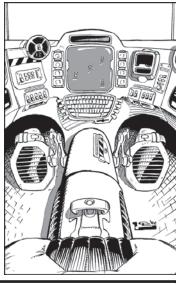


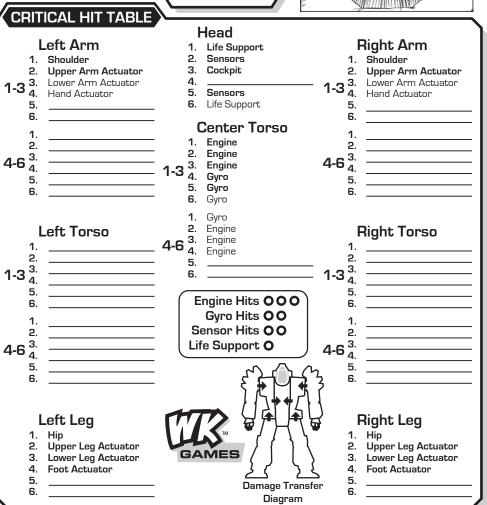
'MECH RECORD SHEET

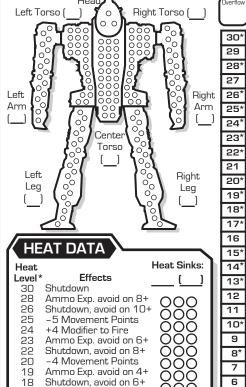
'MECH DATA Type:	
Movement Points: Walking: Running: Jumping:	Tonnage: Tech Base: Clan
Weapons & Equipn	nent Inventory (hexes)
Qty Type	Loc Ht Dmg Min Sht Med Lng
_	- — — — — — —
	- — — — — — —
	- – – – – – –
	- — — — — — —
Cost:	BV:

WARRIOR DATA						
Name:						
Gunnery Skill:		_	Pilot	ing S	Skill:	
Hits Taken	1	2	3	4		6
Hits Taken 1 2 3 4 5 6 Consciousness# 3 5 7 10 11 Dead						



ARMOR DIAGRAM Head (Right Torso Left Torso 00000 00 00 Center Left Arm Right Arm Torso Left Right Center Leg Leg Torso ŏŏ Rear (0000 0000 Right Left Torso Rear Torso Rear Heat





+3 Modifier to Fire

+2 Modifier to Fire

+1 Modifier to Fire

-3 Movement Points

Shutdown, avoid on 4+

-2 Movement Points

-1 Movement Points

INTERNAL STRUCTURE DIAGRAM

Scale

5*

4

3

2

1

0

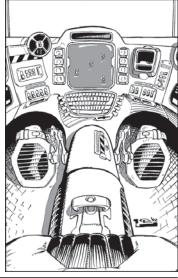
Single

Double

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA Type:	
Movement Points:	Tonnage:
Walking: Running: Jumping:	Tech Base: Clan
Weapons & Equipn	nent Inventory (hexes)
Qty Type	Loc Ht Dmg Min Sht Med Lng
_	. — — — — —
_	
	. — — — — —
Cost:	BV:
CDITICAL LUIT I	EARLE

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



ARMOR DIAGRAM Head (00000 00000 00000 0000 000 00 00000 00000 00000 00000 00000 00000 00000 Left Right 00 00 Torso Torso Center Torso Left Right Rear Leg Rear Leg Left Right Front Leg Front Leg Left Right Torso Rear Torso Rear Center Torso Rear Heat INTERNAL STRUCTURE DIAGRAM

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

INTERNAL STRUCTURE DIAGRAM	Scale
Left Head Right	Overflow
Torso	
	30*
1 0000 0000 0000 5	29
\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	28*
	27
Left Right	26*
Front Leg College College Front Leg	25*
	24*
	23*
	22*
	21
	20*
	19*
<i>ૢ</i> ૢ૾ૢૢૢૢૢૺ૱૾ઽ ૱૾ઽૺૢૢ૾૾ૢૺ	18*
	17*
LICATIDATA	16
HEAT DATA	15*

$\int_{0}^{\infty} \left\{ 2^{\infty} S - 2^{\infty} S \right\}_{0}^{\infty} \left\{ -2^{\infty} S \right\}_{0}^{\infty} \left$	18*
ت	17*
HEAT DATA	16
	15*
Heat Sinks:	14*
Level* Effects []	13*
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+ OOO 20 -4 Movement Points	8*
20 -4 Movement Points 000	7
18 Shutdown, avoid on 6+	6
17 +3 Modifier to Fire 15 -3 Movement Points	5*
14 Shutdown, avoid on 4+ OOO	4
13 +2 Modifier to Fire	3
8 +1 Modifier to Fire	2
5 –1 Movement Points Double	1
	0

Damage Transfer Diagram



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	
Tons:	Main Gun:	2 Main Gun Main Gun Destroyed	Head
Movement Points:	Left Arm:	4 Right Arm +1 to Hit Right Arm Destroyed	
Walk/Run/Jump	Torso A:	5,9 Legs -1 Walk MP 1/2 Walk MP No Move	Left Right Arm
//_	Ammo:	6,7,8 Torso	Legs
PILOT DATA		Destroyed 10 Left Arm	/ ° / ^ ° \
Name:	Hits Taken 1 2 3 4 5 6 Consciousness # 3 5 7 10 11 Dead	12 Head	$\begin{pmatrix} \circ \circ \begin{pmatrix} & & & \\ \circ \circ & & & \end{pmatrix} & \circ & \end{pmatrix}$
Gunnery Skill:		*Roll 1D6:	<i>)</i>
	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	Head
Movement Points:	Right Arm:	2 Main Gun Main Gun Destroyed	
	Left Arm:	4 Right Arm +1 to Hit Right Arm Destroyed	Left Right
Walk/Run/Jump	Torso A: Torso B:	5,9 Legs	
//_	Ammo:	6,7,8 Torso —1 Jump* 1/2 Jump* Proto Destroyed	Legs 0
PILOT DATA		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	(
Gunnery Skill:	<u> </u>	*Roll 1D6:	/° \
	Cost:C-bills BV:	1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed	
PROTOMECH 3			ARMOR DIAGRAM
Type:	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	Head
Movement Points:	Right Arm:	2 Main Gun Main Gun Destroyed	
	Left Arm:	4 Right Arm	Left Right Arm
Walk/Run/Jump	Torso A:	5,9 Legs	
//_	Ammo:	6,7,8 Torso —1 Jump* 1/2 Jump* Proto Destroyed	Legs
PILOT DATA	Hits Taken 1 2 3 4 5 6	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	(
Gunnery Skill:	Cost: C-bills BV:	*Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed	/°
	CostCost.	1-2, 10130 secupon A Bessi oyea, 0-4, 10130 secupon B Bessi oyea	
PROTOMECH 4			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 +1 to Hit Right Arm Destroyed	
Walk/Run/Jump	Left Arm:		Left Right Arm
/ /	Torso B:	5,9 Legs	Arm Joseph Legs
	Ammo:	6,7,8 Torso —1 Jump* 1/2 Jump* Proto Destroyed	
PILOT DATA Name:	Hits Taken 1 2 3 4 5 6	10 Left Arm	{
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	
			<u> </u>
PROTOMECH 5	VAVEA DONIC INIVENITORY	LUT LOCATIONIC AND CRITICAL LUTC	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	Main Gun Head
Movement Points:	Right Arm:	4 Right Arm	
Walk/Run/Jump	Torso A:	5,9 Legs	Left Arm Torso
//_	Torso B:	6,7,8 Torso	Legs
		Destroyed	/° ^ ° \
PILOT DATA Name:	Hits Taken 1 2 3 4 5 6	10 Left Arm +1 to Hit Left Arm Destroyed	(00)
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	

BAR: Front Armor

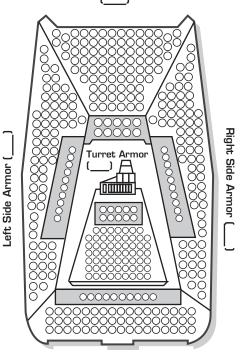
GROUND VEHICLE RECORD SHEET

VEHICLE DATA	
Type:	
Movement Points: Cruising: Flank: Movement Type: Engine Type:	Tonnage: Tech Base: Clan
Weapons & Equipmer	nt Inventory (hexes)
Qty Type	Loc Dmg Min Sht Med Lng
Cost:	BV:

CREW DATA Crew: Gunnery Skill: **Driving Skill:** Commander Hit [+1] Driver Hit Modifier to all Skill rolls Modifier to Driving Skill rolls CRITICAL DAMAGE Turret Locked Engine Hit Sensor Hits +1+2+3D Motive System Hits

Stabilizers

Front Rear		Left Turre	t 📙	Right	
NOT	ES				
TOM	TES	`			



Rear Armor



GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has

To 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 turnet, a turnet 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 Sk	ill Rolls
8-9	Moderate dam Driving Skill Ro	nage; –1 Cruising MP, +2 mod olls	difier to all
10–11		; only half Cruising MP (round all Driving Skill Rolls	d fractions up),
12+	Major damage Vehicle is imm	; no movement for the rest o obile.	f the game.
tack Direction I	Modifier:	Vehicle Type Modifiers:	
t from rear	+1	Tracked, Naval	+0

Hit from the sides Wheeled +3 Hovercraft, Hydrofoil WiGE

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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.



BAR: _____ Front Armor

GROUND VEHICLE RECORD SHEET

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

CREW DATA

Gunnery Skill: ____ Driving Skill:

Commander Hit +1 Driver Hit Modifier to all Skill rolls Skill rolls

CRITICAL DAMAGE

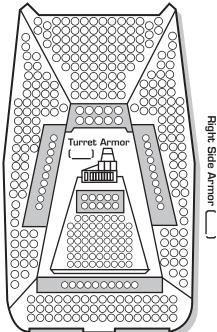
Turret Locked Engine Hit

Sensor Hits +1+2+3 D

Motive System Hits +1+2+3

Stabilizers
Front Left Right Rear Turret

Left Side Armor (____)



Rear Armor



BATTLETECH

GROUND VEHICLE RECORD SHEET

Type:	
Movement Points: Cruising: Flank: Movement Type: Engine Type:	
Weapons & Equipment	t Inventory (hexes)
Qty Type	Loc Dmg Min Sht Med Lng
- -	
_	
Cost:	BV:

CF	SE/	N	D	4T	Ά	

Crew: ____

Modifier to all Skill rolls

NOTES

Gunnery Skill: ____ [
Commander Hit +1]

Driving Skill:

Driver Hit
Modifier to Driving
Skill rolls

CRITICAL DAMAGE

Turret Locked Engine Hit

Sensor Hits +1+2+3 D

Motive System Hits +1+2+3

Stabilizers

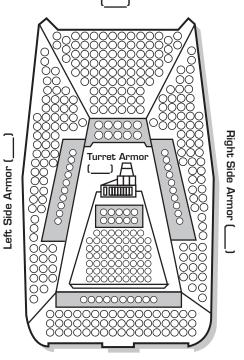
Front Left Right

Front Left Rear Turret

NOTES

ARMOR DIAGRAM

BAR: _____ Front Armor



Rear Armor



Front Armor

BAR:

V.T.O.L. RECORD SHEET **VEHICLE DATA** CREW DATA Type: Crew: Rotor Armor Tonnage: Gunnery Skill: _ **Driving Skill:** Movement Points: Cruising: Tech Base: Co-Pilot Hit +1 Pilot Hit 0 0 0 Flank: Clan Modifier to Driving Modifier to all To-Hit rolls Skill rolls Engine Type: Inner Sphere Weapons & Equipment Inventory Right Side Armor (hexes) **CRITICAL DAMAGE** Loc Dmg Min Sht Med Lng Flight Stabilizer* +3 Engine Hit eft Side Armor Sensor Hits +1+2+3D Stabilizers Front Left Right Rear *Move at Cruising speed only **NOTES** Rear Armor

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 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															\bigcup
Turn	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30

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	Rotor 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	Rotors 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.

BAR: Front Armor CREW DATA Rotor Armor Gunnery Skill: _ **Driving Skill:** Co-Pilot Hit +1 Pilot Hit 0 0 0 Modifier to Driving Modifier to all To-Hit rolls Skill rolls Right Side Armor **CRITICAL DAMAGE** Flight Stabilizer* +3 Engine Hit Left Side Armor (Sensor Hits +1+2+3D Stabilizers Front Left Right Rear *Move at Cruising speed only NOTES Rear Armor

V.T.O.L. RECORD SHEET

Crew:

VEHICLE DATA				
Type:				
Movement Points: Cruising: Flank: Engine Type:	Tonnage:			
Weapons & Equipment	Inventory (hexe	s)		
Qty Type	Loc Dmg Min Sht N	-		
_				
_				
_				
— ——				
Cost:	BV:			

VTOL COMBAT VEHICLE HIT LOCATION TABLE

		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 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															
(T.	4.0	4 7	18	40	00	04		00	0.4	Гог	00	07	00	00	
Turn	16	17	18	19	20	21	22	23	24	25	26	2/	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

 * 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
Cost:	BV:

					_
	M	П	Λ-	ГΛ	
=1=	YAYA		7 A W		V

Crew:

Gunnery Skill:

Driving Skill:

Commander Hit 뇁 Modifier to all Skill rolls

Driver Hit +2 Modifier to Driving Skill rolls

CRITICAL DAMAGE

\	
Turret Locked 🔲	Engine Hit
Sensor Hits	+1+2+3D
Motive System Hits	+1+2+3

Stabilizers

Rear

Front Left Right Turret

NOTES

NAVAL COMBAT VEHICLE HIT LOCATION TABLE

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

'A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Naval Combat Vehicle Critical Hits Table below (see Combat, p. 128 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

SSide 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 turnet, a turnet 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 the sides +2

Vehicle Type Modifiers: +0 Naval Hydrofoil +3

RFAR No Critical Hit

Weapon Malfunction

Cargo/Infantry Hit

Stabilizer

Weapon Destroyed

. Engine Hit

Ammunition **

Fuel Tank*

*All movement and Driving Skill Roll penalties are cumulative. However each Driving Skill Roll modifier can only be applied once. For example, if a roll of E7 is made for a welfule, inflicting a 41 modifier, that is the only time that perticular +1 can be applied; a subsequent roll of E7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is 45. If a unite Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition motive system damage takes effect at the end of the phase in which damage occurred.

NAVAL COMBAT VEHICLE CRITICAL HITS TABLE

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

*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.

No Critical Hit Stabilizer Turret Jam Weapon Malfunction Turret Locks Weapon Destroyed

TURRET

Ammunition* Turret Blown Off

Rear Armor DEPTH TRACK



ARMOR DIAGRAM

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Turret Armor

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Front Armor

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Armor

Side / eft.

ARMOR DIAGRAM BAR: AIRSHIP RECORD SHEET Nose Damage **AIRSHIP DATA** 000000000 Threshold (Total Armor) 000000000 Type: _(__) bodoooobod Name: Tonnage: 000000000 Thrust: Tech Base: 000000000 000000000 Safe Thrust: Clan 000000000 Maximum Thrust: Inner Sphere 000000000 000000000 Weapons & Equipment Inventory 000000000 (0-6) (6-12) (13-20) (21-25) 000000000 Qty Type Loc. Ht SRV MRV LRV ERV 000000000 000000000 000000000 Structural Integrity: 000000000 000000000 000000000 000000000 Left Wing Right Wing Damage Threshold 000000000 Damage Threshold 000000000 (Total Armor) (Total Armor) 000000000 000000000 000000000 000000000 000000000 000000000 000000000 000000000 Cost: BV: Aft Damage Threshold (Total Armor) NOTES **CRITICAL DAMAGE CREW DATA** Avionics Gear (+5) Gunnery Skill: Piloting Skill: Life **FCS** +2 1 2 3 5 6 Hits Taken Support +3 +5 Sensors +4 **Thrusters** Crew: Left Passengers: Elementals: Other: Battle Armor: _ (+2) (+3) D Right Life Boats/Escape Pods: **Engine VELOCITY RECORD** Turn # 4 5 9 10 AIRSHIP VELOCITY Thrust Thrust Points per Cycle Turn Velocity Current Effective Velocity 0.25 0.5 Altitude 0.75 Turn # 20 11 12 13 15 16 1.5 1.75 Thrust Velocity Effective Velocity Altitude

BAR: Front Armor Front Right Side Front Left Side Armor (OC 000 0000 0000 Armor (0000 0000 0000 ററററ 00000 00000 00000 00000 00000 00000 00000 00000 00000 Rear Right Side Armor (00000 00000 00000 Side Armor 00000 00000 00000 00000 00000 Rear Left Rear Armor

LARGE GROUND SUPPORT 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
	- $ -$
Cost:	BV:

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
Sensor Hits	+1+2+3
Motive System Hits	+1+2+3
Stabiliz	ers Right
Rear Turr	

LARGE GROUND SUPPORT VEHICLE HIT LOCATION TABLE

		ATTACK D	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	Front Rear		Side					
7	Front	Front Rear		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.

A result of 12 on the Ground combact vertices hit budgets he budget in a glainst the duriet, if the vertice has no turnet, a 12 indicates the chance of a critical hit to 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. Slif 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

Turret Armor

2D6 Roll 2-5	EFFECT* No effect									
6-7		Ninor damage; +1 modifier to all Driving Skill Rolls								
8-9		loderate damage; -1 Cruising MP, +2 modifier to all								
10–11		leavy damage; only half Cruising MP (round fractions up), 3 modifier to all Driving Skill Rolls								
12+	Major damage; no Vehicle is immobile	lajor damage; no movement for the rest of the game.								
Attack Direction N	lodifier:	Vehicle Type Modifiers:								
Hit from rear	+1	Tracked, Naval	+0							
Hit from the sides	+2	Wheeled	+2							
		Hovercraft, Hydrofoil	+3							

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

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

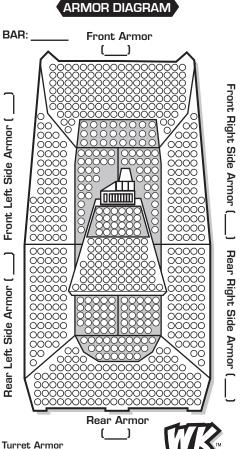
*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

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

LARGE GROUND SUPPORT VEHICLE RECORD SHEET

VEHICLE DATA Type: Movement Points: Tonnage: Cruising: Tech Base: Flank: Clan Movement Type: Inner Sphere Engine Type: Weapons & Equipment Inventory (hexes) Qty Type Loc Dmg Min Sht Med Lng BV: Cost:

CREW DATA Crew: Gunnery Skill: **Driving Skill:** Commander Hit +1 Driver Hit Modifier to all Skill rolls Modifier to Driving Skill rolls CRITICAL DAMAGE Turret Locked Engine Hit Sensor Hits +1+2+3D Motive System Hits +1+2+3 Stabilizers Left Front Right Turret NOTES





LARGE GROUND SUPPORT VEHICLE RECORD SHEET

Type:	
Movement Points: Cruising: Flank: Movement Type: Engine Type:	Tonnage: Tech Base: Clan
Weapons & Equipmer	nt Inventory (hexes)
Qty Type	Loc Dmg Min Sht Med Lng
-	
-	
_	
Cost:	BV:

Gunnery Skill:	Driving Skill:
Commander Hit +1 Modifier to all Skill rolls	Driver Hit +2 Modifier to Driving Skill rolls
CRITICAL DA	MACE
Turret Locked Sensor Hits Motive System Hits Stabilize Front Left Rear Turre	Engine Hit
NOTES	

CREW DATA

Crew:

BAR: Front Armor Front Right Side OC. 0000 0000 0000 Armor 0000 20000 00000 00000 00000 00000 00000 Rear Right Side 00000 00000 Armor Rear Armor

GAMES

Front Left Side Armor (

Rear Left Side Armor (

Turret Armor

ARMOR DIAGRAM

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CONVENTION	AL IN	FAN	TRY	: PL	ATO	ON/	/POI	NT	7															\neg
Gunnery Skill: Anti-'Mech Skill:		$\overline{}$	29 28		26 25		23 22	_	20	*	17 10 10ver	16 nent	15 14 NP:	13	12	11 Type		8	7	5	4	3	2 1	
CONVENTION	ΙΔΙ ΙΔΙ	EΔN	ITRY	· PI	ΔΤΩ	ON.	/PNI	NIT	<u> </u>							<i>,</i> ,								\preccurlyeq
Gunnery Skill: Anti-'Mech Skill:		I-	29 28 † †		26 25		23 22	2 21	- -	*	18 17	16 1	15 14	13	12	11 Type		8	7	5	4	3	2 1	+
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GUNVENTION Gunnery Skill: Anti-'Mech Skill:	AL IN	30 2	28 1 1 1		A10 26 25	<u> </u>	23 23 X		_	*	18 17	16 Thent	15 14 MP:	4 13 1	12	11 Type		* *	7 †	5	4	3	2 1	
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Gunnery Skill: Anti-'Mech Skill:	_		28		25		23 22	_	- -	*	lover	16 nent	15 14 MP :	13	12	11 Type		**************************************	7 †	5	4	3 1	2 1	
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Gunnery Skill: Anti-'Mech Skill:	_	$\overline{}$	29 28		25		23 22	_	- -	*	lover	16 Thent	15 14 MP :	13	12	11 Type		* **	7	5	4	3	2 1 1	
CONVENTION	IAL IN	IFAN	ITRY	′ DA	MΔ	GE T	ABL	E																₹
MAX WEAPON I PER PLATOON/POIN Rifle, Rifle	DAMAGE IT TYPE* , Ballistic e, Energy hine Gun SRM LRM	30 29 16 15 8 8 17 16 15 14 13 12 14 14	28 2 15 1 8 8 16 1 14 1 12 1		25 1 13 7 14 12	24 23 12 12 7 6 13 13 12 11 10 10 12 11	22 11 6 12 11 9	21 2 11 1 6 6 12 1 10 1 9 9	0 10 6 5 1 11 0 9	9 5	17 9 5	BER OF 16 15 8 8 4 4 9 8 8 7 7 6 8 7	TROOPE 14 7 4 8 7 6 7	13 1 7 4 7 6 6	12 11 6 6 3 3 7 6 6 5 5 5 6 5	5 3 6 5 4	5 4	8 7 4 4 2 2 4 4 4 3 3 3 4 3	3 3	5 3 1 3 2 2 2	4 2 1 2 2 2 2	3 2 2 1 1 1 1 2 1 1 1 1 1	1 1 0 1 0	
CONVENTI WEAPON TYPE		NFANTI	HEXES	(TO-HI	T MOD		BLE	0					RE WE					ONVE	ENTIC	DNAL	INFA	ANTR'	TABI	E

NON-INFANTRY WEAPON DAMAGE AGAINST INFANTRY TABLE

+2

+2

0 0 +2 +2 +2

0

0 +2 +2 +2 +4

+4 +2

-+2

+4 +4

-2 -2 -1

WEAPON TYPE* Direct Fire (Ballistic or Energy) Cluster (Ballistic) Cluster (Missile) Area-Effect (AE) Burst-Fire Heat-Effect Weapons

Rifle, Ballistic

Rifle, Energy

SRM

LRM

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‡

*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).

WEAPON DAMAGE vs. CONVENTIONAL INFANTRY AP Gauss Rifle 206 Light Machine Gun 1D6 Machine Gun 2D6 Heavy Machine Gun 306 Small/Micro Pulse Laser 2D6 4D6 Flamer

BATTLE ARMOR

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



CONVENTIONA	AL INFANTRY: PLATOON/POINT 1	
Gunnery Skill: Anti-'Mech Skill:		19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 Movement MP: Type:
CONVENTIONA	AL INFANTRY: PLATOON/POINT 2	
Gunnery Skill: Anti-'Mech Skill:		19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 \$\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
		Movement MP: Type:
GUNVENTIONA Gunnery Skill: Anti-'Mech Skill:	AL INFANTRY: PLATOON / POINT 3	19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 ************************************
		Movement MP: Type:
CONVENTIONA	AL INFANTRY: PLATOON/POINT 4	
Gunnery Skill: Anti-'Mech Skill:		19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 Movement MP: Type:
CONVENTIONA	AL INFANTRY: PLATOON/POINT 5	
Gunnery Skill: Anti-'Mech Skill:		19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 **Movement MP: Type:
CONVENITION	AL INFANTRY: PLATOON/POINT 6	- Special Control of the Control of
Gunnery Skill: Anti-'Mech Skill:		19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 Movement MP: Type:
CONVENTIONA	AL INFANTRY: PLATOON/POINT 7	· · · · · · · · · · · · · · · · · · ·
Gunnery Skill: Anti-'Mech Skill:		19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 Movement MP: Type:
		Movement MP: Type:
GUNVEN HOINA Gunnery Skill: Anti-'Mech Skill:	AL INFANTRY: PLATOON/POINT 8	19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 ************************************
		Movement MP: Type:
CONVENTIONA Gunnery Skill: Anti-'Mech Skill:	AL INFANTRY: PLATOON / POINT 9	19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1



Movement MP:

Type:

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CONVENTIONAL **INFANTRY RECORD** SHEET

CONVENTIONAL IN	JEANTDV: DI AT	OON / POINT 1	
Gunnery 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
Anti-'Mech Skill:		N N N N N N	
Max Weapon Damage	*		
			RANGE IN HEXES (TO-HIT MODIFIER)
*Damage is always applied in 2-point Damage Value	Range O Range Modifier	1 2 3 4 5	6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21
groupings value			
			Movement MP: Type:
CONVENTIONAL IN	NFANTRY: PLAT	OON/POINT 2	
Gunnery 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
Anti-'Mech Skill:	 	* \$ \$ \$ \$ \$	\$\\$\\$\\$\\$\\$\\$\\$\\$\\$\\$\\$\\$\\$\\$\\$
	N N N N N	<u> </u>	<u> </u>
Max Weapon Damage	*		
*Damage is always applied	Range 0	1 2 3 4 5	RANGE IN HEXES (TO-HIT MODIFIER) 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21
in 2-point Damage Value groupings	Range Modifier		<i>-</i>
g. sapings			Movement MP: Type:
CONVENTIONAL IN	JEANTDY: DI AT	OON/POINT 3	
Gunnery 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
Anti-'Mech Skill:		N N N N N N	
Max Weapon Damage	*		
			RANGE IN HEXES (TO-HIT MODIFIER)
*Damage is always applied in 2-point Damage Value	Range O Range Modifier	1 2 3 4 5	6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21
groupings			Movement MD: Tune:
			Movement MP: Type:
CONVENTIONAL IN	NFANTRY: PLAT	OON/POINT 4	
Gunnery 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
Anti-'Mech Skill:	 * * * * *	* * * * * * *	
May Manan Damaga	* 14 14 14 14		
Max Weapon Damage			
*Damage is always applied	Range 0	1 2 3 4 5	RANGE IN HEXES (TO-HIT MODIFIER) 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21
in 2-point Damage Value groupings	Range Modifier		/
			Movement MP: Type:
BURST-FIRE WEAPON DAM	MAGE VS CONVENTION	NAL INFANTRY TABLE	
'MECHS, PROTOMECHS AND V		VAL IIVI AIVI AI TABLE	NON-INFANTRY WEAPON DAMAGE AGAINST INFANTRY TABLE
MEADON	DAMACE CO	DAIL/ENTIONIAL INICANITOV	NUMBER OF CONVENTIONAL

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

WEAPON DAMAGE vs. CONVENTIONAL INFANTRY

1D6/2 (round up) 1D6 Light Machine Gun Machine Gun Heavy Machine Gun 2D6 3D6 Light Recoilless Rifle Medium Recoilless Rifle 1D6 2D6 Heavy Recoilless Rifle 2D6 Light Mortar 1D6 Heavy Mortar 1D6 Automatic Grenade Launcher 1D6/2 (round up) Heavy Grenade Launcher 1D6

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

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‡

*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).

Total Warfare).







CONVENTIONAL INFANTRY RECORD SHEET

CONVENTIONAL IN	IFANTRY: PLATOON/POINT 1
Gunnery 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
Anti-'Mech Skill:	RIKIKIKIKIKIKIKIKIKIKIKIKIKIKIKIKIKIKIK
Max Weapon Damage*	
*Damage is always applied in 2-point Damage Value groupings	RANGE IN HEXES (TO-HIT MODIFIER) Range
	Movement MP: Type:
/convenience	TEALITEN DI ATCOLI (BOINT O
	IFANTRY: PLATOON/POINT 2
Gunnery Skill: Anti-'Mech Skill:	
Max Weapon Damage*	
*Damage is always applied in 2-point Damage Value groupings	RANGE IN HEXES (TO-HIT MODIFIER) Range
3 F. W. S.	Movement MP: Type:
CONVENTIONAL IN	IFANTRY: 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 ************************************
Max Weapon Damage*	*
*Damage is always applied in 2-point Damage Value groupings	Range 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 Range Modifier
	Movement MP: Type:
CONVENTIONAL IN	IFANTRY: 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 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
Max Weapon Damage*	31 31 31 31 31 31 31 31
*Damage is always applied in 2-point Damage Value	RANGE IN HEXES (TO-HIT MODIFIER) Range
groupings	Movement MP: Type:
	.3/2-2
CONVENTIONAL IN	IFANTRY: 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
Max Weapon Damage*	<u>. איז או </u>
iviax vveahoii Damage *	RANGE IN HEXES (TO-HIT MODIFIER)
*Damage is always applied in 2-point Damage Value groupings	Range 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 Range Modifier

Movement MP:

Type:



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1		LEG ATTACKS TABLE
Type:	1 0000000000000000000000000000000000000	BATTLE ARMOR BASE TO-HIT
Gunnery Skill: Anti-'Mech Skill:	2 % 00000000000000000000000000000000000	TROOPERS ACTIVE MODIFIER 4-6 O
Ground MP: Other MP (): Weapons & Equip. Dmg Min Sht Med Lng	3 0000000000000000000000000000000000000	3 +2
weapons & Equip. Dring Will Shit Wed Eng	4 % 00000000000000000000000000000000000	2 +5 1 +7
	5 0000000000000000000000000000000000000	SWARM ATTACKS TABLE
Mechanized: Swarm: Leg: AP:	6 0000000000000000000000000000000000000	BATTLE ARMOR BASE TO-HIT
	Armor:(/]	TROOPERS ACTIVE MODIFIER 4-6 +2
BATTLE ARMOR: SQUAD/POINT 2		1-3 +5
Туре:	1 0000000000000000000000000000000000000	
Gunnery Skill: Anti-'Mech Skill:	2 0000000000000000000000000000000000000	SWARM ATTACK MODIFIERS TABLE
Ground MP: Other MP ():	3 % 00000000000000000000000000000000000	ATTACKING ENEMY FRIENDLY MECHANIZED BATTLE BATTLE ARMOR ARMOR TROOPERS ACTIVE
	4 % 00000000000000000000000000000000000	TROOPERS ACTIVE 1 2 3 4 5 6
	36	6 +0 +0 +0 +0 +1 +2 5 +0 +0 +0 +1 +2 +3
	5 0000000000000000000000000000000000000	4 +0 +0 +1 +2 +3 +4
Mechanized: Swarm: Leg: AP:	6 0 00000000000000000000000000000000	3 +0 +1 +2 +3 +4 +5 2 +1 +2 +3 +4 +5 +6
	Armor: [_/_/_]	1 +2 +3 +4 +5 +6 +7
BATTLE ARMOR: SQUAD/POINT 3		BATTLE ARMOR EQUIPMENT
Type:	1 0000000000000000000000000000000000000	Claws with magnets -1
Gunnery Skill: Anti-'Mech Skill: Ground MP: Other MP ():	2 0000000000000000000000000000000000000	SITUATION* 'Mech prone -2
Weapons & Equip. Dmg Min Sht Med Lng	3 % 00000000000000000000000000000000000	'Mech or vehicle immobile –4
	4 0000000000000000000000000000000000000	Vehicle –2
	5 % 00000000000000000000000000000000000	*Modifiers are cumulative
		SWARM ATTACKS HIT LOCATION TABLE
Mechanized: Swarm: Leg: AP:	6 000000000000000000000000000000000000	2D6 BIPEDAL FOUR-LEGGED
PATTI E ADMODI COLLAD (DOINIT A	APTION:	ROLL LOCATION LOCATION
BATTLE ARMOR: SQUAD/POINT 4	1 0000000000000000000000000000000000000	2 Head Head 3 Rear Center Torso Front Right Torso
Type: Gunnery Skill: Anti-'Mech Skill:	2 % 00000000000000000000000000000000000	4 Rear Right Torso Rear Center Torso 5 Front Right Torso Rear Right Torso
Ground MP: Other MP ():		6 Right Arm Front Right Torso 7 Front Center Torso Front Center Torso
Weapons & Equip. Dmg Min Sht Med Lng	3 1 00000000000000000000000000000000000	8 Left Arm Front Left Torso 9 Front Left Torso Rear Left Torso
	4 0000000000000000000000000000000000000	10 Rear Left Torso Rear Center Torso
	5 0000000000000000000000000000000000000	11 Rear Center Torso Front Left Torso 12 Head Head
	6 0000000000000000000000000000000000000	
Mechanized: Swarm: Leg: AP:	Armor:(/)	TRANSPORT POSITIONS TABLE
BATTLE ARMOR: SQUAD/POINT 5		TROOPER 'MECH VEHICLE NUMBER LOCATION LOCATION
Type:	1 0000000000000000000000000000000000000	1 Right Torso Right Side 2 Left Torso Right Side
Gunnery Skill: Anti-'Mech Skill:	2 0000000000000000000000000000000000000	3 Right Torso (rear) Left Side 4 Left Torso (rear) Left Side
Ground MP: Other MP ():		5 Center Torso (rear) Rear 6 Center Torso Rear
Weapons & Equip. Dmg Min Sht Med Lng	3 0000000000000000000000000000000000000	TROOPER LARGE SUPPORT
	4 0000000000000000000000000000000000000	NUMBER VEHICLE LOCATION* 1 Right Side (Unit 1/Unit 2)
	5 0000000000000000000000000000000000000	2 Right Side (Unit 1/Unit 2) 3 Left Side (Unit 1/Unit 2)
Mechanized: Swarm: Leg: AP:	6 1 0 000000000000000000000000000000	4 Left Side (Unit 1/Unit 2) 5 Rear (Unit 1/Unit 2)
Mechanized: Swarm: Leg: AP:	Armor: [/]	6 Rear (Unit 1/Unit 2) *Unit 1 and Unit 2 represent two battle armor units

BATTLET CONVENTIONAL FIGURE	THE STREET	EXTERNAL STORES/BOMBS
Type: Tech Base: Safe Thrust: Clan VSTOL STOL Inner Sphere	ARMOR DIAGRAM BAR: Nose Damage Threshold (Total Armor)()	Key:- HE - High Explosive LG - Laser Guided C - Cluster RL - Rocket Launcher
Weapons & Equipment Inventory Standard Scale (0-6) (6-12) (13-20) (21-25) Gty Type Loc. Ht SRV MRV LRV ERV —	Structural Integrity:	0000 0000 0000 00000 00000 00000
Cost:	Left Wing Damage Threshold [Total Armor]	Right Wing Damage Threshold (Total Armor)
	Aft Damage Threshold (Total Armor)	GAMES
CRITICAL DAMAGE Avionics +1 +2 +5 Engine 2 4 D FCS +2 +4 D Gear +5 Sensors +1 +2 +5 Life Support +2		NID MAP STRAIGHT MOVEMENT
VELOCITY RECORD Turn # 1 2 3 4 5 Thrust Velocity Effective Velocity Altitude	6 7 8 9 10 11 12 Velocity a	44 62 48 68 52 74 above 12 is not possible on ground maps.
Turn # 11 12 13 14 15 Thrust Velocity Effective Velocity Altitude	16 17 18 19 20 SAFE 1 1 5 9-	THRUST TURNS BEFORE RETURN -4 3 5-8 2 -12 1 3+ 0

CLASSIC BATTLETI		EXTERNAL STORES/BOMBS
AEROSPACE FIGHTER RI	artistra vertisation ace	
FIGHTER DATA Type: Thrust: Tonnage: Safe Thrust: Tech Base: Maximum Thrust: Clan Inner Sphere Weapons & Equipment Inventory Standard Scale	ARMOR DIAGRAM Nose Damage Threshold (Total Armor)	Key:- HE - High Explosive LG - Laser Guided C - Cluster RL - Rocket Launcher RL
Cost:BV:	Left Wing Damage Threshold (Total Armor) [Right Wing 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	Aft I Thr	Damage reshold 26* 25* 24* 23* 22* 22* 21* 20* 2
VELOCITY RECORD	6 7 8 9 10 16 17 18 19 20	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+ 1 To

Standard Scale

AERODYNE SMALL CRAFT	RECORD SHEET	Damage Threshold (Total Armor)	ATT
CRAFT DATA Type:		_(_)	GAMES
Thrust: Tonnage: Safe Thrust: Tech Base: Maximum Thrust: Clan Inner Sphere	000000	0000	
Weapons & Equipment Inventory Standard Scale (0-6) (6-12) (13-20) (21-25) Qty Type Loc. Ht SRV MRV LRV ERV — — — — — — — — — — — — — — — — — — —	000000 000000 0000000 0000000 00000000	000000000000000000000000000000000000000	
	Left Wing Damage Threshold (Total Armor)	uctural	Right Wing Damage Threshold (Total Armor)
Cost:BV:	000000000000000000000000000000000000000	000000 00000 00000 000000 000000 000000	_(_)
NOTES	000000000000000000000000000000000000000	000000 000000 000000 000000 000000 00000	Hear Scal
		(Total Armor)	24° 23°
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 ¹ 1 000 16
VELOCITY RECORD		23 Ammo Exp. avoid on 6+ 22 Shutdown, avoid on 8+ 21 Pilot Damage, avoid	000 13
Turn # 1 2 3 4 5 Thrust Velocity Effective Velocity Altitude	6 7 8 9 10	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	10 10 10 9 8* 7 10 10 10 10 10 10 1
Turn # 11 12 13 14 15 Thrust Velocity Effective Velocity Altitude	16 17 18 19 20	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+	5* 4 3 2

ARMOR DIAGRAM

Standard Scale

Nose Damage Threshold (Total Armor) SPHEROID SMALL CRAFT RECORD SHEET **CRAFT DATA** 0000000000 Type: Thrust: Tonnage: Tech Base: Safe Thrust: Clan Maximum Thrust: Inner Sphere Weapons & Equipment Inventory (0-6) (6-12) (13-20) (21-25) 0000000000 Qty Type Loc. Ht SRV MRV LRV ERV 000000000 0000000 Structural Integrity: 000000000 0000000000 0000000000 BV: Cost: Left Right **NOTES** Heat Damage Damage Scale Threshold Threshold (Total Armor) (Total Armor) 00000000 () (30* 29 28 27 26 25 Aft Damage Threshold 24 (Total Armor) 23 22 CRITICAL DAMAGE **HEAT DATA** PILOT DATA 21 Heat Name: Heat Sinks: 50 Effects 4 D Level³ Avionics +5 **Engine** 2 30 Shutdown 19 Gunnery Skill: Piloting Skill: Ammo Exp. avoid on 8+ 18* D FCS Gear 27 Pilot Damage, avoid Hits Taken 2 3 4 5 6 17³ on 9+ 000 Life 3 5 7 10 11 Shutdown, avoid on 10+ 16 Consciousness # Sensors Support Random Movement, 15 ŎŎ Modifier +2 +3 +4 +5 avoid on 10+ 14 24 +4 Modifier to Fire 13* Ammo Exp. avoid on 6+ **VELOCITY RECORD** 22 Shutdown, avoid on 8+ 12 21 Pilot Damage, avoid 11 Turn # 2 3 4 5 10 on 6+ Random Movement, 20 Thrust 10* avoid on 8+ Velocity 9 19 Ammo Exp. avoid on 4+ Effective Velocity Single 8* Shutdown, avoid on 6+ 18 Altitude 7 17 +3 Modifier to Fire Double 15 Random Movement, 6 avoid on 7+ Turn # 20 5* 12 13 14 15 16 18 19 14 Shutdown, avoid on 4+ Thrust. 4 +2 Modifier to Fire 13 Velocity Random Movement, 10 3 avoid on 6+ +1 Modifier to Fire Effective Velocity 2 8 Altitude 5 Random Movement, 1 avoid on 5+

ARMOR DIAGRAM Nose Damage Threshold Standard Scale (Total Armor) AERODYNE DROPSHIP RECORD SHEET **DROPSHIP DATA** Type: Name: Tonnage: Thrust: Tech Base: Safe Thrust: Clan Inner Sphere Maximum Thrust: Fighters/Small Craft: Launch Rate: Weapons & Equipment Inventory (1-12) (13-24) (25-40) (41-50) Standard Scale (1-6) (6-12) (13-20) (21-25) Bay Loc SRV MRV LRV ERV Structural Integrity: 00000 00000 00000 Left Wing Right Wing Damage Threshold Damage Threshold (Total Armor) (Total Armor) obocococococo Ammo: 000000 Aft Damage Cost: Threshold (Total Armor) **NOTES** CRITICAL DAMAGE **CREW DATA** +5 **Avionics** Gear Gunnery Skill: Piloting Skill: Life 1 2 3 4 5 6 Hits Taken +2 **FCS** D Support +3 +5 +4 D Sensors K-F Boom Crew Passengers: Elementals: Docking D **Thrusters** Collar Other: Battle Armor: . Life Boats/Escape Pods: Left D **VELOCITY RECORD** Right Turn # 3 4 5 6 9 10 Thrust **Engine** -5 D Velocity Effective Velocity **HEAT DATA** Altitude Heat Sinks: Heat Generation Per Arc Turn # 20 12 13 15 16 18 19 Thrust Nose: Aft: Velocity Left Wing: Right Wing: Single Effective Velocity Fwd: Fwd: Altitude Double __ Aft: Aft:

BATTLET		Nose Damage Threshold (Total Armor) ARMOR DIAGRAM Standard Scale
	EA VISITO DE CONTROL DE LA VISITA DE LA VI	_(_)
SPHEROID DROPSHIP R	RECORD SHEET	Right Damage Threshold (Total Armor)
DROPSHIP DATA		00000000
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)	Left Damage	Right Damage
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		Total Armor
	Structur OCCOCCOCCOCCOCCOCCOCCOCCOCCOCCOCCOCCOCC	ral Integrity:
	000000000	
	Left Damage	Right Damage Threshold (Total Armor) Color Color Color Color Color
	\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	00000000000000000000000000000000000000
		00000000000000000000000000000000000000
Ammo:	0000000	
		Aft Damage
	GAMES	Threshold (Total Armor) ()
NOTES	CREW DATA	CRITICAL DAMAGE
	Gunnery Skill: Piloting Skill:	Avionics (+1) (+2) (+5) Gear (+5)
	Hits Taken 1 2 3 4 5 6	FCS +2 +4 D Life +2
	Modifier +1 +2 +3 +4 +5 Incp.	Sensors +1 +2 +5 K-F Boom D
	Crew: Marines: —— Passengers: —— Elementals: ——	Thrusters Docking D
	Other: Battle Armor: Life Boats/Escape Pods:/	Collar
VELOCITY RECORD		
Turn# 1 2 3 4 5	6 7 8 9 10	Right +1 +2 +3 D
Thrust Velocity		Engine -1 -2 -3 -4 -5 D
Altitude		HEAT DATA
Turn# 11 12 13 14 15	16 17 18 19 20	Heat Sinks: Heat Generation Per Arc
Thrust Velocity		Single Serolette Aft:
Effective Velocity Altitude		Single Fore-Left: Aft-Left: Double Fore-Right: Aft-Right: