

BATTLETECH™

MISSIONS

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

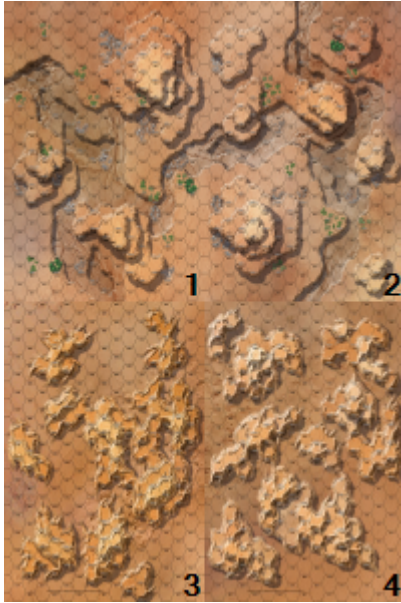
Okay boys, listen up!

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

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

Oh, one more thing - the artillery has been there for days, meaning they've had time to prepare. Any conventional forces that they've got defending them will be dug in and fairly well hidden. Be careful you don't run into an ambush.

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



Recommended Maps:

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

Setup: The OPFOR sets up secretly wherever it wants on the top map, but not within six hexes of the top edge. The PCs will begin the game by entering on the bottom edge of the map on turn 1.

Special Rules

Found them!: At the beginning of the game, the PCs don't know where the artillery pieces or any of their escorts are. All OPFOR units begin the game dug in, using hidden initial placement. However, the artillery pieces can (and should) fire at the incoming PCs on turn one (see below), revealing them. Other units use Hidden Initial Placement rules (TW pps 259-260) and may reveal themselves as usual (including by taking a Point Blank Shot, TW pg 260). See "Hull Down Vehicles" (TacOps, pg 21) for the rules for dug in vehicles. Infantry do not count as "In the Open" unless they move.

ANYTHING! JUST PLAY IT LOUD! To simplify the game, use the following Simplified Artillery rules: Any artillery piece can make an attack against a hex at least 17 hexes away using the Battlefield Support rules from Battlemech Manual, pg 77. Secretly choose a target hex, reveal the artillery piece (if it hasn't already been revealed). The shell will land the following turn. Artillery pieces can also take shots at targets between 6 and 16 hexes away. Those shots will land on the same turn, and are made as a normal ranged weapon attack made at long range. Those shots will scatter as a normal artillery support round (landing MOF hexes away in a random direction), and will do AOE damage as usual. Per Combine doctrine, they will not target hexes (either directly or indirectly) within 5 hexes of a friendly unit.

I'll save you!: At the beginning of turn 4, OPFOR 'mechs arrive from a random map edge. Roll 1d6 - on a 1 they arrive on the Top edge, on a 2 they enter on the right side of the top right map, and so forth. These are the artillery spotters.

Vroom! Vroom! Dakka! Dakka! The Ballistic infantry units are motorized and are towing AC/2s. Each base has 1 ton of ammo (45 shots) and may fire 1 gun for every full 6 infantry still remaining. Replace the Type with Ground (Motorized), and their movement MP becomes 3. They may fire either their inherent weapons or their AC/2s. They cannot fire the AC/2s in a round they moved. Ballistic infantry bases may begin the game hidden and use the standard Hidden Initial Placement rules.

Rules of Engagement: The spotters will attempt to defend their artillery until at least 3/4s of

the artillery have been destroyed, at which point they will attempt to escape from the same board side they entered. Individual artillery pieces will remain on the board until either a) they have taken damage (allowing the damaged unit to attempt to get off the board), or until at least half of the artillery pieces have been destroyed. Artillery can only escape off of the side of the board opposite from where the PCs enter.

OPFOR

Name	Variant	Reference	BV (4/5)	Cost
Mobile Long Tom	LT-MOB-25	3039 pg. 129	515	N/A
Mobile Long Tom Ammo Carriage		3039 pg. 130	144	N/A
Thumper Artillery	ICE	3075u pg. 25	568	N/A
Ballistic Rifle Infantry	Motorized	3085 TCE pg. 331	236	N/A
Javelin	JVN-10N	3039 pg 160	594	2,400,840
Jenner	JR7-F	3039 pg 173	1011	3,121,425
Scorpion Light Tank	LRM	3039 pg. 62	425	N/A
Manticore Heavy Tank		3039 pg. 125	993	N/A
Cicada	CDA-2A	3039 pg 178	659	3,705,217
Phoenix Hawk	PHX-1	3039 pg 456	1041	4,067,540
Von Luckner Heavy Tank	VNL-K70	3039 pg. 137	1060	N/A

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

3000-3500 (2384 Total)

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

3500-4000 (2999 Total)

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

4000-4500 (3567 Total)

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

4500-5000 (3992 Total)

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

5000-5500 (4560 Total)

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

5500-6000 (5219 Total)

Mobile Long Tom LT-MOB-25 (4/5) (x2), Mobile Long Tom Ammo Carriage (4/5) (x2), Ballistic Rifle Infantry Motorized (4/5) (x2), Javelin JVN-10N (3/4), Manticore Heavy Tank (4/5) (x2), Cicada CDA-2A (4/5)

6000-6500 (5644 Total)

Mobile Long Tom LT-MOB-25 (4/5) (x2), Mobile Long Tom Ammo Carriage (4/5) (x2), Ballistic Rifle Infantry Motorized (4/5) (x2), Javelin JVN-10N (3/4), Manticore Heavy Tank (4/5) (x2), Cicada CDA-2A (4/5), Scorpion Light Tank LRM (4/5)

6500-7000 (6212 Total)

Mobile Long Tom LT-MOB-25 (4/5) (x2), Mobile Long Tom Ammo Carriage (4/5) (x2),

Ballistic Rifle Infantry Motorized (4/5) (x2), Javelin JVN-10N (3/4), Manticore Heavy Tank (4/5) (x2), Cicada CDA-2A (4/5), Scorpion Light Tank LRM (4/5), Thumper Artillery ICE (4/5)

7000-7500 (6780 Total)

Mobile Long Tom LT-MOB-25 (4/5) (x2), Mobile Long Tom Ammo Carriage (4/5) (x2), Ballistic Rifle Infantry Motorized (4/5) (x2), Javelin JVN-10N (3/4), Manticore Heavy Tank (4/5) (x2), Cicada CDA-2A (4/5), Scorpion Light Tank LRM (4/5), Thumper Artillery ICE (4/5) (x2)

