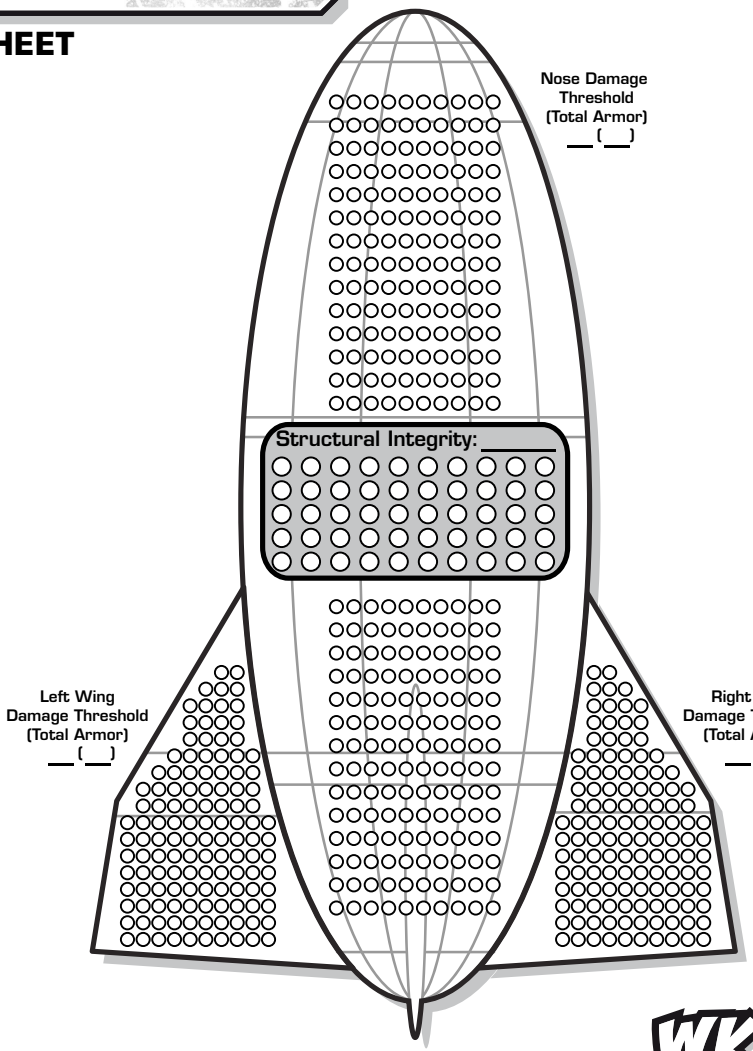
CLASSIC BATTLETECH™

AIRSHIP RECORD SHEET

ARMOR DIAGRAM

BAR: _____



AIRSHIP DATA

Type: _____

Name: _____ Tonnage: _____

Thrust: Tech Base:

Safe Thrust: _____ Clan ☐

Maximum Thrust: _____ Inner Sphere ☐

Weapons & Equipment Inventory

Standard Scale

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

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

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

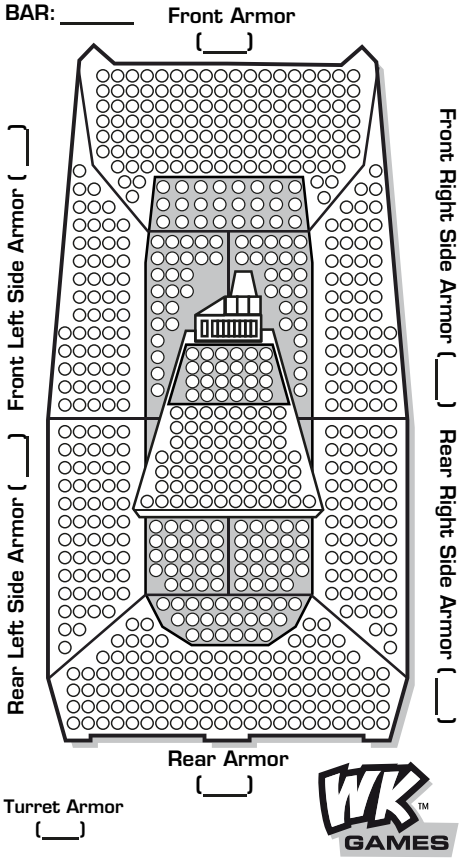
CRITICAL DAMAGE

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: _____



LARGE GROUND SUPPORT VEHICLE HIT LOCATION TABLE

2D6 Roll	FRONT	REAR	FRONT SIDE	REAR SIDE
	ATTACK DIRECTION			
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:		Vehicle Type Modifiers:	
Hit from rear	+1	Tracked, Naval	+0
Hit from the sides	+2	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

2D6 Roll	FRONT	SIDE	REAR	TURRET
	LOCATION HIT			
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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