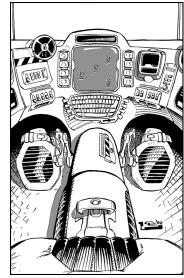


#### **'MECH RECORD SHEET**

Type:			
Movement Points: Walking: Running: Jumping:	Tonnage: Tech Base: Clan		
Weapons & Equip	ment Inventory (hexes)		
	Loc Ht Dmg Min Sht Med Lng		
_			
Cost:	BV:		

6.

WARRIC	)R	DΔ	TΑ	•		
Name:						
Gunnery Skill: Piloting Skill:						
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



#### ARMOR DIAGRAM Head ( Left Torso Right Torso 00000 0000 Center Left Arm Right Arm Torso Left Right Center Leg Leg Torso Rear ( 0000 0000 Left Right Torso Rear Torso Rear $(\underline{\phantom{a}})$ Heat

#### **CRITICAL HIT TABLE** Head Left Arm Right Arm 1. Life Support Sensors 2. Shoulder 1. Shoulder **Upper Arm Actuator** 3. Cockpit **Upper Arm Actuator** Lower Arm Actuator 4. Lower Arm Actuator 1-3 1-3 4. Hand Actuator Sensors 4. Hand Actuator Life Support 6. 5. 5. 6. Center Torso Engine 1. 2. Engine 2. 3. 4-6 4-6 Engine 4. 4. 4. Gyro 5. Gyro 6. 6. 6. Gyro 1. Gyro 2. Left Torso Engine Right Torso 3. Engine Engine 5. 3. 3. 1-3 6. 1-3 4. 4. 5. 5. Engine Hits OOO 6. 6. Gyro Hits OO 1. Sensor Hits OO 2. 2. 3. Life Support O 3. 4-6 4-6 4. 4. 5. 5. 6. 6. Left Leg Right Leg 1. Hip 1. Hip Upper Leg Actuator Upper Leg Actuator 3. Lower Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator Foot Actuator 5. 5.

Damage Transfer

Diagram

INTERNAL	STRUCTI	URE DIAGRAI	M Scale
	Head		Overflow
Left Torso (	] [°°]	Right Torso (	ַ ∫ רַ
$\mathcal{L}_{\mathcal{L}}}}}}}}}}$	$\mathbb{S}$		30*
	000		29
	100000		28*
ૄૺ૾ૺ	10000		27
Leit o			ight <b>26</b> *
Arm lo			\rm 25*
			<sup>]</sup> 24*
	Center	Right  CO	23*
ζ	0 10130	<b>\</b> \cappa_2	22*
Left of occurrence of occurrence			21
Leg $\int_0^{\infty}$	5	Pight Co Leg	20"
[ ] <b>(</b> %	,	["] <b>(</b> % <b>)</b>	19*
			18*
<b>∠</b> ° (		<u> </u>	17*
HEAT C	ATA		16
THEATT	AWA		15*
Heat Level*	Effects	Heat Sinks	لننا ا
Levei*	EHECUS	l l	13*

	181	2	18^
,			17*
m.	AT DATA		16
	AT DATA	$\overline{}$	15*
leat		Heat Sinks:	14*
<b>evel*</b> 30	<b>Shutdown</b>		13*
30 28	Ammo Exp. avoid on 8+		12
26	Shutdown, avoid on 10-	+ 888 <b> </b>	11
25 24	-5 Movement Points +4 Modifier to Fire	ŏŏŏ	10*
23	Ammo Exp. avoid on 6+	ÖÖÖ	9
22	Shutdown, avoid on 8+	000	8*
20 19	<ul> <li>4 Movement Points</li> <li>Ammo Exp. avoid on 4+</li> </ul>		7
18	Shutdown, avoid on 6+		6
17 15	+3 Modifier to Fire -3 Movement Points	888	5*
14	Shutdown, avoid on 4+	ŏŏŏ	4
13	+2 Modifier to Fire	Single	3
10 8	<ul><li>-2 Movement Points</li><li>+1 Modifier to Fire</li></ul>	~ <u>~ </u>	2
5	-1 Movement Points	Double $lacksquare$	1

0

6.

### ASSIC

	<u> </u>		
	GGED 'MECH RE		
'MECH DATA		WARRIOR D	DATA
Туре:		Name:	
Movement Points:	Tonnage:	Gunnery Skill:	-
Walking: Running:	Tech Base:	Hits Taken 1 Consciousness# 3	2 3 4 5
Jumping:	Inner Sphere	Consciousness#[3]	5   7  10 11
Weapons & Equipment In	ventory (hexes)		
Qty Type Loc H	It Dmg Min Sht Med Lng		
		ERREE .	
		7	
Cost:	BV:		
CRITICAL HIT TABLE		, <u>ущи</u> е	
	Head		
	<ol> <li>Life Support</li> <li>Sensors</li> </ol>		
	3. Cockpit 4.	D: 1	
Left Front Leg	5. Sensors	— Rigr 1. Hip	nt Front Le
2. Upper Leg Actuator	<b>6.</b> Life Support	2. Upp	er Leg Actuator
Lower Leg Actuator     Foot Actuator	Center Torso		er Leg Actuator t Actuator
5	_ 1. Engine _ 2. Engine	5	
6	3. Engine	6	
	4. Gyro 5. Gyro		
Left Torso	<b>6</b> . Gyro	Righ	nt Torso
1. 2.	<b>1</b> . Gyro <b>2</b> . Engine	1 2.	
1-3 <sup>3.</sup>	– 4-6 <sup>3.</sup> Engine	1-3 <sup>3.</sup> —	
5	_ <b> 4</b> . Engine _ <b>5</b>	1-3 <sub>4.</sub> 5	
6.	6.	6. <u></u>	
1. 2.	Engine Hits OOC	1. — 2. —	
4-6 4.	Gyro Hits OO	4-6 4.	
5	Sensor Hits OO	5.	
_	- Life Sunnort <b>△</b>		

Left Rear Leg

Foot Actuator

4.