7500-8000 (7396 Total)

Mobile Long Tom LT-MOB-25 (4/5) (x2), Mobile Long Tom Ammo Carriage (4/5) (x2), Ballistic Rifle Infantry Motorized (4/5) (x2), Javelin JVN-10N (3/4), Manticore Heavy Tank (4/5) (x2), Cicada CDA-2A (4/5), Thumper Artillery ICE (4/5) (x2), Phoenix Hawk PHX-1 (4/5)

8000-8500 (7729 Total)

Mobile Long Tom LT-MOB-25 (4/5) (x2), Mobile Long Tom Ammo Carriage (4/5) (x2), Ballistic Rifle Infantry Motorized (4/5) (x2), Javelin JVN-10N (3/4), Manticore Heavy Tank (4/5) (x2), Cicada CDA-2A (4/5), Thumper Artillery ICE (4/5) (x2), Phoenix Hawk PHX-1 (3/4)

8500-9000 (8074 Total)

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

9000-9500 (8499 Total)

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

9500-10000 (9177 Total)

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

10000-10500 (9549 Total)

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

10500-11000 (10117 Total)

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

11000-11500 (10663 Total)

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

11500-12000 (11038 Total)

Mobile Long Tom LT-MOB-25 (4/5) (x2), Mobile Long Tom Ammo Carriage (4/5) (x2),

Ballistic Rifle Infantry Motorized (4/5) (x3), Javelin JVN-10N (3/4), Cicada CDA-2A (3/4), Thumper Artillery ICE (3/4) (x3), Phoenix Hawk PHX-1 (2/3), Von Luckner Heavy Tank VNL-K70 (3/4) (x2), Scorpion Light Tank LRM (3/4)

Mission Objectives: To win the scenario, the PCs must destroy either all of the OPFOR artillery vehicles, or at least 4 if there are more than that. The PCs are working with limited time, and must do this before the session has ended.

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

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

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

Additional Rewards

Where'd our spotters go?:

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

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BATTLETECH

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Mobile Long Tom LT-MOB-25

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

Weapons & Equipment Inventory (hexes)

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

Ammo: (Machine Gun) 300

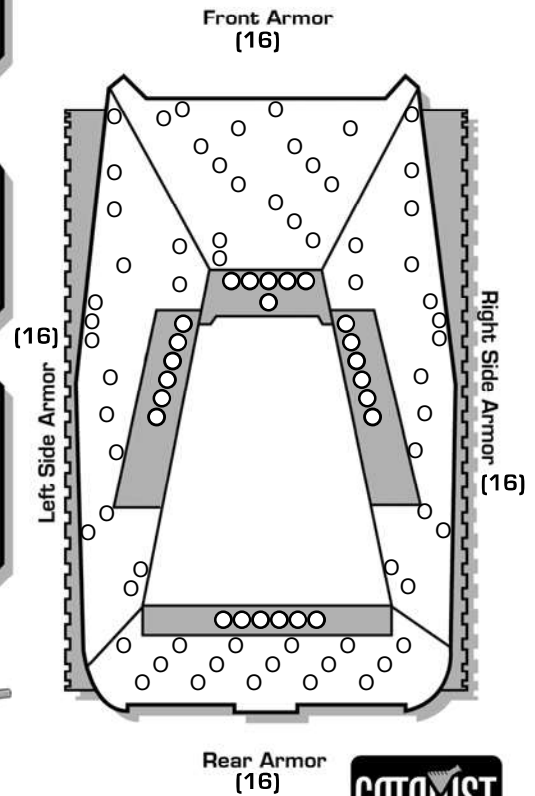
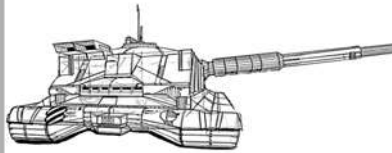
Cost: BV: 515

CREW DATA

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

CRITICAL DAMAGE

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



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

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VEHICLE DATA

Type: Mobile Long Tom LT-MOB-25

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

Weapons & Equipment Inventory (hexes)

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

Ammo: (Machine Gun) 300

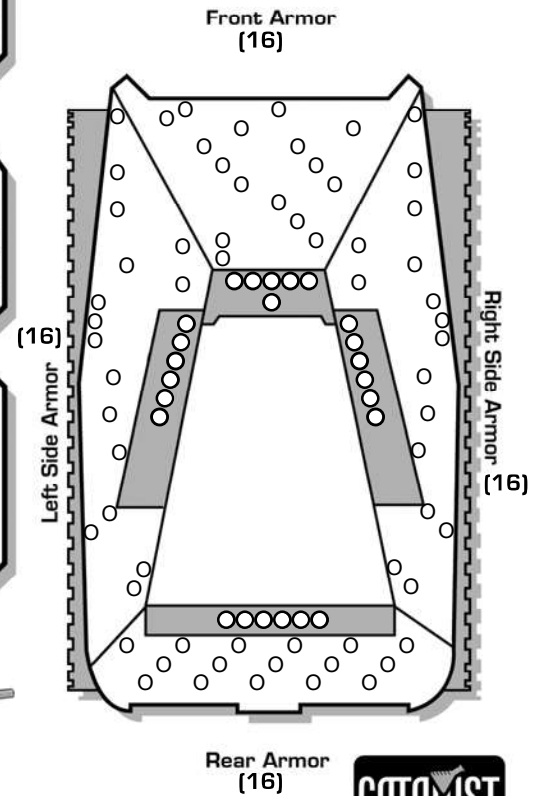
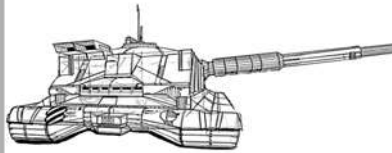
Cost: BV: 515

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

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Turret Locked Engine Hit
Sensor Hits [+1] [+2] [+3] [D]
Motive System Hits [+1] [+2] [+3]
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Front **Left** **Right**
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†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.
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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

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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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Type: Mobile Long Tom (Ammo Carriage)

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

Weapons & Equipment Inventory (hexes)

