

BATTLETECH™

MISSIONS

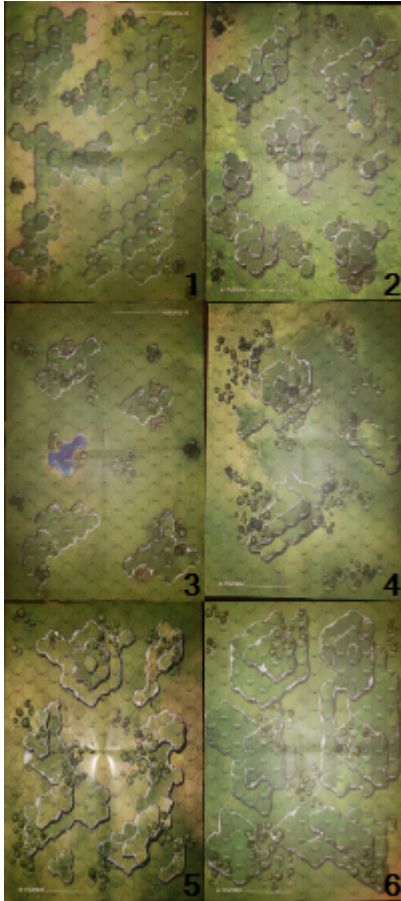
Mission 3027-05: Pick your Poison
Gillfillan's Gold, Anti-Spinward Periphery
May 3, 2027
Pilot Skill: 3-4

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

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

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

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



Recommended Maps:

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

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

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

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

Walk Speed 3 or Less: Earliest Arrival on Turn 3

Walk Speed 4-5: Earliest Arrival on Turn 2

Walk Speed 6-7: Earliest Arrival on Turn 1

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

Wave 1 reinforcements are the retreating pirates catching up with the players. They enter the battle on turn 5 through one of the long edges of the map. The entry point for the pirates should be close to the building cluster, but at least 12 hexes away from the buildings. If in doubt, err on the side of placing wave one closer to the player’s home edge than the pirate home edge. Alert the players to the impending arrival of the new combatants at the start of turn 4.

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

Special Rules

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

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

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

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

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

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

OPFOR

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

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

2500-3000 (4005 Total)

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

Wave 1: Clint
Wave 2: Hunchback

3000-3500 (4476 Total)

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

Wave 1: Trebuchet
Wave 2: Hunchback

3500-4000 (5305 Total)

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

Wave 1: Trebuchet
Wave 2: Warhammer, Scorpion

4000-4500 (5902 Total)

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

Wave 1: Trebuchet
Wave 2: Warhammer

4500-5000 (6447 Total)

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

Wave 1: Trebuchet
Wave 2: Warhammer, Clint

5000-5500 (6648 Total)

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

Wave 1: Trebuchet
Wave 2: Centurion, Clint

5500-6000 (6950 Total)

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

Wave 1: Trebuchet
Wave 2: Warhammer, Centurion

6000-6500 (6372 Total)

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

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

6500-7000 (7308 Total)

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

Wave 1: Trebuchet, Clint
Wave 2: Warhammer

7000-7500 (7827 Total)

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

Wave 1: Trebuchet, Clint

Wave 2: Warhammer, Panther

7500-8000 (8186 Total)

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

Wave 1: Trebuchet, Clint

Wave 2: Warhammer, Panther

8000-8500 (8542 Total)

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

Wave 1: Trebuchet, Clint

Wave 2: Warhammer, Centurion

8500-9000 (9198 Total)

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

Wave 1: Trebuchet, Clint

Wave 2: Warhammer, Centurion

9000-9500 (9618 Total)

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

Wave 1: Trebuchet, Clint

Wave 2: Warhammer, Centurion

9500-10000 (10146 Total)

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

Wave 1: Trebuchet, Clint

Wave 2: Warhammer, Centurion

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

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

Primary Objective: Capture pirate base

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

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

Primary Objective: Capture pirate supply convoy

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

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

Primary Objective: Destroy pirate 'mech forces

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

Primary Objective: Tag pirates for intelligence analysis

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

Secondary Objective: Capture base watchtower

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

Secondary Objective: Gather evidence

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

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

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

Battletech Missions

Mission: 3027-05

Player Handout

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

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

Primary Objective: Capture pirate base

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

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

Primary Objective: Capture pirate supply convoy

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

Alternate objective: Destroy pirate supply convoy

Primary Objective: Destroy pirate 'mech forces

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

Primary Objective: Tag pirates for intelligence analysis

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

Secondary Objective: Capture base watchtower

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

Secondary Objective: Gather evidence

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

Cargo Transports

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

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

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Warhammer WHM-6L

Movement Points: **Walking: 4**
Running: 6
Jumping: 0

Tonnage: 70
 Tech Base: Inner Sphere (Intro)
 Era: Succession Wars

Weapons & Equipment Inventory (hexes)

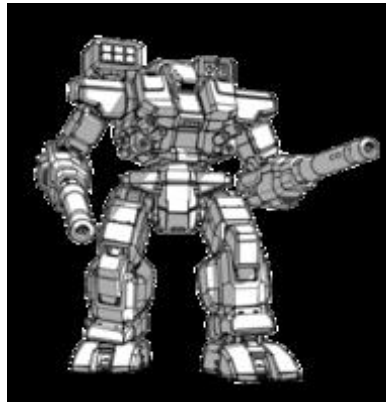
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10 [DE]	3	6	12	18
1	PPC	LA	10	10 [DE]	3	6	12	18
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	SRM 6	RT	4	2/MSI,C2/6 [M.C.S]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Small Laser	LT	1	3 [DE]	-	1	2	3
1	Small Laser	RT	1	3 [DE]	-	1	2	3
1	Flamer	LT	3	2	-	1	2	3
1	Flamer	RT	3	2 [DE,H,AI]	-	1	2	3
1	Flamer	RT	3	2 [DE,H,AI]	-	1	2	3

Cost: 6,077,783 CBills BV: 1311

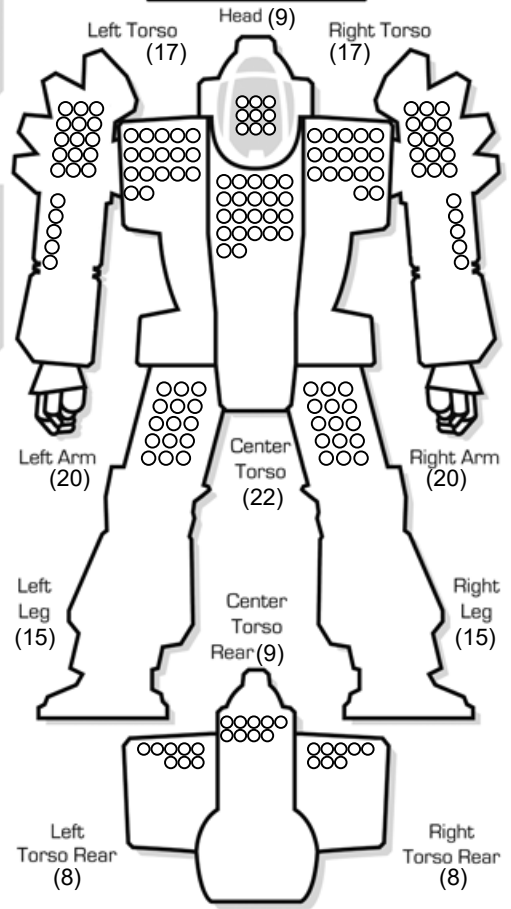
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



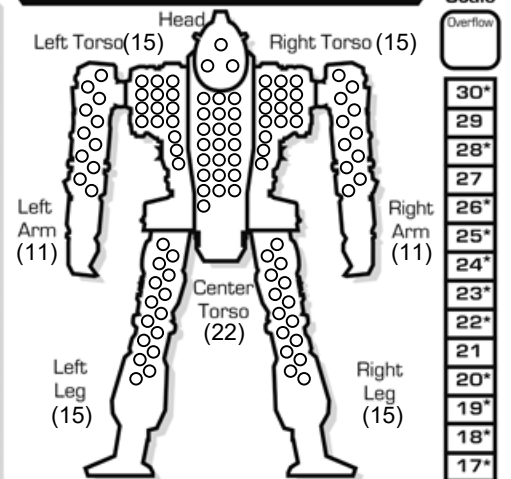
CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. PPC	5. PPC	6. PPC
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. PPC	5. PPC	6. PPC
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Medium Laser	2. Small Laser	3. Flamer	4. Roll Again	5. Roll Again	6. Roll Again
Right Torso	1. SRM 6	2. SRM 6	3. Medium Laser	4. Small Laser	5. Flamer	6. SRM 6 Ammo (15)
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Heat Sink	6. Heat Sink
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Heat Sink	6. Heat Sink

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

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 18 (18) 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	○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Trebuchet TBT-5S**

Movement Points:

Walking: **5**

Running: **8**

Jumping: **0**

Tonnage: **50**

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

Era: **Succession Wars**

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

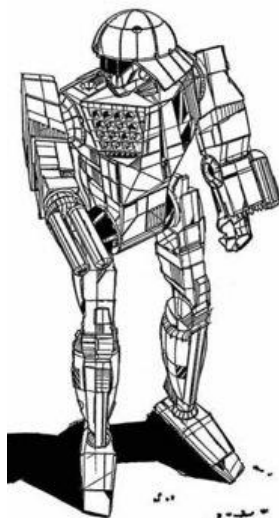
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

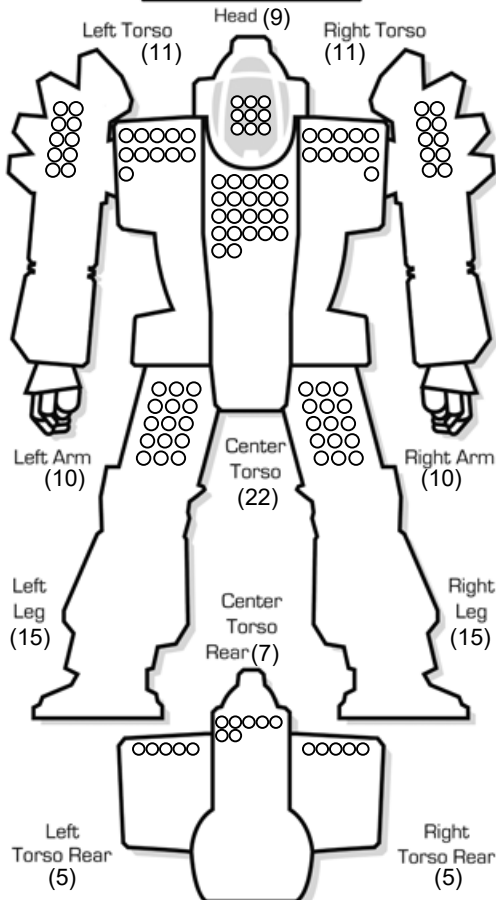
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	LA	4	2/Msl,C2/6	-	3	6	9
				[M,C,S]				
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	SRM 6	RT	4	2/Msl,C2/6	-	3	6	9
				[M,C,S]				

Cost: 4,023,500 CBills

BV: 984



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- SRM 6
- SRM 6

Head

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

Right Arm

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

Center Torso

- Fusion Engine
- Roll Again
- Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro

Right Torso

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

Left Torso

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

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

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

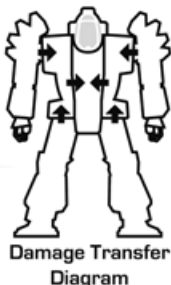
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

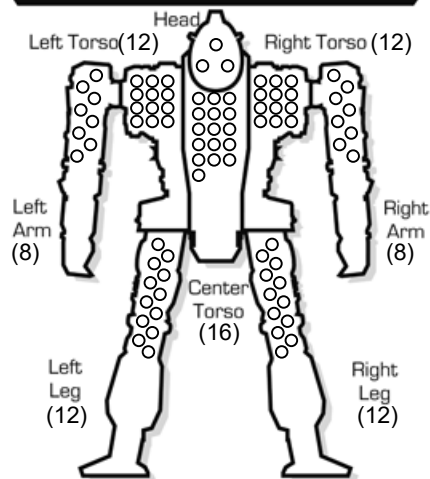
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 18 (18) 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	○ ○ ○ ○ ○ ○

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Hunchback HBK-4H**

Movement Points:

Walking: **4**

Running: **6**

Jumping: **0**

Tonnage: **50**

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

Era: **Succession Wars**

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

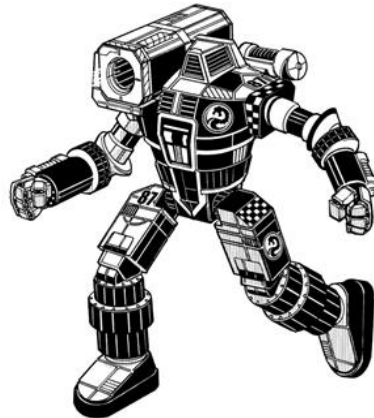
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

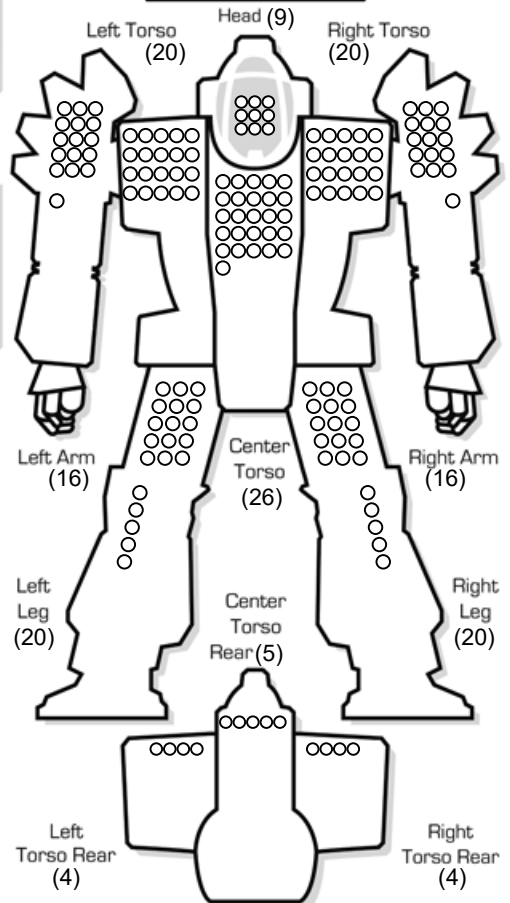
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RT	3	10	-	5	10	15
				[DB,S]				
1	Small Laser	H	1	3 [DE]	-	1	2	3
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9

Cost: 3,425,874 CBills

BV: 1067



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

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

- 1-3 AC/10 Ammo (10)
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

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

Center Torso

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

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

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

Right Arm

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

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

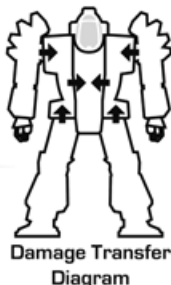
Right Torso

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

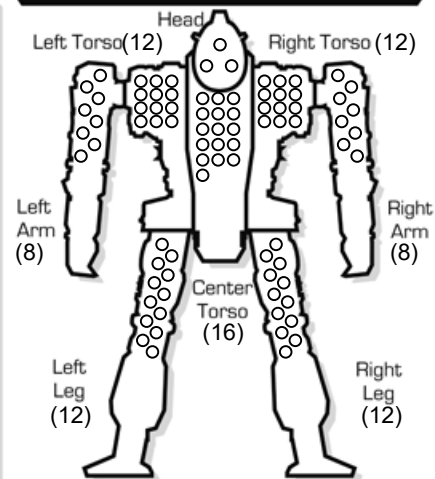
- 1-3 Autocannon/10
- Medium Laser
- Medium Laser
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Leg

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



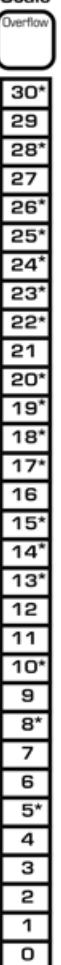
INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (13) Single
30	Shutdown	○○○○○○○○○○○○○○○○○○○○
28	Ammo Exp. avoid on 8+	○○○○○○○○○○○○○○○○○○○○
26	Shutdown, avoid on 10+	○○○○○○○○○○○○○○○○○○○○
25	-5 Movement Points	○○○○○○○○○○○○○○○○○○○○
24	+4 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
23	Ammo Exp. avoid on 6+	○○○○○○○○○○○○○○○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○○○○○○○○○○○○○○
20	-4 Movement Points	○○○○○○○○○○○○○○○○○○○○
19	Ammo Exp. avoid on 4+	○○○○○○○○○○○○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
15	-3 Movement Points	○○○○○○○○○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
10	-2 Movement Points	○○○○○○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
5	-1 Movement Points	○○○○○○○○○○○○○○○○○○○○

Heat Scale



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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Centurion CN9-A

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 50

Tech Base: Inner Sphere
(Intro)

Era: Succession Wars

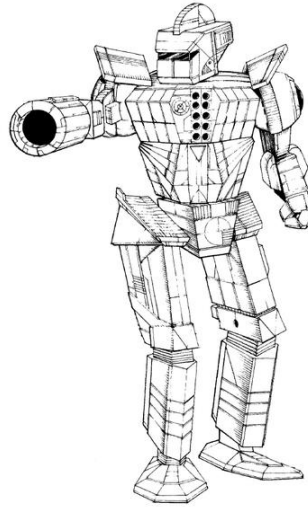
WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



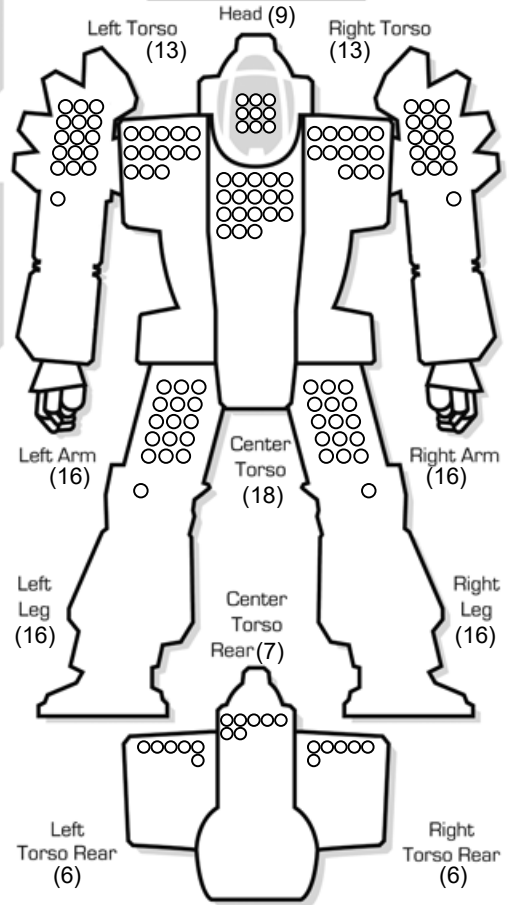
Weapons & Equipment Inventory (hexes)

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

Cost: 3,491,499 CBills

BV: 945

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Head

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

Right Arm

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

Center Torso

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

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

Left Torso

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

- 1-3 Gyro
- Roll Again
- Roll Again
- 4-6 Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser (R)

Right Torso

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

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

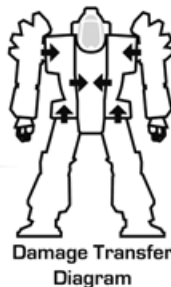
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

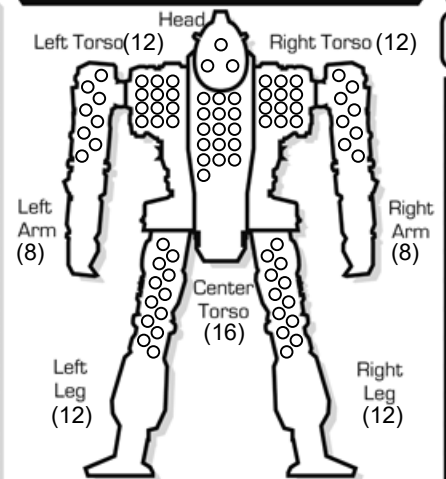
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4-6 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	

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

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

Movement Points:

Walking: **6**

Running: **9**

Jumping: **0**

Tonnage: **40**

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

Era: **Succession Wars**

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

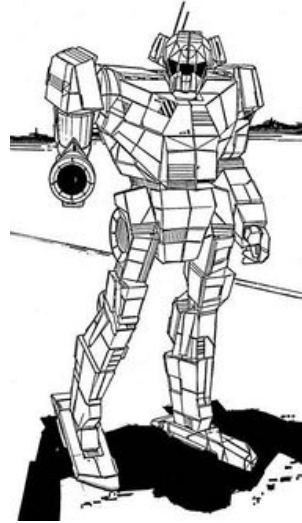
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

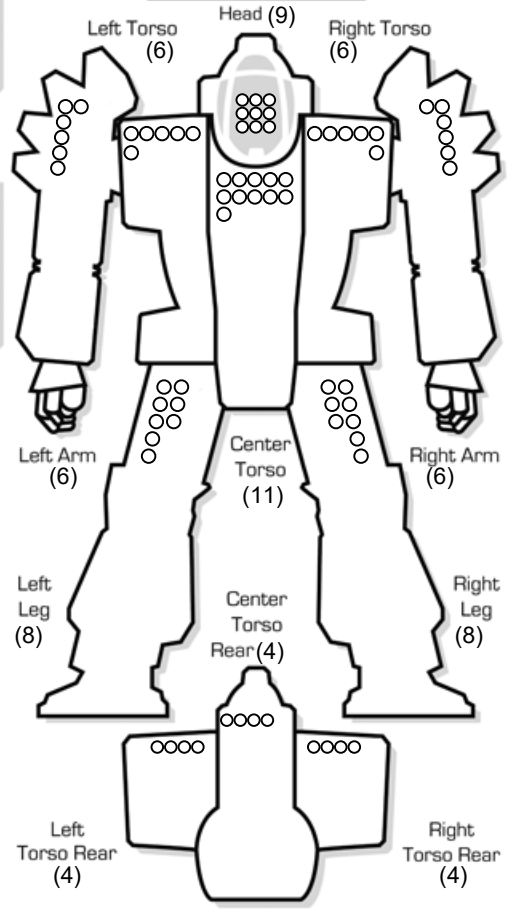
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RA	3	10	-	5	10	15
1	Medium Laser	CT	3	[DB,S] 5[DE]	-	3	6	9

Cost: 3,220,280 CBills

BV: 707



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Head

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

Right Arm

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

Center Torso

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

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

Left Torso

- Heat Sink
- Roll Again
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again

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

Right Torso

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

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

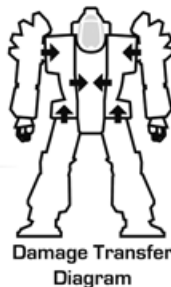
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

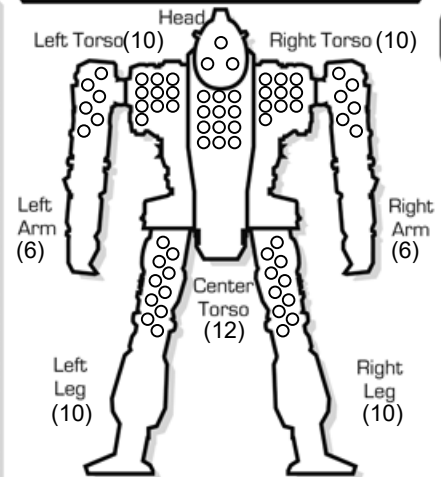
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Leg

- 1-3 Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- 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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Panther PNT-9R

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 35

Tech Base: Inner Sphere
(Intro)

Era: Star League

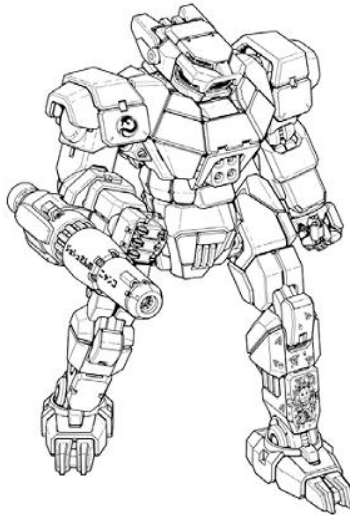
WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



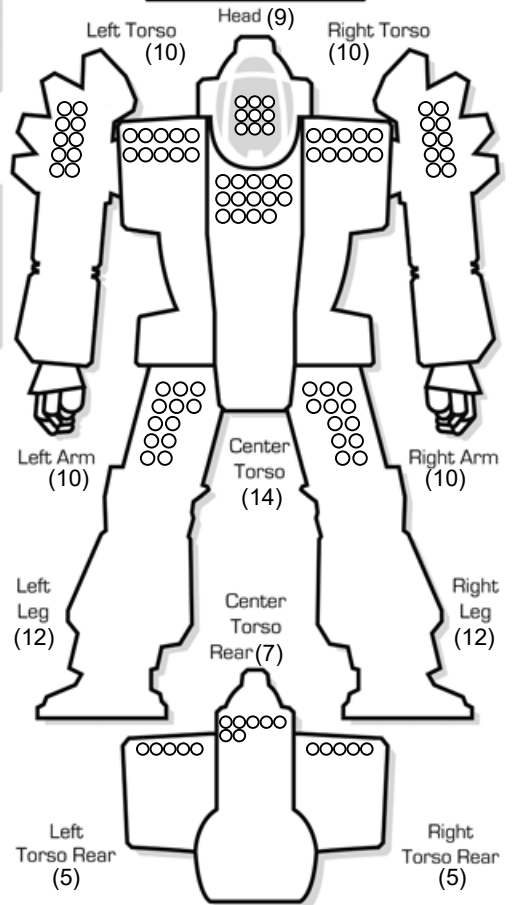
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10 [DE]	3	6	12	18
1	SRM 4	CT	3	2/Msl, C2/4 [M.C.S]	-	3	6	9

Cost: 2,485,710 CBills

BV: 769

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
- PPC
- PPC

1-3

Center Torso

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

1-3

Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- SRM 4 Ammo (25)
- Roll Again

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- SRM 4
- Roll Again

4-6

Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- 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

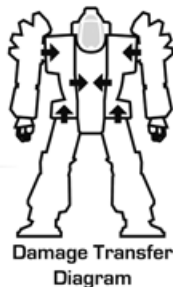
4-6

Left Leg

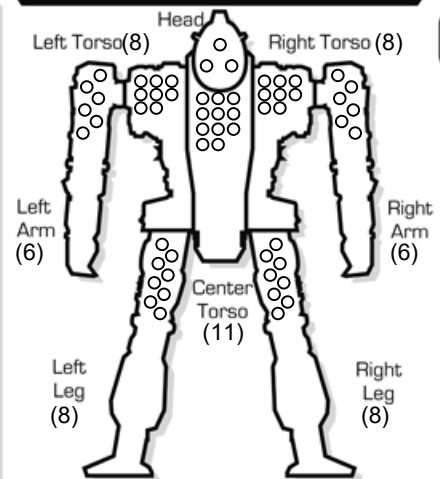
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- JumpJets
- JumpJets

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (13) Single
30	Shutdown	○○○
28	Ammo Exp. avoid on 8+	○○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp. avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○○
20	-4 Movement Points	○○○
19	Ammo Exp. avoid on 4+	○○○
18	Shutdown, avoid on 6+	○○○
17	+3 Modifier to Fire	○○○
15	-3 Movement Points	○○○
14	Shutdown, avoid on 4+	○○○
13	+2 Modifier to Fire	○○○
10	-2 Movement Points	○○○
8	+1 Modifier to Fire	○○○
5	-1 Movement Points	○○○

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BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Bulldog Medium Tank

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

Weapons & Equipment Inventory (hexes)

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

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

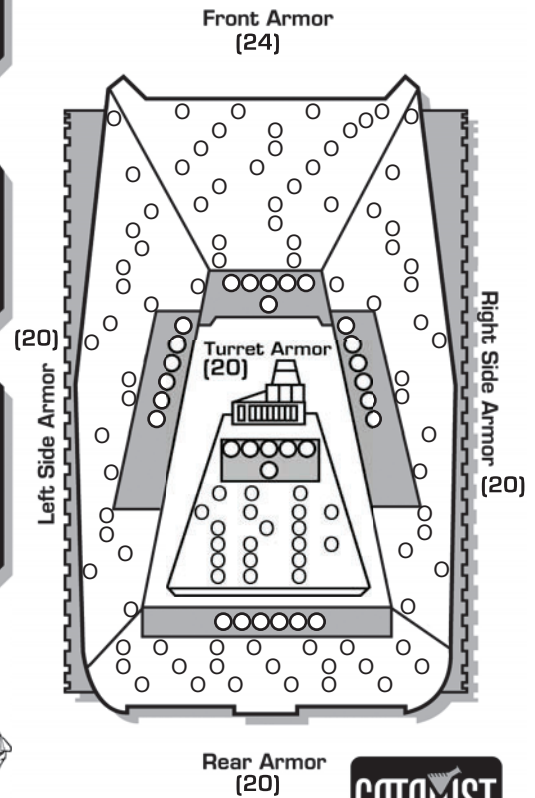
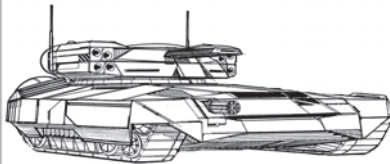
Cost: BV: 605

CREW DATA

Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit **+1** Driver Hit **+2**
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front †	Rear †	Side †
4	Front †	Rear †	Side †
5	Right Side †	Left Side †	Front †
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side †	Right Side †	Rear †
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect.
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WiGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
 **If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Striker Light Tank

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

Weapons & Equipment Inventory (hexes)

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

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

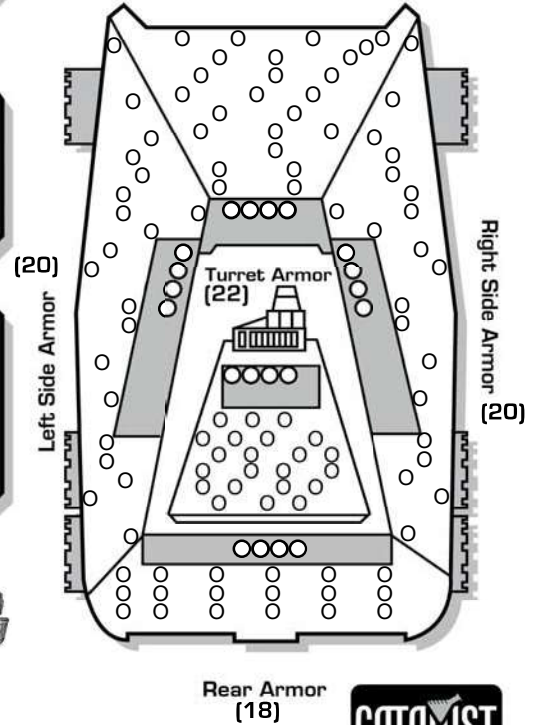
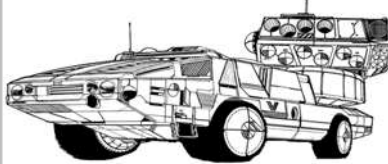
Cost: BV: 564

CREW DATA

Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit +1 Driver Hit +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front †	Rear †	Side †
4	Front †	Rear †	Side †
5	Right Side †	Left Side †	Front †
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side †	Right Side †	Rear †
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at 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: Striker Light Tank

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

Weapons & Equipment Inventory (hexes)

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

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

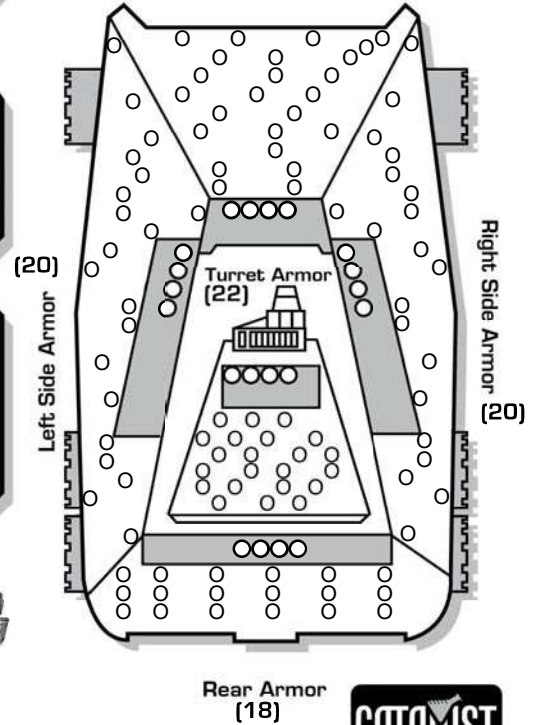
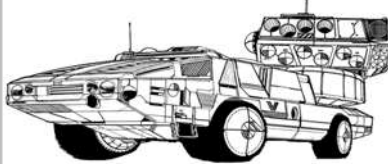
Cost: BV: 564

CREW DATA

Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit +1 Driver Hit +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front †	Rear †	Side †
4	Front †	Rear †	Side †
5	Right Side †	Left Side †	Front †
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side †	Right Side †	Rear †
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect.
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
Hit from the sides	Wheeled
	Hovercraft, Hydrofoil
	WiGE
	+0
	+2
	+3
	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
 **If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Scorpion Light Tank

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

Weapons & Equipment Inventory (hexes)

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

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

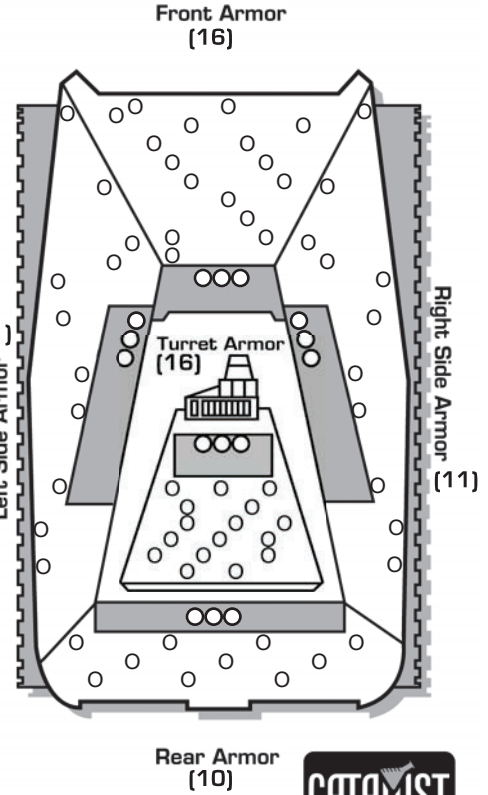
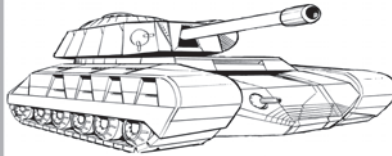
Cost: BV: 306

CREW DATA

Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
Commander Hit: +1 **Driver Hit:** +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect.
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
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BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Scorpion Light Tank

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

Weapons & Equipment Inventory (hexes)

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

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

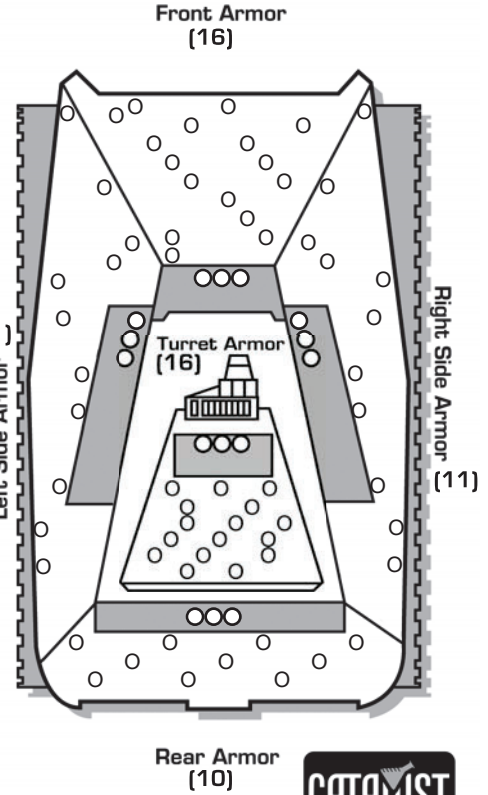
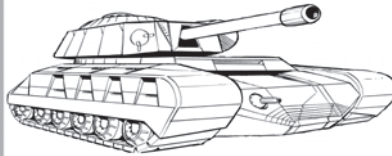
Cost: BV: 306

CREW DATA

Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
Commander Hit: +1 **Driver Hit:** +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
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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	+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™



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



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BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: APC (Tracked)

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

Weapons & Equipment Inventory (hexes)

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

Cargo, Infantry (1 ton)

Ammo: (Machine Gun) 200

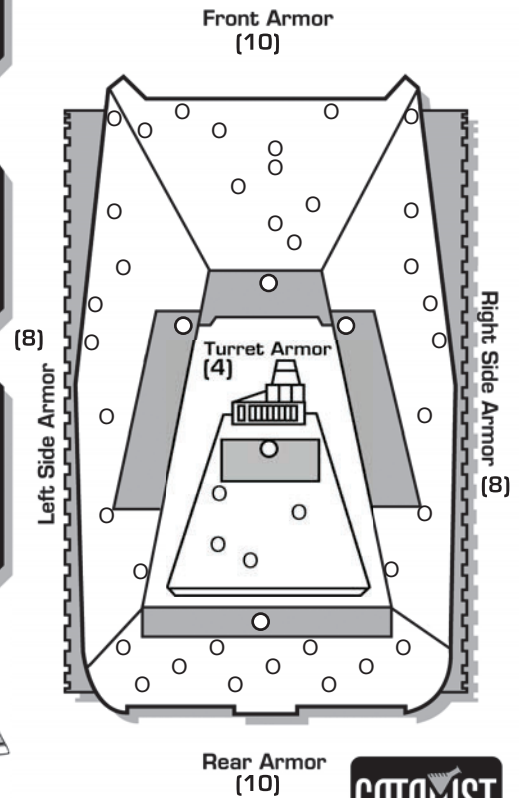
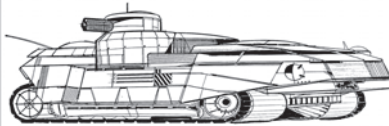
Cost: BV: 142

CREW DATA

Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
Commander Hit: +1 **Driver Hit:** +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect. ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect.
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
Hit from the sides	Wheeled
	Hovercraft, Hydrofoil
	WiGE
	+0
	+2
	+3
	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: APC (Tracked)

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

Weapons & Equipment Inventory (hexes)

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

Cargo, Infantry (1 ton)

Ammo: (Machine Gun) 200

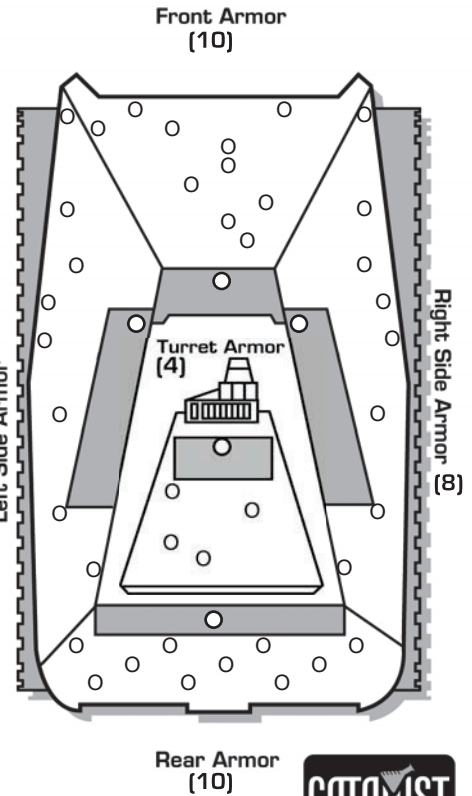
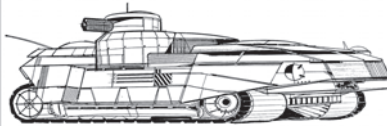
Cost: BV: 142

CREW DATA

Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
Commander Hit: +1 **Driver Hit:** +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect. ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect.
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
Hit from the sides	Wheeled
	Hovercraft, Hydrofoil
	WiGE
	+0
	+2
	+3
	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: APC (Tracked)

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

Weapons & Equipment Inventory (hexes)

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

Cargo, Infantry (1 ton)

Ammo: (Machine Gun) 200

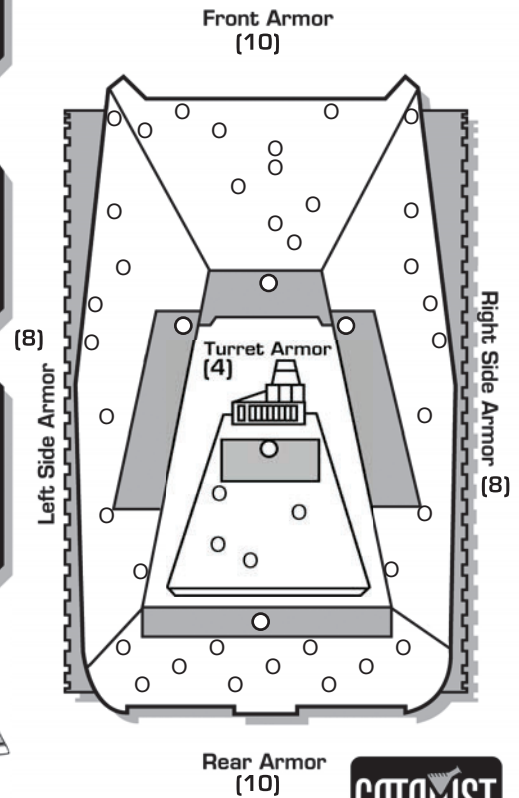
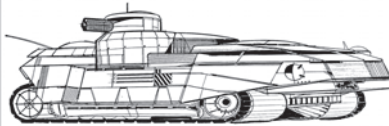
Cost: BV: 142

CREW DATA

Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
Commander Hit: +1 **Driver Hit:** +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked Engine Hit
Sensor Hits: +1 +2 +3 D
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.
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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	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WiGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
 **If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: APC (Tracked)

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

Weapons & Equipment Inventory (hexes)

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

Cargo, Infantry (1 ton)

Ammo: (Machine Gun) 200

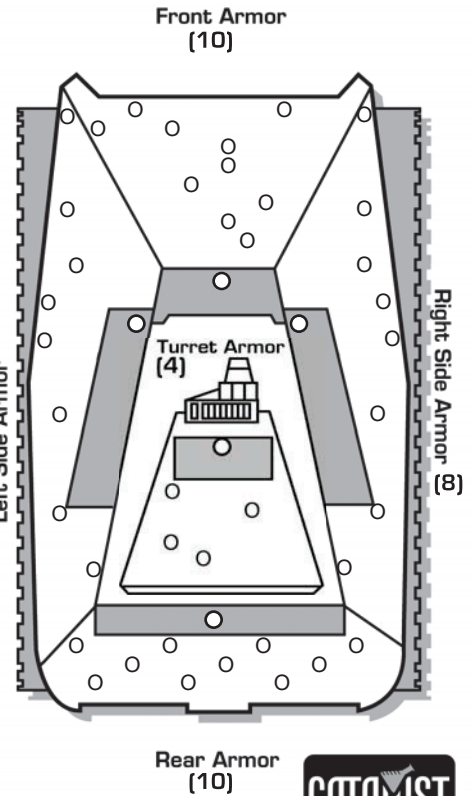
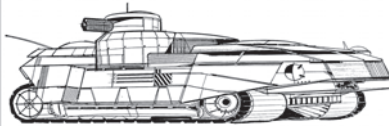
Cost: BV: 142

CREW DATA

Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
Commander Hit: +1 **Driver Hit:** +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect.
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
Hit from the sides	Wheeled
	Hovercraft, Hydrofoil
	WiGE
	+0
	+2
	+3
	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
 **If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: APC (Tracked)

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

Weapons & Equipment Inventory (hexes)

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

Cargo, Infantry (1 ton)

Ammo: (Machine Gun) 200

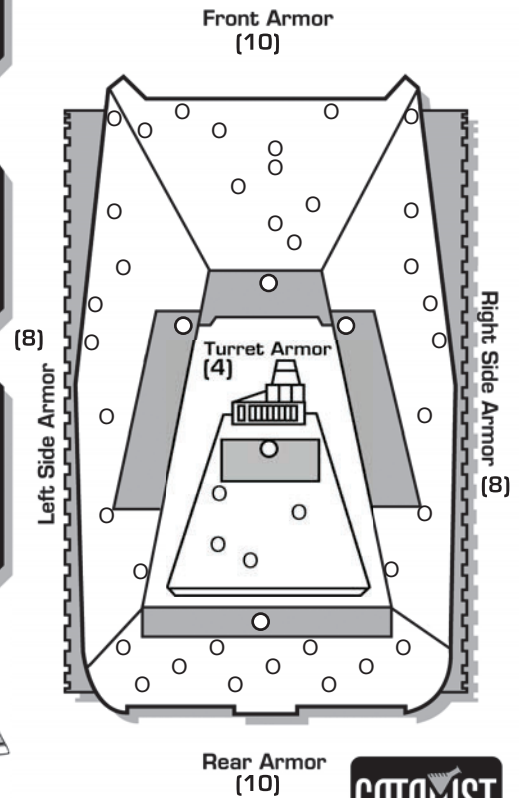
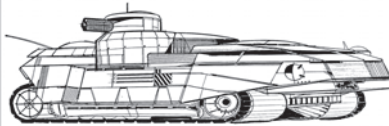
Cost: BV: 142

CREW DATA

Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
Commander Hit: +1 **Driver Hit:** +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



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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
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Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
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	Hovercraft, Hydrofoil
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	+0
	+2
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2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
 **If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: APC (Tracked)

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
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[DB,AI]							

Cargo, Infantry (1 ton)

Ammo: (Machine Gun) 200

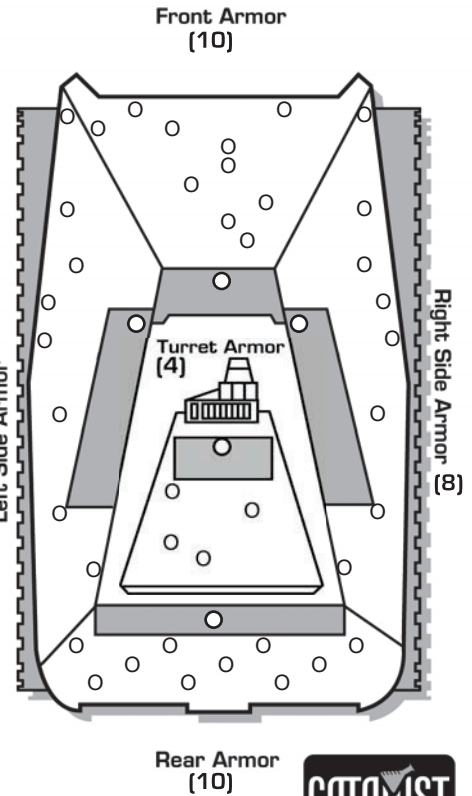
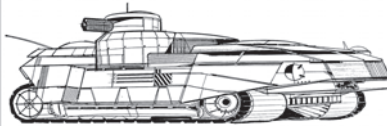
Cost: BV: 142

CREW DATA

Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
Commander Hit: +1 **Driver Hit:** +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



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2D6 Roll	EFFECT*
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8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

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BATTLETECH™

MISSIONS

Character _____ Player _____ Cert _____

Mission: 3027-05

Pick your Poison

Gillfillan's Gold, Anti-Spinward Periphery

May 3, 2027

Mission Results

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

Mech Status

- Mech Survived
- Mech Severely Damaged
- Mech Destroyed

Pilot Status

- Pilot Survived
- Pilot Killed

C-Bill Reward _____ XP Reward _____

Salvaged Mechs

- Warhammer WHM-6L (6,077,783 C-Bills)
- Trebuchet TBT-5S (4,023,500 C-Bills)
- Hunchback HBK-4H (3,425,874 C-Bills)
- Centurion CN9-A (3,491,499 C-Bills)
- Clint CLNT-1-2R (3,220,280 C-Bills)
- Panther PNT-9R (2,485,710 C-Bills)
- Urbanmech UM-R60 (1,471,925 C-Bills)

GM Signature _____ Game Date _____

BATTLETECH™

MISSIONS

Mission: 3027-05 Debrief

Pick your Poison

Gillfillan's Gold, Anti-Spinward Periphery

May 3, 2027

It looks like we're close to the end of this thing. The bad guys are running, and their main supply base is in our hands. With any luck, we can all get off this miserable Periphery rock, and head back to civilization soon. Even better, when we went over the scans and wreckage of the base, there were Free World League fingerprints all over everything. We suspect some of these so-called 'pirates' may even be actual League regulars in disguise. It would sure explain how some nameless band of Periphery scum managed to put together such a large, and well-supplied force so quickly.

It's too soon to get confirmation back from LC high command, but you should all expect to mount up for one more push into the back country to send the Leaguers running for home once and for all.

BATTLETECH™

MISSIONS

Character _____ Player _____ Cert _____

Mission: 3027-05

Pick your Poison

Gillfillan's Gold, Anti-Spinward Periphery

May 3, 2027

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- At least half of convoy destroyed (30,000 C-Bills)
- Surviving 'mechs tagged (10,000 C-Bills each) (x_____)
- Capture watchtower (40,000 C-Bills)
- Scan buildings (25,000 C-Bills each) (x_____)

Mech Status

- Mech Survived
- Mech Severely Damaged
- Mech Destroyed

Pilot Status

- Pilot Survived
- Pilot Killed

C-Bill Reward _____ XP Reward _____

Salvaged Mechs

- Warhammer WHM-6L (6,077,783 C-Bills)
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GM Signature _____ Game Date _____

BATTLETECH™

MISSIONS

Mission: 3027-05 Debrief

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BATTLETECH™

MISSIONS

Character _____ Player _____ Cert _____

Mission: 3027-05

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Gillfillan's Gold, Anti-Spinward Periphery

May 3, 2027

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- Scan buildings (25,000 C-Bills each) (x_____)

Mech Status

- Mech Survived
- Mech Severely Damaged
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Pilot Status

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GM Signature _____ Game Date _____

BATTLETECH™

MISSIONS

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- Surviving 'mechs tagged (10,000 C-Bills each) (x_____)
- Capture watchtower (40,000 C-Bills)
- Scan buildings (25,000 C-Bills each) (x_____)

Mech Status

- Mech Survived
- Mech Severely Damaged
- Mech Destroyed

Pilot Status

- Pilot Survived
- Pilot Killed

C-Bill Reward _____ XP Reward _____

Salvaged Mechs

- Warhammer WHM-6L (6,077,783 C-Bills)
- Trebuchet TBT-5S (4,023,500 C-Bills)
- Hunchback HBK-4H (3,425,874 C-Bills)
- Centurion CN9-A (3,491,499 C-Bills)
- Clint CLNT-1-2R (3,220,280 C-Bills)
- Panther PNT-9R (2,485,710 C-Bills)
- Urbanmech UM-R60 (1,471,925 C-Bills)

GM Signature _____ Game Date _____

BATTLETECH™

MISSIONS

Mission: 3027-05 Debrief

Pick your Poison

Gillfillan's Gold, Anti-Spinward Periphery

May 3, 2027

It looks like we're close to the end of this thing. The bad guys are running, and their main supply base is in our hands. With any luck, we can all get off this miserable Periphery rock, and head back to civilization soon. Even better, when we went over the scans and wreckage of the base, there were Free World League fingerprints all over everything. We suspect some of these so-called 'pirates' may even be actual League regulars in disguise. It would sure explain how some nameless band of Periphery scum managed to put together such a large, and well-supplied force so quickly.

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BATTLETECH™

MISSIONS

Character _____ Player _____ Cert _____

Mission: 3027-05

Pick your Poison

Gillfillan's Gold, Anti-Spinward Periphery

May 3, 2027

Mission Results

- At least two or more Primary Objectives met
- The Pirates get away largely intact
- Opposing 'mechs destroyed by party (25,000 C-Bills, 1 XP each) (x_____)
- Base captured (75,000 C-Bills)
- Base destroyed (50,000 C-Bills)
- Transports captured (30,000 C-Bills each) (x_____)
- At least half of convoy destroyed (30,000 C-Bills)
- Surviving 'mechs tagged (10,000 C-Bills each) (x_____)
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GM Report
Mission 3027-05 - Pick your Poison

Date: _____

GM: _____

Venue _____

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

Salvaged Mechs

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