5.

6.

Upper Leg Actuator

Lower Leg Actuator

#### Head ( 00000 00000 00000 0000 000 00 00000 00000 00000 00000 00000 00000 Left 00000 Right Torso Torso Center Torso Left Right Rear Leg Left Rear Leg Right Front Leg Front Leg Left Right Torso Rear Torso Rear Center Torso Rear (

INTERNAL STRUCTURE DIAGRAM

Head

0

0 0

Heat

Scale Overflox

30\*

29 28\* 27 26'

25'

Right Torso

Right Front Leg

ARMOR DIAGRAM

Right Front Leg	Left Tors (
Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator	Left Front L ()
Right Torso	Left Rear Le ()
Right Rear Leg	Heat Level 30 28 26 25 24 23 22

	23*
eft.	22*
	21
r Leg	20*
<u> </u>	19*
<i></i>	18*
	17*
	16
HEAT DATA	15*
leat Heat Sinks:	14*
evel* Effects()   30 Shutdown	13*
30 Shutdown 28 Ammo Exp. avoid on 8+	12
26 Shutdown, avoid on 10+	11
25 –5 Movement Points 24 +4 Modifier to Fire	10*
23 Ammo Exp. avoid on 6+ OOO	9
22 Shutdown, avoid on 8+	8*
20 –4 Movement Points 19 Ammo Exp. avoid on 4+	7
18 Shutdown, avoid on 6+	6
17 +3 Modifier to Fire	5*
15 -3 Movement Points QQQ	4
14 Shutdown avoid on 4+ OOO III	
14 Shutdown, avoid on 4+ OOO     13 +2 Modifier to Fire	3
	3

4.

5.

6.

Damage Transfer

Diagram

Upper Leg Actuator

Lower Leg Actuator

Foot Actuator



### PROTOMECH RECORD SHEET

PROTOMECH 1			
	WEAPONS INVENTORY	HIT LOCATIONS AND CRITICAL HITS	ARMOR DIAGRAM
Туре:	LOC. TYPE Dmg Min Sht Med Lng	2D6 LOCATION 1st HIT 2nd HIT 3rd HIT	Head
Tons:	Main Gun:	2 Main Gun Main Gun Destroyed	
Movement Points:	Left Arm:	4 Right Arm	
Walk/Run/Jump	Torso B:	5,9 Legs — 1 Walk MP 1/2 Walk MP No Move	Left Arm Torso
_/_/_	Ammo:	6,7,8 Torso	Legs
PILOT DATA		Destroyed  10 Left Arm	/ ° <b>/</b>
Name:	Hits Taken 1 2 3 4 5 6 Consciousness # 3 5 7 10 11 Dead	12 Head	$\begin{pmatrix} \circ \circ & \\ \circ \circ & \end{pmatrix} \begin{pmatrix} \circ \circ \\ \circ \circ \end{pmatrix}$
Gunnery Skill:		*Roll 1D6:	) · \
	Cost:C-bills BV:	1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed	
PROTOMECH 2			ARMOR DIAGRAM
Туре:	WEAPONS INVENTORY	HIT LOCATIONS AND CRITICAL HITS	Main Gun
Tons:	LOC. TYPE Dmg Min Sht Med Lng  Main Gun:	2D6 LOCATION 1st HIT 2nd HIT 3rd HIT 2 Main Gun Main Gun Destroyed	Head
Movement Points:	Right Arm:	4 Right Arm +1 to Hit Right Arm Destroyed	
Walk/Run/Jump	Left Arm:		Left Right
//	Torso B:	5,9 Legs	
	Ammo:	6,7,8 Torso	Legs O
PILOT DATA	Hits Taken 1 2 3 4 5 6	10 Left Arm +1 to Hit Left Arm Destroyed	
Name: Gunnery Skill:	Hits Taken   1   2   3   4   5   6   Consciousness #   3   5   7   10   11   Dead	12 Head	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \
Guillery Skill.	Cost: C-bills BV:	*Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed	$\mathcal{L}^{\circ}$
	CostObilis Bv	. 1, 18100 1100pm × 200010jun 0 1, 18100 1100pm 2 200010jun /	
PROTOMECH 3	AMEA DONG INIVENITORY	LUT LOCATIONS AND ODITION LUTS	ARMOR DIAGRAM
Туре:	WEAPONS INVENTORY LOC. TYPE Dmg Min Sht Med Lng	HIT LOCATIONS AND CRITICAL HITS 2D6 LOCATION 1st HIT 2nd HIT 3rd HIT	Main Gun
Tons:	Main Gun:	2 Main Gun Main Gun Destroyed	Head
Movement Points:	Right Arm:	4 Right Arm	
Walk/Run/Jump	Left Arm:	5,9 Legs —1 Walk MP 1/2 Walk MP No Move	Left Arm Torso
<u>_/_/_</u> _	Torso B:	6,7,8 Torso	S Torso 2
PILOT DATA		Destroyed	/° ^ ° \
Name:	Hits Taken 1 2 3 4 5 6	10 Left Arm	$\{\circ\circ(\ )\circ\circ\}$
Gunnery Skill:	Consciousness # 3 5 7 10 11 Dead	12 Head	
	Cost: C-bills BV:	*Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed	
PROTOMECH 4			
	WEAPONS INVENTORY	HIT LOCATIONS AND CRITICAL HITS	ARMOR DIAGRAM
Type:	LOC. TYPE Dmg Min Sht Med Lng	2D6 LOCATION 1st HIT 2nd HIT 3rd HIT	Head Head
Tons:	Main Gun:	2 Main Gun Main Gun Destroyed	
Movement Points:	Left Arm:	4 Right Arm +1 to Hit Right Arm Destroyed	Left Right
Walk/Run/Jump	Torso A:	5,9 Legs — 1 Walk MP — 1/2 Walk MP — No Move	Left Arm Torso
_/_/_	Ammo:	6,7,8 Torso	Legs
PILOT DATA		Destroyed  10 Left Arm	/ ° <b>/</b> ^ ° \
Name:	Hits Taken 1 2 3 4 5 6 Consciousness # 3 5 7 10 11 Dead	12 Head	$\begin{pmatrix} \circ \circ \begin{pmatrix} & & & \\ \circ \circ & & & \end{pmatrix} & \circ & \\ & & & & & \\ & & & & & \\ & & & &$
Gunnery Skill:	(0   0   7   10   11   Eccal	*Roll 1D6:	$\mathcal{L}^{\circ} \setminus \mathcal{L}^{\circ} \setminus \mathcal{L}^{\circ}$
	Cost:C-bills BV:	1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed	
PROTOMECH 5			ARMOR DIAGRAM
	WEAPONS INVENTORY	HIT LOCATIONS AND CRITICAL HITS	Main Gun
Type:	LOC. TYPE Dmg Min Sht Med Lng Main Gun:	2D6 LOCATION 1st HIT 2nd HIT 3rd HIT	Head
Tons:	Right Arm:	2 Main Gun Main Gun Destroyed	
Movement Points:	Left Arm:	4 Right Arm	Left Right
Walk/Run/Jump	Torso A:	5,9 Legs ——1 Walk MP — 1/2 Walk MP — No Move	Left S S S S S S S S S S S S S S S S S S S
_/_/_	Ammo:	6,7,8 Torso —1 Jump* 1/2 Jump* Proto Destroyed	Legs
PILOT DATA	Hite Taken	10 Left Arm +1 to Hit Left Arm Destroyed	
Name:	Hits Taken 1 2 3 4 5 6 Consciousness # 3 5 7 10 11 Dead	12 Head	$(\circ \circ ( ) \circ )$
Gunnery Skill:	C   3   7   10   11   Dead	*Roll 1D6:	/° \

