CLASSIC
BATTLETECH
TOTAL WARFARE
BLANK RECORD SHEETS
WK GAMES
Record Sheets Design by David L. McCulloch
FANPRO

# CLASSIC BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

Type: _____

Movement Points:
Walking: ____
Running: ____
Jumping: ____

Tonnage: _____

Tech Base:
Clan ☐
Inner Sphere ☐

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| | | | | | | | | |
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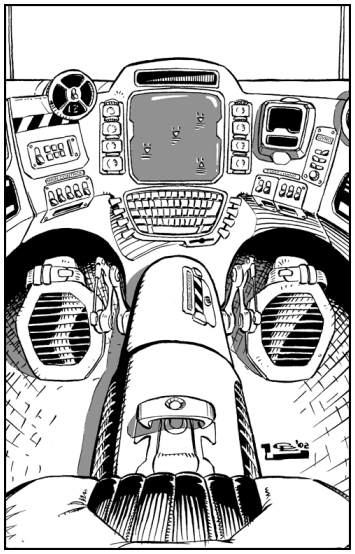
Cost: _____ BV: _____

### WARRIOR DATA

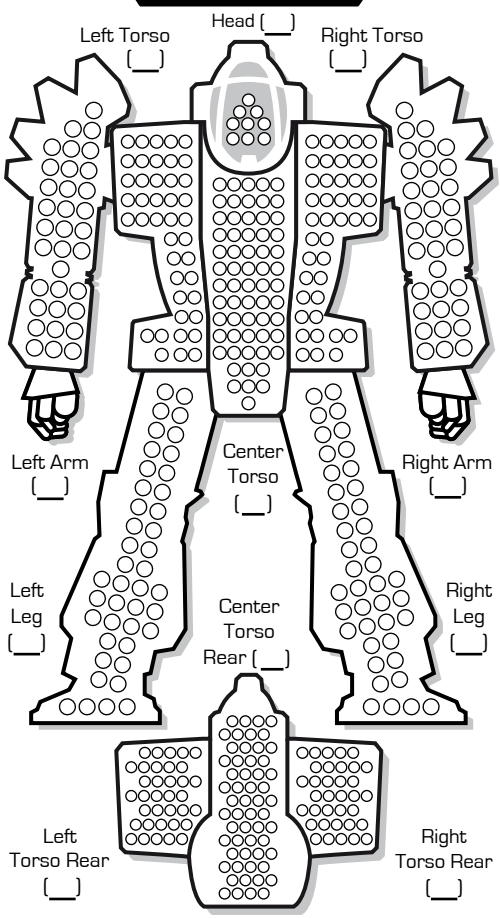
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

#### Left Arm

| | | |
|---|---|---|
| 1-3 | 1. | Shoulder |
| | 2. | Upper Arm Actuator |
| | 3. | Lower Arm Actuator |
| | 4. | Hand Actuator |
| | 5. | _____ |
| | 6. | _____ |
| 4-6 | 1. | _____ |
| | 2. | _____ |
| | 3. | _____ |
| | 4. | _____ |
| | 5. | _____ |
| | 6. | _____ |

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. _____
5. Sensors
6. Life Support

#### Right Arm

| | | |
|---|---|---|
| 1-3 | 1. | Shoulder |
| | 2. | Upper Arm Actuator |
| | 3. | Lower Arm Actuator |
| | 4. | Hand Actuator |
| | 5. | _____ |
| | 6. | _____ |
| 4-6 | 1. | _____ |
| | 2. | _____ |
| | 3. | _____ |
| | 4. | _____ |
| | 5. | _____ |
| | 6. | _____ |

#### Center Torso

| | | |
|---|---|---|
| 1-3 | 1. | Engine |
| | 2. | Engine |
| | 3. | Engine |
| | 4. | Gyro |
| | 5. | Gyro |
| | 6. | Gyro |
| 4-6 | 1. | Gyro |
| | 2. | Engine |
| | 3. | Engine |
| | 4. | Engine |
| | 5. | _____ |
| | 6. | _____ |

#### Left Torso

| | | |
|---|---|---|
| 1-3 | 1. | _____ |
| | 2. | _____ |
| | 3. | _____ |
| | 4. | _____ |
| | 5. | _____ |
| | 6. | _____ |
| 4-6 | 1. | _____ |
| | 2. | _____ |
| | 3. | _____ |
| | 4. | _____ |
| | 5. | _____ |
| | 6. | _____ |

#### Right Torso

| | | |
|---|---|---|
| 1-3 | 1. | _____ |
| | 2. | _____ |
| | 3. | _____ |
| | 4. | _____ |
| | 5. | _____ |
| | 6. | _____ |
| 4-6 | 1. | _____ |
| | 2. | _____ |
| | 3. | _____ |
| | 4. | _____ |
| | 5. | _____ |
| | 6. | _____ |

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

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. _____
6. _____

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. _____
6. _____

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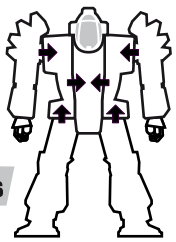
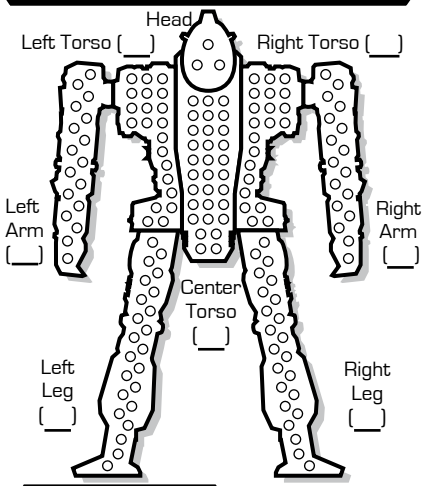


Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 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 Sinks: ____ (____)

○○○
○○○
○○○
○○○
○○○
○○○
○○○
○○○
○○○
○○○

Single ☐
Double ☐

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™

## FOUR-LEGGED 'MECH RECORD SHEET

### 'MECH DATA

Type: _____

Movement Points:
Walking: _____
Running: _____
Jumping: _____

Tonnage: _____

Tech Base:
Clan ☐
Inner Sphere ☐

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| | | | | | | | | |
| | | | | | | | | |
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| | | | | | | | | |

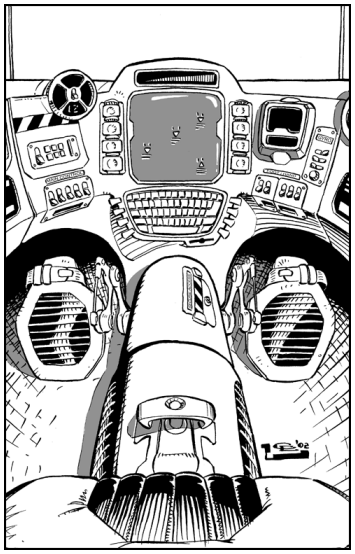
Cost: _____ BV: _____

### WARRIOR DATA

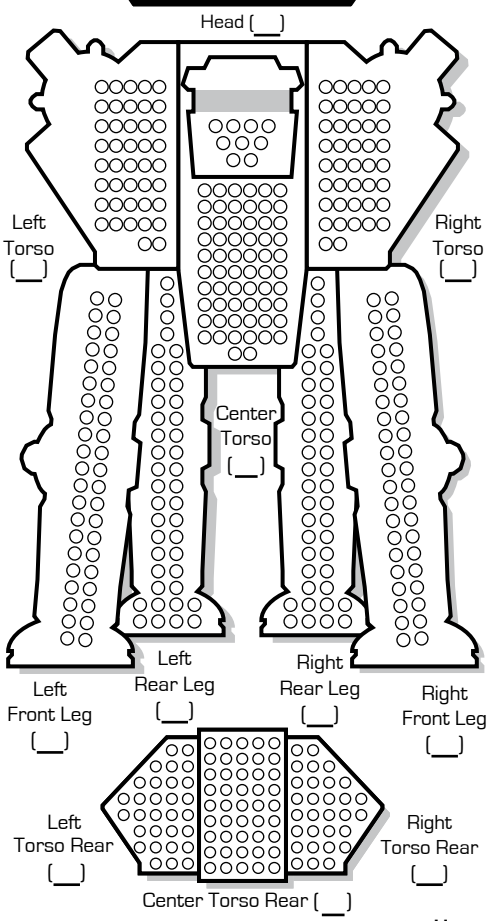
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. _____
5. Sensors
6. Life Support

**Left Front Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. _____
6. _____

**Right Front Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. _____
6. _____

**Center Torso**

| | |
|---|---|
| 1-3 | 1. Engine<br>2. Engine<br>3. Engine<br>4. Gyro<br>5. Gyro<br>6. Gyro |
| 4-6 | 1. Gyro<br>2. Engine<br>3. Engine<br>4. Engine<br>5. _____<br>6. _____ |

**Left Torso**

| | |
|---|---|
| 1-3 | 1. _____<br>2. _____<br>3. _____<br>4. _____<br>5. _____<br>6. _____ |
| 4-6 | 1. _____<br>2. _____<br>3. _____<br>4. _____<br>5. _____<br>6. _____ |

