

CLASSIC BATTLETECH



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: _____ (/ /)

LEG ATTACKS TABLE

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

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: _____ (/ /)

SWARM ATTACKS TABLE

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

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: _____ (/ /)

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

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: _____ (/ /)

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

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: _____ (/ /)

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

