# BATTLETECH™

TECHNICAL READOUT:

3145

MERCENARIES

CATALYST game labs

The great experiment that was the Republic of the Sphere has failed. Withdrawn behind the Fortress walls, the once-great power has become a silent, opaque remnant of its former glory. Without its influence, old hatreds have risen anew. As war once more rages across the Inner Sphere, new equipment strides across ancient battlefields. Technology, once stagnated by trade restrictions and peace treaties, now surges forward again, testing these new machines in the fierce crucible of war.

Technical Readout: 3145 introduces the wave of new battle armor, vehicle, 'Mech, and aerospace units appearing across the Inner Sphere in the Dark Age era. Featuring new and matured technology, and presented in this series of faction-specific PDFs, these combat units will add excitement and variety to any game table.

For use with *BattleTech, Total Warfare, Tactical Operations,* and *Strategic Operations*.
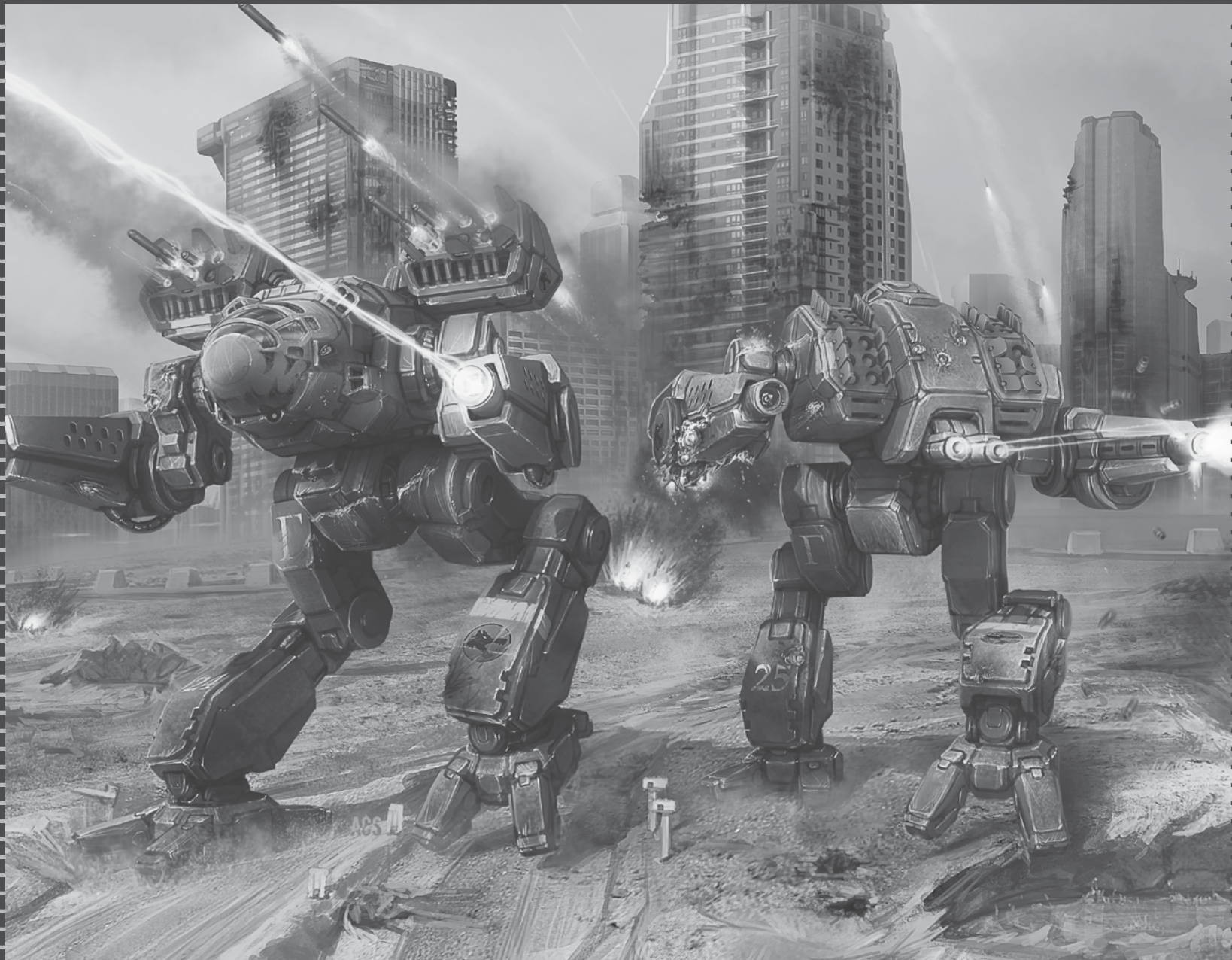
MERCENARIES

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STAR LEAGUE ERA   CLAN INVASION ERA   JIHAD ERA

SUCCESSION WARS ERA   CIVIL WAR ERA   **DARK AGE ERA**

INTRODUCTION

Even from the clearest, most wholesome dreams, one must always wake up.

The ten years since Exarch Levin enacted Fortress Republic have been some of the most conflict-filled years since the Succession Wars. Without access to the leavening influence of Terra and the Republic government, the Inner Sphere's ancient powers have returned to conquest as their favored policy, as if the golden years of Devlin Stone's Republic had never been. Cut off from Terra, the former Prefectures I-IX have fragmented and been gobbled up by the surrounding states.

In preparation for the inevitable, SIS and RAF intelligence have been building dossiers on notable military figures, orders of battle for known and newly-organized military units and white papers on the probable intentions of the nearby politicians. In this collection of material, organized to identify and demonstrate the use of equipment and materiel in prominent campaigns heavy with the use of mercenaries, Republic officers will find a wealth of situational information.

Though the BattleMech has reigned supreme since its introduction more than 600 years ago, the last century has more than demonstrated the capabilities of other combat arms. The militaries of the Successor States took this lesson to heart shortly after the coming of the Clans, and the trend has only continued since the feverish rearmament of the 3130s and '40s. The haphazard conversion of IndustrialMechs into armed 'MechMODs has given way to reopened factories for full-up BattleMechs. New factories have brought to market new combat vehicles and aerospace fighters, and infantry weapons and battlesuits proliferate as ever.

Of course, the Successor States have been working in secret much longer than we have. And the Clans… who's to say the Clans ever really stopped? Certainly the Sea Foxes have always made their fortune from the sale of arms to all factions. With the recent frenzy to rearm, the Foxes are selling more than ever to more customers than ever.

Mercenaries have been a staple of the battlefield since long before the BattleMech, and the unrest and disquiet of the Blackout brought a resurgence in the mercenary trade that is both startling and disheartening. There is much to admire about the professional soldier—his courage, his determination, and his single-minded discipline to the mission and his word—but not all mercenaries are professional. Some, like the stereotype, are loyal not to their last coin but the highest coin.

As the lifeblood of a realm transfers from the hand of the citizen to the hand of the soldier-for-hire, it's important that the RAF be prepared to face the new equipment these mercenaries are likely to field. Some of it is being sold to them directly; some, they will no doubt claim in salvage or capture in battle; some they will steal, as the less-honorable of that sort always do.

The soldiers of the RAF must be ready.

The Republic demands no less.

—Paladin Janella Lakewood
12 October 3145

GAME NOTES

Technical Readout: 3145 (Mercenaries) covers a wide breadth of units and equipment. To understand how these various units plug into the core *BattleTech* rulebooks, it's useful to cover how the various rulebooks interact.

Standard Rules

The *Total Warfare* (*TW*) and *TechManual* (*TM*) rulebooks present the core game and construction rules for *BattleTech* (*BT*), otherwise referred to as the standard rules. In addition, to reflect the advancement and proliferation of new technologies, several Advanced Rules items from *Tactical Operations* have been reclassified as Standard Rules items for games set in the Dark Age era.

Advanced Rules

Beyond the standard rules a legion of advanced rules exists, allowing players to expand their games in any direction they desire. In an effort to bring these rules to players in the most logical form possible, the advanced rules are contained in three "staging" core rulebooks, each one staging up and building off of the previous rules set.

Tactical Operations (*TO*) is the first in the "staging" advanced rulebooks. Its focus is on special situations and advanced terrain during game play, and applies directly to a game as it unfolds on a world in the *BattleTech* universe.

Strategic Operations (*SO*) is the second "staging" advanced rulebook. It stages a player up to the next logical area of play, focusing on "in a solar system" and multi-game play.

Interstellar Operations (*IO*) is the third and final "staging" advanced rulebook. Players are staged up to the final level of play, where they can assume the roles of a House lord or Clan Khan and dominate the galaxy.

HOW TO USE THIS TECHNICAL READOUT

Complete rules for using 'Mechs, vehicles, infantry, battle armor, fighters, and DropShips in *BattleTech* game play can be found in *Total Warfare*, while the rules for their construction can be found in *TechManual*; some equipment is detailed in *Tactical Operations*. The rules for using JumpShips and WarShips, as well as their construction rules, can be found in *Strategic Operations*.

The following three definitions are used to clarify the various types of equipment that appear in *Technical Readout: 3145 (Mercenaries)* and are presented in the standard and advanced rulebooks.

Standard: most of these work with *Total Warfare* rules only, but some Advanced rules items may be present, requiring *Tactical Operations* for full effect.

Advanced: Any equipment mass produced "in universe"; must have *Tactical Operations* and/or *Strategic Operations*, in addition to *Total Warfare*, to use.

Experimental Rules: Any equipment not mass produced "in universe" because it is prohibitively expensive, extraordinarily sophisticated, exceedingly difficult to maintain or simply deemed too unreliable or restrictive for widespread deployment; must have *Tactical Operations* and/or *Strategic Operations*, in addition to *Total Warfare*, to use.

Design Quirks

Every unit described in *Technical Readout: 3145 (Mercenaries)* may have one or more listed positive and/or negative Design Quirks (see p. 193, *SO* and p. 204, *TRO: Prototypes*). These quirks are included to give each design a unique flavor. Use of these quirks is optional and should be agreed upon by all players before play begins.

The Spectre battlesuit was developed and fielded by Protectorate Arms Conglomerate in remarkably fast time. Basing their product on plans for various other battlesuits allowed them to leapfrog many of the initial development obstacles. It has proliferated throughout the Periphery, reaching the Protectorate's Filtvelt allies and the Raven Alliance in large numbers. Mercenaries have spread the Spectre throughout the rest of the Periphery and Inner Sphere.

CAPABILITIES

The Spectre got its name from the excellent Calderon Shield stealth armor that protects it from enemy sensors, though the thin shell fares poorly under fire. The Spectre covers ground quickly, but its mechanical jump booster is not a true replacement for regular jump jets. Magnetic clamps adapted from the Fa Shih battlesuit allow the Spectre to be carried into battle, but while its armament gives it better combat ability than some early stealth suits, it cannot stand up to larger battle armor like the Elemental or Kanazuchi.

DEPLOYMENT

Convention holds large-scale engagements of the Spectre incredibly rare, though the Calderon Protectorate does not always subscribe to convention. When the Taurian-sponsored Clean Kill mercenaries landed covertly Diik in 3105, they evaded detection while carrying out raids for months. Captain Jere MalDonaldo of the Protectorate military built a regiment out of Spectre battlesuits available from the factory. Even though most of the troopers were inexperienced, once the mercenaries were discovered MalDonaldo chose not to fade into the shadows and wait for the Second Taurian Pride to arrive. Instead, he deployed his troopers throughout the mercenary base. On his signal, they began an assault from cover, slaughtering the command staff and much of the support staff in the first fusillade. As the base defenses reacted, MalDonaldo was killed by a *Locust*, and the death of their charismatic leader broke the *ad hoc* regiment. Scores were killed by Clean Kill BattleMechs before the Taurian Pride arrived. The mercenaries were put to flight, but the Spectres were almost completely wiped out.

Many battlesuit mercenary units have formed and disappeared this century. The mercenary Magen David is one that has endured, primarily because it does not limit itself to any one type of battlesuit. Instead, they purchase across the market. Their Spectre Company led the reconnaissance of Second Try in advance of the Capellan incursion. Captain Xena Fonzarelli personally destroyed Messhorn's power plant by disabling the safety interlocks before shutting off the cooling water. The resulting reactor explosion caught her before she could escape. Elsewhere on Second Try, Lieutenant Andromache de Carbondale captured the planetary governor in a brilliant infiltration of the capitol, escaping the city with her prisoner before the reactor went critical.

Wolf's Dragoons' Gamma Regiment used their Spectre squad in textbook fashion as advance scouts on Mauckport in the recent Combine invasion of the Federated Suns. The planetary militia was so poorly equipped that the squad captured most of the infantry complement before the rest of Gamma arrived onworld. The conquest was quick once Gamma made planetfall, allowing the scouts to move ahead to Mansfield to gather intelligence for the next step of the invasion.

NOTABLE UNITS

Colonel Shmuel Israel Rabin: Colonel Rabin commands the mercenary Magen David. His Infiltrator Mk. II was damaged beyond repair in Capellan service during the invasion of the Republic. He is still getting used to his Spectre, but no one doubts this expert in stealth operations will be far behind the lines, reconnoitering enemy positions on the Magen David's next contract.

Colonial Marshal Lena Rae Jacobs: Marshal Jacobs is an ace MechWarrior, but she prefers to operate in her Spectre battlesuit. Criminal activity on Herotitus has dropped dramatically since she assumed command of the Marshalry there. Her perpetual absence from her office irritates the political leadership, but she knows safeguarding an entire planet is not something to monitor through reports and status updates. Instead, she patrols the fringes of the cities with her junior Marshals to ensure none fall prey to lingering organized crime elements leftover since the world joined the Fronc Reaches.

Type: Spectre
Manufacturer: Protectorate Arms Conglomerate
    Primary Factory: Diik
Equipment Rating: E/X-X-F

Tech Base: Inner Sphere
Chassis Type: Humanoid
Weight Class: Light
Maximum Weight: 750 kg
Battle Value:
    38
Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/No
Notes: Features the following Design Quirks: Improved Communications.

Equipment	Slots	Mass
Chassis:		100 kg
Motive System:		
Ground MP:	4	60 kg
Jump MP:	1	0 kg
Manipulators:		
Right Arm:	Battle Claw (Vibro)	50 kg
Left Arm:	None	0 kg
Armor:	Improved Stealth 5	360 kg
Armor Value:	6 + 1 (Trooper)	

Weapons and Equipment	Location	Slots (Capacity)	Tonnage
David Light Gauss Rifle (20)	LA	1	100 kg
Magnetic Clamps	Body	2	30 kg
Mechanical Jump Booster	—	—	50 kg

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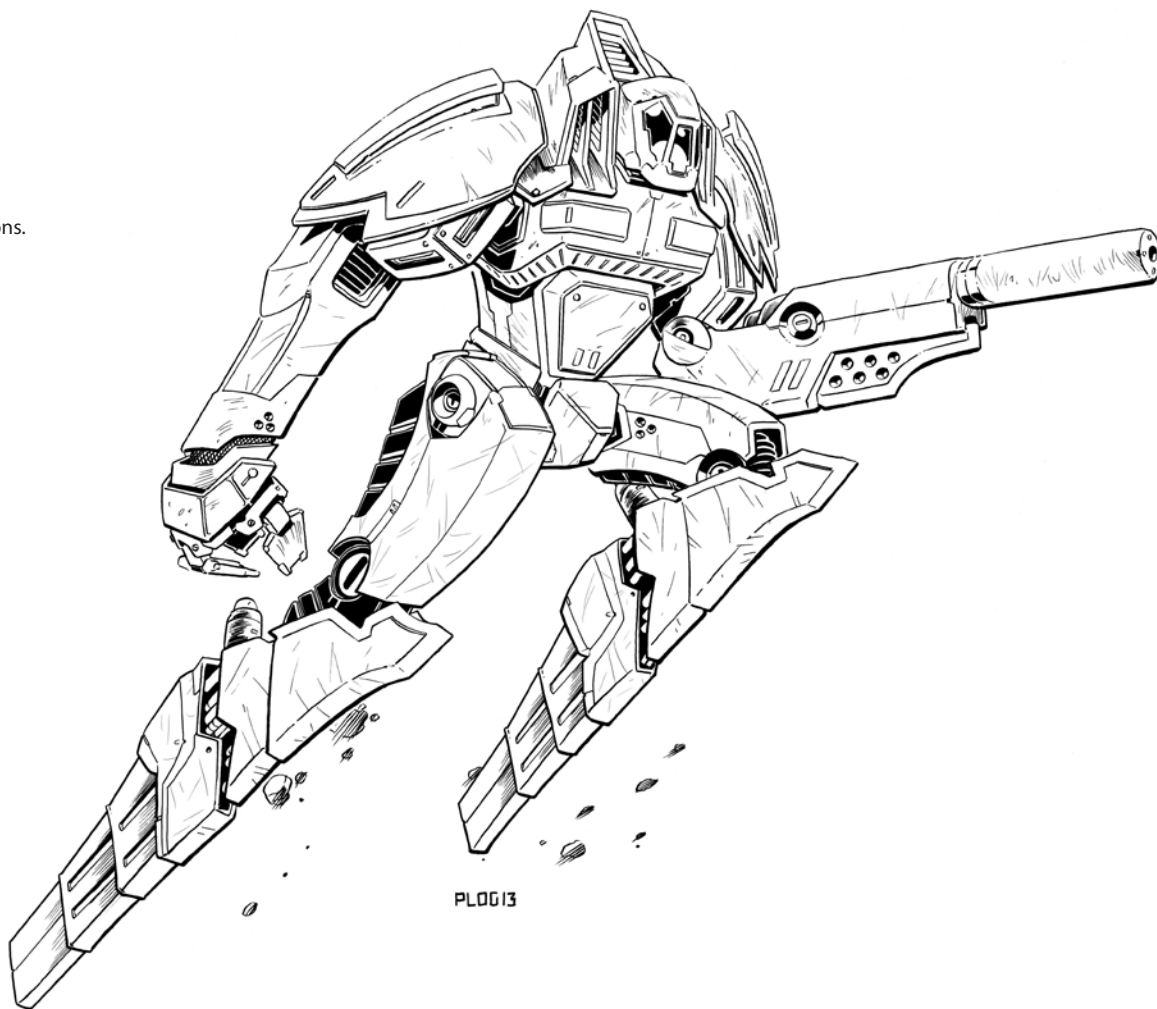
Following in the footsteps of the Hegemony's first battle armor, the Ravager, the Marauder shows not only how Marian engineers are developing but also that the Hegemony is focusing on accentuating the positives instead of covering weaknesses. Where the Ravager relied upon heavy armor and speed, the Marauder focuses first upon firepower and secondly on armor. Former Ravager pilots appreciate the increased ease of use with the Marauder, while technicians praise it as designed with them in mind.

CAPABILITIES

Sacrificing mobility, the Marauder has a slew of weaponry, both heavy and anti-personnel. This combat power is augmented by TAG and magnetic clamps. Most pilots shy away from ballistic anti-personnel weapons, irrationally fearing that the magnetic effects from the particle cannons will affect the accuracy of bullets.

DEPLOYMENT

Spending its first few years in controlled testing and garrison duty, the Marauder graced the battlefield in 3117 on Landfall. A group of dissidents took up arms against the Hegemony. These Free Leaguers garnered money and materiel from other systems that once belonged to the Free Worlds League and quickly claimed a large portion of Landfall before *Il Legio* could mobilize against them. When taking the densely packed town of New Erewhon, *Il Legio* relied heavily upon infantry forces, including Marauders.

In a meticulous crawl through town the Marians used the buildings as cover until running into a pair of *Cadavers*. The pair ignited the buildings, allowing the infantry forces to close under cover of smoke. Standard infantry tried to cripple the legs of the BattleMechs, but found their actuators well armored. The Marauders focused fire upon one *Cadaver*. At first, the giant machine was able to shrug off the PPC and light rifle fire, but once semi-guided missiles from the Hegemony forces rained down on the *Cadaver*, homing on the TAG locks from the Marauders, the 'Mech quickly crumpled.

The other *Cadaver* fled, only to crash into a building, making it an easy target for the combined infantry forces. Pulling the pilot out, Marian infantrymen found him to be none other than T. "Pony Man" Harris, leader of the Free Leaguers in New Erewhon. Without their commander, organized resistance in New Erewhon quickly disintegrated. Harris' treason trial and subsequent execution were widely watched throughout the Hegemony. The video recorded by Marauders as he was pulled from his cockpit not only appeared in the trial, but was broadcast throughout the Hegemony.

In addition to widespread use in the Marian Legions, the Hegemony has strengthened ties with the Taurian Concordat, allowing Pinard Protectorates Limited to produce the Marauder. Both companies freely sell to mercenaries in the employ of their nations.

NOTABLE UNITS

General Atticus: Perhaps the most famous Marian soldier of the thirty-second century, he not only commanded *Il Legio* as they put down the uprising on Landfall, but he also fought in the bloody fighting in New Erewhon. As each sector was occupied, he led the assault into the next sector. It was no fluke that soon afterward he retired and entered the Senate, especially when footage of him destroying an *Icarus* was declassified just prior to the election. He still trains with *Il Legio* when the Senate is not in session, a move that has kept him very popular with the men and women of the Marian Hegemony Armed Forces.

Lieutenant Ryan Hudek: Heading up the Anklebiters, a motley collection of twenty battlesuit troopers in the Nightcrawlers mercenary unit, Hudek is a master at reconfiguring his forces on the fly. With eight different types of battle armor, the Anklebiters are reshuffled to meet the needs of the mission. Hudek is often found at the heart of any combat while his more mobile forces keep him up to date on the rest of the enemy force. Hudek has requested more Marauders, but the Nightcrawlers aren't ready to commit to that large of a capital expense.

Type: Marauder
Manufacturer: Marian Arms Inc., Pinard Protectorates Limited
    Primary Factory: Horatius, MacLeod's Land
Equipment Rating: E/X-X-F

Tech Base: Inner Sphere
Chassis Type: Humanoid
Weight Class: Heavy
Maximum Weight: 1,500 kg
Battle Value:
    48
Swarm/Leg Attack/Mechanized/AP: No/No/Yes/Yes
Notes: Features the following Design Quirks: Easy to Maintain, Accurate Weapon (LRR).

Equipment	Slots	Mass
Chassis:		300 kg
Motive System:		
Ground MP:	1	0 kg
Jump MP:	0	0 kg
Manipulators:		
Right Arm:	None	0 kg
Left Arm:	None	0 kg
Armor:	Standard	450 kg
Armor Value:	9 + 1 (Trooper)	

Weapons and Equipment	Location	Slots (Capacity)	Mass
Support PPC (15)	RA	2	250 kg
Anti-Personnel Weapon Mount	RA	1	5 kg
Support PPC (15)	LA	2	250 kg
Anti-Personnel Weapon Mount	LA	1	5 kg
Light Recoilless Rifle (20)	Body	2	175 kg
Light TAG (60)	Body	1	35 kg
Magnetic Clamps	Body	2	30 kg
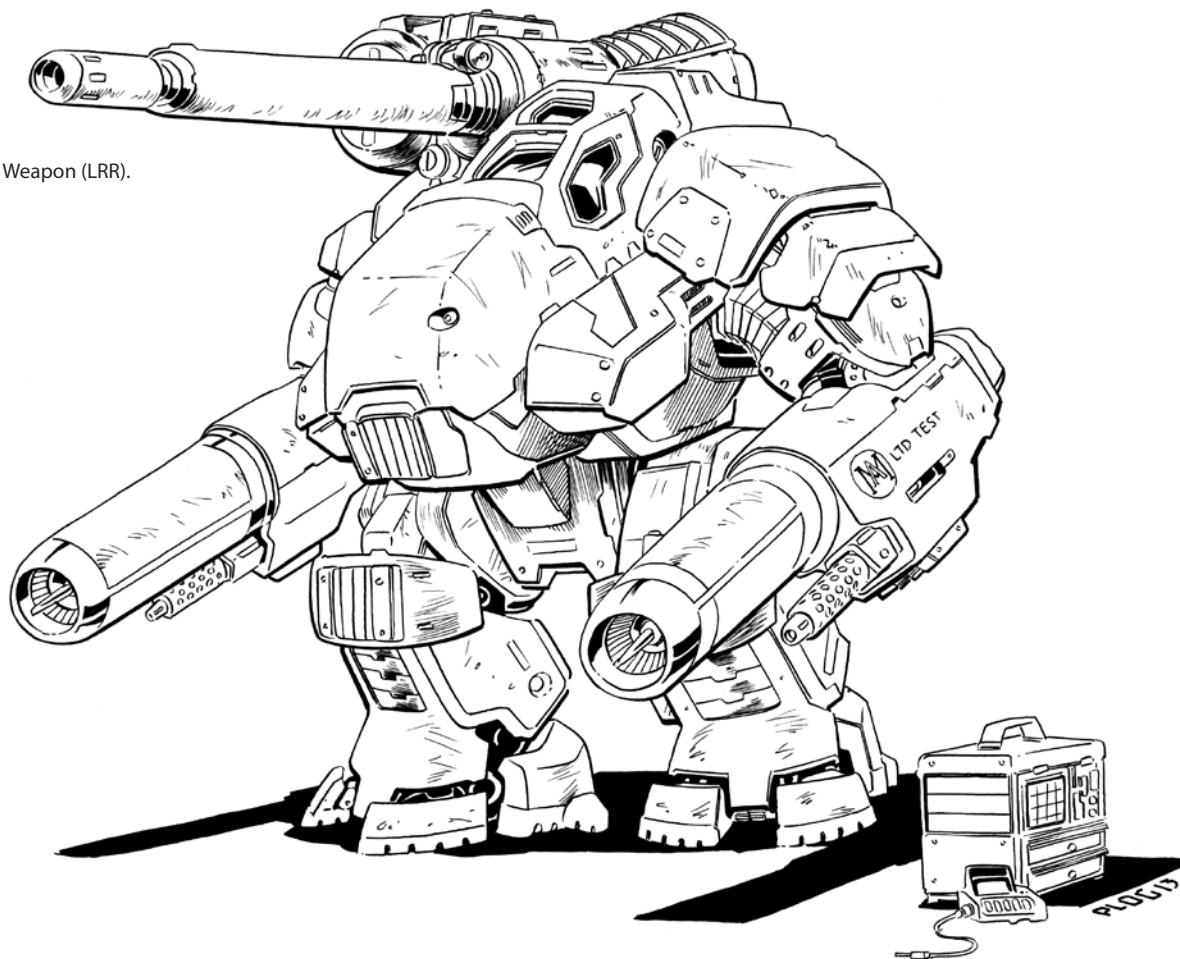
Armies and planetary militias are always in dire need of cheap, easy to build, multi-role combat systems to fill their ranks. Though the CCAF was first to develop the Thumper gun trailer, other militaries also saw the concept's potential. As a result, gun trailers have proliferated widely throughout the Inner Sphere and Clan space.

CAPABILITIES

Gun trailers represent a step forward in conventional warfare. Armored, mobile and mounting a variety of weapon systems—Thumpers, Snipers, Thunderbolt missiles, autocannons, 'Mech mortars and even the vaunted Arrow IV system—gun trailers can rival even a BattleMech's firepower. They are used in a variety of roles and are typically fielded in formations of four to twelve trailers with supporting transports and infantry.

DEPLOYMENT

In 3137, a mercenary unit contracted by the Senate Alliance attempted to raid Kallon Industries on Nanking. Thinking them an easy target, Los Chupacabras grounded their *Union* and *Mule*-class DropShips close to Kallon's main factory complex. As their recon company crested the ridgeline overlooking the storage yards, they came under heavy fire from concealed Ultra AC/20 and LRM trailers. A quarter of their 'Mechs died in the first two volleys, and the rest were crippled soon after. The mercenaries tried to withdraw but were pinned between the dug-in gun trailers and a late-arriving 'Mech company.

Unsure of what they faced, the Chupacabras hesitated and were caught in the open by barrage after barrage of accurate artillery fired by Thumper gun trailers hidden within Kallon's main compound. They were slaughtered and one of their DropShips suffered drive damage; it was later captured.

Gun trailers have also filled other roles. In February 3107, terrorists captured an important Republic trade delegation on Najha. Walled-up with their hostages for twelve days in a crumbling Star League-era outpost with little chance of a peaceful resolution, the situation deteriorated. Finally, acting on advice from an unnamed source, DEST snipers and a platoon of militia gun trailers simultaneously opened fire at the terrorists. Using 'Mech mortars to lob shells over the walls, the militia successfully neutralized the terrorists. However, the DEST assault team was late breaching the compound and the delegation's ranking negotiator was executed.

VARIANTS

From Thumper artillery to Ultra AC/20 'Mechbusters to dedicated anti-infantry and anti-air platforms, gun trailers are as varied as the militaries and corporations that use them. Almost any weapons combination is possible given the proper resources and power amplifiers.

NOTABLE UNITS

Major Drakke Donovan: Commander of a militia artillery unit, former MechWarrior Major Donovan is famous for his highly unorthodox defense of New Hessen. Dug in outside of Buchvaal to provide artillery support against a band of marauding mercenaries, Major Donovan detected a second enemy force approaching from the east. Orienting his J-27-supported platoon of Thumper gun trailers, he engaged the attacking reinforced battalion of infantry and hover APCs and their lance of supporting 'Mechs.

Within minutes his J-27s were destroyed and burning. With no hope of retreat, his brave gun crews fought off the attackers, firing at point-blank range. All four attacking 'Mechs were destroyed or disabled. All four gun trailers survived, albeit with heavy damage. Major Donovan was awarded a rebuilt *Chimera* for his heroism.

Dagen's Daggers: Armed with a Lyran letter of marque, in 3108 Hauptmann Bram Dagen set out for the Periphery border accompanied by a company of J-27s, APCs, foot infantry and mixed gun trailers. He negotiated several short-term contracts escorting convoys where he disguised his gun trailers as supply-laden transports and allowed pirates to approach within range unmolested. Suddenly, his seemingly-innocuous transports would reveal their true cargo, missile and autocannon gun trailers. His grizzled infantry took few survivors.

Business boomed for nearly a decade before Dagen moved out of the area. Local constabularies became suspicious after a group of "dead" pirates were captured during a militia raid on a nearby pirate haven. They discovered that Hauptmann Dagen had often ransomed wealthier pirates while extorting shipping companies to keep quiet or suffer. By then, Dagen's Daggers were long gone from Lyran space.

Type: **Gun Trailer (Artillery/AAA)**
Technology Base: Inner Sphere (Advanced)
Movement Type: Wheeled (Trailer)
Tonnage: 35
Battle Value: 452

Equipment		Mass
Internal Structure:		3.5
Engine:	10	1
Type:	ICE	
Cruise MP:	0	
Flank MP:	0	
Heat Sinks:	0	0
Control Equipment:		2
Lift Equipment:		0
Power Amplifier:		0
Turret:		1.5
Armor Factor (Hardened):	48	6
	Armor Value	
Front	8	
R/L Side	8/8	
Rear	12	
Turret	12	

Weapons and Ammo	Location	Tonnage
Arrow IV Artillery	Turret	15
Ammo (Arrow) 30	Body	6
Trailer Hitch	Front	0
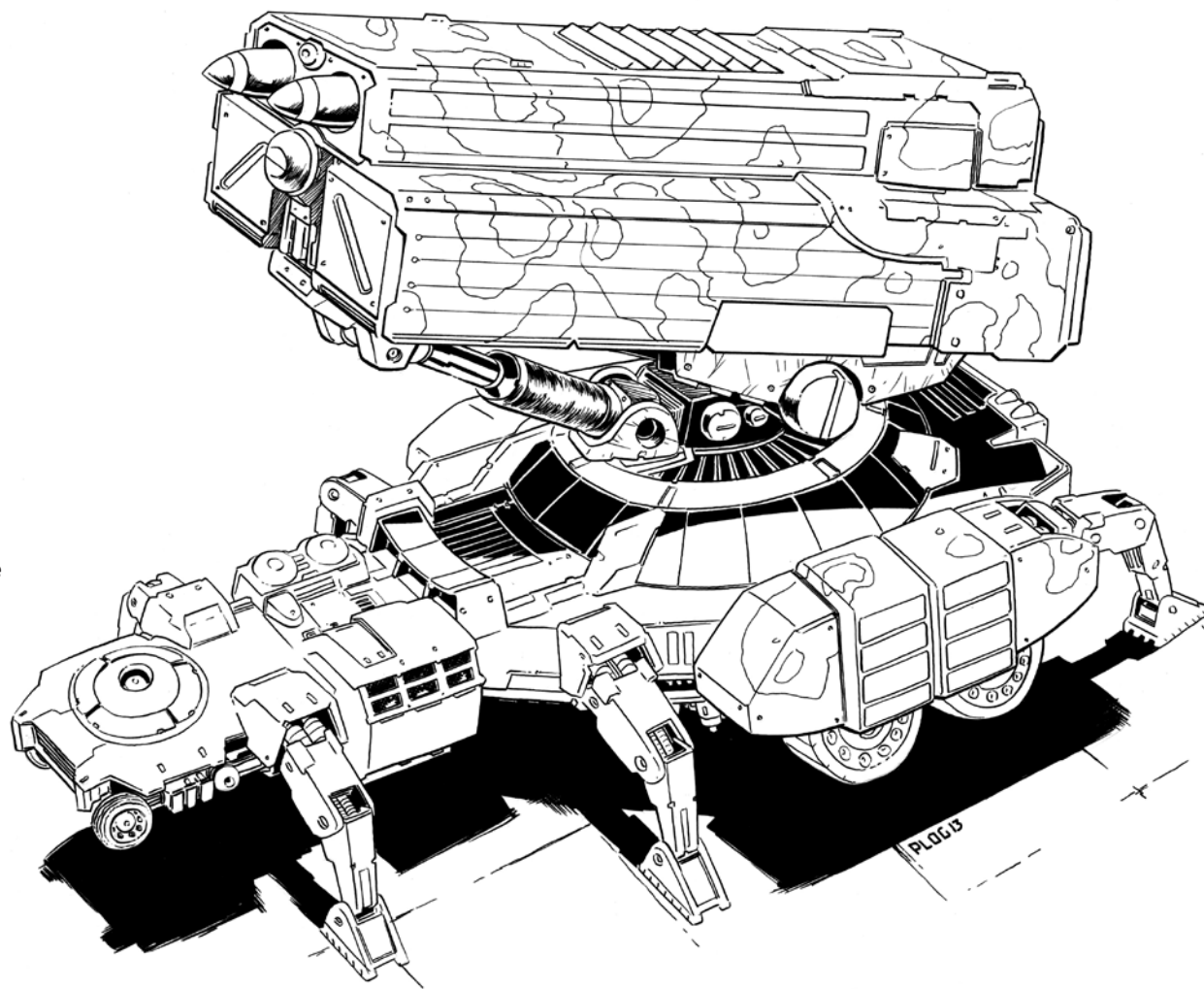
Mass: 25 tons
Movement Type: VTOL
Power Plant: Consolidated 135 Fusion
Cruising Speed: 118 kph
Maximum Speed: 183 kph
Armor: Compound FM3 Ferro-Fibrous
Armament:
    3 Series 14a Medium Pulse Lasers
Manufacturer: United Outworlders Corporation
    Primary Factories: Ramora
Communications System: Outworlds
    Advanced 6ai
Targeting and Tracking System: Multi-
    platform T12d

The Gossamer was introduced in 3123 by the Raven Alliance as a light strike VTOL for use by freebirth and *solahma* warriors. It filled the role of fast response unit to pirate raids on the less-developed worlds of the Alliance that did not warrant a full garrison with DropShip support. The Raven merchant caste saw enough potential in the Gossamer to broker an export agreement with Clan Sea Fox, leaving the Alliance to produce the Gossamer and the Foxes to distribute it. It has proven a wildly successful export in use throughout the Inner Sphere.

CAPABILITIES

The Gossamer fills the strike role and makes no concessions for any other consideration. Three and a half tons of advanced ferro-fibrous armor provide excellent protection for a VTOL, while three medium pulse lasers provide accurate firepower superior to many older light 'Mechs. The true centerpiece of the Gossamer is its fusion engine, which allows it to undertake sustained operations without refueling.

DEPLOYMENT

The Ravens forbade sale of the Gossamer to the Draconis Combine, but Sea Fox merchants have otherwise been left to identify their own markets, and have done so in the Republic, the Lyran Commonwealth, and the Free Worlds League. Clan Nova Cat also fielded several examples during their ill-fated rebellion against Yori Kurita.

While the Ravens originally intended the Gossamer to be issued to static garrisons, it was not long before the Ravens began taking the nimble VTOLs with them to squelch pirate raids at their source. A particularly illustrative example of the Gossamer in Raven service came in 3128 with the destruction of the pirate band Rezak's Revenge on Trimaldix.

The lead Raven 'Mech Star was ambushed by the Revenge soon after landing. The pirates knocked out two Clan 'Mechs and disorganized the rest before retreating through nearby foothills toward their DropShip. The Raven commander ordered his *solahma* Gossamers to slow the pirates down. The *solahma* pilots located the Revenge and began attacking with abandon, trying to disable as many pirate machines as possible.

Their efforts paid off as the mounting damage slowed the Revenge and allowed the remainder of the Raven Trinary to catch up. In the brief but bloody battle that followed, the pirates were annihilated. All five Gossamers were destroyed, one deliberately crashing into a pirate *Grand Dragon* and earning a brief mention in *The Remembrance*.

Not all uses of the Gossamer end in success. One costly lesson for the RAF came on Ningpo in August 3135. The planetary legate elected to use a flight of Gossamers in direct support of a militia counterattack against the offloading Capellan invasion force. This was against doctrine, which said to reserve the Gossamers as a reaction force, and the pilots paid the price as they were shot down by Capellan air defenses without accomplishing anything. While Ningpo was almost certain to fall, the waste of the Gossamers sped up defeat significantly.

VARIANTS

There is one variant in production for the Raven Alliance, which replaces the standard engine with an extralight model of the same rating. The armament is changed out for an LB 10-X autocannon with one ton of ammunition. It is assumed these models are used by the Ravens to counter other VTOLs.

NOTABLE UNITS

Point Commander Ivan: Ivan was the sole survivor of his Star on Trimaldix in 3128, and for that he was ostracized by his Clan. Precisely how he made his way to the Republic remains a mystery, but he enlisted in the RAF in 3130 and was soon assigned another Gossamer. He had enthusiastically sought out citizenship and proved his dedication to the Republic in a dozen conflicts after Gray Monday. He found the honorable death that had eluded him in the Clans on Dieron in 3136, fighting against the Draconis Combine.

