

# BATTLETECH™

## MISSIONS



**Mission 3028-03: Take Cover, Hell!**  
**Somewhere east of the Were river crossing, Shaula**  
**September 11, 3028**  
**Pilot Skill: 3-4**

Okay boys, listen up!

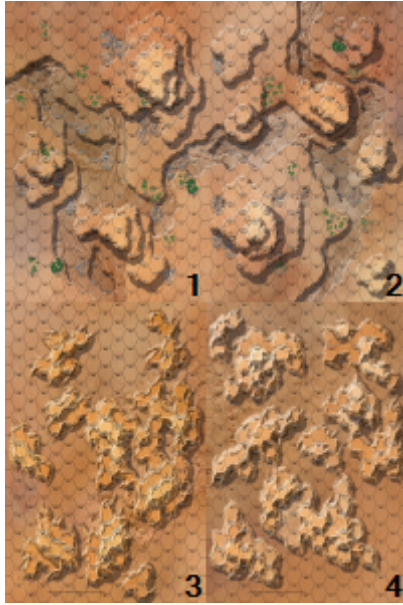
As you are no doubt aware, the Lyran advance across the Were river has been stopped cold by snake artillery. Again, they are discovering the disadvantage of large, slow-moving targets, and have asked that we intervene. Our job is simple - go behind the Drac's lines, find, and eliminate that artillery. I know what you're thinking, and no, we're not getting hazard pay for this one - it's a mercenary's life, eh?

With that said, Intelligence thinks that it coming from somewhere around here at Map Grid Hotel Three-Niner. Our job is to get in undetected, find the Artillery tubes, neutralize them and get out before help arrives. It's almost certainly going to arrive before long. Unfortunately, Intel has no useful information as to what else we may find here, so expect the worst and pray for the best. It's likely the combine has conventional forces guarding the artillery tubes, as they are pretty far behind the lines, but don't be surprised if mobile units are able to respond quickly. On the flipside, combine military doctrine tightly couples their artillery units with their spotters - which means that, more likely than not, the first units to respond will be those spotters. If you can take them out, then they won't be nearly so accurate with their battery fire. Be careful, though! Once you've killed all of the artillery the spotters won't have any reason to stick around, so be careful with your timing.

Oh, one more thing - the artillery has been there for days, meaning they've had time to prepare. Any conventional forces that they've got defending them will be dug in and fairly well hidden. Be careful you don't run into an ambush. Also, I don't think I can stress this enough, keep moving! The last thing you want to do is be slow - or even worse, stand still - when fighting artillery!

Good luck, and happy hunting out there!

**Map:** This mission takes place in the badlands east of the river Were. Any map with many levels is fine, so long as there are places for the artillery pieces to be behind cover. If using standard mapsheets, attempt to place some additional terrain counters to break up the flat hexrow that happens when combining maps, at least on the top maps.



### Recommended Maps:

- 1: Desert Washout 1
- 2: Desert Washout 2
- 3: Desert Sand Drift 1
- 4: Desert Sand Drift 2

**Setup:** The OPFOR sets up wherever it wants on the top map, but not within three hexes of the top edge. Units may not set up in hexes they can't reasonably move to, with the exception of infantry who can set up anywhere.

Artillery pieces must start the game adjacent to their ammo carriers, which must be in one of the three hexes *behind* their artillery.

The PCs will begin the game by entering on the bottom edge of the map on turn 1.

### Special Rules

**Found them! (Secret):** At the beginning of the game, the GM may decide which (if any) of the escorts can use Hidden Initial Placement (TW pps 259-260). The Artillery pieces may not begin the game hidden. If there are any, alert the players of the existence of hidden units, but not specifically what they are. Finally, be careful with the LRM carriers - don't hide them unless you know your players can handle a 60 LRM ambush! Note that even units in open terrain may use HiP due to the fact that they've had time to hide under tarps or otherwise camouflage themselves.

**Found them! (Secret) - the not so bad version:** Optional, per GM discretion. If desired, the GM may place 12 "Sensor Echo" tokens on the board to cover any number of hidden units. The PCs suspect that there is something in those locations, but don't know what it is, or if it is anything. Each hidden unit must be at one of those sensor token locations, but not all sensor token locations need to be occupied by a hidden unit. Units with "Scanning Gear" (such as the Raven RVN-1X, or a Comstar Pilot with "portable scanner" faction ability, or some certs) will automatically reveal any units at that location when they are in range. Those units may fire during the fire phase as normal, but do not get to fire during the movement phase unless a unit without scanning equipment gets within 1 hex.

**Oooh, cozy!** Escort vehicles in open terrain may begin the game in special earthworks constructed for them pre-game. If they do so, attacks against them get a +2 to hit penalty from the front and sides, but they may only fire turret mounted weapons. Attacks that hit from the front or sides automatically hit the turret instead. If the vehicle wishes to leave its hex it must first

move at least one hex directly backwards. The vehicle cannot be placed in a location that it cannot move directly backwards from. Infantry begin the game "Dug In", meaning they don't take double damage from attacks. Note that LRM carriers have forward facing weapons, and therefore would not be able to fire from earthworks.

**ANYTHING! JUST PLAY IT LOUD!** To simplify the game, use the following Simplified Artillery rules: Any artillery piece can make an attack against a hex at least 17 hexes away using the Battlefield Support rules from Battlemech Manual, pg 77. Secretly choose a target hex, reveal the artillery piece (if it hasn't already been revealed). The shell will land the following turn. Artillery pieces can also take shots at targets between 6 and 16 hexes away using the standard Direct-Fire Artillery Rules (See TO:AR pg 153) with a gunnery skill of 4. Per Combine doctrine, they will not target hexes (either directly or indirectly) within 5 hexes of a friendly unit.

**Whoops (Secret):** The Ammo carriers are prepped for combat, not for transport. This means unsecured ordinance. If an Ammo carrier loses all of its structure on any side it will explode, dealing 20 points of damage to any unit adjacent to it, in 5 point clusters. This may be a way to take out an artillery piece, but it may also be a way for an unsuspecting PC to get caught in the explosion.

**I'll save you! (Secret - don't tell PCs):** At the beginning of turn 4, OPFOR 'mechs arrive from a random map edge. Roll 1d6 - on a 1 they arrive on the Top edge, on a 2 they enter on the right side of the top right map, and so forth. These are the artillery spotters. During the end phase of turn 2 alert the players.

**Vroom! Vroom! Dakka! Dakka!** The Ballistic infantry units are motorized and are towing AC/2s. Each base has 1 ton of ammo (45 shots) and may fire 1 gun for every full 6 infantry still remaining. Replace the Type with Ground (Motorized), and their movement MP becomes 4. They may fire either their inherent weapons or their AC/2s. They cannot fire the AC/2s in a round they moved. Ballistic infantry bases may begin the game hidden and use the standard Hidden Initial Placement rules. Optionally, you may use the Battlefield Support card for Motorized Conventional Infantry, using the "Veteran" stat block (i.e. a 5 skill). If they wish to use their towed AC/2s, they have a range of 4/8/16/24 and do 4x2 damage, minus one cluster for each previously survived destruction check.

**Rules of Engagement (Secret - Don't tell PCs):** The spotters will attempt to defend their artillery until at least 3/4s of the artillery have been destroyed, at which point they will attempt to escape from the same board side they entered. Individual artillery pieces will remain on the board until either a) they (or their ammo carriage) have taken damage (allowing the damaged unit to attempt to get off the board), until at least half of the artillery pieces have been destroyed, or until an enemy unit gets within six hexes of them. It takes an Artillery unit one full turn of movement to become mobile and to disconnect from its ammo carrier. Once it has done so it may attempt to leave the map off of the side opposite where the PCs entered.

## OPFOR

Name	#	Variant	Reference	BV (4/5)	Cost
Ballistic Rifle Infantry	3	Motorized	3085 TCE pg. 331	236	N/A
Cicada	1	CDA-2A	3039 pg 178	659	3,705,217
Javelin	1	JVN-10N	3039 pg 160	594	2,400,840
Jenner	1	JR7-F	3039 pg 173	1011	3,121,425
LRM Carrier	2		RS3039 pg 123	833	N/A
Mobile Long Tom	4	LT-MOB-25	3039 pg. 129	515	N/A

Name	#	Variant	Reference	BV (4/5)	Cost
Mobile Long Tom Ammo Carriage	4		3039 pg. 130	144	N/A
Phoenix Hawk	1	PHX-1	3039 pg 456	1041	4,067,540
Von Luckner Heavy Tank	2	VNL-K70	3039 pg. 137	1060	N/A

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

**3000-3500 (3217 Total)**

Ballistic Rifle Infantry Motorized (4/5) (x2), Javelin JVN-10N (4/5), LRM Carrier (4/5), Mobile Long Tom Ammo Carriage (4/5) (x2), Mobile Long Tom LT-MOB-25 (4/5) (x2)

**3500-4000 (3634 Total)**

Ballistic Rifle Infantry Motorized (4/5) (x2), Jenner JR7-F (4/5), LRM Carrier (4/5), Mobile Long Tom Ammo Carriage (4/5) (x2), Mobile Long Tom LT-MOB-25 (4/5) (x2)

**4000-4500 (4240 Total)**

Ballistic Rifle Infantry Motorized (4/5) (x2), Javelin JVN-10N (3/4), LRM Carrier (4/5) (x2), Mobile Long Tom Ammo Carriage (4/5) (x2), Mobile Long Tom LT-MOB-25 (4/5) (x2)

**4500-5000 (4791 Total)**

Ballistic Rifle Infantry Motorized (4/5) (x2), Jenner JR7-F (3/4), LRM Carrier (4/5) (x2), Mobile Long Tom Ammo Carriage (4/5) (x2), Mobile Long Tom LT-MOB-25 (4/5) (x2)

**5000-5500 (5251 Total)**

Ballistic Rifle Infantry Motorized (4/5) (x2), Javelin JVN-10N (3/4), Jenner JR7-F (4/5), LRM Carrier (4/5) (x2), Mobile Long Tom Ammo Carriage (4/5) (x2), Mobile Long Tom LT-MOB-25 (4/5) (x2)

**5500-6000 (5661 Total)**

Ballistic Rifle Infantry Motorized (4/5) (x2), Cicada CDA-2A (3/4), Jenner JR7-F (3/4), LRM Carrier (4/5) (x2), Mobile Long Tom Ammo Carriage (4/5) (x2), Mobile Long Tom LT-MOB-25 (4/5) (x2)

**6000-6500 (6234 Total)**

Ballistic Rifle Infantry Motorized (4/5) (x2), Javelin JVN-10N (3/4), Jenner JR7-F (3/4), LRM Carrier (4/5) (x2), Mobile Long Tom Ammo Carriage (4/5) (x3), Mobile Long Tom LT-MOB-25 (4/5) (x3)

**6500-7000 (6893 Total)**

Ballistic Rifle Infantry Motorized (4/5) (x2), Cicada CDA-2A (4/5), Javelin JVN-10N (3/4), Jenner JR7-F (3/4), LRM Carrier (4/5) (x2), Mobile Long Tom Ammo Carriage (4/5) (x3), Mobile Long Tom LT-MOB-25 (4/5) (x3)

**7000-7500 (7104 Total)**

Ballistic Rifle Infantry Motorized (4/5) (x2), Cicada CDA-2A (3/4), Javelin JVN-10N (3/4), Jenner JR7-F (3/4), LRM Carrier (4/5) (x2), Mobile Long Tom Ammo Carriage (4/5) (x3), Mobile Long Tom LT-MOB-25 (4/5) (x3)

**7500-8000 (7677 Total)**

Ballistic Rifle Infantry Motorized (4/5) (x2), Cicada CDA-2A (3/4), Javelin JVN-10N (3/4), LRM Carrier (3/4) (x2), Mobile Long Tom Ammo Carriage (4/5) (x3), Mobile Long Tom LT-MOB-25 (4/5) (x3), Phoenix Hawk PHX-1 (3/4)

**8000-8500 (8336 Total)**

Ballistic Rifle Infantry Motorized (4/5) (x2), Cicada CDA-2A (3/4), Javelin JVN-10N (3/4), LRM Carrier (3/4) (x2), Mobile Long Tom Ammo Carriage (4/5) (x4), Mobile Long Tom LT-MOB-25 (4/5) (x4), Phoenix Hawk PHX-1 (3/4)

**8500-9000 (8887 Total)**

Ballistic Rifle Infantry Motorized (4/5) (x3), Cicada CDA-2A (4/5), Javelin JVN-10N (3/4), LRM Carrier (4/5) (x2), Mobile Long Tom Ammo Carriage (4/5) (x4), Mobile Long Tom LT-MOB-25 (4/5) (x4), Phoenix Hawk PHX-1 (3/4), Von Luckner Heavy Tank VNL-K70 (4/5)

**9000-9500 (9239 Total)**

Ballistic Rifle Infantry Motorized (4/5) (x3), Javelin JVN-10N (3/4), Jenner JR7-F (4/5), LRM Carrier (4/5) (x2), Mobile Long Tom Ammo Carriage (4/5) (x4), Mobile Long Tom LT-MOB-25 (4/5) (x4), Phoenix Hawk PHX-1 (3/4), Von Luckner Heavy Tank VNL-K70 (4/5)

**9500-10000 (9902 Total)**

Ballistic Rifle Infantry Motorized (4/5) (x3), Javelin JVN-10N (3/4), Jenner JR7-F (3/4), LRM Carrier (4/5) (x2), Mobile Long Tom Ammo Carriage (4/5) (x4), Mobile Long Tom LT-MOB-25 (4/5) (x4), Phoenix Hawk PHX-1 (3/4), Von Luckner Heavy Tank VNL-K70 (3/4)

**10000-10500 (10436 Total)**

Ballistic Rifle Infantry Motorized (4/5) (x3), Javelin JVN-10N (3/4), Jenner JR7-F (3/4), LRM Carrier (3/4) (x2), Mobile Long Tom Ammo Carriage (4/5) (x4), Mobile Long Tom LT-MOB-25 (4/5) (x4), Phoenix Hawk PHX-1 (3/4), Von Luckner Heavy Tank VNL-K70 (3/4)

**10500-11000 (11095 Total)**

Ballistic Rifle Infantry Motorized (4/5) (x3), Cicada CDA-2A (4/5), Javelin JVN-10N (3/4), Jenner JR7-F (3/4), LRM Carrier (3/4) (x2), Mobile Long Tom Ammo Carriage (4/5) (x4), Mobile Long Tom LT-MOB-25 (4/5) (x4), Phoenix Hawk PHX-1 (3/4), Von Luckner Heavy Tank VNL-K70 (3/4)

**11000-11500 (11306 Total)**

Ballistic Rifle Infantry Motorized (4/5) (x3), Cicada CDA-2A (3/4), Javelin JVN-10N (3/4), Jenner JR7-F (3/4), LRM Carrier (3/4) (x2), Mobile Long Tom Ammo Carriage (4/5) (x4), Mobile Long Tom LT-MOB-25 (4/5) (x4), Phoenix Hawk PHX-1 (3/4), Von Luckner Heavy Tank VNL-K70 (3/4)

**11500-12000 (12171 Total)**

Ballistic Rifle Infantry Motorized (4/5) (x3), Cicada CDA-2A (3/4), Javelin JVN-10N (3/4), Jenner JR7-F (3/4), LRM Carrier (4/5) (x2), Mobile Long Tom Ammo Carriage (4/5) (x4), Mobile Long Tom LT-MOB-25 (4/5) (x4), Phoenix Hawk PHX-1 (3/4), Von Luckner Heavy Tank VNL-K70 (3/4) (x2)

**Mission Objectives:** To win the scenario, the PCs must destroy either all of the OPFOR artillery vehicles, or at least 3 if there are more than that. The PCs are working with limited time, and must do this before the session has ended.

**Bonus:** If the PCs can destroy/disable at least 3/4ths of the enemy 'mechs as well as all of the artillery, they will receive the bonus payout.

Award (C-Bills)	Mech Survived	Mech Severely Damaged	Mech Destroyed
At least 4 (or all) artillery vehicles destroyed (Mission Successful)	350,000	250,000	100,000
At least 3/4ths of artillery spotter 'mechs are destroyed or captured (Bonus Objective)	+100,000	+100,000	+100,000
Too many artillery vehicles were still alive at the end of the mission (Mission Failed)	150,000	100,000	50,000

Award (XP)	Pilot Survived	Pilot Killed
At least 4 (or all) artillery vehicles destroyed (Mission Successful)	15	5
Too many artillery vehicles were still alive at the end of the mission (Mission Failed)	8	3
Opposing 'Mech/Combat (Non-Artillery) Vehicle destroyed by party (each)	+1	+1

### Additional Rewards

#### Where'd our spotters go?:

The PCs have destroyed or otherwise delayed information that enemy artillery needs. Cross off a use of this Cert to give all enemy artillery attacks an additional +2 TN penalty. Cross off this reward if the PCs do not get the bonus objective.

# BATTLETECH™



## FOOT BALLISTIC RIFLE INFANTRY RECORD SHEET

### 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™



## FOOT BALLISTIC RIFLE INFANTRY RECORD SHEET

### 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																																						
<b>RANGE IN HEXES (TO-HIT MODIFIER)</b>																																						
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																																						
<b>RANGE IN HEXES (TO-HIT MODIFIER)</b>																																						
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																																						
<b>RANGE IN HEXES (TO-HIT MODIFIER)</b>																																						
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																																						
<b>RANGE IN HEXES (TO-HIT MODIFIER)</b>																																						
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™



## FOOT BALLISTIC RIFLE INFANTRY RECORD SHEET

### 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								
Disposable Weapon:	N/A											Ammo:	N/A							Disposable Weapon:	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								
Disposable Weapon:	N/A											Ammo:	N/A							Disposable Weapon:	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								
Disposable Weapon:	N/A											Ammo:	N/A							Disposable Weapon:	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								
Disposable Weapon:	N/A											Ammo:	N/A							Disposable Weapon:	N/A								

BV: 81      Transport Wt: 3 tons      Movement MP: 1      Type: Ground (Foot)  
 Movement MP: N/A      Type: N/A



# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Cicada CDA-2A

Movement Points:

Walking: 8

Running: 12

Jumping: 0

Tonnage: 40

Tech Base: Inner Sphere  
(Intro)

Era: Succession Wars

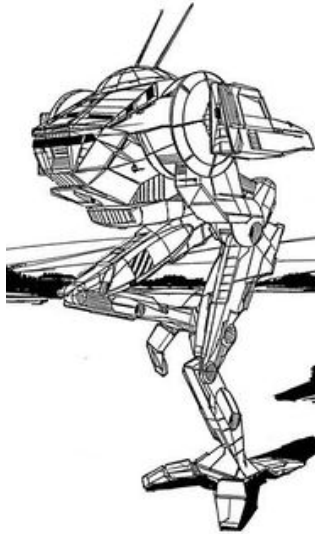
### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



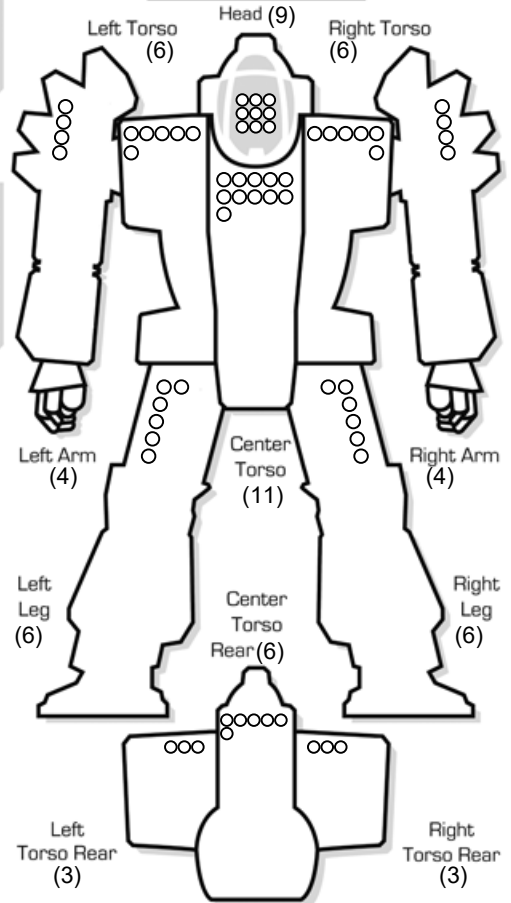
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Small Laser	CT	1	3 [DE]	-	1	2	3

Cost: 3,705,217 CBills

BV: 659

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
- 1-3  
4. Roll Again  
5. Roll Again  
6. Roll Again

#### Head

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

#### Right Arm

- Shoulder
  - Upper Arm Actuator
- 1-3  
4. Roll Again  
5. Roll Again  
6. Roll Again

#### Center Torso

- Fusion Engine
  - Fusion Engine
  - Fusion Engine
- 1-3  
4. Gyro  
5. Gyro  
6. Gyro

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

#### Left Torso

- Medium Laser
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3

- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Small Laser
  - Roll Again
- 4-6

#### Right Torso

- Medium Laser
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3

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

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

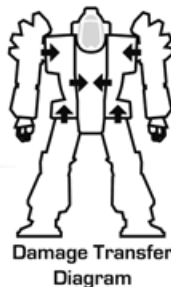
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Left Leg

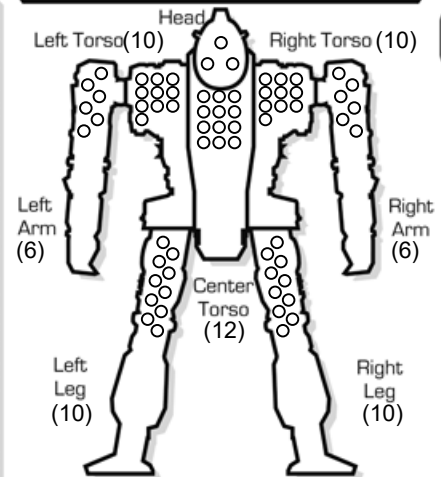
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### 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

# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Javelin JVN-10N

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 30

Tech Base: Inner Sphere  
(Intro)

Era: Star League

### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

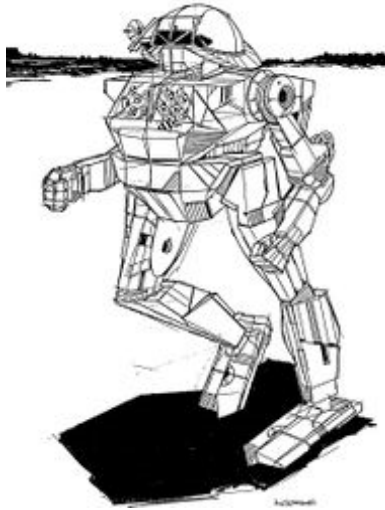
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

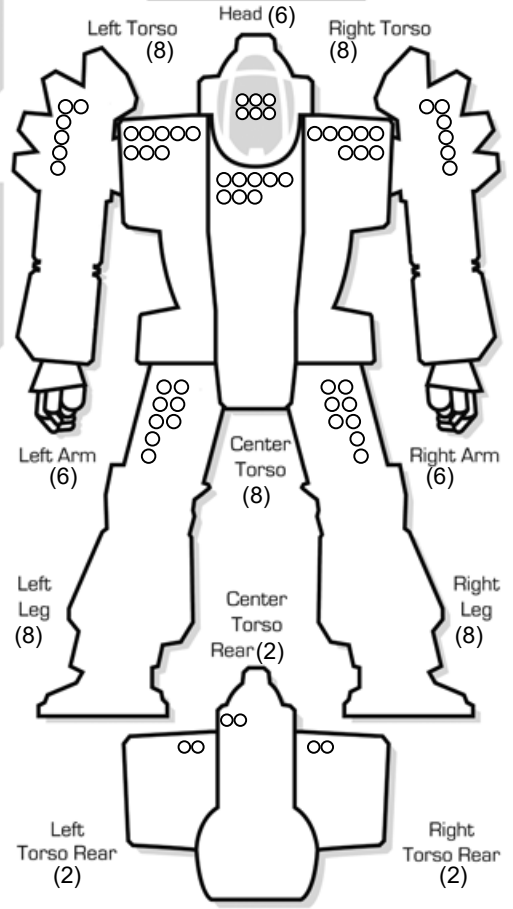
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	LT	4	2/Msl,C2/6	-	3	6	9
				[M,C,S]				
1	SRM 6	RT	4	2/Msl,C2/6	-	3	6	9
				[M,C,S]				

Cost: 2,400,840 CBills

BV: 594



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

#### Head

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

#### Right Arm

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

#### Center Torso

- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3

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

#### Left Torso

- Heat Sink
  - Heat Sink
  - SRM 6
  - SRM 6
  - SRM 6 Ammo (15)
  - Roll Again
- 1-3

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

#### Right Torso

- Heat Sink
  - SRM 6
  - SRM 6
  - SRM 6 Ammo (15)
  - Roll Again
  - Roll Again
- 1-3

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

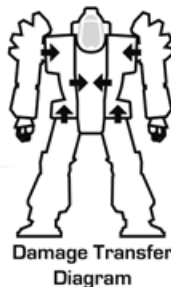
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Left Leg

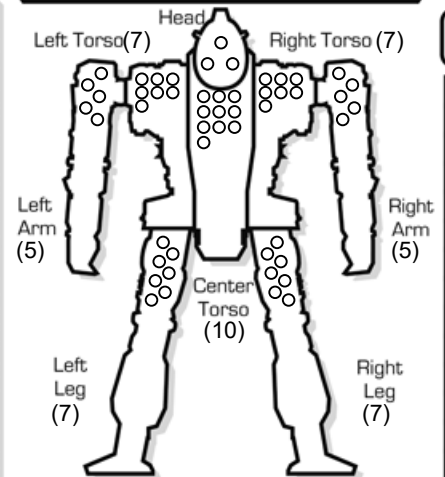
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- JumpJets

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- JumpJets



### 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

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: Jenner JR7-F

Movement Points:

Walking: 7

Running: 11

Jumping: 5

Tonnage: 35

Tech Base: Inner Sphere  
(Intro)

Era: Succession Wars

### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

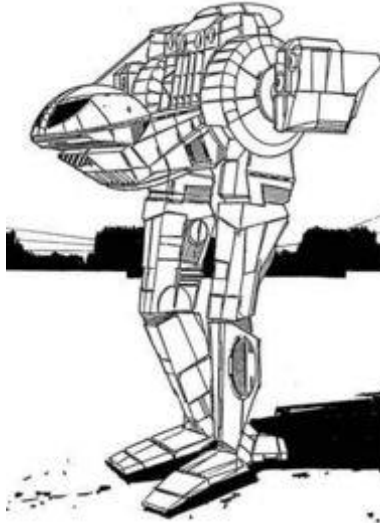
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

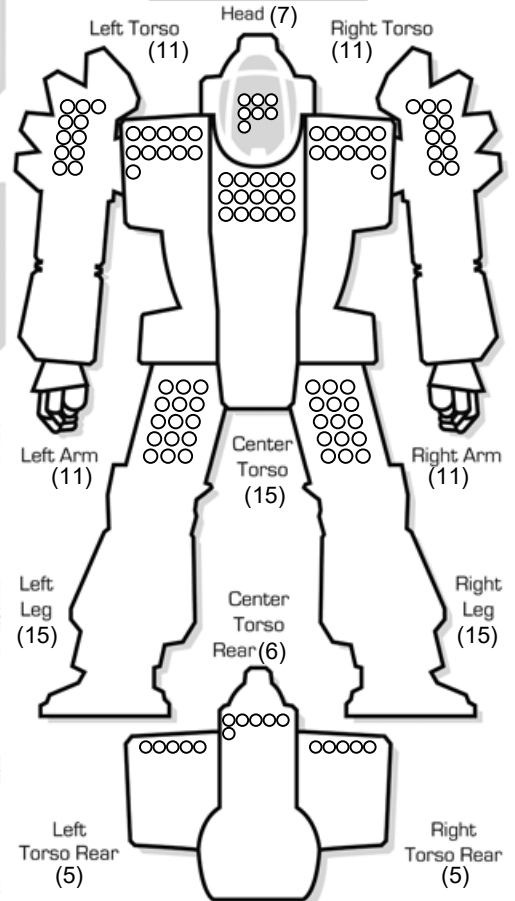
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9

Cost: 3,121,425 CBills

BV: 1011



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
- 1-3
- Medium Laser
  - Medium Laser
  - Roll Again
  - Roll Again

#### Head

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

#### Right Arm

- Shoulder
  - Upper Arm Actuator
- 1-3
- Medium Laser
  - Medium Laser
  - Roll Again
  - Roll Again

#### Center Torso

- Fusion Engine
  - Fusion Engine
- 1-3
- Fusion Engine
  - Gyro
  - Gyro
  - Gyro

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

#### Left Torso

- JumpJets
  - JumpJets
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Gyro
  - Fusion Engine
- 4-6
- Fusion Engine
  - Fusion Engine
  - JumpJets
  - Roll Again

#### Right Torso

- JumpJets
  - JumpJets
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

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

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

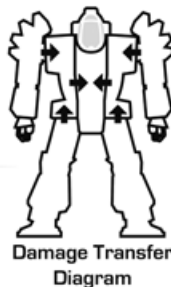
- Roll Again
  - Roll Again
- 4-6
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

#### Left Leg

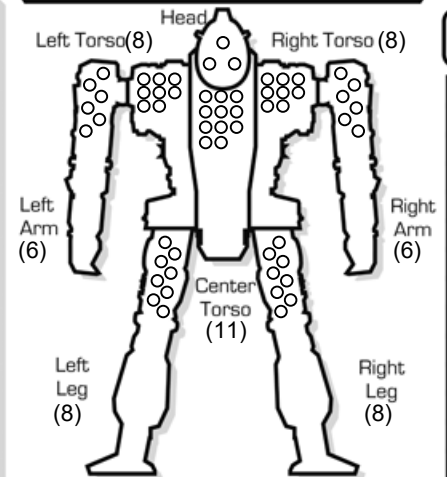
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

#### 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: LRM Carrier

Movement Points: **Tonnage:** 60  
 Cruising: 3 **Tech Base:** Inner Sphere  
 Flank: 5 (Intro)  
**Movement Type:** Tracked **Era:** Star League  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
3	LRM 20	FR	1/Mel [M,C,S]	6	7	14	21

Ammo: (LRM 20) 24

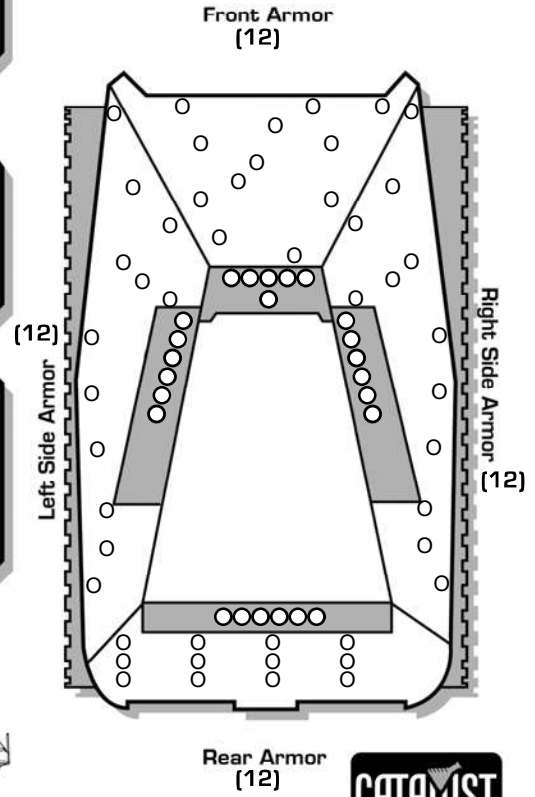
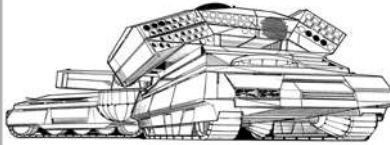
Cost: BV: 833

#### 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



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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: LRM Carrier

Movement Points: **Tonnage:** 60  
 Cruising: 3 **Tech Base:** Inner Sphere  
 Flank: 5 (Intro)  
**Movement Type:** Tracked **Era:** Star League  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
3	LRM 20	FR	1/Mel [M,C,S]	6	7	14	21

Ammo: (LRM 20) 24

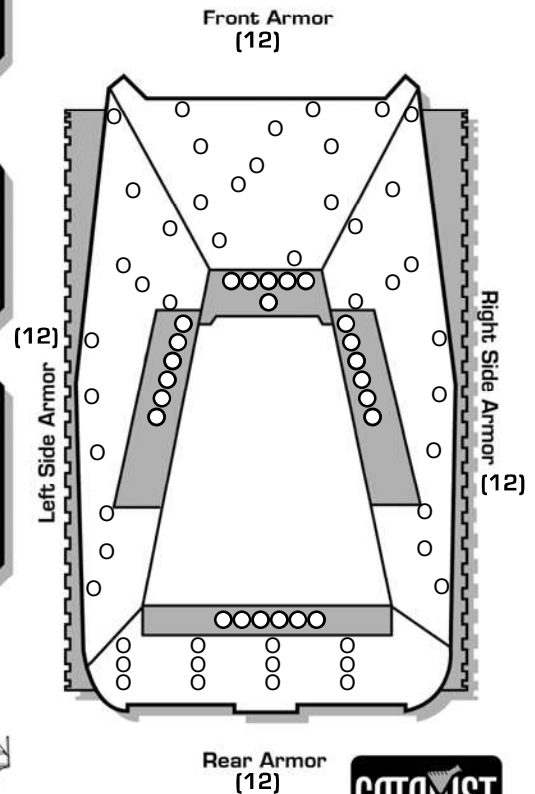
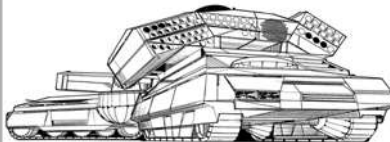
Cost: BV: 833

#### 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



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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: Mobile Long Tom LT-MOB-25

Movement Points: **Tonnage:** 55  
**Cruising:** 2 **Tech Base:** Inner Sphere  
**Flank:** 3 (Advanced)  
**Movement Type:** Tracked **Era:** Star League  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Communications Equipment (2 ton)	BD	[E]	—	—	—	—
1	Long Tom	FR	25 [A,E,S,F]	—	1	2	30
2	Machine Gun	RS	2 [DB,AI]	—	1	2	3
2	Machine Gun	LS	2 [DB,AI]	—	1	2	3
1	Trailer Hitch	RR	[E]	—	—	—	—

Ammo: (Machine Gun) 300

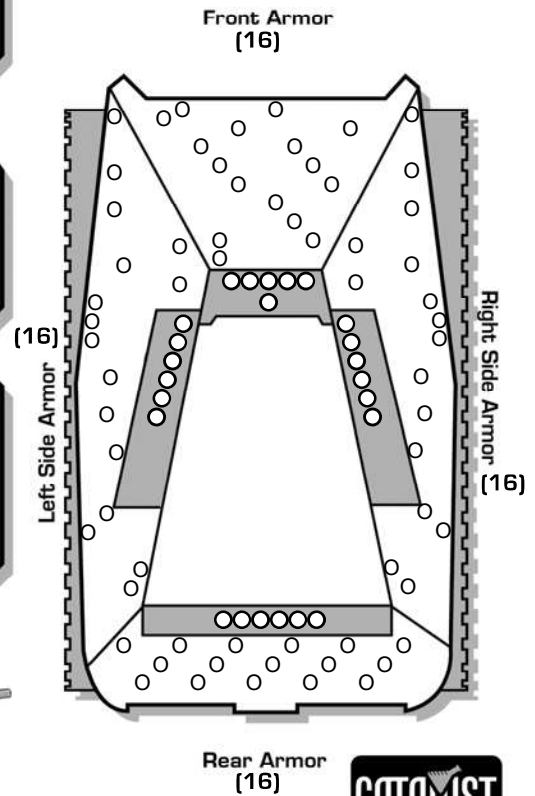
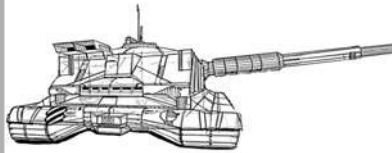
Cost: BV: 515

#### 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**



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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	+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: Mobile Long Tom LT-MOB-25

Movement Points: **Tonnage:** 55  
**Cruising:** 2 **Tech Base:** Inner Sphere  
**Flank:** 3 (Advanced)  
**Movement Type:** Tracked **Era:** Star League  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Communications Equipment (2 ton)	BD	[E]	—	—	—	—
1	Long Tom	FR	25 [A,E,S,F]	—	1	2	30
2	Machine Gun	RS	2 [DB,AI]	—	1	2	3
2	Machine Gun	LS	2 [DB,AI]	—	1	2	3
1	Trailer Hitch	RR	[E]	—	—	—	—

Ammo: (Machine Gun) 300

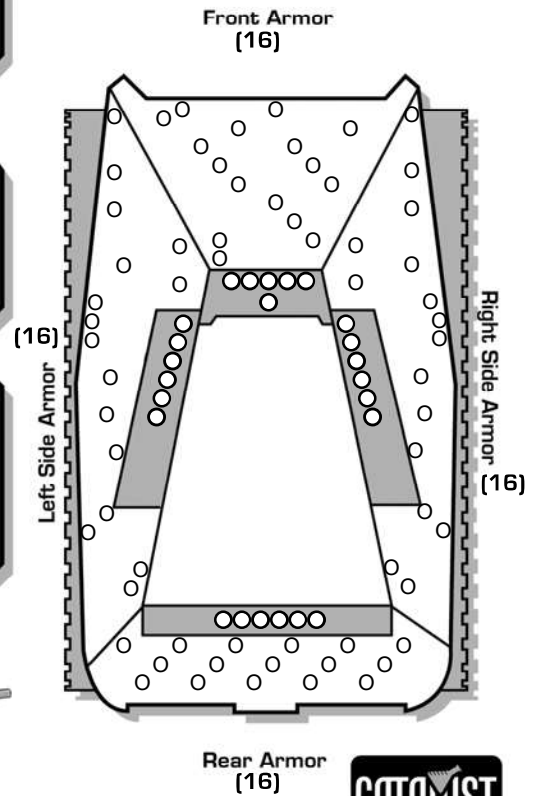
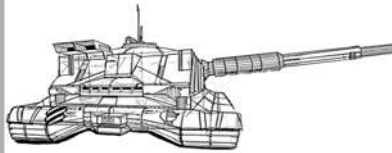
Cost: BV: 515

#### 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**



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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

\*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: Mobile Long Tom LT-MOB-25

Movement Points: **Tonnage:** 55  
**Crusing:** 2 **Tech Base:** Inner Sphere  
**Flank:** 3 (Advanced)  
**Movement Type:** Tracked **Era:** Star League  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Communications Equipment (2 ton)	BD	[E]	—	—	—	—
1	Long Tom	FR	25 [A,E,S,F]	—	1	2	30
2	Machine Gun	RS	2 [DB,AI]	—	1	2	3
2	Machine Gun	LS	2 [DB,AI]	—	1	2	3
1	Trailer Hitch	RR	[E]	—	—	—	—

Ammo: (Machine Gun) 300

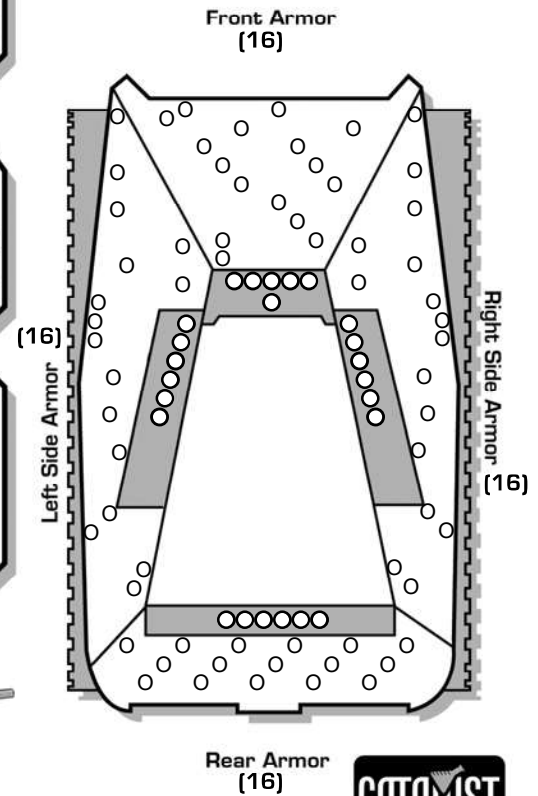
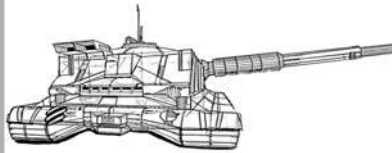
Cost: BV: 515

#### 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**



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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: Mobile Long Tom LT-MOB-25

Movement Points: **Tonnage:** 55  
**Cruising:** 2 **Tech Base:** Inner Sphere  
**Flank:** 3 (Advanced)  
**Movement Type:** Tracked **Era:** Star League  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Communications Equipment (2 ton)	BD	[E]	—	—	—	—
1	Long Tom	FR	25 [A,E,S,F]	—	1	2	30
2	Machine Gun	RS	2 [DB,AI]	—	1	2	3
2	Machine Gun	LS	2 [DB,AI]	—	1	2	3
1	Trailer Hitch	RR	[E]	—	—	—	—

Ammo: (Machine Gun) 300

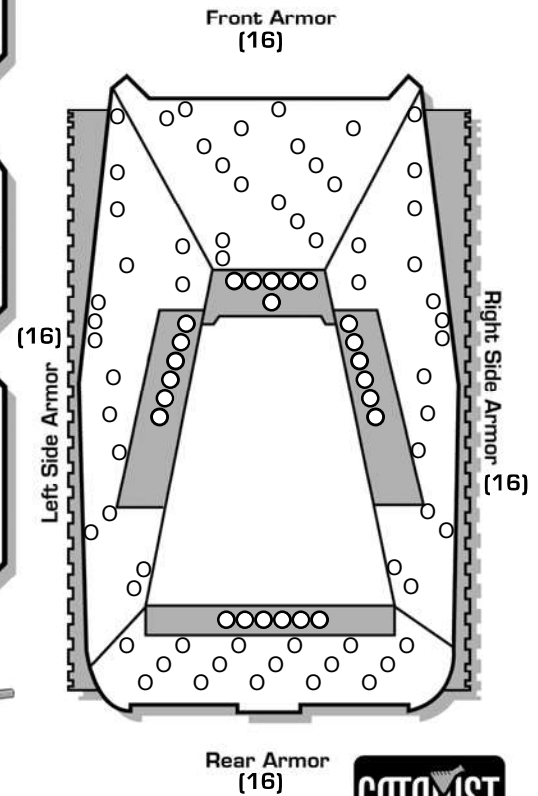
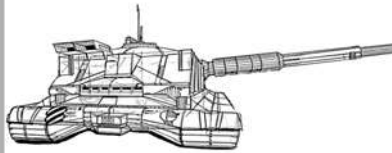
Cost: BV: 515

#### 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**



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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

\*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: Mobile Long Tom (Ammo Carriage)

Movement Points: **Tonnage:** 0  
**Cruising:** 0 **Tech Base:** Inner Sphere  
**Flank:** 0 (Advanced)  
**Movement Type:** Tracked **Era:** Star League  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Trailer Hitch	FR	[E]	--	--	--	--
1	Trailer Hitch	RR	[E]	--	--	--	--

Ammo: (Long Tom) 25

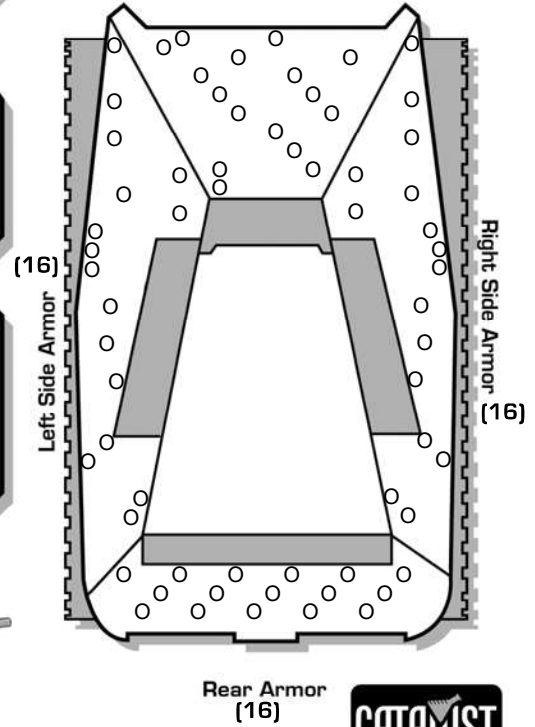
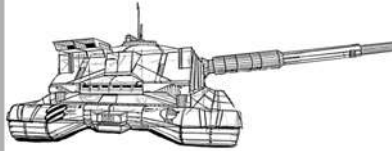
Cost: BV: 144

#### 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**



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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: Mobile Long Tom (Ammo Carriage)

Movement Points: **0**      Tonnage: **0**  
 Cruising: **0**      Tech Base: Inner Sphere  
 Flank: **0**      (Advanced)  
 Movement Type: Tracked      Era: Star League  
 Engine Type: I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Trailer Hitch	FR	[E]	--	--	--	--
1	Trailer Hitch	RR	[E]	--	--	--	--

Ammo: (Long Tom) 25

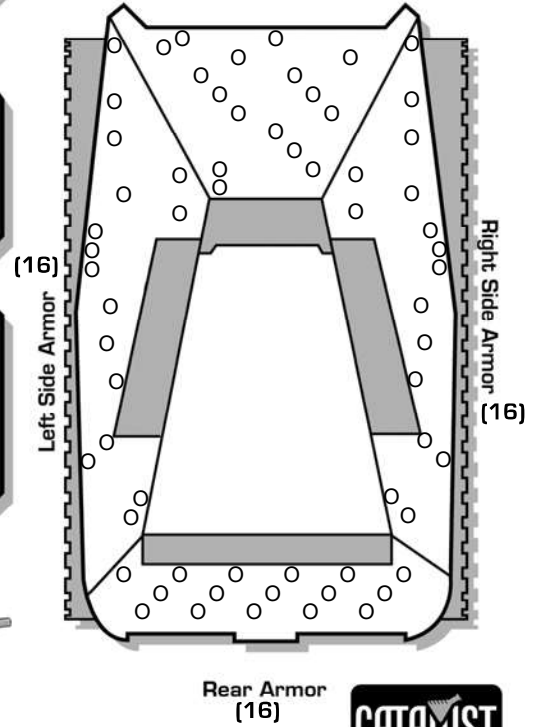
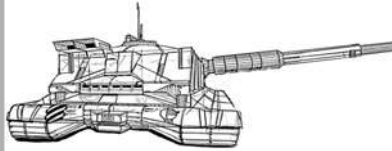
Cost: **BV: 144**

#### 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



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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: Mobile Long Tom (Ammo Carriage)

Movement Points: **Tonnage:** 0  
**Cruising:** 0 **Tech Base:** Inner Sphere  
**Flank:** 0 (Advanced)  
**Movement Type:** Tracked **Era:** Star League  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Trailer Hitch	FR	[E]	--	--	--	--
1	Trailer Hitch	RR	[E]	--	--	--	--

Ammo: (Long Tom) 25

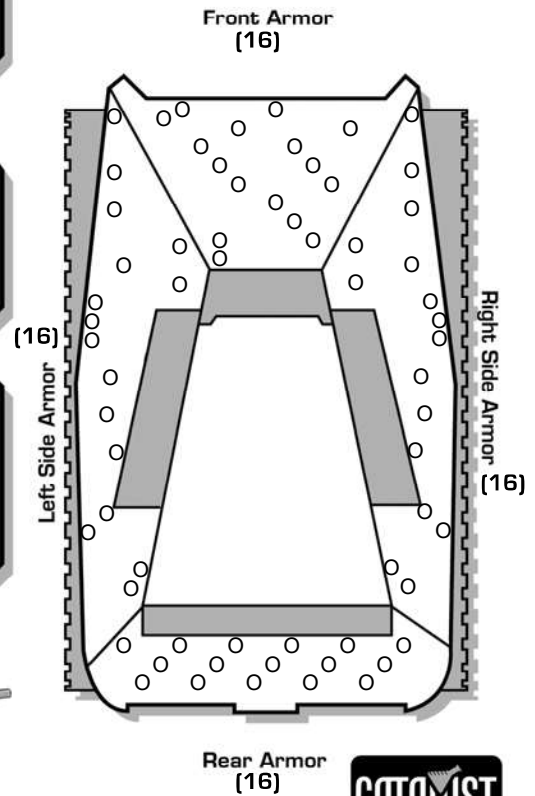
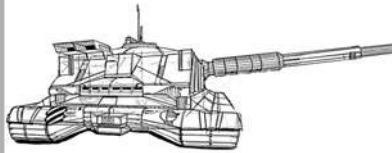
Cost: BV: 144

#### 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**



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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.  
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§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: Mobile Long Tom (Ammo Carriage)

Movement Points: **0**  
 Cruising: **0**  
 Flank: **0**  
 Movement Type: Tracked  
 Engine Type: I.C.E.

Tonnage: **0**  
 Tech Base: Inner Sphere (Advanced)  
 Era: Star League

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Trailer Hitch	FR	[E]	--	--	--	--
1	Trailer Hitch	RR	[E]	--	--	--	--

Ammo: (Long Tom) 25

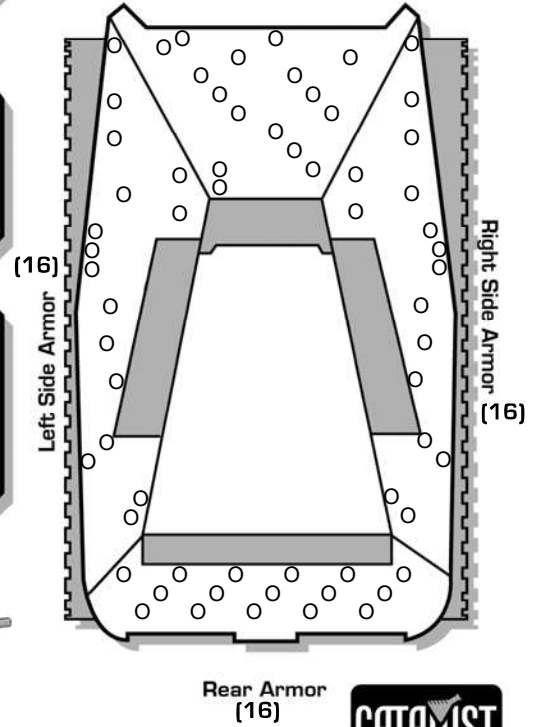
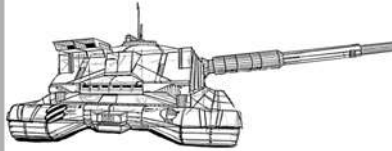
Cost: **BV: 144**

#### 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



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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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# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Phoenix Hawk PHX-1

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 45

Tech Base: Inner Sphere  
(Intro)

Era: Star League

### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

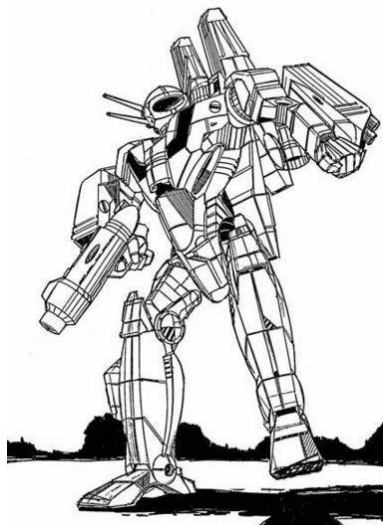
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

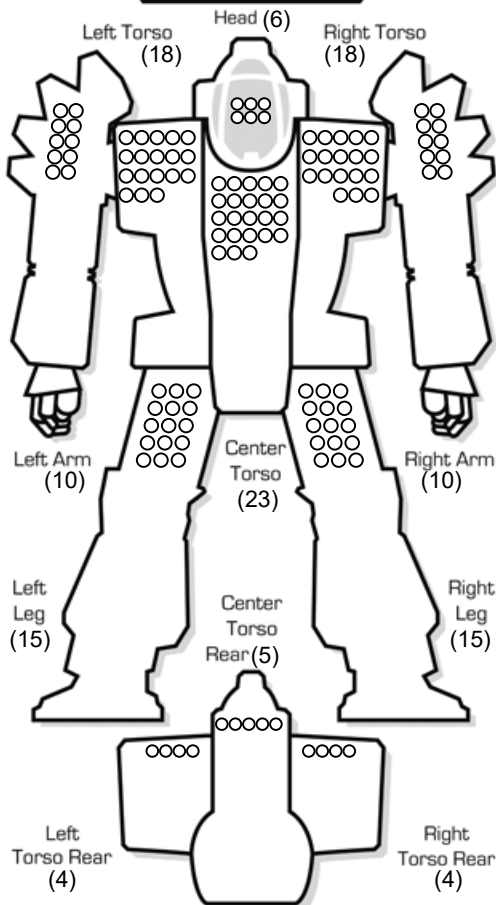
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Machine Gun	RA	0	2 [DB,AI]	-	1	2	3
1	Machine Gun	LA	0	2 [DB,AI]	-	1	2	3

Cost: 4,067,540 CBills

BV: 1041



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Medium Laser
- Machine Gun

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Large Laser
- Large Laser

#### Center Torso

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again
- 1-3 Roll Again
- 4-6 Roll Again
- 1-3 Gyro
- 2-3 Fusion Engine
- 3-4 Fusion Engine
- 4-6 Fusion Engine
- 4-6 Gyro
- 1-3 Gyro
- 2-3 Fusion Engine
- 3-4 Fusion Engine
- 4-6 Fusion Engine
- 5-6 Machine Gun Ammo (200)
- 6-7 Roll Again

#### Right Torso

- Medium Laser
- Machine Gun
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 1-3 Roll Again
- 4-6 Roll Again
- 1-3 Roll Again
- 2-3 Roll Again
- 3-4 Roll Again
- 4-6 Roll Again
- 5-6 Roll Again

#### Left Torso

- JumpJets
- JumpJets
- JumpJets
- 1-3 Roll Again
- Roll Again
- Roll Again
- 1-3 Roll Again
- 2-3 Roll Again
- 3-4 Roll Again
- 4-6 Roll Again
- 5-6 Roll Again

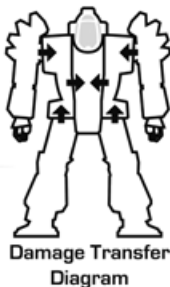
Engine Hits ○○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

#### Left Leg

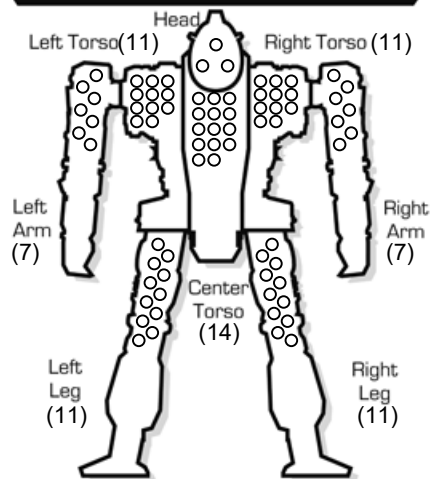
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### 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

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: Von Luckner Heavy Tank VNL-K70

**Movement Points:** **Tonnage:** 75  
**Cruising:** 3 **Tech Base:** Inner Sphere (Intro)  
**Flank:** 5 **Era:** Succession Wars  
**Movement Type:** Tracked  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Flamer	FR	2 [DE,H,AI]	1	2	3	
1	LRM 10	RR	1/Msl [M,C,S]	6	7	14	21
1	AC/10	T	10 [DB,S]	5	10	15	
1	Machine Gun	T	2 [DB,AI]	1	2	3	
1	PPC	T	10 [DEX]	3	6	12	18
1	SRM 4	T	2/Msl [M,C]	3	6	9	

Ammo: [SRM 4] 25, [Machine Gun] 100, [AC/10] 20  
 [LRM 10] 12

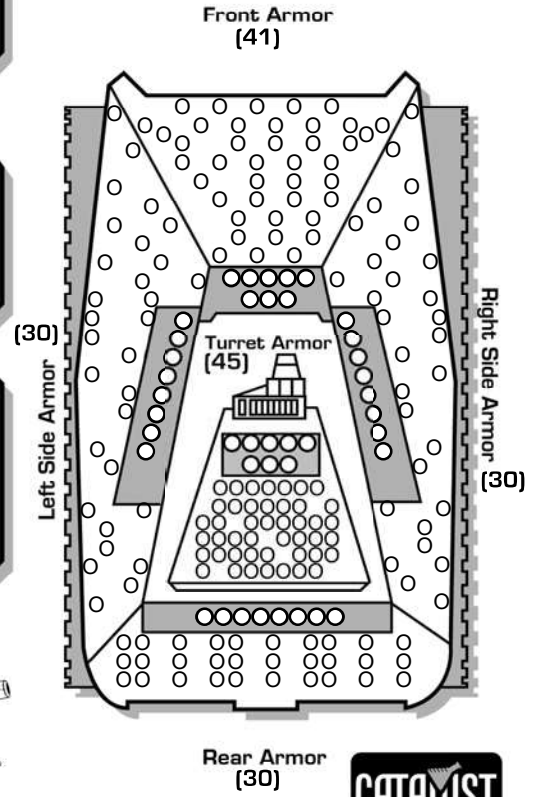
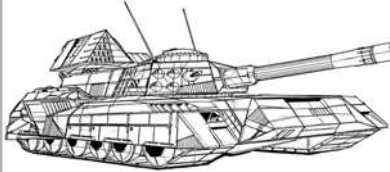
**Cost:** **BV:** 1,060

#### 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: Von Luckner Heavy Tank VNL-K70

**Movement Points:** **Tonnage:** 75  
**Cruising:** 3 **Tech Base:** Inner Sphere (Intro)  
**Flank:** 5 **Era:** Succession Wars  
**Movement Type:** Tracked  
**Engine Type:** Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Flamer	FR	2 [DE,H,AI]	-	1	2	3
1	LRM 10	RR	1/Msl [M,C,S]	6	7	14	21
1	AC/10	T	10 [DB,S]	-	5	10	15
1	Machine Gun	T	2 [DB,AI]	-	1	2	3
1	PPC	T	10 [DEX]	3	6	12	18
1	SRM 4	T	2/Msl [M,C]	-	3	6	9

Ammo: [SRM 4] 25, [Machine Gun] 100, [AC/10] 20  
 [LRM 10] 12

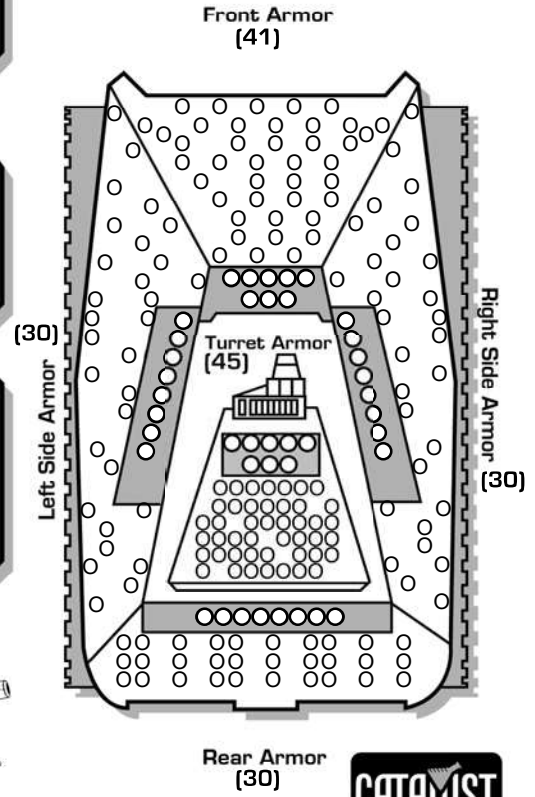
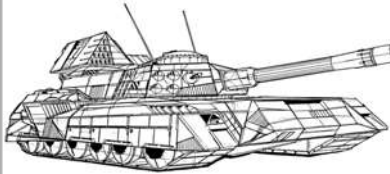
**Cost:** **BV:** 1,060

#### 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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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.  
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### 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™

## MISSIONS



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

**Mission: 3028-03**

**Take Cover, Hell!**

**Somewhere east of the Were river crossing, Shaula**

**September 11, 3028**

### Mission Results

- At least 4 (or all) artillery vehicles destroyed (Mission Successful)
- At least 3/4ths of artillery spotter 'mechs are destroyed or captured (Bonus Objective) (+100,000 C-Bills)
- Too many artillery vehicles were still alive at the end of the mission (Mission Failed)
- Opposing 'Mech/Combat (Non-Artillery) Vehicle destroyed by party (+1 XP each) (x\_\_\_\_\_)

### Mech Status

- Mech Survived
- Mech Severely Damaged
- Mech Destroyed

### Pilot Status

- Pilot Survived
- Pilot Killed

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

### Salvaged Mechs

- Cicada CDA-2A (3,705,217 C-Bills)
- Javelin JVN-10N (2,400,840 C-Bills)
- Jenner JR7-F (3,121,425 C-Bills)
- Phoenix Hawk PHX-1 (4,067,540 C-Bills)

### Additional Rewards

**Where'd our spotters go?:**

The PCs have destroyed or otherwise delayed information that enemy artillery needs. Cross off a use of this Cert to give all enemy artillery attacks an additional +2 TN penalty. Cross off this reward if the PCs do not get the bonus objective.

**GM Signature** \_\_\_\_\_ **Game Date** \_\_\_\_\_

# **BATTLETECH™**

## **MISSIONS**



**Mission: 3028-03 Debrief**

**Take Cover, Hell!**

**Somewhere east of the Were river crossing, Shaula**

**September 11, 3028**

Ok boys, that was a hard-fought engagement against a superior the enemy. I'm proud of you all! You showed them Drac's that us Mercs are real soldiers.

Now that we have cleared out their forward artillery, the main Lyran force can resume its advance towards the city.

Our esteemed liaison, Major Reinschadt wants to have a word with us while we are on our way back to base. Major Reinschadt...

Gentlemen, The High command applauds you on your ability to seek out and find the enemy and deal with them appropriately for us. You are gaining quite the repu.... The signal's video feeds is interrupted becoming a garble of static and half frozen and twisted and distorted images as you think you hear explosions in the background just before the sound cuts out. A few seconds later the signal is lost.

# BATTLETECH™

## MISSIONS



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

**Mission: 3028-03**

**Take Cover, Hell!**

**Somewhere east of the Were river crossing, Shaula**

**September 11, 3028**

### Mission Results

- At least 4 (or all) artillery vehicles destroyed (Mission Successful)
- At least 3/4ths of artillery spotter 'mechs are destroyed or captured (Bonus Objective) (+100,000 C-Bills)
- Too many artillery vehicles were still alive at the end of the mission (Mission Failed)
- Opposing 'Mech/Combat (Non-Artillery) Vehicle destroyed by party (+1 XP each) (x\_\_\_\_\_)

### Mech Status

- Mech Survived
- Mech Severely Damaged
- Mech Destroyed

### Pilot Status

- Pilot Survived
- Pilot Killed

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

### Salvaged Mechs

- Cicada CDA-2A (3,705,217 C-Bills)
- Javelin JVN-10N (2,400,840 C-Bills)
- Jenner JR7-F (3,121,425 C-Bills)
- Phoenix Hawk PHX-1 (4,067,540 C-Bills)

### Additional Rewards

**Where'd our spotters go?:**

The PCs have destroyed or otherwise delayed information that enemy artillery needs. Cross off a use of this Cert to give all enemy artillery attacks an additional +2 TN penalty. Cross off this reward if the PCs do not get the bonus objective.

**GM Signature** \_\_\_\_\_ **Game Date** \_\_\_\_\_

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**GM Report**  
**Mission 3028-03 - Take Cover, Hell!**

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

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

Venue \_\_\_\_\_

Player	Player #	Mech (Variant)	Pilot Skill (G/P)	
1				
2				
3				
4				
5				
6				
7				
8				

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	PILOT
GUNNERY	0
0	2.42 2.
1	2.21 2.
2	1.93 1.
3	1.66 1.
4	1.38 1.
5	1.31 1.
6	1.24 1.
7	1.17 1.
8	1.10 0.