burst-Fire
- Heat Effect Weapons

NUMBER OF CONVENTIONAL TROOPERS HIT

- Damage Value / 10
  - Damage Value / 10 + 1
  - Damage Value / 10 + 2
  - Damage Value / 5
  - Damage Value / 5
- See Burst-Fire Weapons Table  
See Heat-Effect Weapons†

\*See Combat, p. 113 in *Total Warfare*, for weapon terminology.

\*\*Except for Small and Micro Pulse Lasers, which are treated as Burst-Fire Weapons.

†This equals the number of conventional infantry troopers hit and eliminated, regardless of armor protection. Attacks by non-infantry weapons against mechanized infantry double the number of troopers eliminated: round fractions up.

‡Each Heat-Effect Weapon has specific damage against conventional infantry, as noted on either the appropriate Weapon and Equipment Tables or in *Other Combat Weapons and Equipment* (see p. 129 in *Total Warfare*).



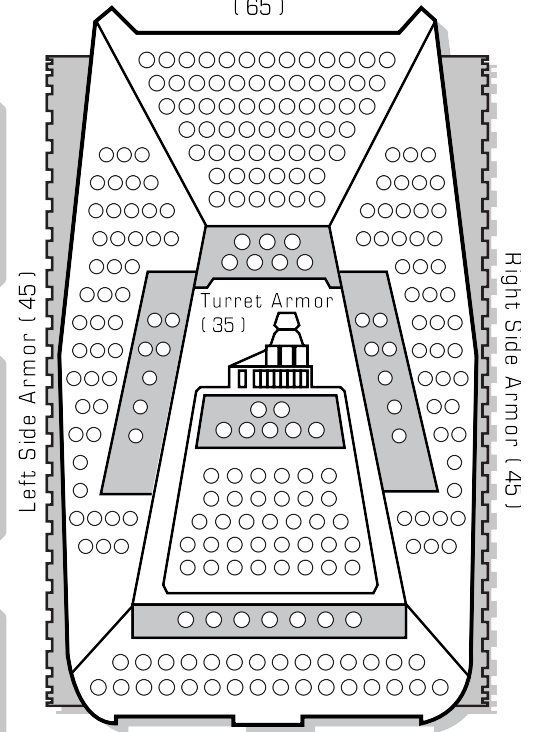
# BATTLETECH™

## TRACKED VEHICLE RECORD SHEET

### ARMOR DIAGRAM

Ferro-Fibrous

Front Armor  
( 65 )



### VEHICLE DATA

Type: Axle Heavy Tank IIC (XL)

Movement Points: \_\_\_\_\_ Tonnage: 65  
 Cruising: 5 Tech Base: Clan  
 Flanking: 8 Rules Level: Standard  
 Movement Type: Tracked Role: Brawler  
 Engine Type: 325 XL

### Weapons & Equipment Inventory

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	AP Gauss Rifle	FR	3 (DB, AI, XI)	—	3	6	9
1	ER Large Laser	TU	10 (DE)	—	8	15	25
2	LRM 15	TU	1/Msl (M, C, S)	—	7	14	21
w/Artemis IV							
1	Anti-Missile System	TU	[PB]	—	1	—	—
1	Targeting Computer	BD	(E)	—	—	—	—
1	ECM Suite	BD	(E)	—	—	—	6

Ammo (CASE): (AMS) 24, (AP Gauss) 40, (LRM 15 Artemis) 32

BV: 2,003



### CREW DATA

Crew: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_  
 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

### 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:	Vehicle Type Modifier:
Hit from rear	Tracked, Naval
Hit from the sides	Wheeled
	Hovercraft, Hydrofoil
	WIDE

\* 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.

# BATTLETECH™

## HOVER VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Condor Heavy Hover Tank (LAC)  
 Movement Points:   
 Cruising: 8      Tonnage: 50  
 Flanking: 12      Tech Base: Inner Sphere  
 Movement Type: Hover      Rules Level: Advanced  
 Engine Type: 165 Fusion      Role: Striker

Weapons & Equipment Inventory		(hexes)					
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Anti-Missile System	FR	(PB)	—	1	—	—
1	Light AC/5	TU	5 (DB,S)	—	5	10	15
2	Medium Re-engineered Laser	TU	6 (P)	—	3	6	9
1	Targeting Computer	BD	(E)	—	—	—	—

Ammo: (AMS) 12, (LAC/5) 40

BV: 960



### 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

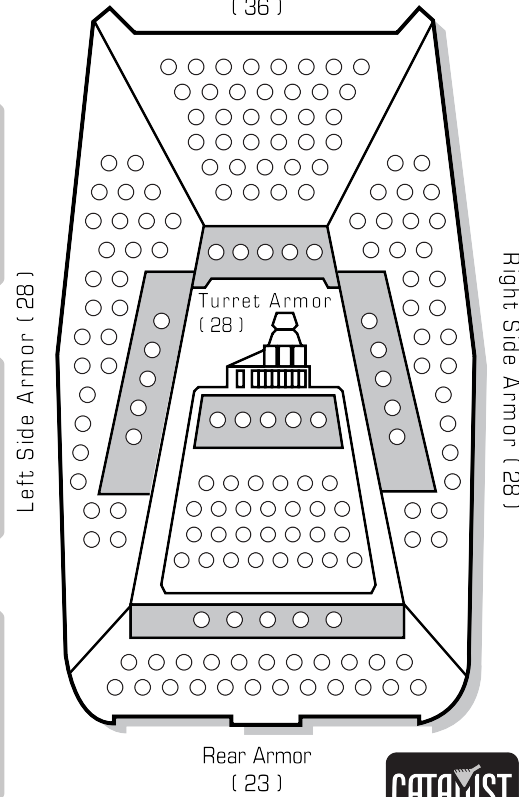
Turret Locked       Engine Hit   
 Sensor Hits  +1     +2     +3     0  
 Motive System Hits  +1     +2     +3  
 Stabilizers  
 Front     Left     Right   
 Rear     Turret

### NOTES

### ARMOR DIAGRAM

Ferro-Fibrous

Front Armor (36)



Rear Armor (23)



# BATTLETECH™

## TRACKED VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Demolisher Heavy Tank (Clan)  
 Movement Points:   
 Cruising: 3      Tonnage: 80  
 Flanking: 5      Tech Base: Clan  
 Movement Type: Tracked      Rules Level: Standard  
 Engine Type: 240 Fusion      Role: Juggernaut

Weapons & Equipment Inventory		(hexes)					
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Machine Gun	FR	2 (DB,AI)	—	1	2	3
2	Machine Gun	RS	2 (DB,AI)	—	1	2	3
2	Machine Gun	LS	2 (DB,AI)	—	1	2	3
2	LB 20-X AC	TU	20 (DB,C/F/S)	—	4	8	12
2	Medium Pulse Laser	TU	7 (P)	—	4	8	12

Ammo (CASE): (LB-20X) 20, (LB-20X Cluster) 20, (MG) 100

BV: 1,563



### 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

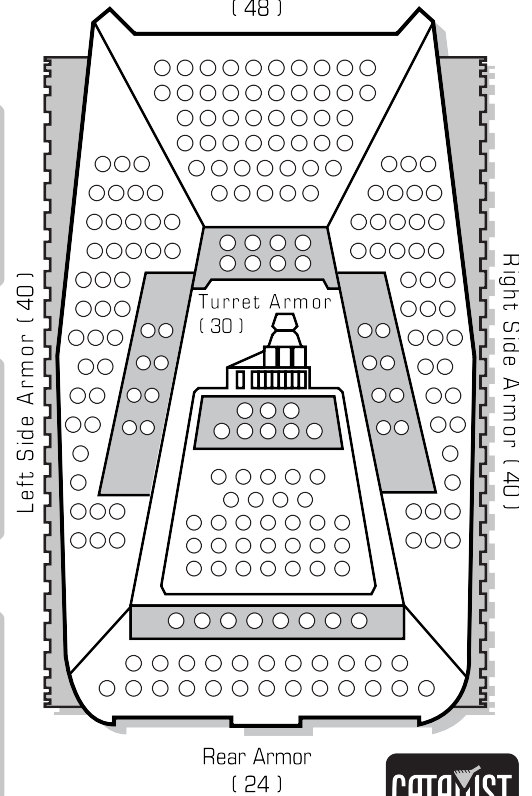
Turret Locked       Engine Hit   
 Sensor Hits  +1     +2     +3     0  
 Motive System Hits  +1     +2     +3  
 Stabilizers  
 Front     Left     Right   
 Rear     Turret

### NOTES

### ARMOR DIAGRAM

Ferro-Fibrous

Front Armor (48)



Rear Armor (24)





### Field Artillery (Arrow IV)

Armor Type: Generic Infantry Kit

Damage Divisor: 1.0

Commander: \_\_\_\_\_  
Gunnery Skill: \_\_\_\_\_  
Anti-Mech Skill: \_\_\_\_\_

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
—	—	15	14	14	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1
<p>Notes: *Damage is always applied in 2-point Damage Value groupings</p> <p>Range: 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21</p> <p>Range Modifier: -2 0 +2 +4 —</p> <p>RANGE IN HEXES (TO-HIT MODIFIER)</p> <p>Qty 1 Field Gun Type Arrow IV Dmg 20 (AE,S,F) Min 1 S 2 M 8 L 5 Ammo 15 Crew 15</p>																													

BV: 212

Transport Wt: 44.0 tons

Movement MP: 1

Type: Mechanized Tracked

### Foot Ballistic Rifle Hastati V

Armor Type: Flak, Standard

Damage Divisor: 1.0

Commander: \_\_\_\_\_  
Gunnery Skill: \_\_\_\_\_  
Anti-Mech Skill: \_\_\_\_\_  
Role: Ambusher

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
—	—	15	14	14	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1
<p>Notes: *Damage is always applied in 2-point Damage Value groupings</p> <p>Range: 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21</p> <p>Range Modifier: -2 0 +2 +4 —</p> <p>RANGE IN HEXES (TO-HIT MODIFIER)</p>																													

BV: 90

Transport Wt: 2.5 tons

Movement MP: 1

Type: Ground

### Foot Platoon (Rifle Mountain)

Armor Type: Generic Infantry Kit

Damage Divisor: 1.0

Commander: \_\_\_\_\_  
Gunnery Skill: \_\_\_\_\_  
Anti-Mech Skill: \_\_\_\_\_

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
—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	7	7	6	6	5	5	4	4	3	3	2	2	1	1
<p>Notes: *Damage is always applied in 2-point Damage Value groupings</p> <p>Range: 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21</p> <p>Range Modifier: -2 0 +2 +4 —</p> <p>RANGE IN HEXES (TO-HIT MODIFIER)</p> <p>Mountain climbing equipment. Unit can traverse 3 levels per hex. Unit is immune to the effects of Thin Atmosphere.</p>																													

BV: 61

Transport Wt: 1.5 tons

Movement MP: 1

Type: Ground

### BURST-FIRE WEAPON DAMAGE VS. CONVENTIONAL INFANTRY

\*MECHS, PROTOMECHS AND VEHICLES

WEAPON	DAMAGE VS. CONVENTIONAL INFANTRY
AP Gauss Rifle	2D6
Light Machine Gun	1D6
Machine Gun	2D6
Heavy Machine Gun	3D6
Small/Micro Pulse Laser	2D6
Flamer	4D6

BATTLE ARMOR

WEAPON	DAMAGE VS. CONVENTIONAL INFANTRY
Light Machine Gun	1D6/2 (round up)
Machine Gun	1D6
Heavy Machine Gun	2D6
Flamer	3D6
Light Recoilless Rifle	1D6
Medium Recoilless Rifle	2D6
Heavy Recoilless Rifle	2D6
Light Mortar	1D6
Heavy Mortar	1D6
Automatic Grenade Launcher	1D6/2 (round up)
Heavy Grenade Launcher	1D6

### NON-INFANTRY WEAPON AGAINST INFANTRY

WEAPON TYPE*	NUMBER OF CONVENTIONAL TROOPERS HIT
Direct Fire (Energy or Ballistic)	Damage Value / 10
Cluster (Ballistic)	Damage Value / 10 + 1
Pulse**	Damage Value / 10 + 2
Cluster (Missile)	Damage Value / 5
Area Effect (AE)	Damage Value / 5
Burst-Fire	See Burst-Fire Weapons Table
Heat Effect Weapons	See Heat-Effect Weapons†

\*See Combat, p. 113 in *Total Warfare*, for weapon terminology.

\*\*Except for Small and Micro Pulse Lasers, which are treated as Burst-Fire Weapons.

†This equals the number of conventional infantry troopers hit and eliminated, regardless of armor protection. Attacks by non-infantry weapons against mechanized infantry double the number of troopers eliminated: round fractions up.

‡Each Heat-Effect Weapon has specific damage against conventional infantry, as noted on either the appropriate Weapon and Equipment Tables or in *Other Combat Weapons and Equipment* (see p. 129 in *Total Warfare*).