GOSSAMER VTOL

Type: **Gossamer**
Technology Base: Clan
Movement Type: VTOL
Tonnage: 25
Battle Value: 1,091

Equipment		Mass
Internal Structure:		2.5
Engine:	135	7
Type:	Fusion	
Cruise MP:	11	
Flank MP:	17	
Heat Sinks:	12	2
Control Equipment:		1.5
Lift Equipment:		2.5
Power Amplifier:		0
Turret:		0
Armor Factor (Ferro):	67	3.5

	Armor Value
Front	23
R/L Side	16/16
Rear	10
Rotor	2

Weapons and Ammo	Location	Tonnage
3 Medium Pulse Lasers	Front	6
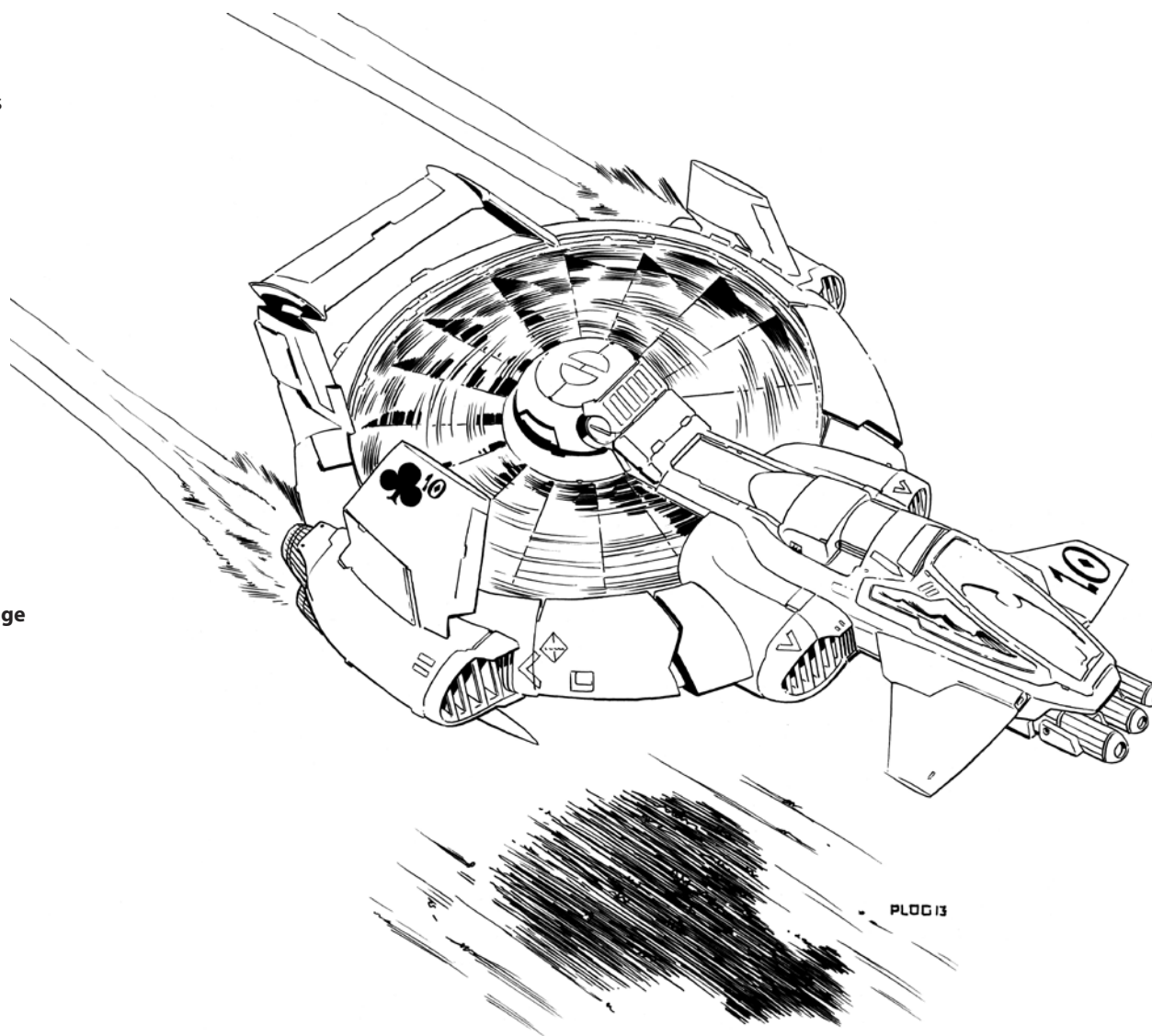
Mass: 30 tons
Movement Type: VTOL
Power Plant: Bulldog EcoBust 10 ICE
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Armor: Bulldog Lite Plate
Armament:
    2 Bulldog Light Machine Guns
Manufacturer: Bulldog Enterprises
    Primary Factories: Proserpina
Communications System: O/P R Janxiir
Targeting and Tracking System: O/P 100 Basic

The Garrot, a military conversion of Bulldog Enterprises' ubiquitous SkyStar Freight Helicopter, was introduced in 3100 to meet a requirement for a logistics support vehicle. It served as a rear-area supply craft for over three decades, ably filling a vital but unsung role for the quartermaster corps. The breakdown in order that followed the collapse of the HPG network saw large numbers of Garrots fall into the hands of splinter factions and, later, the invading Houses. The presence of SkyStars on dozens of worlds throughout the Republic and beyond provides yet another source of Garrots and ensures that it will remain a fixture of warfare for some time.

CAPABILITIES

With four lift-hoists, the Garrot can efficiently transport up to sixty tons. It was never intended to do more than this. The Garrot's frame is armored with six and a half tons of military-grade armor, sufficient to shrug off small arms fire, but its slow top speed makes it exceedingly vulnerable to enemy aircraft and air defenses. It can transport a squad of infantry in a cramped interior compartment and carries two machine guns for self-defense, but those are very much afterthoughts in its design.

DEPLOYMENT

Almost every Republic formation and planetary militia boasted a complement of Garrots to see to their resupply needs. Sales to foreign states and mercenaries were unrestricted, given the extremely limited combat potential of the VTOL. The SkyStar sold even more widely, and there is little that prevents them from being modified and pressed into service. Only the armor and weapons really distinguish the two, and parts commonality makes supporting the Garrot very easy.

Aside from the proper role supporting logistics, the Garrot has been used in a number of near-combat applications. One particularly innovative and effective example comes from 3134, with the Dragon's Fury splinter group operating on New Rhodes. The pro-Kurita rebels brought along a number of Garrots to haul their artillery to the top of the "colossi" mesas dotting the desert along their advance to the capital at Xerxes. From these vantage points the guns provided incomparable support to the ground forces, while the Garrots shifted the guns from mesa to mesa to keep up with the front.

Another example of a less-than-orthodox use of the Garrot is from August 3133 during the infamous Stormhammers raid on Towne. Lohengrin agents assigned to Jasek Kelswa-Steiner modified Garrots seized from the Skye militia to match the SkyStar civilian configuration in order to infiltrate Prince John Spaceport. Air traffic control saw nothing amiss with the arrival of a scheduled delivery for a merchant DropShip, allowing the commandos to land without being taken under fire. The subsequent success of the Stormhammers raid owed much to the rapid seizure of the facility, though the raid may also have been responsible for the subsequent destruction of scores of SkyStars in the next decade.

The vulnerabilities of the Garrot weigh heavily against using it aggressively in the field, however, as the Pleione militia discovered in 3134 when faced with Capellan invasion. Legate Weymuller hatched a plan to slow the Capellan assault by using Garrots to drop a portion of the militia's petrol reserves into the path of the Capellan advance and then to ignite it. Traitorous elements of the militia leaked the plan to the Capellans, who used a flight of conventional fighters to shoot down the entire force of Garrots.

NOTABLE UNITS

Leftenant Margot Calumet: Margot Calumet defected with her militia Garrot to the Swordsworn on Achernar in 3133. The absorption of the Swordsworn into the AFFS eventually found her commanding a flight of Garrots on New Hessen in late 3144. She was dubbed the Angel of Darmstadt for continuing to pilot dangerous supply flights to the beleaguered AFFS troops there, and for evacuating the wounded on her way out. Her actions allowed the escape of hundreds of AFFS personnel who might otherwise have fallen to the massacres perpetrated by the Second MAC.

Type: **Garrot**
Technology Base: Inner Sphere
Movement Type: VTOL
Tonnage: 30
Battle Value: 316

Equipment		Mass
Internal Structure:		3
Engine:	10	1
Type:	ICE	
Cruise MP:	5	
Flank MP:	8	
Heat Sinks:	0	0
Control Equipment:		1.5
Lift Equipment:		3
Power Amplifier:		0
VTOL Chin Turret:		.5
Armor Factor:	104	6.5

	Armor Value
Front	30
R/L Side	20/20
Rear	14
Chin Turret	18
Rotor	2

Weapons and Ammo	Location	Tonnage
2 Light Machine Guns	Chin Turret	1
Ammo (Light MG) 100	Body	.5
Infantry Compartment	Body	1
4 Lift Hoists	Body	12

Notes: Features the following Design Quirks: Easy to Maintain.
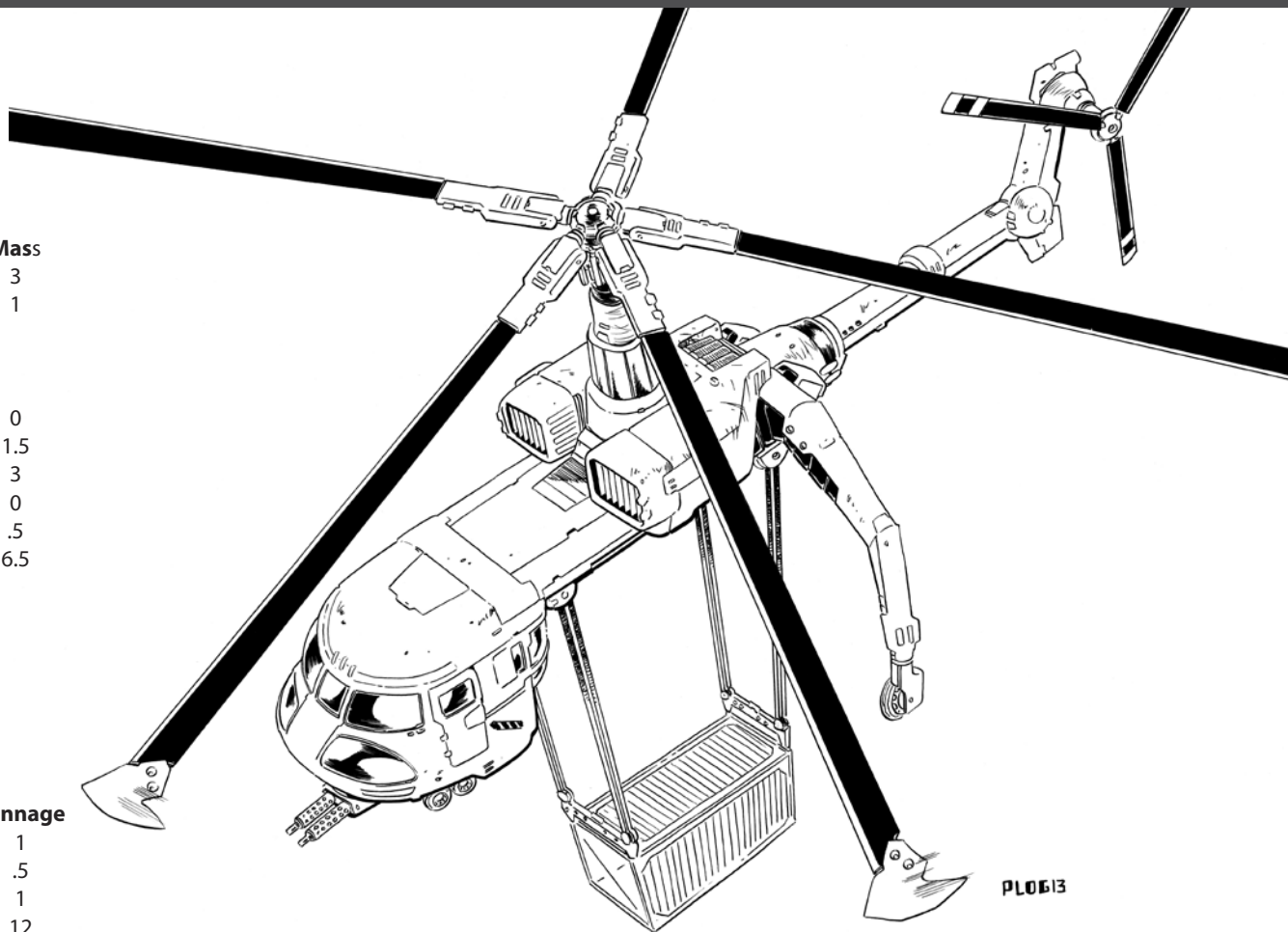
Mass: 30 tons
Movement Type: VTOL
Power Plant: Vlar 130 Fusion
Cruising Speed: 97 kph
Maximum Speed: 151 kph
Armor: StarSlab/2
Armament:
    2 Harpoon 4 SRM 4 Launchers
    1 Scattergun Machine Gun
Manufacturer: Vandenberg Mechanized
    Industries
    Primary Factories: Pinard
Communications System: O/P AIR 19
Targeting and Tracking System: O/P 411

The Lamprey is a model infantry transport VTOL. Unparalleled reliability, easy maintenance, and ruggedness have given it a good reputation, but it's what the Taurians did with two flights of Lampreys on Brockway that's driven sales.

CAPABILITIES

No VTOL currently in service is more effective at delivering ground-pounders to hot LZs (or extracting them) than the Lamprey. Built to take a pounding, the nimble transport boasts deadly suppressing fire and powerful acceleration. Seasoned veterans rave about the responsive and delicate controls, but most of the Lamprey's accolades come from rookies, who bring airframes home with half the rotor destroyed or shredded control surfaces.

DEPLOYMENT

In 3119 elements of the Pleiades Hussars were participating in war games on Brockway—a resource-rich world near the Taurian/Federated Suns border—when it was raided. Pirates blew up a section of the twenty-kilometer Monterey-Lapland viaduct, stranding the bulk of the Hussars in the Lapland Archipelago. Thinking the Hussars were out of the fight, the pirates took their time plundering the Monterey spaceport and failed to establish a secure perimeter. Eight Lampreys overflew the tarmac, hammering the pirates with concentrated SRM volleys and combat-dropping squads of battle armor. Ten minutes later, the Hussars had captured the pirates' DropShip and turned its guns on them.

The raiders retreated west, hoping to find shelter in the thickly-forested hills surrounding Monterey. One flight of Lampreys harried the retreating 'Mechs while the other airlifted conventional infantry platoons. The pirates easily bypassed the infantry positions and moved deeper into the hills, but the Hussars used the Lampreys to redeploy. Over the next two hours, the Hussars' airmobile infantry slowly herded the pirates into a box canyon. The Hussars ultimately salvaged a lance of pirate 'Mechs and destroyed another. All eight Lampreys survived the encounter.

The Lamprey saw notable action on the Duchy of Andurien world of Shiro III in defense of the Grumman Amalgamated factory in 3139, when elements of the resurrected Free Worlds League raided. Lampreys were pressed into service fighting a delaying action as Grumman forces established defensive positions. Using the Lamprey's speed to their advantage, the pilots fired multiple SRM inferno salvos, setting fires at key choke points and stalling the League advance. They then returned to the factory, where they rearmed and picked up battle armor squads. The Lampreys dropped the battlesuits into the League rear and leapt into the thick of combat. Despite suffering multiple PPC hits, both Lampreys remained over the battlefield, where they helped down one Marik heavy 'Mech and forced another to retreat.

On Pompeii in the Marian Hegemony, one flight of Lampreys faced off against a determined guerrilla foe in late 3141. The Lampreys spent two weeks overflying dense jungle, supporting a tedious sweep by conventional infantry forces. When the guerrillas were finally cornered, they surprised the Marians with a pair of modified IndustrialMechs. After a lengthy battle, the Lampreys disabled a *MiningMech* and sent the other MOD running for cover.

NOTABLE UNITS

Force Sergeant Blaer Thorbergsdottir: Thorbergsdottir was responsible for planning and executing the combat drop on the Monterey spaceport. Following Brockway, she was promoted to battalion air chief and now commands the Pleiades Hussars' conventional air transport wing. She oversees training for all new pilots, putting them through a grueling two week program that focuses on battlefield improvisation and adaptive tactics. Although she no longer flies combat missions, Thorbergsdottir spends several hours each week in her Lamprey proving the value of age and treachery to her students.

Bait: Bait is the name of a Lamprey in the Black Daisy mercenary company. Her most recent owner, Miles Sarnoff, won her in a game of four card drax, but had to sell her to settle gambling debts two months later. In the last twenty years, Bait has had at least thirty-seven owners. Despite her pedigree and near constant involvement in combat, Bait has never been damaged by enemy fire. The Black Daisys recently signed with the reformed Free Worlds League, and rumors have them heading to the Wolf Empire border where Bait's string of luck may finally come to an end.

LAMPREY TRANSPORT HELICOPTER

Type: **Lamprey**
Technology Base: Inner Sphere
Movement Type: VTOL
Tonnage: 30
Battle Value: 478

Equipment		Mass
Internal Structure:		3
Engine:	130	7
Type:	Fusion	
Cruise MP:	9	
Flank MP:	14	
Heat Sinks:	10	0
Control Equipment:		1.5
Lift Equipment:		3
Power Amplifier:		0
Turret:		0
Armor Factor:	88	5.5

	Armor Value
Front	30
R/L Side	20/20
Rear	16
Rotor	2

Weapons and Ammo	Location	Tonnage
2 SRM 4	Front	4
Ammo (SRM) 25	Body	1
Machine Gun	Front	.5
Ammo (MG) 100	Body	.5
Infantry Compartment	Body	4

Notes: Features the following Design Quirks: Easy to Pilot.

Mass: 30 tons
Movement Type: Hover
Power Plant: Fuel Cell 140
Cruising Speed: 97 kph
Maximum Speed: 151 kph
Armor: Forging AM15 Ferro-Fibrous
Armament:
2 Pattern Alpha SRM 2 Launchers
2 Tau-II Anti-personnel Gauss Rifle
Manufacturer: Trellshire Heavy Industries,
Manufacturing Plants SFF-NG1 and SFF-SH2
Primary Factories: Twycross, Ingersoll,
Shimonita
Communications System: Neil 9000 Comm
System with Angel ECM Suite
Targeting and Tracking System: RCA
Econotrac with Light TAG and Active Probe

This whisper-quiet hovercraft is the Clan Sea Fox alternative to the aging Odin scout tank. It's cheaper, easier to maintain, less expensive to operate and, as the Hastati Sentinels discovered in 3134, its sensor suite is exceptional at rooting out hidden units and lighting them up for Arrow IV salvos. The Foxes market the Kite as an all-in-one solution in place of separate scout, ECM, and force-projection units. Its impressive combat record backs up the advertising.

CAPABILITIES

The Kite is a purpose-built chassis capable of tracking more than a Trinary of independent targets with full telemetry for up to five priority targets. It detects concealed units, on average, often twenty percent faster than other Sea Fox units. Paired with the active ECM/ECCM capabilities of the Neil 9000, the Kite is a sensor-dependent MechWarrior's nightmare.

DEPLOYMENT

In 3110, elements of the Sword of Light led a mixed force in an attempt to recapture Mualang (lost to the Rasalhague Dominion during the Second Combine-Dominion War). Star Commander James led the Bears' artillery assets, which included a Point of Kites and several Arrow IV equipped units. Although the bulk of James' force remained behind the front lines, he fearlessly piloted his Kite into the maelstrom. Using the vehicle's superior mobility, James darted among the elite Combine forces designating targets with near impunity and largely neutralizing the Combine's command 'Mech—a *Thunder Fox*—until *Tai-i* Keriman made eliminating James a priority.

Keriman commanded a Sword of Light scout lance and piloted the force's fastest 'Mech—a *Spider*. Although equal in mass and roughly equivalent in firepower, a *Spider* has much less armor than the Kite. James peppered the 'Mech with shots from his missile launchers and AP Gauss rifles, then turned and sped through the Combine lines, pausing to light up slower Combine 'Mechs for Arrow IV strikes whenever possible. Although Keriman scored hits whenever James was distracted by TAG operation, James' Kite easily weathered the storm.

After nearly two hours of hit and run fighting, James had exhausted his ammo and was responsible for the destruction of three Combine 'Mechs, including *Tai-i* Keriman's *Spider*. He remained in the thick of fighting for another hour, only retreating when his artillery Star ran out of ammo.

The Kite also featured prominently in the Jade Falcon's conquest of Alphecca in 3144, where they used three Points of Kites with deadly efficiency. After pinpointing the Hastati Sentinels' positions, two Kites led a Star of Eldingar Hover Sleds in a surgical strike against the Sentinels' mobile headquarters. The Kites disrupted the Sentinels' communications while the combined vehicle and battle armor force made quick work of the rear echelon units. Two more Kites directly supported the Falcon's main force. They prevented ambushes by ferreting out hidden units, and guided barrages of Arrow IV homing missiles that crippled or destroyed many of the Sentinels' 'Mechs. The final two Kites were paired with the Falcon's swiftest Arrow IV platforms and—supported by three medium 'Mechs—formed a hunter-killer unit that attacked targets of opportunity throughout the campaign. The Falcons drove the Sentinels off-world in just under two weeks, largely due to the effective force projection made possible by the Kites.

NOTABLE UNITS

Galaxy Commander James Devon: After his superb performance on Mualang, James was sponsored for the Devon Bloodname. He piloted a Kite twice during the Trial of Bloodright. His first match was against a *Locust IIC,* which he disabled with a desperate ramming attack after depleting his SRM ammo. His second augmented match was against an *Ocelot*. The battle dragged on for thirty minutes before his opponent overheated. In a typical display, James destroyed the helpless 'Mech before allowing its MechWarrior the shame of surrender. James bested his last two opponents in unaugmented combat.

Subsequently, he moved swiftly through the ranks, becoming a Galaxy Commander in 3120. A longtime friend of Galaxy Commander Isis Bekker, he was instrumental in negotiating her Vega Protectorate's peaceful absorption into the Rasalhague Dominion.

Type: **Kite**
Technology Base: Clan (Mixed)
Movement Type: Hover
Tonnage: 30
Battle Value: 671

Equipment		Mass
Internal Structure:		3
Engine:	140	6
Type:	Fuel Cell	
Cruise MP:	9	
Flank MP:	14	
Heat Sinks:	1	0
Control Equipment:		1.5
Lift Equipment:		3
Power Amplifier:		0
Turret:		.5
Armor Factor (Ferro):	105	5.5

	Armor Value
Front	25
R/L Side	20/20
Rear	20
Turret	20

Weapons and Ammo	Location	Tonnage
2 Anti-Personnel Gauss Rifles	Turret	1
Ammo (AP Gauss) 40	Body	1
Light TAG	Turret	.5
2 SRM 2	Front	1
Ammo (SRM) 50	Body	1
Active Probe	Body	1
Angel ECM Suite	Body	2
Armored Motive System	—	3

Notes: Features the following Design Quirks: Improved Sensors.
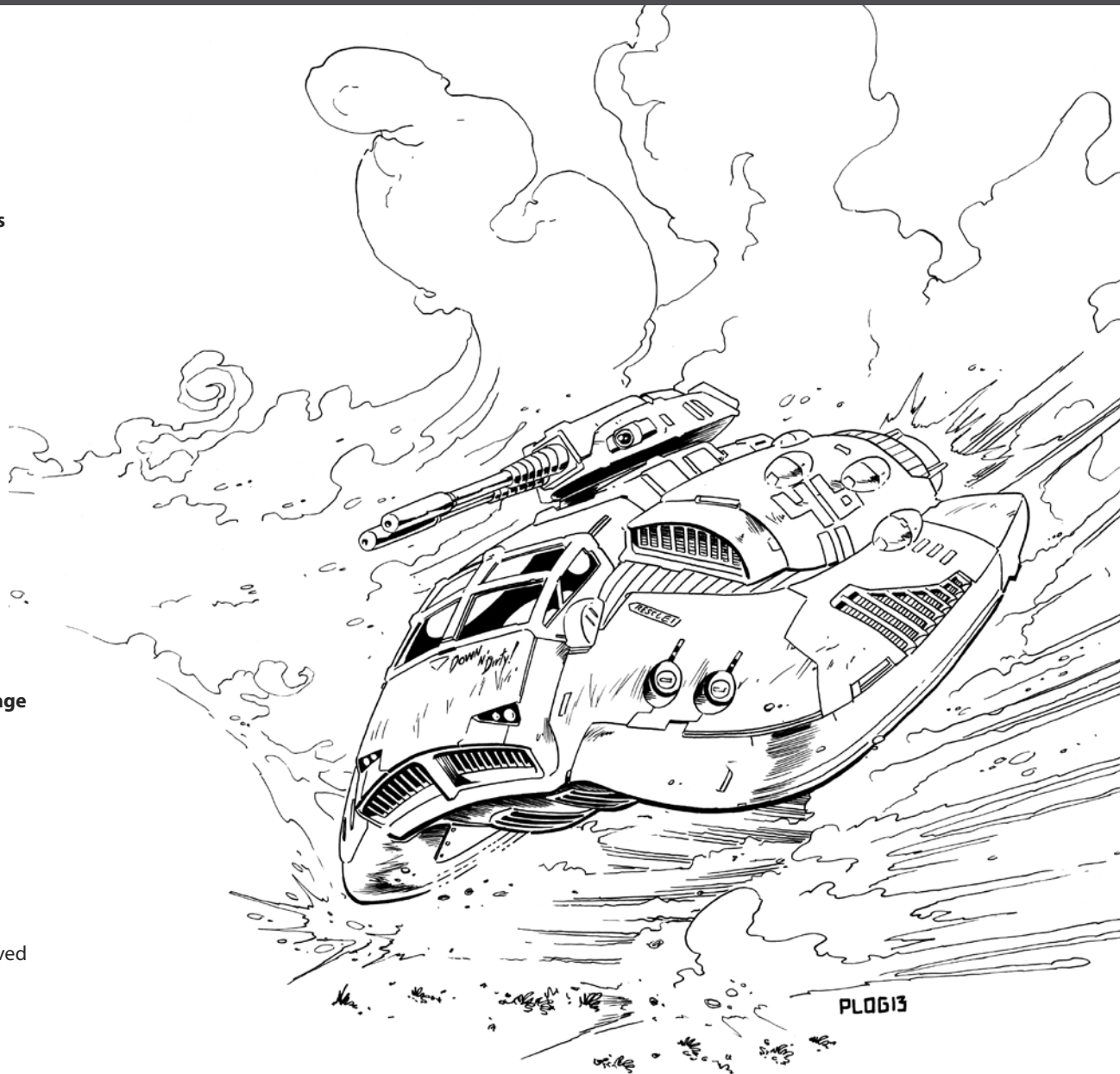
Mass: 50 tons
Movement Type: VTOL
Power Plant: Type 215 XL Fusion
Cruising Speed: 86 kph
Maximum Speed: 129 kph
Armor: Forging AM15 Ferro-Fibrous
Armament:
    1 Type OVR-X LB 2-X Autocannon
    1 Type V "Longbow" LRM 5 Launcher
    2 Tau-II Anti-personnel Gauss Rifles
Manufacturer: Trellshire Heavy Industries,
    Manufacturing Plant SFF-IT1
    Primary Factories: Twycross, Itabiana
Communications System: Neil 9000 Comm
    System
Targeting and Tracking System: RCA Econotrac

Considered an assault transport, the Cardinal is one of the most successful military vehicles produced by Clan Sea Fox for export to the Inner Sphere. Entering service in 3112, the Cardinal's complex rotor system has had decades of re-engineering to work out faults. The Cardinal has one of the lowest maintenance costs for its engine and induction fan rotor system, and the high quality of the Clan-produced weapon systems has made the Cardinal an integral part of many large scale infantry deployments.

CAPABILITIES

Designed to transport two Points of Elementals or three squads of Inner Sphere light battle armor, the Cardinal is one of the largest VTOLs in the Inner Sphere. The size of the Cardinal isn't a disadvantage, as Clan technicians designed it with a lightweight fusion power plant that allows the two large induction fans to propel it to high speeds. The Cardinal is also able to provide heavy fire support for infantry operations and assist in securing deployment areas for the infantry it carries. Heavily armored, the Cardinal also has combat durability, a much-needed asset for VTOLs on the battlefield.

DEPLOYMENT

While initially intended for export, both the Jade Falcons and Sea Foxes have seen the effectiveness of the Cardinal in combat, and have become the primary destination for the Cardinals produced since 3136. With the primary distribution hub for the Cardinal on Galatea, the second largest market for this assault transport is mercenary forces such as Hansen's Roughriders, though both the DCMS and LCAF use small numbers of the Cardinal. The Third Lyran Guards RCT, in particular, uses the Cardinal in conjunction with its sizable infantry formations.

The Cardinal has been increasingly used as a frontline assault craft. The DCMS is using Cardinals in this way in its invasion of the Federated Suns, showing the VTOLs to be effective against the large infantry formations used by the AFFS' LCTs and RCTs.

VARIANTS

While most users of the Cardinal have heeded the recommendations of its engineers to refrain from modifying the internal configuration and ruining the delicate balance needed for its dual rotor system, the Republic of the Sphere ignores that advice. Heavily re-engineered, the RAF Cardinal replaces the standard weaponry with a combination of pulse lasers and an advanced missile system in order to increase infantry capacity, giving RAF infantry commanders the versatility needed for more diverse deployments of mixed battle armor formations.

NOTABLE UNITS

Lieutenant Bianca Robertson: With the majority of its forces stationed on Galatea in the early 3140s, Hansen's Roughriders has had easy access to large numbers of Cardinal VTOLs and uses the highly-prized vehicle in conjunction with the planetary militia. Normally not considered frontline forces, the infantry formations of the Roughriders were forced into heavy combat during a raid on Galatea. Lieutenant Robertson made a name for herself and her Cardinal, Vomit Comet, during a five-day battle in late 3141. The raiders' goal was to destroy the mercenaries' command and control post in downtown Galatean City. Forced to fight in heavily populated areas, armored and standard infantry became incredibly useful defensive options, but ones that the Roughriders had few of.

Lieutenant Robertson and her crew moved infantry from one hotspot to another as the battle shifted around them. During those five days, the Vomit Comet performed over 140 infantry deployments and had three confirmed kills, including a *Hollander II*. Since then, Lieutenant Robertson has been assigned to train new Cardinal pilots in the Roughriders in the techniques she used so effectively.

Type: **Cardinal**
Technology Base: Clan
Movement Type: VTOL
Tonnage: 50
Battle Value: 641

Equipment		Mass
Internal Structure:		10
Engine:	215	7.5
Type:	XL Fusion	
Cruise MP:	8	
Flank MP:	12	
Heat Sinks:	10	0
Control Equipment:		2.5
Lift Equipment:		5
Power Amplifier:		0
Turret:		0
Armor Factor (Ferro):	96	5

	Armor Value
Front	31
R/L Side	21/21
Rear	21
Rotor	2

Weapons and Ammo	Location	Tonnage
LB 2-X AC	Front	5
Ammo (LB-X) 45	Body	1
2 Anti-Personnel Gauss Rifles	Front	1
Ammo (AP Gauss) 40	Body	1
LRM 5	Front	1
Ammo (LRM) 24	Body	1
Infantry Compartment	Body	10

Notes: Features the following Design Quirks: VTOL Rotor Arrangement (Dual).
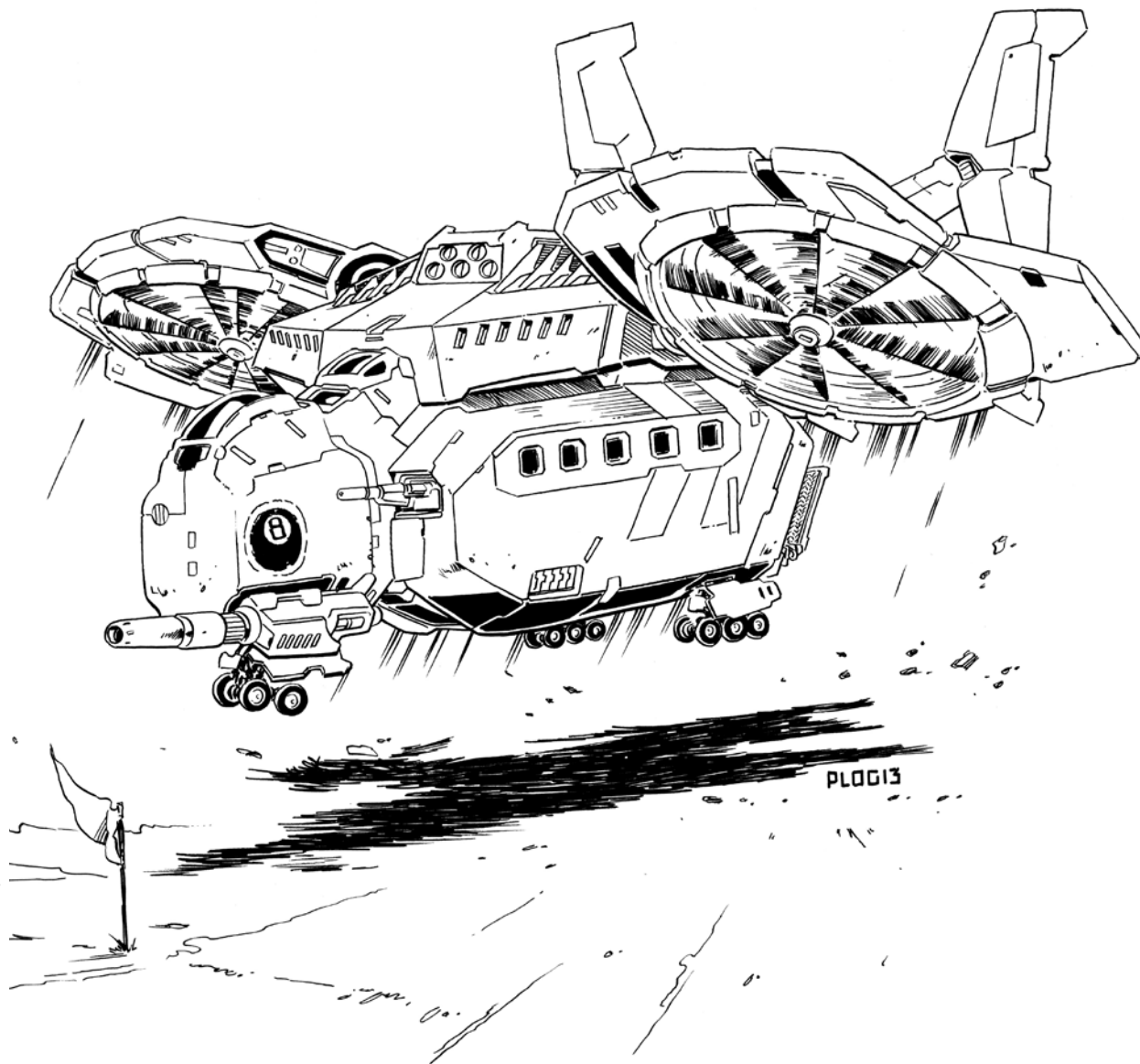
Mass: 75 tons
Movement Type: Tracked
Power Plant: Omni 225 Fuel Cell
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Armor: Lorica Progressia Ferro-Fibrous with CASE
Armament:
1 Imperator Automatic Ultra Class 10 Autocannon
1 Marian Arms Lithobolos Arrow IV Artillery System
2 SperryBrowning Light Machine Guns
Manufacturer: Alphard Trading Corporation
Primary Factories: Alphard
Communications System: Garret T21-C
Targeting and Tracking System: O/P GRD 059

Faced with growing unrest in their infantry ranks, the Marian Hegemony dug into the pockets of symbolism and created the Testudo. Entering service in 3131, this heavy tracked version of the famous Roman battle formation immediately boosted morale among combat troops.

CAPABILITIES

The Testudo Siege Tank is the epitome of its namesake with an added bonus of devastating long-range firepower. Testudos typically open hostilities by weakening immobile defenses or stationary units with Arrow IV barrages. Once the main assault starts, the Testudos will then shift into the front ranks to act as mobile cover for advancing infantry, providing close fire support when necessary.

DEPLOYMENT

The Marian Hegemony Armed Forces initially struggled with the *caesar's* new toy. Complaints abounded, ranging from lack of accuracy in artillery mode to quickly depleted ammunition when spearheading assaults.

Unsurprisingly, it fell to a non-Marian military to fully demonstrate the capabilities of these tanks when properly deployed as a part of a combined-arms unit. During their taking of Ibstock in 3136, an Oriente Protectorate infantry battalion cornered a local militia regiment in a fortified base at the end of Portsmouth Gorge. After two days of intense fighting the situation turned into a stalemate. Neither side had the weaponry to break through the enemy's lines. Both commanders called for reinforcements, the militia expecting a BattleMech lance and the Oriente forces waiting for an armor company commanded by Captain Teodore Janski.

Both relief groups were perfectly capable of tipping the scales, but the 'Mech lance had advantages in speed and terrain. Overconfident, the 'Mech lance broke into the pass in full run, not paying close attention to the weak Oriente picket line. This overconfidence was repaid when their lead *Catapult* was struck down by simultaneous hammer blows: three Arrow IV missiles, fired from Janski's approaching Testudos at the other end of the valley. The next barrage leveled key structures in the fortifications below, before missiles seven through nine attacked the BattleMechs again.

The battle was over in less than an hour. Oriente infantry swarmed the shocked defenders while arriving tanks made sure everybody kept their heads down and the BattleMechs turned tail. All three Testudos slowly rolled onto the battlefield to cheers and applause, mopping up fleeing militia groups with their autocannons.

NOTABLE UNITS

Centurion Quintus Nikolas: After a counterinsurgency mission on Valerius, one especially young and eager Centurion Nikolas reported that the light machine guns mounted on a Testudo were "ill-suited to properly motivate foot soldiers in their decisive forward movement." While the quickly convened court-martial agreed in principle, the judges also made a note that said weapons seemed to work fine against unarmed civilians. Centurion Nikolas was stripped of his command and buried deep in a strategic think-thank.

However, what was intended as banishment backfired almost immediately. In light of events on Ibstock, the MHAF was reconsidering its approach to combined arms, looking for young and eager minds with new ideas. Quintus Nikolas grabbed the straw and eventually became a well-known armor instructor.

Ted's Trekking Turtles: When Captain Raffael Theodore of the Twenty-fifth Marik Militia received his first platoon of Testudos as replacements for older tanks he counted the minutes to his company's new nickname. The middle part, trekking, came a couple of months later when his unit was ambushed by Clan Wolf troops while escorting a small supply column on Marik. With no place to hide and no way to run, Captain Theodore gathered the convoy closely together and parked his Testudos around it.

Relying on their heavy armor, the company dug in, taking occasional potshots at the fast Clan units circling, looking for weak spots. Theodore's tactic worked long enough for headquarters to scramble a nearby group of fighters, which drove off the attackers.

Type: **Testudo**
Technology Base: Inner Sphere (Advanced)
Movement Type: Tracked
Tonnage: 75
Battle Value: 1,336

Equipment		Mass
Internal Structure:		7.5
Engine:	225	12
Type:	Fuel Cell	
Cruise MP:	3	
Flank MP:	5	
Heat Sinks:	1	0
Control Equipment:		4
Lift Equipment:		0
Power Amplifier:		0
Turret:		3
Armor Factor (Ferro):	224	12.5

	Armor Value
Front	64
R/L Side	40/40
Rear	40
Turret	40

Weapons and Ammo	Location	Tonnage
Ultra AC/10	Turret	13
Ammo (Ultra) 30	Body	3
Arrow IV Artillery	Turret	15
Ammo (Arrow) 15	Body	3
Light Machine Gun	Turret	.5
Light Machine Gun	Front	.5
Ammo (Light MG) 100	Body	.5
CASE	Body	.5

Notes: Features the following Design Quirks: Distracting.
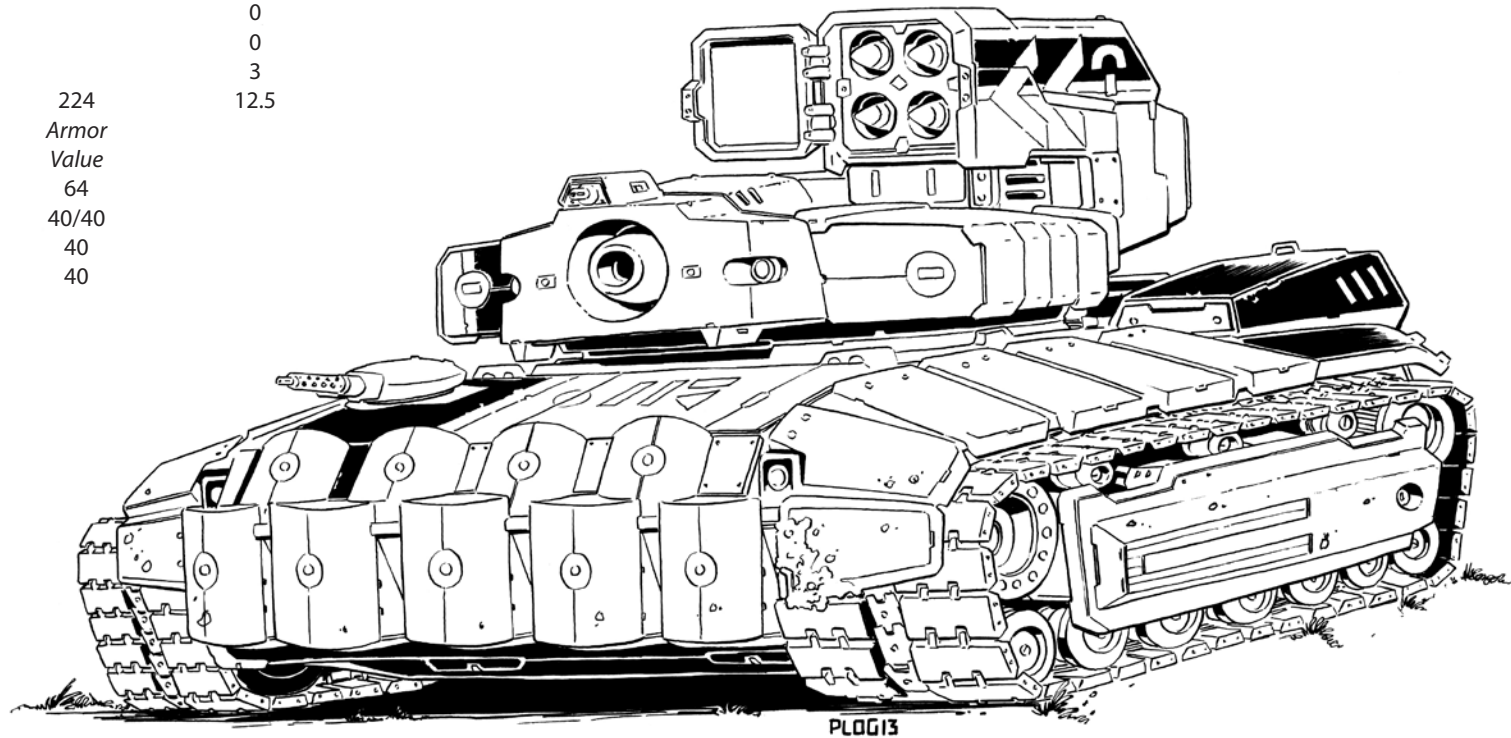
Mass: 45 tons
Movement Type: VTOL
Power Plant: Michaelson Fuel Cell
Cruising Speed: 75 kph
Maximum Speed: 118 kph
Armor: StarSlab Civic 8
Armament:
   None
Manufacturer: Michaelson Heavy Industries
   Primary Factories: Ruchbah, June
Communications System: Garret
   Supremesound
Targeting and Tracking System: None

Seen in service across the Inner Sphere, the Bishop Transport VTOL is the unsung workhorse of many modern militaries. The Bishop began production in 3093 on the Republic world of Ruchbah, and its success in the Republic Armed Forces meant that demand outpaced production—so much so that in 3118 Michaelson Heavy Industries (MHI) opened a second production line on the Federated Suns world of June. Over fifty years from its debut, the Bishop Transport VTOL remains highly sought after, with a three-year backlog on orders.