BAR: Front Armor

#### **GROUND VEHICLE RECORD SHEET**

VEHICLE DATA	•
Type:	
Movement Points:	Tonnage:
Cruising:	Tech Base:
Flank:	Clan
Movement Type:	
Engine Type:	
	ent Inventory (hexes)
Qty Type	Loc Dmg Min Sht Med Lng
_	
_	
_	
_	
_	
Cost:	BV:
<u> </u>	

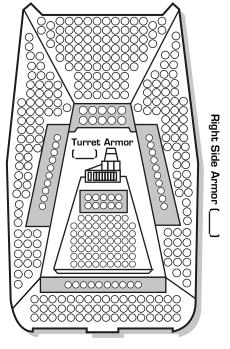
CREW DATA	
Crew:	
Gunnery Skill:	Driving Skill:
Commander Hit +1 Modifier to all Skill rolls	Driver Hit Modifier to Driving Skill rolls
CRITICAL DA	MAGE

CRITICAL	DAMAGE	١
Furret Locked	Fngine Hit.	

Sensor Hits		+1+2	+3[	D	
		Stabilizers	S		
Front		Left		Right	
Rear	$\Box$	Turret	$\Box$		

ത്രത്ത

•		
7		



Rear Armor



#### **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 slace only a Motive System Damage Table at right (see Combat, p. 192 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 Vehicle Type Modifiers: Tracked, Naval +0

Left Side Armor

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

<sup>\*</sup>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.



Front Armor

BAR:

	Year "Establish 27 - 1 1 20 % - South Sea
V.T.O.L. RECORD	SHEET
	CREW DATA

# CREW DATA Crew: Gunnery Skill: Co-Pilot Hit +1 Pilot Hit Modifier to all To-Hit rolls CRITICAL DAMAGE

			00000					Rot Arm (	tor nor _)
0		0					(	)	0
	Left Side Armor ()		000000	000		000000		Right Side Armor ()	
			Re	ar	Arr	nor			

Flight Stabilizer\* +3 Engine Hit Sensor Hits +1+2+3D
Stabilizers

Front Left Right Rear

\*Move at Cruising speed only

### NOTES

#### **VTOL COMBAT VEHICLE HIT LOCATION TABLE**

BV:

Cost:

		ATTACK DIRECTION	
2D6 Roll	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 VTDL. For each such attack, apply damage normally to the armor in that section. The attacking player then immediately rolls once on the VTDL 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
-1 or lower

0 1–2 3 TYPES OF PHYSICAL ATTACK ALLOWED

None All except Punch All except Kick Club and Physical Weapons only None

#### **VTOL COMBAT VEHICLE CRITICAL HITS TABLE**

#### LOCATION HIT

2D6 Roll	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

<sup>\*</sup>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.

