

BATTLETECH™

CENÁRIO MENSAL: MAIO

A GUARNIÇÃO ESQUECIDA



A GUARNIÇÃO ESQUECIDA

New Rhodes III, 3028

Uma pequena unidade de infantaria ficou para trás. Munições esgotadas e com feridos, se refugiaram numa construção próxima.

Incapazes de combater e sabendo que forças inimigas estão no seu encalço, eles emitem um urgente pedido de socorro!

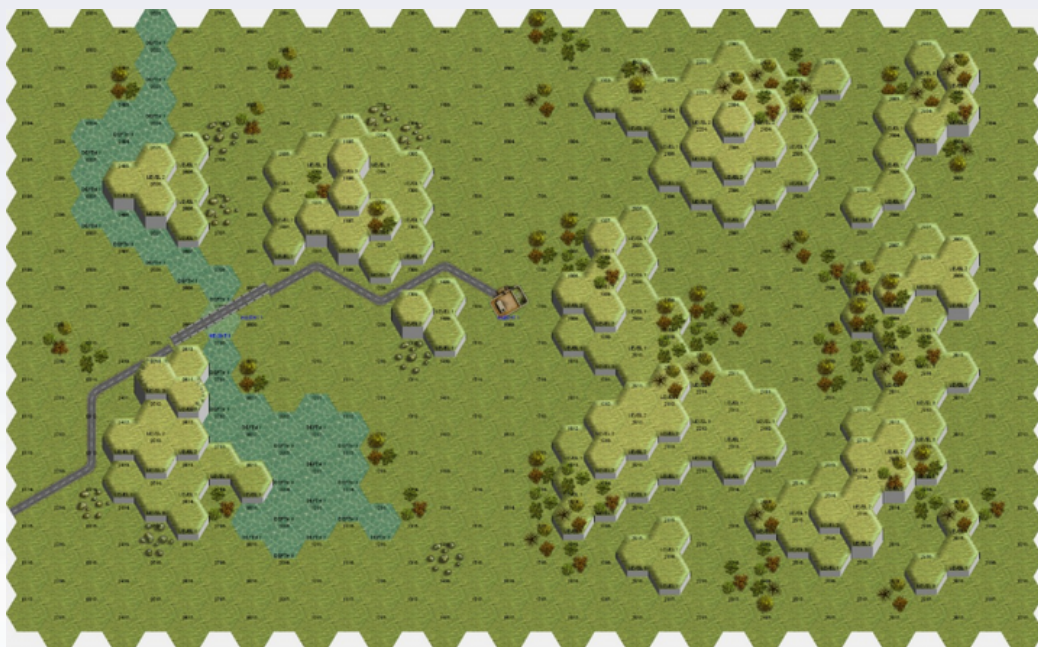
Três veículos de transporte, apoiados por uma lança de Battlemechs terão a difícil missão de resgatar seus companheiros antes que as forças inimigas os impeçam!

CONFIGURAÇÃO DA PARTIDA:

O cenário deste mês contará com um ambiente usando 2 mapas lado a lado, ambos os mapas podem ser encontrados na caixa oficial a A Game of Armored Combat. O cenário usará unidades e mapas específicos e que, para uma melhor experiência, não devem ser alterados. O Atacante entrará em seu deploy com até 3 hex da borda lateral da direita e o Defensor com até 3 hex da borda lateral da esquerda. O prédio em ruínas da guarnição começará também no local indicado e não oferece qualquer tipo de cobertura para veículos ou Mechs ao seu lado.

Mapa

Para este cenário utilizaremos os mapas Grasslands #2 e Grasslands #3





Atacante

O atacante é formado pela 5th McCarron's Armored Cavalry, com um grupo pequeno ainda neste local.

- Light SRM Carrier (578 BV)
- Catapult CPLT-C1 (1847 BV) Gunnery 3, piloting 4
- Wolverine WVR-6M (1704 BV) Gunnery 3, piloting 4

Defensor

A Força defensora é formada por uma Striker Lance e 3 veículos de transporte que farão a recuperação das guarnições presas nas ruínas.

- Blackjack BJ-1DB (1015 BV) Gunnery 4, piloting 5
- Jenner – JR7-D (875 BV) Gunnery 4, piloting 5
- Panther PNT-9R (769 BV) Gunnery 4, piloting 5
- Wolfhound WLF-1A (967 BV) Gunnery 4, piloting 5
- Heavy Weeled APC (189 BV)
- Heavy Weeled APC (189 BV)
- Heavy Weeled APC (189 BV)

Objetivos

Defensor:

Salve a Guarnição (300): Retirar da área de jogo, ao menos um APC com guarnição, não destruído ou imobilizado. +100 para cada APC extra.

Esmaguem eles! (300): Derrotar pelo menos 50% da força adversária

Atacante:

Já vai tarde! (100): Para cada APC destruído ou imobilizado.

Esmaguem eles! (500): Derrotar pelo menos 50% da força adversária





Regras Especiais


Embarque:

Para que os transportes possam embarcar cada guarnição, ele deve estar ao lado do hex da ruína indicado no mapa e então ficar um turno realizando o embarque. Neste turno ele pode atacar/se defender, mas não poderá realizar nenhum movimento.

Dano Incapacitante:

Qualquer 'Mech que sofrer dano incapacitante conta como destruído para fins da missão mas permanece em jogo. Todavia deve se movimentar obrigatoriamente na direção por onde entro no mapa, até que possa fugir. O mech incapacitado pode atirar normalmente enquanto bate em retirada.

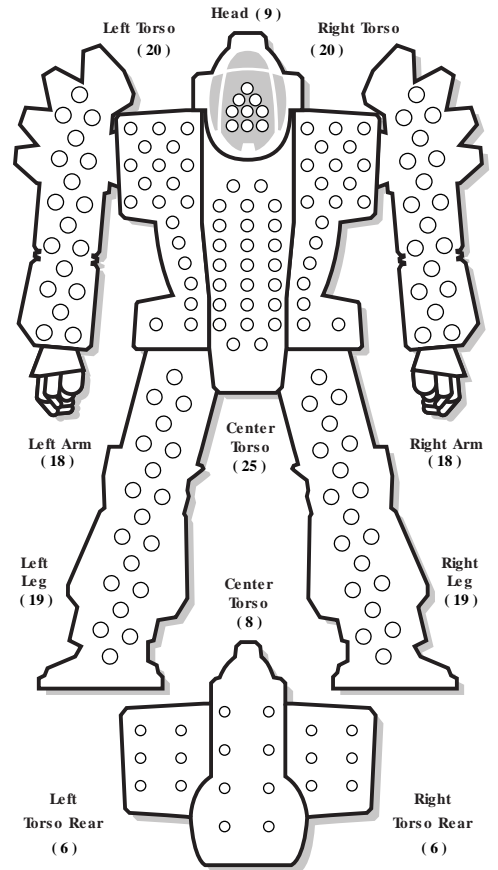
O mech sofreu dano incapacitante quando estiver em uma ou mais das situações abaixo:

- Quatro ou mais pontos de dano ao MechGuerreiro
 - Dois acertos críticos do motor, um acerto crítico no giroscópio e outro no motor, ou sensores destruídos
 - A estrutura interna de ao menos um torso é destruída
 - Danos na estrutura interna em três ou mais membros ou duas ou mais localizações do torso (estrutura interna do torso dano não conta para dano incapacitante se esse local ainda tem blindagem frontal)
 - A perda de todas as armas por dano crítico ou consumo total da munição.
- 

BATTLETECH™

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



MECH DATA

Type: Wolverine WVR-6M

Movement Points: **Tonnage:** 55
 Walking: 5 **Tech Base:** Inner Sphere
 Running: 8 **Rules Level:** Introductory
 Jumping: 5 **Role:** Skirmisher

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	SRM 6	LT	4	2/Msl	—	3	6	9
				[M,C,S]				
1	Medium Laser	HD	3	5 [DE]	—	3	6	9

Total Heat (Dissipation): 18 (14)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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



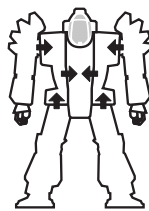
Ammo: (SRM 6) 15

BV: 1,291



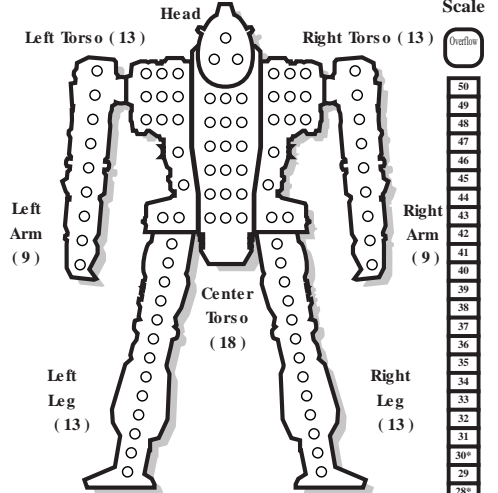
CRITICAL TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Roll Again	6. Roll Again
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Large Laser	6. Large Laser
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Jump Jet	2. Jump Jet	3. SRM 6	4. SRM 6	5. Roll Again	6. Roll Again
Right Torso	1. Heat Sink	2. Jump Jet	3. Jump Jet	4. Ammo (SRM 6) 15	5. Roll Again	6. Roll Again
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Heat Sink	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Heat Sink	6. Roll Again



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	31	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
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HEAT DATA

Heat Sinks: 14

Heat Level* Effects	Heat Level* Effects
32 Pilot damage, avoid on 8+	50 Shutdown
31 -6 Movement Points	49 -9 Movement Points
30 Shutdown, avoid on 12+	48 +7 Modifier to Fire
28 Ammo Exp, avoid on 8+	47 Pilot damage, avoid on -10+
26 Shutdown, avoid on 10+	46 Shutdown, avoid on 20+
25 -5 Movement Points	45 Ammo Explosion
24 +4 Modifier to Fire	44 System failure, avoid on 10+
23 Ammo Exp, avoid on 6+	43 -8 Movement Points
22 Shutdown, avoid on 8+	42 Shutdown, avoid on 18+
20 -4 Movement Points	41 +6 Modifier to Fire
19 Ammo Exp, avoid on 4+	40 Ammo Exp, avoid on 12+
18 Shutdown, avoid on 6+	39 Pilot damage, avoid on 10+
17 +3 Modifier to Fire	38 Shutdown, avoid on 16+
15 -3 Movement Points	37 -7 Movement Points
14 Shutdown, avoid on 4+	36 System failure, avoid on 8+
13 +2 Modifier to Fire	35 Ammo Exp, avoid on 10+
10 -2 Movement Points	34 Shutdown, avoid on 14+
8 +1 Modifier to Fire	33 +5 Modifier to Fire
5 -1 Movement Points	

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BATTLEMECH RECORD SHEET

ARMOR DIAGRAM

MECH DATA

Type: Catapult CPLT-C1

Movement Points: **Tonnage:** 65
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 **Rules Level:** Introductory
 Jumping: 4 **Role:** Missile Boat

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	LA	5	1/Msl	6	7	14	21
				[M,C,S]				
1	LRM 15	RA	5	1/Msl	6	7	14	21
				[M,C,S]				
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
2	Medium Laser	CT	3	5 [DE]	—	3	6	9

Total Heat (Dissipation): 22 (15)

Ammo: (LRM 15) 16

BV: 1,399

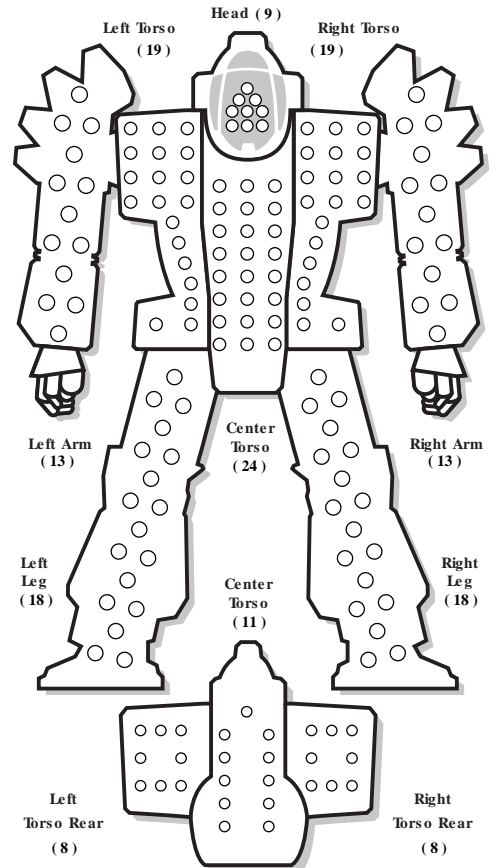


WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - LRM 15
 - LRM 15
 - LRM 15
 - Roll Again

- Center Torso**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- Left Torso**
- Jump Jet
 - Jump Jet
 - Medium Laser
 - Ammo (LRM 15) 8
 - Roll Again
 - Roll Again

- Right Torso**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Heat Sink
 - Heat Sink

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Heat Sink
 - Sensors
 - Life Support

- Right Arm**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- Right Torso**
- Jump Jet
 - Jump Jet
 - Medium Laser
 - Ammo (LRM 15) 8
 - Roll Again
 - Roll Again

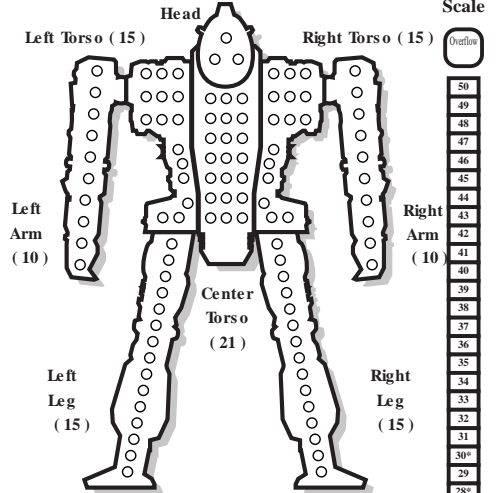
- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Heat Sink
 - Heat Sink

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

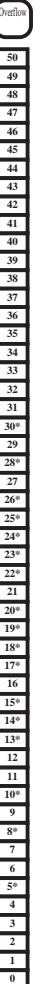


HEAT DATA

Heat Sinks: 15 ○○○○○○○○○○○○○○

Heat Level* Effects	Heat Level* Effects
32 Pilot damage, avoid on 8+	50 Shutdown
31 -6 Movement Points	49 -9 Movement Points
30 Shutdown, avoid on 12+	48 +7 Modifier to Fire
28 Ammo Exp, avoid on 8+	47 Pilot damage, avoid on -10+
26 Shutdown, avoid on 10+	46 Shutdown, avoid on 20+
25 -5 Movement Points	45 Ammo Explosion
24 +4 Modifier to Fire	44 System failure, avoid on 10+
23 Ammo Exp, avoid on 6+	43 -8 Movement Points
22 Shutdown, avoid on 8+	42 Shutdown, avoid on 18+
20 -4 Movement Points	41 +6 Modifier to Fire
19 Ammo Exp, avoid on 4+	40 Ammo Exp, avoid on 12+
18 Shutdown, avoid on 6+	39 Pilot damage, avoid on 10+
17 +3 Modifier to Fire	38 Shutdown, avoid on 16+
15 -3 Movement Points	37 -7 Movement Points
14 Shutdown, avoid on 4+	36 System failure, avoid on 8+
13 +2 Modifier to Fire	35 Ammo Exp, avoid on 10+
10 -2 Movement Points	34 Shutdown, avoid on 14+
8 +1 Modifier to Fire	33 +5 Modifier to Fire
5 -1 Movement Points	

Heat Scale



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ARMOR DIAGRAM

WHEELED VEHICLE RECORD SHEET

Front Armor
(16)

VEHICLE DATA

Type: Light SRM Carrier (Standard)
 Movement Points: **Tonnage:** 40
 Cruising: 4 **Tech Base:** Inner Sphere
 Flanking: 6 **Rules Level:** Introductory
 Movement Type: Wheeled **Role:** Ambusher
 Engine Type: ICE

Weapons & Equipment Inventory		(hexes)			
Qty	Type	Loc	Dmg	Min	Sht Med Lng
5	SRM 6	TU	2/Msl	—	3 6 9
			[M,C,S]		

CREW DATA

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

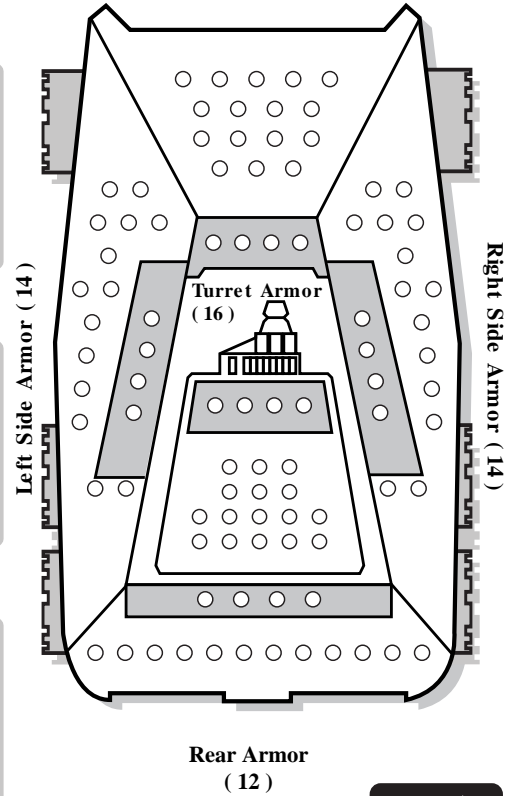
CRITICAL DAMAGE

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

NOTES

Ammo: (SRM 6) 45

BV: 578



GROUND COMBAT VEHICLE HIT LOCATION

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

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

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 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 CRITICALS TABLE

	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.

BATTLETECH™

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM

MECH DATA

Type: Wolfhound WLF-1A

Movement Points: **Tonnage:** 35
 Walking: 6 **Tech Base:** Inner Sphere
 Running: 9 **Rules Level:** Advanced
 Jumping: 0 **Role:** Striker

Weapons & Equipment Inventory

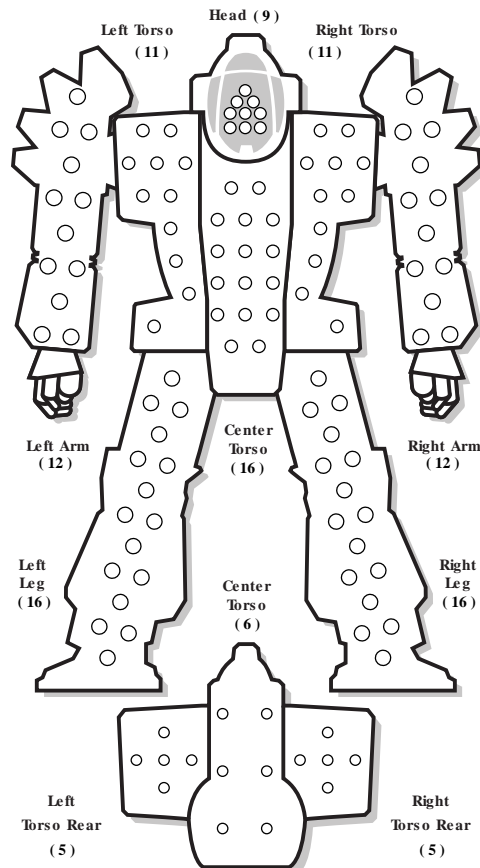
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser	CT	3	5 [DE]	—	3	6	9

Total Heat (Dissipation): 17 (11)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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



BV: 967



CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
- 1-3
- Roll Again
 - Roll Again

- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- Left Torso**
- Medium Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3

- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

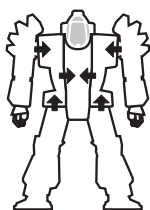
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Heat Sink
 - Roll Again

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Roll Again
 - Sensors
 - Life Support

- Center Torso**
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3

- 4-6
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Heat Sink
 - Medium Laser

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



Damage Transfer Diagram

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Large Laser
 - Large Laser
 - Roll Again
- 1-3

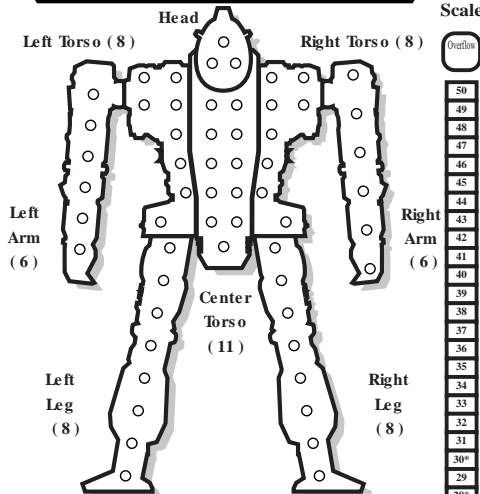
- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- Right Torso**
- Medium Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3

- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Heat Sink
 - Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

50
49
48
47
46
45
44
43
42
41
40
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37
36
35
34
33
32
31
30
29
28
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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: ○○○○○○○○○○
 11

Heat Level* Effects	Heat Level* Effects
32 Pilot damage, avoid on 8+	50 Shutdown
31 -6 Movement Points	49 -9 Movement Points
30 Shutdown, avoid on 12+	48 +7 Modifier to Fire
28 Ammo Exp, avoid on 8+	47 Pilot damage, avoid on -10+
26 Shutdown, avoid on 10+	46 Shutdown, avoid on 20+
25 -5 Movement Points	45 Ammo Explosion
24 +4 Modifier to Fire	44 System failure, avoid on 10+
23 Ammo Exp, avoid on 6+	43 -8 Movement Points
22 Shutdown, avoid on 8+	42 Shutdown, avoid on 18+
20 -4 Movement Points	41 +6 Modifier to Fire
19 Ammo Exp, avoid on 4+	40 Ammo Exp, avoid on 12+
18 Shutdown, avoid on 6+	39 Pilot damage, avoid on 10+
17 +3 Modifier to Fire	38 Shutdown, avoid on 16+
15 -3 Movement Points	37 -7 Movement Points
14 Shutdown, avoid on 4+	36 System failure, avoid on 8+
13 +2 Modifier to Fire	35 Ammo Exp, avoid on 10+
10 -2 Movement Points	34 Shutdown, avoid on 14+
8 +1 Modifier to Fire	33 +5 Modifier to Fire
5 -1 Movement Points	

BATTLETECH™

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM

MECH DATA

Type: Panther PNT-9R

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 35

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Brawler

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10 [DE]	3	6	12	18
1	SRM 4	CT	3	2/Msl	—	3	6	9

[M.C.S]

Total Heat (Dissipation): 13 (13)

Ammo: (SRM 4) 25

BV: 769

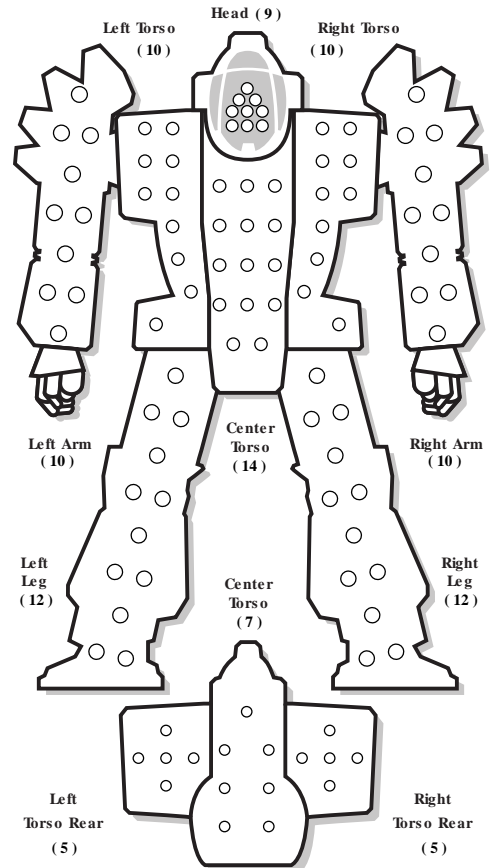


WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Ammo (SRM 4) 25
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- SRM 4
- Roll Again

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- PPC
- PPC

1-3

- PPC
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Roll Again
- Roll Again

1-3

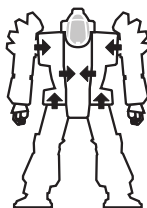
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

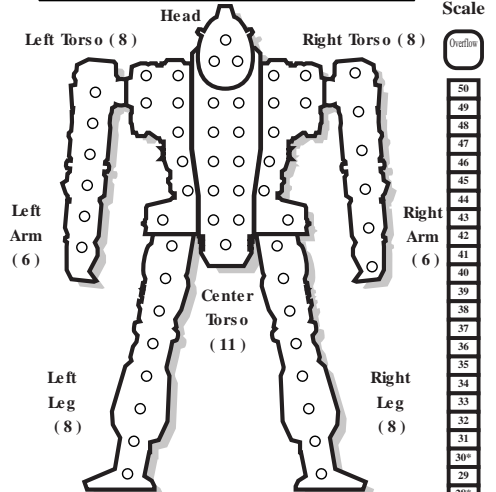
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Scale	Effects
50	Shutdown
49	Shutdown
48	Shutdown
47	Shutdown
46	Shutdown
45	Shutdown
44	Shutdown
43	Shutdown
42	Shutdown
41	Shutdown
40	Shutdown
39	Shutdown
38	Shutdown
37	Shutdown
36	Shutdown
35	Shutdown
34	Shutdown
33	Shutdown
32	Shutdown
31	Shutdown
30	Shutdown
29	Shutdown
28	Shutdown
27	Shutdown
26	Shutdown
25	Shutdown
24	Shutdown
23	Shutdown
22	Shutdown
21	Shutdown
20	Shutdown
19	Shutdown
18	Shutdown
17	Shutdown
16	Shutdown
15	Shutdown
14	Shutdown
13	Shutdown
12	Shutdown
11	Shutdown
10	Shutdown
9	Shutdown
8	Shutdown
7	Shutdown
6	Shutdown
5	Shutdown
4	Shutdown
3	Shutdown
2	Shutdown
1	Shutdown
0	Shutdown

HEAT DATA

Heat Sinks: 13 ○○○○○○○○○○○○○○

Heat Level* Effects	Heat Level* Effects
32 Pilot damage, avoid on 8+	50 Shutdown
31 -6 Movement Points	49 -9 Movement Points
30 Shutdown, avoid on 12+	48 +7 Modifier to Fire
28 Ammo Exp, avoid on 8+	47 Pilot damage, avoid on -10+
26 Shutdown, avoid on 10+	46 Shutdown, avoid on 20+
25 -5 Movement Points	45 Ammo Explosion
24 +4 Modifier to Fire	44 System failure, avoid on 10+
23 Ammo Exp, avoid on 6+	43 -8 Movement Points
22 Shutdown, avoid on 8+	42 Shutdown, avoid on 18+
20 -4 Movement Points	41 +6 Modifier to Fire
19 Ammo Exp, avoid on 4+	40 Ammo Exp, avoid on 12+
18 Shutdown, avoid on 6+	39 Pilot damage, avoid on 10+
17 +3 Modifier to Fire	38 Shutdown, avoid on 16+
15 -3 Movement Points	37 -7 Movement Points
14 Shutdown, avoid on 4+	36 System failure, avoid on 8+
13 +2 Modifier to Fire	35 Ammo Exp, avoid on 10+
10 -2 Movement Points	34 Shutdown, avoid on 14+
8 +1 Modifier to Fire	33 +5 Modifier to Fire
5 -1 Movement Points	

BATTLETECH™

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM

MECH DATA

Type: Jenner JR7-D

Movement Points:

Walking: 7

Running: 11

Jumping: 5

Tonnage: 35

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Striker

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	LA	3	5 [DE]	—	3	6	9
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	SRM 4	CT	3	2/Msl	—	3	6	9

[M,C,S]

Total Heat (Dissipation): 15 (10)

Ammo: (SRM 4) 25

BV: 875

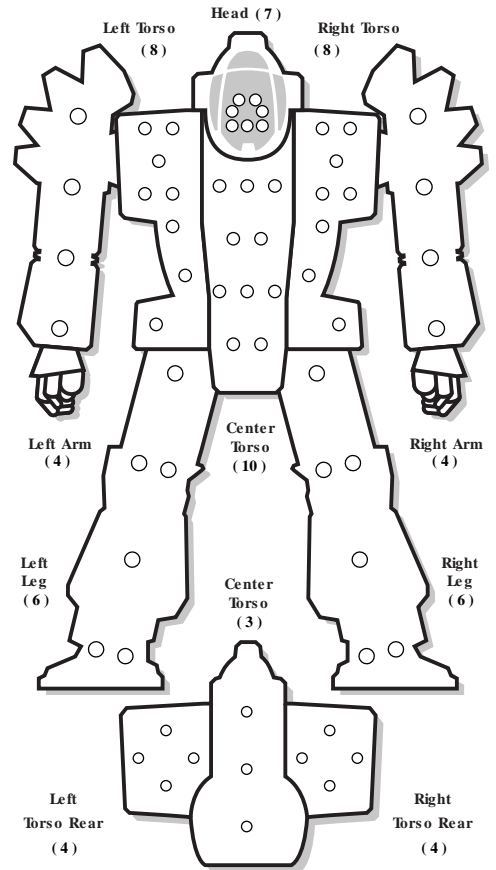


WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Medium Laser
- Medium Laser
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Jump Jet
- Jump Jet
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

4-6

Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

1-3

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- SRM 4

4-6



Right Arm

- Shoulder
- Upper Arm Actuator
- Medium Laser
- Medium Laser
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Jump Jet
- Jump Jet
- Ammo (SRM 4) 25
- Roll Again
- Roll Again
- Roll Again

1-3

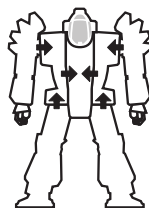
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

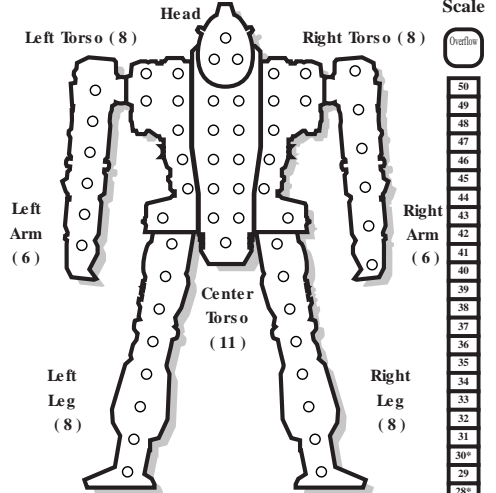
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

4-6



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

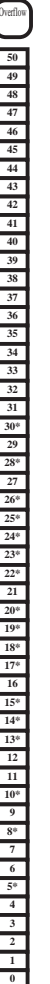


HEAT DATA

Heat Sinks: 10

Heat Level* Effects	Heat Level* Effects
32 Pilot damage, avoid on 8+	50 Shutdown
31 -6 Movement Points	49 -9 Movement Points
30 Shutdown, avoid on 12+	48 +7 Modifier to Fire
28 Ammo Exp, avoid on 8+	47 Pilot damage, avoid on -10+
26 Shutdown, avoid on 10+	46 Shutdown, avoid on 20+
25 -5 Movement Points	45 Ammo Explosion
24 +4 Modifier to Fire	44 System failure, avoid on 10+
23 Ammo Exp, avoid on 6+	43 -8 Movement Points
22 Shutdown, avoid on 8+	42 Shutdown, avoid on 18+
20 -4 Movement Points	41 +6 Modifier to Fire
19 Ammo Exp, avoid on 4+	40 Ammo Exp, avoid on 12+
18 Shutdown, avoid on 6+	39 Pilot damage, avoid on 10+
17 +3 Modifier to Fire	38 Shutdown, avoid on 16+
15 -3 Movement Points	37 -7 Movement Points
14 Shutdown, avoid on 4+	36 System failure, avoid on 8+
13 +2 Modifier to Fire	35 Ammo Exp, avoid on 10+
10 -2 Movement Points	34 Shutdown, avoid on 14+
8 +1 Modifier to Fire	33 +5 Modifier to Fire
5 -1 Movement Points	

Heat Scale



BATTLETECH™

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM

MECH DATA

Type: Blackjack BJ-1DB

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 45

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Brawler

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Medium Laser	RA	3	5 [DE]	—	3	6	9

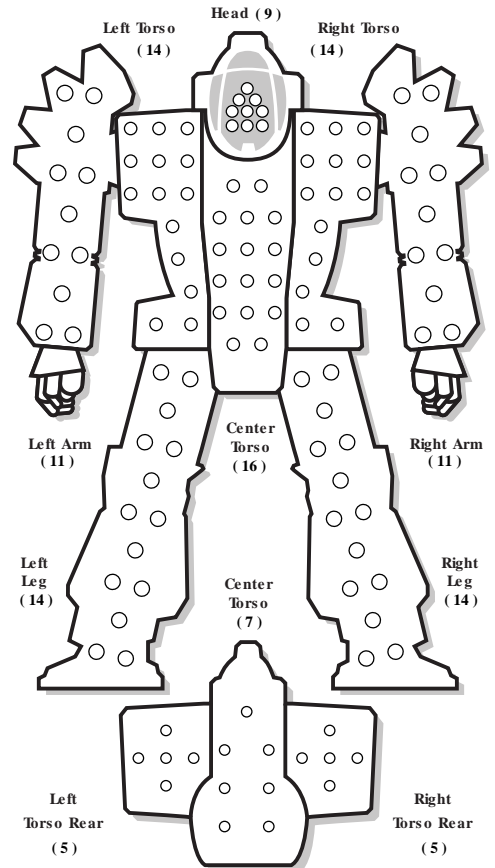
Total Heat (Dissipation): 22 (17)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



BV: 1,015



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Large Laser
- Large Laser
- Medium Laser
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

Center Torso

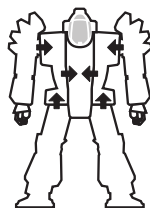
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Roll Again
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Large Laser
- Large Laser
- Medium Laser
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Roll Again

1-3

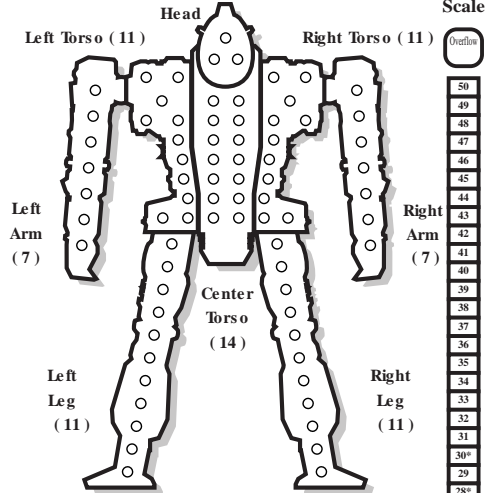
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

50
49
48
47
46
45
44
43
42
41
40
39
38
37
36
35
34
33
32
31
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: ○○○○○○○○○○
17

Heat Level* Effects	Heat Level* Effects
32 Pilot damage, avoid on 8+	50 Shutdown
31 -6 Movement Points	49 -9 Movement Points
30 Shutdown, avoid on 12+	48 +7 Modifier to Fire
28 Ammo Exp, avoid on 8+	47 Pilot damage, avoid on -10+
26 Shutdown, avoid on 10+	46 Shutdown, avoid on 20+
25 -5 Movement Points	45 Ammo Explosion
24 +4 Modifier to Fire	44 System failure, avoid on 10+
23 Ammo Exp, avoid on 6+	43 -8 Movement Points
22 Shutdown, avoid on 8+	42 Shutdown, avoid on 18+
20 -4 Movement Points	41 +6 Modifier to Fire
19 Ammo Exp, avoid on 4+	40 Ammo Exp, avoid on 12+
18 Shutdown, avoid on 6+	39 Pilot damage, avoid on 10+
17 +3 Modifier to Fire	38 Shutdown, avoid on 16+
15 -3 Movement Points	37 -7 Movement Points
14 Shutdown, avoid on 4+	36 System failure, avoid on 8+
13 +2 Modifier to Fire	35 Ammo Exp, avoid on 10+
10 -2 Movement Points	34 Shutdown, avoid on 14+
8 +1 Modifier to Fire	33 +5 Modifier to Fire
5 -1 Movement Points	

BATTLETECH™

ARMOR DIAGRAM

WHEELED VEHICLE RECORD SHEET

Front Armor
(20)

VEHICLE DATA

Type: Heavy Wheeled APC (Standard)
 Movement Points: **6** **Tonnage:** 20
 Cruising: 6 **Tech Base:** Inner Sphere
 Flanking: 9 **Rules Level:** Introductory
 Movement Type: Wheeled **Role:** Scout
 Engine Type: ICE

Weapons & Equipment Inventory

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Machine Gun	FR	2 [DB, AI]	—	1	2	3

Ammo: (Machine Gun) 100
 Features Infantry Bay (6 tons)

BV: 189



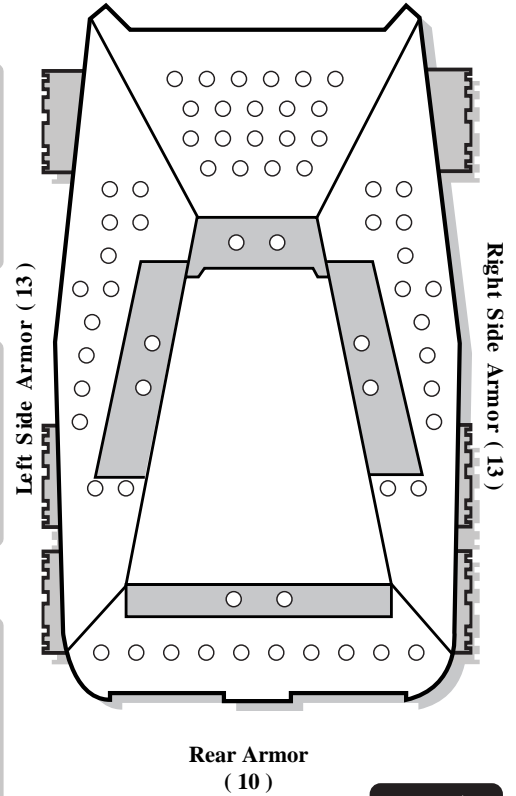
CREW DATA

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

CRITICAL DAMAGE

Engine Hit
 Sensor Hits (+1) (+2) (+3) (D)
 Motive System Hits (+1) (+2) (+3)
 Stabilizers
 Front Left Right
 Rear

NOTES



GROUND COMBAT VEHICLE HIT LOCATION

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

* A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see Combat, p. 192, in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has 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).
 § 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:	Vehicle Type Modifier:
Hit from rear	Tracked, Naval +0
Hit from the sides	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 CRITICALS TABLE

	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.