

# BATTLETECH® BATTLE ARMOR RECORD FORM

STAR NUMBER \_\_\_\_\_

STAR NUMBER \_\_\_\_\_

**POINT NUMBER 1**  
**TYPE**

1	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
2	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
3	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
4	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
5	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00

WEAPON TYPE A \_\_\_\_\_  
WEAPON TYPE B \_\_\_\_\_  
 SALVO 1 SALVO 2

**POINT NUMBER 1**  
**TYPE**

1	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
2	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
3	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
4	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
5	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00

WEAPON TYPE A \_\_\_\_\_  
WEAPON TYPE B \_\_\_\_\_  
 SALVO 1 SALVO 2

## BATTLE ARMOR MISSILES TABLE

Die Roll (2D6)	Members Active (Number of Missiles Fired)				
	(2)	2 (4)	3 (6)	4 (8)	5 (10)
1					
2	1	1	2	2	3
3	1	2	2	3	3
4	1	2	3	3	4
5	1	2	3	4	6
6	1	2	4	4	6
7	1	3	4	5	6
8	2	3	4	5	6
9	2	3	5	6	8
10	2	3	5	7	8
11	2	4	6	8	10
12	2	4	6	8	10

**POINT NUMBER 2**  
**TYPE**

1	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
2	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
3	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
4	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
5	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00

WEAPON TYPE A \_\_\_\_\_  
WEAPON TYPE B \_\_\_\_\_  
 SALVO 1 SALVO 2

**POINT NUMBER 2**  
**TYPE**

1	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
2	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
3	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
4	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
5	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00

WEAPON TYPE A \_\_\_\_\_  
WEAPON TYPE B \_\_\_\_\_  
 SALVO 1 SALVO 2

## BATTLE ARMOR DIRECT FIRE TABLE

Die Roll (2D6)	Point Members Active				
	1	2	3	4	5
2	1	1	1	1	1
3	1	1	1	2	2
4	1	1	2	2	2
5	1	1	2	2	3
6	1	1	2	2	3
7	1	2	2	3	3
8	1	2	2	3	4
9	1	2	3	3	4
10	1	2	3	4	4
11	1	2	3	4	5
12	1	2	3	4	5

**POINT NUMBER 3**  
**TYPE**

1	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
2	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
3	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
4	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
5	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00

WEAPON TYPE A \_\_\_\_\_  
WEAPON TYPE B \_\_\_\_\_  
 SALVO 1 SALVO 2

**POINT NUMBER 3**  
**TYPE**

1	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
2	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
3	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
4	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
5	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00

WEAPON TYPE A \_\_\_\_\_  
WEAPON TYPE B \_\_\_\_\_  
 SALVO 1 SALVO 2

## LEG ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4-5	4
3	7
2	10
1	12
—	No attack possible

**POINT NUMBER 4**  
**TYPE**

1	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
2	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
3	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
4	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
5	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00

WEAPON TYPE A \_\_\_\_\_  
WEAPON TYPE B \_\_\_\_\_  
 SALVO 1 SALVO 2

**POINT NUMBER 4**  
**TYPE**

1	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
2	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
3	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
4	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
5	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00

WEAPON TYPE A \_\_\_\_\_  
WEAPON TYPE B \_\_\_\_\_  
 SALVO 1 SALVO 2

## SWARM ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4-5	7
1-3	10
—	No attack possible

**POINT NUMBER 5**  
**TYPE**

1	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
2	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
3	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
4	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
5	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00

WEAPON TYPE A \_\_\_\_\_  
WEAPON TYPE B \_\_\_\_\_  
 SALVO 1 SALVO 2

**POINT NUMBER 5**  
**TYPE**

1	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
2	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
3	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
4	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
5	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00

WEAPON TYPE A \_\_\_\_\_  
WEAPON TYPE B \_\_\_\_\_  
 SALVO 1 SALVO 2

## SWARM HIT LOCATION TABLE

Die Roll (2D6)	Location	Die Roll (2D6)	Location
2	Head	7	Front Center Torso
3	Rear Center Torso	8	Left Arm
4	Rear Right Torso	9	Front Left Torso
5	Front Right Torso	10	Rear Left Torso
6	Right Arm	11	Rear Center Torso
		12	Head