#### NAVAL VEHICLE RECORD SHEET

VEHICLE DATA	
Type:	
Movement Points: Cruising: Flank: Movement Type: Engine Type:	
Weapons & Equipment	Inventory (hexes)
Qty Type	Loc Dmg Min Sht Med Lng
_	
	<u> </u>
Cost:	BV:

٠,					$\blacksquare$
4	7	W		1	$\mathbf{A}$
	-12	W	197	$\Lambda \Pi$	Δ

Crew:

Gunnery Skill:

**Driving Skill:** 

Engine Hit

Commander Hit +1 Modifier to all Skill rolls

+2 Driver Hit Modifier to Driving Skill rolls

Side

ĘĘ.

Right

#### CRITICAL DAMAGE

Turret Locked Sensor Hits

+1+2+3D Stabilizers

Front Rear

Left  $\Box$ Turret

#### **NOTES**

#### MOTIVE SYSTEM DMG. TABLE

2D6 Roll EFFECT\* 2-5 6-7 No effect 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

#### Attack Direction Modifier

immohile

Hit from rear Hit from the sides +2

Vehicle Type Modifiers: Naval +0

Hvdrofoil

\*All movement and Driving Skill Roll penalties are cumulative. If a unit's Cruising MP is reduced to O, 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.

+3

#### **NAVAL 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 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

§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 I turret, a turret hit strikes the armor on the side attacked

#### NAVAL COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT				
2D6 Roll	FRONT			
2–5	No Critical Hit			
6	Driver Hit			
7	Weapon Malfunction			
8	Stabilizer			
9	Sensors			
10	Commander Hit			
11	Weapon Destroyed			

SIDE No Critical Hit Cargo/Infantry Hit Weapon Malfunction Crew Stunned Stabilizer Weapon Destroyed Engine Hit

REAR No Critical Hit Weapon Malfunction Cargo/Infantry Hit Stabilizer Weapon Destroyed Engine Hit Ammunition \*\*

TURRET No Critical Hit Stabilizer Turret Jam Weapon Malfunction Turret Locks Weapon Destroyed Ammunition\* Turret Blown Off

DEPTH 3 2 Turn

ARMOR DIAGRAM

Front Armor

BAR:

\*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.

**ARMOR DIAGRAM** BAR: AIRSHIP RECORD SHEET Nose Damage AIRSHIP DATA Threshold 000000000 (Total Armor) 000000000 Type: bodoooobod Name: Tonnage: 000000000 Tech Base: 000000000 Thrust: 000000000 Safe Thrust: Clan 000000000 Maximum Thrust: Inner Sphere oobooodoo 000000000 Weapons & Equipment Inventory 000000000 (0-6) (6-12) (13-20) (21-25) 000000000 Qty Type Loc. Ht SRV MRV LRV ERV 00000000 000000000 000000000 Structural Integrity: odooooobo 000000000 000000000 000000000 Left Wing 000000000 Right Wing Damage Threshold Damage Threshold 000000000 (Total Armor) (Total Armor) 000000000 000000000 000000000 000000000 oodoodooo 0000000000 000000000 Ammo: Cost: BV: Aft Damage Threshold (Total Armor) **NOTES CRITICAL DAMAGE CREW DATA Avionics** Gear (+5 Gunnery Skill: Piloting Skill: Life +2 **FCS** 2 Hits Taken 3 4 5 6 Support +2 +3 Sensors +5 Incp. Modifier **Thrusters** Marines: Crew: Passengers: \_ Elementals: Left Other: Battle Armor: Right Life Boats/Escape Pods: **Engine VELOCITY RECORD** 10 AIRSHIP VELOCITY TABLE Thrust Thrust Points per Cycle Turn Velocity Effective Velocity 0.25 Altitude 0.5 0.75 Turn # 12 13 14 15 16 17 18 19 20 1.25 Thrust Velocity 2 25 Effective Velocity

Altitude

BAR	: Front Armor	
Rear Left Side Armor ( ) Front Left Side Armor ( )		Front Right Side Armor () Rear Right Side Armor ()
Turre	et Armor	тм

#### LARGE GROUND SUPPORT VEHICLE RECORD SHEET

VEHICLE DATA	<b>'</b>
Туре:	
Movement Points:	Tonnage:
Cruising:	Tech Base:
Flank:	Clan
Movement Type:	
Engine Type:	
Weapons & Equipme	ent Inventory (hexes)
Qty Type	Loc Dmg Min Sht Med Lng
_	
_	
_	
_	
Cost:	BV:

VEHICLE DATA

Crew:	
Gunnery Skill:	Driving Skill:
Commander Hit +1 Modifier to all Skill rolls	Driver Hit Modifier to Driving Skill rolls
CRITICAL DA	MAGE
Turret Locked	
= $-$	Engine Hit L
Stabiliz	
Front Left	Right
Rear Turre	et [
Norte	
NOTES	

#### LARGE GROUND SUPPORT VEHICLE HIT LOCATION TABLE

		ATTACK D	IRECTION	
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 *Cambat*, 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 *Cambat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect. Sift 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 TARLE

GAMES

	L 3131LIVI DAIVIAGE TABLE						
2D6 Roll 2–5 6–7 8–9	EFFECT* No effect Minor damage; +1 modifier to all Driving Skill Rolls Moderate damage; -1 Cruising MP, +2 modifier to all						
10–11	Driving Skill Rolls  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 No Hit from rear Hit from the sides	<b>Nodifier:</b> +1 +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							
FRONT	SIDE	REAR	TURRET				
No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit				
Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer				
Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam				
Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction				
Sensors	Stabilizer	Weapon Destroyed	Turret Locks				
Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed				
Weapon Destroyed	Engine Hit	Ammunition **	Ammunition **				
Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off				
	No Critical Hit Driver Hit Weapon Malfunction Stabilizer Sensors Commander Hit Weapon Destroyed	FRONT No Critical Hit Driver Hit Weapon Malfunction Stabilizer Sensors Commander Hit Weapon Destroyed SIDE No Critical Hit Cargo/Infantry Hit Weapon Malfunction Crew Stunned Stabilizer Weapon Destroyed Engine Hit	No Critical Hit Driver Hit Cargo/Infantry Hit Weapon Malfunction Weapon Malfunction Stabilizer Sensors Commander Hit Weapon Destroyed Engine Hit No Critical Hit Weapon Malfunction Cargo/Infantry Hit Weapon Malfunction Cargo/Infantry Hit Weapon Destroyed Stabilizer Weapon Destroyed Engine Hit Ammunition**				

<sup>\*</sup>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.