**Right Torso**

| | |
|---|---|
| 1-3 | 1. _____<br>2. _____<br>3. _____<br>4. _____<br>5. _____<br>6. _____ |
| 4-6 | 1. _____<br>2. _____<br>3. _____<br>4. _____<br>5. _____<br>6. _____ |

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

**Left Rear Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. _____
6. _____

**Right Rear Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. _____
6. _____

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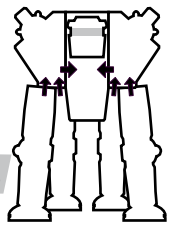
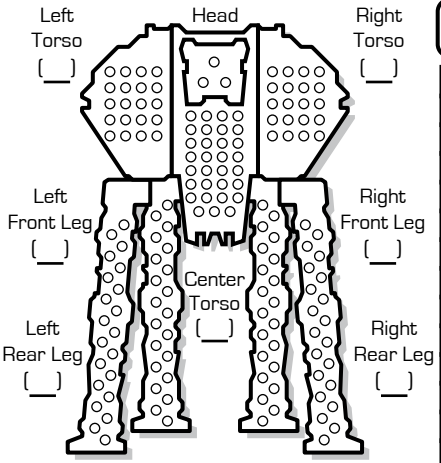


Damage Transfer Diagram

### 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 Sinks: ___ (___)

| Heat Level* | Effects |
|---|---|
| 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 |

○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

Single ☐
Double ☐

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# CLASSIC BATTLETECH™

## PROTOMECH RECORD SHEET

## PROTOMECH 1

Type: _____
Tons: ____
Movement Points:
Walk/Run/Jump
__/__/__

### WEAPONS INVENTORY

| LOC. | TYPE | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|
| Main Gun: | | | | | | |
| Right Arm: | | | | | | |
| Left Arm: | | | | | | |
| Torso A: | | | | | | |
| Torso B: | | | | | | |
| Ammo: | | | | | | |

### PILOT DATA

Name: _____
Gunnery Skill: ____

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

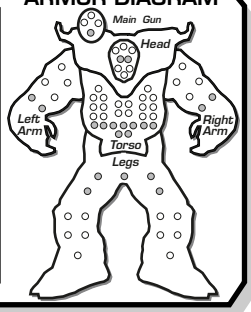
Cost: _____ C-bills BV: ____

### HIT LOCATIONS AND CRITICAL HITS

| 2D6 | LOCATION | 1st HIT | 2nd HIT | 3rd HIT |
|---|---|---|---|---|
| 2 | Main Gun | ☐ Main Gun Destroyed | | |
| 4 | Right Arm | ☐ +1 to Hit | ☐ Right Arm Destroyed | |
| 5,9 | Legs | ☐ –1 Walk MP | ☐ 1/2 Walk MP | ☐ No Move |
| 6,7,8 | Torso | ☐ –1 Jump* | ☐ 1/2 Jump* | ■ Proto Destroyed |
| 10 | Left Arm | ☐ +1 to Hit | ☐ Left Arm Destroyed | |
| 12 | Head | ☐ +1 to Hit | ☐ +2 to Hit, no Long range shots | |

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

### ARMOR DIAGRAM




## PROTOMECH 2

Type: _____
Tons: ____
Movement Points:
Walk/Run/Jump
__/__/__

### WEAPONS INVENTORY

| LOC. | TYPE | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|
| Main Gun: | | | | | | |
| Right Arm: | | | | | | |
| Left Arm: | | | | | | |
| Torso A: | | | | | | |
| Torso B: | | | | | | |
| Ammo: | | | | | | |

### PILOT DATA

Name: _____
Gunnery Skill: ____

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

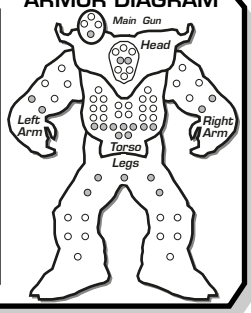
Cost: _____ C-bills BV: ____

### HIT LOCATIONS AND CRITICAL HITS

| 2D6 | LOCATION | 1st HIT | 2nd HIT | 3rd HIT |
|---|---|---|---|---|
| 2 | Main Gun | ☐ Main Gun Destroyed | | |
| 4 | Right Arm | ☐ +1 to Hit | ☐ Right Arm Destroyed | |
| 5,9 | Legs | ☐ –1 Walk MP | ☐ 1/2 Walk MP | ☐ No Move |
| 6,7,8 | Torso | ☐ –1 Jump* | ☐ 1/2 Jump* | ■ Proto Destroyed |
| 10 | Left Arm | ☐ +1 to Hit | ☐ Left Arm Destroyed | |
| 12 | Head | ☐ +1 to Hit | ☐ +2 to Hit, no Long range shots | |

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

### ARMOR DIAGRAM




## PROTOMECH 3

Type: _____
Tons: ____
Movement Points:
Walk/Run/Jump
__/__/__

### WEAPONS INVENTORY

| LOC. | TYPE | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|
| Main Gun: | | | | | | |
| Right Arm: | | | | | | |
| Left Arm: | | | | | | |
| Torso A: | | | | | | |
| Torso B: | | | | | | |
| Ammo: | | | | | | |

### PILOT DATA

Name: _____
Gunnery Skill: ____

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

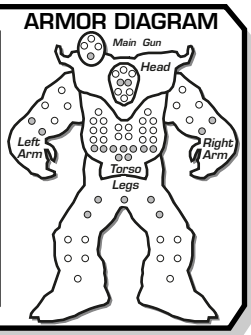
Cost: _____ C-bills BV: ____

### HIT LOCATIONS AND CRITICAL HITS

| 2D6 | LOCATION | 1st HIT | 2nd HIT | 3rd HIT |
|---|---|---|---|---|
| 2 | Main Gun | ☐ Main Gun Destroyed | | |
| 4 | Right Arm | ☐ +1 to Hit | ☐ Right Arm Destroyed | |
| 5,9 | Legs | ☐ –1 Walk MP | ☐ 1/2 Walk MP | ☐ No Move |
| 6,7,8 | Torso | ☐ –1 Jump* | ☐ 1/2 Jump* | ■ Proto Destroyed |
| 10 | Left Arm | ☐ +1 to Hit | ☐ Left Arm Destroyed | |
| 12 | Head | ☐ +1 to Hit | ☐ +2 to Hit, no Long range shots | |

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

### ARMOR DIAGRAM




## PROTOMECH 4

Type: _____
Tons: ____
Movement Points:
Walk/Run/Jump
__/__/__

### WEAPONS INVENTORY

| LOC. | TYPE | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|
| Main Gun: | | | | | | |
| Right Arm: | | | | | | |
| Left Arm: | | | | | | |
| Torso A: | | | | | | |
| Torso B: | | | | | | |
| Ammo: | | | | | | |

### PILOT DATA

Name: _____
Gunnery Skill: ____

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

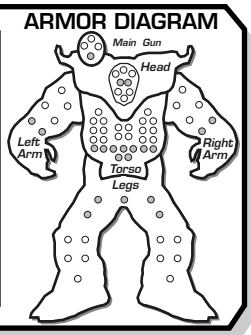
Cost: _____ C-bills BV: ____

### HIT LOCATIONS AND CRITICAL HITS

| 2D6 | LOCATION | 1st HIT | 2nd HIT | 3rd HIT |
|---|---|---|---|---|
| 2 | Main Gun | ☐ Main Gun Destroyed | | |
| 4 | Right Arm | ☐ +1 to Hit | ☐ Right Arm Destroyed | |
| 5,9 | Legs | ☐ –1 Walk MP | ☐ 1/2 Walk MP | ☐ No Move |
| 6,7,8 | Torso | ☐ –1 Jump* | ☐ 1/2 Jump* | ■ Proto Destroyed |
| 10 | Left Arm | ☐ +1 to Hit | ☐ Left Arm Destroyed | |
| 12 | Head | ☐ +1 to Hit | ☐ +2 to Hit, no Long range shots | |

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

### ARMOR DIAGRAM




## PROTOMECH 5

Type: _____
Tons: ____
Movement Points:
Walk/Run/Jump
__/__/__

### WEAPONS INVENTORY

| LOC. | TYPE | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|
| Main Gun: | | | | | | |
| Right Arm: | | | | | | |
| Left Arm: | | | | | | |
| Torso A: | | | | | | |
| Torso B: | | | | | | |
| Ammo: | | | | | | |

### PILOT DATA

Name: _____
Gunnery Skill: ____

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

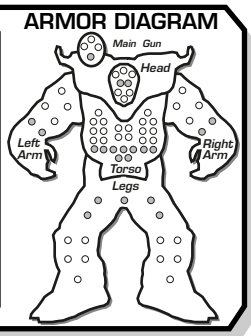
Cost: _____ C-bills BV: ____

### HIT LOCATIONS AND CRITICAL HITS

| 2D6 | LOCATION | 1st HIT | 2nd HIT | 3rd HIT |
|---|---|---|---|---|
| 2 | Main Gun | ☐ Main Gun Destroyed | | |
| 4 | Right Arm | ☐ +1 to Hit | ☐ Right Arm Destroyed | |
| 5,9 | Legs | ☐ –1 Walk MP | ☐ 1/2 Walk MP | ☐ No Move |
| 6,7,8 | Torso | ☐ –1 Jump* | ☐ 1/2 Jump* | ■ Proto Destroyed |
| 10 | Left Arm | ☐ +1 to Hit | ☐ Left Arm Destroyed | |
| 12 | Head | ☐ +1 to Hit | ☐ +2 to Hit, no Long range shots | |