CAPABILITIES

The Bishop's heavy lifting capabilities required a sturdy propulsion system with multiple redundancies. A set of four powerful and self-contained pods using turbo-prop induction fans are installed, two at the front and two over the aft of the transport. These pods rotate in any direction along the centerline of the transport, giving the Bishop a high cruising speed and increased stability in difficult atmospheric conditions. The efficiency of the fuel cell system powering the Bishop allows for continual use of the VTOL at top speeds for over six hours at a time, meaning less downtime spent refueling and more cargo being moved. One unique selling point for the Bishop is an advanced cargo grapple/harness system that allows the transport to securely lift cargo containers of many different shapes and designs.

DEPLOYMENT

The Bishop is found not only in the militaries of the Inner Sphere, but in large commercial shipping fleets and spaceports. One of the most spectacular uses of the Bishop is by Cephalopod Food Alternatives Ltd based on Mermentau. Each planetary autumn speckled-back prairie squid are wrangled into large shipping containers placed in the middle of the Alpena Plains. The hum from the Bishops' induction fans is used to drive the prairie squid into the containers, which are sealed and shipped by the same vehicles. While other meat animal companies use the Bishop, the annual harvest by CFA Ltd is the only event to draw spectators and HV coverage, as prairie squid have been known to grapple and drag down Bishops flying too low.

NOTABLE UNITS

Sergeant Daniel Minos: In late 3139 elements of the First Periphery Guard were deployed to the former Federated Suns world of Great Gorge on a humanitarian relief mission, after unusual spring rains flooded large areas of the New Stockdon and left tens of thousands homeless. Minos' Bishop was one of nearly twenty VTOL aircraft being used to both rescue survivors and deliver clean water to relief centers. The First had few combat vehicles on-world, and the planetary militia was in shambles, when a pirate group decided the chaos made an opportunity to raid the gold storehouses near the planetary spaceport.

Unable to redeploy the lance of BattleMechs the First had on planet, Sergeant Daniel Minos took matters into his own hands. Leading a flight of four Bishops, Sergeant Minos ordered the flight to grapple shipping containers of munitions destined for the planetary militia as a goodwill gesture from the AFFS. Sergeant Minos approached the spaceport at maximum speed at low altitude before pulling up and letting loose a ten-ton crate of SRM munitions rigged with demolition charges. The resulting explosion not only took the pirates by surprise, but it also crippled the *Union*-class DropShip they were loading gold ingots into. The flight of Bishop VTOLs led by Minos dropped over 100 tons of rigged munitions, destroying the DropShip and most of the pirate group's BattleMechs.

BISHOP TRANSPORT VTOL

Type: **Bishop**
Technology Base: Inner Sphere
Movement Type: VTOL (Large)
Equipment Rating: E/X-X-D
Mass: 45 tons
Battle Value: 190

Equipment		Mass
Chassis:		23
Engine/Controls:	Fuel Cell	9
Cruise MP:	7	
Flank MP:	11	
Heat Sinks:	0	0
Fuel:	740 km	1
Turret:		0
Armor Factor (BAR 8):	44	2

	Internal Structure	Armor Value
Front	5	11
R/L Side	5	10/10
Rear	5	11
Rotor	5	2

Weapons and Ammo	Location	Mass
None	—	—

Crew: 2 (2 enlisted/non-rated)
Cargo:
1 Container (10 tons)

Notes: Features Environmental Sealing Chassis Modification. Features the following Design Quirks: Easy to Pilot, VTOL Rotor Arrangement (Dual).

Mass: 60 tons
Movement Type: Tracked
Power Plant: GM Medium Industrial Fusion
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Armor: Durallex Modified Heavy
Armament:
　　1 Magna Mk I Small Laser
Manufacturer: General Motors
　　Primary Factories: Kathil, Salem
Communications System: Garret Supremesound
Targeting and Tracking System: None

Major repairs under field conditions have always been risky, even under the best conditions. Despite the availability of various salvage and recovery vehicles to mitigate risk, these attempts often failed or resulted in further complications. This kept most military organizations tied to their DropShips, repair depots and even factories for major repairs and refits. The Savior Repair Vehicle, and other vehicles like it, changed all that.

CAPABILITIES

First developed in 3059 to support Operation Bulldog, the mobile field base (MFB) has become ubiquitous. Though there are many models and manufacturers, General Motors' Savior Repair Vehicle is by far the most prevalent. Able to conduct salvage operations, recover and repair disabled 'Mechs and vehicles, or simply resupply combat units in the field, few regiments willingly deploy without at least one of their "saviors."

DEPLOYMENT

Many battles have been lost or won based on the ability to get damaged 'Mechs back into the fight faster than an opponent.

In 3103, an AFFS task force invaded the Capellan world of Victoria. Arrayed against an equally impressive Capellan force, the invasion stagnated into a bloody siege that dragged on for months. Repair crews worked night and day repairing damaged 'Mechs and vehicles, only to recover and repair the very same machines hours later. Because the invaders fielded twice as many repair vehicles as did the defenders, an eventual Capellan defeat appeared certain.

Acting on inspiration, *Sao-shao* Mike Alonzo slipped a company of Fa Shih battle armor behind AFFS lines. At dusk, his company attacked AFFS field bases and mined resupply routes, destroying or crippling dozens of Saviors and other MFBs. The raid severely hindered AFFS combat operations, protracting the campaign for months.

Saviors have also been used to great effect as infantry and ammunition transports.

During Operation Showtime on Solaris VII during the Jihad, the Solaris Home Defense League (SHDL) faced significant hurdles to organizing an effective resistance against the Word of Blake. Chief among these problems was a lack of weaponry, ammunition and, most importantly, transports to move them. What they did have were several Savior Repair Vehicles hidden throughout Solaris City and the Reaches that they used to stage resistance operations.

In June 3070, the SHDL attacked several Blakist caches throughout the International Zone. Using their Saviors' infantry bays to transport several platoons of infantry and Dispossessed MechWarriors, they seized much needed 'Mechs, ammunition and parts. As they returned to their hidden bases they were ambushed by Blakist infantry. Two of the Saviors, now packed with ammunition, took missile hits to their fully-laden cargo compartments. Fortunately, the CASE-lined compartments saved the crews and their passengers, along with much of the critical supplies. Both vehicles were later salvaged and continued repair operations throughout the war.

NOTABLE UNITS

Lovely Laura: Leading a Savior repair crew belonging to Tiny's Terrors, Master Tech Jon Baugh and his Savior, Lovely Laura, survived the Waco Rangers' surprise attack on Harlech in 3067. The only surviving members of his unit, he and his crew were allowed to stay afterward and help Wolf's Dragoons conduct salvage and recovery operations. When the Word of Blake attacked Outreach a few months later they were again caught in the crossfire. Working ninety-six consecutive hours, Baugh and his crew rearmed and repaired nearly a company of Dragoon 'Mechs until they were forced to evacuate to safety or be overrun. When General Maeve Wolf and the Dragoons' dependents departed Outreach, Baugh elected to stay. After years repairing crippled 'Mechs for the Dragoon resistance, he joined up with the Black Widows, where he stayed throughout the remainder of the Jihad. Lovely Laura remains on display in the Jihad museum on Arc-Royal.

Kaybee's Butcher Shop: A former Solaris VII contender, Kael "Kaybee" Bjorn found that he was a far better businessman than MechWarrior. He also knew how to obtain advanced equipment. Purchasing a Savior Repair Vehicle he named Kaybee's Butcher Shop, he made a fortune repairing and refitting 'Mechs for the scrapyards on Solaris VII. After the Word of Blake captured his heavily-modified *Osiris*, he decided to help the SHDL by giving them limited access to his hidden stockpile of advanced weapons and armor.

Bjorn also used Kaybee's Butcher Shop to transport infantry during supply raids and, in May 3071, succeeded in liberating his own 'Mech, Super-Baby, from the Blakist-held International Zone. Kaybee's Butcher Shop was destroyed by artillery in June 3071.

Type: **Savior**
Technology Base: Inner Sphere
Movement Type: Tracked (Medium)
Equipment Rating: E/X-X-E
Mass: 60 tons
Battle Value: 152

Equipment		Mass
Chassis:		13.5
Engine/Controls:	Fusion	16
Cruise MP:	4	
Flank MP:	6	
Heat Sinks:	1	1
Fuel:		0
Turret:		.5
Armor Factor (BAR 10):	23	1.5

	Internal Structure	Armor Value
Front	6	6
R/L Side	6	5/5
Rear	6	2
Turret	6	5

Weapons and Ammo	Location	Mass
Small Laser	Turret	.5

Crew: 10 (2 officers, 7 enlisted/non-rated, 1 gunner)
Cargo:
 3.5 tons standard 1 Door (Rear)
 3 tons Infantry Compartment

Notes: Features Tech D Chassis, Engine/Controls and Armor, Armored Chassis Modification, mobile field base (20 tons), CASE (.5 tons). Features the following Design Quirks: Easy to Maintain.
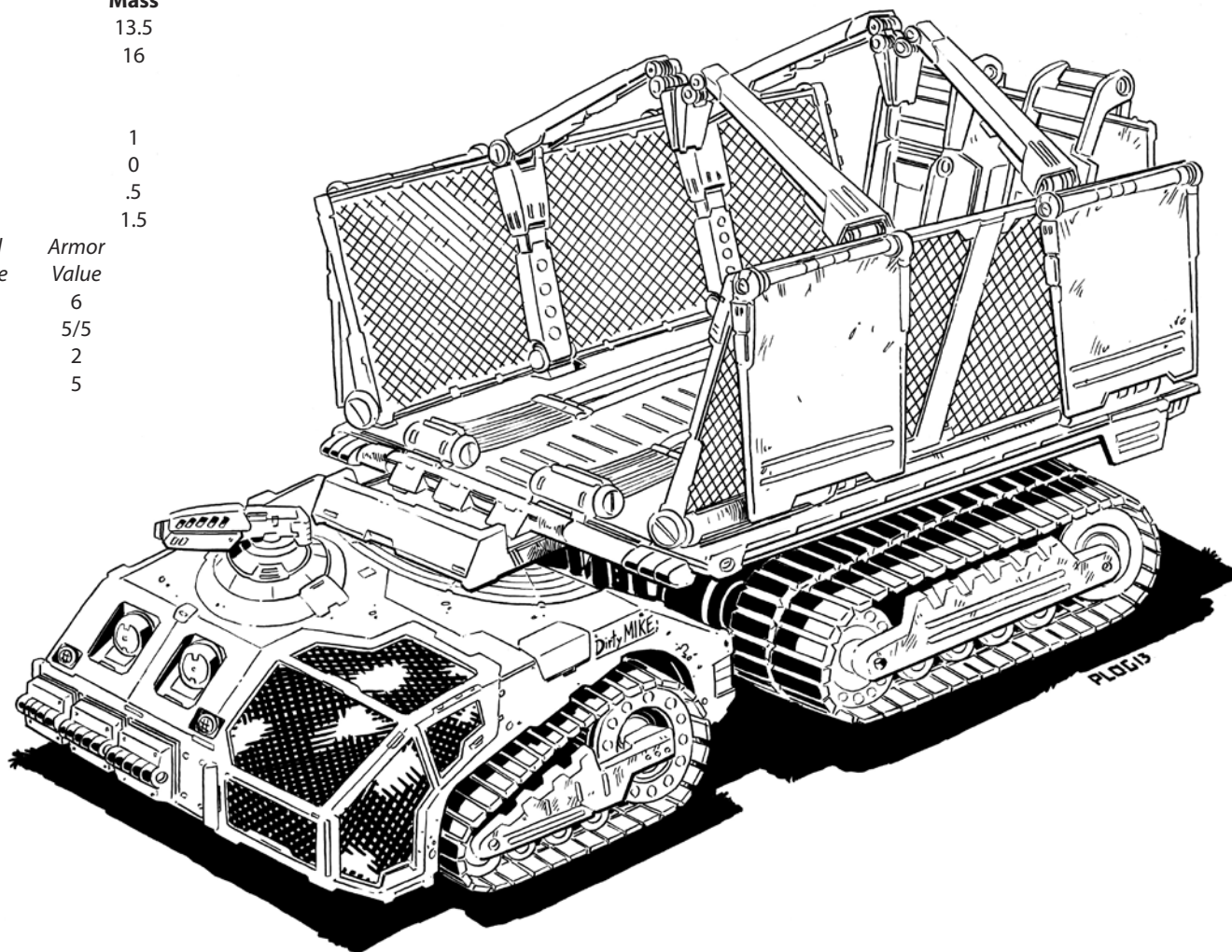
Mass: 25 tons
Chassis: Type 2 Standard Endo Steel
Power Plant: Type II 175 XL
Cruising Speed: 75 kph
Maximum Speed: 118 kph
Jump Jets: GrandThrust Mk I
    Jump Capacity: 180 meters
Armor: Forging ZM7 Ferro-Fibrous
Armament:
    4 Type I Cross Pattern SRM 4 Launchers
Manufacturer: Manufacturing Plant SFF-IT3
    Primary Factory: CSF *Poseidon* Mobile Production Facility
Communications System: Neil 9000
Targeting & Tracking System: RCA Instatrac Mk VI

The non-OmniMech version of the *Koshi* proliferated through the Inner Sphere quickly after its introduction thanks to the wide mercantile reach of Clan Sea Fox. Mercenaries are especially fond of the *Koshi* because of the easy logistics for a 'Mech with only one weapon type.

CAPABILITIES

Mercenaries typically employ the *Koshi* as a recon 'Mech, mainly because its arms and legs lack sufficient armor to hang in a firefight. Instead, MechWarriors charge through an area and rely on the active probe to detect hidden enemies. The *Koshi*'s launchers carry sufficient ammunition to remain away from base for some time, provided that time is spent evading combat.

DEPLOYMENT

Mercenaries on both sides of the Victoria War employed *Koshi*s. Champion Battalion of Holt's Hilltoppers used their prior experience serving the Capellans to great advantage for the Federated Suns in the battle for Jacson. The Hilltoppers sent their recon company, including a lance of *Koshi*s, into the Perpetual Forest, where Lethal Injection had withdrawn in the face of the invaders. The immense boughs wreaked havoc on the *Koshi*' active probes, and the two forces stumbled upon one another suddenly. The *Koshi*' high speed prevented the battle from becoming a standup brawl. Instead, both sides used their maneuverability to the utmost in the confining terrain.

*Koshi*s flew through the upper limbs of the giant trees, weapons flashing at one another from the top of their arcs. Fires broke out, but the speedy *Koshi*s quickly left the smoke and flames behind. The battle deteriorated into a furball, with units suffering friendly fire and the fallen left behind. The Hilltoppers' numbers proved the deciding factor. With their recon ability eliminated, Lethal Injection pulled back and fled the world, which soon fell to the AFFS.

*Koshi*s played a major part in repelling a pirate raid on Wisconsin in 3140. The Hateful Survivors arrived in force, deploying a full battalion of BattleMechs to maraud through the major cities. The world's mercenary defenders, Pandora's Box, were hard put against the savage pirates. The Box deployed three lances of *Koshi*s to locate the pirate landing zone. The *Koshi*s first penetrated the pirates' lines, losing three of their number. Once they were past the lead elements, one lance stumbled upon the pirate command lance of heavy and assault 'Mechs. Jammed communications kept the *Koshi*s from reporting, so Lieutenant Sarafina Black ordered an attack. Slashing attacks and repeated hit-and-fade runs allowed the *Koshi* lance to destroy three of the enemy, including the pirate commander. Black was killed in the exchange, never knowing the other lances had located the pirate DropShips and called in artillery.

VARIANTS

The *Koshi* has two major variants. The first swaps the SRM racks for a pair of Streak SRM 6 launchers, while the other replaces them with a sextet of heavy small lasers, MASC, and a suite of advanced electronic components, including a targeting computer.

NOTABLE UNITS

Cadets Sorg, Drvo, and Kormidelník: These cadets were competing for the class of 3130's top spot at the St. Ives Academy of Martial Sciences when they and their *Koshi*s disappeared during a routine patrol in 3129. They resurfaced in 3140 as lance commanders in the mercenary Ravannion's Redemption. Their *Koshi*s remain in excellent condition, but the mystery of how they came to their present posts has captivated the St. Ives Commonality. Sorg pilots a standard *Koshi*, Drvo a *Koshi 2*, and Kormidelník a *Koshi 3*.

Type: **Koshi**
Technology Base: Clan
Tonnage: 25
Battle Value: 760

Equipment		Mass
Internal Structure:	Endo Steel	1.5
Engine:	175 XL	3.5
Walking MP:	7	
Running MP:	11	
Jumping MP:	6	
Heat Sinks:	10 [20]	0
Gyro:		2
Cockpit:		3
Armor Factor (Ferro):	67	3.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	8	10
Center Torso (rear)		6
R/L Torso	6	7
R/L Torso (rear)		5
R/L Arm	4	4
R/L Leg	6	5

Weapons and Ammo	Location	Critical	Tonnage
2 SRM 4	RA	2	2
Ammo (SRM) 50	RA	2	2
Light TAG	RT	1	.5
Active Probe	H	1	1
2 SRM 4	LA	2	2
Ammo (SRM) 25	LA	1	1
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5

Notes: Features the following Design Quirks: Modular Weapons.

PLOG13
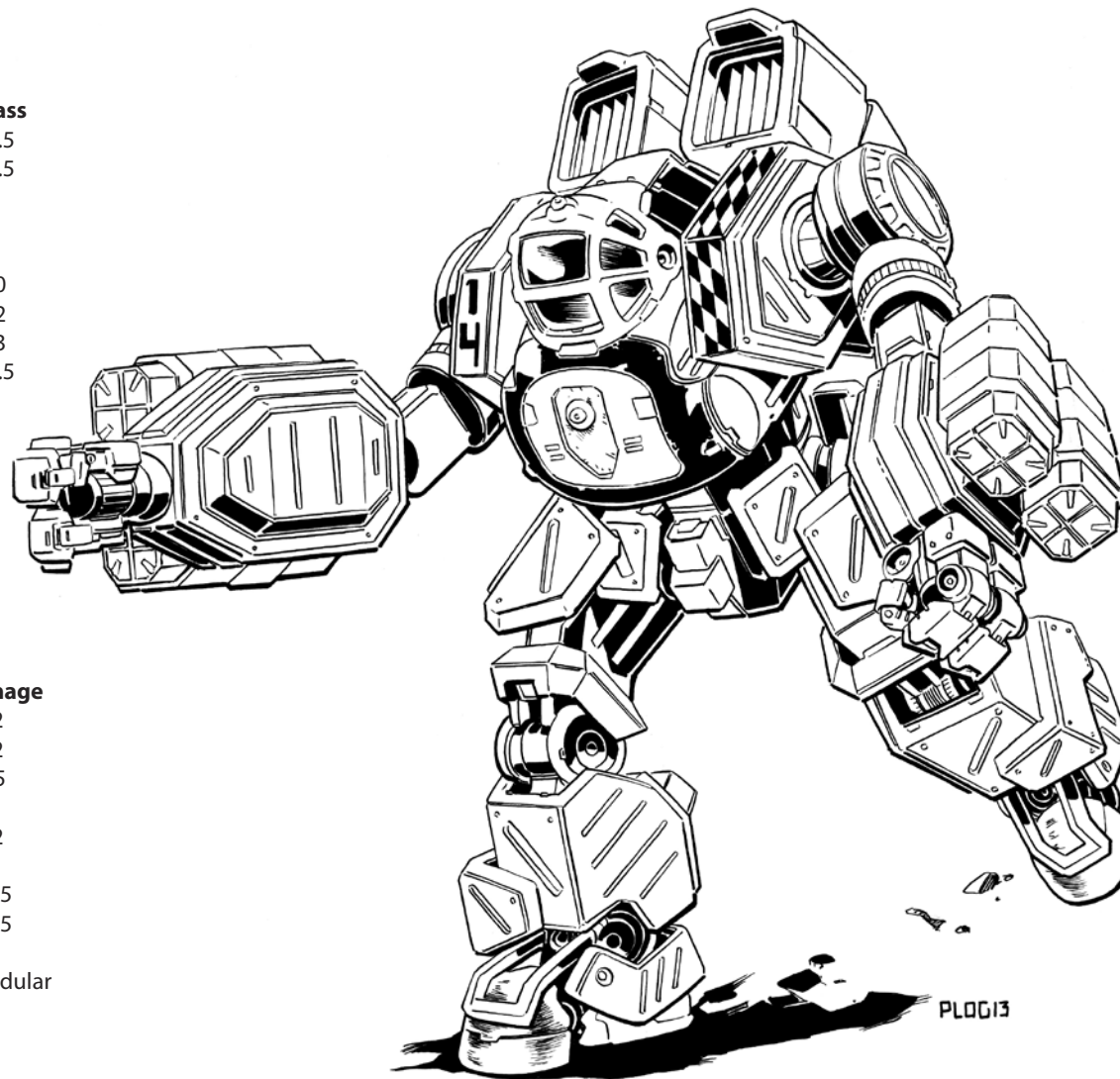
Mass: 30 tons
Chassis: Corean Model 101AA Endo Steel
Power Plant: VOX 240 XL
Cruising Speed: 86 kph
Maximum Speed: 129 kph
Jump Jets: None
    Jump Capacity: None
Armor: Durallex Ferro-Fibrous with CASE II
Armament:
    2 Diverse Optics Extended Range
        Medium Lasers
    1 Shannon Ten-Pin MRM 10 Launcher
    1 Flameshot Flamer
Manufacturer: Vandenberg Mechanized
    Industries, Alliance Defenders Limited
    Primary Factory: New Vandenberg,
        Alpheratz
Communications System: Lynx-Shur with
    Guardian ECM Suite
Targeting & Tracking System: O/P 911

As the Taurian Concordat's most visible military export, the *Cadaver* has been used to cover a number of roles in scouting forces. Despite its first appearance on the battlefield in 3094, the first requisition for this 'Mech was made in late 3070s by the Taurian Defense Force. Not until years after the 3080 ceasefire was the Concordat able to muster the resources to complete the BattleMech, relying heavily on the assistance of the nearby Snow Ravens.

CAPABILITIES

The *Cadaver* is well armored but lacks ranged firepower. In combat it is best used in a cavalry manner, quick strikes against opponents. Most commanders avoid using it in a direct confrontation, preferring reconnaissance missions and disruption of enemy electronics over firing a few lasers and missiles.

Pilots greatly appreciate the full-head ejection system that harkens back to the *Hatchetman*, making it a great choice for deployment in harsh environments.

DEPLOYMENT

Other than its appearance in the arenas of Solaris VII, the most visible use of the *Cadaver* was in an otherwise uninhabited system in the Periphery. Formerly a supply depot for the Star League during the Reunification War, it had long been picked clean, but the resilient structures still stood and made an excellent base of operations for the Brennan-Choo Gang. After the TDF tracked them down, the gang was able to hide inside the buildings and hold off the Taurian pursuers. After two failed frontal assaults, a lance of *Cadaver*s was sent to punch holes into the buildings. Fast passes from over 400 meters protected the *Cadaver*s, while they in turn were able to target the buildings with their missiles, eventually opening up gaps that the remainder of the TDF company exploited.

Less spectacular was the performance by a pair of *Cadaver*s on Landfall. Fighting for the rebel Free Leaguers, the pair was pushed back by elements of *Il Legio* into the town of New Erewhon. Hounded by Marauder battle armor, the two used their flamers to set fire to the buildings the Marians were using for cover. Flushed out, the battle armor focused on one of the 'Mechs, shattering the engine shielding and forcing it to shut down. The other *Cadaver* tried to use its speed to retreat, but it slid into a building and was unable to extricate itself before the battle armor swarmed the downed BattleMech.

Despite official sales being limited to the TDF and Raven Alliance, the *Cadaver* is a popular BattleMech for mercenary units and pirates with deep pockets. The Alliance regularly sells to the Sea Foxes, who look for customers unable to afford Sea Fox-made BattleMechs.

VARIANTS

A more advanced version of the *Cadaver* is sold to the TDF, incorporating more advanced armor and electronics along with a particle cannon and myomers acceleration signal circuitry. TDF MechWarriors appreciate the extra burst of speed which can be used to run down smaller 'Mechs and even a few hovercraft.

NOTABLE UNITS

Mariano Pascual: The mercenary Bugmen lance specializes in eliminating reconnaissance units. Pascual, the Bugmen's commander, has not only had success against other Inner Sphere forces, but while employed by the Lyran Commonwealth showed up a *Hellbringer* whose pilot underestimated the punch of ten MRMs and a pair of medium lasers. Despite the Jade Falcon detonating an ammo bin, Pascual used his superior mobility to get in close and shatter his opponent. The rest of the Bugmen were able to cover his retreat while the remainder of the Falcon Star rallied to their fallen comrade.

Samad Abdul-Muhsi: Since escaping from the Areseppi Correctional Facility on Menkent, Abdul-Muhsi and the rest of the Undead have resumed their near-bandit mercenary activities. In his *Cadaver*, Famine, Abdul-Mushi performs reconnaissance for the lance as well as finishing off crippled opponents. The Undead recently signed on with the Federated Suns, but this contract only lasted a few months before there was a dispute between the AFFS and the Undead over reparations.

CVR-A1 CADAVER

Type: **Cadaver**
Technology Base: Inner Sphere
Tonnage: 30
Battle Value: 962

Equipment		Mass
Internal Structure:	Endo Steel	1.5
Engine:	240 XL	6
Walking MP:	8	
Running MP:	12	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	105	6

	Internal Structure	Armor Value
Head	3	9
Center Torso	10	15
Center Torso (rear)		5
R/L Torso	7	11
R/L Torso (rear)		3
R/L Arm	5	10
R/L Leg	7	14

Weapons and Ammo	Location	Critical	Tonnage
ER Medium Laser	RA	1	1
MRM 10	RT	2	3
Ammo (MRM) 48	RT	2	2
CASE II	RT	1	1
Guardian ECM Suite	LT	2	1.5
ER Medium Laser	LA	1	1
Flamer	LA	1	1

Notes: Features a Full-Head Ejection System. Features the following Design Quirks: Protected Actuators, Unbalanced.
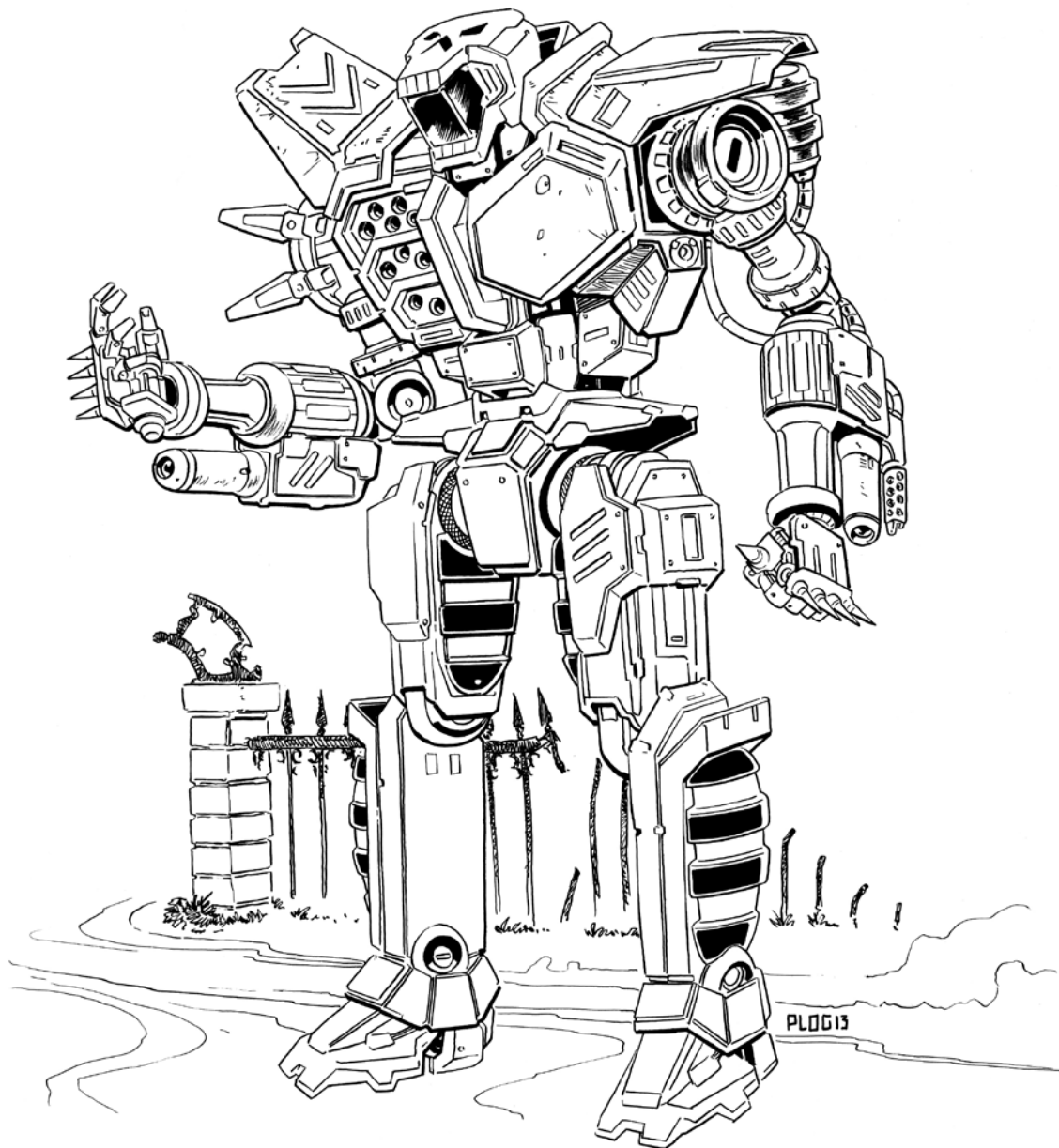
Mass: 35 tons
Chassis: NCIA Endo Steel Type N
Power Plant: Standard 245 XL
Cruising Speed: 75 kph
Maximum Speed: 118 kph
Jump Jets: None
    Jump Capacity: None
Armor: Alpha Compound Ferro-Fibrous with
    CASE II
Armament:
    4 Series 6b Extended Range Medium
    Lasers
    2 Series 6c Extended Range Small Lasers
    2 Pattern Alpha SRM 2 Launchers
Manufacturer: Trellshire Heavy Industries
    Primary Factory: Twycross
Communications System: Able-Seven Sensor
    Suite with Watchdog CEWS
Targeting & Tracking System: Multi-Spread 9
    with Advanced Targeting Computer

The *Tiburon* is exclusive to Clan Sea Fox, and is common in their light Stars and among the Clan's warrior-merchants. With a name reminiscent of the Clan's previous identity, the *Tiburon* lives up to its reputation as a fast, lethal predator.

CAPABILITIES

The *Tiburon* has more firepower than 'Mechs ten or fifteen tons heavier. With a top speed near 120 kph, there are few BattleMechs that it cannot outrun. The Watchdog CEWS gives the *Tiburon* a powerful electronic warfare capability in a compact package.

In keeping with the Clan's mercantile tendencies, and to conceal the machine's lethality, most of the *Tiburon*'s weapons are concealed behind retractable panels.

DEPLOYMENT

In September 3135, several pirate attacks against the Spina Khanate's assets in the area between the Rim Commonality and the Regulan Fiefs threatened several of Epsilon Aimag's profitable operations. Through their contacts and the Watch, Epsilon located the pirate base in the Duchy of Tamarind-Abbey's Kogl system.

OvKhan Gar Labov, Epsilon's leader, moved his aimag to the Kogl system under the cover of a normal trade mission. While their merchants negotiated access to the Kogl market, Epsilon's military forces searched the system for the pirate base. They located the pirate base on an airless world on the far side of the sun from Kogl.

Labov led two Sea Fox Clusters to the base. While his heavier forces engaged the pirate defenders, Labov, in his *Tiburon,* led his lighter, faster forces, including several more *Tiburon*s, around the defenders' flank and overwhelmed it. The survivors and the base quickly surrendered.

At the pirate base, Labov found evidence that senior members of the Kogl government were involved with the pirates. By using the evidence in negotiations, Epsilon Aimag gained favorable trading concessions.

Even a lone *Tiburon*, in the hands of a skilled MechWarrior, is a fearsome opponent. In 3136, Warrior-Merchant Najeh Hammond and a Sea Fox merchant team arrived on Gram in the Draconis Combine to bid on the year's crop of gojo berries, a sweet fruit often fermented into potent liquor. Among the bidders were the Yung brothers, Combine merchants with a ruthless reputation. Deciding that Hammond's team would be a threat to their

chances at securing the gojo berry crop, the Yungs decided to kill Hammond.

One of the brothers' recent hires was a renegade Jade Falcon warrior. At a party held before the actual bidding started, the renegade challenged Hammond to a Circle of Equals. They agreed to conduct the Trial in the rolling hills north of the capital the next morning.

When Hammond showed up for the trial, he found his opponent in a *Ryoken II*, a BattleMech more than twice the weight of Hammond's *Tiburon*. Reports indicated Hammond merely shrugged and took his BattleMech into the Circle.

What should have been a one-sided fight was—for the *Tiburon*. Using his speed and the cover of the terrain, Hammond systematically cut the *Ryoken II* apart. After twenty minutes, the *Ryoken* exploded when its ammo ignited. Six hours after the Trial, Hammond won the contract for the gojo berry crop.

NOTABLE UNITS

OvKhan Gar Labov: Leader of Epsilon Aimag, Labov is more warrior than merchant, but he can still see profit when it arises. A restless man, Labov is happiest either on *Swiftswimmer*, the aimag's CargoShip, or at the controls of his *Tiburon*, Deep Strike.

Najeh Hammond: Hammond, a *ristar*, is expected to challenge ovKhan Silias Vewas within the next year. He and his *Tiburon*, which he calls Shark Fang, have fought in twenty Trials.

Type: **Tiburon**
Technology Base: Clan
Tonnage: 35
Battle Value: 1,841

Equipment		Mass
Internal Structure:	Endo Steel	2
Engine:	245 XL	6
Walking MP:	7	
Running MP:	11	
Jumping MP:	0	
Heat Sinks:	15 [30]	5
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	115	6

	Internal Structure	Armor Value
Head	3	9
Center Torso	11	17
Center Torso (rear)		5
R/L Torso	8	11
R/L Torso (rear)		4
R/L Arm	6	11
R/L Leg	8	16

Weapons and Ammo	Location	Critical	Tonnage
2 ER Medium Lasers	RA	2	2
ER Small Laser	RT	1	.5
SRM 2	RT	1	.5
Targeting Computer	H	1	1
Watchdog CEWS	CT	2	1.5
ER Small Laser	LT	1	.5
SRM 2	LT	1	.5
Ammo (SRM) 50	LT	1	1
CASE II	LT	1	.5
2 ER Medium Lasers	LA	2	2

Notes: Features the following Design Quirks: Multi-Trac Targeting.
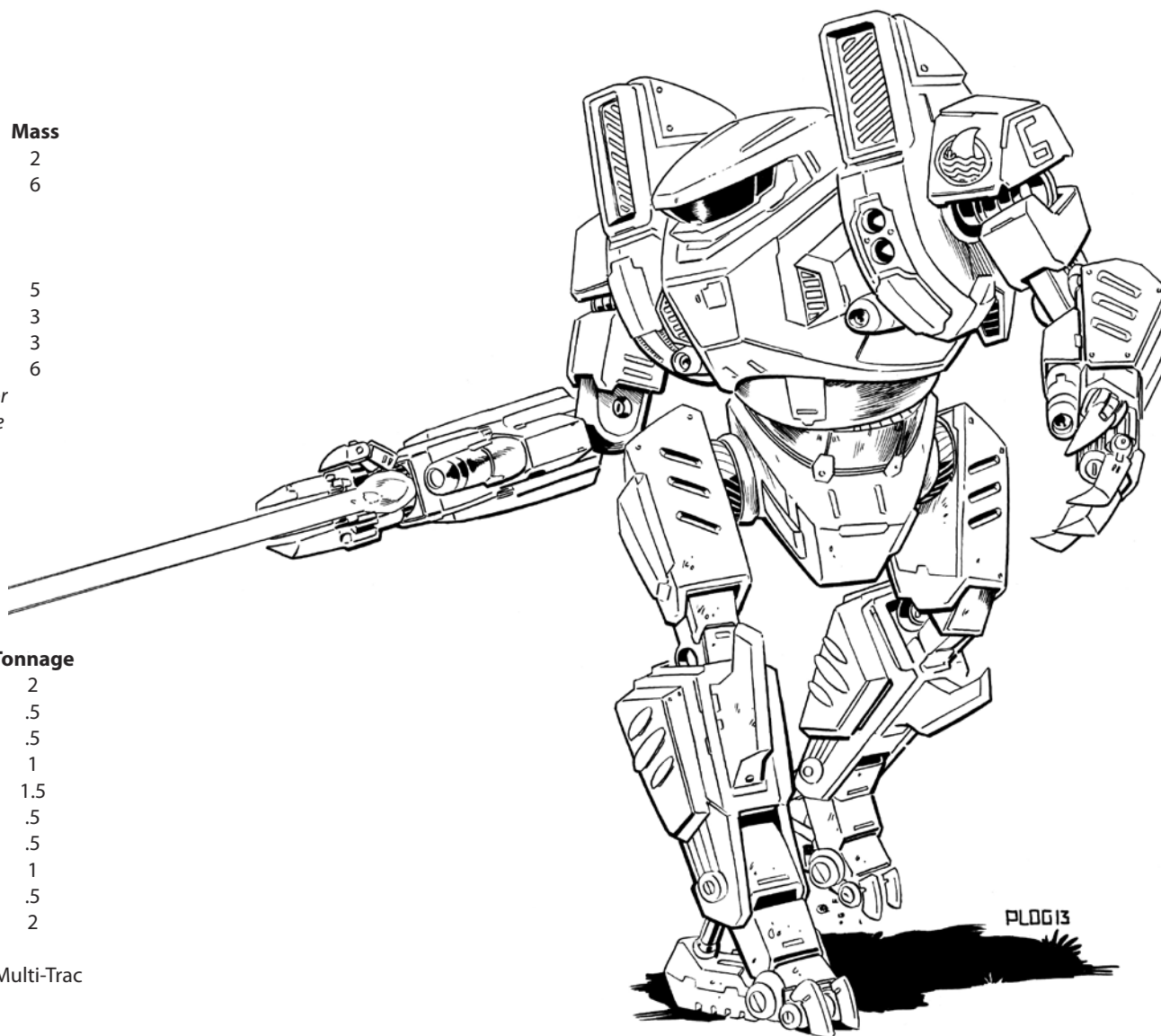
Mass: 45 tons
Chassis: Type QX745-50 Mod. III
Power Plant: Fusion 225 Standard
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: Clan Standard 14X Series Standard
    Jump Capacity: 150 meters
Armor: Forging ZK11 Standard
Armament:
    1 Series 4D-2 Heavy Large Laser
    2 Type I Cross Pattern SRM 4 Launchers
    2 Series XIV Heavy Machine Guns
Manufacturer: Manufacturing Plant SFF-TU1
    Primary Factory: Tukayyid
Communications System: S9R Beta Series
    Communications
Targeting & Tracking System: Able-Seven
    Sensor Suite

Clan Sea Fox's *Stalking Spider II* represents an effort to introduce classic Clan equipment to the Inner Sphere market. With the Cloud Cobras and the rest of the Clan Homeworlds silent for decades, the Clan's decision to redesign and offer for sale a modified *Stalking Spider* has brought them lucrative rewards. The *Stalking Spider II* has been a popular purchase with second-line and defensive battalions across the Inner Sphere.