## TLETECH



CONVENTION	IAL II	NFAN	JTR\	Y: PL	ATO	ON/	POII	NT ′	<b>-</b>														
Gunnery Skill: Anti-'Mech Skill:	_	30 <b>K</b>	29 28	1	26 25 <b>K</b>	11.	23 22	21		19 1	8 17 N N	16 1	5 14 MP:	13	12 1	ype:	ķ	8 <b>K</b>		5	4	3 2	† †
CONVENTION	IAL II	MEAN	/ITR/	/: PL	ATO	ON/	POI	NT 8	<u>"</u>				_			71							$\equiv$
Gunnery Skill: Anti-'Mech Skill:	_		29 28 <b>K</b>		26 25 K		23 22			19 1	8 17 <b>6 9</b>	16 1	tt	13	12 1	ype:	t	*		5	4	3 2	† †
CONVENTION	IAL II	MFAN	JTR\	∕· PI	ΔΤΟ	ON/	POI	NT 3	2/	IVI	Oveiii	en i	VIF			ype.							<b>=</b>
Gunnery Skill: Anti-'Mech Skill:			29 28		26 25 K	—	23 22		<b>-</b>	19 1 M	8 17	*	5 14 MP: _	13	K	1 10	t	8		5	4	3 2	k k
CONVENTION	IAL II	NFAN	JTR\	: PL	ATO	ON/	POII	NT 4	<b>)</b> \-														
Gunnery Skill: Anti-'Mech Skill:	_	30	29 28	27	26 25 K	24	23 22	21	20	19 1	8 17 <b>1</b>	16 1	5 14	13	12 1	1 10	Å	*		5	4	3 2	† †
									<u>_</u>	М	ovem	ent l	MP: _	_	T	ype				_			
CONVENTION	IAL II	VFAI	JTR\	∕: PL	ATO	ON/	POI	NT 5	<b>3</b> /-														
Gunnery Skill: Anti-'Mech Skill:	_	30	29 28 <b>1</b>	27	26 25 K	24	23 22 <b>1 1</b>	21	20	19 1	8 17 <b>1</b>	16 1	5 14	13	12 1	1 10	9	8		5	<b>*</b>	3 2	t t
									<u> </u>	М	ovem	ent l	MP: _	_	T	ype	_						
	DAMAGE	<b>30 29</b> 16 15	28	Y DA  27 26  14 14  8 7	<b>25</b> 2	<b>EET 24 23</b> 12 12 7 6	<b>22 2</b> 11 1	21 20 11 10 6 6			NUMBE 17 16 9 8 5 4	<b>15</b>	7	<b>s</b> <b>3 12</b> 7 6 4 3	11 6 3	<b>10</b> 5 3	9 8 5 4 3 2	<b>7</b> 4 4	<b>6</b> 3 2	<b>5</b> 3	<b>4 3</b> 2 2 1 1	<b>2</b> 1	<b>1</b> 1
	SRM	17 16 15 14		15 15 13 13		13 13 12 11	11 1	2 11  0 10		10 9	10 9 8 8	8 7	8 7	7 7 6 6	6 5	6 5	5 4 4 4	4	3 3	3 2	2 2 2 1	1 1	1 0
*Damage is always applied in 2-point Damage Value groupings	LRM Flamer	13 12 14 14		11 11 13 12		10 10 12 11		9 9 10 10	8 9	8 9	7 7 8 8	6 7		5 5 6	5 5	4 5	4 4	3	3 3	2	2 1 2 1	1 1	0
CONVENT	IONAL I	NFANT	RY RA	ANGE N	MODIFI	ER TA	BLE			4	BURS	T-FIR	E WEA	PON	DAM	AGE	VS. C	ONVE	NTIO	VAL	INFAN	JTRY	TABLE
WEAPON TYPE		VINCE	I LIEVE	s (TO-HI	IT MODI	EIEDI			- 1	ш,	:N4EOL1		TOMEC	A B	ID 1/5		· c						

#### NON-INFANTRY WEAPON DAMAGE AGAINST INFANTRY TABLE

+2

0 +2

+4

+2 +2 +4 +4

+4 +2

> 0 +2 +2 +2

+4

+2 +4 +4

**WEAPON TYPE\*** Direct Fire (Ballistic or Energy) Cluster (Ballistic)
Pulse\*\* Cluster (Missile) Area-Effect (AE)

Rifle, Ballistic

Rifle, Energy

SRM

LRM

Burst-Fire

Heat-Effect Weapons

Flamer

Machine Guns

NUMBER OF CONVENTIONAL TROOPERS HIT† Damage Value / 10 Damage Value / 10 + 1 Damage Value / 10 + 2

Damage Value / 5 Damage Value / .5 See Burst-Fire Weapons Table See Heat-Effect Weapons‡

+4 +4 +4

-2 -2 -2

\_1

0

Ō

0 0

0

\*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).

