

# BATTLETECH® BUILDING RECORD SHEET

Hex/Map  
Type ☐ L ☐ M ☐ H ☐ Ha MultiHex ☐ Level \_\_\_\_\_  
burning ☐ Basement ☐ N ☐ 1 ☐ 2

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## BASEMENTS TABLE

Die Roll (2d6)	Effect
2	Double Basement. A BattleMech falls 2 levels. Apply all damage to the legs (use the Front column of the BattleMech Kick Location Table).
3	Basement. A BattleMech falls 1 level. Apply all damage to the legs (use the Front column of the BattleMech Kick Location Table).
4	Basement. A BattleMech falls 1 level (use the Front/Rear column of the BattleMech Hit Location Table).
5	No Basement.
6	No Basement.
7	No Basement.
8	No Basement.
9	Small Basement. Protects infantry from damage, but traps them if the building is destroyed while they are inside. No effect on BattleMechs.
10	Basement. A BattleMech falls 1 level (use the Front/Rear column of the BattleMech Hit Location Table).
11	Basement. A BattleMech falls 1 level head first (use the Front/Rear column of the BattleMech Punch Location Table).
12	Double Basement. A BattleMech falls 2 levels head first (use the Front/Rear column of the BattleMech Punch Location Table).

## SPECIAL HIT LOCATION TABLE

Shot from Above	
Die Roll (1d6)	Hit Location
1	Left Arm
2	Front/Rear Left Torso*
3	Front/Rear Center Torso*
4	Front/Rear Right Torso*
5	Right Arm
6	Head
Shot from Below	
Die Roll (1d6)	Hit Location
1	Left Leg
2	Left Leg
3	Front/Rear Left Torso*
4	Front/Rear Right Torso*
5	Right Leg
6	Right Leg

\*The attack hits the Front if from the front or the side. It hits the Rear if from the rear.

## INFANTRY DAMAGE IN BUILDINGS TABLE

Building Type	Damage to Infantry is:
Light	75% of damage to building
Medium	50% of damage to building
Heavy	25% of damage to building
Hardened	None