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

### ARMOR DIAGRAM

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# CLASSIC BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** _____

**Movement Points:**
**Cruising:** _____
**Flank:** _____
**Movement Type:** _____
**Engine Type:** _____

**Tonnage:** _____
**Tech Base:**
Clan ☐
Inner Sphere ☐

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
| | | | | | | | |
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| | | | | | | | |

**Cost:** _____ **BV:** _____

### CREW DATA

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

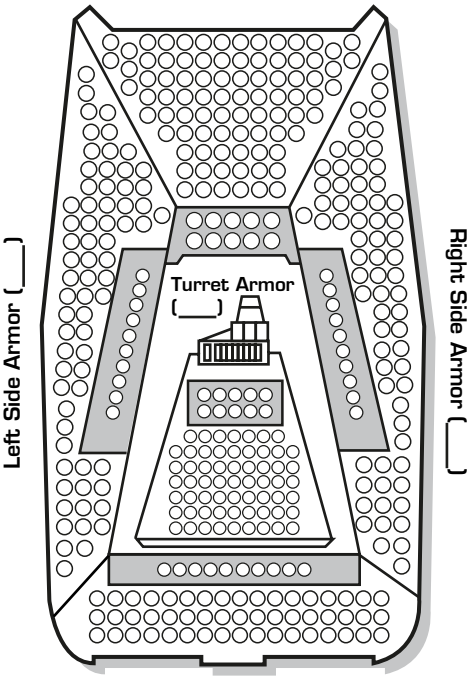
### CRITICAL DAMAGE

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

### NOTES

### ARMOR DIAGRAM

BAR: _____ Front Armor (____)




Rear Armor (____)

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

| | ATTACK DIRECTION | | |
|---|---|---|---|
| 2D6 Roll | FRONT | REAR | SIDE§ |
| 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. 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.

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

| | LOCATION HIT | | | |
|---|---|---|---|---|
| 2D6 Roll | 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™

# V.T.O.L. RECORD SHEET

## VEHICLE DATA

Type: _____

Movement Points:
Cruising: _____
Flank: _____
Engine Type: _____

Tonnage: _____
Tech Base:
Clan ☐
Inner Sphere ☐

### Weapons & Equipment Inventory (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
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Cost: _____ BV: _____

## CREW DATA

Crew: _____

Gunnery Skill: ___ Driving Skill: ___

Co-Pilot Hit +1
Modifier to all To-Hit rolls

Pilot Hit +2
Modifier to Driving Skill rolls

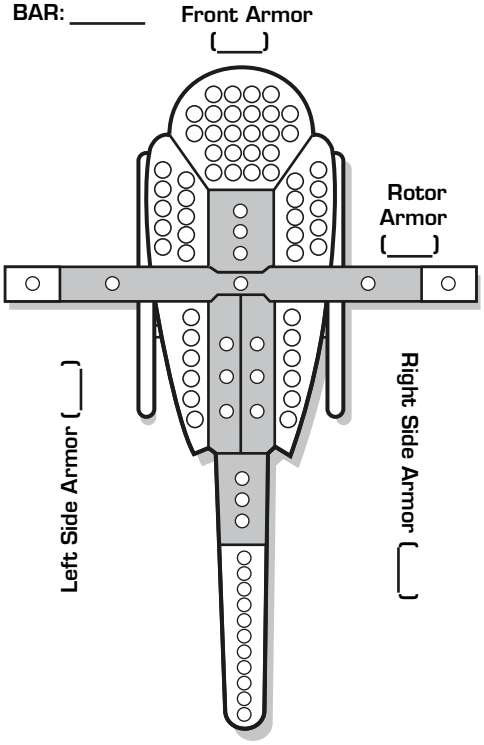
## CRITICAL DAMAGE

Flight Stabilizer* +3 Engine Hit ☐
Sensor Hits +1 +2 +3 D
Stabilizers
Front ☐ Left ☐ Right ☐ Rear ☐
*Move at Cruising speed only

## NOTES

## ARMOR DIAGRAM

BAR: _____

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## VTOL COMBAT VEHICLE HIT LOCATION TABLE

| 2D6 Roll | ATTACK DIRECTION FRONT | REAR | SIDE |
|---|---|---|---|
| 2* | Front (critical) | Rear (critical) | Side (critical) |
| 3 | Rotors† | Rotors† | Rotors† |
| 4 | Rotors† | Rotors† | Rotors† |
| 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 | Rotors† | Rotors† | Rotors† |
| 11 | Rotors† | Rotors† | Rotors† |
| 12* | Rotors (critical)† | Rotors (critical)† | Rotors (critical)† |

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the VTOL. For each such attack, apply damage normally to the armor in that section. The attacking player then immediately rolls once on the VTOL Combat Vehicle Critical Hits Table, below.

†Damage Value / 10 (round up); see *Rotor Hits*, p. 197, *Total Warfare*. Additionally, damage to rotors slows down the VTOL. Each hit reduces the VTOL's Cruising MP by 1, meaning that the controlling player must also recalculate Flank MP; multiply the new Cruising MP by 1.5 and round up. As with all damage, such movement penalties do not apply until the end of the phase in which the damage occurred.

## VTOL ELEVATION TRACK

| Turn | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Elevation | | | | | | | | | | | | | | | |

| Turn | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Elevation | | | | | | | | | | | | | | | |

## PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

| DIFFERENCE IN LEVELS | TYPES OF PHYSICAL ATTACK ALLOWED |
|---|---|
| –1 or lower | None |
| 0 | All except Punch |
| 1–2 | All except Kick |
| 3 | Club and Physical Weapons only |
| 4+ | None |

## VTOL COMBAT VEHICLE CRITICAL HITS TABLE

| 2D6 Roll | LOCATION HIT FRONT | SIDE | REAR | ROTORS |
|---|---|---|---|---|
| 2–5 | No Critical Hit | No Critical Hit | No Critical Hit | No Critical Hit |
| 6 | Co-Pilot Hit | Weapon Malfunction | Cargo/Infantry Hit | Rotot Damage |
| 7 | Weapon Malfunction | Cargo/Infantry Hit | Weapon Malfunction | Rotor Damage |
| 8 | Stabilizer | Stabilizer | Stabilizer | Rotor Damage |
| 9 | Sensors | Weapon Destroyed | Weapon Destroyed | Flight Stabilizer Hit |
| 10 | Pilot Hit | Engine Hit | Sensors | Flight Stabilizer Hit |
| 11 | Weapon Destroyed | Ammunition** | Engine Hit | Rotots Destroyed |
| 12 | Crew Killed | Fuel Tank* | Fuel Tank* | Rotors Destroyed |

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.
**If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

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# CLASSIC BATTLETECH™

## NAVAL VEHICLE RECORD SHEET

### VEHICLE DATA

**Type:** _____

**Movement Points:**
**Cruising:** _____
**Flank:** _____
**Movement Type:** _____
**Engine Type:** _____

**Tonnage:** _____
**Tech Base:**
Clan ☐
Inner Sphere ☐

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
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**Cost:** _____ **BV:** _____

### CREW DATA

**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___

Commander Hit +1 ☐
Modifier to all Skill rolls

Driver Hit +2 ☐
Modifier to Driving Skill rolls

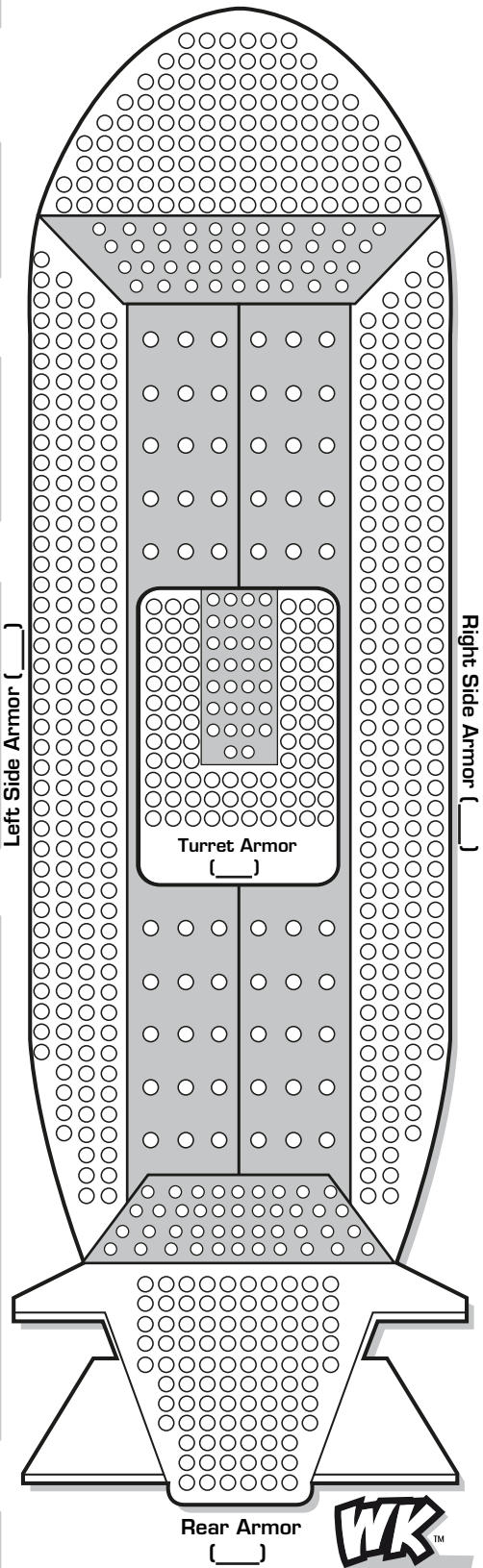
### CRITICAL DAMAGE

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

### NOTES

### ARMOR DIAGRAM

BAR: _____ Front Armor (___)



Left Side Armor (___)
Right Side Armor (___)
Turret Armor (___)
Rear Armor (___)

### NAVAL COMBAT VEHICLE HIT LOCATION TABLE

| 2D6 Roll | ATTACK DIRECTION FRONT | REAR | SIDE§ |
|---|---|---|---|
| 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 Naval Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for moreinformation). A result of 12 on the Naval 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 SystemDamage 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 DMG. TABLE

| 2D6 Roll | EFFECT* |
|---|---|
| 2–5 | No effect |
| 6–7 | Minor damage; +1 modifie 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:**
Naval +0
Hydrofoil +3

*All movement and Driving Skill Roll penalties are cumulative. 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.

### NAVAL COMBAT VEHICLE CRITICAL HITS TABLE

| LOCATION HIT 2D6 Roll | 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.

### DEPTH TRACK

| Turn | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Depth | | | | | | | | | | |
| Turn | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| Depth | | | | | | | | | | |

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CLASSIC BATTLETECH™

# AIRSHIP RECORD SHEET

## AIRSHIP DATA

Type: _____

Name: _____ Tonnage: _____

Thrust: Tech Base:

Safe Thrust: _____ Clan ☐

Maximum Thrust: _____ Inner Sphere ☐

### Weapons & Equipment Inventory

| Qty | Type | Loc. | Ht | SRV (0–6) | MRV (6–12) | LRV (13–20) | ERV (21–25) |
|---|---|---|---|---|---|---|---|
| | | | | | | | |

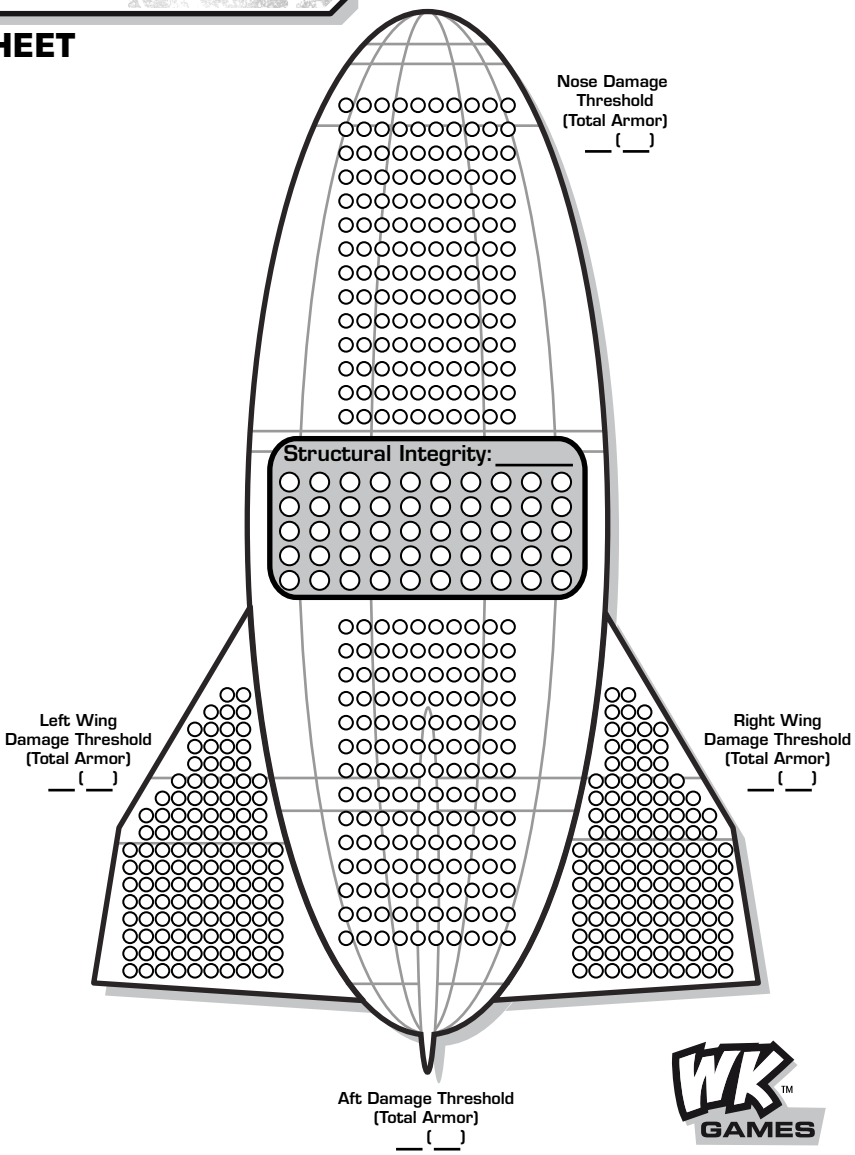
Standard Scale

Ammo: _____

Cost: _____ BV: _____

## ARMOR DIAGRAM

BAR: _____

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## NOTES

## CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Modifier | +1 | +2 | +3 | +4 | +5 | Incp. |

Crew: _____ Marines: _____

Passengers: _____ Elementals: _____

Other: _____ Battle Armor: _____

Life Boats/Escape Pods: ___/___

## CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Gear | +5 | |
| FCS | +2 | +4 | D | Life Support | +2 | |
| Sensors | +1 | +2 | +5 | | | |
| Thrusters | | | | | | |
| Left | +1 | +2 | +3 | D | | |
| Right | +1 | +2 | +3 | D | | |
| Engine | -1 | -2 | -3 | -4 | -5 | D |

## VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

## AIRSHIP VELOCITY TABLE

| Current Velocity | Thrust Points per Cycle Turn 1 | 2 | 3 | 4 |
|---|---|---|---|---|
| 0.25 | 1 | — | — | — |
| 0.5 | 1 | — | 1 | — |
| 0.75 | 1 | — | 1 | 1 |
| 1 | 1 | 1 | 1 | 1 |
| 1.25 | 2 | 1 | 1 | 1 |
| 1.5 | 2 | 1 | 2 | 1 |
| 1.75 | 2 | 1 | 2 | 2 |
| 2 | 2 | 2 | 2 | 2 |
| 2.25 | 3 | 2 | 2 | 2 |
| 2.5 | 3 | 2 | 3 | 2 |
| 2.75 | 3 | 2 | 3 | 3 |
| 3 | 3 | 3 | 3 | 3 |

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CLASSIC BATTLETECH™

# LARGE GROUND SUPPORT VEHICLE RECORD SHEET

## VEHICLE DATA

**Type:** _____

**Movement Points:**
**Cruising:** _____
**Flank:** _____
**Movement Type:** _____
**Engine Type:** _____

**Tonnage:** _____
**Tech Base:**
Clan ☐
Inner Sphere ☐

### Weapons & Equipment Inventory (hexes)

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|
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**Cost:** _____ **BV:** _____

## CREW DATA

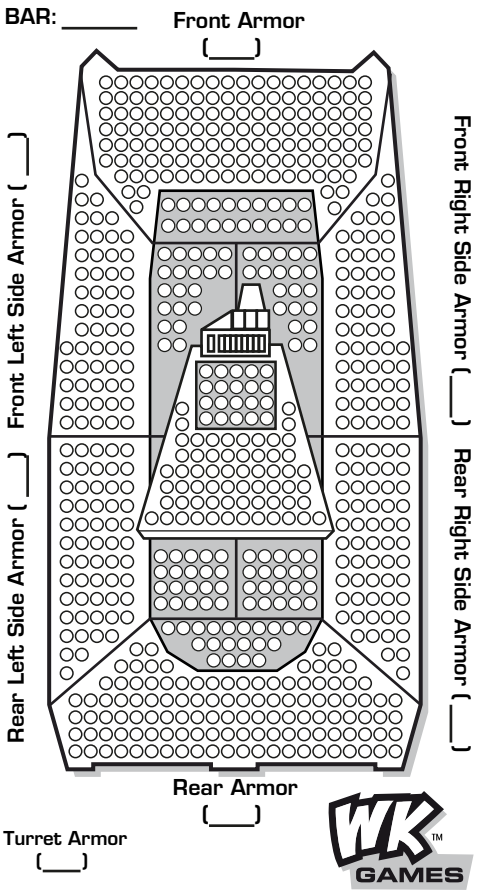
**Crew:** _____
**Gunnery Skill:** ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

## CRITICAL DAMAGE

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

## NOTES

## ARMOR DIAGRAM

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## LARGE GROUND SUPPORT VEHICLE HIT LOCATION TABLE

| | ATTACK DIRECTION | | | |
|---|---|---|---|---|
| 2D6 Roll | FRONT | REAR | FRONT SIDE | REAR SIDE |
| 2* | Front (critical) | Rear (critical) | Side (critical)§ | Side (critical)§ |
| 3 | Right Side† | Left Side† | Front† | Rear† |
| 4 | Front† | Rear† | Side† | Side† |
| 5 | Front† | Rear† | Side | Side |
| 6 | Front | Rear | Side | Side |
| 7 | Front | Rear | Side | Side |
| 8 | Front | Rear | Side (critical)* | Side (critical)* |
| 9 | Front† | Rear† | Side† | Side† |
| 10 | Turret | Turret | Turret | Turret |
| 11 | Turret | Turret | Turret | Turret |
| 12* | Turret (critical) | 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. 194 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.
§If the attack hits the front right or left side, all Front side results strike the front armor, while Rear Side results strike the rear right or rear left 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. 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.

## LARGE GROUND SUPPORT VEHICLE CRITICAL HITS TABLE

| | LOCATION HIT | | | |
|---|---|---|---|---|
| 2D6 Roll | 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™

## GENERIC CONVENTIONAL INFANTRY RECORD SHEET

### CONVENTIONAL INFANTRY: PLATOON/POINT 1

Gunnery Skill: ____
Anti-'Mech Skill: ____

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

Movement MP: ____ Type: _____

### CONVENTIONAL INFANTRY: PLATOON/POINT 2

Gunnery Skill: ____
Anti-'Mech Skill: ____

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

Movement MP: ____ Type: _____

### CONVENTIONAL INFANTRY: PLATOON/POINT 3

Gunnery Skill: ____
Anti-'Mech Skill: ____

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

Movement MP: ____ Type: _____

### CONVENTIONAL INFANTRY: PLATOON/POINT 4

Gunnery Skill: ____
Anti-'Mech Skill: ____

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

Movement MP: ____ Type: _____

### CONVENTIONAL INFANTRY: PLATOON/POINT 5

Gunnery Skill: ____
Anti-'Mech Skill: ____

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

Movement MP: ____ Type: _____

### CONVENTIONAL INFANTRY DAMAGE TABLE

| MAX WEAPON DAMAGE PER PLATOON/POINT TYPE* | NUMBER OF TROOPERS | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | 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 |
| Rifle, Ballistic | 16 | 15 | 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 |
| Rifle, Energy | 8 | 8 | 8 | 8 | 7 | 7 | 7 | 6 | 6 | 6 | 6 | 5 | 5 | 5 | 4 | 4 | 4 | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 0 |
| Machine Gun | 17 | 16 | 16 | 15 | 15 | 14 | 13 | 13 | 12 | 12 | 11 | 11 | 10 | 10 | 9 | 8 | 8 | 7 | 7 | 6 | 6 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |
| SRM | 15 | 14 | 14 | 13 | 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 | 0 |
| LRM | 13 | 12 | 12 | 11 | 11 | 11 | 10 | 10 | 9 | 9 | 9 | 8 | 8 | 7 | 7 | 6 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 3 | 2 | 2 | 1 | 1 | 0 |
| Flamer | 14 | 14 | 14 | 13 | 12 | 12 | 12 | 11 | 11 | 10 | 10 | 9 | 9 | 8 | 8 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 | 0 |

*Damage is always applied in 2-point Damage Value groupings

### CONVENTIONAL INFANTRY RANGE MODIFIER TABLE

| WEAPON TYPE | RANGE IN HEXES (TO-HIT MODIFIER) | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| Rifle, Ballistic | –2 | 0 | +2 | +4 | — | — | — | — | — | — |
| Rifle, Energy | –2 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — |
| Machine Guns | –2 | 0 | +2 | +4 | — | — | — | — | — | — |
| SRM | –1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — |
| LRM | –1 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 |
| Flamer | –1 | 0 | +2 | +4 | — | — | — | — | — | — |

### NON-INFANTRY WEAPON DAMAGE AGAINST INFANTRY TABLE

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

*See *Combat*, p. 113 in *Total Warfare*, for weapon terminology.
**Except for Small and Micro Pulse Lasers, which are treated as Burst-Fire Weapons.
†This equals the number of conventional infantry troopers hit and eliminated, regardless of armor protection. Attacks by non-infantry weapons against mechanized infantry double the number of troopers eliminated; round all fractions up.
‡Each Heat-Effect Weapon has specific damage against conventional infantry, as noted on either the appropriate Weapon and Equipment Tables or in *Other Combat Weapons and Equipment* (see p. 129 in *Total Warfare*).

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

*'MECHS, PROTOMECHS* AND *VEHICLES*

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

*BATTLE ARMOR*

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

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# CLASSIC BATTLETECH™

# BATTLE ARMOR RECORD SHEET

## BATTLE ARMOR: SQUAD/POINT 1

Type: _____

Gunnery Skill: ____ Anti-'Mech Skill: ____

Ground MP: ____ Other MP ( _____ ): ____

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○○○○○

Armor: _____ (___/___/___)

## BATTLE ARMOR: SQUAD/POINT 2

Type: _____

Gunnery Skill: ____ Anti-'Mech Skill: ____

Ground MP: ____ Other MP ( _____ ): ____

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○○○○○

Armor: _____ (___/___/___)

## BATTLE ARMOR: SQUAD/POINT 3

Type: _____

Gunnery Skill: ____ Anti-'Mech Skill: ____

Ground MP: ____ Other MP ( _____ ): ____

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○○○○○

Armor: _____ (___/___/___)

## BATTLE ARMOR: SQUAD/POINT 4

Type: _____

Gunnery Skill: ____ Anti-'Mech Skill: ____

Ground MP: ____ Other MP ( _____ ): ____

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○○○○○

Armor: _____ (___/___/___)

## BATTLE ARMOR: SQUAD/POINT 5

Type: _____

Gunnery Skill: ____ Anti-'Mech Skill: ____

Ground MP: ____ Other MP ( _____ ): ____

| Weapons & Equip. | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○
6 ○○○○○○○○○○○○○○○○○○○○

Armor: _____ (___/___/___)

## LEG ATTACKS TABLE

| BATTLE ARMOR TROOPERS ACTIVE | BASE TO-HIT MODIFIER |
|---|---|
| 4–6 | 0 |
| 3 | +2 |
| 2 | +5 |
| 1 | +7 |

## SWARM ATTACKS TABLE

| BATTLE ARMOR TROOPERS ACTIVE | BASE TO-HIT MODIFIER |
|---|---|
| 4–6 | +2 |
| 1–3 | +5 |

## SWARM ATTACK MODIFIERS TABLE

| ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE | FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE | | | | | |
|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 |
| 6 | +0 | +0 | +0 | +0 | +1 | +2 |
| 5 | +0 | +0 | +0 | +1 | +2 | +3 |
| 4 | +0 | +0 | +1 | +2 | +3 | +4 |
| 3 | +0 | +1 | +2 | +3 | +4 | +5 |
| 2 | +1 | +2 | +3 | +4 | +5 | +6 |
| 1 | +2 | +3 | +4 | +5 | +6 | +7 |

**BATTLE ARMOR EQUIPMENT**

| | |
|---|---|
| Claws with magnets | –1 |

**SITUATION***

| | |
|---|---|
| 'Mech prone | –2 |
| 'Mech or vehicle immobile | –4 |
| Vehicle | –2 |

*Modifiers are cumulative

## SWARM ATTACKS HIT LOCATION TABLE

| 2D6 ROLL | BIPEDAL LOCATION | FOUR-LEGGED LOCATION |
|---|---|---|
| 2 | Head | Head |
| 3 | Rear Center Torso | Front Right Torso |
| 4 | Rear Right Torso | Rear Center Torso |
| 5 | Front Right Torso | Rear Right Torso |
| 6 | Right Arm | Front Right Torso |
| 7 | Front Center Torso | Front Center Torso |
| 8 | Left Arm | Front Left Torso |
| 9 | Front Left Torso | Rear Left Torso |
| 10 | Rear Left Torso | Rear Center Torso |
| 11 | Rear Center Torso | Front Left Torso |
| 12 | Head | Head |

## TRANSPORT POSITIONS TABLE

| TROOPER NUMBER | 'MECH LOCATION | VEHICLE LOCATION |
|---|---|---|
| 1 | Right Torso | Right Side |
| 2 | Left Torso | Right Side |
| 3 | Right Torso (rear) | Left Side |
| 4 | Left Torso (rear) | Left Side |
| 5 | Center Torso (rear) | Rear |
| 6 | Center Torso | Rear |

| TROOPER NUMBER | LARGE SUPPORT VEHICLE LOCATION* |
|---|---|
| 1 | Right Side (Unit 1/Unit 2) |
| 2 | Right Side (Unit 1/Unit 2) |
| 3 | Left Side (Unit 1/Unit 2) |
| 4 | Left Side (Unit 1/Unit 2) |
| 5 | Rear (Unit 1/Unit 2) |
| 6 | Rear (Unit 1/Unit 2) |

*Unit 1 and Unit 2 represent two battle armor units

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# CLASSIC BATTLETECH™

## CONVENTIONAL FIGHTER RECORD SHEET

### FIGHTER DATA

Type: _____

Thrust: Tonnage: _____

Safe Thrust: _____ Tech Base:

Maximum Thrust: _____ Clan ☐

VSTOL ☐ STOL ☐ Inner Sphere ☐

**Weapons & Equipment Inventory**

| Qty | Type | Loc. | Ht | Standard Scale (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| | | | | | | | |
| | | | | | | | |
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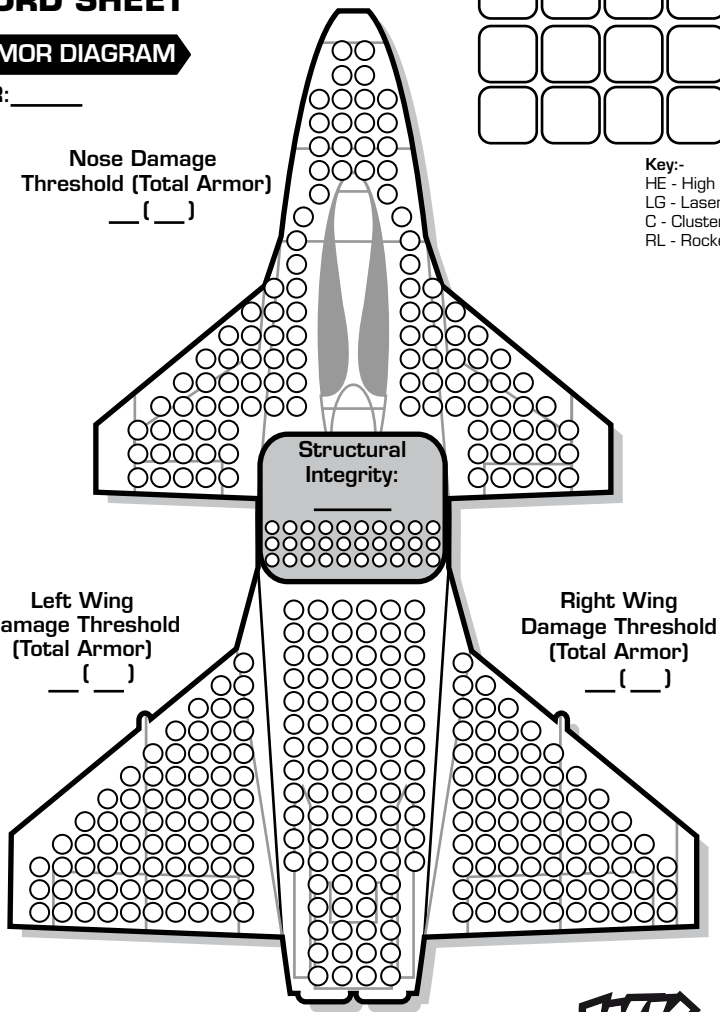
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |

Cost: _____ BV: _____

### ARMOR DIAGRAM

BAR: _____




### EXTERNAL STORES/BOMBS

| | | | | |
|---|---|---|---|---|
| | | | | |
| | | | | |
| | | | | |
| | | | | |

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### NOTES

### CRITICAL DAMAGE

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### GROUND MAP STRIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)

| VELOCITY | FIGHTER | SMALL CRAFT AND FIXED WING SUPPORT VEHICLES |
|---|---|---|
| 1 | 8 | 8 |
| 2 | 12 | 14 |
| 3 | 16 | 20 |
| 4 | 20 | 26 |
| 5 | 24 | 32 |
| 6 | 28 | 38 |
| 7 | 32 | 44 |
| 8 | 36 | 50 |
| 9 | 40 | 56 |
| 10 | 44 | 62 |
| 11 | 48 | 68 |
| 12 | 52 | 74 |

Velocity above 12 is not possible on ground maps.

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### FIGHTER RETURN TABLE

| SAFE THRUST | TURNS BEFORE RETURN |
|---|---|
| 1–4 | 3 |
| 5–8 | 2 |
| 9–12 | 1 |
| 13+ | 0 |

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# CLASSIC BATTLETECH™

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

Type: _____

Thrust: _____ Tonnage: _____

Safe Thrust: _____ Tech Base:

Maximum Thrust: _____ Clan ☐

Inner Sphere ☐

**Weapons & Equipment Inventory**

Standard Scale

| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |
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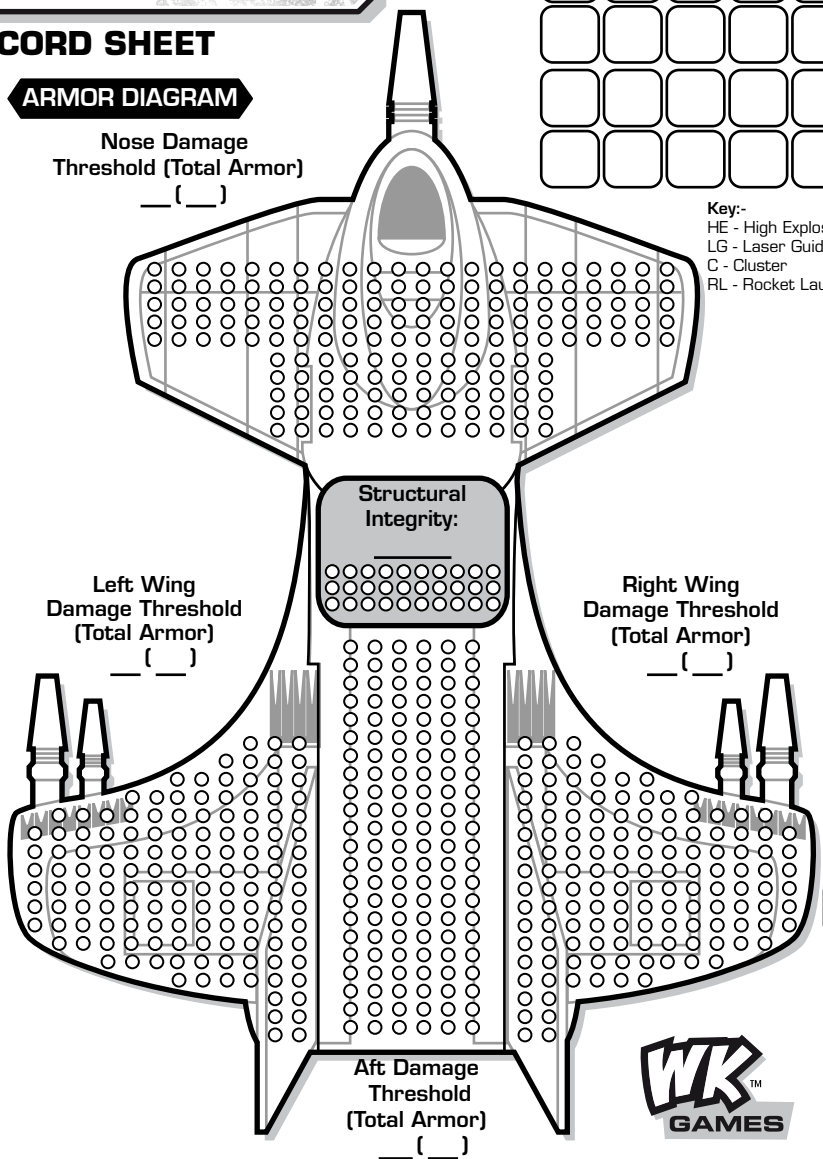
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |

Cost: _____ BV: _____

### ARMOR DIAGRAM

Nose Damage Threshold (Total Armor) __(__)




### EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

### NOTES

### CRITICAL DAMAGE

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

### PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

Heat Sinks: ___ (___)

Single ☐

Double ☐

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

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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CLASSIC BATTLETECH™

# AERODYNE SMALL CRAFT RECORD SHEET

## CRAFT DATA

Type: _____

Thrust: Tonnage: _____

Safe Thrust: _____ Tech Base:

Maximum Thrust: _____ Clan ☐

Inner Sphere ☐

### Weapons & Equipment Inventory

Standard Scale

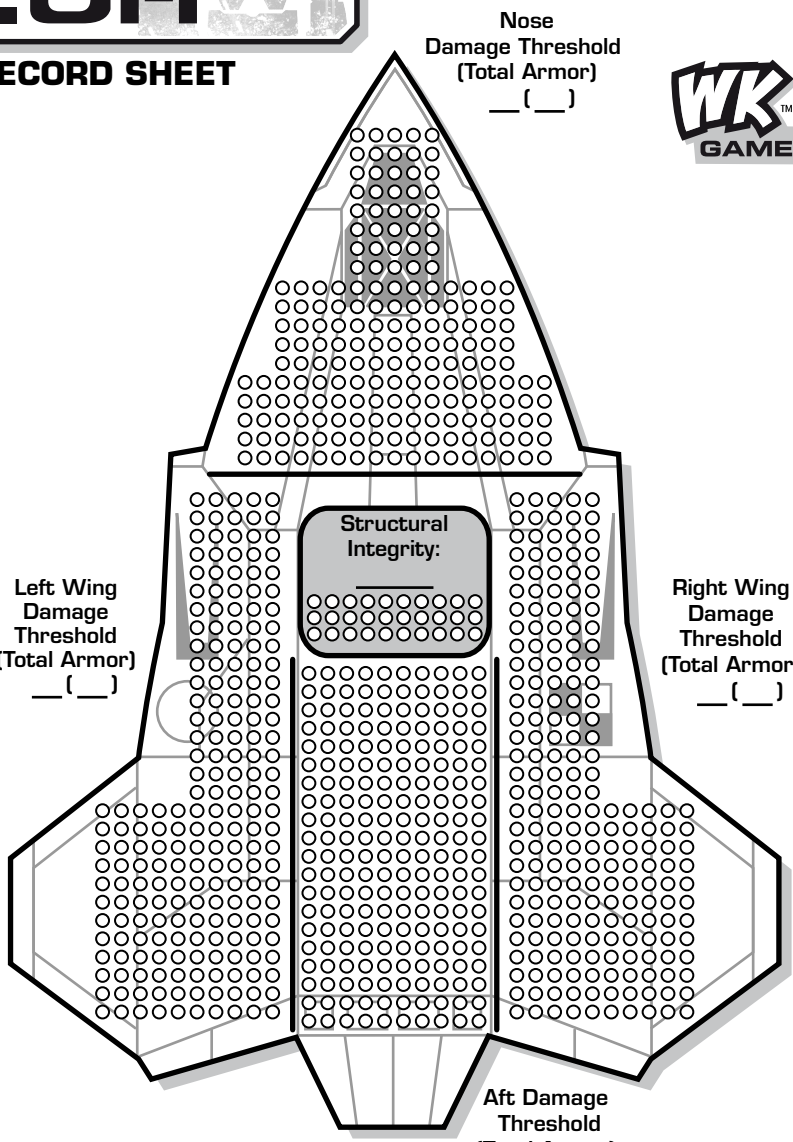
| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| — | _____ | — | — | — | — | — | — |
| — | _____ | — | — | — | — | — | — |
| — | _____ | — | — | — | — | — | — |
| — | _____ | — | — | — | — | — | — |
| — | _____ | — | — | — | — | — | — |
| — | _____ | — | — | — | — | — | — |
| — | _____ | — | — | — | — | — | — |
| — | _____ | — | — | — | — | — | — |
| — | _____ | — | — | — | — | — | — |
| — | _____ | — | — | — | — | — | — |
| — | _____ | — | — | — | — | — | — |
| — | _____ | — | — | — | — | — | — |

Cost: _____ BV: _____

## NOTES

## ARMOR DIAGRAM

Standard Scale




WK GAMES™

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 |

## CRITICAL DAMAGE

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

## PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

## HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

Heat Sinks: ___ (___)

○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

Single ☐

Double ☐

## VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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CLASSIC BATTLETECH™

# SPHEROID SMALL CRAFT RECORD SHEET

## CRAFT DATA

Type: _____

Thrust: _____ Tonnage: _____

Safe Thrust: _____ Tech Base:

Maximum Thrust: _____ Clan ☐

Inner Sphere ☐

### Weapons & Equipment Inventory

Standard Scale

| Qty | Type | Loc. | Ht | (0–6) SRV | (6–12) MRV | (13–20) LRV | (21–25) ERV |
|---|---|---|---|---|---|---|---|
| | | | | | | | |
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Cost: _____ BV: _____

## NOTES

## CRITICAL DAMAGE

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Engine | 2 | 4 | D |
| FCS | +2 | +4 | D | Gear | +5 | | |
| Sensors | +1 | +2 | +5 | Life Support | +2 | | |

## PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

| | | | | | | |
|---|---|---|---|---|---|---|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

## VELOCITY RECORD

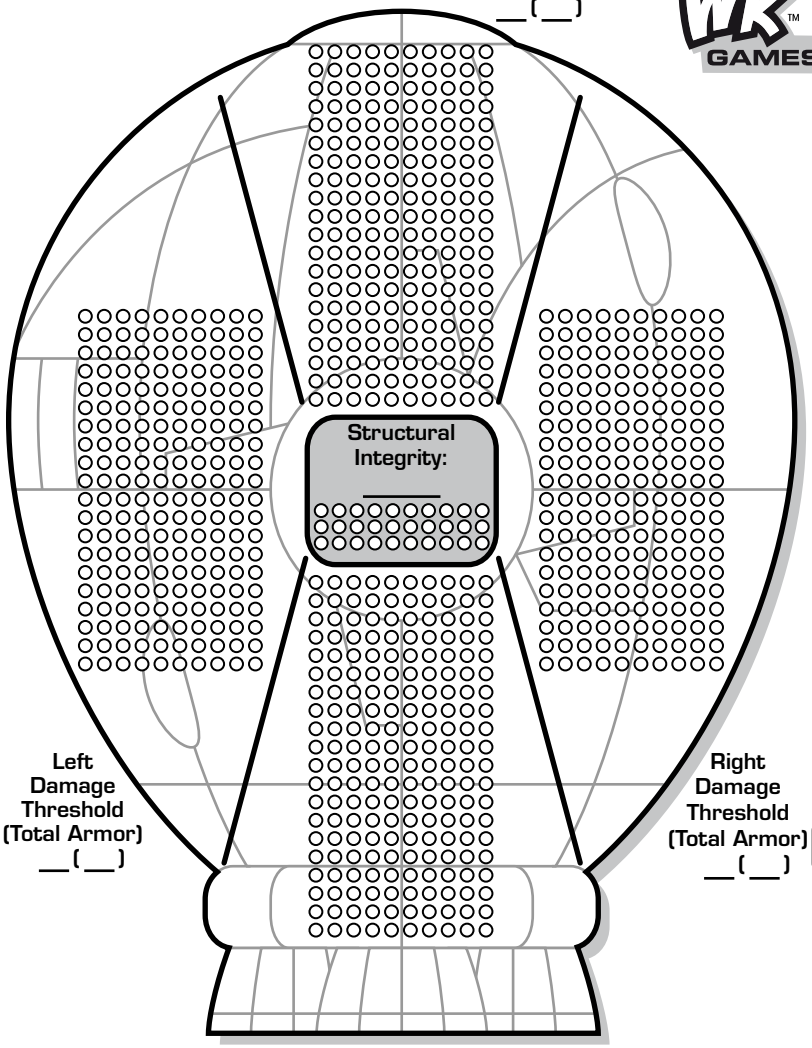
| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

## ARMOR DIAGRAM

Standard Scale

Nose
Damage Threshold
(Total Armor)
___(___)




Left
Damage
Threshold
(Total Armor)
___(___)

Right
Damage
Threshold
(Total Armor)
___(___)

Aft Damage Threshold
(Total Armor)
___(___)

## HEAT DATA

| Heat Level* | Effects |
|---|---|
| 30 | Shutdown |
| 28 | Ammo Exp. avoid on 8+ |
| 27 | Pilot Damage, avoid on 9+ |
| 26 | Shutdown, avoid on 10+ |
| 25 | Random Movement, avoid on 10+ |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Exp. avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | Pilot Damage, avoid on 6+ |
| 20 | Random Movement, avoid on 8+ |
| 19 | Ammo Exp. avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 15 | Random Movement, avoid on 7+ |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 10 | Random Movement, avoid on 6+ |
| 8 | +1 Modifier to Fire |
| 5 | Random Movement, avoid on 5+ |

Heat Sinks:
___ (___)

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Single ☐
Double ☐

Heat Scale

| |
|---|
| Overflow |
| 30* |
| 29 |
| 28* |
| 27* |
| 26* |
| 25* |
| 24* |
| 23* |
| 22* |
| 21* |
| 20* |
| 19* |
| 18* |
| 17* |
| 16 |
| 15* |
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| 13* |
| 12 |
| 11 |
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| 6 |
| 5* |
| 4 |
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| 1 |
| 0 |

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CLASSIC BATTLETECH™

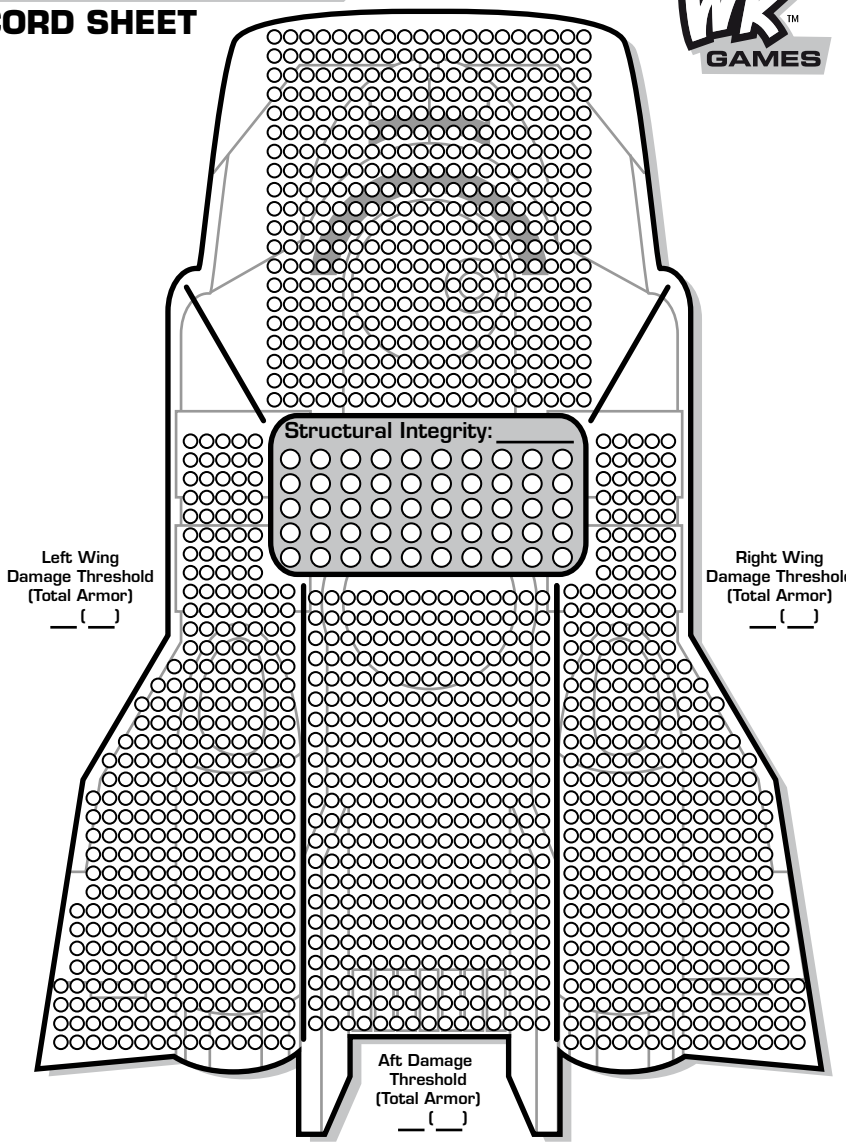
# AERODYNE DROPSHIP RECORD SHEET

Nose Damage Threshold (Total Armor) ___(___)

**ARMOR DIAGRAM**

Standard Scale

WK GAMES™




## DROPSHIP DATA

Type: _____

Name: _____ Tonnage: _____

Thrust: Tech Base:

Safe Thrust: _____ Clan ☐

Maximum Thrust: _____ Inner Sphere ☐

Fighters/Small Craft: ___/___ Launch Rate: _____

### Weapons & Equipment Inventory

| Capital Scale | | (1–12) | (13–24) | (25–40) | (41–50) | |
|---|---|---|---|---|---|---|
| Standard Scale | | (1–6) | (6–12) | (13–20) | (21–25) | |
| Bay | Loc | SRV | MRV | LRV | ERV | |
| | | | | | | |

Ammo: _____

Cost: _____ BV: _____

## NOTES

## CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Modifier | +1 | +2 | +3 | +4 | +5 | Incp. |

Crew: _____ Marines: _____

Passengers: _____ Elementals: _____

Other: _____ Battle Armor: _____

Life Boats/Escape Pods: ___/___

## CRITICAL DAMAGE

| | | | | | |
|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Gear | +5 |
| FCS | +2 | +4 | D | Life Support | +2 |
| Sensors | +1 | +2 | +5 | K-F Boom | D |
| Thrusters | | | | Docking Collar | D |
| Left | +1 | +2 | +3 | D | |
| Right | +1 | +2 | +3 | D | |
| Engine | –1 | –2 | –3 | –4 | –5 | D |

## VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

## HEAT DATA

Heat Sinks: ____(____)

Single ☐

Double ☐

Heat Generation Per Arc

Nose: ____ Aft: ____

Left Wing: Right Wing:

Fwd: ____ Fwd: ____

Aft: ____ Aft: ____

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# CLASSIC BATTLETECH™

## SPHEROID DROPSHIP RECORD SHEET

### DROPSHIP DATA

Type: _____

Name: _____ Tonnage: _____

Thrust: Tech Base:

Safe Thrust: _____ Clan ☐

Maximum Thrust: _____ Inner Sphere ☐

Fighters/Small Craft: ___/___ Launch Rate: _____

**Weapons & Equipment Inventory**

| Capital Scale | | | (1–12) | (13–24) | (25–40) | (41–50) |
|---|---|---|---|---|---|---|
| Standard Scale | | | (1–6) | (6–12) | (13–20) | (21–25) |
| Bay | Loc | SRV | MRV | LRV | ERV | |
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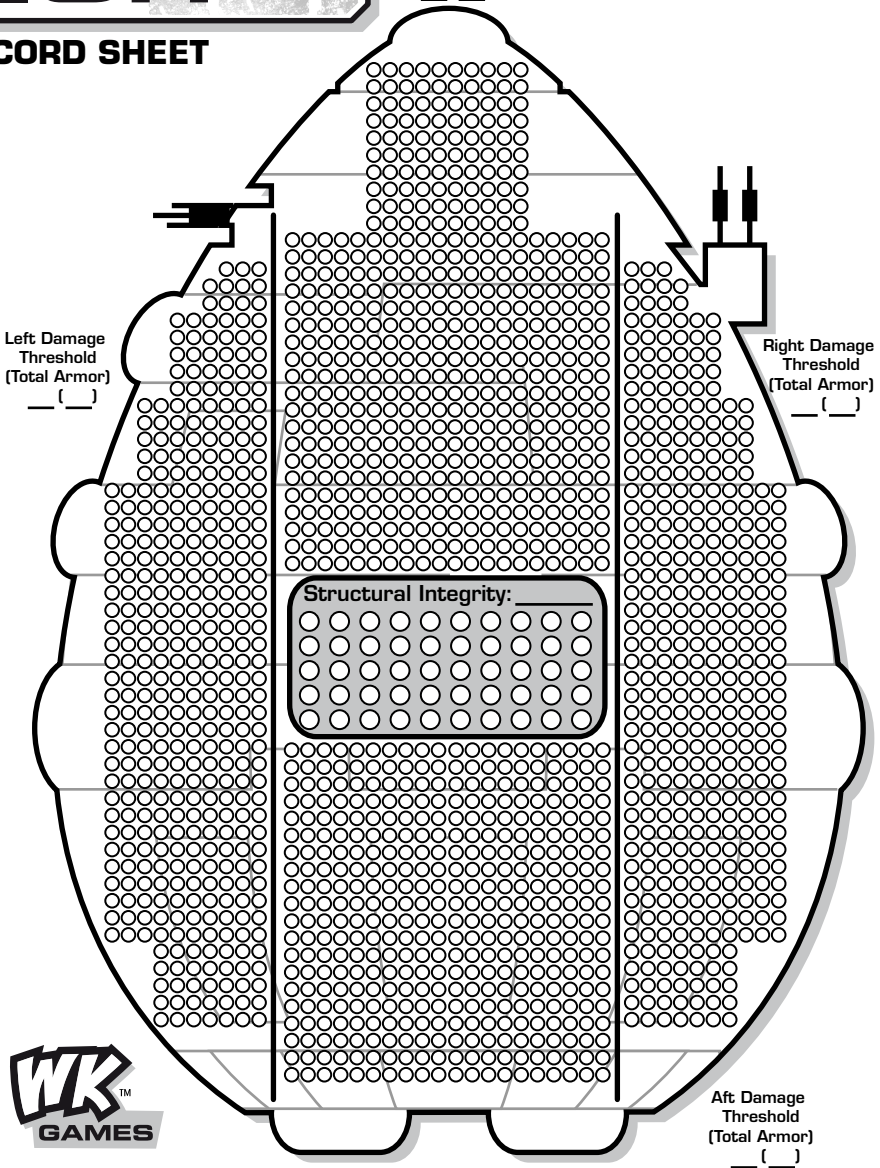
Ammo: _____

Cost: _____ BV: _____




ARMOR DIAGRAM

Standard Scale

WK GAMES™

### NOTES

### CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Modifier | +1 | +2 | +3 | +4 | +5 | Incp. |

Crew: _____ Marines: _____

Passengers: _____ Elementals: _____

Other: _____ Battle Armor: _____

Life Boats/Escape Pods: ___/___

### CRITICAL DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| Avionics | +1 | +2 | +5 | Gear | +5 | |
| FCS | +2 | +4 | D | Life Support | +2 | |
| Sensors | +1 | +2 | +5 | K-F Boom | D | |
| Thrusters | | | | Docking Collar | D | |
| Left | +1 | +2 | +3 | D | | |
| Right | +1 | +2 | +3 | D | | |
| Engine | –1 | –2 | –3 | –4 | –5 | D |

### VELOCITY RECORD

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

| Turn # | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

### HEAT DATA

Heat Sinks: ___(___)

Single ☐

Double ☐

Heat Generation Per Arc

Nose: _____ Aft: _____

Fore-Left: _____ Aft-Left: _____

Fore-Right: _____ Aft-Right: _____

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