

CLASSIC

BATTLETECH



TOTAL WARFARE BLANK RECORD SHEETS



Record Sheets Design by David L. McCulloch



CLASSIC BATTLETECH



PROTOMECH RECORD SHEET

PROTOMECH 1

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

WEAPONS INVENTORY

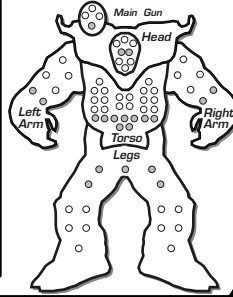
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	_____	_____	_____	_____	_____	_____
Right Arm:	_____	_____	_____	_____	_____	_____
Left Arm:	_____	_____	_____	_____	_____	_____
Torso A:	_____	_____	_____	_____	_____	_____
Torso B:	_____	_____	_____	_____	_____	_____
Ammo:	_____	_____	_____	_____	_____	_____

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 106:
 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken
 Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

Gunnery Skill: _____
 Cost: _____ C-bills BV: _____

PROTOMECH 2

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

WEAPONS INVENTORY

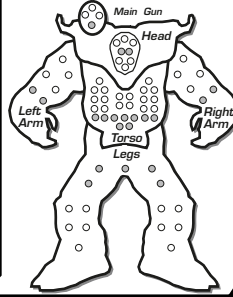
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	_____	_____	_____	_____	_____	_____
Right Arm:	_____	_____	_____	_____	_____	_____
Left Arm:	_____	_____	_____	_____	_____	_____
Torso A:	_____	_____	_____	_____	_____	_____
Torso B:	_____	_____	_____	_____	_____	_____
Ammo:	_____	_____	_____	_____	_____	_____

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 106:
 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken
 Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

Gunnery Skill: _____
 Cost: _____ C-bills BV: _____

PROTOMECH 3

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

WEAPONS INVENTORY

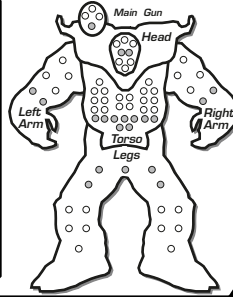
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	_____	_____	_____	_____	_____	_____
Right Arm:	_____	_____	_____	_____	_____	_____
Left Arm:	_____	_____	_____	_____	_____	_____
Torso A:	_____	_____	_____	_____	_____	_____
Torso B:	_____	_____	_____	_____	_____	_____
Ammo:	_____	_____	_____	_____	_____	_____

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 106:
 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken
 Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

Gunnery Skill: _____
 Cost: _____ C-bills BV: _____

PROTOMECH 4

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

WEAPONS INVENTORY

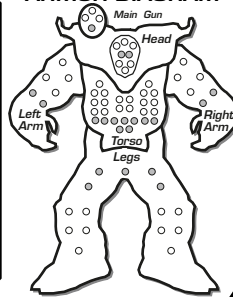
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	_____	_____	_____	_____	_____	_____
Right Arm:	_____	_____	_____	_____	_____	_____
Left Arm:	_____	_____	_____	_____	_____	_____
Torso A:	_____	_____	_____	_____	_____	_____
Torso B:	_____	_____	_____	_____	_____	_____
Ammo:	_____	_____	_____	_____	_____	_____

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 106:
 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken
 Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

Gunnery Skill: _____
 Cost: _____ C-bills BV: _____

PROTOMECH 5

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

WEAPONS INVENTORY

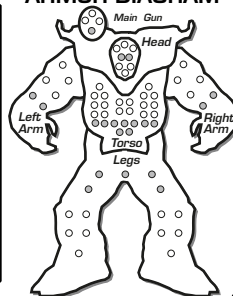
LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	_____	_____	_____	_____	_____	_____
Right Arm:	_____	_____	_____	_____	_____	_____
Left Arm:	_____	_____	_____	_____	_____	_____
Torso A:	_____	_____	_____	_____	_____	_____
Torso B:	_____	_____	_____	_____	_____	_____
Ammo:	_____	_____	_____	_____	_____	_____

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 106:
 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PILOT DATA

Name: _____ Hits Taken
 Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

Gunnery Skill: _____
 Cost: _____ C-bills BV: _____



CLASSIC BATTLETECH™



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 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	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	0	0	+2	+4	—	—	—	—	—	—
Rifle, Energy	-2	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	—	—	—	—	—	—

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*).



Standard Scale



AERODYNE SMALL CRAFT RECORD SHEET

CRAFT DATA

Type: _____

Thrust: _____ Tonnage: _____

Safe Thrust: _____ Tech Base: _____

Maximum Thrust: _____ Clan

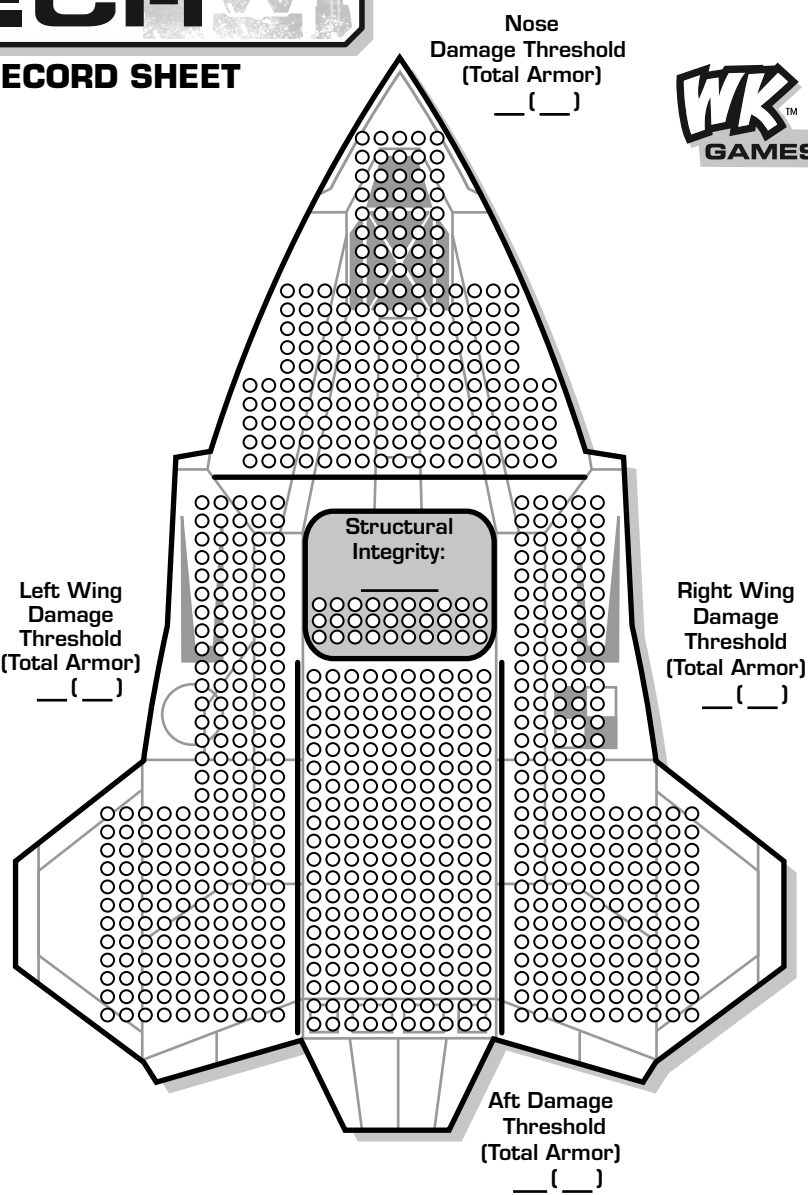
Inner Sphere

Weapons & Equipment Inventory

Standard Scale (0-6) (6-12) (13-20) (21-25)

Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV

Cost: _____ BV: _____



NOTES

CRITICAL DAMAGE

Avionics	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +5	Engine	<input type="checkbox"/> 2	<input type="checkbox"/> 4	<input type="checkbox"/> D
FCS	<input type="checkbox"/> +2	<input type="checkbox"/> +4	<input type="checkbox"/> D	Gear	<input type="checkbox"/> +5		
Sensors	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +5	Life Support	<input type="checkbox"/> +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	Heat Sinks: _____ (_)
30	Shutdown	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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+	Single <input type="checkbox"/> Double <input type="checkbox"/>
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+	

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 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

