

RIGHT ARM

LOCATION	ARMOR	DAMAGE
1-3	16 (+6)	
CRITICAL HIT LOCATIONS		
1: Shoulder		
2: Shoulder		
3: Shoulder		
4 - 7: GrappleMag		
8 - 19: No Critical		
20: Destroyed		
1st Shoulder Hit: -4 to all Weapon attacks from this arm; cannot punch.		
2nd Shoulder Hit: No attacks from arm.		

RIGHT TORSO

LOCATION	ARMOR	DAMAGE
11-13	16 (+10)	
CRITICAL HIT LOCATIONS		
1: Ammo: MG		
2: Machine Gun		
3 - 19: No Critical		
20: Destroyed		
RIGHT TORSO (REAR)		
	ARMOR	DAMAGE
	6	

RIGHT LEG

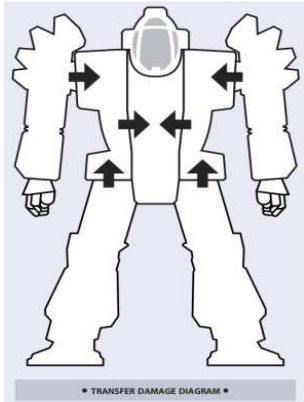
LOCATION	ARMOR	DAMAGE
7-8	16 (+10)	
CRITICAL HIT LOCATIONS		
1: Hip		
2: Hip		
3: Hip		
4: Foot		
5 - 19: No Critical		
20: Destroyed		
1st Hip Hit: No Kick or Charge, -1 Move		
2nd Hip Hit: -1 Move, -2 Piloting Rolls		
3rd Hip Hit: Immobile		

HEAD

LOCATION	ARMOR	DAMAGE
20	9 (+3)	
CRITICAL HIT LOCATIONS		
1: Life Support		
2: Sensors		
3: Cockpit		
4: Flamer		
5: Sensors		
6: Life Support		
7-19: No Critical		
20: Pilot Killed		
Life Support: -2 Penalty to Cons. Rolls		
Sensors: -1 Penalty to Attack Rolls		
Cockpit: One Extra Damage to Pilot		

CENTER TORSO

LOCATION	ARMOR	DAMAGE
17-19	20 (+10)	
CRITICAL HIT LOCATIONS		
1: Engine		
2: Engine		
3: Engine		
4: Gyro		
5: Gyro		
6: Gyro		
7: Gyro		
8: Engine		
9: Engine		
10: Engine		
11: Machine Gun (R)		
12: Scrambler Ray		
13 - 19: No Critical		
20: Mech Disabled		
Engine: +5 Heat Generated each turn		
Gyro: -1 to Attack and Movement		
CENTER TORSO (REAR)		
	ARMOR	DAMAGE
	8	



LEFT ARM

LOCATION	ARMOR	DAMAGE
4-6	16 (+6)	
CRITICAL HIT LOCATIONS		
1: Shoulder		
2: Shoulder		
3: Shoulder		
4: Hand		
5 - 19: No Critical		
20: Destroyed		
1st Shoulder Hit: -4 to all Weapon attacks from this arm; cannot punch.		
2nd Shoulder Hit: No attacks from arm.		

LEFT TORSO

LOCATION	ARMOR	DAMAGE
14-16	16 (+10)	
CRITICAL HIT LOCATIONS		
1: Machine Gun		
2: C6 Slave		
3 - 19: No Critical		
20: Destroyed		
LEFT TORSO (REAR)		
	ARMOR	DAMAGE
	6	

LEFT LEG

LOCATION	ARMOR	DAMAGE
9-10	16 (+10)	
CRITICAL HIT LOCATIONS		
1: Hip		
2: Hip		
3: Hip		
4: Jump Jets		
5: Medium Laser		
6 - 19: No Critical		
20: Destroyed		
1st Hip Hit: No Kick or Charge, -1 Move		
2nd Hip Hit: -1 Move, -2 Piloting Rolls		
3rd Hip Hit: Immobile		

Defense-Mech

TONNAGE	40
WALKING SPEED	4
RUNNING SPEED	6
JUMP SPEED	1

PILOT

PILOT NAME	
PILOTING SKILL	+1
GUNNERY SKILL	+1
BASE DEFENSE	10

PILOT BONUSES

CONSCIOUSNESS TABLE (D20)		
1 5+	2 8+	3 11+
4 14+	5 17+	6+ DEAD
You must make a roll if you are hit in the head or if your ammo is crit.		

HEAT

STARTING HEAT	
HEAT GENERATED	
(TOTAL HEAT SINKS: 10)	
DAMAGED SINKS	
END OF TURN HEAT	

Heat Effects (2d20)				
HEAT	MOVE PLTY	ATK PLTY	SHUTD CHECK	
29	-5	+5	29+	
28	-5	+5	28+	
27	-5	+4	27+	
26	-5	+4	26+	
25	-5	+4	25+	
24	-4	+4	24+	
23	-4	+4	23+	
22	-4	+3	22+	
21	-4	+3	21+	
20	-4	+3	20+	
19	-3	+3	19+	
18	-3	+3	18+	
17	-3	+2	17+	
16	-3	+2	16+	
15	-3	+2	15+	
14	-2	+2	14+	
13	-2	+2		
12	-2	+1		
11	-2	+1		
10	-2	+1		
9	-1	+1		
8	-1	+1		
7	-1			
6	-1			
5	-1			
4				
3				
2				
1				

HEAT OF 30+ IS AN AUTO SHUT DOWN

WEAPON AND EQUIPMENT QUICK CHARTS									
QTY	WEAPON NAME	HEAT	DAM	RANGE			AMMO	NOTES	
				MIN	SHORT	MED			
1	Flamer	3	2*		1	2	3	2 Heat Dam; +1d6 vs Inf	+1d6 vs Infantry
3	Machine Gun	0	2		1	2	3		
1	Medium Laser	3	5	0	1-3	4-6	7-9		
1	Hand	1	1d6		1				
1	Foot	1	1d6		1				
1	Scrambler Ray	1	0		1-3	4-6	7-9		
1	GrappleMag	3	0		1				

PILOT PROFILE FOR:

GUNNERY SKILL

+1

Your Movement Modifier

Walked	+1
Ran	+2
Jumped	+3

Penalties from Criticals

Sensors Hit (Cumulative)	+1
Shoulder Hit	+4
Gyro Hit (Cumulative)	+1

Penalties from Heat

See Heat Chart

Your Terrain Modifier

You are prone while firing	+2
Aiming through Cover	+2

Target's Terrain Modifier

In Light Terrain	+1
In Dense Terrain	+2
In Water	+1
Prone, you are adjacent	-1
Prone, you are 2+ away	+2

Target's Movement Modifier

See Dice on Target	
Immobile	-4

Range Modifier

Medium	+2
Long	+4
Minimum, per hex	+1

Terrain Effects on Movement

Clear	1 MP
Light Woods	2 MP
Heavy Woods	3 MP
Water, Depth 0	1 MP
Water, Depth 1*	2 MP
Water, Depth 2*	4 MP
Elevation Change	1 MP / LEVEL
Rough	2 MP
Rubble *	2 MP
Light Structure*	2 MP
Medium Structure*	3 MP
Heavy Structure*	4 MP
Hard Structure*	5 MP
Facing Change	1 / HexSide
Dropping to Ground	1 MP
Standing Up*	2 MP

* Requires a Piloting Check for success.

ATTACK WORKSHEET

9	Base Attack (10-Gunnery)
+	Your Movement Modifier
+	Your Penalties from Criticals
+	Your Penalties from Heat
+	Your Terrain Modifier
+	Target's Position Modifier
+	Target Movement Modifier
+	Range Modifier (+2 Med, +4 Long)
=	Roll Needed to Hit

SPACE FOR PHOTO ID

Piloting Skill Checks

REQUIRES PILOTING CHECK TO AVOID FALLING:

- o Moving into a hex that contains rubble, water or other terrains that require a check;
- o Jumping with damaged leg or foot actuators;
- o Taking 20+ points of damage in either the weapons or physical attacks phase (but only one roll per round, regardless of amount of damage taken)
- o Any physical attack hits the Mech except punching;
- o Missing a kick, or attempting a Charge or Death from Above;
- o Its reactor shut down;
- o Hip or Foot Damaged;
- o Each time a Gyro is Hit;

ROLL
NEEDED:

9

PILOTING SKILL ROLL TABLE

Mech Charged	+2
Mech takes 20 points in 1 turn	+1
Mech reactor shut down	+3
Per Leg / Foot Actuator Lost	+1
Per Hip Critical Hit	+2
Mech's Gyro Hit	+3
Mech makes charge attack	+2
Entering Water, per depth	+1
Fall Damage, per level fallen	+1
Enter / Leave Medium Building	+1
Enter / Leave Heavy Building	+2
Enter / Leave Hard Building	+5

Battletech Round Order:

- | | |
|---------------------------|-------------------|
| 1) Initiative Phase. | 4) Combat Phase |
| 2) Movement Phase | 5) Damage Phase |
| 3) Aero / Artillery Phase | 6) Clean-Up Phase |