



BATTLETECH

BATTLEMECH RECORD SHEET

MECH DATA

Type: ENF-4R Enforcer

Movement Points:

Walking: 4

Running: 6

Tonnage: 50

Base To-Hit: 4

Weapons Inventory

Qty	Type	Loc	Dmg	Sht	Med	Lng
1	Autocannon 10	RA	10	5	10	15
1	Large Laser	LA	8	5	10	15
1	Small Laser	LT	3	1	2	3

To-Hit Modifier

+0 +2 +4

Ammo Type

Shots

Autocannon 10

10

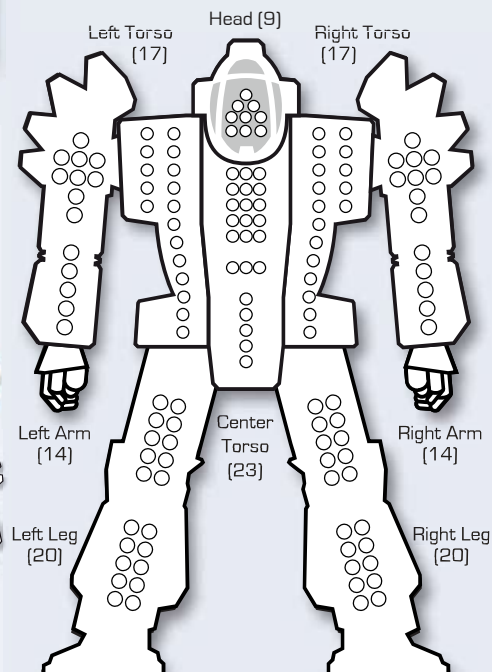
MECH HIT LOCATIONS

2D6	Location	2D6	Location
2	Center Torso	8	Left Torso
3	Right Arm	9	Left Leg
4	Right Arm	10	Left Arm
5	Right Leg	11	Left Arm
6	Right Torso	12	Head
7	Center Torso		



Damage Transfer Diagram

ARMOR DIAGRAM



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BATTLETECH

BATTLEMECH RECORD SHEET

MECH DATA

Type: HBK-4G Hunchback

Movement Points:

Walking: 4

Running: 6

Tonnage: 50

Base To-Hit: 4

Weapons Inventory

Qty	Type	Loc	Dmg	Sht	Med	Lng
1	Autocannon 20	RT	20	3	6	9
1	Medium Laser	LA	5	3	6	9
1	Medium Laser	RA	5	3	6	9
1	Small Laser	H	3	1	2	3

To-Hit Modifier

+0 +2 +4

Ammo Type

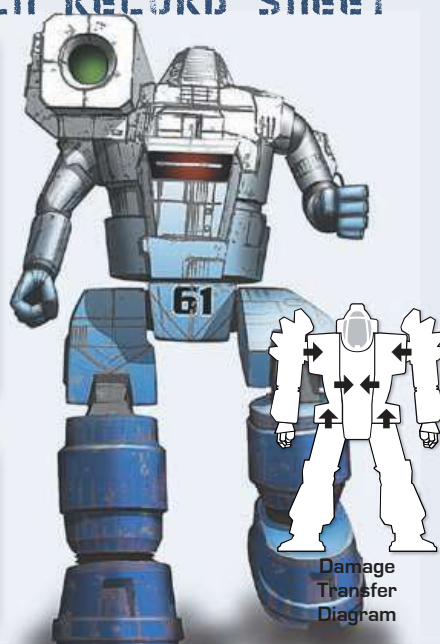
Shots

Autocannon 20

10

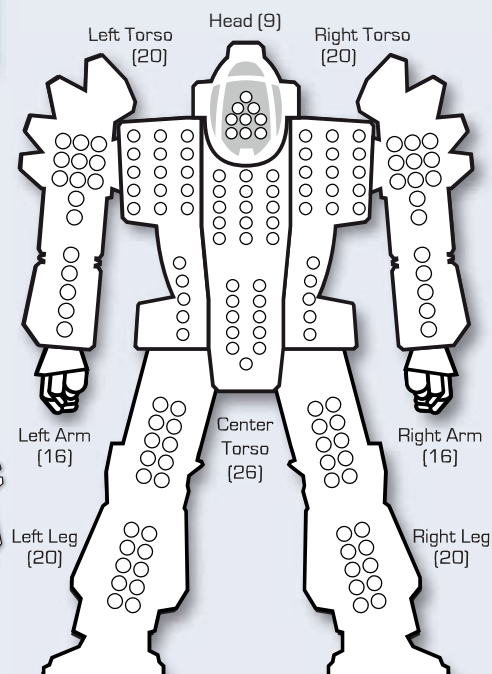
MECH HIT LOCATIONS

2D6	Location	2D6	Location
2	Center Torso	8	Left Torso
3	Right Arm	9	Left Leg
4	Right Arm	10	Left Arm
5	Right Leg	11	Left Arm
6	Right Torso	12	Head
7	Center Torso		



Damage Transfer Diagram

ARMOR DIAGRAM



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BATTLETECH

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Cicada CDA-3MA

Movement Points: Tonnage: 40
Walking: 8 Base To-Hit: 4
Running: 12

Weapons Inventory

Qty	Type	Loc	Dmg	To-Hit Modifier +0 +2 +4	Sht	Med	Lng
1	Medium Laser	RA	5	3	6	9	
1	Medium Laser	LA	5	3	6	9	
1	Snub-Nose PPC	RT	10/8/5 (V)	9	13	15	
1	Small Pulse Laser	CT	3 (P, AI)	1	2	3	

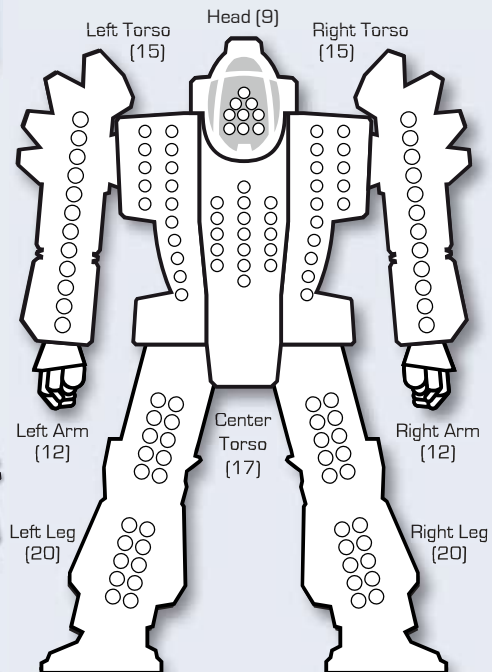
'MECH HIT LOCATIONS

2D6	Location	2D6	Location
2	Center Torso	8	Left Torso
3	Right Arm	9	Left Leg
4	Right Arm	10	Left Arm
5	Right Leg	11	Left Arm
6	Right Torso	12	Head
7	Center Torso		



Damage Transfer Diagram

ARMOR DIAGRAM



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BATTLETECH

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Hermes II HER-5SA

Movement Points: Tonnage: 40
Walking: 6 Base To-Hit: 4
Running: 9

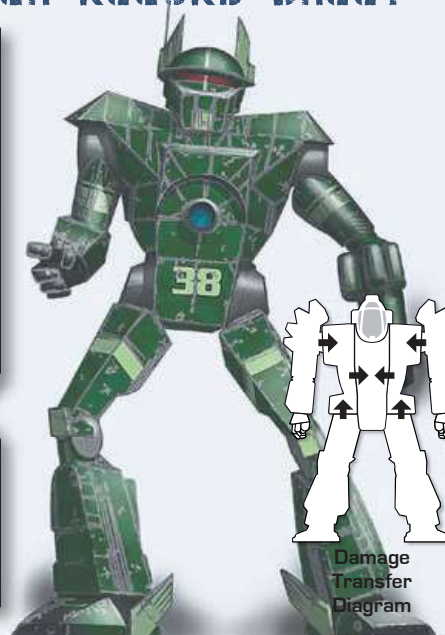
Weapons Inventory

Qty	Type	Loc	Dmg	To-Hit Modifier +0 +2 +4	Sht	Med	Lng
1	Large Pulse Laser	RA	9 (P)	3	7	10	
1	Flamer	LA	2 (AI)	1	2	3	
1	Ultra AC/5	RT	5/Sht, R2 (R/C)	6	13	20	

Ammo Type	Shots
Ultra AC/5	20

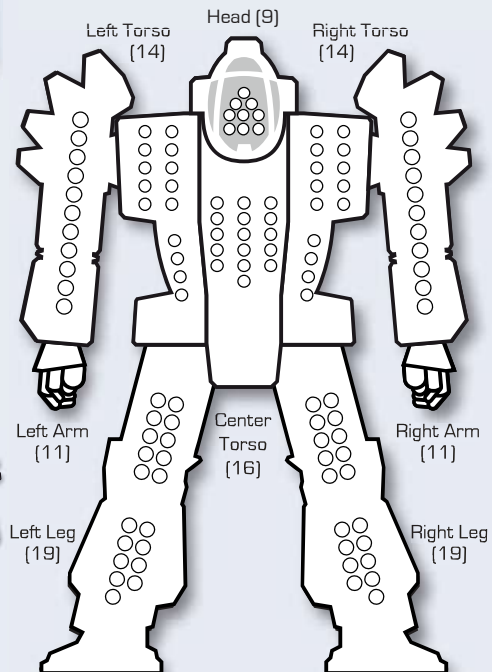
'MECH HIT LOCATIONS

2D6	Location	2D6	Location
2	Center Torso	8	Left Torso
3	Right Arm	9	Left Leg
4	Right Arm	10	Left Arm
5	Right Leg	11	Left Arm
6	Right Torso	12	Head
7	Center Torso		



Damage Transfer Diagram

ARMOR DIAGRAM



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BATTLETECH™

COMBAT VEHICLE RECORD SHEET

VEHICLE DATA

Type: Rommel Tank

Movement Points: Tonnage: 65
Cruising: 4 Base To-Hit: 4
Flanking: 6

Weapons Inventory

Qty	Type	Loc	Dmg	Sht	Med	Lng
1	Autocannon/20	T	20	3	6	9
1	Small Laser	F	3	1	2	3

Ammo Type	Shots
Autocannon/20	20

To-Hit Modifier
+0 +2 +4

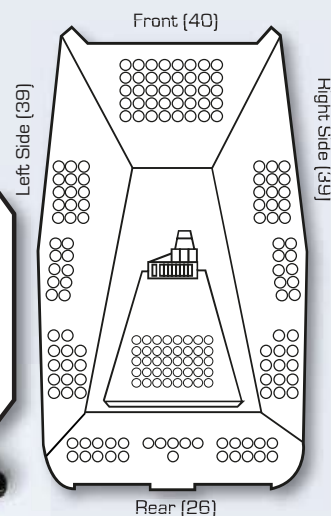
COMBAT VEHICLE HIT LOCATIONS

2D6	Location	2D6	Location	2D6	Location
2	Rear	6	Front	10	Turret
3	Front†	7	Front	11	Turret
4	Front†	8	Front	12	Rear
5	Right Side†	9	Left Side†		

†Every time an attack strikes this location (regardless of the attack's Damage Value), subtract 1 from the target unit's Cruising MP (refigure the Flank MP by multiplying Cruising MP by 1.5 and rounding up). All modifiers are cumulative and are applied during the End Phase of a turn. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game.



ARMOR DIAGRAM



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BATTLETECH™

COMBAT VEHICLE RECORD SHEET

VEHICLE DATA

Type: Saladin Assault Hover Tank

Movement Points: Tonnage: 35
Cruising: 8 Base To-Hit: 4
Flanking: 12

Weapons Inventory

Qty	Type	Loc	Dmg	Sht	Med	Lng
1	Autocannon/20	F	20	3	6	9

Ammo Type	Shots
Autocannon/20	15

To-Hit Modifier
+0 +2 +4

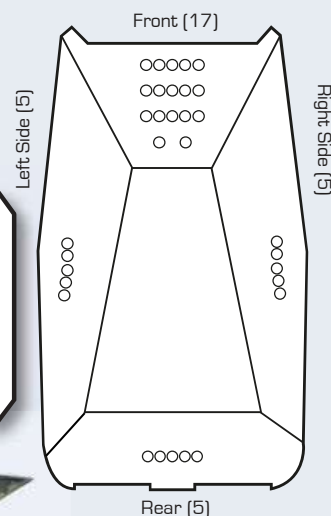
COMBAT VEHICLE HIT LOCATIONS

2D6	Location	2D6	Location	2D6	Location
2	Rear	6	Front	10	Turret
3	Front†	7	Front	11	Turret
4	Front†	8	Front	12	Rear
5	Right Side†	9	Left Side†		

†Every time an attack strikes this location (regardless of the attack's Damage Value), subtract 1 from the target unit's Cruising MP (refigure the Flank MP by multiplying Cruising MP by 1.5 and rounding up). All modifiers are cumulative and are applied during the End Phase of a turn. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game.



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BATTLETECH

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COMBAT VEHICLE RECORD SHEET

VEHICLE DATA

Type: Rommel Tank (Gauss Variant)

Movement Points: Tonnage: 65
Cruising: 4 Base To-Hit: 4
Flanking: 6

Weapons Inventory

Qty	Type	Loc	Dmg	To-Hit Modifier +0 +2 +4	Sht	Med	Lng
1	Gauss Rifle	T	15	7	15	22	
2	Medium Laser	T	5	3	6	9	
2	Machine Gun	T	2 (AI)	1	2	3	
2	Machine Gun	F	2 (AI)	1	2	3	
1	Machine Gun	R	2 (AI)	1	2	3	

Ammo Type	Shots
Gauss Rifle	16
Machine Gun	100

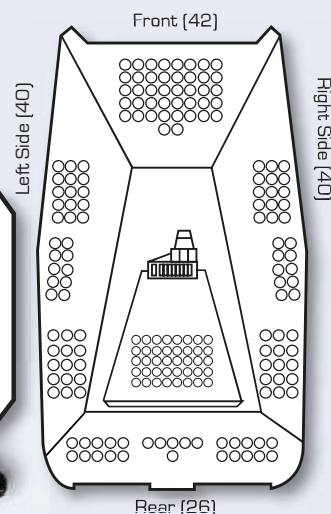
COMBAT VEHICLE HIT LOCATIONS

2D6	Location	2D6	Location	2D6	Location
2	Rear	6	Front	10	Turret
3	Front†	7	Front	11	Turret
4	Front†	8	Front	12	Rear
5	Right Side†	9	Left Side†		

†Every time an attack strikes this location (regardless of the attack's Damage Value), subtract 1 from the target unit's Cruising MP (refigure the Flank MP by multiplying Cruising MP by 1.5 and rounding up). All modifiers are cumulative and are applied during the End Phase of a turn. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game.



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BATTLETECH

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COMBAT VEHICLE RECORD SHEET

VEHICLE DATA

Type: Saladin (Ultra Variant)

Movement Points: Tonnage: 35
Cruising: 8 Base To-Hit: 4
Flanking: 12

Weapons Inventory

Qty	Type	Loc	Dmg	To-Hit Modifier +0 +2 +4	Sht	Med	Lng
1	Ultra AC/20	F	20/Sht, R2 (R/C)	3	7	10	

Ammo Type	Shots
Ultra AC/20	10

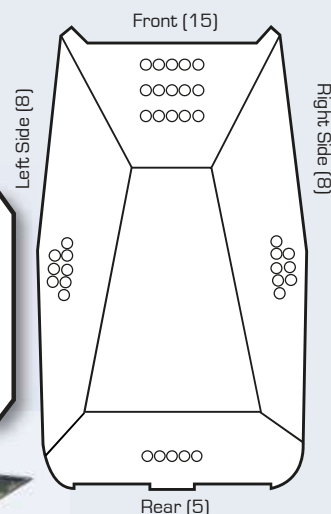
COMBAT VEHICLE HIT LOCATIONS

2D6	Location	2D6	Location	2D6	Location
2	Rear	6	Front	10	Turret
3	Front†	7	Front	11	Turret
4	Front†	8	Front	12	Rear
5	Right Side†	9	Left Side†		

†Every time an attack strikes this location (regardless of the attack's Damage Value), subtract 1 from the target unit's Cruising MP (refigure the Flank MP by multiplying Cruising MP by 1.5 and rounding up). All modifiers are cumulative and are applied during the End Phase of a turn. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game.



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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR DATA

Type: Infiltrator Mk II

Movement Points: 3

Base To-Hit: 4

Weapons Inventory

Qty	Type	Dmg	Sht	Med	Lng
1	Magshot Gauss Rifle	2	3	6	9

To-Hit Modifier
+0 +2 +4

1		0	0	0	0	0	0	0	0
2		0	0	0	0	0	0	0	0
3		0	0	0	0	0	0	0	0
4		0	0	0	0	0	0	0	0



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BATTLETECH™

CONVENTIONAL INFANTRY RECORD SHEET

CONVENTIONAL INFANTRY DATA

Type: Rifle, Energy (Motorized) Platoon

Movement Points: 3

Base To-Hit: 4

Weapon Type

Range in Hexes (To-Hit Modifier)

	0	1	2	3	4	5	6	7	8	9
Rifle, Energy	-2	0	0	+2	+2	+4	+4	-	-	-

Maximum Weapon Damage* per Number of Troopers

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
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

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

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



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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR DATA

Type: Infiltrator Mk II

Movement Points: 3

Base To-Hit: 4

Weapons Inventory

Qty	Type	Dmg	Sht	Med	Lng
1	Magshot Gauss Rifle	2	3	6	9

To-Hit Modifier
+0 +2 +4

1		0	0	0	0	0	0	0	0
2		0	0	0	0	0	0	0	0
3		0	0	0	0	0	0	0	0
4		0	0	0	0	0	0	0	0



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BATTLETECH™

CONVENTIONAL INFANTRY RECORD SHEET

CONVENTIONAL INFANTRY DATA

Type: Machine Gun (Motorized) Platoon

Movement Points: 3

Base To-Hit: 4

Weapon Type

Range in Hexes (To-Hit Modifier)

	0	1	2	3	4	5	6	7	8	9
Machine Gun	-2	0	+2	+4	-	-	-	-	-	-

Maximum Weapon Damage* per Number of Troopers

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
16	15	15	14	13	13	12	11	11	10	10	9	8	8	7	7	6	6	5	4	4	3	3	2	2	1	1	0

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

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



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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR DATA

Type: Infiltrator Mk II

Movement Points: 3

Base To-Hit: 4

Weapons Inventory

Qty	Type	Dmg	Sht	Med	Lng
1	Magshot Gauss Rifle	2	3	6	9

To-Hit Modifier
+0 +2 +4

1  ○○○○○○ 3  ○○○○○○

2  ○○○○○○ 4  ○○○○○○



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BATTLETECH™

CONVENTIONAL INFANTRY RECORD SHEET

CONVENTIONAL INFANTRY DATA

Type: Rifle, Energy (Motorized) Platoon

Movement Points: 3

Base To-Hit: 4

Weapon Type	Range in Hexes (To-Hit Modifier)									
	0	1	2	3	4	5	6	7	8	9
Rifle, Energy	-2	0	0	+2	+2	+4	+4	-	-	-

Maximum Weapon Damage* per Number of Troopers

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
8	8	7	7	6	6	6	5	5	5	4	4	4	4	3	3	3	2	2	2	1	1	1	1	1	1	1	0

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

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



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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR DATA

Type: Infiltrator Mk II

Movement Points: 3

Base To-Hit: 4

Weapons Inventory

Qty	Type	Dmg	Sht	Med	Lng
1	Magshot Gauss Rifle	2	3	6	9

To-Hit Modifier
+0 +2 +4

1  ○○○○○○ 3  ○○○○○○

2  ○○○○○○ 4  ○○○○○○



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BATTLETECH™

CONVENTIONAL INFANTRY RECORD SHEET

CONVENTIONAL INFANTRY DATA

Type: Machine Gun (Motorized) Platoon

Movement Points: 3

Base To-Hit: 4

Weapon Type	Range in Hexes (To-Hit Modifier)									
	0	1	2	3	4	5	6	7	8	9
Machine Gun	-2	0	+2	+4	-	-	-	-	-	-

Maximum Weapon Damage* per Number of Troopers

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
16	15	15	14	13	13	12	11	11	10	10	9	8	8	7	7	6	6	5	4	4	3	3	2	2	1	1	0

























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

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



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	CICADA REAR		CICADA FRONT
	ENFORCER REAR		ENFORCER FRONT
	HERMES II REAR		HERMES II FRONT
	HUNCHBACK REAR		HUNCHBACK FRONT
	SALADIN REAR		SALADIN FRONT
	ROMMEL REAR		ROMMEL FRONT
	SALADIN (ULTRA VARIANT) REAR		SALADIN (ULTRA VARIANT) FRONT
	ROMMEL (GAUSS VARIANT) REAR		ROMMEL (GAUSS VARIANT) FRONT
	INFANTRY		INFANTRY
	BATTLE ARMOR		BATTLE ARMOR
	INFANTRY		INFANTRY
	BATTLE ARMOR		BATTLE ARMOR