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

Ammo: (Long Tom) 25

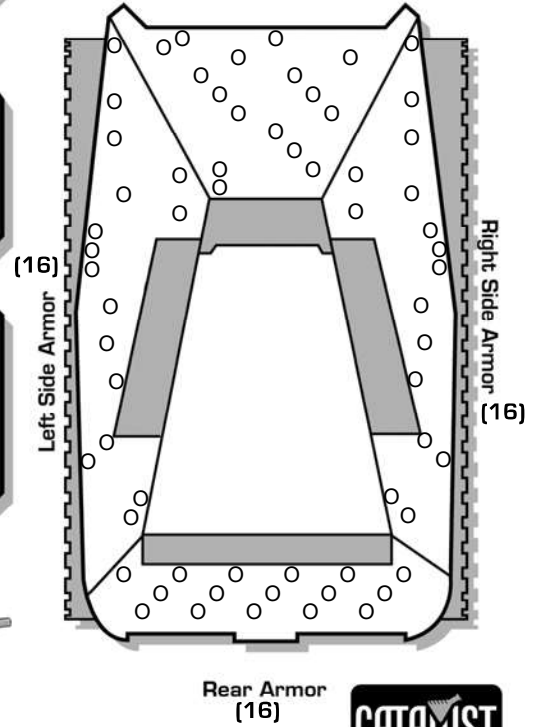
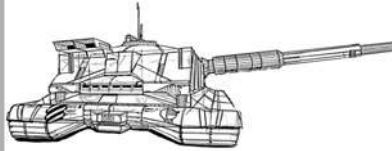
Cost: BV: 144

CREW DATA

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

CRITICAL DAMAGE

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



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Mobile Long Tom (Ammo Carriage)

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

Weapons & Equipment Inventory (hexes)

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

Ammo: (Long Tom) 25

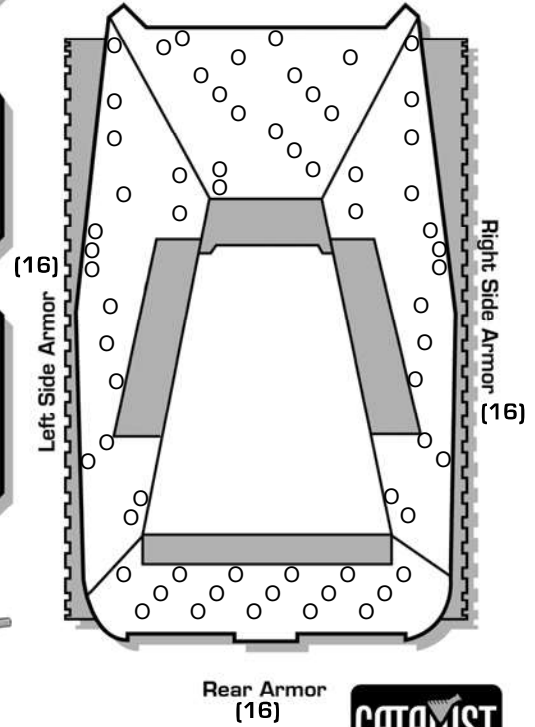
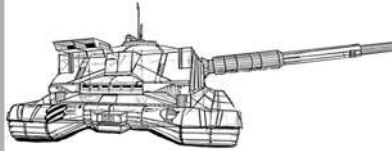
Cost: BV: 144

CREW DATA

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

CRITICAL DAMAGE

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



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Thumper Artillery Vehicle

Movement Points: **Tonnage:** 60
Crusing: 4 **Tech Base:** Inner Sphere
Flank: 6 **Era:** Star League
Movement Type: Wheeled
Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Machine Gun	FR	2 [DB,AI]	—	1	2	3
1	Thumper	FR	15 [AE,S,F]	—	1	2	21
2	Machine Gun	RR	2 [DB,AI]	—	1	2	3

Ammo: [Thumper] 40, [Machine Gun] 200

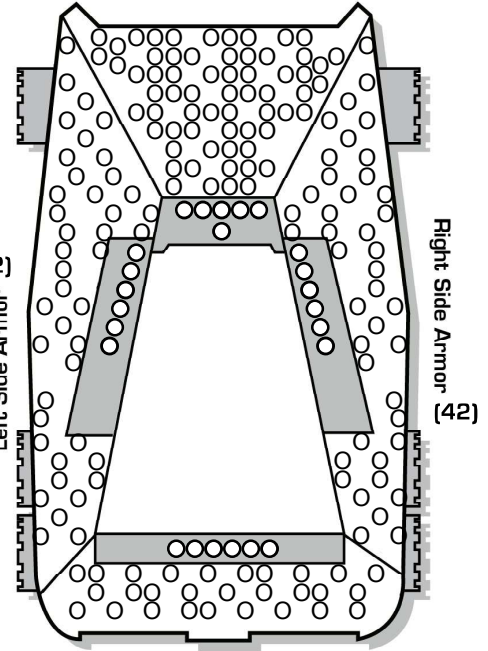
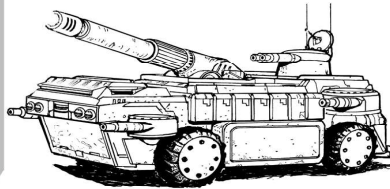
Cost: 815,750 C-bills **BV:** 568

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



Rear Armor (28)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
Hit from the sides	Wheeled
	Hovercraft, Hydrofoil
	WIGE

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Thumper Artillery Vehicle

Movement Points: **Tonnage:** 60
Crusing: 4 **Tech Base:** Inner Sphere
Flank: 6 **Era:** Star League
Movement Type: Wheeled
Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Machine Gun	FR	2 [DB,AI]	1	2	3	
1	Thumper	FR	15 [AE,S,F]	1	2	21	
2	Machine Gun	RR	2 [DB,AI]	1	2	3	

Ammo: [Thumper] 40, [Machine Gun] 200

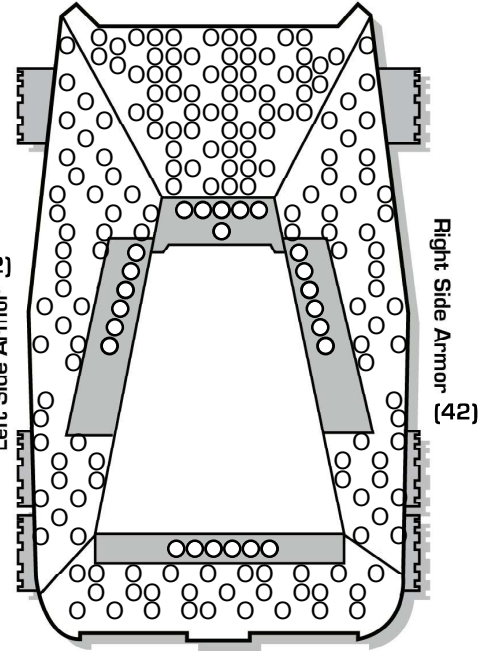
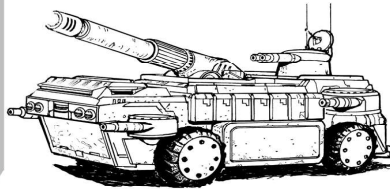
Cost: 815,750 C-bills **BV:** 568

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



Rear Armor (28)



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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:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
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: Thumper Artillery Vehicle

Movement Points: **Tonnage:** 60
Crusing: 4 **Tech Base:** Inner Sphere
Flank: 6 **Era:** Star League
Movement Type: Wheeled
Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Machine Gun	FR	2 [DB,AI]	—	1	2	3
1	Thumper	FR	15 [AE,S,F]	—	1	2	21
2	Machine Gun	RR	2 [DB,AI]	—	1	2	3

Ammo: [Thumper] 40, [Machine Gun] 200

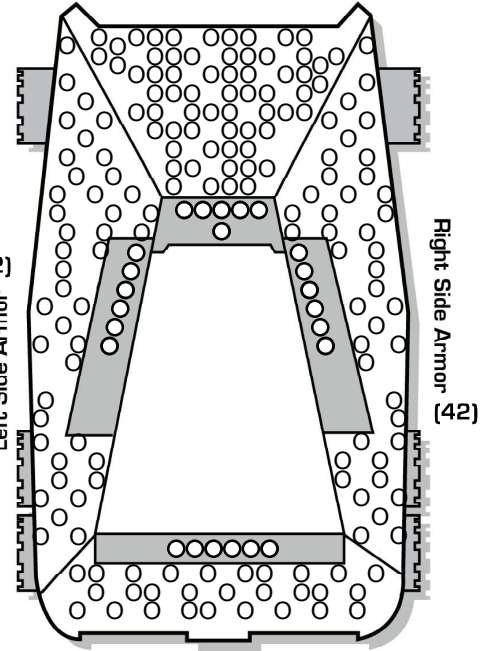
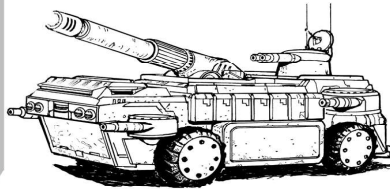
Cost: 815,750 C-bills **BV:** 568

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



Rear Armor (28)



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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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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:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
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								
Disposable Weapon:	N/A											Ammo:	N/A							Disposable Weapon:	N/A								

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

FOOT BALLISTIC RIFLE INFANTRY PLATOON 2

Armor Type: Flack, Standard

Divisor: 1

Experience: _____

Gunnery Skill: _____

Anti-'Mech Skill: _____

Max Weapon Damage*

Notes:

None

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
—	—	15	14	14	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1
*Damage is always applied in 2-point Damage Value groupings																													
RANGE IN HEXES (TO-HIT MODIFIER)																													
Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21							
Range Modifier	-2	0	+2	-4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Field Gun Type:	N/A											Ammo:	N/A							Disposable Weapon:	N/A								
Disposable Weapon:	N/A											Ammo:	N/A							Disposable Weapon:	N/A								

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

FOOT BALLISTIC RIFLE INFANTRY PLATOON 3

Armor Type: Flack, Standard

Divisor: 1

Experience: _____

Gunnery Skill: _____

Anti-'Mech Skill: _____

Max Weapon Damage*

Notes:

None

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
—	—	15	14	14	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1
*Damage is always applied in 2-point Damage Value groupings																													
RANGE IN HEXES (TO-HIT MODIFIER)																													
Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21							
Range Modifier	-2	0	+2	-4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Field Gun Type:	N/A											Ammo:	N/A							Disposable Weapon:	N/A								
Disposable Weapon:	N/A											Ammo:	N/A							Disposable Weapon:	N/A								

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

FOOT BALLISTIC RIFLE INFANTRY PLATOON 4

Armor Type: Flack, Standard

Divisor: 1

Experience: _____

Gunnery Skill: _____

Anti-'Mech Skill: _____

Max Weapon Damage*

Notes:

None

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
—	—	15	14	14	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1
*Damage is always applied in 2-point Damage Value groupings																													
RANGE IN HEXES (TO-HIT MODIFIER)																													
Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21							
Range Modifier	-2	0	+2	-4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Field Gun Type:	N/A											Ammo:	N/A							Disposable Weapon:	N/A								
Disposable Weapon:	N/A											Ammo:	N/A							Disposable Weapon:	N/A								

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



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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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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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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Javelin JVN-10N

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 30

Tech Base: Inner Sphere
(Intro)

Era: Star League

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

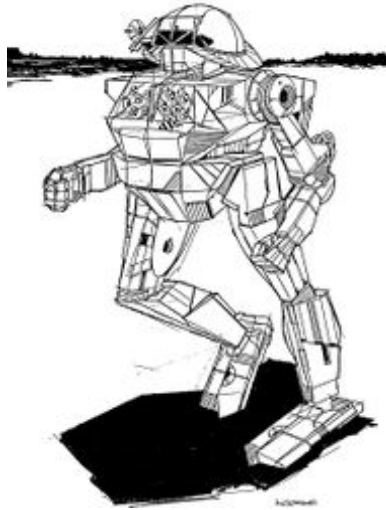
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

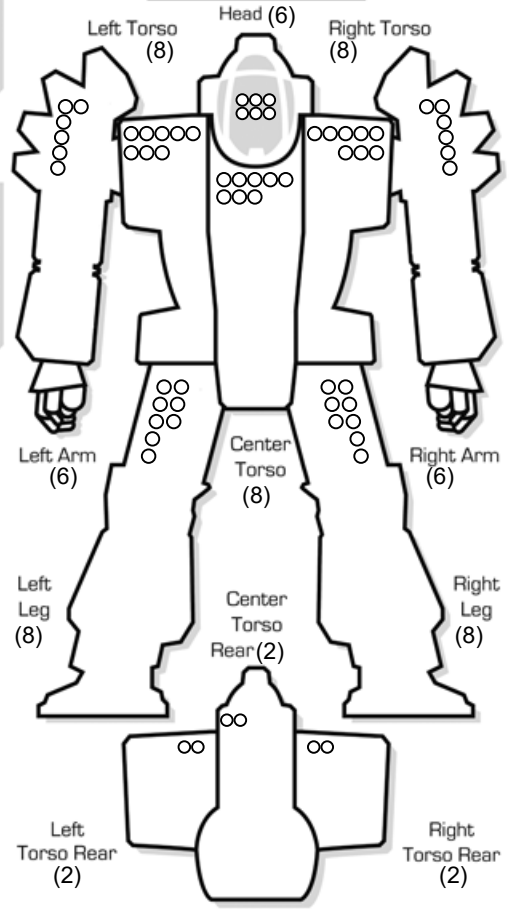
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	LT	4	2/Msl,C2/6	-	3	6	9
				[M,C,S]				
1	SRM 6	RT	4	2/Msl,C2/6	-	3	6	9
				[M,C,S]				

Cost: 2,400,840 CBills

BV: 594



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

1-3

Head

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

Right Arm

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

1-3

Center Torso

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

1-3

Left Torso

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

1-3

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

4-6

Right Torso

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

1-3

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

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

4-6

Left Leg

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

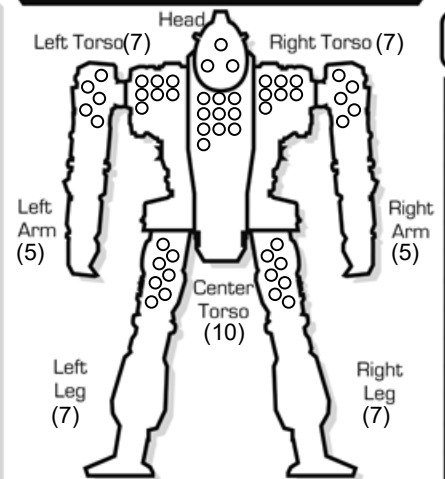
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Jenner JR7-F

Movement Points:

Walking: 7

Running: 11

Jumping: 5

Tonnage: 35

Tech Base: Inner Sphere
(Intro)

Era: Succession Wars

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

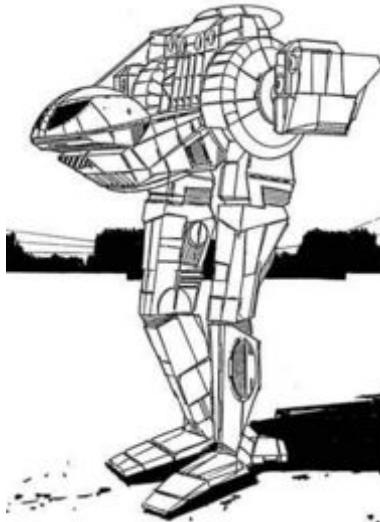
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

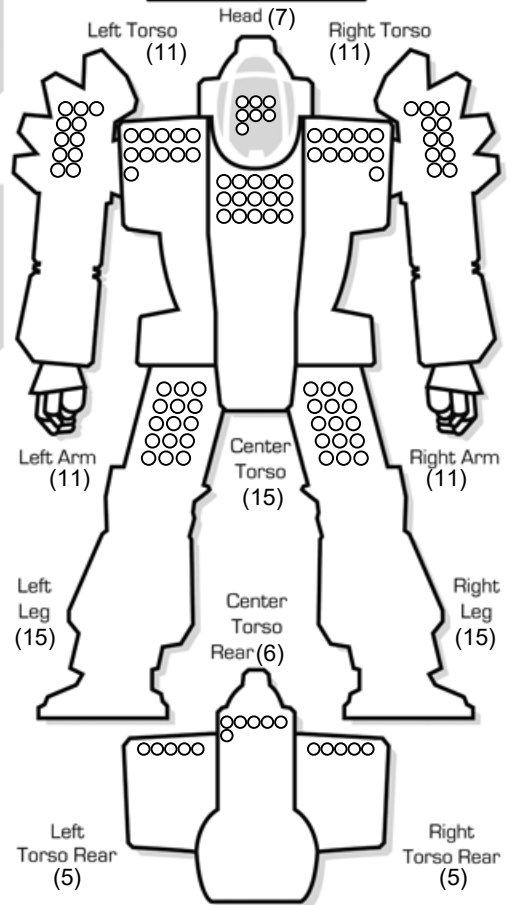
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9

Cost: 3,121,425 CBills

BV: 1011



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Head

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

Right Arm

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

Center Torso

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

4-6

Right Torso

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

Left Torso

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

4-6

4-6

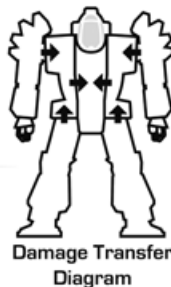
Engine Hits ○○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Left Leg

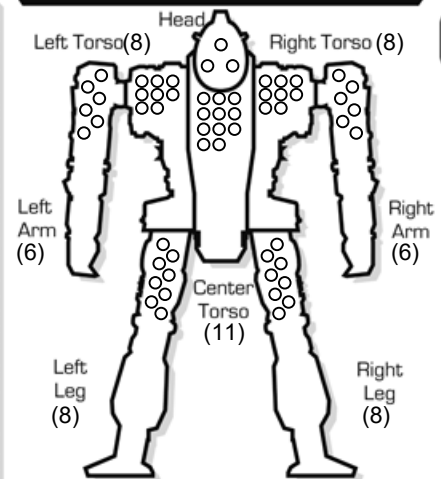
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

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

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BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Scorpion Light Tank (LRM)

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	LRM 10	T	1/Msl [M,C,S]	6	7	14	21
1	LRM 5	T	1/Msl [M,C,S]	6	7	14	21

Ammo: (LRM 5) 24, (LRM 10) 12

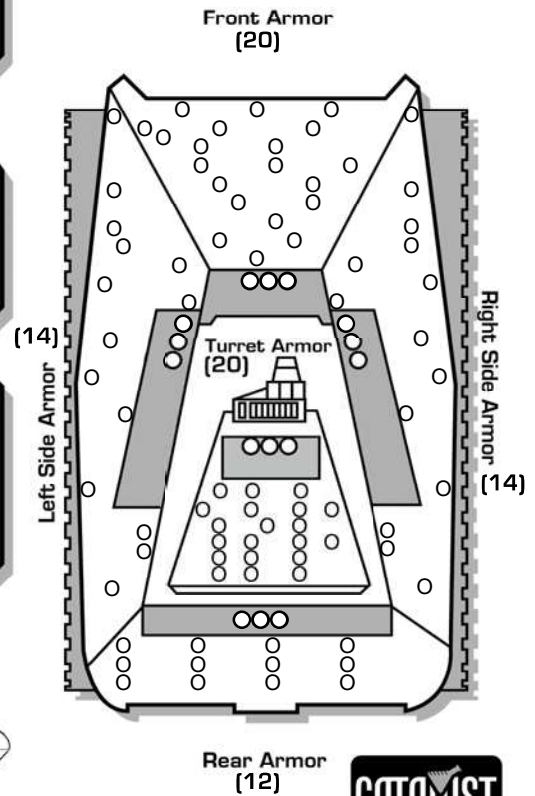
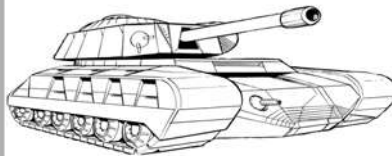
Cost: BV:425

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: Manticore Heavy Tank

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Medium Laser	FR	5 [DE]	—	3	6	9
1	LRM 10	T	1/Msl [M.C.S]	6	7	14	21
1	PPC	T	10 [DEX]	3	6	12	18
1	SRM 6	T	2/Msl [M.C]	—	3	6	9

Ammo: [SRM 6] 15, [LRM 10] 12

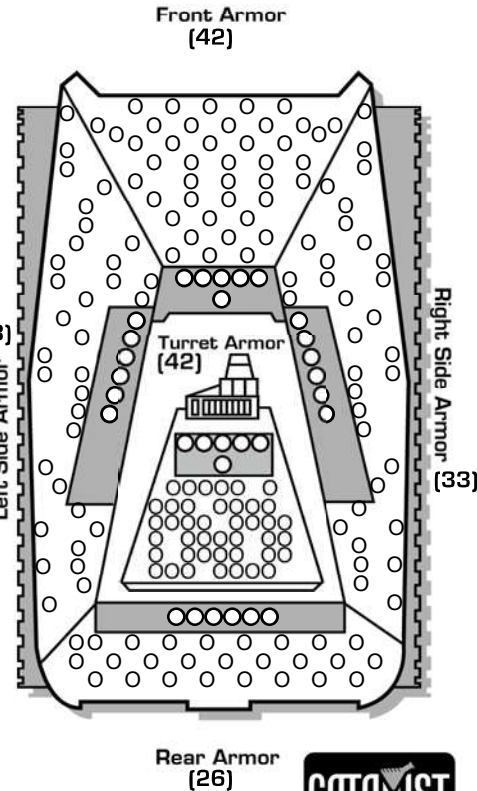
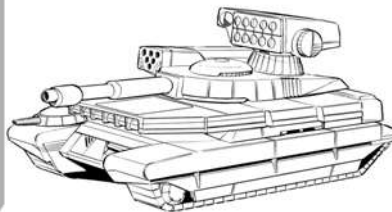
Cost: BV: 993

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: Manticore Heavy Tank

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Medium Laser	FR	5 [DE]	—	3	6	9
1	LRM 10	T	1/Msl [M.C.S]	6	7	14	21
1	PPC	T	10 [DEX]	3	6	12	18
1	SRM 6	T	2/Msl [M.C]	—	3	6	9

Ammo: [SRM 6] 15, [LRM 10] 12

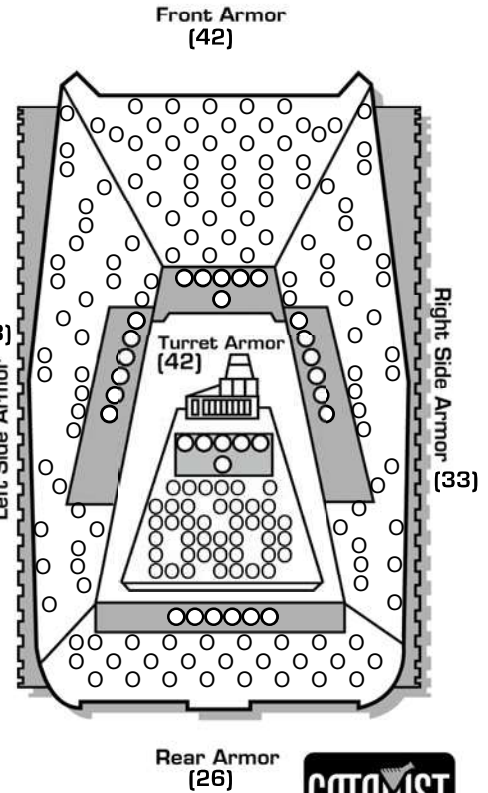
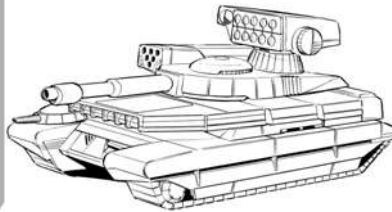
Cost: BV:993

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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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Cicada CDA-2A

Movement Points:

Walking: 8

Running: 12

Jumping: 0

Tonnage: 40

Tech Base: Inner Sphere
(Intro)

Era: Succession Wars

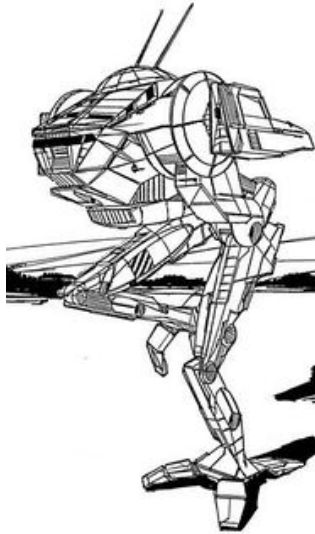
WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



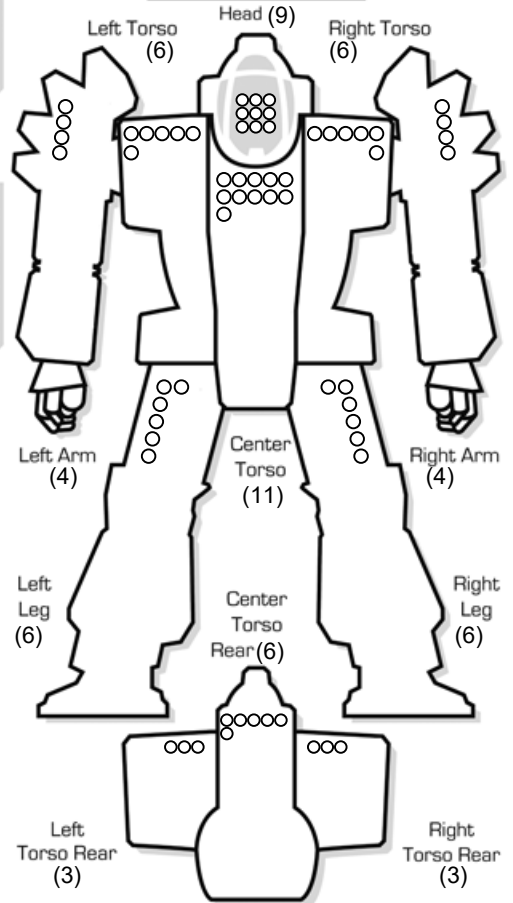
Weapons & Equipment Inventory (hexes)

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

Cost: 3,705,217 CBills

BV: 659

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Head

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

Right Arm

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

Center Torso

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

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

Left Torso

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

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

Right Torso

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

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

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

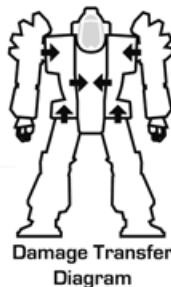
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

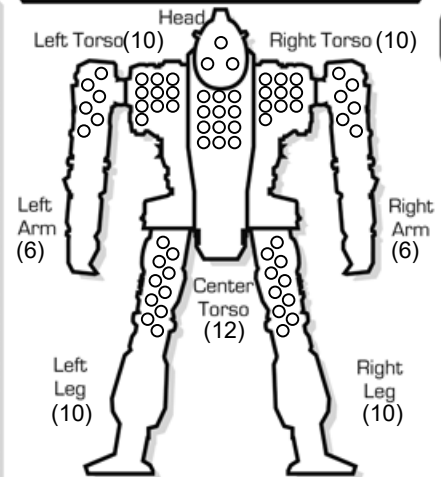
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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: Phoenix Hawk PHX-1

Movement Points: Tonnage: 45
 Walking: 6 Tech Base: Inner Sphere (Intro)
 Running: 9 Era: Star League
 Jumping: 6

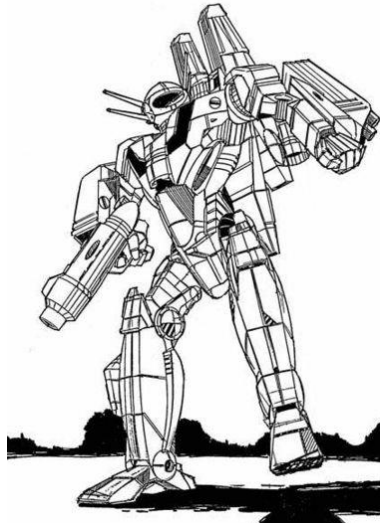
Weapons & Equipment Inventory (hexes)

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

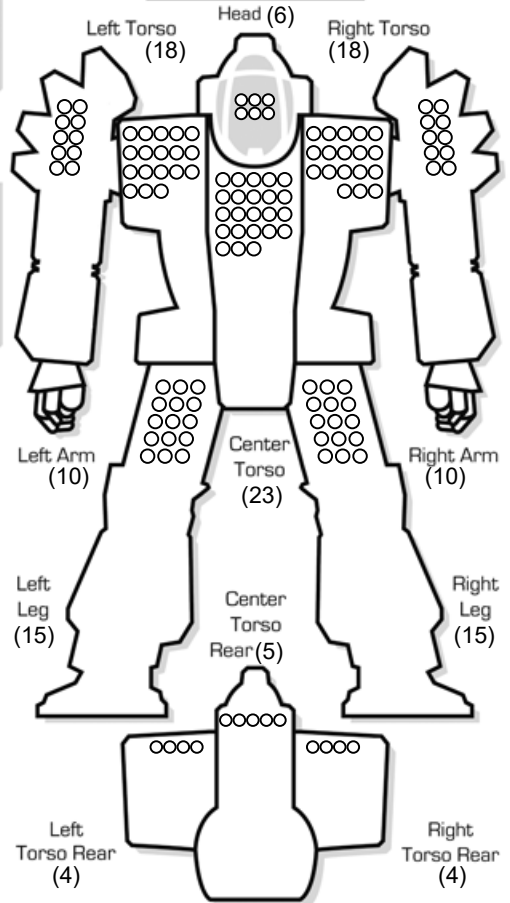
Cost: 4,067,540 CBills BV: 1041

WARRIOR DATA

Name:
 Gunnery Skill: Piloting Skill:
 Hits Taken: 1 2 3 4 5 6
 Consciousness#: 3 5 7 10 11 Dead



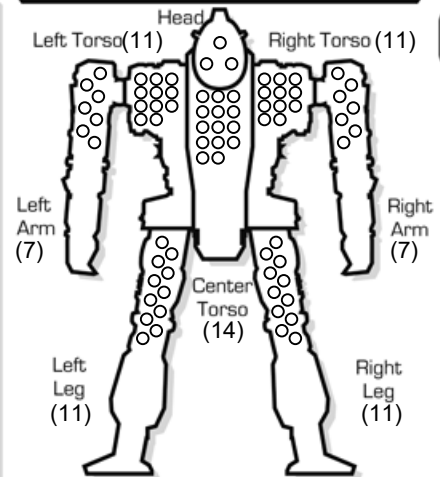
ARMOR DIAGRAM



CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Hand Actuator Medium Laser Machine Gun <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <h4>Left Torso</h4> <ol style="list-style-type: none"> JumpJets JumpJets JumpJets <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <h4>Left Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again 	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <h4>Center Torso</h4> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine <p>1-3</p> <ol style="list-style-type: none"> Gyro Gyro Gyro <p>4-6</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Machine Gun Ammo (200) Roll Again <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 0 auto;"> <p>Engine Hits ○○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div> <p>Damage Transfer Diagram</p>	<h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Hand Actuator Large Laser Large Laser <ol style="list-style-type: none"> Medium Laser Machine Gun Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <h4>Right Torso</h4> <ol style="list-style-type: none"> JumpJets JumpJets JumpJets <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <h4>Right Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again
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INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10 (10) Single ○○○○○○○○○○○○○○○○
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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BATTLETECH

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Von Luckner Heavy Tank VNL-K70

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

Weapons & Equipment Inventory (hexes)

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

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

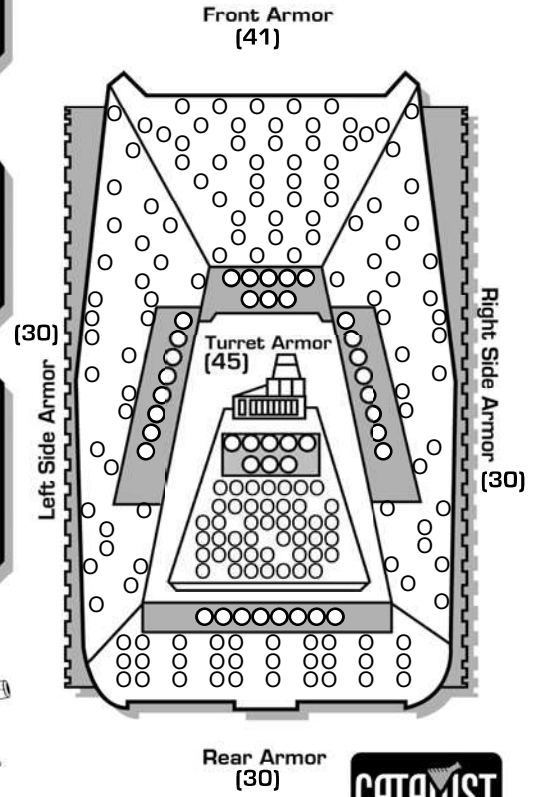
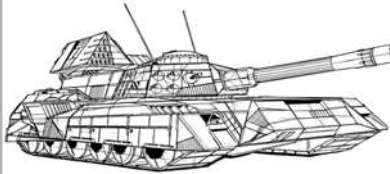
Cost: **BV:** 1,060

CREW DATA

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

CRITICAL DAMAGE

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



Rear Armor (30)

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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Von Luckner Heavy Tank VNL-K70

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

Weapons & Equipment Inventory (hexes)

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

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

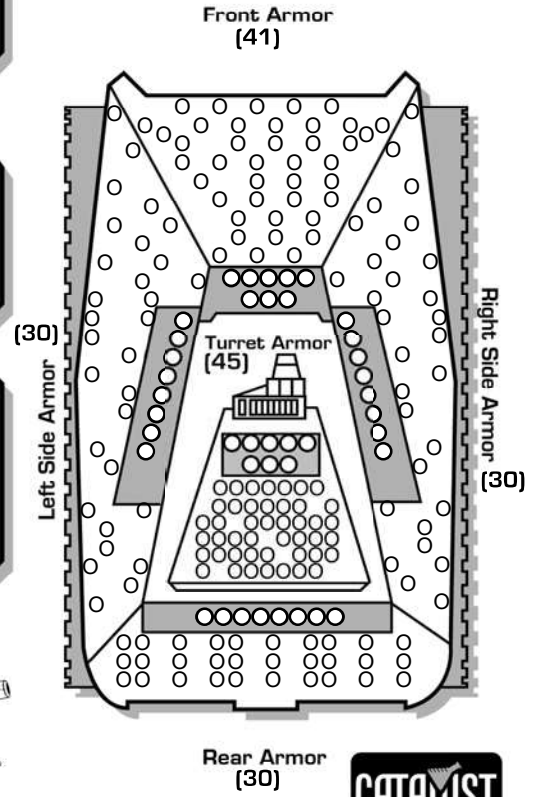
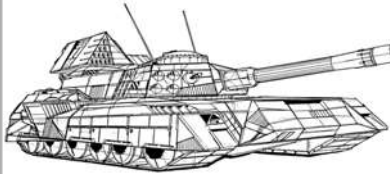
Cost: BV: 1,060

CREW DATA

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

CRITICAL DAMAGE

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



Rear Armor (30)

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2*	Front (critical)	Rear (critical)	Side (critical)
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7	Front	Rear	Side
8	Front	Rear	Side (critical)*
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10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

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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.

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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™

MISSIONS

Character _____ Player _____ Cert _____

Mission: 3028-03

Take Cover, Hell!

Somewhere east of the Were river crossing, Shaula

September 11, 3028

Mission Results

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

Mech Status

- Mech Survived
- Mech Severely Damaged
- Mech Destroyed

Pilot Status

- Pilot Survived
- Pilot Killed

C-Bill Reward _____ XP Reward _____

Salvaged Mechs

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

Additional Rewards

Where'd our spotters go?:

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

GM Signature _____ Game Date _____

BATTLETECH™

MISSIONS

Mission: 3028-03 Debrief

Take Cover, Hell!

Somewhere east of the Were river crossing, Shaula

September 11, 3028

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

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

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

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

BATTLETECH™

MISSIONS

Character _____ Player _____ Cert _____

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Take Cover, Hell!

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BATTLETECH™

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Mission: 3028-03

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BATTLETECH™

MISSIONS

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Take Cover, Hell!

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Take Cover, Hell!

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- Pilot Killed

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BATTLETECH™

MISSIONS

Character _____ Player _____ Cert _____

Mission: 3028-03

Take Cover, Hell!

Somewhere east of the Were river crossing, Shaula

September 11, 3028

Mission Results

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

Mech Status

- Mech Survived
- Mech Severely Damaged
- Mech Destroyed

Pilot Status

- Pilot Survived
- Pilot Killed

C-Bill Reward _____ XP Reward _____

Salvaged Mechs

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

Additional Rewards

Where'd our spotters go?:

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

GM Signature _____ Game Date _____

BATTLETECH™

MISSIONS

Mission: 3028-03 Debrief

Take Cover, Hell!

Somewhere east of the Were river crossing, Shaula

September 11, 3028

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

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

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

BATTLETECH™

MISSIONS

Character _____ Player _____ Cert _____

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

Date: _____

GM: _____

Venue _____

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

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