MECHS, PROTOMECHS AND VEHICLES

WEAPON DAMAGE vs. CONVENTIONAL INFANTRY AP Gauss Rifle 2D6 Light Machine Gun 1D6 206 Machine Gun Heavy Machine Gun 3D6 Small/Micro Pulse Laser 206 4D6 Flamer

BATTLE ARMOR

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





	<u> </u>	
BATTLE ARMOR: SQUAD/POINT 1		LEG ATTACKS TABLE
Type: Anti-'Mech Skill:		BATTLE ARMOR BASE TO-HIT TROOPERS ACTIVE MODIFIER
Ground MP: Other MP ( ):		4–6 0
Weapons & Equip. Dmg Min Sht Med Lng		3 +2 2 +5
	4 % 00000000000000000000000000000000000	1 +7
	5 % 00000000000000000000000000000000000	SWARM ATTACKS TABLE
Mechanized: Swarm: Leg: AP:	<b>6 6 0</b> 0000000000000000000000000000	BATTLE ARMOR BASE TO-HIT
	Armor:[/]	TROOPERS ACTIVE MODIFIER
BATTLE ARMOR: SQUAD/POINT 2		4-6 +2 1-3 +5
Туре:	1 0000000000000000000000000000000000000	
Gunnery Skill:   Anti-'Mech Skill:		SWARM ATTACK MODIFIERS TABLE
Weapons & Equip. Dmg Min Sht Med Lng		ATTACKING ENEMY FRIENDLY MECHANIZED BATTLE BATTLE ARMOR ARMOR TROOPERS ACTIVE
l —————— – – – –	<b>4 6</b> 0000000000000000000000000000000000	TROOPERS ACTIVE 1 2 3 4 5 6 6 +0 +0 +0 +0 +1 +2
	5 0000000000000000000000000000000000000	5 +0 +0 +0 +1 +2 +3 4 +0 +0 +1 +2 +3 +4
Mechanized: Swarm: Leg: AP:	<b>6 6 0</b> 0000000000000000000000000000	3 +0 +1 +2 +3 +4 +5
Wechanized. Swarm. Leg. Ar.	Armor:(/]	2 +1 +2 +3 +4 +5 +6 1 +2 +3 +4 +5 +6 +7
BATTLE ARMOR: SQUAD/POINT 3		BATTLE ARMOR EQUIPMENT
Туре:	1 0000000000000000000000000000000000000	Claws with magnets -1
Gunnery Skill: Anti-'Mech Skill: Ground MP: Other MP ( ):		SITUATION*  'Mech prone -2
Weapons & Equip. Dmg Min Sht Med Lng		'Mech or vehicle immobile –4 Vehicle –2
	4 % 00000000000000000000000000000000000	*Modifiers are cumulative
	<b>5 6 0 0 0 0 0 0 0 0 0 0</b>	
Mechanized: Swarm: Leg: AP:	<b>6 0</b> 00000000000000000000000000000000	SWARM ATTACKS HIT LOCATION TABLE
	Armor: [_/_/_]	2D6 BIPEDAL FOUR-LEGGED ROLL LOCATION LOCATION
BATTLE ARMOR: SQUAD/POINT 4		2 Head Head 3 Rear Center Torso Front Right Torso
Type:	1 0000000000000000000000000000000000000	4 Rear Right Torso Rear Center Torso 5 Front Right Torso Rear Right Torso
Gunnery Skill: Anti-'Mech Skill: Ground MP: Other MP ( ):	2 0000000000000000000000000000000000000	6 Right Arm Front Right Torso 7 Front Center Torso Front Center Torso
Weapons & Equip. Dmg Min Sht Med Lng	<b>3 0</b> 000000000000000000000000000000000	8 Left Arm Front Left Torso 9 Front Left Torso Rear Left Torso
	4 % 00000000000000000000000000000000000	10 Rear Left Torso Rear Center Torso 11 Rear Center Torso Front Left Torso
	5 -000000000000000000000000000000000000	12 Head Head Head
Mechanized: Swarm: Leg: AP:	<b>6 6 0</b> 00000000000000000000000000000	
	Armor:[_//]	TRANSPORT POSITIONS TABLE TROOPER 'MECH VEHICLE
BATTLE ARMOR: SQUAD/POINT 5		NUMBER LOCATION LOCATION  1 Right Torso Right Side
Type:	1 0000000000000000000000000000000000000	2 Left Torso Right Side 3 Right Torso (rear) Left Side
Gunnery Skill: Anti-'Mech Skill: Ground MP: Other MP ( ):	2 0000000000000000000000000000000000000	4 Left Torso (rear) Left Side 5 Center Torso (rear) Rear
Weapons & Equip. Dmg Min Sht Med Lng	3 % 00000000000000000000000000000000000	6 Center Torso Rear TROOPER LARGE SUPPORT
<u> </u>	4 0000000000000000000000000000000000000	NUMBER VEHICLE LOCATION* 1 Right Side (Unit 1/Unit 2)
	5 % 00000000000000000000000000000000000	2 Right Side (Unit 1/Unit 2) 3 Left Side (Unit 1/Unit 2)
Mechanized: Swarm: Leg: AP:	<b>6 6 0</b> 0000000000000000000000000000	4 Left Side (Unit 1/Unit 2) 5 Rear (Unit 1/Unit 2) 6 Rear (Unit 1/Unit 2)
	Armor: [ / / ]	*Unit 1 and Unit 2 represent two battle armor units

\*Unit 1 and Unit 2 represent two battle armor units

	тм	
BATTLET	ECH	EXTERNAL STORES/BOMBS
CONVENTIONAL FIGHTER	RECORD SHEET	
FIGHTER DATA  Type: Thrust: Tonnage: Safe Thrust: Tech Base: Maximum Thrust: Clan VSTOL STOL Inner Sphere	ARMOR DIAGRAM  BAR:  Nose Damage Threshold (Total Armor)()	Key:-  HE - High Explosive LG - Laser Guided C - Cluster
Weapons & Equipment Inventory           Standard Scale         (0-6) (6-12) (13-20) (21-25)           Qty Type         Loc. Ht SRV MRV LRV ERV           —         —		RL - Rocket Launcher
Cost:BV:	Left Wing Damage Threshold (Total Armor)  [ ]	Right Wing Damage Threshold (Total Armor) ()
		00000 000000 00000000 0000000000000000
CRITICAL DAMAGE  Avionics +1 +2 +5 Engine 2 4 D  FCS +2 +4 D Gear +5  Sensors +1 +2 +5 Life Support +2  VELOCITY RECORD	Name:	8 8 12 14 16 20 20 26 24 32 28 38 32 44 36 50 40 56 44 62
Turn # 1 2 3 4 5  Thrust  Velocity  Effective Velocity  Altitude	6 7 8 9 10 11 12 Velocity a	48 68 52 74 above 12 is not possible on ground maps.

### SAFE

FIGHTER RETURN TABLE

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

18

19

20

Turn #

Thrust Velocity Effective Velocity Altitude 12

13

14

15

16

17

BATTLET		EXTERNAL STORES/BOMBS
AEROSPACE FIGHTER RI  FIGHTER DATA  Type: Thrust:	ARMOR DIAGRAM  Nose Damage Threshold (Total Armor)  OOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOO	Key:-   HE - High Explosive   LG - Laser Guided   C - Cluster     RL - Rocket Launcher
Cost:	Left Wing Damage Threshold (Total Armor)   OCCUPATION  After The State of Control of Con	Right Wing Damage Threshold (Total Armor)
CRITICAL DAMAGE	PILOT DATA   Name:   Piloting Skill:   Piloting Skill:   Piloting Skill:   Hits Taken   1   2   3   4   5   6     6     3   5   7   10   11   Dead   Modifier   +1   +2   +3   +4   +5	### Tabata    Heat   Level * Effects   Heat Sinks:   20*   2

Standard Scale

		Nose ▲ Damage Threshold	
AERODYNE SMALL CRAFT CRAFT DATA		(Total Armor)	TT3 <sup>M</sup>
Type: Tonnage: Safe Thrust: Tech Base: Clan Inner Sphere			GAMES
Weapons & Equipment Inventory           Standard Scale         (0-6) (6-12) (13-20) (21-25)           Qty Type         Loc. Ht SRV MRV LRV ERV           — — — — — — — — — — — — — — — — — — —	00000 0000000 0000000 0000000 0000000	000000000000000000000000000000000000000	
	Left Wing Damage Threshold (Total Armor)  —[]	00000   00000   00000   000000   000000	Right Wing Damage Threshold (Total Armor)()
Cost:BV:	00000 00000 00000 00000 000000000 000000	0000000 000000000000000000000000000000	Hea Scal
		Aft Damage Threshold [Total Armor]	200 29 28 27 26 25 24
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	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	1 000   17 1000   16 1000   15 1000   14
VELOCITY RECORD	6 7 8 9 10 16 17 18 19 20	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+ 11 Hodifier to Fire 12 Random Movement avoid on 6+ 13 +1 Modifier to Fire	13° 12° 11° 10° 10° 10° 10° 10° 10° 10° 10° 10



Standard Scale

Nose

SPHEROID SMALL CRAFT	RECORD SHEET	Damage Threshold (Total Armor)	(HTP)
SPHEROID SMALL CRAFT  CRAFT DATA  Type:  Thrust: Tonnage: Safe Thrust: Tech Base: Maximum Thrust: Clan Inner Sphere  Weapons & Equipment Inventory Standard Scale (0-6) (6-12) (13-20) (21-25)  Gty Type Loc. Ht SRV MRV LRV ERV		[Total Armor] []  00000000 00000000 00000000000000	0000 0000 0000 0000 0000 0000 0000 0000
Cost: BV:	Left Damage Threshold (Total Armor)  Aft Damage T (Total Armor)	nor)	Right Damage Threshold (Total Armor)
CRITICAL DAMAGE           Avionics         +1         +2         +5         Engine         2         4         D           FCS         +2         +4         D         Gear         +5           Sensors         +1         +2         +5         Life Support         +2           VELOCITY RECORD         Turn #         1         2         3         4         5           Thrust         Velocity         Effective Velocity         Altitude         11         12         13         14         15           Turn #         Turn #         11         12         13         14         15           Thrust         Velocity         Effective Velocity         Altitude         Altitude         Altitude	PILOT DATA  Name:  Gunnery Skill: Piloting Skill:  Hits Taken	HEAT DATA  Heat Level* Effects  30 Shutdown 28 Ammo Exp. avoid on 8 27 Pilot Damage, avoid on 9+ 26 Shutdown, 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+ 22 Shutdown, avoid on 8- 21 Pilot Damage, avoid on 6+ 23 Ammo Exp. avoid on 6- 24 Handom Movemer avoid on 8+ 25 Ammo Exp. avoid on 6- 26 Shutdown, avoid on 6- 27 Handom Movemer avoid on 7+ 28 Amdown, avoid on 6- 29 Shutdown, avoid on 6- 29 Ammo Exp. avoid on 6- 20 Ammo Exp. avoid on 6- 20 Ammo Exp. avoid on 6- 21 Handom Movemer avoid on 6- 21 Handom Movemer avoid on 6- 22 Ammo Exp. avoid on 6- 23 Ammo Exp. avoid on 6- 24 Ammo Exp. avoid on 6- 25 Ammo Movemer avoid on 6- 26 Ammo Movemer avoid on 6- 27 Ammo Exp. avoid on 6- 28 Ammo Exp. avoid on 6- 29 Ammo Exp. avoid on 6- 20 Ammo Exp. avoid on 6- 21 Ammo Exp. avoid on 6- 22 Ammo Exp. avoid on 6- 23 Ammo Exp. avoid on 6- 24 Ammo Exp. avoid on 6- 25 Ammo Exp. avoid on 6- 26 Ammo Exp. avoid on 6- 27 Ammo Exp. avoid on 6- 28 Ammo Exp. avoid on 6- 29 Ammo Exp. avoid on 6- 20 Ammo Exp. avoid on 6- 20 Ammo Exp. avoid on 6- 20 Ammo Exp. avoid on 6- 21 Ammo Exp. avoid on 6- 22 Ammo Exp. avoid on 6- 23 Ammo Exp. avoid on 6- 24 Ammo Exp. avoid on 6- 25 Ammo Exp. avoid on 6- 26 Ammo Exp. avoid on 6- 27 Ammo Exp. avoid on 6- 29 Ammo Exp. avoid on 6- 20 Ammo Exp. avoid on 6- 20 Ammo Exp. avoid on 6- 20 Ammo Exp. avoid on 6- 21 Ammo Exp. avoid on 6- 22 Ammo Exp. avoid on 6- 23 Ammo Exp. avoid on 6- 24 Ammo Exp. avoid on 6- 25 Ammo Exp. avoid on 6- 26 Ammo Exp. avoid on 6- 27 Ammo Exp. avoid on 6- 28 Ammo Exp. avoid on 6- 29 Ammo Exp. avoid on 6- 20 Ammo Exp. avoid on 6- 21 Ammo Exp. avoid on 6- 22 Ammo Exp. avoid	Heat Sinks: 20*  19* 18* 17* 16d

	SIC.				_						Nose Damage Threshold (Total Armor)			OR DIA	
				OPS				CB, 763	5540 (7)	00000	_(_)	200000			ТМ
DROPSHIP C Type: Name: Thrust: Safe Thrust: Maximum Thrust Fighters/Small Cri		To	<b>ch Base</b> Clan Inner Sp	: here						00000 00000 00000 00000 00000 00000 0000			000000000000000000000000000000000000000	GAN	MES .
				-24) (25-4) (13-2) (13-			Left V Damage T (Total A	Ving hreshold rmor) )  OCO OOOC OOOC OOOC OOOOC		Structure   Stru	Color			Righ Damage (Tota — — — — — — — — — — — — — — — — — — —	at Wing Threshold Armor) () ()
Cost:		B\					000	00000			Aft Damage Threshold (Total Armor)		000000	000000	
NOTES						Gur H Crev	nnery Sk lits Taken Modifier w: sengers: er:	1 2	Piloting  3 4 2 +3 +4 Marines: Elementa Battle Ar	5 6 1 +5 Incp.	CRITIC Avionics FCS Sensors Thrusters Left	AL DA +1 +2 +2 +4 +1 +2 +1 +2	) +5 G ) D L ) +5 K	ear ife upport -F Boom ocking ollar	+5 +2 D
Turn # Thrust Velocity Effective Velocity	1	2	3	4	5	6	7	8	9	10	Right	+1 +2 -1 -2	-3		
Altitude  Turn #  Thrust  Velocity  Effective Velocity	11	12	13	14	15	16	17	18	19	20	HEAT Heat Sinks( Single		-	tion Per Aft: Right Win Fwd:	-1

Altitude

Double  $\square$ 

Aft:

		LE	T	E	SI				lose Damage Threshold Total Armor			R DIAGRAM
S	PHEROID	DROP	SHIP R	ECORI	D SHE	ET						
DROPSHIP Type: Name: Thrust: Safe Thrust: Maximum Thrus Fighters/Small Cr	To	ech Base:			_							<u> </u>
Fighters/Small Cr	raft:/ La	aunch Rate: _	_			<b>-/</b> 0000						
Weapons & Equ Capital Scale Standard Scale Bay	Loc	ntory (1-12) (13-24) (2 (1-6) (6-12) (1 SRV MRV L	5-40) (41-50) 3-20) (21-25) .RV ERV	Left Dar Thresi (Total Ar (	mage nold rmor)							Right Damag Threshold (Total Armo
							0000	00000		00000		
Ammo:			   	[ [T]								Aft Damage
5535				G	AMES				$\overline{}$		$\mathcal{F}^{-}$	Threshold Total Armor) ( )
NOTES				Gunner Hits T Mo Crew: Passeng Other:	Taken 1 1	Piloting 2 3 4 -2 +3 +4  Marines: Elemental Battle Arr	5 6 +5 Incp.		CRITIC Avionics FCS Sensors Thrusters Left	CAL DAI  +1 +2  +2 +4  +1 +2  s  +1 +2	+5 Gea D Life Sup +5 K-F	ar +5 pport +2 s Boom D cking
VELOCITY F	RECORD								Right			
Turn # Thrust Velocity Effective Velocity Altitude	1 2	3 4	5	6	7 8	9	10		Engine	-1 -2 DATA	3 4	-5 D
Turn # Thrust	11 12	13 14	15	16 1	17 18	19	20		Heat Sink			on Per Arc
Velocity Effective Velocity Altitude								$\prod$	Single (	_		Aft-Left: