CLASSIC BATTLETECH™

TECHMANUAL™

BLANK RECORD SHEETS

CATALYST game labs™

RECORD SHEET DESIGN BY DAVID L. MCCULLOCH

CLASSIC BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: _____

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

Tonnage: _____

Tech Base:
- Clan ☐
- Inner Sphere ☐

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng

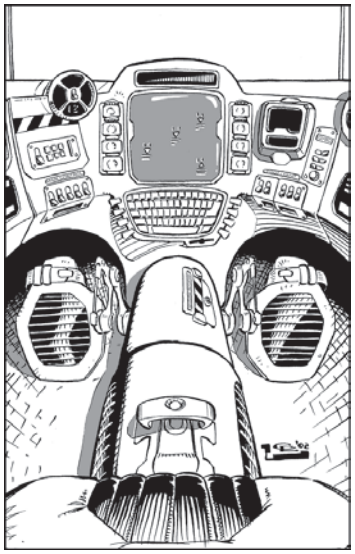
Cost: _____ **BV:** _____

WARRIOR DATA

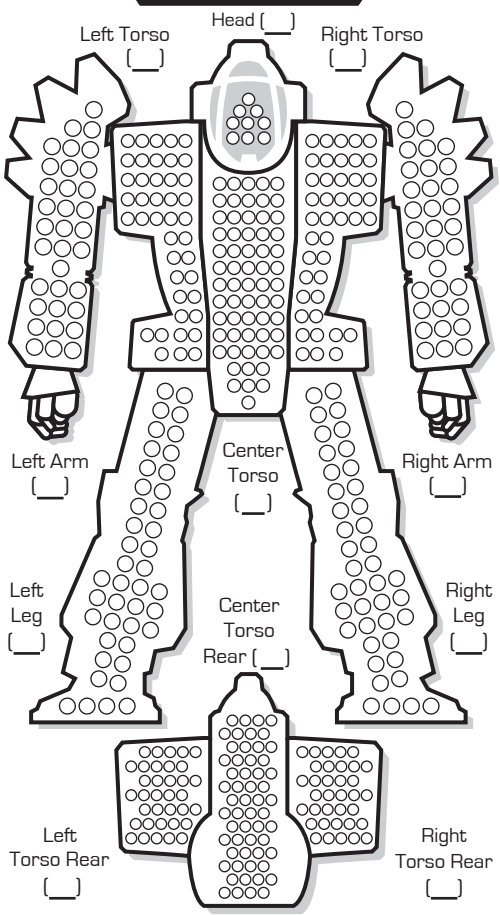
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

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

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

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

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

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

Center Torso
1-3
1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

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

Left Torso
1-3
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

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

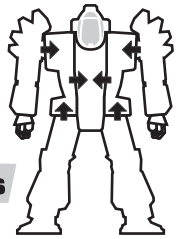
Right Torso
1-3
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

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

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

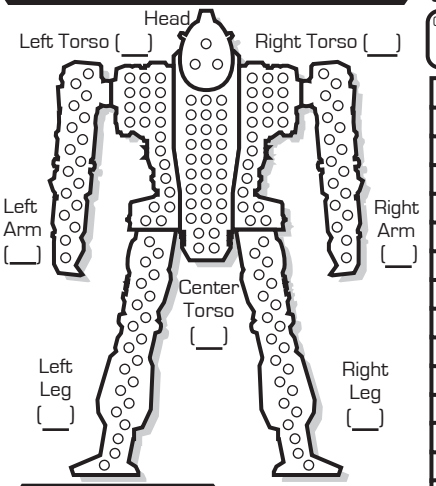
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. _____
6. _____

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Sinks: ___ (___)

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

Single ☐
Double ☐

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CLASSIC BATTLETECH™

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: _____

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

Tonnage: _____

Tech Base:
Clan ☐
Inner Sphere ☐

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng

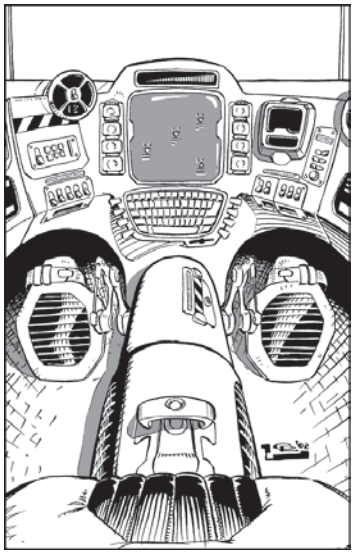
Cost: _____ **BV:** _____

WARRIOR DATA

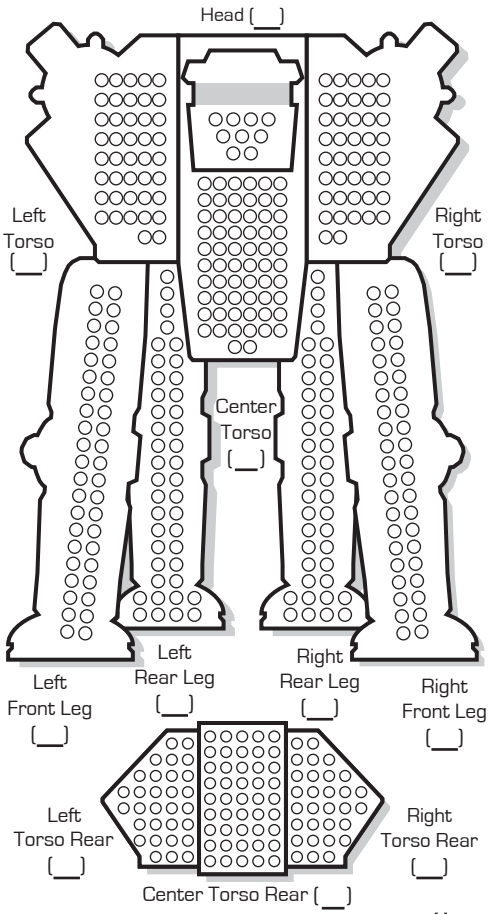
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

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

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

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

Center Torso

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

Left Torso

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

Right Torso

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

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

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

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

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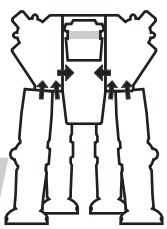
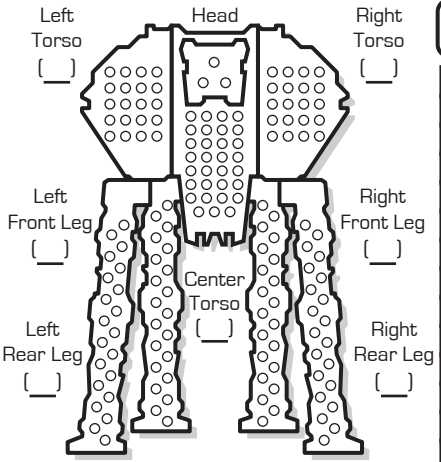


Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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CLASSIC BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

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

WEAPONS INVENTORY

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

PILOT DATA

Name: _____
Gunnery Skill: ____

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

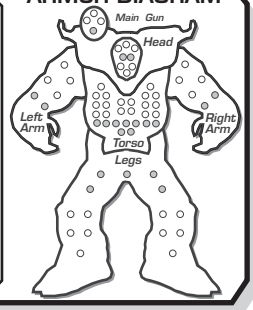
Cost: _____ C-bills BV: ____

HIT LOCATIONS AND CRITICAL HITS

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

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

ARMOR DIAGRAM



PROTOMECH 2

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

WEAPONS INVENTORY

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

PILOT DATA

Name: _____
Gunnery Skill: ____

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

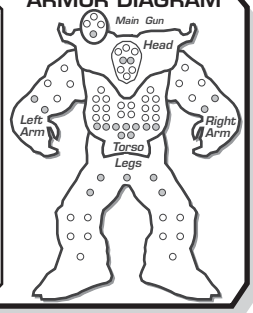
Cost: _____ C-bills BV: ____

HIT LOCATIONS AND CRITICAL HITS

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

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

ARMOR DIAGRAM



PROTOMECH 3

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

WEAPONS INVENTORY

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

PILOT DATA

Name: _____
Gunnery Skill: ____

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

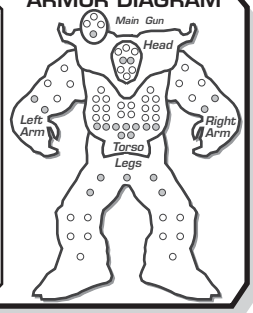
Cost: _____ C-bills BV: ____

HIT LOCATIONS AND CRITICAL HITS

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

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

ARMOR DIAGRAM



PROTOMECH 4

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

WEAPONS INVENTORY

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

PILOT DATA

Name: _____
Gunnery Skill: ____

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

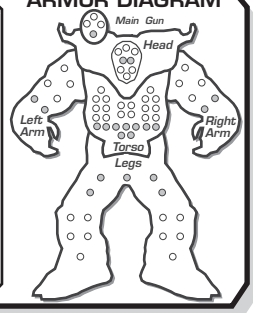
Cost: _____ C-bills BV: ____

HIT LOCATIONS AND CRITICAL HITS

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

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

ARMOR DIAGRAM



PROTOMECH 5

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

WEAPONS INVENTORY

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

PILOT DATA

Name: _____
Gunnery Skill: ____

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

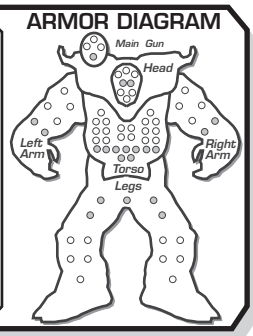
Cost: _____ C-bills BV: ____

HIT LOCATIONS AND CRITICAL HITS

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

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

ARMOR DIAGRAM



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CLASSIC BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: _____

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

Tonnage: _____
Tech Base:
Clan ☐
Inner Sphere ☐

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng

Cost: _____ **BV:** _____

CREW DATA

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

Commander Hit +1 ☐
Modifier to all Skill rolls

Driver Hit +2 ☐
Modifier to Driving Skill rolls

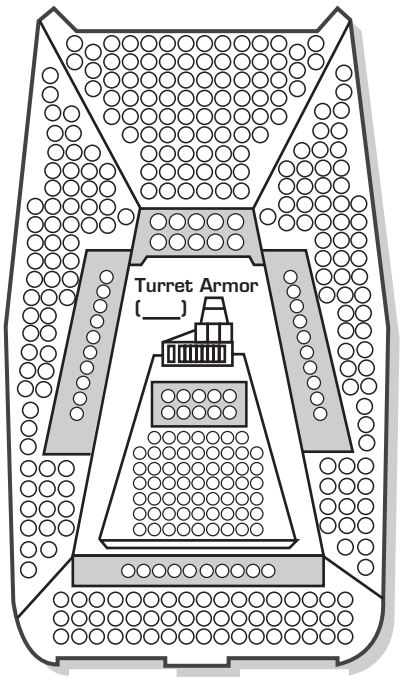
CRITICAL DAMAGE

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

NOTES

ARMOR DIAGRAM

BAR: _____ **Front Armor** (___)



Rear Armor (___)

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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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CLASSIC BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: _____

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

Tonnage: _____
Tech Base:
Clan ☐
Inner Sphere ☐

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
_	_____						
_	_____						
_	_____						
_	_____						
_	_____						
_	_____						
_	_____						
_	_____						
_	_____						
_	_____						
_	_____						
_	_____						

Cost: _____ BV: _____

CREW DATA

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

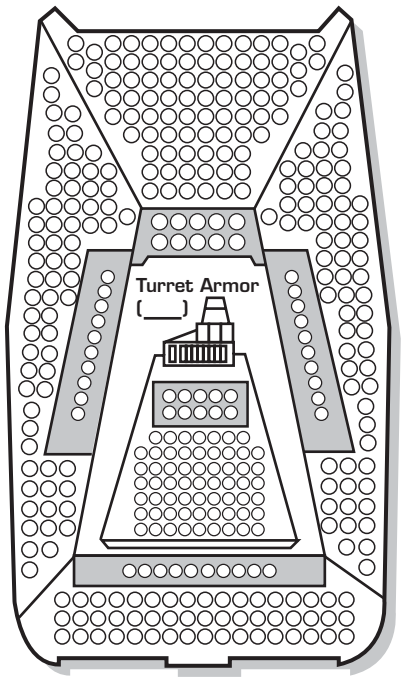
CRITICAL DAMAGE

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

NOTES

ARMOR DIAGRAM

BAR: _____ Front Armor (___)



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

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CLASSIC BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: _____

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

Tonnage: _____
Tech Base:
Clan ☐
Inner Sphere ☐

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
_	_____						
_	_____						
_	_____						
_	_____						
_	_____						
_	_____						
_	_____						
_	_____						
_	_____						
_	_____						
_	_____						
_	_____						

Cost: _____ BV: _____

CREW DATA

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

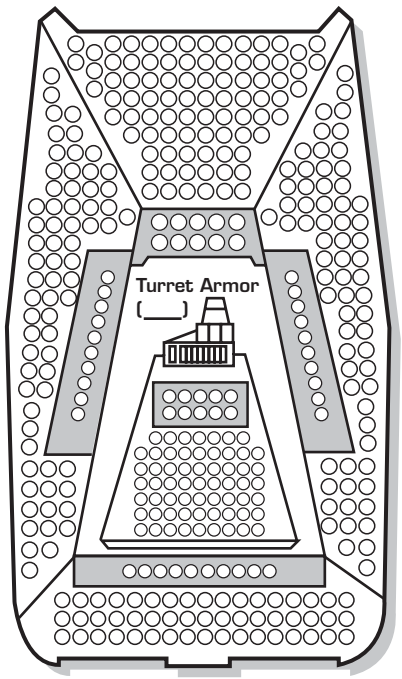
CRITICAL DAMAGE

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

NOTES

ARMOR DIAGRAM

BAR: _____ Front Armor (___)



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

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CLASSIC BATTLETECH™

V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: _____

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

Tonnage: _____
Tech Base:
Clan ☐
Inner Sphere ☐

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
—	_____	—	—	—	—	—	—
—	_____	—	—	—	—	—	—
—	_____	—	—	—	—	—	—
—	_____	—	—	—	—	—	—
—	_____	—	—	—	—	—	—
—	_____	—	—	—	—	—	—
—	_____	—	—	—	—	—	—
—	_____	—	—	—	—	—	—
—	_____	—	—	—	—	—	—
—	_____	—	—	—	—	—	—
—	_____	—	—	—	—	—	—
—	_____	—	—	—	—	—	—
—	_____	—	—	—	—	—	—
—	_____	—	—	—	—	—	—

Cost: _____ BV: _____

CREW DATA

Crew: _____

Gunnery Skill: ___ Driving Skill: ___

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

Pilot Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

Flight Stabilizer* +3 Engine Hit ☐

Sensor Hits +1 +2 +3 D

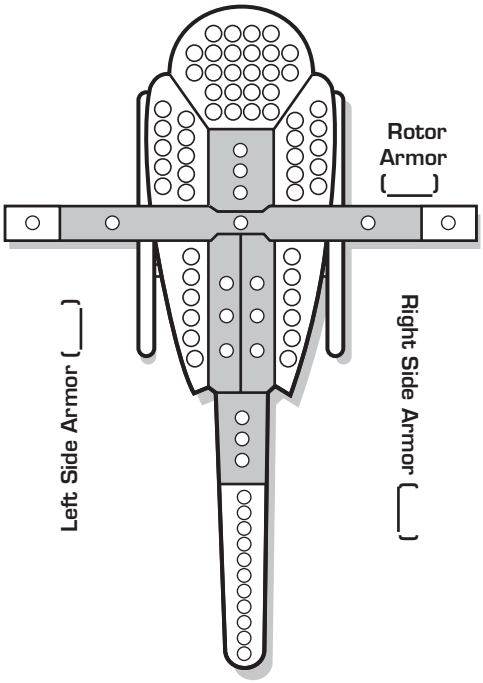
Stabilizers
Front ☐ Left ☐ Right ☐ Rear ☐

*Move at Cruising speed only

NOTES

ARMOR DIAGRAM

BAR: _____ Front Armor (___)



Rotor Armor (___)

Left Side Armor (___)

Right Side Armor (___)

Rear Armor (___)

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VTOL COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

VTOL ELEVATION TRACK

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

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

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

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

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT FRONT	SIDE	REAR	ROTORS
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Co-Pilot Hit	Weapon Malfunction	Cargo/Infantry Hit	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.

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CLASSIC BATTLETECH™

V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: _____

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

Tonnage: _____
Tech Base:
Clan ☐
Inner Sphere ☐

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
—	_____	—	—	—	—	—	—
—	_____	—	—	—	—	—	—
—	_____	—	—	—	—	—	—
—	_____	—	—	—	—	—	—
—	_____	—	—	—	—	—	—
—	_____	—	—	—	—	—	—
—	_____	—	—	—	—	—	—
—	_____	—	—	—	—	—	—
—	_____	—	—	—	—	—	—
—	_____	—	—	—	—	—	—
—	_____	—	—	—	—	—	—
—	_____	—	—	—	—	—	—
—	_____	—	—	—	—	—	—
—	_____	—	—	—	—	—	—

Cost: _____ BV: _____

CREW DATA

Crew: _____

Gunnery Skill: ___ Driving Skill: ___

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

Pilot Hit [+2]
Modifier to Driving Skill rolls

CRITICAL DAMAGE

Flight Stabilizer* [+3] Engine Hit ☐

Sensor Hits [+1] [+2] [+3] [D]

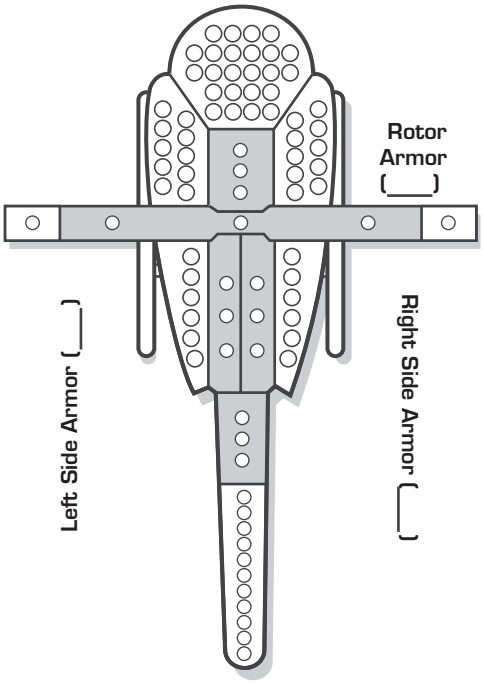
Stabilizers
Front ☐ Left ☐ Right ☐ Rear ☐

*Move at Cruising speed only

NOTES

ARMOR DIAGRAM

BAR: _____ Front Armor (___)



Rotor Armor (___)

Left Side Armor (___)

Right Side Armor (___)

Rear Armor (___)

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VTOL COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

VTOL ELEVATION TRACK

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

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

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

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

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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CLASSIC BATTLETECH™

NAVAL VEHICLE RECORD SHEET

VEHICLE DATA

Type: _____

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

Tonnage: _____
Tech Base:
Clan ☐
Inner Sphere ☐

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng

Cost: _____ **BV:** _____

CREW DATA

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

Commander Hit +1
Modifier to all Skill rolls

Driver Hit +2
Modifier to Driving Skill rolls

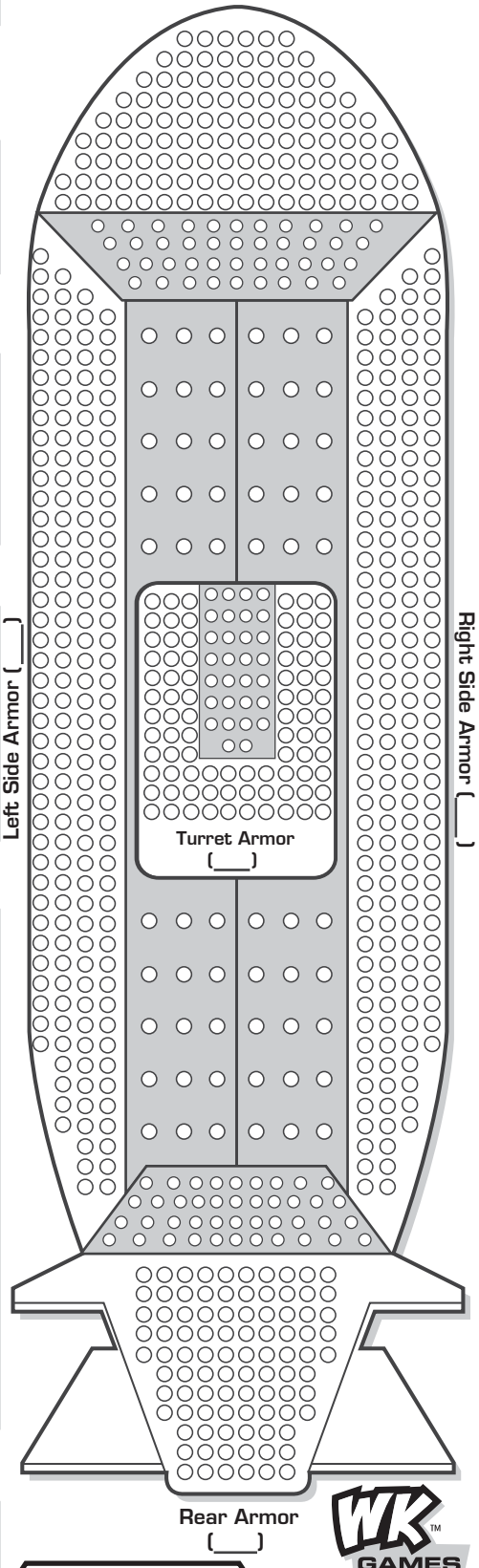
CRITICAL DAMAGE

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

NOTES

ARMOR DIAGRAM

BAR: _____ Front Armor (___)



NAVAL COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DMG. TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Naval	+0
Hydrofoil	+3

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

NAVAL COMBAT VEHICLE CRITICAL HITS TABLE

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

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

DEPTH TRACK

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

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CLASSIC BATTLETECH™

AIRSHIP RECORD SHEET

ARMOR DIAGRAM

BAR:_____

AIRSHIP DATA

Type: _____

Name: _____ Tonnage: _____

Thrust: Tech Base:

Safe Thrust: _____ Clan ☐

Maximum Thrust: _____ Inner Sphere ☐

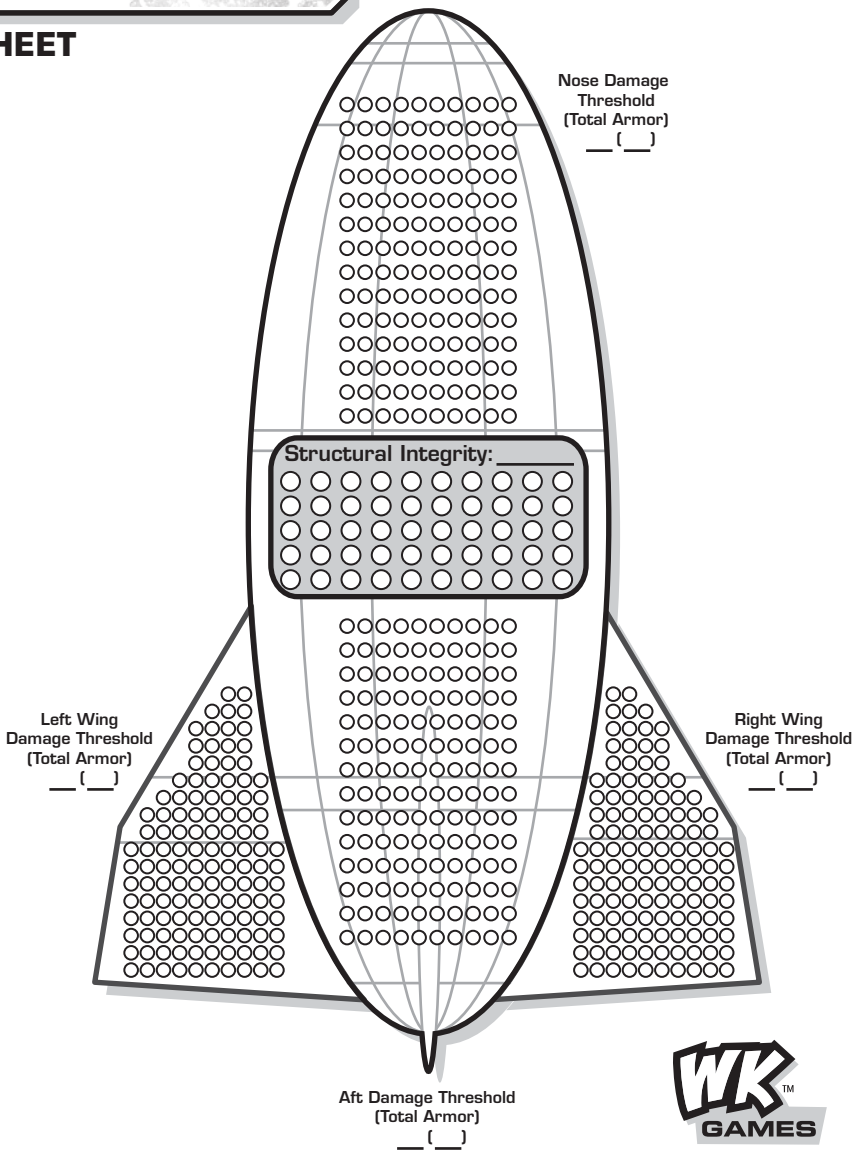
Weapons & Equipment Inventory

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

Ammo: _____

_____

Cost: _____ BV: _____



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NOTES

CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

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

Crew: _____ Marines: _____

Passengers: _____ Elementals: _____

Other: _____ Battle Armor: _____

Life Boats/Escape Pods: ___ / ___

CRITICAL DAMAGE

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

VELOCITY RECORD

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

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

AIRSHIP VELOCITY TABLE

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

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CLASSIC BATTLETECH™

LARGE GROUND SUPPORT VEHICLE RECORD SHEET

VEHICLE DATA

Type: _____

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

Tonnage: _____
Tech Base:
Clan ☐
Inner Sphere ☐

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng

Cost: _____ **BV:** _____

CREW DATA

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

Commander Hit +1 ☐
Modifier to all Skill rolls

Driver Hit +2 ☐
Modifier to Driving Skill rolls

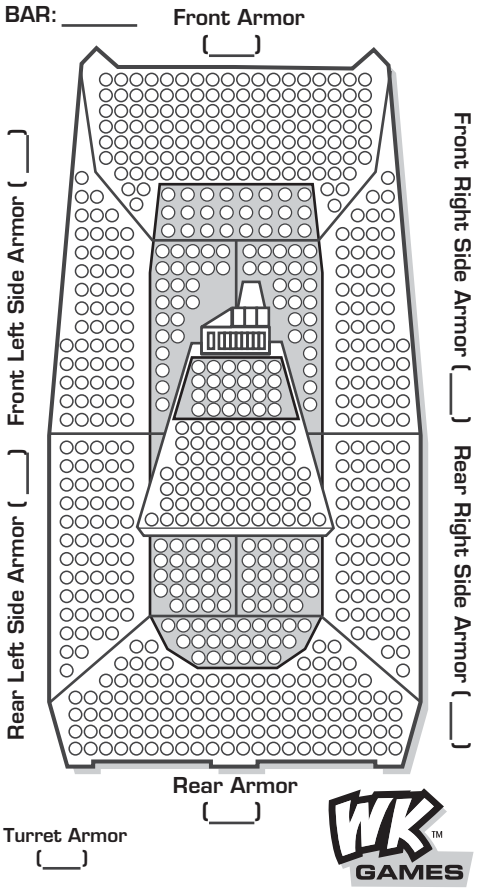
CRITICAL DAMAGE

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

NOTES

ARMOR DIAGRAM

BAR: _____



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LARGE GROUND SUPPORT VEHICLE HIT LOCATION TABLE

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

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 194 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
§If the attack hits the front right or left side, all Front side results strike the front armor, while Rear Side results strike the rear right or rear left side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

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

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LARGE GROUND SUPPORT VEHICLE RECORD SHEET

VEHICLE DATA

Type: _____

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

Tonnage: _____
Tech Base:
Clan ☐
Inner Sphere ☐

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng

Cost: _____ BV: _____

CREW DATA

Crew: _____

Gunnery Skill: ___ Driving Skill: ___

Commander Hit +1
Modifier to all Skill rolls

Driver Hit +2
Modifier to Driving Skill rolls

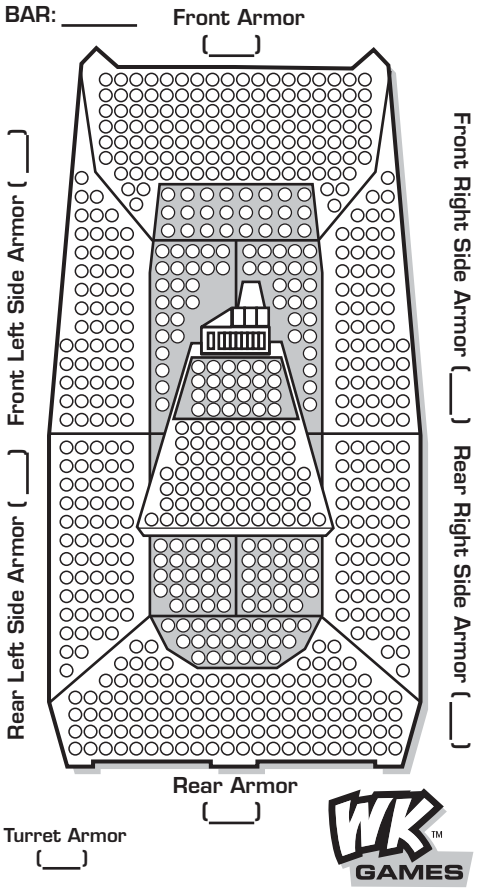
CRITICAL DAMAGE

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

NOTES

ARMOR DIAGRAM

BAR: _____



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LARGE GROUND SUPPORT VEHICLE RECORD SHEET

VEHICLE DATA

Type: _____

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

Tonnage: _____
Tech Base:
Clan ☐
Inner Sphere ☐

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng

Cost: _____ BV: _____

CREW DATA

Crew: _____

Gunnery Skill: ___ Driving Skill: ___

Commander Hit +1
Modifier to all Skill rolls

Driver Hit +2
Modifier to Driving Skill rolls

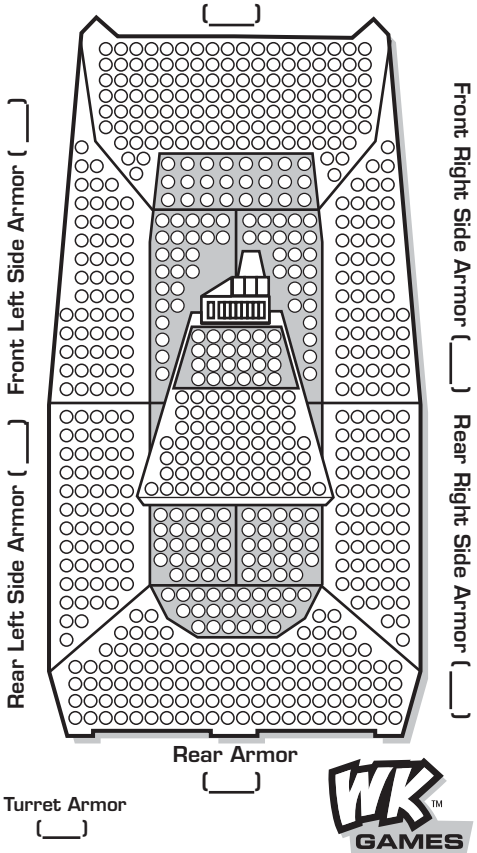
CRITICAL DAMAGE

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

NOTES

ARMOR DIAGRAM

BAR: _____



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CLASSIC BATTLETECH™

GENERIC CONVENTIONAL INFANTRY RECORD SHEET

CONVENTIONAL INFANTRY: PLATOON/POINT 1

Gunnery Skill: ____
Anti-'Mech Skill: ____

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

Movement MP: ____ Type: _____

CONVENTIONAL INFANTRY: PLATOON/POINT 2

Gunnery Skill: ____
Anti-'Mech Skill: ____

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

Movement MP: ____ Type: _____

CONVENTIONAL INFANTRY: PLATOON/POINT 3

Gunnery Skill: ____
Anti-'Mech Skill: ____

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

Movement MP: ____ Type: _____

CONVENTIONAL INFANTRY: PLATOON/POINT 4

Gunnery Skill: ____
Anti-'Mech Skill: ____

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

Movement MP: ____ Type: _____

CONVENTIONAL INFANTRY: PLATOON/POINT 5

Gunnery Skill: ____
Anti-'Mech Skill: ____

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

Movement MP: ____ Type: _____

CONVENTIONAL INFANTRY DAMAGE TABLE

MAX WEAPON DAMAGE PER PLATOON/POINT TYPE*	NUMBER OF TROOPERS																													
	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Rifle, Ballistic	16	15	15	14	14	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1
Rifle, Energy	8	8	8	8	7	7	7	6	6	6	6	5	5	5	4	4	4	4	3	3	3	3	2	2	2	1	1	1	1	0
Machine Gun	17	16	16	15	15	14	13	13	12	12	11	11	10	10	9	8	8	7	7	6	6	5	4	4	3	3	2	2	1	1
SRM	15	14	14	13	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0
LRM	13	12	12	11	11	11	10	10	9	9	9	8	8	7	7	6	6	6	5	5	4	4	3	3	3	2	2	1	1	0
Flamer	14	14	14	13	12	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0

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

CONVENTIONAL INFANTRY RANGE MODIFIER TABLE

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

NON-INFANTRY WEAPON DAMAGE AGAINST INFANTRY TABLE

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

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

BURST-FIRE WEAPON DAMAGE VS. CONVENTIONAL INFANTRY TABLE

'MECHS, PROTOMECHS AND *VEHICLES*

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

BATTLE ARMOR

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

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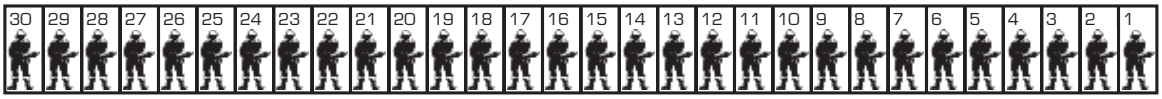
GENERIC CONVENTIONAL INFANTRY RECORD SHEET

CONVENTIONAL INFANTRY: PLATOON/POINT 1

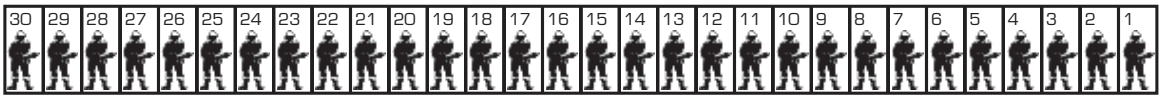
Gunnery Skill: ____
Anti-'Mech Skill: ____



Movement MP: ____ Type: _____

CONVENTIONAL INFANTRY: PLATOON/POINT 2

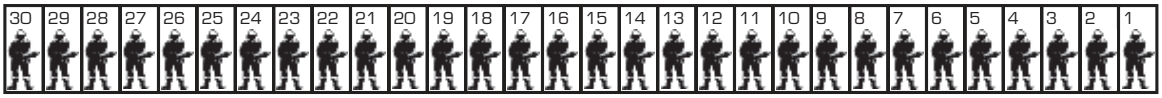
Gunnery Skill: ____
Anti-'Mech Skill: ____



Movement MP: ____ Type: _____

CONVENTIONAL INFANTRY: PLATOON/POINT 3

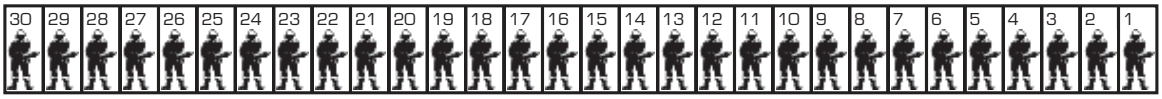
Gunnery Skill: ____
Anti-'Mech Skill: ____



Movement MP: ____ Type: _____

CONVENTIONAL INFANTRY: PLATOON/POINT 4

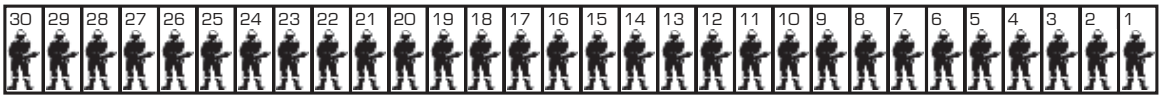
Gunnery Skill: ____
Anti-'Mech Skill: ____



Movement MP: ____ Type: _____

CONVENTIONAL INFANTRY: PLATOON/POINT 5

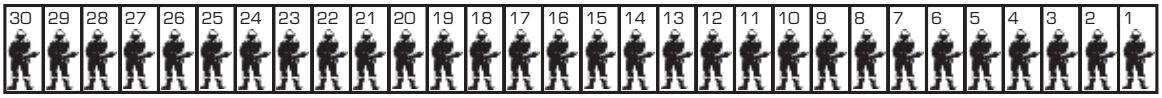
Gunnery Skill: ____
Anti-'Mech Skill: ____



Movement MP: ____ Type: _____

CONVENTIONAL INFANTRY: PLATOON/POINT 6

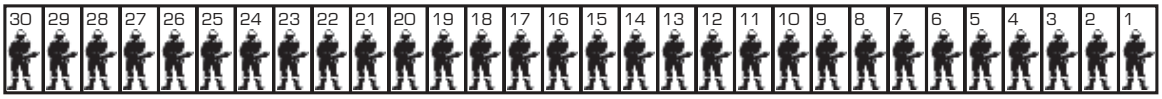
Gunnery Skill: ____
Anti-'Mech Skill: ____



Movement MP: ____ Type: _____

CONVENTIONAL INFANTRY: PLATOON/POINT 7

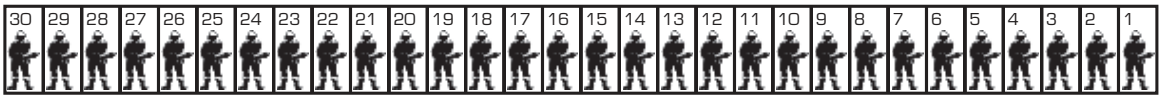
Gunnery Skill: ____
Anti-'Mech Skill: ____



Movement MP: ____ Type: _____

CONVENTIONAL INFANTRY: PLATOON/POINT 8

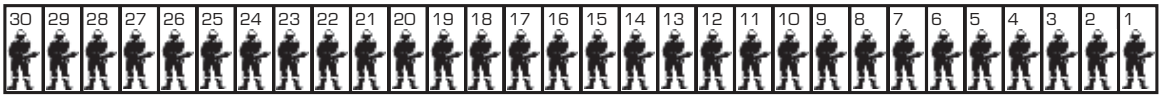
Gunnery Skill: ____
Anti-'Mech Skill: ____



Movement MP: ____ Type: _____

CONVENTIONAL INFANTRY: PLATOON/POINT 9

Gunnery Skill: ____
Anti-'Mech Skill: ____



Movement MP: ____ Type: _____

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CONVENTIONAL INFANTRY RECORD SHEET

CONVENTIONAL INFANTRY: PLATOON/POINT 1

Gunnery Skill: ____
Anti-'Mech Skill: ____
Max Weapon Damage*

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

RANGE IN HEXES (TO-HIT MODIFIER)

Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier																						

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

Movement MP: ____ Type: _____

CONVENTIONAL INFANTRY: PLATOON/POINT 2

Gunnery Skill: ____
Anti-'Mech Skill: ____
Max Weapon Damage*

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

RANGE IN HEXES (TO-HIT MODIFIER)

Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier																						

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

Movement MP: ____ Type: _____

CONVENTIONAL INFANTRY: PLATOON/POINT 3

Gunnery Skill: ____
Anti-'Mech Skill: ____
Max Weapon Damage*

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

RANGE IN HEXES (TO-HIT MODIFIER)

Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier																						

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

Movement MP: ____ Type: _____

CONVENTIONAL INFANTRY: PLATOON/POINT 4

Gunnery Skill: ____
Anti-'Mech Skill: ____
Max Weapon Damage*

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

RANGE IN HEXES (TO-HIT MODIFIER)

Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier																						

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

Movement MP: ____ Type: _____

BURST-FIRE WEAPON DAMAGE VS. CONVENTIONAL INFANTRY TABLE

'MECHS, PROTOMECHS AND *VEHICLES*

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

BATTLE ARMOR

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

NON-INFANTRY WEAPON DAMAGE AGAINST INFANTRY TABLE

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

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

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CONVENTIONAL INFANTRY RECORD SHEET

CONVENTIONAL INFANTRY: PLATOON/POINT 1

Gunnery Skill: ____
Anti-'Mech Skill: ____
Max Weapon Damage*

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

RANGE IN HEXES (TO-HIT MODIFIER)

Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier																						

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

Movement MP: ____ Type: _____

CONVENTIONAL INFANTRY: PLATOON/POINT 2

Gunnery Skill: ____
Anti-'Mech Skill: ____
Max Weapon Damage*

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

RANGE IN HEXES (TO-HIT MODIFIER)

Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier																						

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

Movement MP: ____ Type: _____

CONVENTIONAL INFANTRY: PLATOON/POINT 3

Gunnery Skill: ____
Anti-'Mech Skill: ____
Max Weapon Damage*

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

RANGE IN HEXES (TO-HIT MODIFIER)

Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier																						

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

Movement MP: ____ Type: _____

CONVENTIONAL INFANTRY: PLATOON/POINT 4

Gunnery Skill: ____
Anti-'Mech Skill: ____
Max Weapon Damage*

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

RANGE IN HEXES (TO-HIT MODIFIER)

Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier																						

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

Movement MP: ____ Type: _____

CONVENTIONAL INFANTRY: PLATOON/POINT 5

Gunnery Skill: ____
Anti-'Mech Skill: ____
Max Weapon Damage*

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

RANGE IN HEXES (TO-HIT MODIFIER)

Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier																						

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

Movement MP: ____ Type: _____

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BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: _____

Gunnery Skill: ____ Anti-'Mech Skill: ____

Ground MP: ____ Other MP (_____): ____

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
_____	____	—	—	—	—
_____	____	—	—	—	—
_____	____	—	—	—	—
_____	____	—	—	—	—

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

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

Armor: _____ (___/___/___)

BATTLE ARMOR: SQUAD/POINT 2

Type: _____

Gunnery Skill: ____ Anti-'Mech Skill: ____

Ground MP: ____ Other MP (_____): ____

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
_____	____	—	—	—	—
_____	____	—	—	—	—
_____	____	—	—	—	—
_____	____	—	—	—	—

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

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

Armor: _____ (___/___/___)

BATTLE ARMOR: SQUAD/POINT 3

Type: _____

Gunnery Skill: ____ Anti-'Mech Skill: ____

Ground MP: ____ Other MP (_____): ____

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
_____	____	—	—	—	—
_____	____	—	—	—	—
_____	____	—	—	—	—
_____	____	—	—	—	—

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

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

Armor: _____ (___/___/___)

BATTLE ARMOR: SQUAD/POINT 4

Type: _____

Gunnery Skill: ____ Anti-'Mech Skill: ____

Ground MP: ____ Other MP (_____): ____

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
_____	____	—	—	—	—
_____	____	—	—	—	—
_____	____	—	—	—	—
_____	____	—	—	—	—

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

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

Armor: _____ (___/___/___)

BATTLE ARMOR: SQUAD/POINT 5

Type: _____

Gunnery Skill: ____ Anti-'Mech Skill: ____

Ground MP: ____ Other MP (_____): ____

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
_____	____	—	—	—	—
_____	____	—	—	—	—
_____	____	—	—	—	—
_____	____	—	—	—	—

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

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

Armor: _____ (___/___/___)

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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CLASSIC BATTLETECH™

CONVENTIONAL FIGHTER RECORD SHEET

FIGHTER DATA

Type: _____

Thrust: Tonnage: _____

Safe Thrust: _____ Tech Base:

Maximum Thrust: _____ Clan ☐

VSTOL ☐ STOL ☐ Inner Sphere ☐

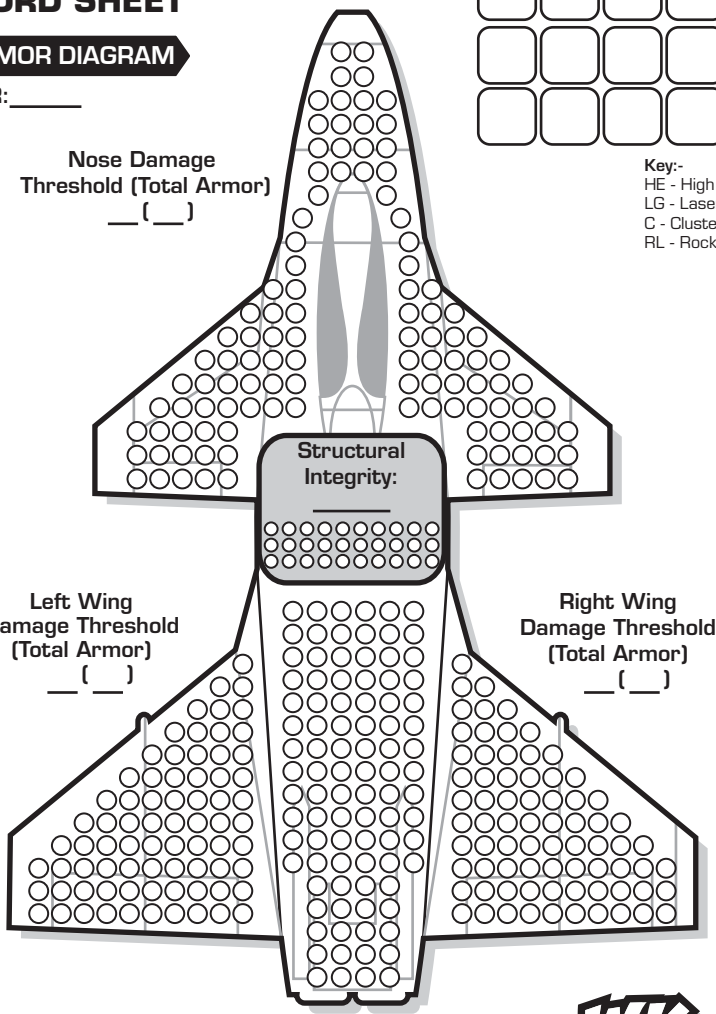
Weapons & Equipment Inventory

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

Cost: _____ BV: _____

ARMOR DIAGRAM

BAR: _____



EXTERNAL STORES/BOMBS

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

NOTES

CRITICAL DAMAGE

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

PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

GROUND MAP STRAIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)

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

Velocity above 12 is not possible on ground maps.

VELOCITY RECORD

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

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

FIGHTER RETURN TABLE

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

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CLASSIC BATTLETECH™

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: _____

Thrust: Tonnage: _____

Safe Thrust: _____ Tech Base:

Maximum Thrust: _____ Clan ☐

Inner Sphere ☐

Weapons & Equipment Inventory

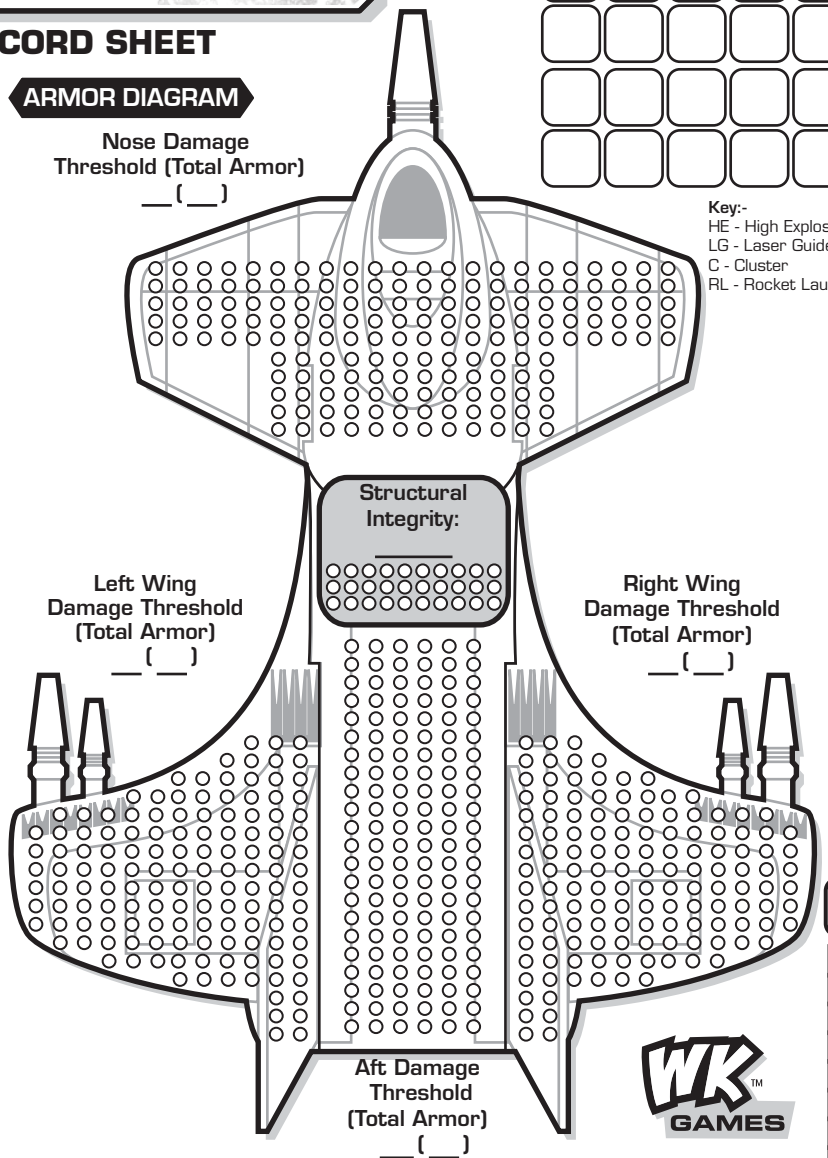
Standard Scale

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

Cost: _____ BV: _____

NOTES

ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

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

CRITICAL DAMAGE

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

PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

HEAT DATA

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

Heat Sinks: ____ (___)

Single ☐

Double ☐

Heat Scale

Overflow

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

VELOCITY RECORD

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

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

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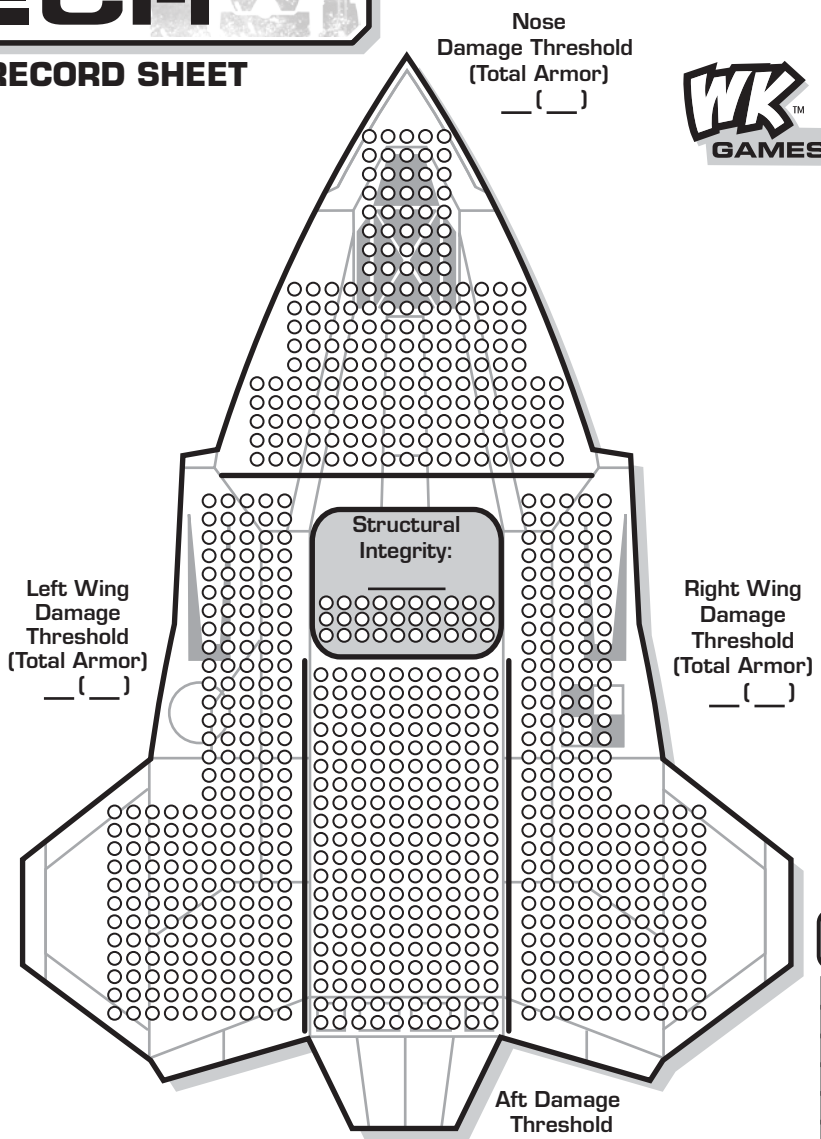
CLASSIC BATTLETECH™

AERODYNE SMALL CRAFT RECORD SHEET

ARMOR DIAGRAM

Standard Scale



CRAFT DATA

Type: _____

Thrust:
Safe Thrust: _____
Maximum Thrust: _____

Tonnage: _____

Tech Base:
Clan ☐
Inner Sphere ☐

Weapons & Equipment Inventory

Standard Scale

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

Cost: _____ **BV:** _____

NOTES

CRITICAL DAMAGE

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

PILOT DATA

Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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

HEAT DATA

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

Heat Sinks:
____ (___)

Single ☐
Double ☐

Heat Scale

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

VELOCITY RECORD

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

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

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CLASSIC BATTLETECH™

SPHEROID SMALL CRAFT RECORD SHEET

CRAFT DATA

Type: _____

Thrust: Tonnage: _____

Safe Thrust: _____ Tech Base:

Maximum Thrust: _____ Clan ☐

Inner Sphere ☐

Weapons & Equipment Inventory

Standard Scale

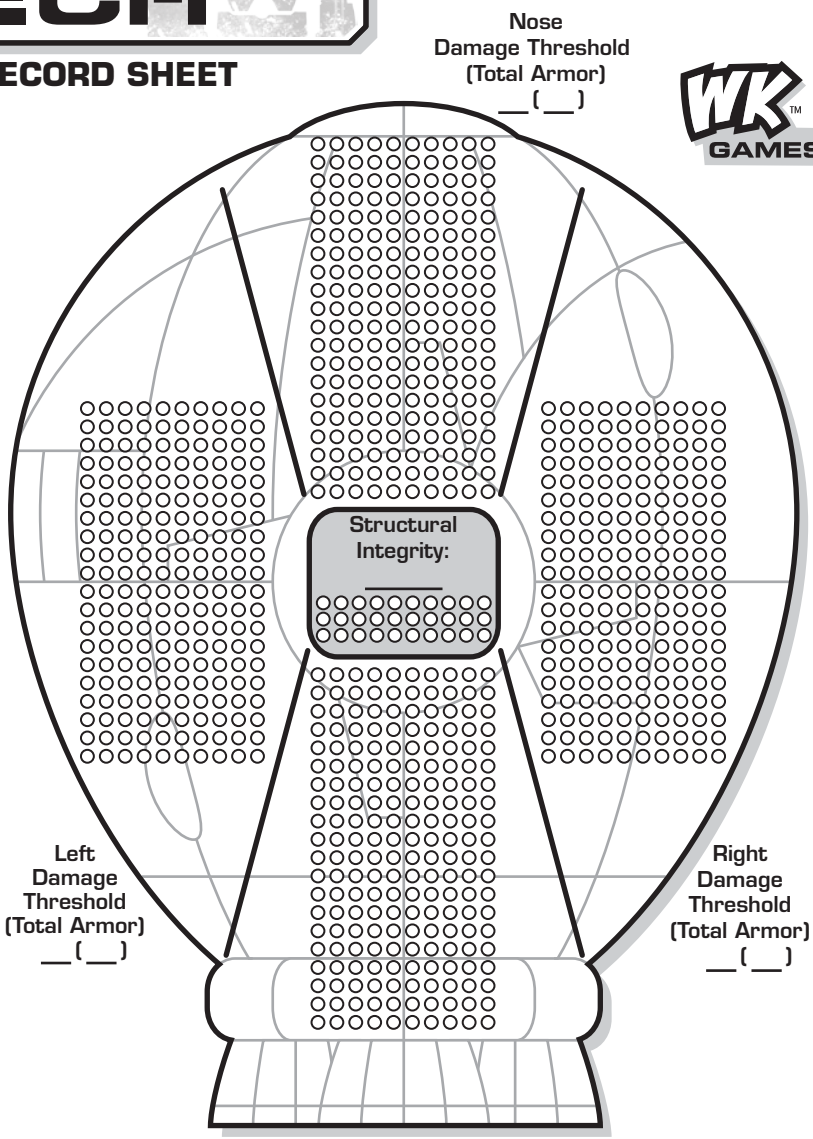
Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
__	_____	__	__	__	__	__	__
__	_____	__	__	__	__	__	__
__	_____	__	__	__	__	__	__
__	_____	__	__	__	__	__	__
__	_____	__	__	__	__	__	__
__	_____	__	__	__	__	__	__
__	_____	__	__	__	__	__	__
__	_____	__	__	__	__	__	__
__	_____	__	__	__	__	__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

Cost: _____ BV: _____

NOTES

ARMOR DIAGRAM

Standard Scale



Heat Scale

Overflow

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

CRITICAL DAMAGE

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

PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

HEAT DATA

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

Heat Sinks: ____ (___)

Single ☐

Double ☐

VELOCITY RECORD

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

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

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CLASSIC BATTLETECH™

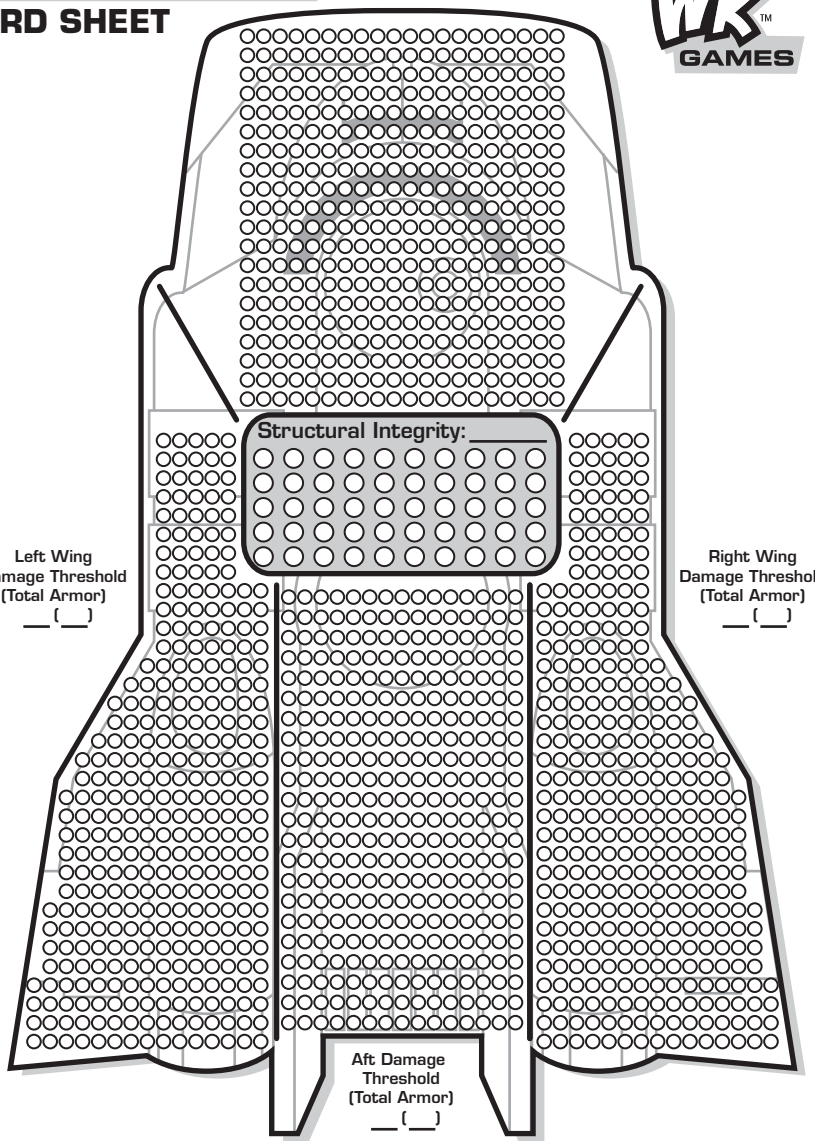
AERODYNE DROPSHIP RECORD SHEET

Nose Damage Threshold (Total Armor) ___(___)

ARMOR DIAGRAM

Standard Scale

WK™ GAMES



DROPSHIP DATA

Type: _____

Name: _____ **Tonnage:** _____

Thrust: **Tech Base:**

Safe Thrust: _____ Clan ☐

Maximum Thrust: _____ Inner Sphere ☐

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

Weapons & Equipment Inventory

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

Ammo: _____

Cost: _____ **BV:** _____

NOTES

CREW DATA

Gunnery Skill: ___ **Piloting Skill:** ___

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

Crew: _____ **Marines:** _____

Passengers: _____ **Elementals:** _____

Other: _____ **Battle Armor:** _____

Life Boats/Escape Pods: ___/___

CRITICAL DAMAGE

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

VELOCITY RECORD

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

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

HEAT DATA

Heat Sinks: ____(____)

Single ☐

Double ☐

Heat Generation Per Arc

Nose: ____ Aft: ____

Left Wing: Right Wing:

Fwd: ____ Fwd: ____

Aft: ____ Aft: ____

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CLASSIC BATTLETECH™

SPHEROID DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: _____

Name: _____ Tonnage: _____

Thrust: Tech Base:

Safe Thrust: _____ Clan ☐

Maximum Thrust: _____ Inner Sphere ☐

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

Weapons & Equipment Inventory

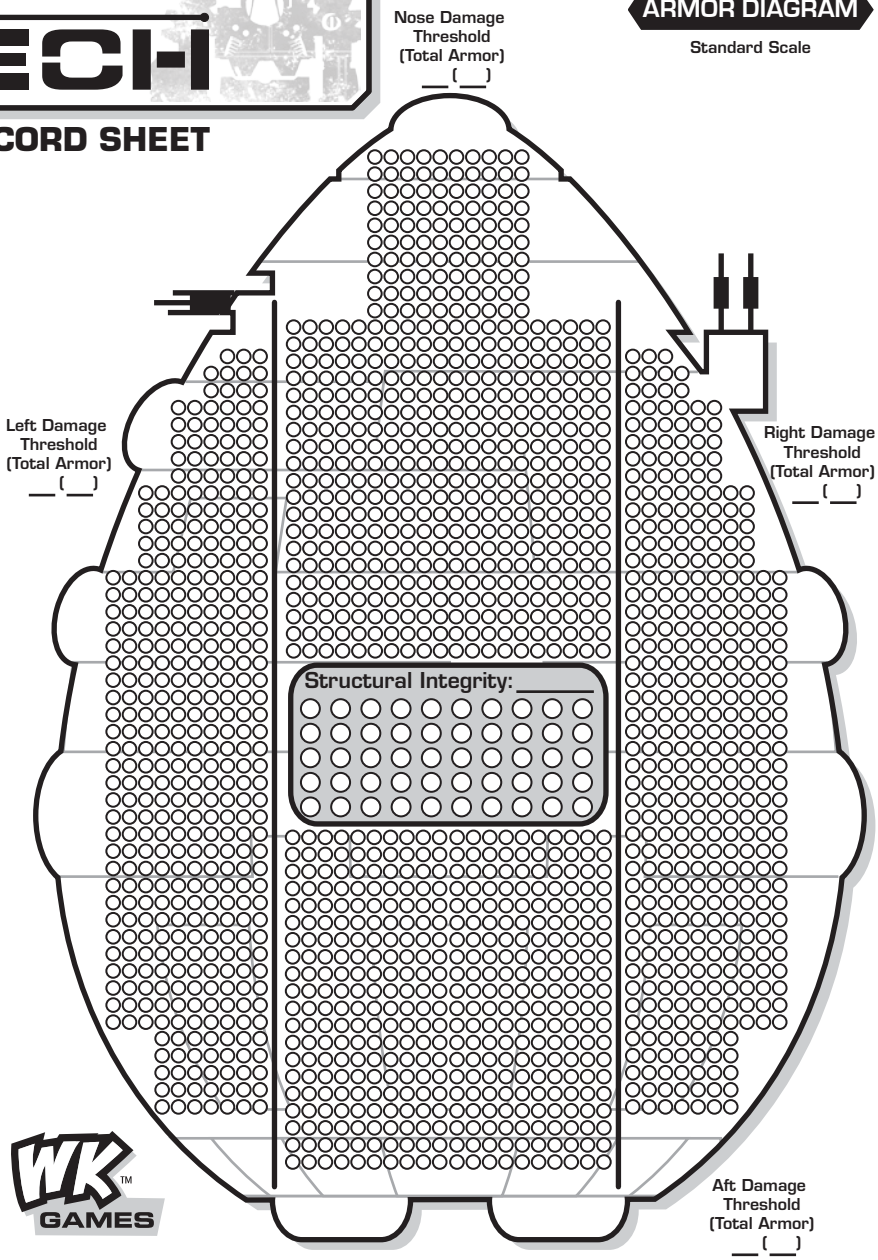
Capital Scale / Standard Scale		(1–12) (1–6)	(13–24) (6–12)	(25–40) (13–20)	(41–50) (21–25)	
Bay	Loc	SRV	MRV	LRV	ERV	

Ammo: _____

Cost: _____ BV: _____

ARMOR DIAGRAM

Standard Scale



NOTES

CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

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

Crew: _____ Marines: _____

Passengers: _____ Elementals: _____

Other: _____ Battle Armor: _____

Life Boats/Escape Pods: ___/___

CRITICAL DAMAGE

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

VELOCITY RECORD

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

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

HEAT DATA

Heat Sinks: ___(___)

Single ☐

Double ☐

Heat Generation Per Arc

Nose: _____ Aft: _____

Fore-Left: _____ Aft-Left: _____

Fore-Right: _____ Aft-Right: _____

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