

# BATTLETECH™

## MISSIONS



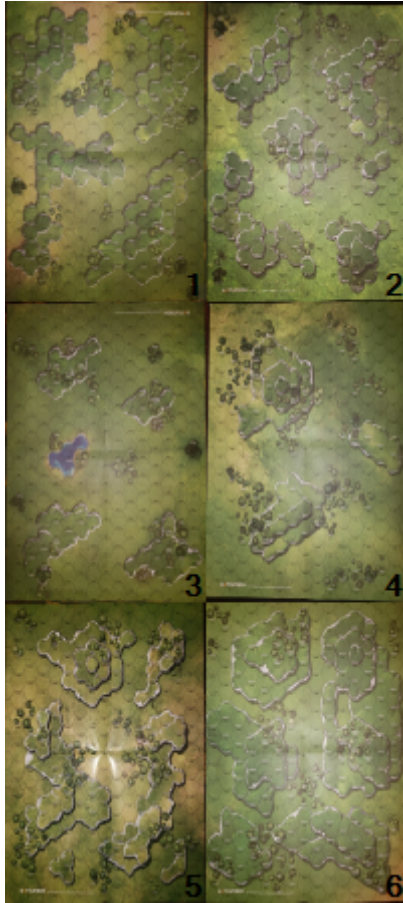
**Mission 3027-05: Pick your Poison**  
**Gillfillan's Gold, Anti-Spinward Periphery**  
**May 3, 2027**  
**Pilot Skill: 3-4**

Okay Boys, listen up! The locals haven't bothered us much since we landed and secured the drop port. After we made it clear that we were after the pirates, what passes for a militia around here just packed up and vanished. Intel suggests they backed off to an old supply base 40 clicks south of here. They're probably hoping we'll just ignore them. Let's see if we can get this thing done and go home before they decide to change their minds and cause trouble.

As for the pirates, they scattered when we secured the port. One of our spotter planes located what we think is their main staging area out in the wilderness to the west. Our best guess is that the bad guys are going to try to link up and then head there to regroup. Your job is to hit that base and hurt the pirates as much as you can as fast as you can, as the pirates are definitely likely to scatter as soon as you get too close. Our employers are just as fed up with this whole situation as we are, and they've offered a pile of different bounties on the remaining pirates. Captured materiel and or base buildings are best, but destroying them would be almost as good. Anything you can destroy now is material they can't use against us when we finally corner 'em. Also, our employers are still really curious as to who these guys are - so any intel you can gather on their 'mechs is also good. If any *do* get away, make sure you've gotten a good look at 'em so we can figure out who they are.

Unfortunately, some of the bad guys are coming back to the base even as we speak. If you're fast enough you might be able to get in and hit the base before they arrive. If not, you'll have a fight on your hands but you'll also have a chance to hit their forces while they're still in disarray. In either case, anything you can capture or destroy now will only make our job easier later.

**Map:** This mission takes place in rolling hills and scattered woods; select maps appropriately, and arrange them in a line of 3 map sheets, arranged short edge to short edge. Designate one of the narrow ends of the map as the player home edge, and the other as the pirate home edge. If space allows, double up the map to create a long 3x2 arrangement. Try to limit the number of totally clear, straight-line pathways across the map.



**Recommended Maps:**

- 1: 2018\_02 Front Rolling Hills 3
- 2: 2018\_03 Back Foothills 2
- 3: 2018\_01 Front Open Terrain 3
- 4: 2018\_04 Back Woodland
- 5: 2018\_08 Front Grasslands 3
- 6: 2018\_09 Back Rolling Hills 1

**Setup:** Place a cluster of level 1 light and medium buildings in the center of the map. This represents the pirate bivouac. There should be 4-6 total buildings, most of them occupying a single hex. Add in a single level 2 heavy building, representing the pirate watchtower. None of these buildings has a basement. The players are the attackers for this scenario. Light buildings have a CF of 20, Medium buildings have a CF of 35. The Pirate Watchtower has a CF of 60. The buildings should all be within eight hexes of the center of the map.

Deploy the pirate transports within 2 hexes of the buildings facing towards the pirate home edge. Deploy any defender forces from the "OPFOR" section around the base, within 3 hexes of the buildings.

The players are racing to reach the base ahead of the pirates. As a result, players with faster battlemechs may arrive sooner than others. Players may choose to delay their own arrival if they wish. These numbers represent the earliest possible turn on which they may enter the map. In all cases, players enter through their home edge of the map.

Walk Speed 3 or Less: Earliest Arrival on Turn 3

Walk Speed 4-5: Earliest Arrival on Turn 2

Walk Speed 6-7: Earliest Arrival on Turn 1

Walk Speed 8+: Deploy at start of game up to 6 hexes from Players' home edge.

Wave 1 reinforcements are the retreating pirates catching up with the players. They enter the battle on turn 5 through one of the long edges of the map. The entry point for the pirates should be close to the building cluster, but at least 12 hexes away from the buildings. If in doubt, err on

the side of placing wave one closer to the player's home edge than the pirate home edge. Alert the players to the impending arrival of the new combatants at the start of turn 4.

Wave 2 reinforcements enter the battle on turn 8 through the pirate home edge of the map. Do not notify the players that wave 2 will be arriving until the beginning of turn 7.

## Special Rules

**Cargo transports:** The six transports in the game are represented using the game statistics for tracked APCs, found on page 20 of RS3039. The transports are being loaded at the start of the game, and will not move until activated by a player.

**Oh Crap, time to go! (Secret!):** A truck is activated when a player 'mech moves within 4 hexes of it. Once that happens, the truck will begin to move in the next turn's movement phase, and will attempt to escape off the pirate home edge of the map as quickly as possible. Do not tell the players the exact mechanism that "spooks" the convoy.

**You're coming with us!:** A cargo transport will surrender during the end phase if a hostile 'mech or tank (but not transport) is adjacent to it and there are no friendly battlemechs or tanks within 2 hexes of it. If the players capture a transport, they may move it as they wish until it is recaptured by the pirates. Transports will fire on the players, when controlled by the pirates, but will not fire on the pirates. The transport is considered "Captured" for victory conditions if the players get it off of their home edge or if it is under their control at the end of the game with no enemy units ('mechs or tanks) within 10 hexes.

The players may fire on the transports at any time. The pirates can only fire on the transports if they are within 12 hexes of the player home edge and under player control.

**Scanning Buildings:** To scan a building, a unit must spend its entire movement adjacent to it. Units with "Scanning Equipment" (like the Raven X1, or due to some PSAs or certs) can extend that range. Buildings are scanned during the fire phase, and the scan will fail if the building is destroyed during the fire phase.

**Tagging Battlemechs:** A player may attempt to tag one enemy 'mech per turn. Doing so requires an attack roll, made during the ranged fire phase, as if firing a weapon with a 5/10/15 range profile. A 'hit' identifies the target.

## OPFOR

Name	#	Variant	Reference	BV (4/5)	Cost
Warhammer	1	WHM-6L	3039 pg 492	1311	6,077,783
Trebuchet	1	TBT-5S	3039 pg 215	984	4,023,500
Hunchback	1	HBK-4H	3039 pg 208	1067	3,425,874
Centurion	1	CN9-A	3039 pg 202	945	3,491,499
Clint	1	CLNT-1-2R	3039 pg 181	707	3,220,280
Panther	1	PNT-9R	3039 pg	769	2,485,710
Urbanmech	1	UM-R60	3039 pg 165	504	1,471,925
Bulldog Tank	1	Standard	3039 pg. 115	605	N/A
Striker Light Tank	2	Standard	RS 3039 pg 85	564	N/A
Scorpion Light Tank	2	Standard	3039 pg. 61	306	N/A
Rifle Foot Platoon	3		3085 TCE pg. 331	81	N/A
Standard APC	6	Tracked	3039 pg 20	142	N/A

**BVs are for regular (4/5) Pilots. Force bands BVs are adjusted for pilot skill**

**2500-3000 (4005 Total)**

Bulldog Tank Standard (4/5), Scorpion Light Tank Standard (4/5) (x2), Rifle Foot Platoon (4/5) (x2), Clint CLNT-1-2R (4/5), Hunchback HBK-4H (4/5), Standard APC Tracked (4/5) (x6)

Wave 1: Clint

Wave 2: Hunchback

**3000-3500 (4476 Total)**

Bulldog Tank Standard (3/4), Scorpion Light Tank Standard (4/5) (x2), Rifle Foot Platoon (4/5) (x2), Trebuchet TBT-5S (4/5), Hunchback HBK-4H (4/5), Standard APC Tracked (4/5) (x6)

Wave 1: Trebuchet

Wave 2: Hunchback

**3500-4000 (5305 Total)**

Urbanmech UM-R60 (4/5), Bulldog Tank Standard (3/4), Scorpion Light Tank Standard (4/5), Rifle Foot Platoon (4/5) (x3), Trebuchet TBT-5S (4/5), Warhammer WHM-6L (4/5), Scorpion Light Tank Standard (4/5), Standard APC Tracked (4/5) (x6)

Wave 1: Trebuchet

Wave 2: Warhammer, Scorpion

**4000-4500 (5902 Total)**

Urbanmech UM-R60 (4/5), Bulldog Tank Standard (3/4), Striker Light Tank Standard (4/5), Scorpion Light Tank Standard (4/5), Rifle Foot Platoon (4/5) (x2), Trebuchet TBT-5S (4/5), Warhammer WHM-6L (3/4), Standard APC Tracked (4/5) (x6)

Wave 1: Trebuchet

Wave 2: Warhammer

**4500-5000 (6447 Total)**

Urbanmech UM-R60 (4/5), Bulldog Tank Standard (3/4), Striker Light Tank Standard (4/5) (x2), Rifle Foot Platoon (4/5) (x2), Trebuchet TBT-5S (4/5), Warhammer WHM-6L (4/5), Clint CLNT-1-2R (4/5), Standard APC Tracked (4/5) (x6)

Wave 1: Trebuchet

Wave 2: Warhammer, Clint

**5000-5500 (6648 Total)**

Panther PNT-9R (4/5), Bulldog Tank Standard (3/4), Striker Light Tank Standard (4/5) (x2), Rifle Foot Platoon (4/5) (x2), Trebuchet TBT-5S (4/5), Centurion CN9-A (3/4), Clint CLNT-1-2R (4/5), Standard APC Tracked (4/5) (x6)

Wave 1: Trebuchet

Wave 2: Centurion, Clint

**5500-6000 (6950 Total)**

Panther PNT-9R (4/5), Bulldog Tank Standard (3/4), Striker Light Tank Standard (4/5) (x2), Rifle Foot Platoon (4/5) (x2), Trebuchet TBT-5S (4/5), Warhammer WHM-6L (4/5), Centurion CN9-A (4/5), Standard APC Tracked (4/5) (x6)

Wave 1: Trebuchet

Wave 2: Warhammer, Centurion

**6000-6500 (6372 Total)**

Bulldog Tank Standard (3/4), Scorpion Light Tank Standard (4/5) (x2), Rifle Foot Platoon (4/5) (x2), Trebuchet TBT-5S (4/5), Clint CLNT-1-2R (4/5), Warhammer WHM-6L (4/5), Centurion CN9-A (4/5), Standard APC Tracked (4/5) (x6)

Wave 1: Trebuchet, Clint  
Wave 2: Warhammer, Centurion

**6500-7000 (7308 Total)**

Centurion CN9-A (4/5), Bulldog Tank Standard (3/4), Striker Light Tank Standard (4/5) (x2), Rifle Foot Platoon (4/5) (x2), Trebuchet TBT-5S (4/5), Clint CLNT-1-2R (4/5), Warhammer WHM-6L (3/4), Standard APC Tracked (4/5) (x6)

Wave 1: Trebuchet, Clint  
Wave 2: Warhammer

**7000-7500 (7827 Total)**

Hunchback HBK-4H (4/5), Bulldog Tank Standard (3/4), Striker Light Tank Standard (4/5), Scorpion Light Tank Standard (4/5) (x2), Rifle Foot Platoon (4/5) (x2), Trebuchet TBT-5S (4/5), Clint CLNT-1-2R (4/5), Warhammer WHM-6L (4/5), Panther PNT-9R (4/5), Standard APC Tracked (4/5) (x6)

Wave 1: Trebuchet, Clint  
Wave 2: Warhammer, Panther

**7500-8000 (8186 Total)**

Hunchback HBK-4H (4/5), Urbanmech UM-R60 (3/4), Bulldog Tank Standard (3/4), Striker Light Tank Standard (4/5), Scorpion Light Tank Standard (4/5), Rifle Foot Platoon (4/5) (x2), Trebuchet TBT-5S (4/5), Clint CLNT-1-2R (4/5), Warhammer WHM-6L (4/5), Panther PNT-9R (4/5), Standard APC Tracked (4/5) (x6)

Wave 1: Trebuchet, Clint  
Wave 2: Warhammer, Panther

**8000-8500 (8542 Total)**

Hunchback HBK-4H (4/5), Urbanmech UM-R60 (3/4), Bulldog Tank Standard (3/4), Striker Light Tank Standard (3/4), Scorpion Light Tank Standard (4/5), Rifle Foot Platoon (4/5) (x2), Trebuchet TBT-5S (4/5), Clint CLNT-1-2R (4/5), Warhammer WHM-6L (4/5), Centurion CN9-A (4/5), Standard APC Tracked (4/5) (x6)

Wave 1: Trebuchet, Clint  
Wave 2: Warhammer, Centurion

**8500-9000 (9198 Total)**

Hunchback HBK-4H (3/4), Urbanmech UM-R60 (3/4), Bulldog Tank Standard (3/4), Striker Light Tank Standard (3/4), Scorpion Light Tank Standard (4/5), Rifle Foot Platoon (4/5) (x2), Trebuchet TBT-5S (3/4), Clint CLNT-1-2R (4/5), Warhammer WHM-6L (4/5), Centurion CN9-A (4/5), Standard APC Tracked (4/5) (x6)

Wave 1: Trebuchet, Clint  
Wave 2: Warhammer, Centurion

**9000-9500 (9618 Total)**

Hunchback HBK-4H (3/4), Urbanmech UM-R60 (3/4), Bulldog Tank Standard (3/4), Striker Light Tank Standard (3/4), Scorpion Light Tank Standard (4/5), Rifle Foot Platoon (4/5) (x2), Trebuchet TBT-5S (3/4), Clint CLNT-1-2R (4/5), Warhammer WHM-6L (3/4), Standard APC Tracked (4/5) (x6), Centurion CN9-A (4/5)

Wave 1: Trebuchet, Clint  
Wave 2: Warhammer, Centurion

**9500-10000 (10146 Total)**

Hunchback HBK-4H (3/4), Urbanmech UM-R60 (3/4), Bulldog Tank Standard (3/4), Striker Light Tank Standard (3/4), Scorpion Light Tank Standard (4/5), Rifle Foot Platoon (4/5) (x2),

Trebuchet TBT-5S (3/4), Clint CLNT-1-2R (3/4), Warhammer WHM-6L (3/4), Standard APC Tracked (4/5) (x6), Centurion CN9-A (3/4)

Wave 1: Trebuchet, Clint

Wave 2: Warhammer, Centurion

**Mission Objectives:** This mission offers a number of possible objectives, not all of them compatible with each other. As a team, you should decide which objectives to prioritize. Alternate objectives will get you less pay than your primary objectives, but better than nothing, right?

You must complete at least two primary or alternate mission objectives to win.

**Primary Objective:** Capture pirate base

Control the battlefield, with more than half of the base buildings intact.

**Alternate objective:** Destroy more than half of the buildings in the pirate base.

**Primary Objective:** Capture pirate supply convoy

Capture at least four of the pirate supply transports as possible and lead them off your home map edge.

**Alternate objective:** Destroy at least four of the pirate supply convoy transports.

**Primary Objective:** Destroy pirate 'mech forces

Destroy or immobilize two or more of the pirate 'mechs. A bounty will be paid for **all** pirate 'mechs destroyed.

**Primary Objective:** Tag pirates for intelligence analysis

Successfully tag all surviving pirate 'mechs by the end of the game.

**Secondary Objective:** Capture base watchtower

Control the battlefield with the base watchtower at least 50% intact.

**Secondary Objective:** Gather evidence

Scan the base buildings before they are destroyed. (Automatic success for any building captured at the end of the game.)

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
At least two or more Primary Objectives met	200,000	100,000	50,000
The Pirates get away largely intact	100,000	50,000	0
Opposing 'mechs destroyed by party (each)	25,000	25,000	25,000
Base captured	75,000	75,000	75,000
Base destroyed	50,000	50,000	50,000
Transports captured (each)	30,000	30,000	30,000
At least half of convoy destroyed	30,000	30,000	30,000
Surviving 'mechs tagged (each)	10,000	10,000	10,000
Capture watchtower	40,000	40,000	40,000
Scan buildings (each)	25,000	25,000	25,000

Award (XP)	Pilot Survived	Pilot Killed
At least two or more Primary Objectives met	15	5
The Pirates get away largely intact	8	3
Opposing 'mechs destroyed by party (each)	1	1

## **Battletech Missions**

### **Mission: 3027-05**

#### **Player Handout**

This mission offers a number of possible objectives, not all of them compatible with each other. As a team, you should decide which objectives to prioritize. Alternate objectives will get you less pay than your primary objectives, but better than nothing, right?

You must complete at least two primary or alternate mission objectives to win.

**Primary Objective:** Capture pirate base

Control the battlefield, with at more than half of the base buildings intact.

**Alternate objective:** Destroy more than half of the buildings in the pirate base.

**Primary Objective:** Capture pirate supply convoy

Capture as many pirate supply transports as possible and lead them off your home map edge.

**Alternate objective:** Destroy pirate supply convoy

**Primary Objective:** Destroy pirate 'mech forces

Destroy or immobilize two or more of the pirate 'mechs. A bounty will be paid for **all** pirate 'mechs destroyed.

**Primary Objective:** Tag pirates for intelligence analysis

Successfully tag all surviving pirate 'mechs by the end of the game.

**Secondary Objective:** Capture base watchtower

Control the battlefield with the base watchtower at least 50% intact.

**Secondary Objective:** Gather evidence

Scan the base buildings before they are destroyed. (Automatic success for any building captured at the end of the game.)

#### **Cargo Transports**

A cargo transport will surrender during the end phase if a hostile unit is adjacent to it and there are no friendly battlemechs or tanks within 2 hexes of it. If the players capture a transport, they may move it as they wish until it is recaptured by the pirates. Transports will fire on the players, when controlled by the pirates, but will not fire on the pirates. The transport is considered "Captured" for victory conditions if the players get it off of their home edge or if it is under their control at the end of the game with no enemy units ('mechs or tanks) within 10 hexes.

**Scanning Buildings:** To scan a building, a unit must spend its entire movement adjacent to it. Units with "Scanning Equipment" (like the Raven X1, or due to some PSAs or certs) can extend that range. Buildings are scanned during the fire phase, and the scan will fail if the building is destroyed during the fire phase.

**Tagging Battlemechs:** A player may attempt to tag one enemy 'mech per turn. Doing so requires an attack roll, made during the ranged fire phase, as if firing a weapon with a 5/10/15 range profile. A 'hit' identifies the target.





# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Hunchback HBK-4H

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 50

Tech Base: Inner Sphere  
(Intro)

Era: Succession Wars

### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

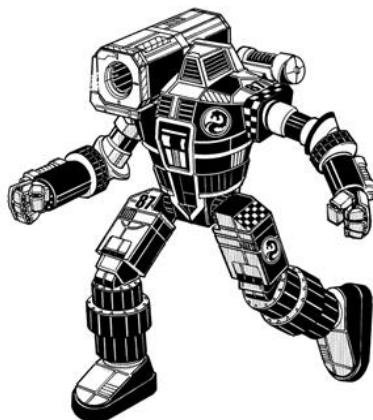
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

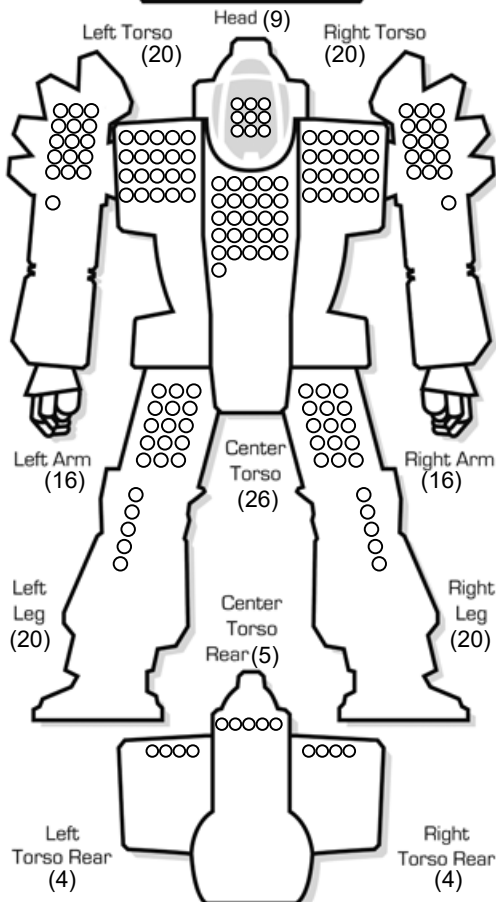
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RT	3	10	-	5	10	15
				[DB,S]				
1	Small Laser	H	1	3 [DE]	-	1	2	3
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9

Cost: 3,425,874 CBills

BV: 1067



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Roll Again

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

#### Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- AC/10 Ammo (10)

- AC/10 Ammo (10)
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

#### Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Roll Again
- Roll Again

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Roll Again

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

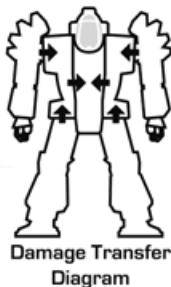
#### Right Torso

- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10

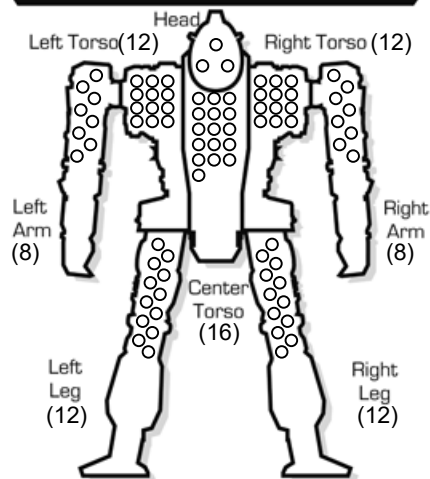
- Autocannon/10
- Medium Laser
- Medium Laser
- Roll Again
- Roll Again
- Roll Again

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (13) Single
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

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	○

# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Centurion CN9-A

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 50

Tech Base: Inner Sphere  
(Intro)

Era: Succession Wars

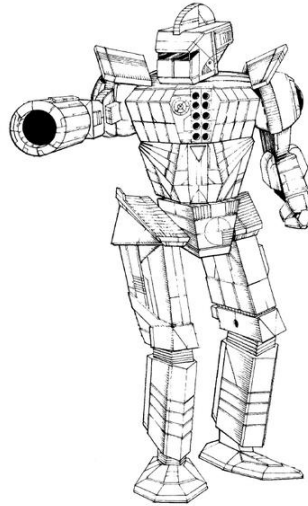
### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



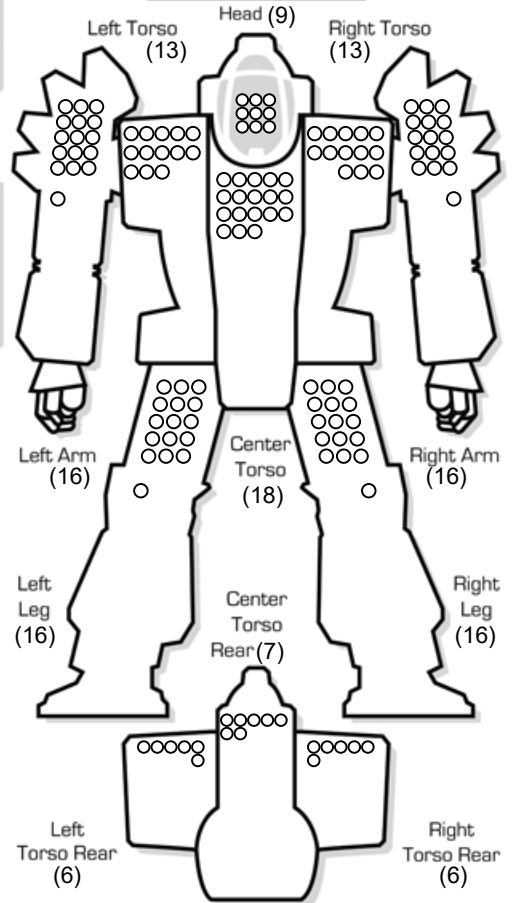
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RA	3	10	-	5	10	15
				[DB,S]				
1	Medium Laser	CT	3	5 [DE]	-	3	6	9
1	Medium Laser (R)	CT	3	5 [DE]	-	3	6	9
1	LRM 10	LT	4	1/Msl,C5/10	6	7	14	21
				[M,C,S]				

Cost: 3,491,499 CBills

BV: 945

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Roll Again
- Roll Again

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Autocannon/10
- Autocannon/10
- Autocannon/10

#### Center Torso

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

- Autocannon/10
- Autocannon/10
- Autocannon/10
- 4-6 Autocannon/10
- Roll Again
- Roll Again

#### Left Torso

- Heat Sink
- LRM 10
- LRM 10
- 1-3 LRM 10 Ammo (12)
- LRM 10 Ammo (12)
- Roll Again

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Gyro
- Gyro

#### Right Torso

- Heat Sink
- AC/10 Ammo (10)
- AC/10 Ammo (10)
- 1-3 Roll Again
- Roll Again
- Roll Again

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

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

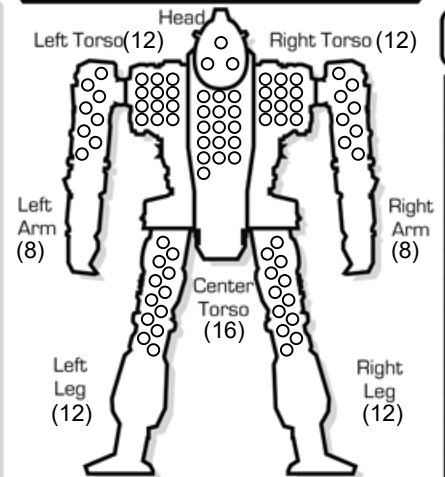
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- 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	Heat Sinks: 10 (10) Single
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	○

# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Clint CLNT-1-2R**

Movement Points:

Walking: **6**

Running: **9**

Jumping: **0**

Tonnage: **40**

Tech Base: **Inner Sphere**  
(Intro)

Era: **Succession Wars**

### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

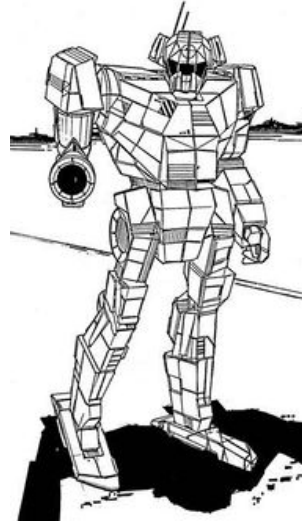
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

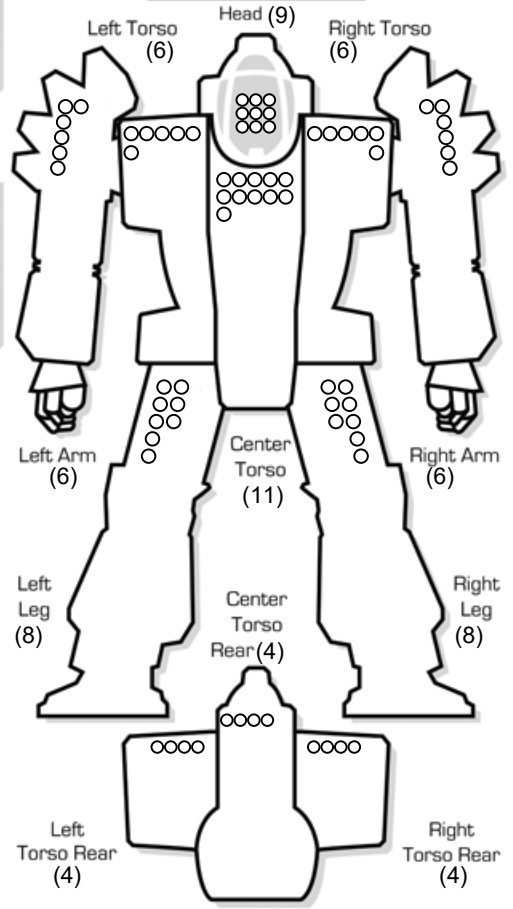
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RA	3	10	-	5	10	15
1	Medium Laser	CT	3	[DB,S] 5[DE]	-	3	6	9

Cost: 3,220,280 CBills

BV: 707



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Roll Again
- Roll Again

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Autocannon/10
- Autocannon/10
- Autocannon/10

#### Center Torso

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

- 1-3 Autocannon/10
- Autocannon/10
- Autocannon/10
- 4-6 Autocannon/10
- Roll Again
- Roll Again

#### Left Torso

- Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- 1-3 Gyro
- 2-6 Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Medium Laser
- Roll Again

#### Right Torso

- 1-3 AC/10 Ammo (10)
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

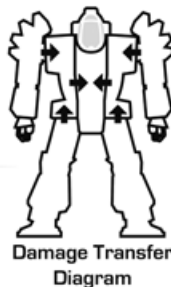
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

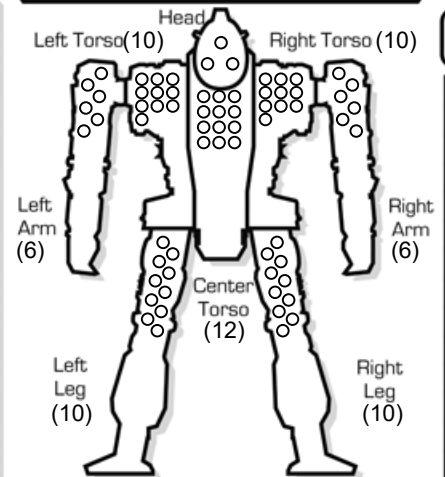
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (10) Single
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™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Bulldog Medium Tank

Movement Points: **Tonnage:** 60  
 Cruising: 4 **Tech Base:** Inner Sphere  
 Flank: 6 (Intro)  
**Movement Type:** Tracked **Era:** Star League  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	FR	2 [DB,AI]	—	1	2	3
1	Large Laser	T	8 [DE]	—	5	10	15
2	SRM 4	T	2/[Mis] [M,C]	—	3	6	9

Ammo: [SRM 4] 50, [Machine Gun] 100

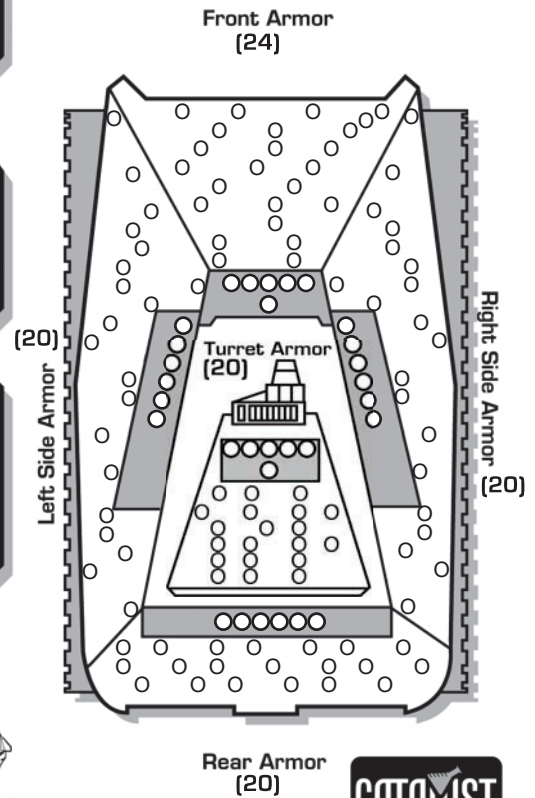
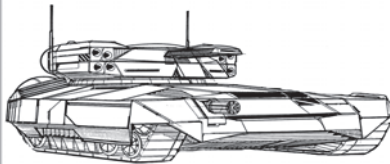
Cost: BV: 605

#### 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



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	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). Apply damage at the end of the phase in which the damage takes effect.  
 ‡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 Modifiers:	
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 CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	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.

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Striker Light Tank

Movement Points: **Tonnage:** 35  
 Cruising: 5 **Tech Base:** Inner Sphere (Intro)  
 Flank: 8 **Era:** Succession Wars  
 Movement Type: Wheeled  
 Engine Type: I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LRM 10	T	1/Msl [M,C,S]	6	7	14	21
1	SRM 6	T	2/Msl [M,C]	—	3	6	9

Ammo: [SRM 6] 30, [LRM 10] 12

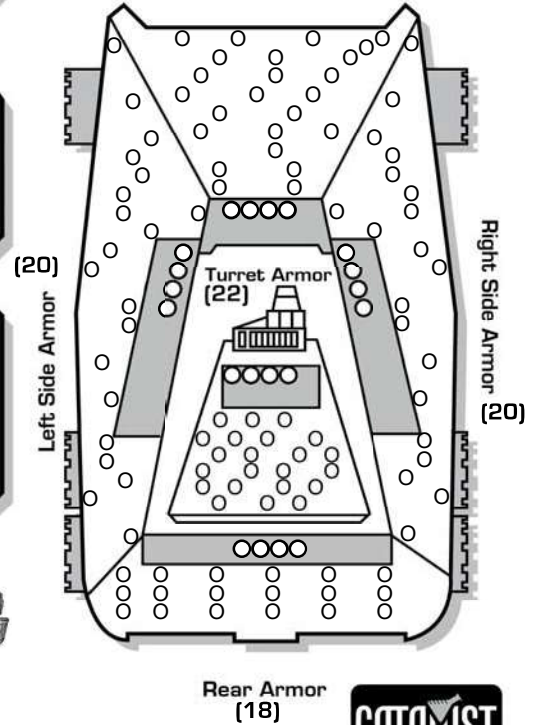
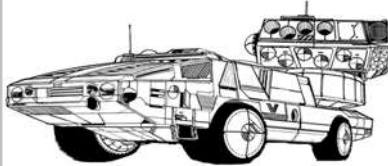
Cost: BV: 564

#### 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



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	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 night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡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 Modifiers:
Hit from rear	Tracked, Naval
Hit from the sides	Wheeled
	Hovercraft, Hydrofoil
	WiGE
	+0
	+2
	+3
	+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 CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	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.

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# BATTLETECH

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Striker Light Tank

Movement Points: **Tonnage:** 35  
 Cruising: 5 **Tech Base:** Inner Sphere (Intro)  
 Flank: 8 **Era:** Succession Wars  
 Movement Type: Wheeled  
 Engine Type: I.C.E.

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LRM 10	T	1/Msl [M,C,S]	6	7	14	21
1	SRM 6	T	2/Msl [M,C]	—	3	6	9

Ammo: [SRM 6] 30, [LRM 10] 12

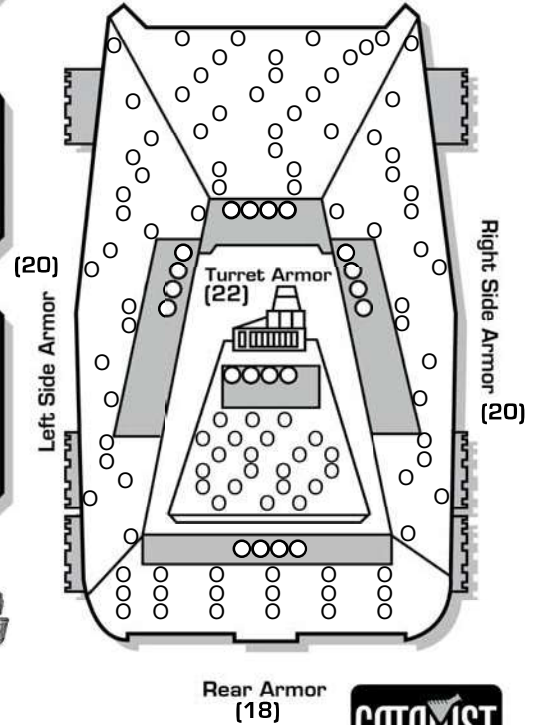
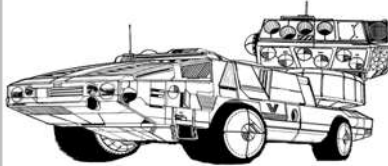
Cost: BV: 564

### 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



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## GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	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). Apply damage at the end of the phase in which the damage takes effect.  
 ‡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 Modifiers:
Hit from rear	Tracked, Naval
Hit from the sides	Wheeled
	Hovercraft, Hydrofoil
	WiGE
	+0
	+2
	+3
	+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 CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	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.

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Scorpion Light Tank

Movement Points: **Tonnage:** 25  
**Cruising:** 4 **Tech Base:** Inner Sphere (Intro)  
**Flank:** 6 **Era:** Succession Wars  
**Movement Type:** Tracked  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	AC/5	T	5 [DB,S]	3	6	12	18
1	Machine Gun	T	2 [DB,AI]	—	1	2	3

Ammo: [Machine Gun] 100, [AC/5] 20

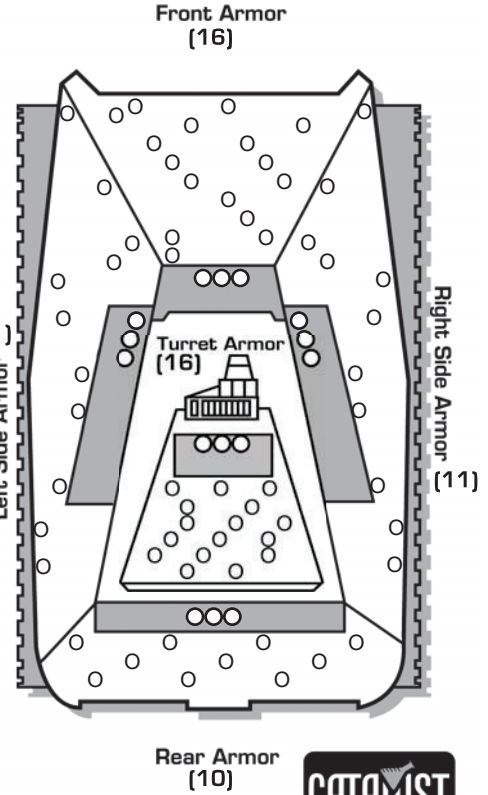
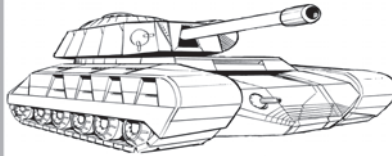
Cost: BV: 306

#### 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



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	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). Apply damage at the end of the phase in which the damage takes effect.  
 ‡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 Modifiers:		
Hit from rear	+1	Tracked, Naval	+0
Hit from the sides	+2	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 CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	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.

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Scorpion Light Tank

Movement Points: **Tonnage:** 25  
**Cruising:** 4 **Tech Base:** Inner Sphere (Intro)  
**Flank:** 6 **Era:** Succession Wars  
**Movement Type:** Tracked  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	AC/5	T	5 [DB,S]	3	6	12	18
1	Machine Gun	T	2 [DB,AI]	—	1	2	3

Ammo: [Machine Gun] 100, [AC/5] 20

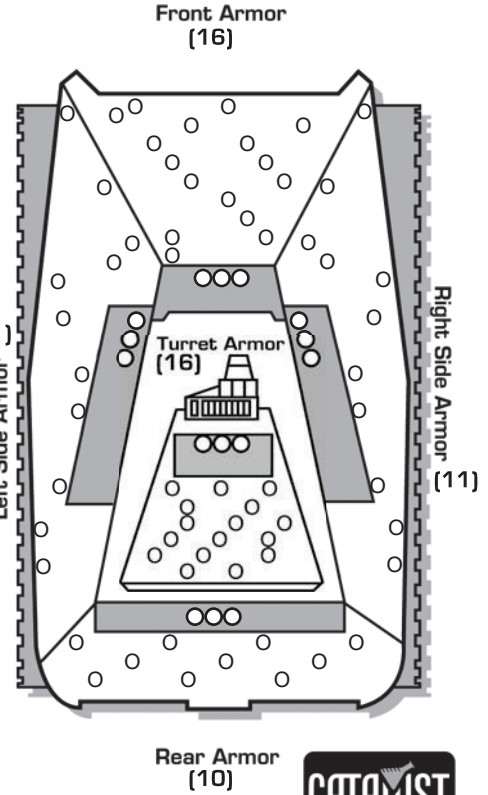
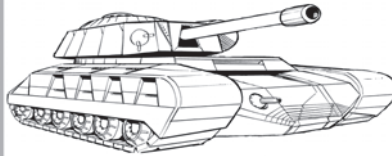
Cost: BV: 306

#### 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



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	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). Apply damage at the end of the phase in which the damage takes effect.  
 ‡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 Modifiers:
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 CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	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.

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### FOOT BALLISTIC RIFLE INFANTRY PLATOON 1

Armor Type: Flack, Standard

Divisor: 1

Experience: \_\_\_\_\_

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

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

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		
—	—	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		
*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	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—		
Field Gun Type:	N/A											Ammo:	N/A							Disposable Weapon:	N/A							Ammo:	N/A		
Disposable Weapon:	N/A											Ammo:	N/A							Disposable Weapon:	N/A							Ammo:	N/A		

BV: 81

Transport Wt: 3 tons

Movement MP: 1

Type: Ground (Foot)

Movement MP: N/A

Type: N/A

### FOOT BALLISTIC RIFLE INFANTRY PLATOON 2

Armor Type: Flack, Standard

Divisor: 1

Experience: \_\_\_\_\_

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

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

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		
—	—	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		
*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	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—		
Field Gun Type:	N/A											Ammo:	N/A							Disposable Weapon:	N/A							Ammo:	N/A		
Disposable Weapon:	N/A											Ammo:	N/A							Disposable Weapon:	N/A							Ammo:	N/A		

BV: 81

Transport Wt: 3 tons

Movement MP: 1

Type: Ground (Foot)

Movement MP: N/A

Type: N/A

### FOOT BALLISTIC RIFLE INFANTRY PLATOON 3

Armor Type: Flack, Standard

Divisor: 1

Experience: \_\_\_\_\_

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

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

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		
—	—	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		
*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	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—		
Field Gun Type:	N/A											Ammo:	N/A							Disposable Weapon:	N/A							Ammo:	N/A		
Disposable Weapon:	N/A											Ammo:	N/A							Disposable Weapon:	N/A							Ammo:	N/A		

BV: 81

Transport Wt: 3 tons

Movement MP: 1

Type: Ground (Foot)

Movement MP: N/A

Type: N/A

### FOOT BALLISTIC RIFLE INFANTRY PLATOON 4

Armor Type: Flack, Standard

Divisor: 1

Experience: \_\_\_\_\_

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

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

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		
—	—	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		
*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	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—		
Field Gun Type:	N/A											Ammo:	N/A							Disposable Weapon:	N/A							Ammo:	N/A		
Disposable Weapon:	N/A											Ammo:	N/A							Disposable Weapon:	N/A							Ammo:	N/A		

BV: 81

Transport Wt: 3 tons

Movement MP: 1

Type: Ground (Foot)

Movement MP: N/A

Type: N/A

# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: APC (Tracked)

Movement Points: **Tonnage:** 10  
**Cruising:** 6 **Tech Base:** Inner Sphere (Intro)  
**Flank:** 9 **Era:** Star League  
**Movement Type:** Tracked  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	T	2	—	1	2	3
[DB,AI]							

Cargo, Infantry (1 ton)

Ammo: (Machine Gun) 200

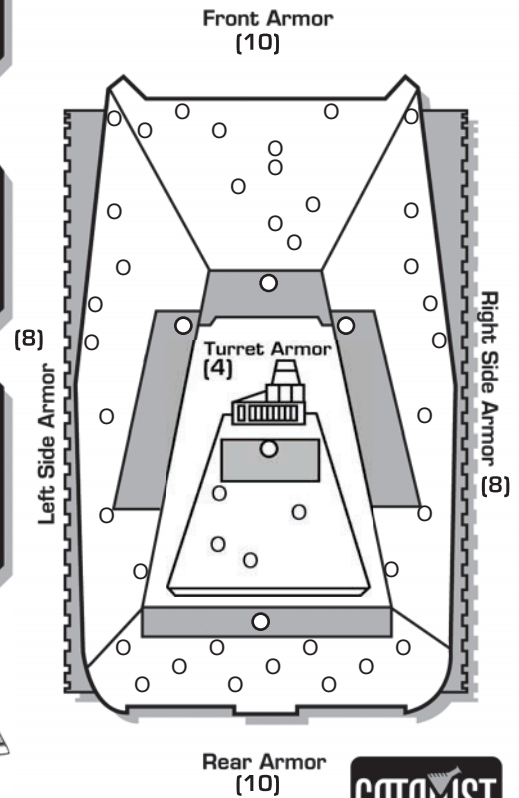
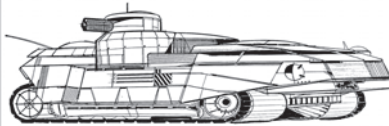
Cost: BV: 142

#### 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



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	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). Apply damage at the end of the phase in which the damage takes effect.  
 ‡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 Modifiers:
Hit from rear	Tracked, Naval
Hit from the sides	Wheeled
	Hovercraft, Hydrofoil
	WiGE
	+0
	+2
	+3
	+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 CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	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.  
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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: APC (Tracked)

Movement Points: **Tonnage:** 10  
**Cruising:** 6 **Tech Base:** Inner Sphere (Intro)  
**Flank:** 9 **Era:** Star League  
**Movement Type:** Tracked  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	T	2	—	1	2	3
[DB,AI]							

Cargo, Infantry (1 ton)

Ammo: (Machine Gun) 200

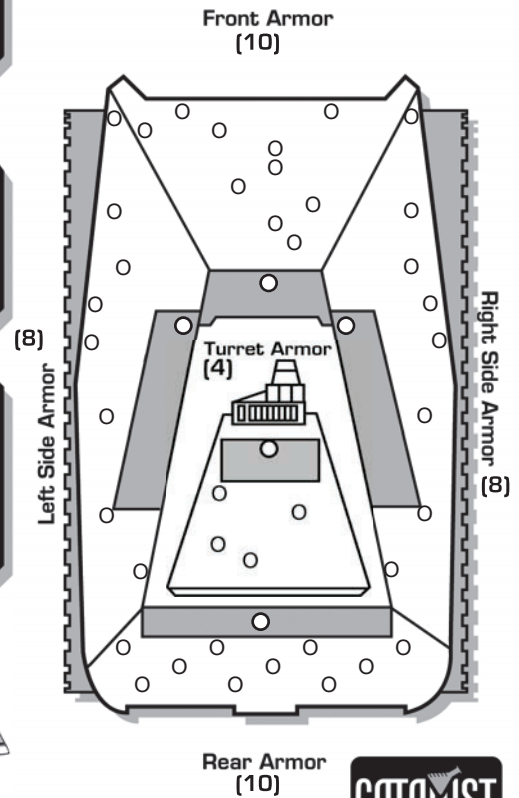
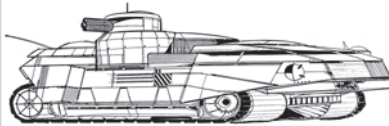
Cost: BV: 142

#### 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



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
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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). Apply damage at the end of the phase in which the damage takes effect.  
 ‡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 Modifiers:
Hit from rear	Tracked, Naval
Hit from the sides	Wheeled
	Hovercraft, Hydrofoil
	WiGE
	+0
	+2
	+3
	+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 CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	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.

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: APC (Tracked)

Movement Points: **Tonnage:** 10  
**Cruising:** 6 **Tech Base:** Inner Sphere (Intro)  
**Flank:** 9 **Era:** Star League  
**Movement Type:** Tracked  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	T	2	—	1	2	3
[DB,AI]							

Cargo, Infantry (1 ton)

Ammo: (Machine Gun) 200

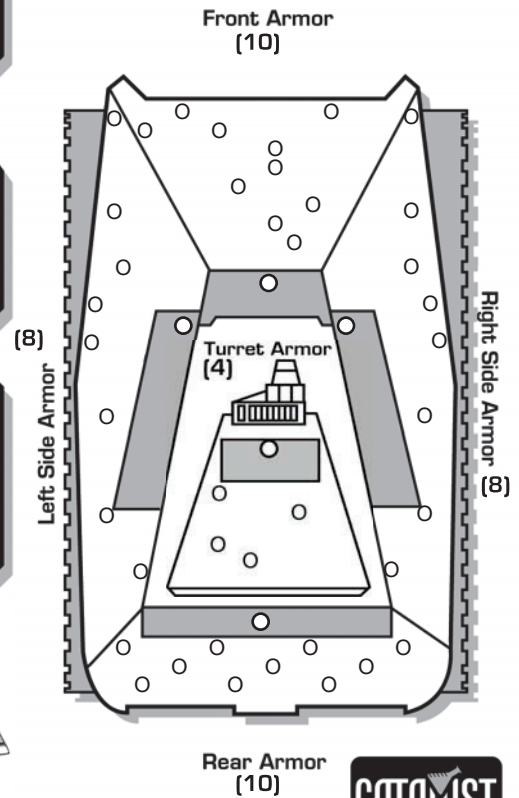
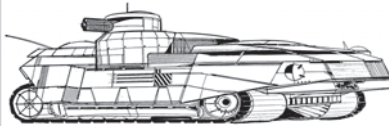
Cost: BV: 142

#### 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



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	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). Apply damage at the end of the phase in which the damage takes effect.  
 ‡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 Modifiers:
Hit from rear	Tracked, Naval
Hit from the sides	Wheeled
	Hovercraft, Hydrofoil
	WiGE
	+0
	+2
	+3
	+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 CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	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.

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# BATTLETECH™

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: APC (Tracked)

Movement Points: **Tonnage:** 10  
**Cruising:** 6 **Tech Base:** Inner Sphere (Intro)  
**Flank:** 9 **Era:** Star League  
**Movement Type:** Tracked  
**Engine Type:** I.C.E.

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	T	2	—	1	2	3
[DB,AI]							

Cargo, Infantry (1 ton)

Ammo: (Machine Gun) 200

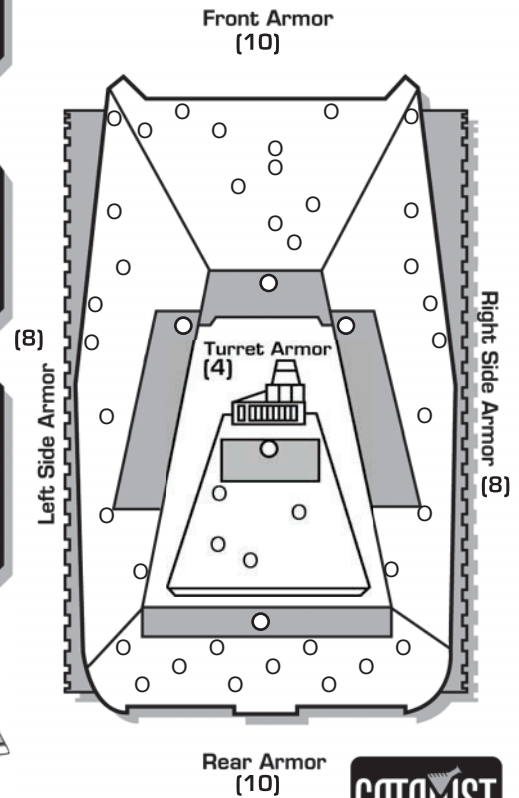
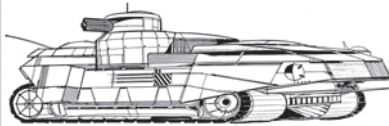
Cost: BV: 142

### 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



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## GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	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). Apply damage at the end of the phase in which the damage takes effect.  
 ‡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 Modifiers:	
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 CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	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.

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: APC (Tracked)

Movement Points: **Tonnage:** 10  
**Cruising:** 6 **Tech Base:** Inner Sphere (Intro)  
**Flank:** 9 **Era:** Star League  
**Movement Type:** Tracked  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	T	2	—	1	2	3
[DB,AI]							

Cargo, Infantry (1 ton)

Ammo: (Machine Gun) 200

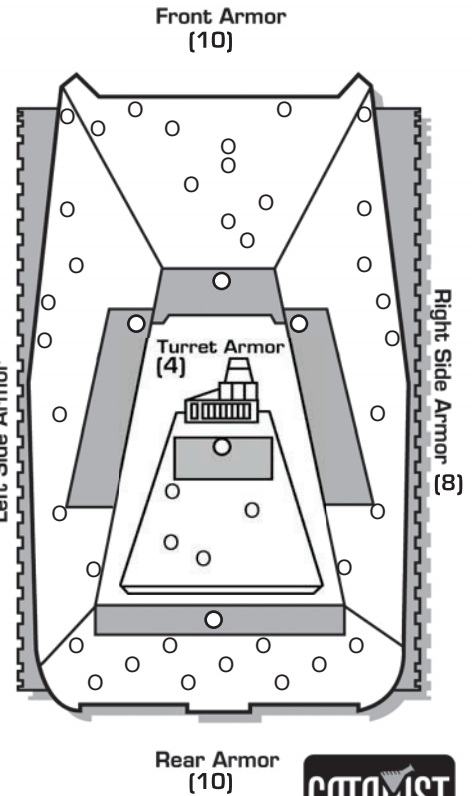
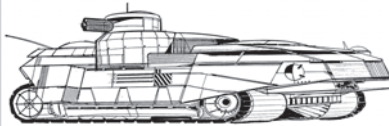
Cost: BV: 142

#### 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



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	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). Apply damage at the end of the phase in which the damage takes effect.  
 ‡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 Modifiers:
Hit from rear	Tracked, Naval
Hit from the sides	Wheeled
	Hovercraft, Hydrofoil
	WiGE
	+0
	+2
	+3
	+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 CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	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.

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: APC (Tracked)

Movement Points: **Tonnage:** 10  
**Cruising:** 6 **Tech Base:** Inner Sphere  
**Flank:** 9 (Intro)  
**Movement Type:** Tracked **Era:** Star League  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	T	2	—	1	2	3
[DB,AI]							

Cargo, Infantry (1 ton)

Ammo: (Machine Gun) 200

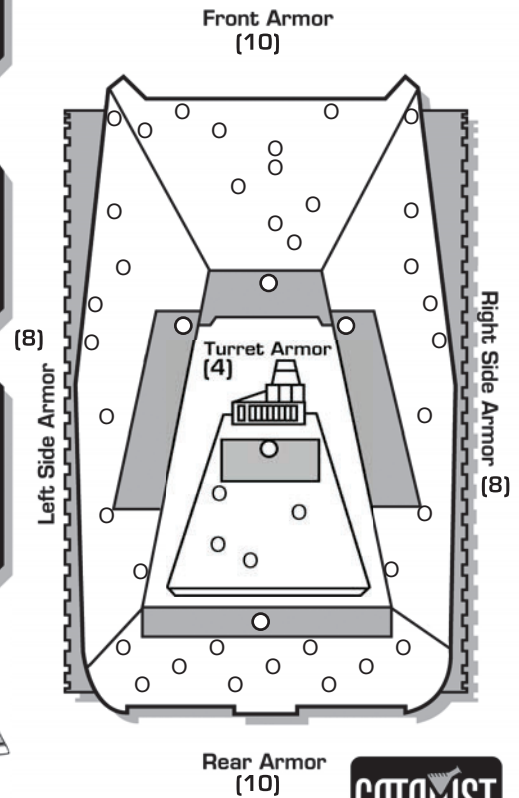
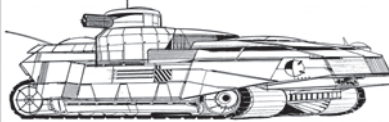
Cost: BV: 142

#### 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  
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**Stabilizers:** Front  Left  Right   
 Rear  Turret



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2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
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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)

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### MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
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Attack Direction Modifier:	Vehicle Type Modifiers:
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### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
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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.

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# BATTLETECH™



## MISSIONS

Character \_\_\_\_\_ Player \_\_\_\_\_ Cert \_\_\_\_\_

**Mission: 3027-05**

**Pick your Poison**

**Gillfillan's Gold, Anti-Spinward Periphery**

**May 3, 2027**

### Mission Results

- At least two or more Primary Objectives met
- The Pirates get away largely intact
- Opposing 'mechs destroyed by party (25,000 C-Bills, 1 XP each) (x\_\_\_\_\_)
- Base captured (75,000 C-Bills)
- Base destroyed (50,000 C-Bills)
- Transports captured (30,000 C-Bills each) (x\_\_\_\_\_)
- At least half of convoy destroyed (30,000 C-Bills)
- Surviving 'mechs tagged (10,000 C-Bills each) (x\_\_\_\_\_)
- Capture watchtower (40,000 C-Bills)
- Scan buildings (25,000 C-Bills each) (x\_\_\_\_\_)

### Mech Status

- Mech Survived
- Mech Severely Damaged
- Mech Destroyed

### Pilot Status

- Pilot Survived
- Pilot Killed

C-Bill Reward \_\_\_\_\_ XP Reward \_\_\_\_\_

### Salvaged Mechs

- Warhammer WHM-6L (6,077,783 C-Bills)
- Trebuchet TBT-5S (4,023,500 C-Bills)
- Hunchback HBK-4H (3,425,874 C-Bills)
- Centurion CN9-A (3,491,499 C-Bills)
- Clint CLNT-1-2R (3,220,280 C-Bills)
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GM Signature \_\_\_\_\_ Game Date \_\_\_\_\_

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**GM Report**  
**Mission 3027-05 - Pick your Poison**

Date: \_\_\_\_\_

GM: \_\_\_\_\_

Venue \_\_\_\_\_

Player	Player #	Mech (Variant)	Pilot Skill (G/P)	BV	C-Bill Reward	XP Reward
1						
2						
3						
4						
5						
6						
7						
8						

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GUNNERY	PILOTING/DRIVING/ANTI-'MECH								
	0	1	2	3	4	5	6	7	8
0	2.42	2.31	2.21	2.10	1.93	1.75	1.68	1.59	1.50
1	2.21	2.11	2.02	1.92	1.76	1.60	1.54	1.46	1.38
2	1.93	1.85	1.76	1.68	1.54	1.40	1.35	1.28	1.21
3	1.66	1.58	1.51	1.44	1.32	1.20	1.16	1.10	1.04
4	1.38	1.32	1.26	1.20	1.10	1.00	0.95	0.90	0.85
5	1.31	1.19	1.13	1.08	0.99	0.90	0.86	0.81	0.77
6	1.24	1.12	1.07	1.02	0.94	0.85	0.81	0.77	0.72
7	1.17	1.06	1.01	0.96	0.88	0.80	0.76	0.72	0.68
8	1.10	0.99	0.95	0.90	0.83	0.75	0.71	0.68	0.64