CAPABILITIES

One of the main advantages of the *Stalking Spider II* is the turret, which grants a 360-degree firing arc for its main weaponry. Problems with the ammunition feeding mechanism of the missile launchers have been noted, but fixing these problems has proven difficult without removing the turret. While the Sea Foxes have been unwilling to sacrifice the turret, some pilots have opted to disable it.

DEPLOYMENT

In 3112 pirates suspected of being Capellan military units in disguise attacked Shiro III in the Duchy of Andurien. The main part of the battle took place in Shimgata, the planetary capital, and was meant to draw the defenders into the city and away from the 'Mech production facilities. Jump capability and the ability to turn its weaponry in every direction made the two *Stalking Spider II*s deployed by the Shimgata militia the most feared opponents in this battle. They jumped between attackers, fired the most advantageous directions, then jumped out before the pirates could get a good shot in. Though the pirates withdrew with some equipment from the production facility, they left enough salvage to make good the militia's losses.

In 3124 elements of the Forty-fourth Benjamin Regulars raided the Rasalhague Dominion world of Mannedorf. The defenders had recently excavated an underground headquarters to coordinate their defenses. When the Regulars found the headquarters, they sent a *Stalking Spider II* supported by battle armor to eliminate it. Its extreme firing arc made the 'Mech the perfect choice to clear the 'Mech and vehicle bays of the facility in short order. With their central command gone, the Rasalhagian defenders fell into disarray, allowing the Regulars to accomplish their raid with minimal losses.

During the battle for Tharkad in 3143, the Lyrans used a full lance of *Stalking Spider II*s as a versatile response unit to cover fighting retreats, which they did perfectly. Two of them stayed in front while the other two covered the flanks to make sure no one slipped past them. This tactic proved quite successful until the *Stalking Spider II* on the left flank exploded from a malfunction in the ammunition feed. With the Lyran flank suddenly open, the Falcons attacked.

NOTABLE UNITS

Leftenant Roberto Rodriguez: Rodriguez was among the first pilots to receive a *Stalking Spider II*. A member of the Davion Light Guards, he was deployed against a pirate raid in 3110. Near the end of the battle, the ammunition in both his launchers exploded, setting off a chain reaction. He was killed by the resulting feedback, and his case is the basis for an official AFFS inquiry into the effectiveness of the *Stalking Spider II*.

Charles Westerfield: Westerfield was more of a businessman than a MechWarrior, always trying to sell his services to the highest bidder, never staying with a mercenary unit for long. He was mostly known for using his 'Mech in death from above attacks against infantry units before he died in a bar fight in 3141. His 'Mech was famously repossessed by a gambling conglomerate on Solaris VII and sold at auction for nearly twice its actual worth. Its price was driven up by its legacy as one of the few BattleMechs ever successfully seized as collected collateral.

Type: **Stalking Spider II**
Technology Base: Clan (Advanced)
Tonnage: 45
Battle Value: 1,362

Equipment		Mass
Internal Structure:		4.5
Engine:	225	10
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	13 [26]	3
Gyro:		3
Cockpit:		3
Armor Factor:	152	9.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	14	20
Center Torso (rear)		5
R/L Torso	11	15
R/L Torso (rear)		4
R/L Front Leg	11	20
R/L Rear Leg	11	20

Weapons and Ammo	Location	Critical	Tonnage
Heavy Large Laser	RT*	3	4
2 SRM 4	RT*	2	2
Ammo (SRM) 25	RT	1	1
BattleMech Turret (Quad)	RT	1	1
2 Heavy Machine Guns	LT	2	1
Ammo (Heavy MG) 50	LT	1	.5
Jump Jet	RFL	1	.5
Jump Jet	RRL	1	.5
Jump Jet	CT	1	.5
Jump Jet	LFL	1	.5
Jump Jet	LRL	1	.5

Notes: *These weapons are mounted in a Quad BattleMech Turret. Features the following Design Quirks: Ammunition Feed Problems (SRMs).

Mass: 50 tons
Chassis: Type 3 Standard Endo Steel
Power Plant: Fusion 250 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: Grandthrust Mk 3
    Jump Capacity: 150 meters
Armor: Standard YM17
Armament:
    4 Pattern J4 Streak SRM 4 Launchers
    2 Series 7K Extended Range Large Lasers
Manufacturer: Manufacturing Plant SFF-IT5,
    Manufacturing Site #3
    Primary Factory: CSF *Kraken* Mobile
    Production Facility, New Oslo
Communications System: Garret T11-A
Targeting & Tracking System: Spar 3C Tight
    Band

Clan Hell's Horses developed the *Black Hawk*, a fixed-weapon variant of their ubiquitous *Nova* OmniMech, as a second-line BattleMech that was both dependable and easily produced with the limited facilities of their occupation zone. Clan Sea Fox produces the *Black Hawk* with older, less sophisticated, and cheaper sensors, weapons, and communications systems for the Inner Sphere market.

CAPABILITIES

A sturdy frame and ample armor let the *Black Hawk* stand up to more punishment than most Inner Sphere BattleMechs in its weight class, while its low center of gravity makes it both stable and maneuverable. Where most BattleMechs have some type of specialization—recon, fire support, static defense—the *Black Hawk* is a generalist. There may be faster scouts, better long-range hitters, or tougher toe-to-toe sluggers, but with its potent mix of short-range missiles and extended-range large lasers, the *Black Hawk* can hold its own in almost any combat situation.

DEPLOYMENT

Rugged and inexpensive, the *Black Hawk* is a medium BattleMech of choice for mercenary commands and independent planetary militias. One would be hard pressed to find a military in the Inner Sphere that does not field several of the machines. The *Black Hawk* has even gained wide acceptance among the Clans—particularly the Wolves-in-Exile, Hell's Horses, and Sea Foxes.

VARIANTS

In response to market demands, Clan Sea Fox offers two variants of the standard *Black Hawk*. The *Black Hawk 2* replaces the four Streak SRM 4s with two ATM 6 launchers, providing greater range, accuracy and choice of munitions. The *Black Hawk 3* mounts a total of six lasers and enough additional heat sinks to keep it viable in protracted firefights.

NOTABLE UNITS

Lieutenant Abram Emanuel: The Wild Horses specialize in short-term objective-specific contracts such as asset recovery, hostage rescue, and the occasional punitive strike. While the Horses' heavier BattleMechs engage and draw off opponents' 'Mechs, Lieutenant Abram Emanuel uses his *Black Hawk* to escort the penetration and extraction teams, providing support and cover fire for the mobile infantry. While the *Black Hawk*'s ER lasers are able to engage targets at range, Emanuel does not do so unless absolutely necessary. In tight formation with his charges, he uses the four SRM 4s against any effort to turn them back—whenever possible waiting until minimal ranges to maximize damage. While this form of brinksmanship would be dangerous against BattleMechs, it is highly effective against lighter tanks, vehicles, and infantry.

Sister Ayo Olubumni: As an independent world in a region abandoned by the collapsing Free Worlds League, resource-rich Siendou is frequently targeted by pirates and neighboring worlds seeking to expand their territory. Siendou is a constitutional theocracy; adherents to the global faith, the Siva Lwa, are forbidden to serve a national military. What raiders expecting helpless prey soon learn, however, is there is no injunction against the Siva Lwa practicing warfare as a trade—a lesson driven home by Ogoun's Machete, Siendou's indigenous mercenary command. The Hellion Harpies, pirates operating out of the Deep Periphery, hit Siendou in August 3140—dropping demi-companies of medium and heavy 'Mechs on four of the planet's key mining centers. The six Harpies targeting the Chaîne de la Selle diamond mines were met by a lance of Machete *Black Hawk 3*s under the command of Sister Ayo Olubumni. Realizing only the raiders' *Merlin* was jump-capable, Olubumni ordered her lance to hit it with simultaneous alpha strikes, all but melting the machine before it fired a shot. The sister then coordinated a mobile defense, taking advantage of the raiders' unfamiliarity with the rocky terrain and the superior mobility of their *Black Hawk*s. Olubumni accounted for two *Lineholder*s in single combat and supported two of her sisters in bringing down a *JagerMech*. The only Harpy to survive the battle surrendered when he found his *Shockwave* outnumbered four to one.

Type: **Black Hawk**
Technology Base: Clan
Tonnage: 50
Battle Value: 2,183

Equipment		Mass
Internal Structure:	Endo Steel	2.5
Engine:	250 XL	6.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	14 [28]	4
Gyro:		3
Cockpit:		3
Armor Factor:	136	8.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	16	19
Center Torso (rear)		6
R/L Torso	12	14
R/L Torso (rear)		5
R/L Arm	8	13
R/L Leg	12	19

Weapons and Ammo	Location	Critical	Tonnage
2 Streak SRM 4	RA	2	4
Ammo (Streak) 50	RT	2	2
ER Large Laser	RT	1	4
ER Large Laser	LT	1	4
Ammo (Streak) 50	LT	2	2
2 Streak SRM 4	LA	2	4
Jump Jets	RL	2	1
Jump Jet	CT	1	.5
Jump Jets	LL	2	1
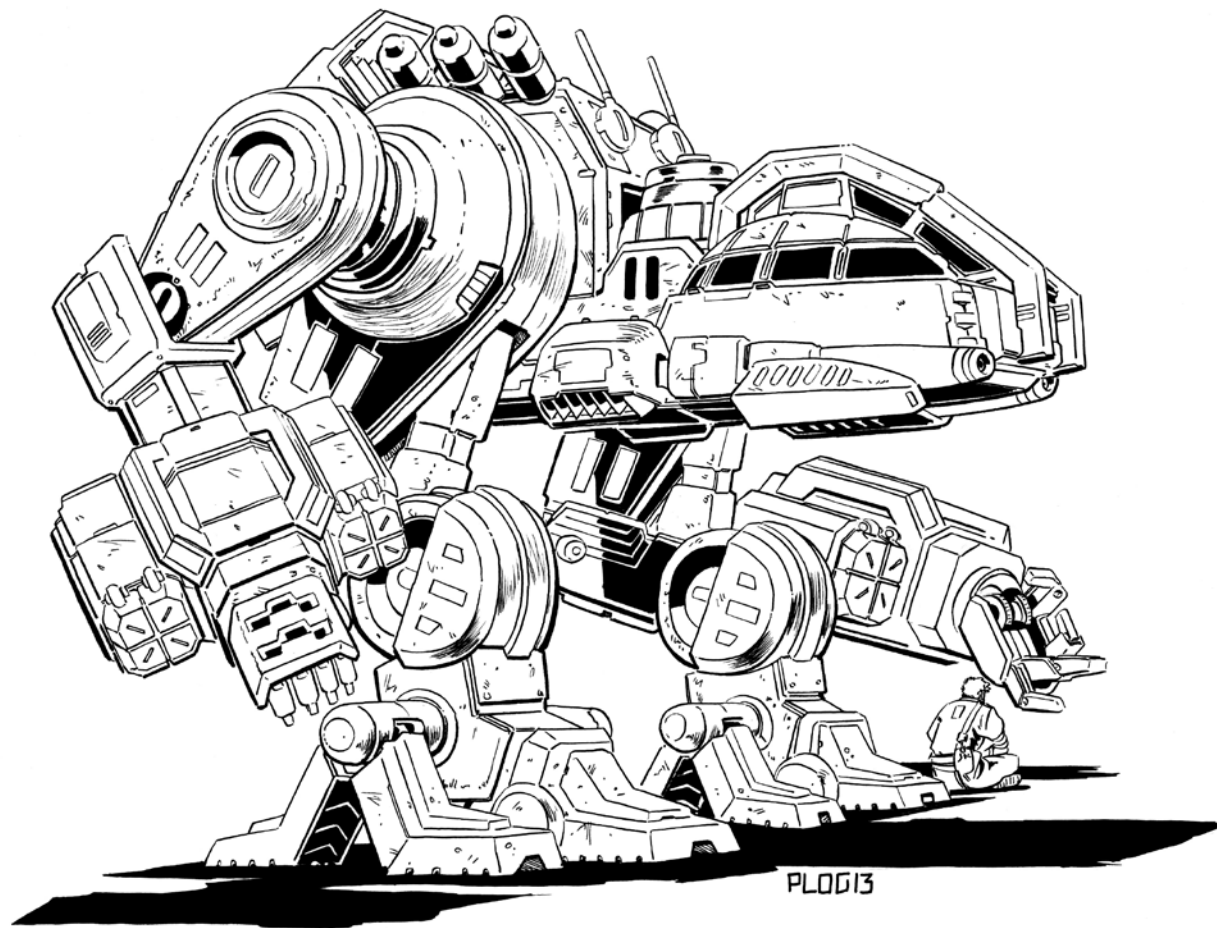
Mass: 60 tons
Chassis: Eden Mk 72-OM Endo Steel
Power Plant: Type I 300 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
        Jump Capacity: None
Armor: Composite Alpha-V1 Ferro-Lamellor
Armament:
        25 tons of pod space
Manufacturer: Manufacturing Plant SFF-TU1
        Primary Factory: Tukayyid
Communications System: Comset 1
Targeting & Tracking System: J-Track 52

The original *Vulture* has adapted to incorporate new technologies, but has remained fundamentally unchanged since its inception. The large torso pods, angled upward to wring the last meter of range out of any missile, are self-contained, ensuring ammo and loading mechanisms operate reliably under all conditions and fully protecting an inherently vulnerable subsystem. The cockpit, positioned to give the pilot a panoramic view for targeting long-range weapons, appears fragile and exposed, but this is an illusion. The heavily reinforced ferro-glass provides ample protection and is angled to deflect all but the most direct hits. More importantly, the only way an enemy can get a clear shot at the tiny cockpit is to get directly in front of the 'Mech and hold position while aiming.

CAPABILITIES

Though the *Vulture* lacks jump jets, it's surprisingly agile and undaunted by any terrain—which might be expected of a 'Mech intended to take and hold the high ground. Alternate configurations of the *Vulture* usually involve changing the type and number of missile tubes. Because storage area is limited to the torso pods, there is a direct relationship to the range of the missiles and how many can be carried. To maximize missile capacity the ammunition for any projectile weapons mounted in the *Vulture*'s arms must also be stored in the arms, which imposes a limit on available rounds and increases the chance of the MechWarrior finding herself out of ammo and relying on her two center-mounted lasers in a protracted firefight. To prevent this, at least one arm of every *Vulture* configuration mounts an energy weapon.

DEPLOYMENT

Because the flexibility, reliability, and accuracy of its torso-mounted missile racks and the available long-range arm weapons make the *Vulture* an ideal support 'Mech, there isn't a Clan or nation that does not field one or more *Vulture Mk IV*s.

NOTABLE UNITS

Rob Juergens: Former Wolf-in-Exile, former Steel Wolf, last known to be a Wolf Hunter, current whereabouts unknown, Rob Juergens has been stalking battlefields in various incarnations of the *Vulture* longer than many MechWarriors have been alive. Though coolly competent with his *Vulture IV*'s ER PPC and autocannon, Juergens favors his short-range missiles, attaining uncanny accuracy at their extreme range. Juergens respects Clan combat traditions, engaging in single combat whenever possible.

Leftenant Winifred Horne: Kaiman's Islanders is a mixed-arms mercenary battalion operating in and around the Rim Commonality, Marian Hegemony, and Magistracy of Canopus. They arrived on Jubka in December 3139, having been hired in response to rumors of an impending raid in force to plunder the treasures in the Tower of Allah Mosque. (That the treasures were religious relics of no commercial value was apparently lost on the pirates.) The Islanders were at the spaceport outside New Medina, awaiting deployment orders when Morrison's Heirs appeared at a pirate point inside Jubka's second moon. A steep ridge separated the city from the spaceport and Winifred Horne took the high ground to act as spotter while Commander Hiram Jessup led the Islanders into New Medina. From the edge of a sheer cliff overlooking the city, Horne, in her *Vulture*, was able to direct the Islanders to intercept the Heirs' incursions. Her exposed position made her an easy target and, once the pirates figured out what she was doing Horne came under fire. Horne did not return fire, creating the impression she could not. Emboldened, two Heirs BattleMechs moved from cover to better target the *Vulture* with their large lasers. The *Crab* fell to her right-side LRM 5s and large pulse laser; the *Lancelot*, savaged by Horne's Ultra AC/10 and remaining LRMs, soon followed.

Type: **Mad Dog Mk IV**
Inner Sphere Designation: **Vulture Mk IV**
Technology Base: Clan (Advanced)
Tonnage: 60
Battle Value: 2,110

Equipment		Mass
Internal Structure:	Endo Steel	3
Engine:	300 XL	9.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit:		3
Armor Factor (Lamellor):	201	14.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	20	30
Center Torso (rear)		10
R/L Torso	14	20
R/L Torso (rear)		8
R/L Arm	10	20
R/L Leg	14	28

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	1 Endo Steel	0
Center Torso	None	2
Right Torso	2 XL Engine	7
	3 Endo Steel	
Left Torso	2 XL Engine	7
	3 Endo Steel	
Right Arm	4 Ferro-Lamellor	4
Left Arm	4 Ferro-Lamellor	4
Right Leg	2 Ferro-Lamellor	0
Left Leg	2 Ferro-Lamellor	0

Notes: Features the following Design Quirks: Stable, Protected Actuators, Non-Standard Parts.

Weapons and Ammo	Location	Critical	Tonnage
Primary Weapons Configuration			
ER PPC	RA	2	6
2 SRM 6	RT	2	3
Ammo (SRM) 15	RT	1	1
2 ER Small Pulse Lasers	CT	2	3
2 SRM 6	LT	2	3
Ammo (SRM) 15	LT	1	1
LB 5-X AC	LA	4	7
Ammo (LB-X) 20	LA	1	1

Alternate Configuration A			
Large Pulse Laser	RA	2	6
2 LRM 5	RT	2	2
Ammo (LRM) 24	RT	1	1
2 ER Small Lasers	CT	2	1
2 LRM 5	RT	2	2
Ammo (LRM) 24	RT	1	1
Ultra AC/10	LA	4	10
Ammo (Ultra) 20	LA	2	2
Battle Value: 2,177			

Alternate Configuration B			
ER PPC	RA	2	6
Streak LRM 15	RT	3	7
Ammo (Streak) 8	RT	1	1
2 ER Small Lasers	CT	2	1
Streak LRM 15	LT	3	7
Ammo (Streak) 8	LT	1	1
Medium Pulse Laser	LA	2	2
Battle Value: 2,649			

Alternate Configuration C			
Improved Heavy Large Laser	RA	3	4
Targeting Computer	RT	4	4
2 ER Medium Lasers	CT	2	2
Double Heat Sink	LT	2	1
Ammo (Gauss) 16	LT	2	2
Gauss Rifle	LA	6	12
Battle Value: 2,584			

Weapons Configuration D			
Improved Heavy Medium Laser	RA	2	1
Double Heat Sink	RA	2	1
Ammo (ATM) 5	RA	1	1
ATM 12	RT	5	7
Ammo (ATM) 10	RT	2	2
2 Micro Pulse Lasers	CT	2	1
ATM 12	LT	5	7
Ammo (ATM) 10	LT	2	2
Improved Heavy Medium Laser	LA	2	1
Double Heat Sink	LA	2	1
Ammo (ATM) 5	LA	1	1
Battle Value: 2,346			

PLOG13
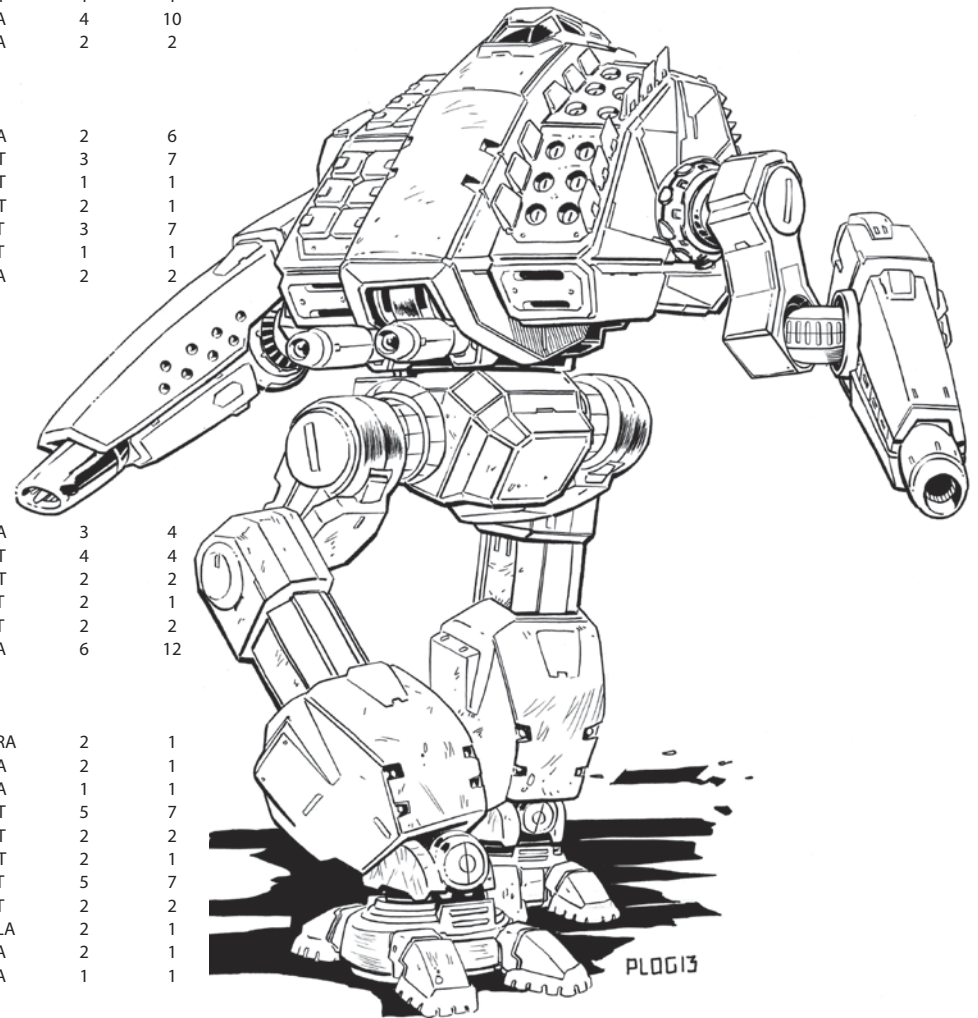
Mass: 70 tons
Chassis: Crucis-H
Power Plant: GM 280
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
    Jump Capacity: None
Armor: Valiant Chainmail
Armament:
    1 Mydron Excel LB-10X Autocannon
    1 ChisComp 39 Medium Laser
    1 Holly SRM 4 Launcher
    2 Johnston Lite Light Particle
        Projection Cannons
Manufacturer: Coalition Armory Inc.
    Primary Factory: Filtvelt
Communications System: Pickering
    Communications Mark III
Targeting & Tracking System: Dalban HiRez

The *Hound* was among the first advances from RetroTech manufacture to modern BattleMech production for the Filtvelt Coalition. Its reliance on older technologies instead of more advanced components testified to the desire to get it right the first time. The 'Mech's simplicity and effectiveness has kept it rolling off the Coalition Armory lines for nearly half a century. The *Hound* has served the Coalition with humble distinction, much like the pet for which it is named.

CAPABILITIES

The *Hound*'s armament enables it to fill the fire support role that the *Warhammer* has occupied for centuries. The *Hound*'s success through the years is due to its reliance on older—but proven—technologies; the easy acquisition of replacement parts also endears the 'Mech to the mercenaries and small nations that employ it. The *Hound* earned its reputation as a "shredder" thanks to the punishing combination of weapons it mounts and the durability that allows it to outlast its opponents.

DEPLOYMENT

One of the *Hound*'s first major engagements took place on Broken Wheel in 3101. The Border Lords pirate band had fled the Calderon Protectorate seeking easier prey in the Filtvelt Coalition. The Border Lords landed a mixed battalion of 'Mechs, tanks, and infantry and marauded through Conestoga *en route* to the Quikscell factory. They soon came under fire from elements of the Second Filtvelt Citizens Militia. The Second had a company of *Hound*s backed by Pegasus hovertanks and Light Thunderbolt Carriers recently turned out by the local plant.

The city's tight and twisting thoroughfares hindered the maneuverability of the light and fast pirate 'Mechs but were ideal for the *Hound*s. The *Hound* MechWarriors used their knowledge of the terrain to set up firing lanes and ambushes that whittled down the Border Lords. The frustrated pirates tried to retreat but found themselves cut off. The *Hound*s moved in, slow and steady, against the pinned enemy. They crushed the pirate armor and annihilated the infantry. The Border Lords escaped the world with half their 'Mechs but no booty to show for their losses.

The *Hound* also excels in offensive operations. When the Dominars ventured forth from the Pirates Haven in 3117, their rampage led them to Carvajal. The local militia held out initially but called for help just before they were exterminated. The mercenary Green Machine was the Calderon Protectorate's closest force. They were too late to save the brave defenders, but their stolid *Hound*s provided powerful and pinpoint fire support as the Dominars were hunted down. The *Hound*s led the assault into the capital city, weathering the pirates' punishing fire and driving them from the residential areas. The final battle took place on the Plains of Ecstasy outside the capital city. Many brave *Hound* MechWarriors gave their lives weathering the dreadful fire of the pirate DropShips. Precision autocannon fire demolished the pirate DropShips' engines and weapons. In the ensuing panic, the pirates were easy pickings.

NOTABLE UNITS

Captain Angus McFarley: Captain McFarley rose to command Third Company of the Green Machine six years before the Blackout. His *Hound* lacks the punch of heavier mercenary 'Mechs, but he makes up for that lack with legendary coolness under fire. When the Machine faltered before a strong Taurian raid in 3137, McFarley stood firm and became the rally point that staved off the rout. His five kills in that battle are etched deep as kill markers on his autocannon housing.

Type: **Hound**
Technology Base: Inner Sphere
Tonnage: 70
Battle Value: 1,389

Equipment		Mass
Internal Structure:		7
Engine:	280	16
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	15	5
Gyro:		3
Cockpit:		3
Armor Factor:	208	13

	Internal Structure	Armor Value
Head	3	9
Center Torso	22	30
Center Torso (rear)		13
R/L Torso	15	20
R/L Torso (rear)		10
R/L Arm	11	22
R/L Leg	15	26

Weapons and Ammo	Location	Critical	Tonnage
2 Light PPC	RA	4	6
Medium Laser	RT	1	1
LB 10-X AC	LT	6	11
Ammo (LB-X) 20	LT	2	2
Ammo (SRM) 25	LT	1	1
SRM 4	LA	1	2

Notes: Features the following Design Quirks: Accurate Weapon (LB 10-X Autocannon).

Mass: 75 tons
Chassis: Dynamic F14 Endo Steel
Power Plant: Starfire 375 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: Chilton 465 with Partial Wing
    Jump Capacity: 90 meters
Armor: Jolassa 325
Armament:
    4 Series 1g Extended Range Small Lasers
    4 Mk. 22 Type III SRM 6 Launchers
Manufacturer: Dynamic Ordnance and
    Ammunition Corp
    Primary Factory: Galatea
Communications System: Angst Clear
    Channel 6
Targeting & Tracking System: Angst Accuracy

The *Jade Hawk* debuted in early 3135 to great interest. It seemed to be of Jade Falcon origin, but it was built by Dynamic Ordnance and Ammunition Corp (DOA) on Galatea and marketed to mercenaries. RAF operatives quickly determined the source of the technological know-how to be Clan Sea Fox.

The *Jade Hawk* was developed by the Jade Falcon technician caste under the urging of then-Galaxy Commander Malvina Hazen. A tech who despised the bloodthirsty warrior duplicated the plans and escaped to the Sea Foxes, sharing the data on the stipulation that they not be made available to other Clans.

CAPABILITIES

A totemic descendant of the *Flamberge*, the heavy *Jade Hawk* is both a military and symbolic asset. DOA capitalized on the BattleMech's strengths as an infighter by adding advanced myomers, a supercharger, and upgrading the ornamental claws. RAF combat reports condemn the *Jade Hawk* due to a lack of ranged weapons and suboptimal jump jets mated to a fragile partial wing that depends on Sea Fox-delivered replacement parts.

DEPLOYMENT

The *Jade Hawk* became a bestseller among mercenaries almost immediately. The prestige attached to piloting a heavy Clan 'Mech offsets its limited focus in the eyes of pilots. Freelancers can buy it without governmental sanctions, and it was simply perfect for arena combat on Solaris VII.

A Wolf's Dragoons MechWarrior took his new *Jade Hawk* into the arenas while on leave. Defeating an *Atlas* in his first match by stunning its pilot with a full volley of short-range missiles and then ripping off the *Atlas*' head, Sebastian Paschke ably demonstrated the *Jade Hawk*'s potential.

Mercenaries like the Ronin Group thoroughly tested the *Jade Hawk*'s strengths. In a clash with the Dragon's Fury on Murchison in August 3135, MechWarrior Aiko Ryohara used her 'Mech's astounding sprinting abilities to rush the enemy commander while being covered by LRM fire from her Flames Lance. This straightforward attack caused the Fury's retreat, but relied on the element of surprise to pull off what would otherwise have been tantamount to suicide. Feedback was relayed to DOA after the battle's conclusion that resulted in the JHK-04.

A punitive raid led by then-Star Captain Alaric of Clan Wolf on Koniz in October 3136 unveiled the Falcons' own *Jade Hawk*.

Attacking upward on a plain outside of Ogstrenburg, three Stars of light and medium Clan Wolf 'Mechs feinted a retreat, luring pursuing Falcon units into the arms of Alaric Wolf's heavy Star, hidden in the woods skirting the plain. Two *Jade Hawks* jumped between the two forces in a futile attempt to save the Falcons. Though both *Jade Hawks* were lost, they took a heavy toll on Wolf elements, destroying light 'Mechs in single volleys and spreading fear with their alien appearance.

VARIANTS

The *Jade Hawk* used by the Clans is similar to the JHK-03, but features more advanced weaponry while lacking physical combat enhancements. Two further variants exist, dropping the wings for missile upgrades or even the jets for heavier lasers. DOA's support model, the JHK-04, also lacks jets and wings. It fields imported Streak LRMs and drops the advanced myomers, but retains the close combat claws.

NOTABLE UNITS

Lieutenant Celina Santos: Celina Santos showed up on Skye with enough cash to buy a *Jade Hawk*, which she named Milagro. In the colors of Avanti's Angels, it became the first famous *Jade Hawk* of the Inner Sphere. She tested the BattleMech in solo contracts, during which she became infamous for her lucky timing, but her luck ran out when she rejoined her command and perished with it in November 3137 fighting Kirkpatrick's Invaders on Promised Land.

Type: **Jade Hawk JHK-03**
Technology Base: Mixed Clan (Advanced)
Tonnage: 75
Battle Value: 2,099

Equipment		Mass
Internal Structure:	Endo Steel	4
Engine:	375 XL	19.5
Walking MP:	5 (6)	
Running MP:	8 (12)	
Jumping MP:	3*	
Heat Sinks:	12 [24]*	2
Gyro:		4
Cockpit:		3
Armor Factor:	216	13.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	23	34
Center Torso (rear)		11
R/L Torso	16	22
R/L Torso (rear)		8
R/L Arm	12	22
R/L Leg	16	29

Weapons and Ammo	Location	Critical	Tonnage
2 ER Small Lasers	RA	2	1
Claw (IS)	RA	5	5
2 SRM 6	RT	2	3
Ammo (SRM) 15	RT	1	1
Supercharger	CT	1	2
2 SRM 6	LT	2	3
Ammo (SRM) 15	LT	1	1
2 ER Small Lasers	LA	2	1
Claw (IS)	LA	5	5
Partial Wing	RT/LT	3/3	4
Triple-Strength Myomer (IS)**		6	0
Jump Jet	RT	1	1
Jump Jet	CT	1	1
Jump Jet	LT	1	1
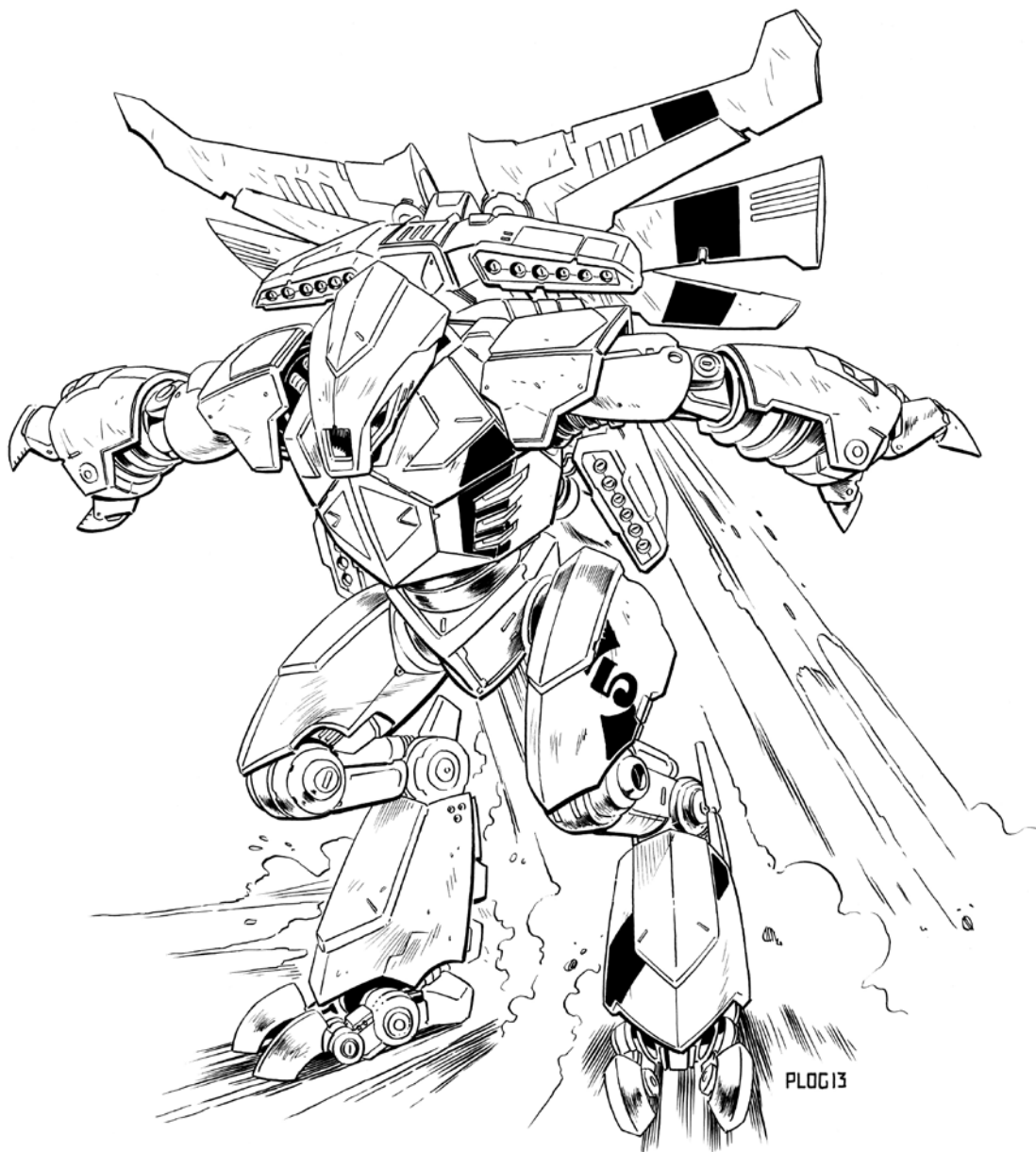
Notes: *Partial Wing adds +1 Jump MP and –3 Heat per turn in Standard Atmosphere (see pp. 293 and 295, *TO*, for additional rules). ** Triple-Strength Myomer occupies 1 critical slot each in the RA/LA, RL/LL, and RT/LT. Features the following Design Quirks: Distracting, Reinforced Legs, Non-Standard Parts.

PLOG13

Mass: 75 tons
Chassis: Type W4 Endo Steel
Power Plant: Model 49b XXL Engine
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
  Jump Capacity: None
Armor: Composite Alpha-V1 Ferro-Lamellor
Armament:
  28 tons of pod space
Manufacturer: Manufacturing Plant SFF-TU1
  Primary Factory: Tukayyid
Communications System: Khan Series (Type 6c)
Targeting & Tracking System: Series XIV OPT

When Clan Sea Fox developed the fourth generation *Mad Cat* they christened it *Savage Wolf* to both emphasize their innovations and acknowledge the OmniMech's formidable progenitors. The original *Timber Wolf* was the Inner Sphere's first brutal introduction to OmniMechs, apparently alien machines of uncanny versatility and firepower. ComStar dubbed the unknown war machine *Mad Cat* to reflect resemblance to the *Marauder* and *Catapult* BattleMechs. Though the *Timber Wolf* originated with Clan Wolf, in later years Clan Sea Fox became its steward, adapting the versatile platform to create the 90-ton assault class *Mad Cat Mk II* and 55-ton medium class *Mad Cat Mk III*.

The development of the *Mad Cat Mk IV* had its origins in an illicit collaboration between the Jade Falcons and Spina Khanate's Beta Aimag, led by ovKhan Sha Clarke. When this arrangement came to light—and was repudiated by Clan Sea Fox as a whole—all connection with the Falcons was severed (though the Falcons did manage to retain an unspecified number of non-Omni prototypes). OvKhan Petr Kalasa of Spina's Delta Aimag was granted the right to pursue development of the *Mad Cat Mk IV* OmniMech.

CAPABILITIES

Tasked with replacing what was arguably *the* iconic Clan OmniMech, ovKhan Kalasa's development team focused on incorporating the newest technologies into the classic war machine, eschewing both radical and cosmetic changes.

The hip assemblies were moved up and back, lowering its center of gravity and improving both stability and agility; and not incidentally giving the *Mad Cat Mk IV* a more predatory profile. Clan Sea Fox encased the *Mad Cat Mk IV* in dense and highly effective ferro-lamellor armor, heavily shielding the hip and actuator assemblies to deny adversaries a traditionally vulnerable target. The same thinking led to cocooning the gyroscope assembly in a second layer of armor.

The extensive use of ferro-lamellor armor greatly improved the *Mad Cat Mk IV*'s ability to stand up under fire. The additional armor mass was offset by upgrading the fusion engine to a 375 XXL. The space and flexibility of the *Mad Cat* chassis easily accommodates the additional shielding and cooling requirements.

OvKhan Kalasa's engineers demonstrated the greatest innovation in updating the weapons systems. The missile launchers, once aligned along the 'Mech's axis, now elevate and depress independently of the 'Mech and each other. The arm assemblies are able to rotate almost 180 degrees, giving arm-mounted weapons an unprecedented field of fire. Due to lack of space for ammo, energy-based weapons are preferred for the arms.

DEPLOYMENT

The first confirmed sighting of a *Mad Cat Mk IV* in the field was on Irian in 3139, piloted by Alpha Anastasia Kerensky, leader of the Wolf Hunters, during their defense of that planet. There are reports Kerensky's 'Mech was a personal gift from ovKhan Petr Kalasa, possibly in exchange for her unspecified involvement in its development. Whatever its provenance, recordings have appeared of Kerensky taking out a *Shockwave* with her *Mad Cat Mk IV*'s rear missiles, then defeating a classic *Mad Cat* in head-to-head combat. This footage generated dozens of orders from major Houses, Clans, and larger mercenary commands.

There are unconfirmed rumors of field tests of the *Mad Cat Mk IV* by Republic forces immediately prior to establishment of Fortress Republic and that these alleged tests involved esoteric and possibly unknown weaponry. There are no recordings and no *Mad Cat Mk IV*s have appeared in Remnant forces to date, but the rumors persist among the conspiracy minded.

VARIANTS

The *Mad Cat Mk IV* platform lends itself to almost any specialized configuration. Most common is to replace the Streak SRM 6s with either higher-capacity long-range missile launchers, eliminating the rear-facing tubes, or ATM systems. Many pilots also prefer paired ER large and ER medium lasers in each arm over the ER PPC. Hyper-assault Gauss rifles are also available, but ammo space is limited.

NOTABLE UNITS

Khan Alaric Ward: Alaric Wolf pilots an ER large laser configuration of the *Mad Cat Mk IV* with deadly efficiency. An accomplished strategist and tactician, Alaric is a decisive and inspiring leader on the battlefield, held in almost mythic regard by Clan Wolf warriors. His example has led many to seek out the *Mad Cat Mk IV*, perhaps bringing the venerable *Timber Wolf* full circle by making it once again a favorite among the Wolves.

MAD CAT MK IV

Type: **Mad Cat Mk IV**
Technology Base: Clan (Advanced)
Tonnage: 75
Battle Value: 2,762

Equipment		Mass
Internal Structure:	Endo Steel	4
Engine:	375 XXL	13
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	15 [30]	5
Gyro (Armored):		6
Cockpit:		3
Armor Factor (Lamellor):	224	16

	Internal Structure	Armor Value
Head	3	9
Center Torso	23	35
Center Torso (rear)		8
R/L Torso	16	24
R/L Torso (rear)		7
R/L Arm	12	24
R/L Leg	16	31

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	1 Endo Steel	0
Center Torso	None	2
Right Torso	4 XXL Engine	7
	1 Endo Steel	
Left Torso	4 XXL Engine	7
	1 Endo Steel	
Right Arm	6 Ferro-Lamellor	2
Left Arm	6 Ferro-Lamellor	2
Right Leg	2 Endo Steel	0
Left Leg	2 Endo Steel	0

Notes: Features the following Design Quirks: Stable, Protected Actuators, Non-Standard Parts.

Weapons and Ammo	Location	Critical	Tonnage
Primary Weapons Configuration			
ER PPC	RA	2	6
Streak SRM 6	RT	2	3
Streak SRM 6	RT (R)	2	3
Ammo (Streak) 15	RT	1	1
Double Heat Sink	RT	2	1
Double Heat Sink	CT	2	1
Streak SRM 6	LT	2	3
Streak SRM 6	LT (R)	2	3
Ammo (Streak) 15	LT	1	1
ER PPC	LA	2	6

Alternate Configuration A			
ER Large Laser	RA	1	4
Double Heat Sink	RA	2	1
ATM 9	RT	4	5
Ammo (ATM) 14	RT	2	2
Small Pulse Laser	RT	1	1
2 Small Pulse Lasers	CT	2	2
ATM 9	LT	4	5
Ammo (ATM) 14	LT	2	2
Small Pulse Laser	LT	1	1
ER Large Laser	LA	1	4
Double Heat Sink	LA	2	1
Battle Value: 2,413			

Alternate Configuration B			
HAG 30	RA/RT	4/4	13
Ammo (HAG) 8	RT	2	2
CASE II	RT	1	.5
Ammo (HAG) 4	CT	1	1
ATM 9	LT	4	5
Ammo (ATM) 14	LT	2	2
CASE II	LT	1	.5
Improved Heavy Large Laser	LA	3	4
Battle Value: 2,606			

Alternate Configuration C			
ER Large Laser	RA	1	4
ER Medium Laser	RA	1	1
LRM 15	RT	2	3.5
Artemis V FCS	RT	2	1.5
Ammo (LRM) 8	RT	1	1
CASE II	RT	1	.5
2 Medium Pulse Lasers	CT	2	4
LRM 15	LT	2	3.5
Artemis V FCS	LT	2	1.5
Ammo (LRM) 16	LT	2	2
CASE II	LT	1	.5
ER Large Laser	LA	1	4
ER Medium Laser	LA	1	1
Battle Value: 2,796			
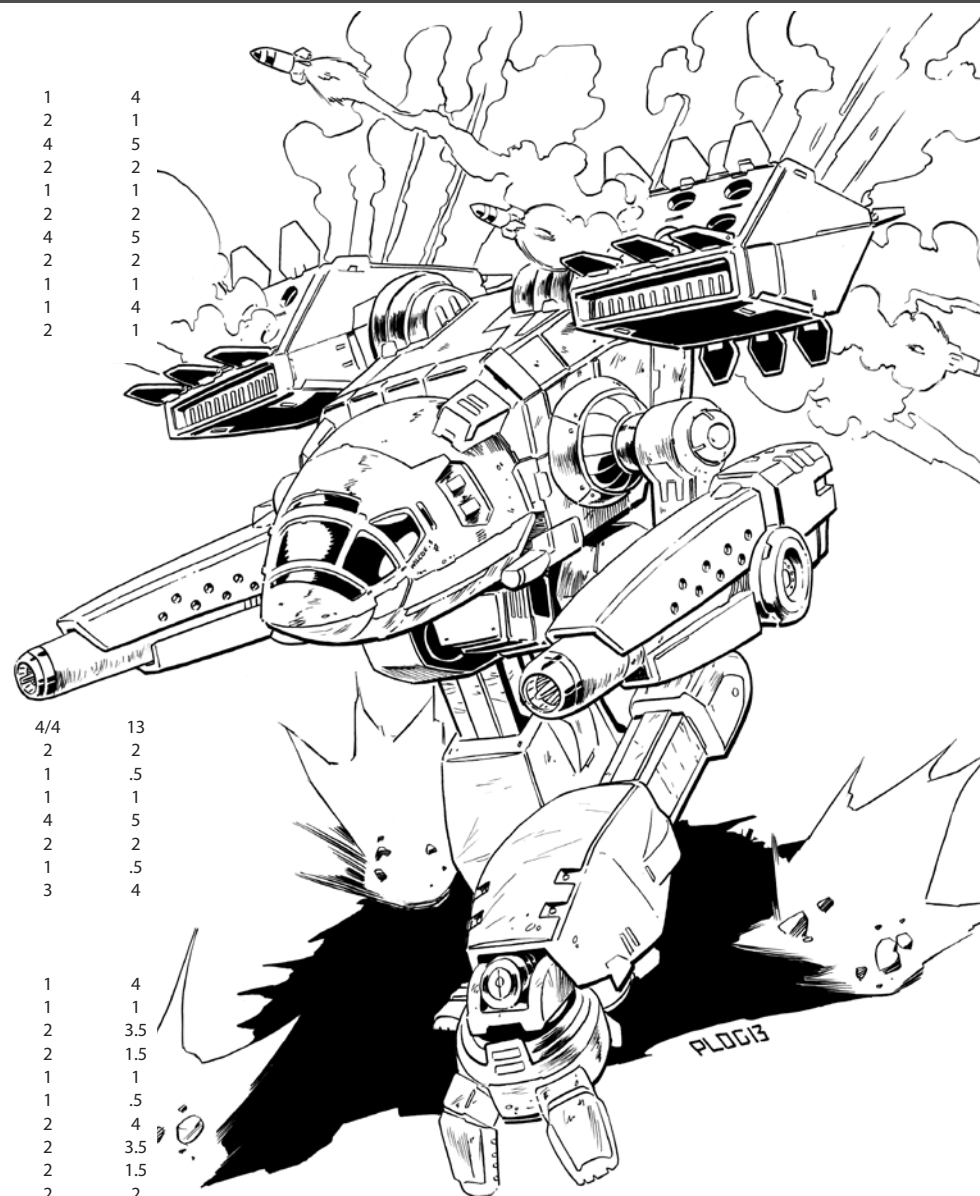
Mass: 80 tons
Chassis: Advanced HWK
Power Plant: Pitban 320
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
    Jump Capacity: None
Armor: Hope Shield with CASE
Armament:
    2 Delta Dart LRM 15 Launchers
    2 Doombud 5-tube Multi-Missile
    Launchers
Manufacturer: Hope Industrial Works
    Primary Factory: Randis IV
Communications System: Hope M13 Howler
Targeting & Tracking System: Hope HawkEye

The HWK-3F *HawkWolf's* appearance during the Jihad was unnoticed except by the Brotherhood of Randis' enemies. Designed and built by Hope Industrial Works (HIW) on Randis IV, the *HawkWolf* was intended to strengthen the Brotherhood's forces and be sold as an export. By 3095, *HawkWolf*s were part of several nearby states' militaries.

CAPABILITIES

In 3100, Grand Knight William Dirac's government negotiated several economic and military pacts with both the Calderon Protectorate and the Filtvelt Coalition, the Fiefdom of Randis' closest allies. With these agreements, HIW began manufacturing modern armor plating for its BattleMech lines. Now with modern armor, the *HawkWolf* was also upgraded in other ways. The -4F *HawkWolf* is faster, has better heat dissipation, more LRM ammo, and is easier to maintain than the -3F.

The *HawkWolf's* role—medium to long-range fire support—is unchanged. A larger, modern engine increases the *HawkWolf's* top speed by ten kph and one extra heat sink increases heat dissipation by seven percent. The Delta Dart launchers and Doombud multiple missile launchers allow the *HawkWolf* to send forty long-range missiles downrange. Most *HawkWolf* pilots reserve one ton of MML ammo for SRMs, to discourage pursuit should they have to retreat.

DEPLOYMENT

During Operation TRIDENT, a multiple-Periphery state undertaking against the Tortuga Pirates in 3129, the largest battle occurred on New Port Royal. Alerted to the attacks on other Dominion planets, the Port Royal pirates organized and prepared to defend the planet. When the TRIDENT force landed on Copper Ridge Plateau, the pirates surrounded the site and swarmed up the slopes.

The TRIDENT force, consisting of the Fiefdom of Randis' First Battalion and a battalion each from the Second Taurian Pride and Thumpers Assault Regiment, just managed to deploy before the pirates, estimated at eight battalions, attacked. Three hours into the brutal battle, Grand Knight Dirac was forced to deploy his last reserves: a lance of Brotherhood *HawkWolf*s under the command of Brother Carl Longstreet.

Longstreet's lance moved to where the defensive line was under the most pressure and, using concentrated fire from all four *HawkWolf*s, quickly destroyed three pirate 'Mechs. Once the line was stable, Longstreet moved to another threatened sector of the defense line. For the next ten hours, Longstreet's *HawkWolf*s were in the thick of the fighting, retreating only to reload. Several times, the *HawkWolf*s charged into close combat, their MMLs and mass blunting several pirate breakthroughs long enough for the TRIDENT forces to rally and seal the gap.

When the pirates finally retreated, more than two-thirds of their force had been destroyed. Two of Longstreet's *HawkWolf*s were destroyed and the other two, including Longstreet's, were barely-mobile wrecks. In return, the lance was credited with dozens of pirate 'Mech and vehicle kills.

NOTABLE UNITS

Brother Carl Longstreet: A taciturn man, Brother Longstreet's past is unknown before he arrived on Randis IV. He is an able leader and an excellent MechWarrior who handles his *HawkWolf* as if it was a 'Mech thirty tons lighter. He is an instructor at the Brotherhood's Monastery, where his *HawkWolf*, which he calls Templar II, is a common sight on the training field.

HWK-4F HAWKWOLF

Type: **HawkWolf**
Technology Base: Inner Sphere
Tonnage: 80
Battle Value: 1,428

Equipment		Mass
Internal Structure:		8
Engine:	320	22.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	14	4
Gyro:		4
Cockpit:		3
Armor Factor:	192	12

	Internal Structure	Armor Value
Head	3	9
Center Torso	25	35
Center Torso (rear)		6
R/L Torso	17	25
R/L Torso (rear)		6
R/L Arm	13	20
R/L Leg	17	20

Weapons and Ammo	Location	Critical	Tonnage
LRM 15	RA	3	7
Ammo (LRM) 32	RT	4	4
MML 5	RT	3	3
Ammo (MML) 24/20	RT	2	2
CASE	RT	1	.5
MML 5	LT	3	3
LRM 15	LA	3	7

Notes: Features the following Design Quirks: Easy to Maintain, Fast Reload, No/Minimal Arms, Protected Actuators.
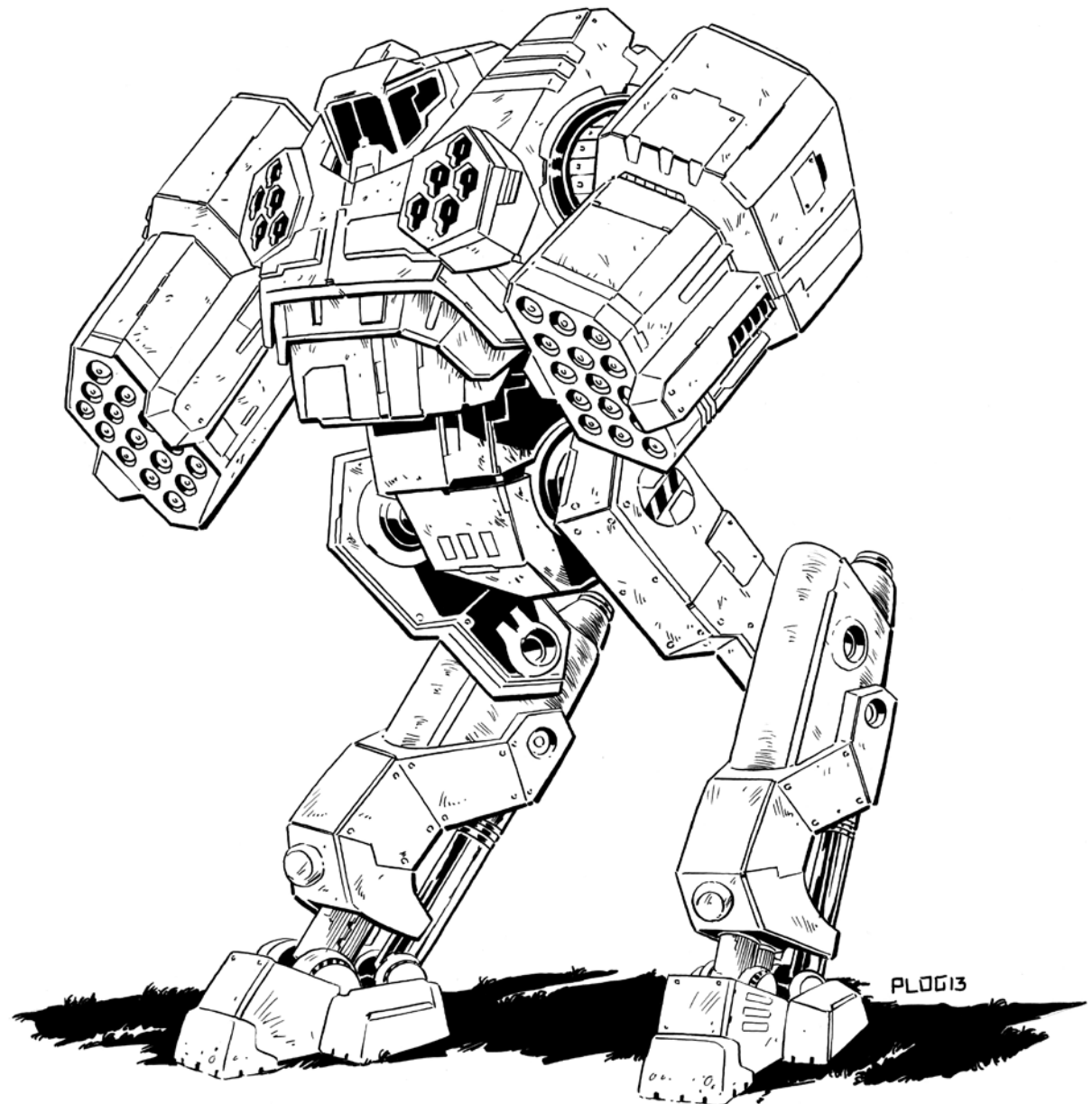
Mass: 8 tons
Chassis: ProtoMech HIP
Power Plant: 40 Fusion
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: Hraban MicroLeapers with Partial Wing
Jump Capacity: 150 meters
Armor: ProtoMech Standard P-6Q
Armament:
2 Type II Compact LRM 2 Launchers
Manufacturer: Snow Raven Industrial Complex Alpha
Primary Factory: Dante
Communications System: Build 1919 Micro
Targeting and Tracking System: Proto-Enhanced, Model 8

The *Hippogriff* is designed around partial wing technology, making it one of the most mobile ProtoMechs ever built. The Ravens' need for additional troops and the availability of a dedicated DropShip, the *Arcadia*, drove the decision to restart the ProtoMech program in the 3080s. Special care was invested in the *Hippogriff*'s unique abilities as it was the first entirely new ProtoMech developed by the Raven Alliance.

CAPABILITIES

The *Hippogriff* joins a Raven ProtoMech mainstay, the *Gorgon*, in the heavy 8-ton weight bracket, and features similar weaponry, but the similarities end there. Where the *Gorgon* features a large weapon, the *Hippogriff* relies on two very small launchers with atypically deep ammunition bins. Its main features are the improved jump jets and the feathered partial wing that enables it to leap huge distances. Coupled with solid armor, a *Hippogriff* keeping its range to supply light but constant covering fire is more likely to survive engagements than other ProtoMechs.

DEPLOYMENT

Even piloting a quasi-totem *Hippogriff*, ProtoMech pilots mostly find themselves relegated to garrison duty, freeing up BattleMech assets for more prestigious missions.

Gamma Galaxy, traditionally the heaviest ProtoMech user, was quick to experiment with the *Hippogriff* upon its first delivery in 3110. They were pleased to receive a long-ranged support unit that could keep up with dedicated infighters. Its first deployment was with a detachment from the Third Raven Auxiliaries guarding Milligan's World against a reconnaissance force of the ManMangler mercenary command in the apparent employ of House Kurita. A mixed company of hover APCs and light 'Mechs was intercepted by a Binary of *Roc*s, *Chysaor 2*s and *Hippogriff*s on the Doone Plains. The *Roc*s tied up the 'Mechs while the *Hippogriff*s bombarded the APCs, forcing them to unload their infantry, which was promptly pinned down by the *Chrysaor*s. The ProtoMechs outjumped the ManManglers and forced their remnants into retreat after losing most of their infantry and two 'Mechs.

Clan Hell's Horses soon traded for a large number of *Hippogriff*s, appreciating the equine aspects to its avian design. It was deployed with other heavy ProtoMechs when the Twenty-first Mechanized Assault Cluster repelled a Clan Wolf probing attack on Harvest in 3118. Next to heavily armed ProtoMechs, and pitched against BattleMechs, it performed poorly. The *Hippogriff* could not inflict enough damage on the advancing BattleMechs and by the time the Horses realized their mistake, there was no time to redeploy.

The *Hippogriff* was rejected as an alternative to the superheavy *Svartalfa* and was redeployed to support Hell's Horses *solahma* units.

The Raven Alliance experienced its own brief failure when attempting to use the *Hippogriff* in S-Teams. The ProtoMech proved sensationally incapable in engagements against pirates in the void of space or airless moons. With its partial wing useless, its jump capability was reduced to average and its ground speed remained sluggish.

Recently, the *Hippogriff* saw offensive deployment in Beta Galaxy's campaign to capture Sterlington and Kirbyville in May 3144. On Sterlington, the Ninth Raven Wing Cluster deployed Elementals and Afreets against dug-in elements of the Third Periphery Guard. The battle armor was supported only by *Hippogriff*s. With their partial wings ensuring great flight control, the ProtoMechs deployed at high altitude. The *Hippogriff*s swooped down like their namesake, creating panic and causing the Guards to flee right into the arms of 'Mech elements which had deployed in a second wave. The extremely successful use as a shock weapon has greatly elevated the prestige of the *Hippogriff* in the Raven Alliance military.

NOTABLE UNITS

Star Colonel Francesca: Francesca of the Sixth Raven Regulars, Delta Galaxy, is the Inner Sphere's only ProtoMech Star Colonel. She defeated Star Colonel Porter Rodriguez in his *Stinger IIC* while piloting a powerful *Gorgon 3*, but switched to the *Hippogriff* after taking up her duties. She cited the new ride's superior mobility as making it a better command unit, though its survivability and inspiring appearance are likely overriding factors.

HIPPOGRIFF PROTOMECH

Type: **Hippogriff**
Technology Base: Clan (Advanced)
Tonnage: 8
Battle Value: 231

Equipment		Mass
Internal Structure:		800 kg
Engine:	40	1,000 kg
Walking MP:	3	
Running MP:	5	
Jumping MP:	5*	1,000 kg
Heat Sinks:	0	0 kg
Cockpit:		500 kg
Armor Factor:	30	1,500 kg

	Internal Structure	Armor Value
Head	2	2
Torso	8	10
R/L Arm	2/2	4/4
Legs	5	10

Weapons and Ammo	Location	Mass
LRM 2	RA	400 kg
Ammo (LRM 2) 24	—	400 kg
LRM 2	LA	400 kg
Ammo (LRM 2) 24	—	400 kg
ProtoMech Partial Wing	T	1,600 kg

Notes: *Partial Wing adds +2 Jump MP per turn in Standard atmosphere. See p. 295, *TO*, for additional rules. Features the following Design Quirk: Distracting.
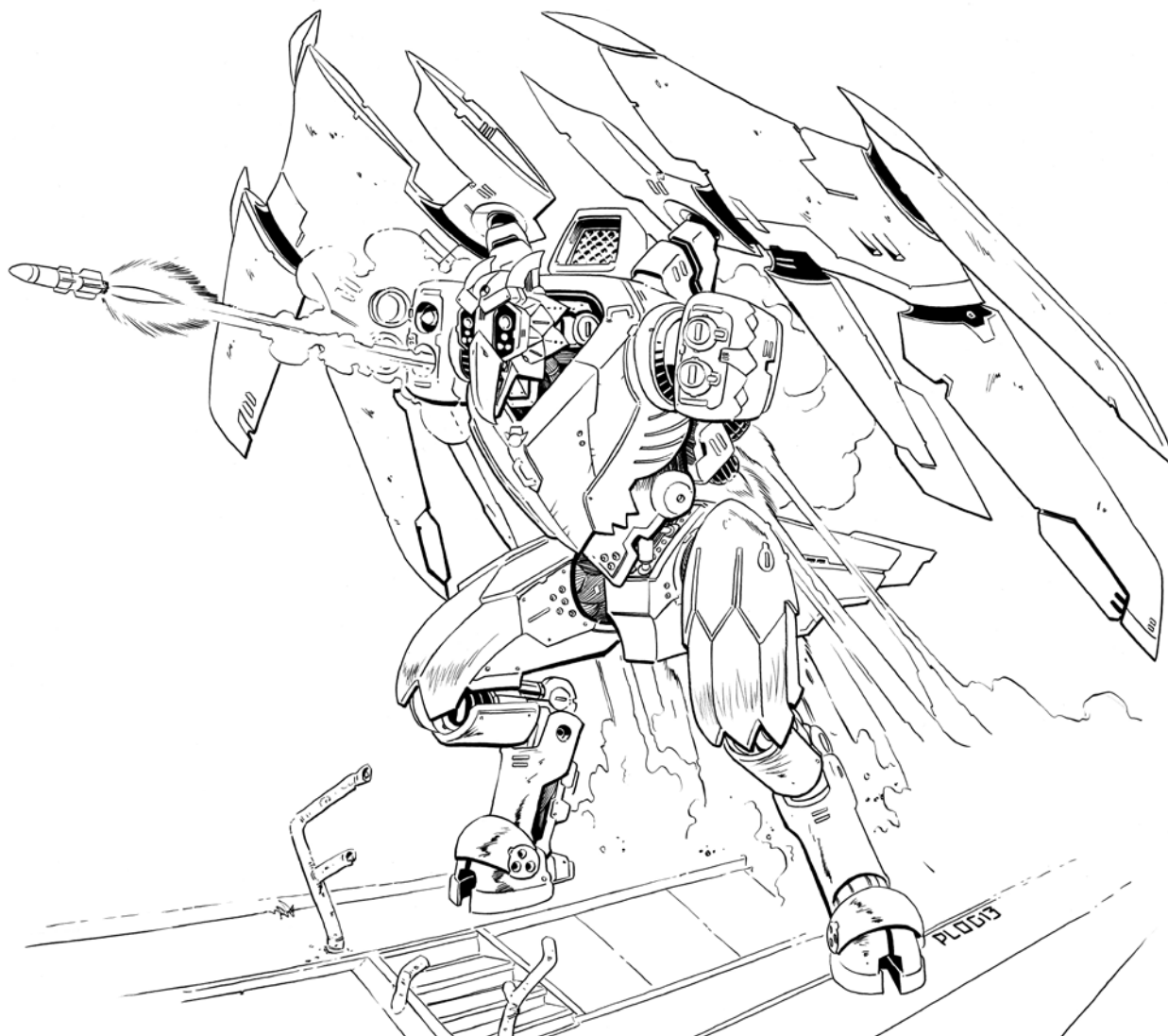
In an earlier age, JumpShips—sometimes even DropShips—were virtually ignored in battle due to a solemn code of conduct. This changed with the rise of WarShips; spacefaring vessels became legal targets. Though fleets of WarShips are a distant memory, the taboo remains broken. Victims of this new space age are mostly civilian companies and mercenaries. Mercenaries—and many others—are constantly on the lookout for cost-effective solutions to this dilemma. According to Nimakachi's public relations department, the *Condottiere* Assault Craft is that solution.

CAPABILITIES

The *Condottiere* attempts to fill the gap between aerospace fighters and DropShips. In nearly every aspect they are cheaper and easier to maintain, including a vastly shorter crew instruction time due to largely automated controls and easy handling. These small craft retain the capability to operate independently during transfers from jump points to planets. Filled to the brim with a diverse weapon array, a *Condottiere* can easily be deployed in different roles, from flight escort to blockade runner and, after extensive crew training, as close-air support for ground operations.

DEPLOYMENT

The *Condottiere* can be found almost everywhere in the Inner Sphere. Many are fielded by regimental-sized mercenary commands like Wolf's Dragoons. All of these units are large enough to justify the upkeep of their own dedicated aerospace organizations.

A substantial number of *Condottiere*s can also be found on the rosters of smaller mercenary outfits, sometimes even in the service of small-time enterprises and single DropShips. This is due to clever marketing rarely seen with military hardware: Nimakachi offers several leases, both long-term and short.

Obviously, not all customers are enthusiastic about such a business arrangement, despite—or maybe because of—Nimakachi including mutual non-aggression clauses in their contracts. This practice leads to awkward moments, for example during a Combine raid on Benedict in late 3139.

A Draconis Combine Admiralty *Union* had just uncoupled from its JumpShip and fallen into formation with its *Condottiere* escort when another JumpShip, carrying a Federated Suns *Seeker*, materialized nearby. The faster DropShip immediately drove hard toward the planet, the leased Combine *Condottiere* in pursuit.

Several days later, Benedict's defense coordinator launched two *Condottiere*s, also on lease, with orders to intercept enemy forces. Radar records stand jury to the absurd situation that unfolded: both *Condottiere* groups crossed paths mid-flight, ignored each other, and continued to engage their respective DropShip targets. The battle ended with two heavily damaged DropShips unable to make planetfall and three crippled *Condottiere*s thanks to aerospace fighters scrambled from Benedict's surface and the *Union*'s fighter bays.

While the *Condottiere*'s performance never stood in question, Nimakachi took this event as incentive to reform their marketing.

NOTABLE UNITS

Stella Nera: One of the oldest *Condottiere*s still in service, it is now privately owned by Tamara Gioia, a former DropShip captain. Tamara uses her craft not for combat, but as a flight school for eager spacer cadets who can't afford to attend a proper aerospace academy. Stella Nera is still outfitted with her full weapons loadout, "just to guarantee timely payments." Because of this, government authorities watch her activities with close scrutiny, and more than one planet has issued arrest warrants against Tamara Gioia.

Mauna Kea Escort Command: This small mercenary unit is led by Captain-General Warkowitz. Known for his rather unpredictable behavior, Warkowitz manages to keep together a band of aerospace specialists experienced in small craft operations. He currently employs four *Condottiere*s, one of them heavily modified to carry one soldier in battle armor for extravehicular activities. Warkowitz's outfit has seen action all over the Inner Sphere, in such famous battles as the "Great Space War" over Mara or the Kamenz Wild Hunt, where they tracked down a pirated JumpShip over several months. Rumor has it their thankful employer—leather magnate Henri Kramer—personally paid for an extensive refitting of the living quarters aboard all vessels.

CONDOTTIERE ASSAULT CRAFT

Type: Military Aerodyne
Use: Assault Craft
Tech: Inner Sphere
Introduced: 3093
Mass: 150 tons
Battle Value: 2,054

Dimensions
    Length: 16 meters
    Width: 22 meters

Fuel: 9 tons (720 points)
Safe Thrust: 3
Maximum Thrust: 5
Heat Sinks: 11 (22)
Structural Integrity: 5

Armor
    Nose: 124
    Wings: 92
    Aft: 61

Cargo
    Bay 1: Cargo (1 ton)   1 Door

Crew: 1 Officer, 2 enlisted/non-rated, 2 gunners

Notes: Equipped with 19.5 tons of Ferro-aluminum armor. All crew quarters assigned as Steerage-class (5 tons per crewman). Features the following Design Quirks: Easy to Pilot, Cramped Cockpit.
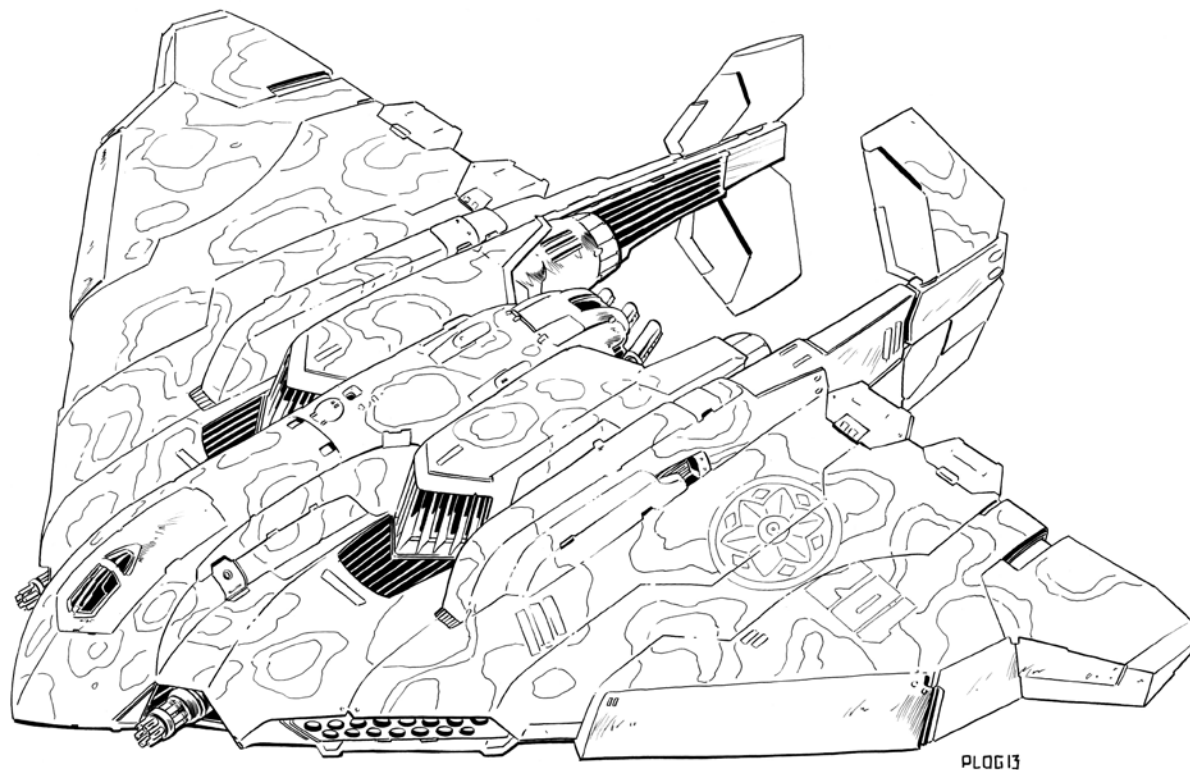
Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
2 Rotary AC/5	Nose	20	12	20	20	—	—
Ammo (RAC) 120	—	6	—	—	—	—	—
LRM 15 + Artemis IV	RW	8	5	12	12	12	—
LRM 15 + Artemis IV	LW	8	5	12	12	12	—
Ammo (LRM) 32	—	4	—	—	—	—	—
3 ER Medium Lasers	Aft	3	5	5	5	—	—

The tradition begun with the Star League NL-series military transports continues with the NL-45 Gunboat. Built at United Outworlders Corporation's Ramora factory, the NL-45 is a combat picket ship, a role UOC's civilian craft were unable to fill.

Since its debut, the NL-45 has proven a valuable money earner for the Raven Alliance as the default platform for any Clan needing a small craft to patrol near space or provide a deploy boarding parties to armed vessels.

CAPABILITIES

A quarter of the NL-45's mass is devoted to combat systems. An already superior electronic warfare suite has been enhanced, making the NL-45 twenty percent harder to hit than an unaugmented aerospace fighter. The NL-45 carries a battle armor bay sufficient to transport a Point of battle armor. The bay provides superior accommodations and allows orbital combat drops, which is the only real attraction for crews. Outside the battle armor bay the NL-45's space is cramped, its range is average and the cargo bay is small, all factors that limit extended patrols.

DEPLOYMENT

NL-45s played a major part in the Raven Alliance's invasion of Kirbyville. Almost every manned satellite received a visit by an NL-45 and its marines as Beta Galaxy set about securing the system. Several attempts at resistance ended with a burst of autocannon fire into a satellite's life support systems.

The Third Periphery Guard, Kirbyville's garrison, did not engage until the Fifth Raven Stoop reached orbit. Waiting until the Ravens were committed to atmospheric entry, the Third sent its full aerospace strength to bring down the approaching DropShips. The fighters of the Third were already outnumbered, but the presence of the NL-45s' ECM meant that the defenders had to close to short range while the Ravens were free to engage targets 300 kilometers away. With aerospace superiority secured, a second wave of NL-45s went in alongside the *Arcadia*-class DropShips, combat-dropping battle armor onto select targets in Kirbyville's capital while the *Arcadia*s delivered their payload directly against the Third.

NL-45s have also been a bane of Lyran combat operations against the Golden Ordun. Malvina Hazen has been all too willing to unleash her WarShips on dug-in defenders, which has made them a primary target for Lyran aerospace units. With the Falcon fleet dominated by vintage Star League cruisers, there are plenty of bays available for NL-45s and they form a formidable barrier against attacks. The Lyrans' attack at Wroclaw was typical.

After the fate of the Kell Hounds on Timkovichi, the Lyrans expected *White Aerie* to enter orbit and bombard the defenders. Springing a trap, the outnumbered Lyrans managed to evade the Falcons' fighters and make an end-run on *White Aerie*, launching five nuclear weapons. An electronics screen formed by a pair of NL-45s spoofed three nukes off target. The remaining two were destroyed by a third NL-45 lurking close to *White Aerie*. No Lyran fighters survived, and this remains the closest the Lyrans have come to destroying a Falcon WarShip since the Golden Ordun invaded.

NOTABLE UNITS

Supervisor Elias Simms: As a patrol platform, the NL-45 regularly finds itself facing pirates on the borders of the Raven Alliance. Supervisor Simms of the Fourth Alliance Air Wing attempted to intercept an unidentified *Leopard* with his NL-45, Wanderer, at Coraines in 3135. Being outmaneuvered, the *Leopard* launched a pair of *Corsair*s, which engaged Wanderer. With the tables turned, Simms attempted to outrun the *Corsair*s, relying on Wanderer's superior electronics to keep it safe. The *Corsair*s kept up the chase for ten minutes before damage and fear of being left behind by the *Leopard* caused them to try to disengage, but Simms refused to let them go. The cat-and-mouse battle continued for a further twenty minutes before fuel concerns forced the fighters to give up any pretense of battle and concentrate on catching the *Leopard*. This made the *Corsair*s easy prey for Wanderer, which shot down one while the other continued accelerating until it ran out of fuel and drifted off into space.

Type: Military Spheroid
Use: Assault Craft
Tech: Clan
Introduced: 3094
Mass: 190 tons
Battle Value: 4,343

Dimensions
  Length: 18 meters
  Width: 15 meters

Fuel: 10 tons (800 points)
Safe Thrust: 5
Maximum Thrust: 8
Heat Sinks: 21 (42)
Structural Integrity: 8

Armor
  Nose: 160
  Sides: 140
  Aft: 120

Cargo
  Bay 1: Battle Armor Bay (1 Point)   1 Door
  Bay 2: Cargo (0.5 tons)   1 Door

Crew: 1 officer, 2 enlisted/non-rated, 1 gunner, 6 bay personnel

Notes: Equipped with 22 tons of Ferro-aluminum armor. All crew quarters assigned as Steerage-class (5 tons per crewman). Features the following Design Quirks: Combat Computer, Atmospheric Flight Instability.

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
2 Rotary AC/5	Nose	20	12	20	20	20	—
Ammo (RAC) 120	—	6	—	—	—	—	—
2 ER PPC	Nose	12	30	15	15	15	—
Active Probe	Nose	1	—	—	—	—	—
2 Anti-Missile Systems	FR	1	2	3	—	—	—
2 Anti-Missile Systems	FL	1	2	3	—	—	—
Ammo (AMS) 48	—	2	—	—	—	—	—
2 ER Large Lasers	Aft	8	24	10	10	10	10
ECM Suite	Aft	1	—	—	—	—	—

PLOG13
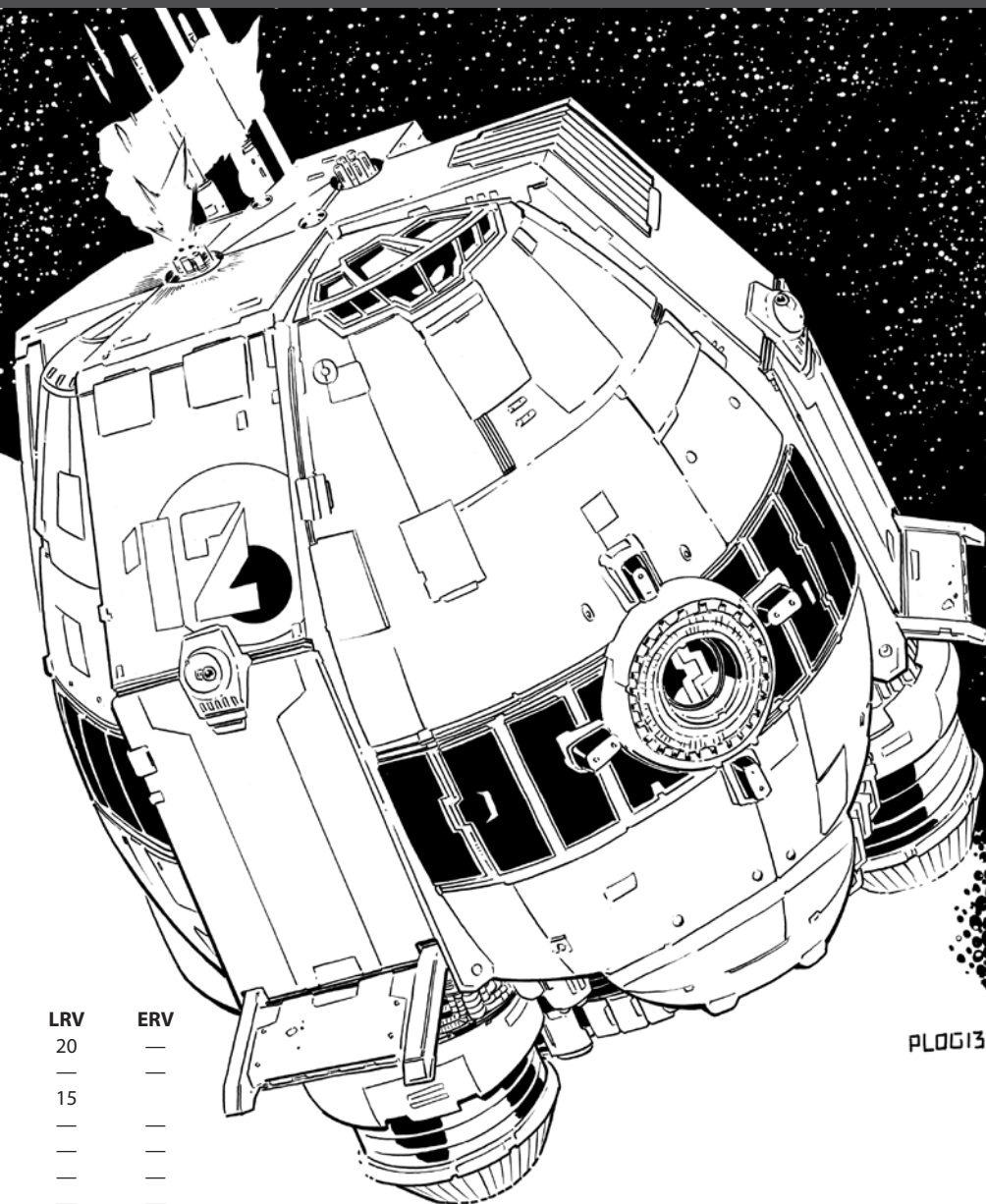
Defending Clan Sea Fox's ArcShips requires something more than aerospace fighters, and the *Nagasawa* fills this role admirably. *Nagasawa*s have become a common sight around the Sea Fox's aimags and, only recently, have become far more insistent on keeping outsiders at a respectful distance from the traders' ships. Few dare to argue with such a capable DropShip.

CAPABILITIES

The Sea Foxes have taken a *Noruff* and enlarged it by fifty percent. Fast and well armored, the DropShip's firepower is simple yet varied, lessening the effect of popular new armor types. Intended for the Sea Foxes' own use, the *Nagasawa* is a dream to maintain, with accessible components reducing downtime. Like its progenitor, the *Noruff*, the *Nagasawa* cannot enter atmosphere.

DEPLOYMENT

The *Nagasawa* can be found in all Clans, either by purchase or Trial. Though both Clans Wolf build the competing *Isegrim*, which suggests little need for the *Nagasawa*, and the Falcons have plenty of WarShips, several have shown up in all three toumans. The other Clans have enthusiastically snapped up *Nagasawa*s as they come available, keen to have screening units for their heavy ships.

The Rasalhague Dominion's Sif Star contained two *Nagasawa*s when it engaged *Jade Tornado* and its escorting *Carrier* over Symington. As the evenly matched aerospace fighters dueled for supremacy, the *Nagasawa*s pushed straight through to *Jade Tornado*. Using heavy fire to force the corvette to concentrate on them, the *Nagasawa*s escorted the other Dominion heavy DropShips to take their shots without fear of counter-fire. Even when *Jade Tornado* successfully hit a *Nagasawa*, the DropShip's heavy armor let the stricken vessel remain in the fight. After ten minutes *Jade Tornado* turned tail and ran, leaving its aerospace fighters to seek safety with the Ninth Falcon Velites on Symington. The *Nagasawa*s survived with moderate damage and, unlike *Jade Tornado*, returned to full operational status in less than a fortnight.

*Nagasawa*s are affordable enough to be used when DropShip support might not otherwise be justified. When the Capellan Confederation began to harass Skate Khanate affiliates for war supplies as CELESTIAL REWARD picked up speed, saKhan Sennet provided the most important affiliates with *Nagasawa* escorts.

When the *Lung Wang P2*-class *Míng Liàng* approached the JumpShip *Star Drifter*, the *Nagasawa*-class *Irolita* interposed itself and challenged the Capellan ship. *Irolita* may have been outgunned, but it had a huge armor and thrust advantage. Staying away from *Míng Liàng's* sub-capital weapons, *Irolita* proceeded to disable the Capellan DropShip's maneuvering drive. This allowed the Capellan fighters to inflict significant damage, but with *Míng Liàng* out of action *Irolita* was able to draw them off and dispatch them. *Irolita's* captain claimed *Míng Liàng* as *isorla,* and *Star Drifter* left the system before the Capellans could respond.

NOTABLE UNITS

CSF *Charon*: *Charon* is the most successful *Nagasawa* in service. With nineteen victorious Trials to its name and no defeats, *Charon* has been through three commanding officers since it was launched in 3132. An escort in Tiburon Khanate's Alpha Aimag, *Charon* initially saw little combat despite Tiburon's area of operation being under Clan control. Faced with what appeared to be a dead-end position, *Charon's* Star Commander Alexis finally got *Charon* into a Trial against a *Scytha* by bidding down to a single PPC. Victory brought more challengers seeking to take on the maverick DropShip captain, leading to matchups involving other DropShips or entire Stars of aerospace fighters. When Alexis was promoted, it was feared that the run of victories would end, but *Charon* has continued its successes against all comers.

NAGASAWA-CLASS DROPSHIP

Type: Military Aerodyne
Use: Assault
Tech: Clan
Introduced: 3115
Mass: 3,000 tons
Battle Value: 22,644

Dimensions
Length: 90 meters
Width: 59 meters
Height: 39 meters

Fuel: 250 tons (7,500 points)
Tons/Burn-day: 1.84
Safe Thrust: 8
Maximum Thrust: 12
Heat Sinks: 160 (320)
Structural Integrity: 20

Armor
Nose: 740
Wings: 550
Aft: 400

Cargo
Bay 1: Small Craft Cubicle (1)　　1 Door
Bay 2: Cargo (207 tons)　　1 Door

Life Boats: 0
Escape Pods: 4
Crew: 3 officers, 5 enlisted/non-rated, 5 gunners, 5 bay personnel
Notes: Equipped with 90 tons of Ferro-aluminum armor. Features the following Design Quirks: Easy to Maintain, Modular Weapons, Un-streamlined.

Weapons: Capital Attack Values (Standard)

Arc (Heat) Type	Short	Medium	Long	Extreme	Class
Nose (105 Heat)					
5 ER PPC	8 (75)	8 (75)	8 (75)	—	PPC
5 Rotary AC/5 (600 rounds)	10 (100)	10 (100)	10 (100)	—	Autocannon
RW/LW (123 Heat)					
4 ER Large Lasers	4 (40)	4 (40)	4 (40)	4 (40)	Laser
3 LRM 20 + Artemis V (60 rounds)	5 (48)	5 (48)	5 (48)	—	LRM
5 Laser AMS	—	—	—	—	Point Defense
Aft (91 Heat)					
3 ER Large Lasers	3 (30)	3 (30)	3 (30)	3 (30)	Laser
3 Large Pulse Lasers	3 (30)	3 (30)	3 (30)	—	Pulse
5 Laser AMS	—	—	—	—	Point

BATTLETECH™

BATTLE ARMOR: SQUAD 1

Type: Spectre   Era: Dark Age
Gunnery Skill: ____   Anti-'Mech Skill: ____
Ground MP: 4   Jump: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw	[E]	—	—	—	—
David Light Gauss Rifle	1 [DB,S]	—	3	5	8
Magnetic Clamps	[E]	—	—	—	—
Mechanical Jump Booster	[E]	—	—	—	—

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☑   Swarm: ☑   Leg: ☑   AP: ☐

1 ◉○○○○○○
2 ◉○○○○○○
3 ◉○○○○○○
4 ◉○○○○○○
5 ◉○○○○○○

BV: 267/38

BATTLE ARMOR: SQUAD 2

Type: Spectre   Era: Dark Age
Gunnery Skill: ____   Anti-'Mech Skill: ____
Ground MP: 4   Jump: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw	[E]	—	—	—	—
David Light Gauss Rifle	1 [DB,S]	—	3	5	8
Magnetic Clamps	[E]	—	—	—	—
Mechanical Jump Booster	[E]	—	—	—	—

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☑   Swarm: ☑   Leg: ☑   AP: ☐

1 ◉○○○○○○
2 ◉○○○○○○
3 ◉○○○○○○
4 ◉○○○○○○
5 ◉○○○○○○

BV: 267/38

BATTLE ARMOR: SQUAD 3

Type: Spectre   Era: Dark Age
Gunnery Skill: ____   Anti-'Mech Skill: ____
Ground MP: 4   Jump: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw	[E]	—	—	—	—
David Light Gauss Rifle	1 [DB,S]	—	3	5	8
Magnetic Clamps	[E]	—	—	—	—
Mechanical Jump Booster	[E]	—	—	—	—

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☑   Swarm: ☑   Leg: ☑   AP: ☐

1 ◉○○○○○○
2 ◉○○○○○○
3 ◉○○○○○○
4 ◉○○○○○○
5 ◉○○○○○○

BV: 267/38

BATTLE ARMOR: SQUAD 4

Type: Spectre   Era: Dark Age
Gunnery Skill: ____   Anti-'Mech Skill: ____
Ground MP: 4   Jump: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw	[E]	—	—	—	—
David Light Gauss Rifle	1 [DB,S]	—	3	5	8
Magnetic Clamps	[E]	—	—	—	—
Mechanical Jump Booster	[E]	—	—	—	—

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☑   Swarm: ☑   Leg: ☑   AP: ☐

1 ◉○○○○○○
2 ◉○○○○○○
3 ◉○○○○○○
4 ◉○○○○○○
5 ◉○○○○○○

BV: 267/38

BATTLE ARMOR: SQUAD 5

Type: Spectre   Era: Dark Age
Gunnery Skill: ____   Anti-'Mech Skill: ____
Ground MP: 4   Jump: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw	[E]	—	—	—	—
David Light Gauss Rifle	1 [DB,S]	—	3	5	8
Magnetic Clamps	[E]	—	—	—	—
Mechanical Jump Booster	[E]	—	—	—	—

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☑   Swarm: ☑   Leg: ☑   AP: ☐

1 ◉○○○○○○
2 ◉○○○○○○
3 ◉○○○○○○
4 ◉○○○○○○
5 ◉○○○○○○

BV: 267/38

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

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

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

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

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BATTLETECH™

BATTLE ARMOR: SQUAD 1

Type: Spectre (RA)   Era: Dark Age
Gunnery Skill: _____   Anti-'Mech Skill: _____
Ground MP: 4   Jump: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw	[E]	—	—	—	—
David Light Gauss Rifle	1 [DB,S]	—	3	5	8
Magnetic Clamps	[E]	—	—	—	—
Mechanical Jump Booster	[E]	—	—	—	—

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☑   Swarm: ☑   Leg: ☑   AP: ☐

1 ⊙○○○○○○
2 ⊙○○○○○○
3 ⊙○○○○○○
4 ⊙○○○○○○
5 ⊙○○○○○○

BV: 267/38

BATTLE ARMOR: SQUAD 2

Type: Spectre (RA)   Era: Dark Age
Gunnery Skill: _____   Anti-'Mech Skill: _____
Ground MP: 4   Jump: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw	[E]	—	—	—	—
David Light Gauss Rifle	1 [DB,S]	—	3	5	8
Magnetic Clamps	[E]	—	—	—	—
Mechanical Jump Booster	[E]	—	—	—	—

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☑   Swarm: ☑   Leg: ☑   AP: ☐

1 ⊙○○○○○○
2 ⊙○○○○○○
3 ⊙○○○○○○
4 ⊙○○○○○○
5 ⊙○○○○○○

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BATTLE ARMOR: SQUAD 3

Type: Spectre (RA)   Era: Dark Age
Gunnery Skill: _____   Anti-'Mech Skill: _____
Ground MP: 4   Jump: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw	[E]	—	—	—	—
David Light Gauss Rifle	1 [DB,S]	—	3	5	8
Magnetic Clamps	[E]	—	—	—	—
Mechanical Jump Booster	[E]	—	—	—	—

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☑   Swarm: ☑   Leg: ☑   AP: ☐

1 ⊙○○○○○○
2 ⊙○○○○○○
3 ⊙○○○○○○
4 ⊙○○○○○○
5 ⊙○○○○○○

BV: 267/38

BATTLE ARMOR: SQUAD 4

Type: Spectre (RA)   Era: Dark Age
Gunnery Skill: _____   Anti-'Mech Skill: _____
Ground MP: 4   Jump: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw	[E]	—	—	—	—
David Light Gauss Rifle	1 [DB,S]	—	3	5	8
Magnetic Clamps	[E]	—	—	—	—
Mechanical Jump Booster	[E]	—	—	—	—

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☑   Swarm: ☑   Leg: ☑   AP: ☐

1 ⊙○○○○○○
2 ⊙○○○○○○
3 ⊙○○○○○○
4 ⊙○○○○○○
5 ⊙○○○○○○

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BATTLE ARMOR: SQUAD 5

Type: Spectre (RA)   Era: Dark Age
Gunnery Skill: _____   Anti-'Mech Skill: _____
Ground MP: 4   Jump: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw	[E]	—	—	—	—
David Light Gauss Rifle	1 [DB,S]	—	3	5	8
Magnetic Clamps	[E]	—	—	—	—
Mechanical Jump Booster	[E]	—	—	—	—

Armor: Improved Stealth (+1/+2/+3)

Mechanized: ☑   Swarm: ☑   Leg: ☑   AP: ☐

1 ⊙○○○○○○
2 ⊙○○○○○○
3 ⊙○○○○○○
4 ⊙○○○○○○
5 ⊙○○○○○○

BV: 267/38

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

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

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

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

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Marauder   Era: Dark Age

Gunnery Skill: _____   Anti-'Mech Skill: _____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
IS Light TAG (Body)	0 [S]	—	3	6	9
Light Recoilless Rifle (Body)	2 [DB,S]	—	2	4	6
Magnetic Clamps	[E]	—	—	—	—
Support PPC	2 [DE]	—	2	5	7
Support PPC	2 [DE]	—	2	5	7

Mechanized: ☑   Swarm: ☐   Leg: ☐   AP: ☑

1 ◉○○○○○○○○○
2 ◉○○○○○○○○○
3 ◉○○○○○○○○○
4 ◉○○○○○○○○○

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BATTLE ARMOR: SQUAD 2

Type: Marauder   Era: Dark Age

Gunnery Skill: _____   Anti-'Mech Skill: _____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
IS Light TAG (Body)	0 [S]	—	3	6	9
Light Recoilless Rifle (Body)	2 [DB,S]	—	2	4	6
Magnetic Clamps	[E]	—	—	—	—
Support PPC	2 [DE]	—	2	5	7
Support PPC	2 [DE]	—	2	5	7

Mechanized: ☑   Swarm: ☐   Leg: ☐   AP: ☑

1 ◉○○○○○○○○○
2 ◉○○○○○○○○○
3 ◉○○○○○○○○○
4 ◉○○○○○○○○○

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BATTLE ARMOR: SQUAD 3

Type: Marauder   Era: Dark Age

Gunnery Skill: _____   Anti-'Mech Skill: _____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
IS Light TAG (Body)	0 [S]	—	3	6	9
Light Recoilless Rifle (Body)	2 [DB,S]	—	2	4	6
Magnetic Clamps	[E]	—	—	—	—
Support PPC	2 [DE]	—	2	5	7
Support PPC	2 [DE]	—	2	5	7

Mechanized: ☑   Swarm: ☐   Leg: ☐   AP: ☑

1 ◉○○○○○○○○○
2 ◉○○○○○○○○○
3 ◉○○○○○○○○○
4 ◉○○○○○○○○○

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BATTLE ARMOR: SQUAD 4

Type: Marauder   Era: Dark Age

Gunnery Skill: _____   Anti-'Mech Skill: _____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
IS Light TAG (Body)	0 [S]	—	3	6	9
Light Recoilless Rifle (Body)	2 [DB,S]	—	2	4	6
Magnetic Clamps	[E]	—	—	—	—
Support PPC	2 [DE]	—	2	5	7
Support PPC	2 [DE]	—	2	5	7

Mechanized: ☑   Swarm: ☐   Leg: ☐   AP: ☑

1 ◉○○○○○○○○○
2 ◉○○○○○○○○○
3 ◉○○○○○○○○○
4 ◉○○○○○○○○○

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BATTLE ARMOR: SQUAD 5

Type: Marauder   Era: Dark Age

Gunnery Skill: _____   Anti-'Mech Skill: _____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
IS Light TAG (Body)	0 [S]	—	3	6	9
Light Recoilless Rifle (Body)	2 [DB,S]	—	2	4	6
Magnetic Clamps	[E]	—	—	—	—
Support PPC	2 [DE]	—	2	5	7
Support PPC	2 [DE]	—	2	5	7

Mechanized: ☑   Swarm: ☐   Leg: ☐   AP: ☑

1 ◉○○○○○○○○○
2 ◉○○○○○○○○○
3 ◉○○○○○○○○○
4 ◉○○○○○○○○○

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LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

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

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

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

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BATTLETECH ™

BATTLE ARMOR: SQUAD 1

Type: Marauder (MH) Era: Dark Age
Gunnery Skill: ____ Anti-'Mech Skill: ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
IS Light TAG (Body)	0 [S]	—	3	6	9
Light Recoilless Rifle (Body)	2 [DB,S]	—	2	4	6
Magnetic Clamps	[E]	—	—	—	—
Support PPC	2 [DE]	—	2	5	7
Support PPC	2 [DE]	—	2	5	7

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☑

1 ◉○○○○○○○○○
2 ◉○○○○○○○○○
3 ◉○○○○○○○○○
4 ◉○○○○○○○○○
5 ◉○○○○○○○○○

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BATTLE ARMOR: SQUAD 2

Type: Marauder (MH) Era: Dark Age
Gunnery Skill: ____ Anti-'Mech Skill: ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
IS Light TAG (Body)	0 [S]	—	3	6	9
Light Recoilless Rifle (Body)	2 [DB,S]	—	2	4	6
Magnetic Clamps	[E]	—	—	—	—
Support PPC	2 [DE]	—	2	5	7
Support PPC	2 [DE]	—	2	5	7

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☑

1 ◉○○○○○○○○○
2 ◉○○○○○○○○○
3 ◉○○○○○○○○○
4 ◉○○○○○○○○○
5 ◉○○○○○○○○○

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BATTLE ARMOR: SQUAD 3

Type: Marauder (MH) Era: Dark Age
Gunnery Skill: ____ Anti-'Mech Skill: ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
IS Light TAG (Body)	0 [S]	—	3	6	9
Light Recoilless Rifle (Body)	2 [DB,S]	—	2	4	6
Magnetic Clamps	[E]	—	—	—	—
Support PPC	2 [DE]	—	2	5	7
Support PPC	2 [DE]	—	2	5	7

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☑

1 ◉○○○○○○○○○
2 ◉○○○○○○○○○
3 ◉○○○○○○○○○
4 ◉○○○○○○○○○
5 ◉○○○○○○○○○

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BATTLE ARMOR: SQUAD 4

Type: Marauder (MH) Era: Dark Age
Gunnery Skill: ____ Anti-'Mech Skill: ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
IS Light TAG (Body)	0 [S]	—	3	6	9
Light Recoilless Rifle (Body)	2 [DB,S]	—	2	4	6
Magnetic Clamps	[E]	—	—	—	—
Support PPC	2 [DE]	—	2	5	7
Support PPC	2 [DE]	—	2	5	7

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☑

1 ◉○○○○○○○○○
2 ◉○○○○○○○○○
3 ◉○○○○○○○○○
4 ◉○○○○○○○○○
5 ◉○○○○○○○○○

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BATTLE ARMOR: SQUAD 5

Type: Marauder (MH) Era: Dark Age
Gunnery Skill: ____ Anti-'Mech Skill: ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
IS Light TAG (Body)	0 [S]	—	3	6	9
Light Recoilless Rifle (Body)	2 [DB,S]	—	2	4	6
Magnetic Clamps	[E]	—	—	—	—
Support PPC	2 [DE]	—	2	5	7
Support PPC	2 [DE]	—	2	5	7

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☑

1 ◉○○○○○○○○○
2 ◉○○○○○○○○○
3 ◉○○○○○○○○○
4 ◉○○○○○○○○○
5 ◉○○○○○○○○○

BV: 321/46

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

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

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Gun Trailer (Ambush)

Movement Points:	**Tonnage:**	10
Cruising: 0	**Tech Base:**	Inner Sphere
Flank: 0	**Era:**	Dark Age

Movement Type: Tracked

Engine Type: I.C.E.

Weapons & Equipment Inventory   (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Trailer Hitch	FR	[E]	—	—	—	—
6	Rocket Launcher 15	RR	1/Msl [M,C]	—	4	9	15

BV: 137

CREW DATA

Crew: _____

Gunnery Skill: ___   **Driving Skill:** ___

Commander Hit [+1]   **Driver Hit** [+2]
Modifier to all Skill rolls   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 ☐

Front Armor (2)

Left Side Armor [2]

Right Side Armor [2]

Rear Armor (18)

GROUND COMBAT VEHICLE HIT LOCATION TABLE

ATTACK DIRECTION

2D6 Roll	FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	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. 192 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.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right 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.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll	FRONT	SIDE	REAR	TURRET
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.

BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Gun Trailer (Artillery/AAA)

Movement Points:	**Tonnage:** 35
Cruising: 0	**Tech Base:** Inner Sphere (Advanced)
Flank: 0	**Era:** Dark Age
Movement Type: Wheeled	
Engine Type: I.C.E.	

Weapons & Equipment Inventory   (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Trailer Hitch	FR	[E]	—	—	—	—
1	Arrow IV	T	20 [AE,S,F]	—	1	2	8

Ammo: (Arrow IV Homing) 15, (Arrow IV) 15

BV: 452

CREW DATA

Crew: _____

Gunnery Skill: ____   **Driving Skill:** ____

Commander Hit +1   **Driver Hit** +2
Modifier to all Skill rolls   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 ☐

ARMOR DIAGRAM
Hardened
Front Armor (8)

[8] Left Side Armor

Turret Armor [12]

Right Side Armor [8]

Rear Armor (12)

GROUND COMBAT VEHICLE HIT LOCATION TABLE

ATTACK DIRECTION

2D6 Roll	FRONT	REAR	SIDES§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	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. 192 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.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right 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.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll	FRONT	SIDE	REAR	TURRET
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.

BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Gun Trailer (LRM)

Movement Points:		
Cruising:	0	Tonnage: 35
Flank:	0	Tech Base: Inner Sphere (Advanced)
Movement Type: Wheeled		Era: Dark Age
Engine Type: I.C.E.		

Weapons & Equipment Inventory   (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Trailer Hitch	FR	[E]	—	—	—	—
3	LRM 10	T	1/Msl [M,C,S]	6	7	14	21

Ammo: [LRM 10] 72

BV: 407

CREW DATA

Crew: _____

Gunnery Skill: ____   Driving Skill: ____

Commander Hit [+1]   Driver Hit [+2]
Modifier to all Skill rolls   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 ☐

Left Side Armor
[8]

Turret Armor
[12]

Right Side Armor
[8]

Rear Armor
(12)

GROUND COMBAT VEHICLE HIT LOCATION TABLE

	ATTACK DIRECTION		
2D6 Roll	**FRONT**	**REAR**	**SIDE§**
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	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. 192 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.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right 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.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll	FRONT	SIDE	REAR	TURRET
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.

BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Gun Trailer (Mjolnir)

Movement Points:	**Tonnage:** 35
Cruising: 0	**Tech Base:** Inner Sphere
Flank: 0	**Era:** Dark Age
Movement Type: Tracked	
Engine Type: Fusion Engine	

Weapons & Equipment Inventory　(hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	BD	[E]	—	—	—	6
1	Trailer Hitch	FR	[E]	—	—	—	—
1	Improved Heavy Gauss Rifle	RR	22 [DB,X]	3	6	12	19
2	Vehicular Grenade Launcher	RR	[AE,OS]	—	—	—	1

Ammo: (Heavy Gauss) 4

BV: 502

CREW DATA

Crew: _____

Gunnery Skill: ____ **Driving Skill:** ____

Commander Hit [+1] Driver Hit [+2]
Modifier to all Skill rolls　　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 ☐

(5) Left Side Armor

Right Side Armor (5)

Rear Armor
(41)

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GROUND COMBAT VEHICLE HIT LOCATION TABLE

ATTACK DIRECTION

2D6 Roll	FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	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. 192 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.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right 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:
Hit from rear　+1
Hit from the sides　+2

Vehicle Type Modifiers:
Tracked, Naval　+0
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.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll	FRONT	SIDE	REAR	TURRET
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.

BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Gun Trailer (SC)

Movement Points:		
Cruising:	0	**Tonnage:** 35
Flank:	0	**Tech Base:** Inner Sphere (Advanced)

Movement Type: Wheeled   **Era:** Dark Age

Engine Type: I.C.E.

Weapons & Equipment Inventory   (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Trailer Hitch	FR	[E]	—	—	—	—
1	Sniper Cannon	T	10 [DB,AE]	2	4	8	12

Ammo: (Sniper Cannon) 60

BV: 299

CREW DATA

Crew: _____

Gunnery Skill: ____   Driving Skill: ____

Commander Hit [+1]   Driver Hit [+2]
Modifier to all Skill rolls   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 ☐

[8] Left Side Armor

Turret Armor (12)

Right Side Armor (8)

Rear Armor (12)

GROUND COMBAT VEHICLE HIT LOCATION TABLE

ATTACK DIRECTION

2D6 Roll	FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	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. 192 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.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right 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.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll	FRONT	SIDE	REAR	TURRET
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.

BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Gun Trailer (Siege)

Movement Points:	**Tonnage:** 35
Cruising: 0	**Tech Base:** Inner Sphere (Advanced)
Flank: 0	**Era:** Dark Age
Movement Type: Wheeled	
Engine Type: I.C.E.	

Weapons & Equipment Inventory   (hexes)

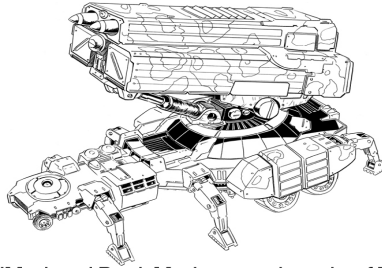| Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Trailer Hitch	FR	[E]	—	—	—	—
3	Mortar 2	T	0 [S]	6	7	14	21

BV: 248

CREW DATA

Crew: _____

Gunnery Skill: ____   **Driving Skill:** ____

Commander Hit [+1]   **Driver Hit** [+2]
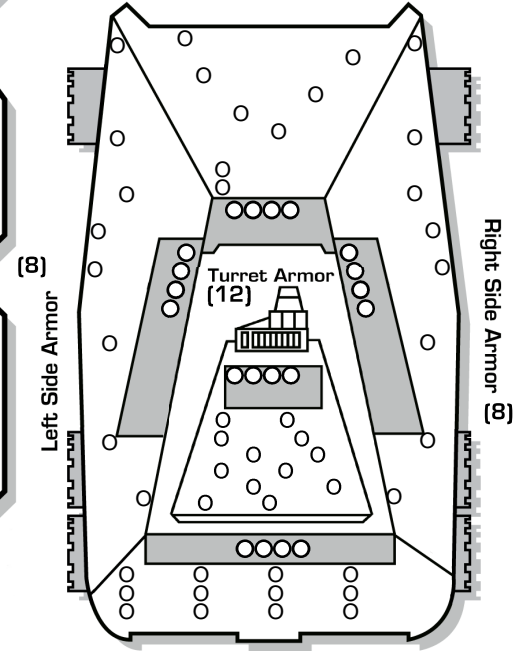Modifier to all Skill rolls   Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐   Engine Hit ☐

Sensor Hits   [+1] [+2] [+3] [D]

Motive System Hits   [+1] [+2] [+3]

Stabilizers

Front ☐   Left ☐   Right ☐

Rear ☐   Turret ☐

[8]
Left Side Armor

Turret Armor
(12)

Right Side Armor
(8)

Rear Armor
(12)

CATALYST game labs

GROUND COMBAT VEHICLE HIT LOCATION TABLE

ATTACK DIRECTION

2D6 Roll	FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	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. 192 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.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right 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:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
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.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll	FRONT	SIDE	REAR	TURRET
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.

BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Gun Trailer (Stronghold)

Movement Points:	**Tonnage:** 20
Cruising: 0	**Tech Base:** Inner Sphere
Flank: 0	**Era:** Dark Age
Movement Type: Tracked	
Engine Type: I.C.E.	

Weapons & Equipment Inventory   (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Trailer Hitch	FR	[E]	—	—	—	—
1	Machine Gun	RR	2 [DB,AI]	—	1	2	3
2	Vehicular Grenade Launcher	RR	[AE,OS]	—	—	—	1
1	LAC/5	T	5 [DB,S]	—	5	10	15

Infantry Compartment (4 tons)

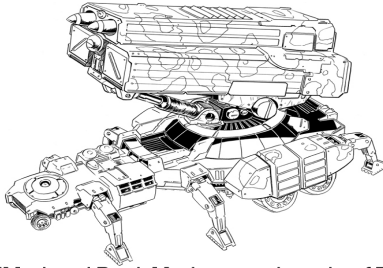Ammo: (Machine Gun) 100, (LAC/5) 40

BV: 224

CREW DATA

Crew: _____

Gunnery Skill: ____   **Driving Skill:** ____

Commander Hit [+1]   **Driver Hit** [+2]
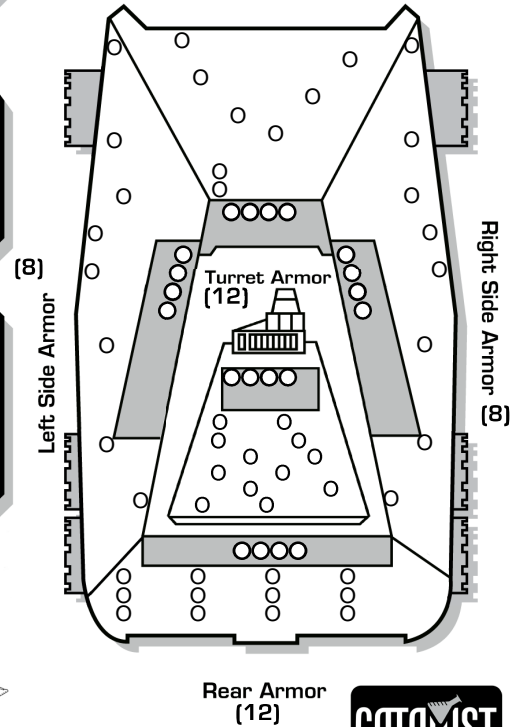Modifier to all Skill rolls   Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐	Engine Hit ☐	
Sensor Hits	[+1] [+2] [+3] [D]	
Motive System Hits	[+1] [+2] [+3]	

Stabilizers

Front ☐	Left ☐	Right ☐
Rear ☐	Turret ☐	

Front Armor (12)

Turret Armor (14)

Left Side Armor [12]

Right Side Armor [12]

Rear Armor (14)

CATALYST game labs

GROUND COMBAT VEHICLE HIT LOCATION TABLE

ATTACK DIRECTION

2D6 Roll	FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	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. 192 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.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right 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:
Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:
Tracked, Naval	+0
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.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll	FRONT	SIDE	REAR	TURRET
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.

BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Gun Trailer (Thumper)

Movement Points:	**Tonnage:** 35
Cruising: 0	**Tech Base:** Inner Sphere (Advanced)
Flank: 0	**Era:** Dark Age
Movement Type: Wheeled	
Engine Type: I.C.E.	

Weapons & Equipment Inventory   (hexes)

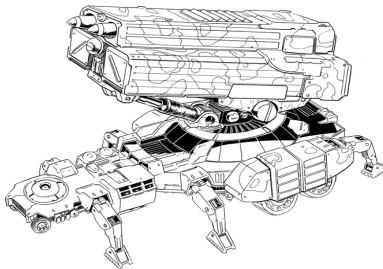| Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Trailer Hitch	FR	[E]	—	—	—	—
1	Thumper	T	15 [AE,S,F]	—	1	2	21

Ammo: [Thumper] 120

BV: 265

CREW DATA

Crew: _____

Gunnery Skill: ____   **Driving Skill:** ____

Commander Hit [+1]   Driver Hit [+2]
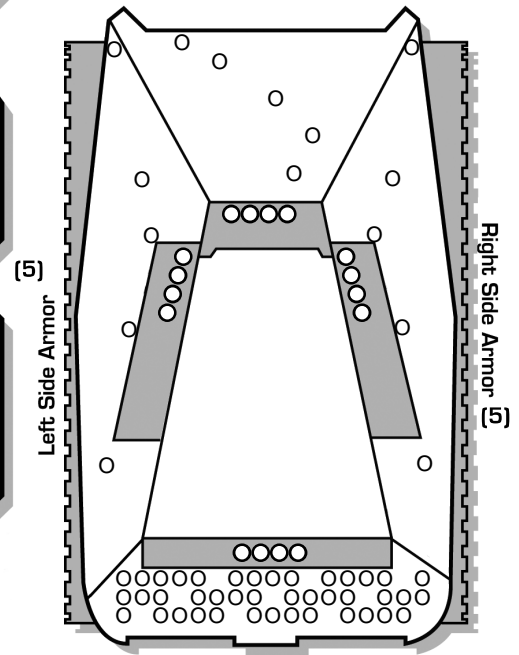Modifier to all Skill rolls   Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐   Engine Hit ☐

Sensor Hits   [+1] [+2] [+3] [D]

Motive System Hits   [+1] [+2] [+3]

Stabilizers

Front ☐   Left ☐   Right ☐

Rear ☐   Turret ☐

ARMOR DIAGRAM
Hardened
Front Armor
(8)

[8]
Left Side Armor

Turret Armor
(12)

Right Side Armor
(8)

Rear Armor
(12)
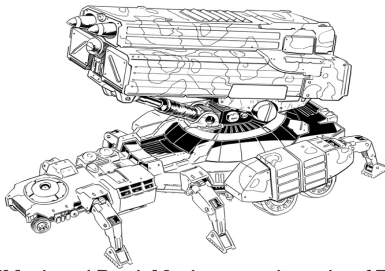
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GROUND COMBAT VEHICLE HIT LOCATION TABLE

	ATTACK DIRECTION		
2D6 Roll	**FRONT**	**REAR**	**SIDE§**
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	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. 192 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.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right 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:
Hit from rear   +1
Hit from the sides   +2

Vehicle Type Modifiers:
Tracked, Naval   +0
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.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll	**FRONT**	**SIDE**	**REAR**	**TURRET**
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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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Gun Trailer (Thunderbolt)

Movement Points:	**Tonnage:** 35
Cruising: 0	**Tech Base:** Inner Sphere (Advanced)
Flank: 0	**Era:** Dark Age
Movement Type: Wheeled	
Engine Type: I.C.E.	

Weapons & Equipment Inventory   (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Trailer Hitch	FR	[E]	—	—	—	—
1	Thunderbolt 20	T	20[M]	5	6	12	18

Ammo: [Thunderbolt 20] 18

BV: 513

CREW DATA

Crew: _____

Gunnery Skill: ____   **Driving Skill:** ____

Commander Hit +1   Driver Hit +2
Modifier to all Skill rolls   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 ☐

Left Side Armor [8]

Turret Armor (12)

Right Side Armor (8)

Rear Armor (12)

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GROUND COMBAT VEHICLE HIT LOCATION TABLE

ATTACK DIRECTION

2D6 Roll	FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	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. 192 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.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right 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.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll	FRONT	SIDE	REAR	TURRET
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.

BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Gun Trailer (Ultra)

Movement Points:	Tonnage: 35
Cruising: 0	Tech Base: Inner Sphere (Advanced)
Flank: 0	Era: Dark Age
Movement Type: Wheeled	
Engine Type: I.C.E.	

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Trailer Hitch	FR	[E]	—	—	—	—
1	Ultra AC/20	T	20/Sht [DB,R/C]	—	3	7	10

Ammo: (Ultra AC/20) 30

BV: 491

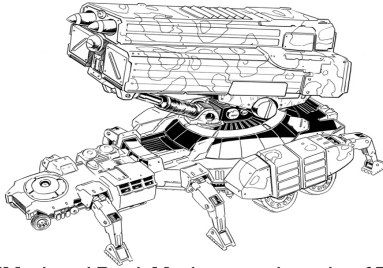### CREW DATA

Crew: _____

Gunnery Skill: ____   Driving Skill: ____

Commander Hit [+1]   Driver Hit [+2]
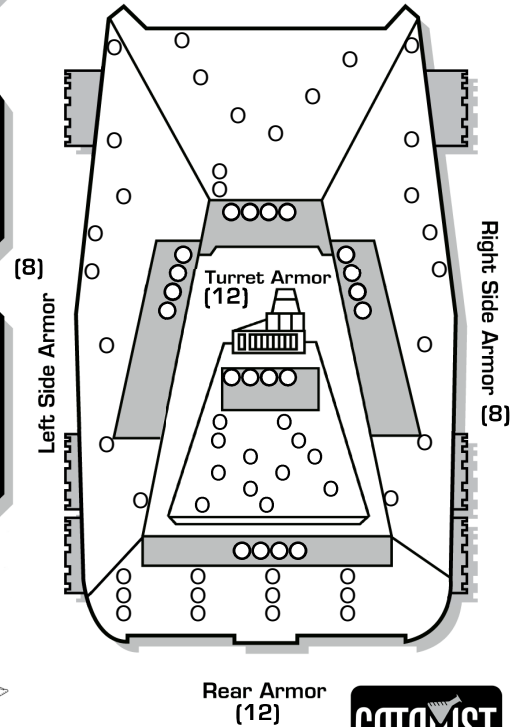Modifier to all Skill rolls   Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐   Engine Hit ☐
Sensor Hits [+1][+2][+3][D]
Motive System Hits [+1][+2][+3]

Stabilizers
Front ☐   Left ☐   Right ☐
Rear ☐   Turret ☐

Left Side Armor [8]

Right Side Armor [8]

Turret Armor [12]

Rear Armor (12)

GROUND COMBAT VEHICLE HIT LOCATION TABLE

		ATTACK DIRECTION	
2D6 Roll	FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	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. 192 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 attacker 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.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right 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:
Hit from rear   +1
Hit from the sides   +2

Vehicle Type Modifiers:
Tracked, Naval   +0
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.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll	FRONT	SIDE	REAR	TURRET
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.

BATTLETECH™

V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Gossamer

Movement Points:		Tonnage:	25
Cruising:	11	Tech Base:	Clan
Flank:	17	Era:	Dark Age
Engine Type:	Fusion Engine		

Weapons & Equipment Inventory   (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
3	Medium Pulse Laser	FR	7 [P]	—	4	8	12

BV: 1,091

CREW DATA

Crew: _____

Gunnery Skill: _____   Driving Skill: _____

Co-Pilot Hit [+1]   Pilot Hit [+2]
Modifier to all To-Hit rolls   Modifier to Driving Skill rolls

CRITICAL DAMAGE

Flight Stabilizer* [+3]   Engine Hit ☐

Sensor Hits [+1][+2][+3][D]

Stabilizers

Front ☐   Left ☐   Right ☐   Rear ☐

*Move at Cruising speed only

Armor Diagram:

Front Armor (23)

Rotor Armor (2)

Left Side Armor (16)

Right Side Armor (16)

Rear Armor (10)

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VTOL COMBAT VEHICLE HIT LOCATION TABLE

ATTACK DIRECTION

2D6 Roll	FRONT	REAR	SIDE
2*	Front (critical)	Rear (critical)	Side (critical)
3	Rotors†	Rotors†	Rotors†
4	Rotors†	Rotors†	Rotors†
5	Right Side	Left Side	Front
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side	Rear
10	Rotors†	Rotors†	Rotors†
11	Rotors†	Rotors†	Rotors†
12*	Rotors (critical)†	Rotors (critical)†	Rotors (critical)†

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the VTOL. For each such attack, apply damage normally to the armor in that section. The attacking player then immediately rolls once on the VTOL Combat Vehicle Critical Hits Table, below.

†Damage Value / 10 (round up); see *Rotor Hits*, p. 197, *Total Warfare*. Additionally, damage to rotors slows down the VTOL. Each hit reduces the VTOL's Cruising MP by 1, meaning that the controlling player must also recalculate Flank MP; multi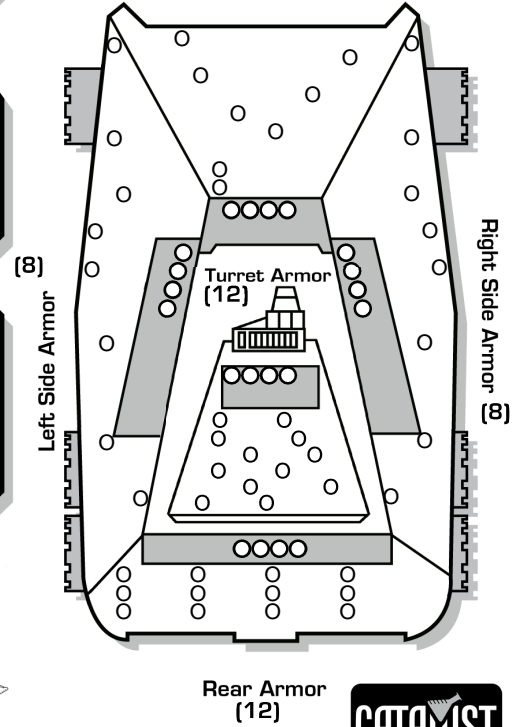ply the new Cruising MP by 1.5 and round up. As with all damage, such movement penalties do not apply until the end of the phase in which the damage occurred.

VTOL ELEVATION TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Elevation															

Turn	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Elevation															

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

DIFFERENCE IN LEVELS	TYPES OF PHYSICAL ATTACK ALLOWED
–1 or lower	None
0	All except Punch
1–2	All except Kick
3	Club and Physical Weapons only
4+	None

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll	FRONT	SIDE	REAR	ROTORS
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Co-Pilot Hit	Weapon Malfunction	Cargo/Infantry Hit	Rotot Damage
7	Weapon Malfunction	Cargo/Infantry Hit	Weapon Malfunction	Rotor Damage
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage
9	Sensors	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit
10	Pilot Hit	Engine Hit	Sensors	Flight Stabilizer Hit
11	Weapon Destroyed	Ammunition**	Engine Hit	Rotots Destroyed
12	Crew Killed	Fuel Tank*	Fuel Tank*	Rotors Destroyed

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.
** If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

BATTLETECH

V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Gossamer (XL)

Movement Points:	Tonnage:	25
Cruising: 11	Tech Base:	Clan
Flank: 17	Era:	Dark Age

Engine Type: XL Fusion Engine

Weapons & Equipment Inventory   (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	FR	10	—	6	12	18
	[DB,C/F/S]						

Ammo: [LB-10X] 10

BV: 663

CREW DATA

Crew: _____

Gunnery Skill: _____   Driving Skill: _____

Co-Pilot Hit [+1]   Pilot Hit [+2]
Modifier to all To-Hit rolls   Modifier to Driving Skill rolls

CRITICAL DAMAGE

Flight Stabilizer* [+3]   Engine Hit ☐

Sensor Hits [+1][+2][+3][D]

Stabilizers

Front ☐   Left ☐   Right ☐   Rear ☐
*Move at Cruising speed only

ARMOR DIAGRAM

Front Armor
(23)

Rotor Armor
(2)

Left Side Armor (16)

Right Side Armor (16)

Rear Armor
(10)

VTOL COMBAT VEHICLE HIT LOCATION TABLE

ATTACK DIRECTION

2D6 Roll	FRONT	REAR	SIDE
2*	Front (critical)	Rear (critical)	Side (critical)
3	Rotors†	Rotors†	Rotors†
4	Rotors†	Rotors†	Rotors†
5	Right Side	Left Side	Front
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side	Rear
10	Rotors†	Rotors†	Rotors†
11	Rotors†	Rotors†	Rotors†
12*	Rotors (critical)†	Rotors (critical)†	Rotors (critical)†

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the VTOL. For each such attack, apply damage normally to the armor in that section. The attacking player then immediately rolls once on the VTOL Combat Vehicle Critical Hits Table, below.

†Damage Value / 10 (round up); see *Rotor Hits*, p. 197, *Total Warfare*. Additionally, damage to rotors slows down the VTOL. Each hit reduces the VTOL's Cruising MP by 1, meaning that the controlling player must also recalculate Flank MP; multiply the new Cruising MP by 1.5 and round up. As with all damage, such movement penalties do not apply until the end of the phase in which the damage occurred.

VTOL ELEVATION TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Elevation															

Turn	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Elevation															

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

DIFFERENCE IN LEVELS	TYPES OF PHYSICAL ATTACK ALLOWED
–1 or lower	None
0	All except Punch
1–2	All except Kick
3	Club and Physical Weapons only
4+	None

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll	FRONT	SIDE	REAR	ROTORS
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Co-Pilot Hit	Weapon Malfunction	Cargo/Infantry Hit	Rotot Damage
7	Weapon Malfunction	Cargo/Infantry Hit	Weapon Malfunction	Rotor Damage
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage
9	Sensors	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit
10	Pilot Hit	Engine Hit	Sensors	Flight Stabilizer Hit
11	Weapon Destroyed	Ammunition**	Engine Hit	Rotots Destroyed
12	Crew Killed	Fuel Tank*	Fuel Tank*	Rotors Destroyed

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.
** If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

BATTLETECH™

ADVANCED V.T.O.L. RECORD SHEET

ARMOR DIAGRAM

Turret Armor (18)

Front Armor (30)

Rotor Armor (2)

Left Side Armor (20)

Right Side Armor (20)

Rear Armor (14)

VEHICLE DATA

Type: Garrot Superheavy Transport

Movement Points:		Tonnage:	30
Cruising:	5	Tech Base:	Inner Sphere
Flank:	8	Era:	Dark Age
Engine Type:	I.C.E.		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
4	Lift Hoist	BD	[E]	—	—	—	—
2	Light Machine Gun	T	1	—	2	4	6
			[DB,AI]				

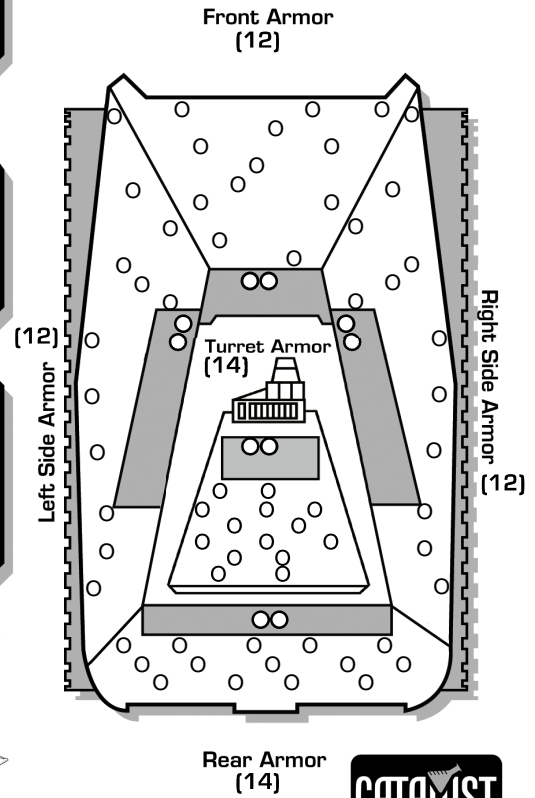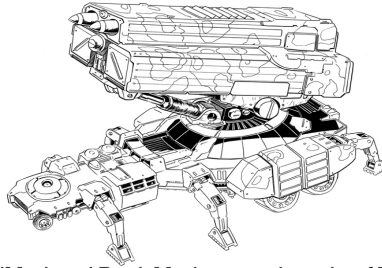Infantry Compartment[1 ton]

Ammo: [Light Machine Gun] 100

BV: 316

CREW DATA

Crew: _____

Gunnery Skill: _____   Driving Skill: _____

Co-Pilot Hit [+1]   Pilot Hit [+2]
Modifier to all To-Hit rolls   Modifier to Driving Skill rolls

CRITICAL DAMAGE

Flight Stabilizer* [+3]   Engine Hit ☐

Turret Locked ☐

Sensor Hits [+1][+2][+3][D]

Stabilizers

Front ☐	Left ☐	Turret ☐
Rear ☐	Right ☐	

*Move at Cruising speed only

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VTOL COMBAT VEHICLE HIT LOCATION TABLE

	ATTACK DIRECTION		
2D6 Roll	FRONT	REAR	SIDE
2*	Front (critical)	Rear (critical)	Side (critical)
3	Rotors†	Rotors†	Rotors†
4	Turret‡	Turret‡	Turret‡
5	Right Side	Left Side	Front
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side	Right Side	Rear
10	Rotors†	Rotors†	Rotors†
11	Rotors†	Rotors†	Rotors†
12*	Rotors (critical)†	Rotors (critical)†	Rotors (critical)†

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the VTOL. For each such attack, apply damage normally to the armor in that section. The attacking player then immediately rolls once on the VTOL Combat Vehicle Critical Hits Table, below.

†Damage Value / 10 (round up); see *Rotor Hits*, p. 197, *Total Warfare*. Additionally, damage to rotors slows down the VTOL. Each hit reduces the VTOL's Cruising MP by 1, meaning that the controlling player must also recalculate Flank MP; multiply the new Cruising MP by 1.5 and round up. As with all damage, such movement penalties do not apply until the end of the phase in which the damage occurred.

‡ If the VTOL has no turret, a turret strike hits Rotors†

VTOL ELEVATION TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Elevation															

Turn	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Elevation															

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

DIFFERENCE IN LEVELS	TYPES OF PHYSICAL ATTACK ALLOWED
–1 or lower	None
0	All except Punch
1–2	All except Kick
3	Club and Physical Weapons only
4+	None

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

			LOCATION HIT		
2D6 Roll	FRONT	SIDE	REAR	ROTORS	TURRET
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Co-Pilot Hit	Weapon Malfunction	Cargo/Infantry Hit	Rotor Damage	Stabilizer
7	Weapon Malfunction	Cargo/Infantry Hit	Weapon Malfunction	Rotor Damage	Turret Jam
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage	Weapon Malfunction
9	Sensors	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit	Turret Lock
10	Pilot Hit	Engine Hit	Sensors	Flight Stabilizer Hit	Weapon Destroyed
11	Weapon Destroyed	Ammunition**	Engine Hit	Rotors Destroyed	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Rotors Destroyed	Turret Blown Off

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.
** If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

BATTLETECH™

V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Lamprey Transport Helicopter

Movement Points:		Tonnage:	30
Cruising:	9	Tech Base:	Inner Sphere
Flank:	14		(Intro)
Engine Type:	Fusion Engine	Era:	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	FR	2 [DB,AI]	—	1	2	3
2	SRM 4	FR	2/Msl [M,C,S]	—	3	6	9

Infantry Compartment[4 tons]

Ammo: [SRM 4] 25, [Machine Gun] 100

BV: 478

CREW DATA

Crew: _____

Gunnery Skill: _____ Driving Skill: _____

Co-Pilot Hit [+1] Pilot Hit [+2]
Modifier to all To-Hit rolls   Modifier to Driving Skill rolls

CRITICAL DAMAGE

Flight Stabilizer* [+3] Engine Hit [ ]

Sensor Hits [+1][+2][+3][D]

Stabilizers

Front [ ] Left [ ] Right [ ] Rear [ ]

*Move at Cruising speed only

Armor Diagram

Front Armor (30)

Rotor Armor (2)

Left Side Armor (20)

Right Side Armor (20)

Rear Armor (16)

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VTOL COMBAT VEHICLE HIT LOCATION TABLE

ATTACK DIRECTION

2D6 Roll	FRONT	REAR	SIDE
2*	Front (critical)	Rear (critical)	Side (critical)
3	Rotors†	Rotors†	Rotors†
4	Rotors†	Rotors†	Rotors†
5	Right Side	Left Side	Front
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side	Rear
10	Rotors†	Rotors†	Rotors†
11	Rotors†	Rotors†	Rotors†
12*	Rotors (critical)†	Rotors (critical)†	Rotors (critical)†

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the VTOL. For each such attack, apply damage normally to the armor in that section. The attacking player then immediately rolls once on the VTOL Combat Vehicle Critical Hits Table, below.

†Damage Value / 10 (round up); see *Rotor Hits*, p. 197, *Total Warfare*. Additionally, damage to rotors slows down the VTOL. Each hit reduces the VTOL's Cruising MP by 1, meaning that the controlling player must also recalculate Flank MP; multiply the new Cruising MP by 1.5 and round up. As with all damage, such movement penalties do not apply until the end of the phase in which the damage occurred.

VTOL ELEVATION TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Elevation															

Turn	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Elevation															

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

DIFFERENCE IN LEVELS	TYPES OF PHYSICAL ATTACK ALLOWED
–1 or lower	None
0	All except Punch
1–2	All except Kick
3	Club and Physical Weapons only
4+	None

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll	FRONT	SIDE	REAR	ROTORS
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Co-Pilot Hit	Weapon Malfunction	Cargo/Infantry Hit	Rotot Damage
7	Weapon Malfunction	Cargo/Infantry Hit	Weapon Malfunction	Rotor Damage
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage
9	Sensors	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit
10	Pilot Hit	Engine Hit	Sensors	Flight Stabilizer Hit
11	Weapon Destroyed	Ammunition**	Engine Hit	Rotots Destroyed
12	Crew Killed	Fuel Tank*	Fuel Tank*	Rotors Destroyed

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.
**If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Kite Reconnaissance Vehicle

Movement Points:		
Cruising:	9	**Tonnage:** 30
Flank:	14	**Tech Base:** Clan (Advanced)

Movement Type: Hover **Era:** Dark Age

Engine Type: Fuel Cell Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Active Probe	BD	[E]	—	—	—	5
1	Angel ECM Suite	BD	[E]	—	—	—	6
1	Armored Motive System	BD	[E]	—	—	—	—
2	SRM 2	FR	2/Msl [M,C,S]	—	3	6	9
2	AP Gauss Rifle	T	3 [DB,X]	—	3	6	9
1	Light TAG	T	0 [S]	—	3	6	9

Ammo: (SRM 2) 50, (AP Gauss) 40

BV: 671

CREW DATA

Crew: _____

Gunnery Skill: ____   **Driving Skill:** ____

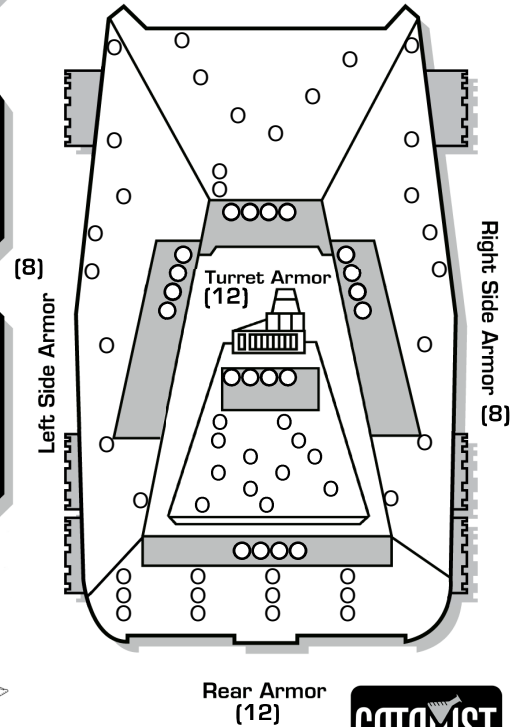| Commander Hit [+1]	Driver Hit [+2]
Modifier to all Skill rolls	Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐	Engine Hit ☐
Sensor Hits	[+1][+2][+3][D]
Motive System Hits	[+1][+2][+3]

Stabilizers

Front ☐	Left ☐	Right ☐
Rear ☐	Turret ☐	

Front Armor (25)

Left Side Armor (20)

Turret Armor (20)

Right Side Armor (20)

Rear Armor (20)

GROUND COMBAT VEHICLE HIT LOCATION TABLE

ATTACK DIRECTION

2D6 Roll	FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	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. 192 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 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.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right 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:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
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.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll	FRONT	SIDE	REAR	TURRET
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.

BATTLETECH ™

V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Cardinal Transport

Movement Points:		Tonnage:	50
Cruising:	8	Tech Base:	Clan
Flank:	12	Era:	Dark Age

Engine Type: XL Fusion Engine

Weapons & Equipment Inventory   (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	AP Gauss Rifle	FR	3 [DB,X]	—	3	6	9
1	LB 2-X AC	FR	2 [DB,C/F/S]	4	10	20	30
1	LRM 5	FR	1/Msl [M,C,S]	—	7	14	21

Infantry Compartment[10 tons]

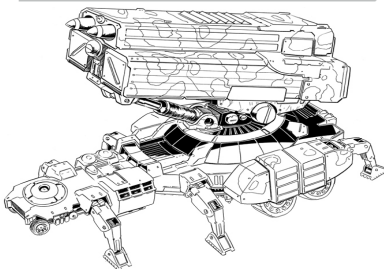Ammo: [AP Gauss] 40, [LRM 5] 24, [LB-2X] 45

BV: 641

CREW DATA

Crew: _____

Gunnery Skill: _____   Driving Skill: _____

Co-Pilot Hit [+1]   Pilot Hit [+2]
Modifier to all To-Hit rolls   Modifier to Driving Skill rolls
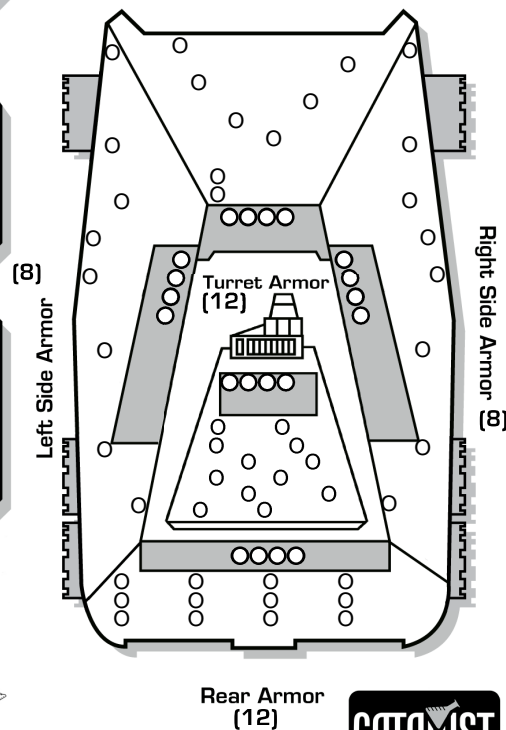
CRITICAL DAMAGE

Flight Stabilizer* [+3] Engine Hit ☐
Sensor Hits [+1][+2][+3][D]
Stabilizers
Front ☐   Left ☐   Right ☐   Rear ☐
*Move at Cruising speed only

Armor Diagram:

Front Armor (31)

Rotor Armor (2)

Left Side Armor (21)

Right Side Armor (21)

Rear Armor (21)

CATALYST game labs

VTOL COMBAT VEHICLE HIT LOCATION TABLE

ATTACK DIRECTION

2D6 Roll	FRONT	REAR	SIDE
2*	Front (critical)	Rear (critical)	Side (critical)
3	Rotors†	Rotors†	Rotors†
4	Rotors†	Rotors†	Rotors†
5	Right Side	Left Side	Front
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side	Rear
10	Rotors†	Rotors†	Rotors†
11	Rotors†	Rotors†	Rotors†
12*	Rotors (critical)†	Rotors (critical)†	Rotors (critical)†

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the VTOL. For each such attack, apply damage normally to the armor in that section. The attacking player then immediately rolls once on the VTOL Combat Vehicle Critical Hits Table, below.

†Damage Value / 10 (round up); see *Rotor Hits*, p. 197, *Total Warfare*. Additionally, damage to rotors slows down the VTOL. Each hit reduces the VTOL's Cruising MP by 1, meaning that the controlling player must also recalculate Flank MP; multiply the new Cruising MP by 1.5 and round up. As with all damage, such movement penalties do not apply until the end of the phase in which the damage occurred.

VTOL ELEVATION TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Elevation															

Turn	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Elevation															

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

DIFFERENCE IN LEVELS	TYPES OF PHYSICAL ATTACK ALLOWED
–1 or lower	None
0	All except Punch
1–2	All except Kick
3	Club and Physical Weapons only
4+	None

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll	FRONT	SIDE	REAR	ROTORS
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Co-Pilot Hit	Weapon Malfunction	Cargo/Infantry Hit	Rotot Damage
7	Weapon Malfunction	Cargo/Infantry Hit	Weapon Malfunction	Rotor Damage
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage
9	Sensors	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit
10	Pilot Hit	Engine Hit	Sensors	Flight Stabilizer Hit
11	Weapon Destroyed	Ammunition**	Engine Hit	Rotots Destroyed
12	Crew Killed	Fuel Tank*	Fuel Tank*	Rotors Destroyed

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.
**If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

BATTLETECH™

V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Cardinal Transport (RAF)

Movement Points:		Tonnage:	50
Cruising:	8	Tech Base:	Mixed Tech (Clan)
Flank:	12		
Engine Type:	XL Fusion Engine	Era:	Dark Age

Weapons & Equipment Inventory   (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	MML 5 [IS]	FR	[M,S,C]				
	LRM		1/Msl	6	7	14	21
	SRM		2/Msl	—	3	6	9
3	Small Pulse Laser	FR	3 [P,AI]	—	2	4	6

Infantry Compartment[12 tons]

Ammo: [MML 5/LRM] 24, [MML 5/SRM] 20

BV: 582

CREW DATA

Crew: _____

Gunnery Skill: _____   Driving Skill: _____

Co-Pilot Hit [+1]   Pilot Hit [+2]
Modifier to all To-Hit rolls   Modifier to Driving Skill rolls

CRITICAL DAMAGE

Flight Stabilizer* [+3]   Engine Hit ☐

Sensor Hits [+1][+2][+3][D]

Stabilizers

Front ☐   Left ☐   Right ☐   Rear ☐

*Move at Cruising speed only

Front Armor (31)

Rotor Armor (2)

Left Side Armor (21)

Right Side Armor (21)

Rear Armor (21)

VTOL COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	FRONT	REAR	SIDE
		ATTACK DIRECTION	
2*	Front (critical)	Rear (critical)	Side (critical)
3	Rotors†	Rotors†	Rotors†
4	Rotors†	Rotors†	Rotors†
5	Right Side	Left Side	Front
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side	Rear
10	Rotors†	Rotors†	Rotors†
11	Rotors†	Rotors†	Rotors†
12*	Rotors (critical)†	Rotors (critical)†	Rotors (critical)†

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the VTOL. For each such attack, apply damage normally to the armor in that section. The attacking player then immediately rolls once on the VTOL Combat Vehicle Critical Hits Table, below.

†Damage Value / 10 (round up); see *Rotor Hits*, p. 197, *Total Warfare*. Additionally, damage to rotors slows down the VTOL. Each hit reduces the VTOL's Cruising MP by 1, meaning that the controlling player must also recalculate Flank MP; multiply the new Cruising MP by 1.5 and round up. As with all damage, such movement penalties do not apply until the end of the phase in which the damage occurred.

VTOL ELEVATION TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Elevation															

Turn	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Elevation															

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

DIFFERENCE IN LEVELS	TYPES OF PHYSICAL ATTACK ALLOWED
–1 or lower	None
0	All except Punch
1–2	All except Kick
3	Club and Physical Weapons only
4+	None

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll	FRONT	SIDE	REAR	ROTORS
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Co-Pilot Hit	Weapon Malfunction	Cargo/Infantry Hit	Rotot Damage
7	Weapon Malfunction	Cargo/Infantry Hit	Weapon Malfunction	Rotor Damage
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage
9	Sensors	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit
10	Pilot Hit	Engine Hit	Sensors	Flight Stabilizer Hit
11	Weapon Destroyed	Ammunition**	Engine Hit	Rotots Destroyed
12	Crew Killed	Fuel Tank*	Fuel Tank*	Rotors Destroyed

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.
** If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Testudo Siege Tank

Movement Points:	**Tonnage:** 75
Cruising: 3	**Tech Base:** Inner Sphere (Advanced)
Flank: 5	**Era:** Dark Age
Movement Type: Tracked	
Engine Type: Fuel Cell Engine	

Weapons & Equipment Inventory   (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Light Machine Gun	FR	1 [DB,AI]	—	2	4	6
1	Arrow IV	T	20 [AE,S,F]	—	1	2	8
1	Light Machine Gun	T	1 [DB,AI]	—	2	4	6
1	Ultra AC/10	T	10/Sht [DB,R/C]	—	6	12	18

Ammo (CASE): (Ultra AC/10) 30, (Light Machine Gun) 100 (Arrow IV Cluster) 5, (Arrow IV) 10
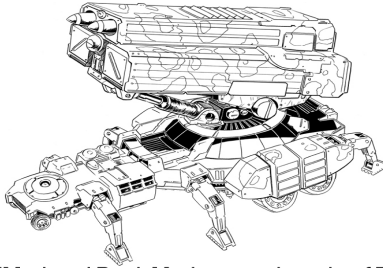
BV: 1,336

CREW DATA

Crew: _____

Gunnery Skill: ___   **Driving Skill:** ___

Commander Hit +1   **Driver Hit** +2
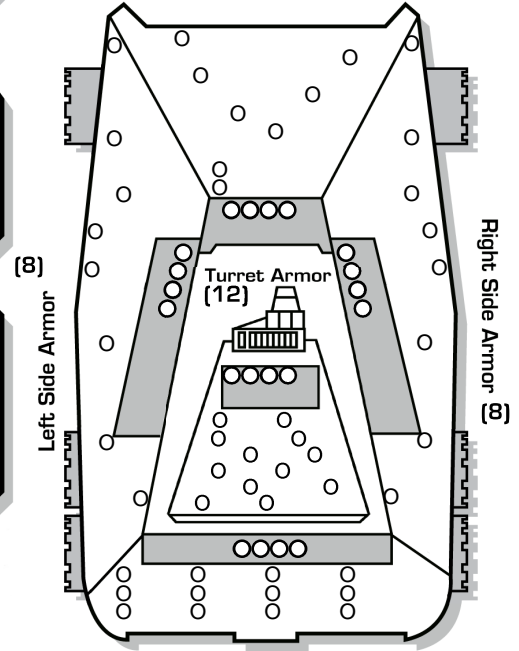Modifier to all Skill rolls   Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐   Engine Hit ☐

Sensor Hits   +1 +2 +3 D

Motive System Hits   +1 +2 +3

Stabilizers

Front ☐   Left ☐   Right ☐

Rear ☐   Turret ☐

Front Armor (64)

Left Side Armor [40]   **Turret Armor [40]**   **Right Side Armor [40]**

Rear Armor (40)

GROUND COMBAT VEHICLE HIT LOCATION TABLE

ATTACK DIRECTION

2D6 Roll	FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	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. 192 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 also roll 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.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right 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:
Hit from rear   +1
Hit from the sides   +2

Vehicle Type Modifiers:
Tracked, Naval   +0
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.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll	FRONT	SIDE	REAR	TURRET
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.

BATTLETECH™

SUPPORT V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Bishop Transport VTOL

Movement Points:		Tonnage:	45
Cruising:	7	Tech Base:	Inner Sphere
Flank:	11	Era:	Dark Age

Engine Type: Fuel Cell

Weapons & Equipment Inventory   (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Cargo Container (10 tons)	BD	[E]	—	—	—	—

Chassis Modifications: Environmental Sealing

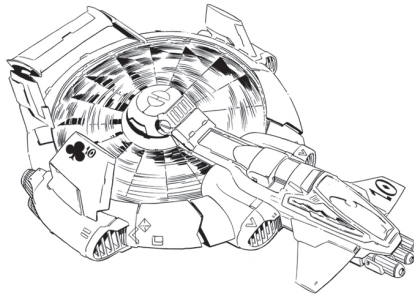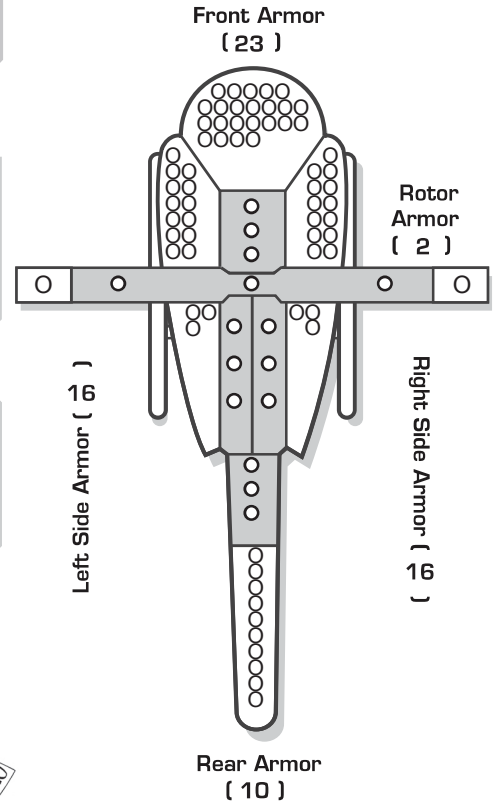BV: 199

CREW DATA

Crew: _____

Gunnery Skill: _____   Driving Skill: _____

Co-Pilot Hit [+1]   Pilot Hit [+2]
Modifier to all To-Hit rolls   Modifier to Driving Skill rolls

CRITICAL DAMAGE

Flight Stabilizer* [+3]   Engine Hit ☐

Turret Locked ☐

Sensor Hits [+1][+2][+3][D]

Stabilizers

Front ☐   Left ☐   Turret ☐
Rear ☐   Right ☐
*Move at Cruising speed only

ARMOR DIAGRAM

BAR: 8

Turret Armor (0)

Front Armor (11)

Rotor Armor (2)

Left Side Armor (10)

Right Side Armor (10)

Rear Armor (11)

VTOL COMBAT VEHICLE HIT LOCATION TABLE

ATTACK DIRECTION

2D6 Roll	FRONT	REAR	SIDE
2*	Front (critical)	Rear (critical)	Side (critical)
3	Rotors†	Rotors†	Rotors†
4	Turret‡	Turret‡	Turret‡
5	Right Side	Left Side	Front
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side	Right Side	Rear
10	Rotors†	Rotors†	Rotors†
11	Rotors†	Rotors†	Rotors†
12*	Rotors (critical)†	Rotors (critical)†	Rotors (critical)†

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the VTOL. For each such attack, apply damage normally to the armor in that section. The attacking player then immediately rolls once on the VTOL Combat Vehicle Critical Hits Table, below.

†Damage Value / 10 (round up); see *Rotor Hits*, p. 197, *Total Warfare*. Additionally, damage to rotors slows down the VTOL. Each hit reduces the VTOL's Cruising MP by 1, meaning that the controlling player must also recalculate Flank MP; multiply the new Cruising MP by 1.5 and round up. As with all damage, such movement penalties do not apply until the end of the phase in which the damage occurred.

‡ If the VTOL has no turret, a turret strike hits Rotors†

VTOL ELEVATION TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Elevation															

Turn	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Elevation															

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

DIFFERENCE IN LEVELS	TYPES OF PHYSICAL ATTACK ALLOWED
–1 or lower	None
0	All except Punch
1–2	All except Kick
3	Club and Physical Weapons only
4+	None

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll	FRONT	SIDE	REAR	ROTORS	TURRET
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Co-Pilot Hit	Weapon Malfunction	Cargo/Infantry Hit	Rotor Damage	Stabilizer
7	Weapon Malfunction	Cargo/Infantry Hit	Weapon Malfunction	Rotor Damage	Turret Jam
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage	Weapon Malfunction
9	Sensors	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit	Turret Lock
10	Pilot Hit	Engine Hit	Sensors	Flight Stabilizer Hit	Weapon Destroyed
11	Weapon Destroyed	Ammunition**	Engine Hit	Rotors Destroyed	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Rotors Destroyed	Turret Blown Off

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.
** If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Savior Repair Vehicle

Movement Points:	**Tonnage:** 60
Cruising: 4	**Tech Base:** Inner Sphere (Advanced)
Flank: 6	**Era:** Clan Invasion
Movement Type: Tracked	
Engine Type: Fusion Engine	

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Mobile Field Base	BD	[E]	—	—	—	—
1	Small Laser	T	3 [DE]	—	1	2	3

Infantry Compartment (3 tons)
Cargo Space - 3.50 tons (1 door)
Chassis Modifications: Armored Chassis

BV: 152

CREW DATA

Crew: _____

Gunnery Skill: _____   **Driving Skill:** _____

Commander Hit [+1]   **Driver Hit** [+2]
Modifier to all Skill rolls   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 ☐	

BAR: 10

Front Armor (6)

Left Side Armor (5)

Right Side Armor (5)

Turret Armor (5)

Rear Armor (2)

CATALYST game labs

GROUND COMBAT VEHICLE HIT LOCATION TABLE

ATTACK DIRECTION

2D6 Roll	FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	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. 192 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.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right 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.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll	FRONT	SIDE	REAR	TURRET
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.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Koshi (Standard)

Movement Points:		Tonnage:	25
Walking:	7	Tech Base:	Clan
Running:	11	Era:	Dark Age
Jumping:	6		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Active Probe	HD	—	[E]	—	—	—	5
1	Light TAG	RT	0	0 [S]	—	3	6	9
2	SRM 4	RA	3	2/Msl [M,C,S]	—	3	6	9
2	SRM 4	LA	3	2/Msl [M,C,S]	—	3	6	9

BV: 760

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Head (9)

Left Torso [7]   Right Torso [7]

Left Arm [4]   Center Torso [10]   Right Arm [4]

Left Leg [5]   Center Torso Rear [6]   Right Leg [5]

Left Torso Rear [5]   Right Torso Rear [5]

CRITICAL HIT TABLE

Left Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM 4
6. SRM 4

4-6
1. Ammo (SRM 4) 25
2. Endo Steel
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Active Probe
5. Sensors
6. Life Support

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Ferro-Fibrous

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM 4
6. SRM 4

4-6
1. Ammo (SRM 4) 25
2. Ammo (SRM 4) 25
3. Endo Steel
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Jump Jet

4-6
1. Jump Jet
2. Light TAG
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

Damage Transfer Diagram

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

INTERNAL STRUCTURE DIAGRAM

Head

Left Torso [6]   Right Torso [6]

Left Arm [4]   Center Torso [8]   Right Arm [4]

Left Leg [6]   Right Leg [6]

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	−5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	○
20	−4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	−3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	−2 Movement Points	
8	+1 Modifier to Fire	
5	−1 Movement Points	

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Koshi (Standard) 2

Movement Points:		Tonnage:	25
Walking:	7	Tech Base:	Clan
Running:	11	Era:	Dark Age
Jumping:	6		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light TAG	RT	0	0 [S]	—	3	6	9
1	Streak SRM 6	RA	4	2/Msl [M,C]	—	4	8	12
1	Streak SRM 6	LA	4	2/Msl [M,C]	—	4	8	12

BV: 948

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Head (9)
Left Torso [7]
Right Torso [7]
Left Arm [4]
Center Torso [10]
Right Arm [4]
Left Leg [5]
Center Torso Rear [6]
Right Leg [5]
Left Torso Rear [5]
Right Torso Rear [5]

CRITICAL HIT TABLE

Left Arm (CASE)
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Streak SRM 6
6. Streak SRM 6

4-6
1. Ammo (Streak SRM 6) 15
2. Endo Steel
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Right Arm (CASE)
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Streak SRM 6
6. Streak SRM 6

4-6
1. Ammo (Streak SRM 6) 15
2. Endo Steel
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Center Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Ferro-Fibrous

Left Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Jump Jet

4-6
1. Jump Jet
2. Light TAG
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

Damage Transfer Diagram

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

INTERNAL STRUCTURE DIAGRAM

Head
Left Torso [6]
Right Torso [6]
Left Arm [4]
Right Arm [4]
Center Torso [8]
Left Leg [6]
Right Leg [6]

HEAT DATA

Heat Scale
Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	−5 Movement Points	
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	−4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	−3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	
10	−2 Movement Points	
8	+1 Modifier to Fire	
5	−1 Movement Points	

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Koshi (Standard) 3

Movement Points:		Tonnage:	25
Walking:	7	Tech Base:	Clan
Running:	11 [14]	Era:	Dark Age
Jumping:	6		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Active Probe	HD	—	[E]	—	—	—	5
1	Targeting Computer	CT	—	[E]	—	—	—	—
1	Light TAG	RT	0	0 [S]	—	3	6	9
1	ECM Suite	LT	—	[E]	—	—	—	6
3	Heavy Small Laser	RA	3	6 [DE]	—	1	2	3
3	Heavy Small Laser	LA	3	6 [DE]	—	1	2	3

BV: 777

WARRIOR DATA

Name: _____

Gunnery Skill: ____ Piloting Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Head (9)
Left Torso [7]
Right Torso [7]
Left Arm [4]
Center Torso [10]
Right Arm [4]
Left Leg [5]
Center Torso Rear [6]
Right Leg [5]
Left Torso Rear [5]
Right Torso Rear [5]

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heavy Small Laser
6. Heavy Small Laser

4-6
1. Heavy Small Laser
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Active Probe
5. Sensors
6. Life Support

Center Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Targeting Computer
6. MASC

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heavy Small Laser
6. Heavy Small Laser

4-6
1. Heavy Small Laser
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Left Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. ECM Suite
5. Ferro-Fibrous
6. Roll Again

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Light TAG
5. Endo Steel
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

CATALYST game labs

Damage Transfer Diagram

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM

Head
Left Torso [6]
Right Torso [6]
Left Arm [4]
Center Torso [8]
Right Arm [4]
Left Leg [6]
Right Leg [6]

HEAT DATA

Heat Level*	Effects	11 (22) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	○
25	–5 Movement Points	○
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	–4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	–3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

Heat Scale
Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Cadaver CVR-A1

Movement Points:		Tonnage:	30
Walking:	8	Tech Base:	Inner Sphere
Running:	12	Era:	Dark Age

Weapons & Equipment Inventory   (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MRM 10	RT	4	1/Msl [M,C]	—	3	8	15
1	Guardian ECM Suite	LT	—	[E]	—	—	—	6
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Flamer	LA	3	2 [DE,H,AI]	—	1	2	3

Note: If playing under Advanced Rules, treat head
as having a Full-Head Ejection System.

BV: 962

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

- Head (9)
- Left Torso [11]
- Right Torso [11]
- Left Arm [10]
- Center Torso [15]
- Right Arm [10]
- Left Leg [14]
- Center Torso Rear [5]
- Right Leg [14]
- Left Torso Rear [3]
- Right Torso Rear [3]
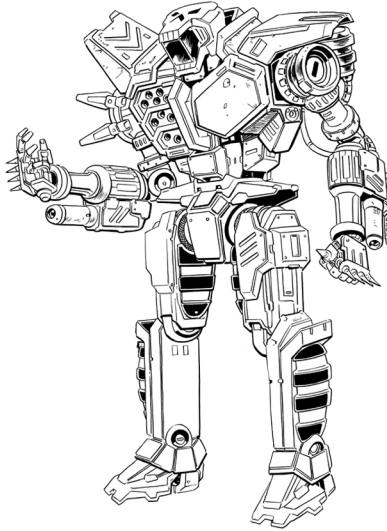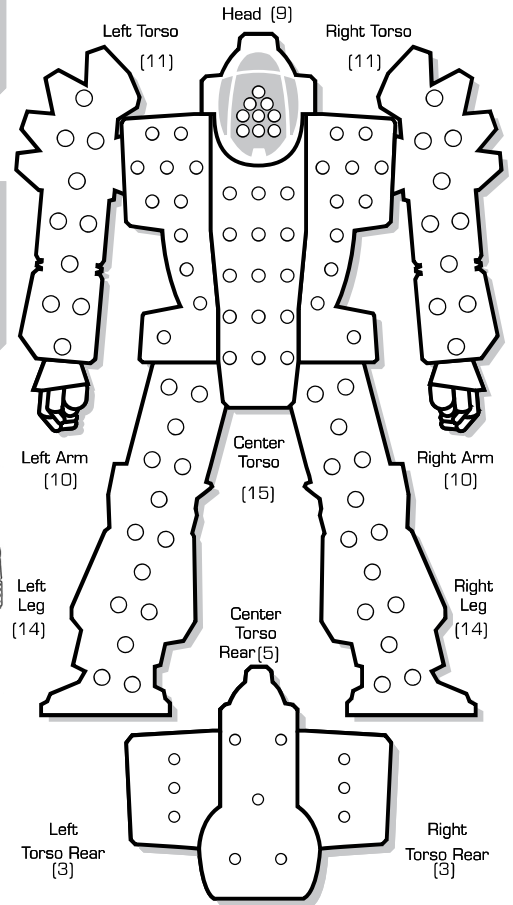
CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. Flamer

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Guardian ECM Suite
2. Guardian ECM Suite
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. MRM 10
5. MRM 10
6. Ammo (MRM 10) 24

4-6
1. Ammo (MRM 10) 24
2. CASE II
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

- Head
- Left Torso [7]
- Right Torso [7]
- Left Arm [5]
- Right Arm [5]
- Center Torso [10]
- Left Leg [7]
- Right Leg [7]

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	−5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	−4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	−3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	−2 Movement Points	
8	+1 Modifier to Fire	
5	−1 Movement Points	

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Cadaver CVR-T1

Movement Points:		Tonnage:	30
Walking:	8	Tech Base:	Inner Sphere
Running:	12 [16]		(Advanced)
		Era:	Dark Age

Weapons & Equipment Inventory   (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Rocket Launcher 10	RT	3	1/Msl [M,C]	—	5	11	18
1	Angel ECM Suite	LT	—	[E]	—	—	—	6
1	Light PPC	RA	5	5 [DE]	3	6	12	18
1	ER Flamer	LA	4	2 [DE,H,AI]	—	3	5	7
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

BV: 1,288

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Head (9)

Left Torso [11]   Right Torso [11]

Left Arm [10]   Center Torso [15]   Right Arm [10]

Center Torso Rear [5]

Left Leg [14]   Right Leg [14]

Left Torso Rear [3]   Right Torso Rear [3]
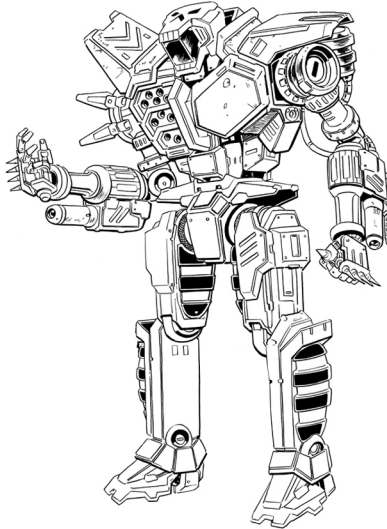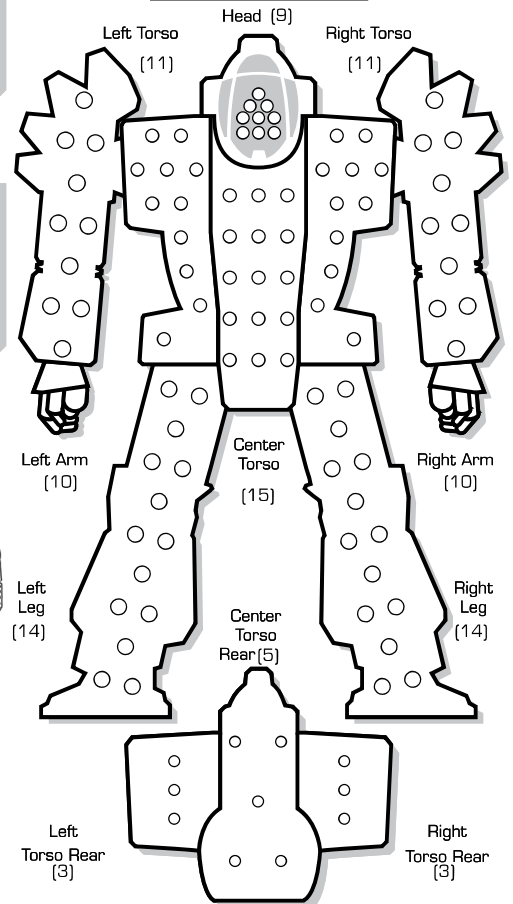
CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. ER Flamer

4-6
1. Reflective
2. Reflective
3. Reflective
4. Reflective
5. Reflective
6. Roll Again

Left Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Angel ECM Suite
2. Angel ECM Suite
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. MASC
6. MASC

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Light PPC
6. Light PPC

4-6
1. Endo Steel
2. Reflective
3. Reflective
4. Reflective
5. Reflective
6. Reflective

Right Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Rocket Launcher 10
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Damage Transfer Diagram

CATALYST game labs

INTERNAL STRUCTURE DIAGRAM

Head

Left Torso [7]   Right Torso [7]

Left Arm [5]   Center Torso [10]   Right Arm [5]

Left Leg [7]   Right Leg [7]

Heat Scale

Overflow

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	−5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	−4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	−3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	−2 Movement Points	
8	+1 Modifier to Fire	
5	−1 Movement Points	

Heat Scale: Overflow, 30*, 29, 28*, 27, 26*, 25*, 24*, 23*, 22*, 21, 20*, 19*, 18*, 17*, 16, 15*, 14*, 13*, 12, 11, 10*, 9, 8*, 7, 6, 5*, 4, 3, 2, 1, 0

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Tiburon

Movement Points:			
Walking:	7	Tonnage:	35
Running:	11	Tech Base:	Clan
		Era:	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	HD	—	[E]	—	—	—	—
1	Watchdog CEWS	CT	—	[E]	—	—	—	4
1	ER Small Laser	RT	2	5 [DE]	—	2	4	6
1	SRM 2	RT	2	2/Msl [M,C,S]	—	3	6	9
1	ER Small Laser	LT	2	5 [DE]	—	2	4	6
1	SRM 2	LT	2	2/Msl [M,C,S]	—	3	6	9
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

BV: 1,841

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Head (9)
Left Torso [11]
Right Torso [11]
Left Arm [11]
Center Torso [17]
Right Arm [11]
Left Leg [16]
Center Torso Rear [5]
Right Leg [16]
Left Torso Rear [4]
Right Torso Rear [4]

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

4-6
1. ER Medium Laser
2. ER Medium Laser
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Targeting Computer
5. Sensors
6. Life Support

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

4-6
1. ER Medium Laser
2. ER Medium Laser
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Center Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Watchdog CEWS
6. Watchdog CEWS

Left Torso (CASE)
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. ER Small Laser
6. SRM 2

4-6
1. Ammo (SRM 2) 50
2. CASE II
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Ferro-Fibrous

Right Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. ER Small Laser
6. SRM 2

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Damage Transfer Diagram

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM

Head
Left Torso [8]
Right Torso [8]
Left Arm [6]
Right Arm [6]
Center Torso [11]
Left Leg [8]
Right Leg [8]

HEAT DATA

Heat Level*	Effects	15 (30) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	−5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	−4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	−3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	−2 Movement Points	
8	+1 Modifier to Fire	
5	−1 Movement Points	

Heat Scale
Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

BATTLETECH™

FOUR-LEGGED 'MECH RECORD SHEET

Head [9]

Left Torso [15]

Right Torso [15]

Center Torso [20]

Left Front Leg [20]

Left Rear Leg [20]

Right Rear Leg [20]

Right Front Leg [20]

Left Torso Rear [4]

Right Torso Rear [4]

Center Torso Rear [5]

'MECH DATA

Type: Stalking Spider II

Movement Points:		Tonnage:	45
Walking:	5	Tech Base:	Clan
Running:	8		(Advanced)
Jumping:	5	Era:	Dark Age

Weapons & Equipment Inventory   (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Large Laser	RT	18	16 [DE]	—	5	10	15
1	Quad Turret	RT	—	[E]	—	—	—	—
2	SRM 4	RT	3	2/Msl [M,C,S]	—	3	6	9
2	Heavy Machine Gun	LT	0	3 [DB,AI]	—	1	2	—

BV: 1,362

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead
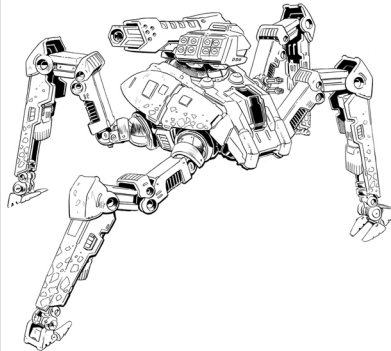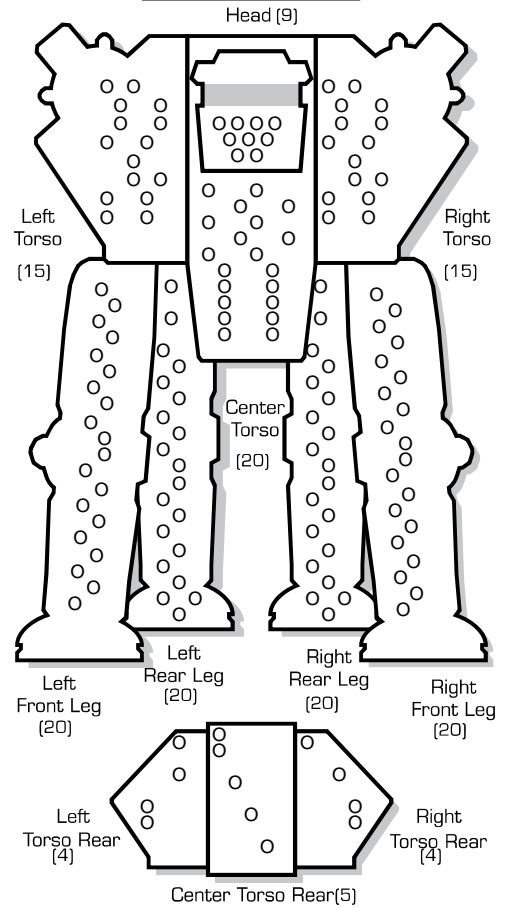
CRITICAL HIT TABLE

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Left Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Jump Jet
6. Roll Again

Right Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Jump Jet
6. Roll Again

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Roll Again

Left Torso [CASE]
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Heavy Machine Gun
2. Heavy Machine Gun
3. Ammo (Heavy Machine Gun) 50
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso [CASE]
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Heavy Large Laser (T)
4. Heavy Large Laser (T)
5. Heavy Large Laser (T)
6. SRM 4 (T)

4-6
1. SRM 4 (T)
2. Ammo (SRM 4) 25
3. Quad Turret
4. Roll Again
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

Left Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Jump Jet
6. Roll Again

Right Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Jump Jet
6. Roll Again

Damage Transfer Diagram

CATALYST game labs

INTERNAL STRUCTURE DIAGRAM

Left Torso [11]

Head

Right Torso [11]

Left Front Leg [11]

Center Torso [14]

Right Front Leg [11]

Left Rear Leg [11]

Right Rear Leg [11]

HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
26	Shutdown, avoid on 10+
25	−5 Movement Points
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
20	−4 Movement Points
19	Ammo Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	−3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	−2 Movement Points
8	+1 Modifier to Fire
5	−1 Movement Points

13 (26) Double

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Black Hawk (Standard)

Movement Points:			
Walking:	5	**Tonnage:**	50
Running:	8	**Tech Base:**	Clan
Jumping:	5	**Era:**	Jihad

Weapons & Equipment Inventory   (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RT	12	10 [DE]	—	8	15	25
1	ER Large Laser	LT	12	10 [DE]	—	8	15	25
2	Streak SRM 4	RA	3	2/Msl [M,C]	—	4	8	12
2	Streak SRM 4	LA	3	2/Msl [M,C]	—	4	8	12

BV: 2,183

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Head (9)

Left Torso (14)   Right Torso (14)

Left Arm (13)   Center Torso (19)   Right Arm (13)

Left Leg (19)   Center Torso Rear (6)   Right Leg (19)

Left Torso Rear (5)   Right Torso Rear (5)

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Streak SRM 4
6. Streak SRM 4

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. ER Large Laser
2. Ammo (Streak SRM 4) 25
3. Ammo (Streak SRM 4) 25
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Streak SRM 4
6. Streak SRM 4

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. ER Large Laser
2. Ammo (Streak SRM 4) 25
3. Ammo (Streak SRM 4) 25
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Damage Transfer Diagram

CATALYST game labs

INTERNAL STRUCTURE DIAGRAM

Head

Left Torso (12)   Right Torso (12)

Left Arm (8)   Right Arm (8)

Center Torso (16)

Left Leg (12)   Right Leg (12)

HEAT DATA

Heat Level*	Effects	14 (28) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	○○○
25	−5 Movement Points	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp. avoid on 6+	○○
22	Shutdown, avoid on 8+	○○
20	−4 Movement Points	○○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	−3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	−2 Movement Points	
8	+1 Modifier to Fire	
5	−1 Movement Points	

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Black Hawk (Standard) 2

Movement Points:		Tonnage:	50
Walking:	5	Tech Base:	Clan
Running:	8	Era:	Dark Age
Jumping:	5		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RT	12	10 [DE]	—	8	15	25
1	ER Large Laser	LT	12	10 [DE]	—	8	15	25
1	ATM 6	RA	4	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
1	ATM 6	LA	4	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9

BV: 2,161

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Head (9)

Left Torso (16)

Right Torso (16)

Left Arm [14]

Center Torso [20]

Right Arm [14]

Left Leg [22]

Center Torso Rear [7]

Right Leg [22]

Left Torso Rear [6]

Right Torso Rear [6]

CRITICAL HIT TABLE

Left Arm [CASE]

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ATM 6
6. ATM 6

4-6
1. ATM 6
2. Ammo (ATM 6) 10
3. Ammo (ATM 6 ER) 10
4. Roll Again
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Right Arm [CASE]

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ATM 6
6. ATM 6

4-6
1. ATM 6
2. Ammo (ATM 6) 10
3. Ammo (ATM 6 HE) 10
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. ER Large Laser
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Roll Again

Right Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. ER Large Laser
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

Damage Transfer Diagram

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM

Head

Left Torso [12]

Right Torso [12]

Left Arm [8]

Right Arm [8]

Center Torso [16]

Left Leg [12]

Right Leg [12]

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	14 (28) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	−5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	−4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	−3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	−2 Movement Points	
8	+1 Modifier to Fire	
5	−1 Movement Points	

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: **Black Hawk (Standard) 3**

Movement Points:		Tonnage:	50
Walking:	5	Tech Base:	Clan
Running:	8	Era:	Dark Age
Jumping:	5		

Weapons & Equipment Inventory   (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RT	12	10 [DE]	—	8	15	25
1	ER Large Laser	LT	12	10 [DE]	—	8	15	25
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

BV: 2,317

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Head (9)

Left Torso (14)   Right Torso (14)

Left Arm (13)   Center Torso (19)   Right Arm (13)

Left Leg (19)   Center Torso Rear (6)   Right Leg (19)

Left Torso Rear (5)   Right Torso Rear (5)
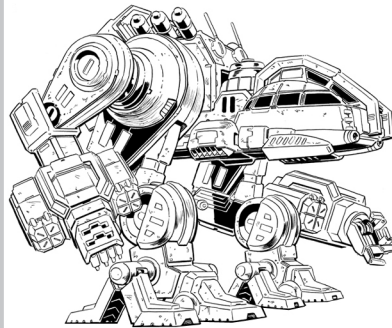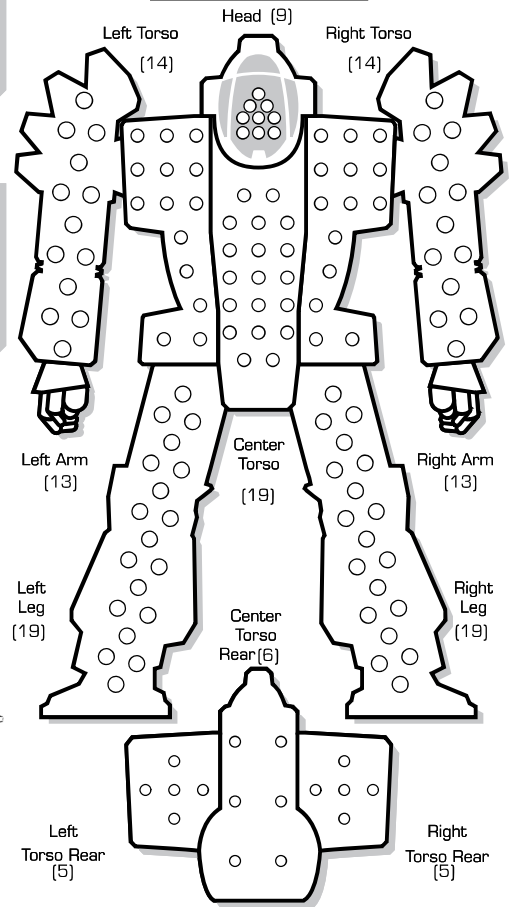
CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. ER Medium Laser
6. ER Medium Laser

Left Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. ER Large Laser
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Damage Transfer Diagram

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. ER Medium Laser
6. ER Medium Laser

Right Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. ER Large Laser
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM

Head

Left Torso [12]   Right Torso [12]

Left Arm [8]   Right Arm [8]

Center Torso [16]

Left Leg [12]   Right Leg [12]

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0
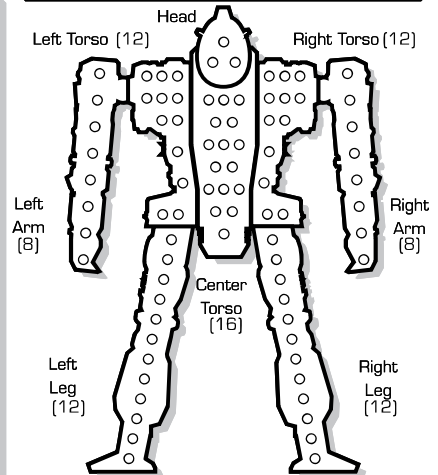
HEAT DATA

Heat Level*	Effects	22 (44) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	−5 Movement Points	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp. avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○
20	−4 Movement Points	○○
19	Ammo Exp. avoid on 4+	○○
18	Shutdown, avoid on 6+	○○
17	+3 Modifier to Fire	○○
15	−3 Movement Points	○○
14	Shutdown, avoid on 4+	○○
13	+2 Modifier to Fire	○○
10	−2 Movement Points	
8	+1 Modifier to Fire	
5	−1 Movement Points	

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Vulture Mk IV Prime

Movement Points:		Tonnage:	60
Walking:	5	Tech Base:	Clan
Running:	8		(Advanced)
		Era:	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Small Pulse Laser	CT	3	5 [P,AI]	—	2	4	6
2	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9
2	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	LB 5-X AC	LA	1	5 [DB,C/F/S]	3	8	15	24

BV: 2,110

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Head (9)
Left Torso (20)
Right Torso (20)
Left Arm (20)
Center Torso (30)
Right Arm (20)
Ferro-Lamellor
Left Leg (28)
Center Torso Rear (10)
Right Leg (28)
Left Torso Rear (8)
Right Torso Rear (8)

CRITICAL HIT TABLE

Left Arm (CASE)
1-3:
1. Shoulder
2. Upper Arm Actuator
3. LB 5-X AC
4. LB 5-X AC
5. LB 5-X AC
6. LB 5-X AC

4-6:
1. Ammo (LB-5X) 20
2. Ferro-Lamellor
3. Ferro-Lamellor
4. Ferro-Lamellor
5. Ferro-Lamellor
6. Roll Again

Left Torso (CASE)
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. SRM 6
4. SRM 6
5. Ammo (SRM 6) 15
6. Endo Steel

4-6:
1. Endo Steel
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Lamellor
6. Ferro-Lamellor

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ER Small Pulse Laser
6. ER Small Pulse Laser

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Damage Transfer Diagram

Right Arm
1-3:
1. Shoulder
2. Upper Arm Actuator
3. ER PPC
4. ER PPC
5. Ferro-Lamellor
6. Ferro-Lamellor

4-6:
1. Ferro-Lamellor
2. Ferro-Lamellor
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. SRM 6
4. SRM 6
5. Ammo (SRM 6) 15
6. Endo Steel

4-6:
1. Endo Steel
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Lamellor
6. Ferro-Lamellor

INTERNAL STRUCTURE DIAGRAM

Head
Left Torso [14]
Right Torso [14]
Left Arm [10]
Right Arm [10]
Center Torso [20]
Left Leg [14]
Right Leg [14]

HEAT DATA

Heat Level*	Effects	12 (24) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	−5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	−4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	−3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	−2 Movement Points	
8	+1 Modifier to Fire	
5	−1 Movement Points	

Heat Scale
Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Vulture Mk IV A

Movement Points:		Tonnage:	60
Walking:	5	Tech Base:	Clan
Running:	8		(Advanced)
		Era:	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Small Laser	CT	2	5 [DE]	—	2	4	6
2	LRM 5	RT	2	1/Msl [M,C,S]	—	7	14	21
2	LRM 5	LT	2	1/Msl [M,C,S]	—	7	14	21
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	Ultra AC/10	LA	3	10/Sht [DB,R/C]	—	6	12	18

BV: 2,177

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Head (9)
Left Torso (20)
Right Torso (20)
Left Arm (20)
Center Torso (30)
Right Arm (20)
Left Leg (28)
Ferro-Lamellor
Center Torso Rear (10)
Right Leg (28)
Left Torso Rear (8)
Right Torso Rear (8)

CRITICAL HIT TABLE

Left Arm (CASE)
1-3
1. Shoulder
2. Upper Arm Actuator
3. Ultra AC/10
4. Ultra AC/10
5. Ultra AC/10
6. Ultra AC/10

4-6
1. Ammo (Ultra AC/10) 10
2. Ammo (Ultra AC/10) 10
3. Ferro-Lamellor
4. Ferro-Lamellor
5. Ferro-Lamellor
6. Ferro-Lamellor

Left Torso (CASE)
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. LRM 5
4. LRM 5
5. Ammo (LRM 5) 24
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Lamellor
6. Ferro-Lamellor

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ER Small Laser
6. ER Small Laser

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Damage Transfer Diagram

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Large Pulse Laser
4. Large Pulse Laser
5. Ferro-Lamellor
6. Ferro-Lamellor

4-6
1. Ferro-Lamellor
2. Ferro-Lamellor
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. LRM 5
4. LRM 5
5. Ammo (LRM 5) 24
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Lamellor
6. Ferro-Lamellor

INTERNAL STRUCTURE DIAGRAM

Head
Left Torso [14]
Right Torso [14]
Left Arm [10]
Right Arm [10]
Center Torso [20]
Left Leg [14]
Right Leg [14]

HEAT DATA

Heat Level*	Effects	12 (24) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	−5 Movement Points	○○
24	+4 Modifier to Fire	○○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	−4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	−3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	
10	−2 Movement Points	
8	+1 Modifier to Fire	
5	−1 Movement Points	

Heat Scale

| Overflow |
| 30* |
| 29 |
| 28* |
| 27 |
| 26* |
| 25* |
| 24* |
| 23* |
| 22* |
| 21 |
| 20* |
| 19* |
| 18* |
| 17* |
| 16 |
| 15* |
| 14* |
| 13* |
| 12 |
| 11 |
| 10* |
| 9 |
| 8* |
| 7 |
| 6 |
| 5* |
| 4 |
| 3 |
| 2 |
| 1 |
| 0 |

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Vulture Mk IV B

Movement Points:		Tonnage:	60
Walking:	5	Tech Base:	Clan
Running:	8		(Advanced)
		Era:	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Small Laser	CT	2	5 [DE]	—	2	4	6
1	Streak LRM 15	RT	5	1/Msl [M,C]	—	7	14	21
1	Streak LRM 15	LT	5	1/Msl [M,C]	—	7	14	21
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12

BV: 2,649

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Head (9)

Left Torso (20)

Right Torso (20)

Left Arm (20)

Center Torso (30)

Right Arm (20)

Ferro-Lamellor

Left Leg (28)

Center Torso Rear (10)

Right Leg (28)

Left Torso Rear (8)

Right Torso Rear (8)

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Medium Pulse Laser
4. Ferro-Lamellor
5. Ferro-Lamellor
6. Ferro-Lamellor

4-6
1. Ferro-Lamellor
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Streak LRM 15
4. Streak LRM 15
5. Streak LRM 15
6. Ammo (Streak LRM 15) 8

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Lamellor
6. Ferro-Lamellor

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ER Small Laser
6. ER Small Laser

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Damage Transfer Diagram

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. ER PPC
4. ER PPC
5. Ferro-Lamellor
6. Ferro-Lamellor

4-6
1. Ferro-Lamellor
2. Ferro-Lamellor
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Streak LRM 15
4. Streak LRM 15
5. Streak LRM 15
6. Ammo (Streak LRM 15) 8

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Lamellor
6. Ferro-Lamellor

INTERNAL STRUCTURE DIAGRAM

Head

Left Torso (14)

Right Torso (14)

Left Arm (10)

Right Arm (10)

Center Torso (20)

Left Leg (14)

Right Leg (14)

HEAT DATA

Heat Level*	Effects	12 (24) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	–4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	–3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Vulture Mk IV C

Movement Points:		Tonnage:	60
Walking:	5	Tech Base:	Clan
Running:	8		(Advanced)
		Era:	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	CT	5	7 [DE]	—	5	10	15
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Improved Heavy Large Laser	RA	18	16 [DE,X]	—	5	10	15
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
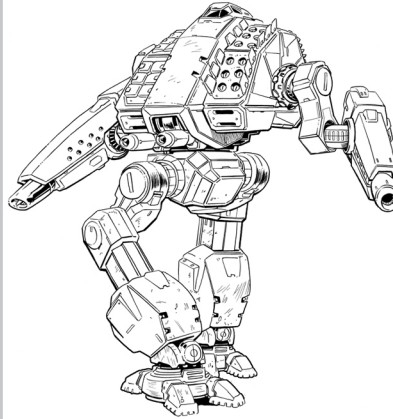
BV: 2,584

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Head (9)
Left Torso (20)
Right Torso (20)
Left Arm (20)
Center Torso (30)
Right Arm (20)
Ferro-Lamellor
Left Leg (28)
Center Torso Rear (10)
Right Leg (28)
Left Torso Rear (8)
Right Torso Rear (8)
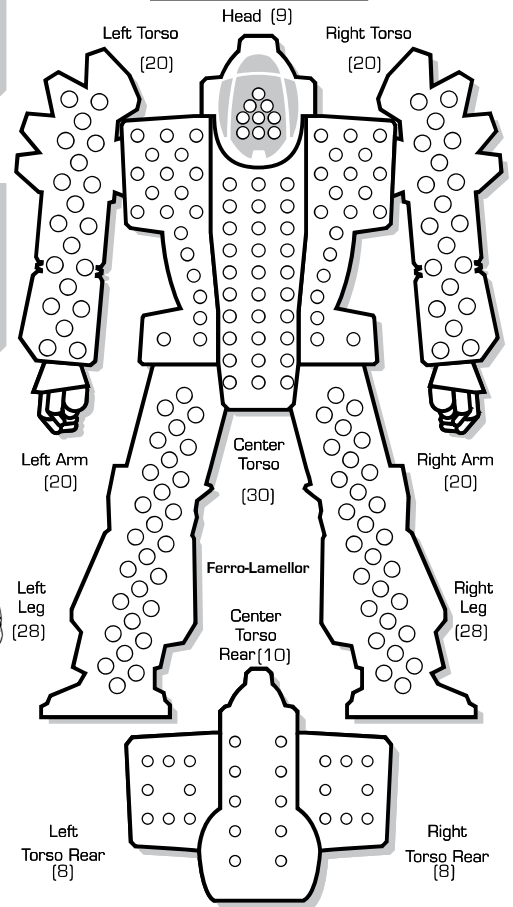
CRITICAL HIT TABLE

Left Arm (CASE)

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Gauss Rifle
	4. Gauss Rifle
	5. Gauss Rifle
	6. Gauss Rifle
4-6	1. Gauss Rifle
	2. Gauss Rifle
	3. Ferro-Lamellor
	4. Ferro-Lamellor
	5. Ferro-Lamellor
	6. Ferro-Lamellor

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. Gyro
	5. Gyro
	6. Gyro
4-6	1. Gyro
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. XL Fusion Engine
	5. ER Medium Laser
	6. ER Medium Laser

Right Arm (CASE)

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Improved Heavy Large Laser
	4. Improved Heavy Large Laser
	5. Improved Heavy Large Laser
	6. Ferro-Lamellor
4-6	1. Ferro-Lamellor
	2. Ferro-Lamellor
	3. Ferro-Lamellor
	4. Roll Again
	5. Roll Again
	6. Roll Again

Left Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. Double Heat Sink
	4. Double Heat Sink
	5. Ammo (Gauss) 8
	6. Ammo (Gauss) 8
4-6	1. Endo Steel
	2. Endo Steel
	3. Endo Steel
	4. Roll Again
	5. Roll Again
	6. Roll Again

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. Targeting Computer
	4. Targeting Computer
	5. Targeting Computer
	6. Targeting Computer
4-6	1. Endo Steel
	2. Endo Steel
	3. Endo Steel
	4. Roll Again
	5. Roll Again
	6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Lamellor
6. Ferro-Lamellor

CATALYST game labs

Damage Transfer Diagram

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Lamellor
6. Ferro-Lamellor

INTERNAL STRUCTURE DIAGRAM

Head
Left Torso [14]
Right Torso [14]
Left Arm [10]
Right Arm [10]
Center Torso [20]
Left Leg [14]
Right Leg [14]

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0
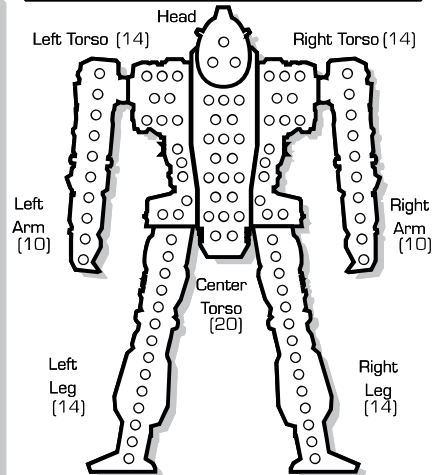
HEAT DATA

Heat Level*	Effects	13 (26) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	○○
24	+4 Modifier to Fire	○○
23	Ammo Exp. avoid on 6+	○○
22	Shutdown, avoid on 8+	○○
20	–4 Movement Points	○○
19	Ammo Exp. avoid on 4+	○○
18	Shutdown, avoid on 6+	○○
17	+3 Modifier to Fire	○○
15	–3 Movement Points	○○
14	Shutdown, avoid on 4+	○○
13	+2 Modifier to Fire	○
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Vulture Mk IV D

Movement Points:		Tonnage:	60
Walking:	5	Tech Base:	Clan
Running:	8		(Advanced)
		Era:	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Micro Pulse Laser	CT	1	3 [P,AI]	—	1	2	3
1	ATM 12	RT	8	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
1	ATM 12	LT	8	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
1	Improved Heavy Medium Laser	RA	7	10 [DE,X]	—	3	6	9
1	Improved Heavy Medium Laser	LA	7	10 [DE,X]	—	3	6	9

BV: 2,346

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

	1	2	3	4	5	6
Hits Taken						
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Head (9)

Left Torso (20) Right Torso (20)

Left Arm (20) Center Torso (30) Right Arm (20)

Ferro-Lamellor

Left Leg (28) Center Torso Rear (10) Right Leg (28)

Left Torso Rear (8) Right Torso Rear (8)

CRITICAL HIT TABLE

Left Arm (CASE)
1-3
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Improved Heavy Medium Laser
6. Improved Heavy Medium Laser

4-6
1. Ammo (ATM 12) 5
2. Ferro-Lamellor
3. Ferro-Lamellor
4. Ferro-Lamellor
5. Ferro-Lamellor
6. Roll Again

Left Torso (CASE)
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. ATM 12
4. ATM 12
5. ATM 12
6. ATM 12

4-6
1. ATM 12
2. Ammo (ATM 12 ER) 5
3. Ammo (ATM 12 HE) 5
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Lamellor
6. Ferro-Lamellor

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Micro Pulse Laser
6. Micro Pulse Laser

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Damage Transfer Diagram

Right Arm (CASE)
1-3
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Improved Heavy Medium Laser
6. Improved Heavy Medium Laser

4-6
1. Ammo (ATM 12) 5
2. Ferro-Lamellor
3. Ferro-Lamellor
4. Ferro-Lamellor
5. Ferro-Lamellor
6. Roll Again

Right Torso (CASE)
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. ATM 12
4. ATM 12
5. ATM 12
6. ATM 12

4-6
1. ATM 12
2. Ammo (ATM 12 ER) 5
3. Ammo (ATM 12 HE) 5
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Lamellor
6. Ferro-Lamellor

INTERNAL STRUCTURE DIAGRAM

Head

Left Torso [14] Right Torso [14]

Left Arm [10] Right Arm [10]

Center Torso [20]

Left Leg [14] Right Leg [14]

Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Sinks: 14 (28) Double

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
26	Shutdown, avoid on 10+
25	−5 Movement Points
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
20	−4 Movement Points
19	Ammo Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	−3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	−2 Movement Points
8	+1 Modifier to Fire
5	−1 Movement Points

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Hound HD-2F

Movement Points:		Tonnage:	70
Walking:	4	Tech Base:	Inner Sphere
Running:	6	Era:	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	LB 10-X AC	LT	2	10 [DB,C/F/S]	—	6	12	18
2	Light PPC	RA	5	5 [DE]	3	6	12	18
1	SRM 4	LA	3	2/Msl [M,C,S]	—	3	6	9

BV: 1,389

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Head (9)
Left Torso (20)
Right Torso (20)
Left Arm (22)
Center Torso (30)
Right Arm (22)
Left Leg (26)
Center Torso Rear (13)
Right Leg (26)
Left Torso Rear (10)
Right Torso Rear (10)

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM 4
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Head
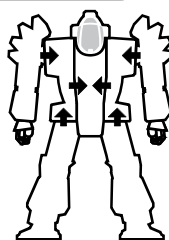1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Light PPC
6. Light PPC

4-6
1. Light PPC
2. Light PPC
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. LB 10-X AC
2. LB 10-X AC
3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

4-6
1. Ammo (LB 10-X) 10
2. Ammo (LB 10-X Cluster) 10
3. Ammo [SRM 4] 25
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Heat Sink
2. Heat Sink
3. Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Head
Left Torso [15]
Right Torso [15]
Left Arm [11]
Right Arm [11]
Center Torso [22]
Left Leg [15]
Right Leg [15]

HEAT DATA

Heat Level*	Effects	15 [15] Single
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	−5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	−4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	−3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	−2 Movement Points	
8	+1 Modifier to Fire	
5	−1 Movement Points	

Heat Scale
Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Jade Hawk JHK-03

Movement Points:		Tonnage:	75
Walking:	5 [6]	Tech Base:	Mixed Tech [Clan]
Running:	8 [12]		(Advanced)
Jumping:	4	Era:	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9
2	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
1	Claw (IS)	RA	—	11	—	—	—	—
2	ER Small Laser	RA	2	5 [DE]	—	2	4	6
1	Claw (IS)	LA	—	11	—	—	—	—
2	ER Small Laser	LA	2	5 [DE]	—	2	4	6

BV: 2,099

WARRIOR DATA

Name: _____

Gunnery Skill: ____   Piloting Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Head (9)
Left Torso (22)
Right Torso (22)
Left Arm (22)
Center Torso (34)
Right Arm (22)
Left Leg (29)
Center Torso Rear (11)
Right Leg (29)
Left Torso Rear (8)
Right Torso Rear (8)

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Claw (IS)
5. Claw (IS)
6. Claw (IS)

1. Claw (IS)
2. Claw (IS)

4-6
3. ER Small Laser
4. ER Small Laser
5. Triple-Strength Myomer
6. Roll Again

Left Torso [CASE]
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Partial Wing
4. Partial Wing
5. Partial Wing
6. Jump Jet

1. SRM 6
2. SRM 6

4-6
3. Ammo (SRM 6) 15
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Triple-Strength Myomer
6. Triple-Strength Myomer

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine

4-6
4. XL Fusion Engine
5. Jump Jet
6. Supercharger

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Claw (IS)
5. Claw (IS)
6. Claw (IS)

1. Claw (IS)
2. Claw (IS)

4-6
3. ER Small Laser
4. ER Small Laser
5. Triple-Strength Myomer
6. Roll Again

Right Torso [CASE]
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Partial Wing
4. Partial Wing
5. Partial Wing
6. Jump Jet

1. SRM 6
2. SRM 6

4-6
3. Ammo (SRM 6) 15
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Triple-Strength Myomer
6. Triple-Strength Myomer

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Head
Left Torso [16]
Right Torso [16]
Left Arm [12]
Center Torso [23]
Right Arm [12]
Left Leg [16]
Right Leg [16]

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	12 (24) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○
20	–4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	–3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Jade Hawk JHK-04

Movement Points:		Tonnage:	75
Walking:	5	Tech Base:	Mixed Tech (Clan)
Running:	8		(Advanced)
		Era:	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	CT	2	5 [DE]	—	2	4	6
1	Streak LRM 15	RT	5	1/Msl [M,C]	—	7	14	21
1	Streak LRM 15	LT	5	1/Msl [M,C]	—	7	14	21
1	Claw (IS)	RA	—	11	—	—	—	—
1	ER Small Laser	RA	2	5 [DE]	—	2	4	6
1	Claw (IS)	LA	—	11	—	—	—	—
1	ER Small Laser	LA	2	5 [DE]	—	2	4	6

BV: 2,102

WARRIOR DATA

Name: _____

Gunnery Skill: ____   Piloting Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Head (9)

Left Torso (24)   Right Torso (24)

Left Arm (24)   Center Torso (35)   Right Arm (24)

Left Leg (32)   Center Torso Rear (10)   Right Leg (32)

Left Torso Rear (8)   Right Torso Rear (8)

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Claw (IS)
5. Claw (IS)
6. Claw (IS)

4-6
1. Claw (IS)
2. Claw (IS)
3. ER Small Laser
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso (CASE)
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Streak LRM 15
4. Streak LRM 15
5. Streak LRM 15
6. Ammo (Streak LRM 15) 8

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso (CASE)
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Heavy Duty Gyro (IS)
5. Heavy Duty Gyro (IS)
6. Heavy Duty Gyro (IS)

4-6
1. Heavy Duty Gyro (IS)
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ER Small Laser
6. Ammo (Streak LRM 15) 8

Engine Hits ○○○
Gyro Hits ○○○
Sensor Hits ○○
Life Support ○

Damage Transfer Diagram

CATALYST game labs

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Claw (IS)
5. Claw (IS)
6. Claw (IS)

4-6
1. Claw (IS)
2. Claw (IS)
3. ER Small Laser
4. Endo Steel
5. Endo Steel
6. Ferro-Fibrous

Right Torso (CASE)
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Streak LRM 15
4. Streak LRM 15
5. Streak LRM 15
6. Ammo (Streak LRM 15) 8

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM

Head

Left Torso [16]   Right Torso [16]

Left Arm [12]   Center Torso [23]   Right Arm [12]

Left Leg [16]   Right Leg [16]

Heat Scale

Overflow

| 30* |
| 29 |
| 28* |
| 27 |
| 26* |
| 25* |
| 24* |
| 23* |
| 22* |
| 21 |
| 20* |
| 19* |
| 18* |
| 17* |
| 16 |
| 15* |
| 14* |
| 13* |
| 12 |
| 11 |
| 10* |
| 9 |
| 8* |
| 7 |
| 6 |
| 5* |
| 4 |
| 3 |
| 2 |
| 1 |
| 0 |

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	–4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	–3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Jade Hawk

Movement Points:		Tonnage:	75
Walking:	5	Tech Base:	Clan
Running:	8 [10]		(Advanced)
Jumping:	6	Era:	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light Active Probe	HD	—	[E]	—	—	—	3
2	Streak SRM 6	RT	4	2/Msl [M,C]	—	4	8	12
2	Streak SRM 6	LT	4	2/Msl [M,C]	—	4	8	12
2	ER Small Laser	RA	2	5 [DE]	—	2	4	6
2	ER Small Laser	LA	2	5 [DE]	—	2	4	6

BV: 2,523

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

- Head (9)
- Left Torso [24]
- Right Torso [24]
- Left Arm [24]
- Center Torso [35]
- Right Arm [24]
- Left Leg [32]
- Center Torso Rear [10]
- Right Leg [32]
- Left Torso Rear [8]
- Right Torso Rear [8]
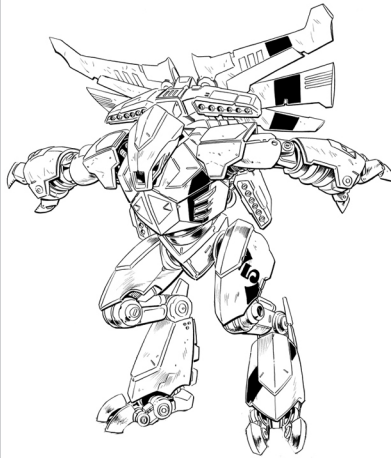
CRITICAL HIT TABLE
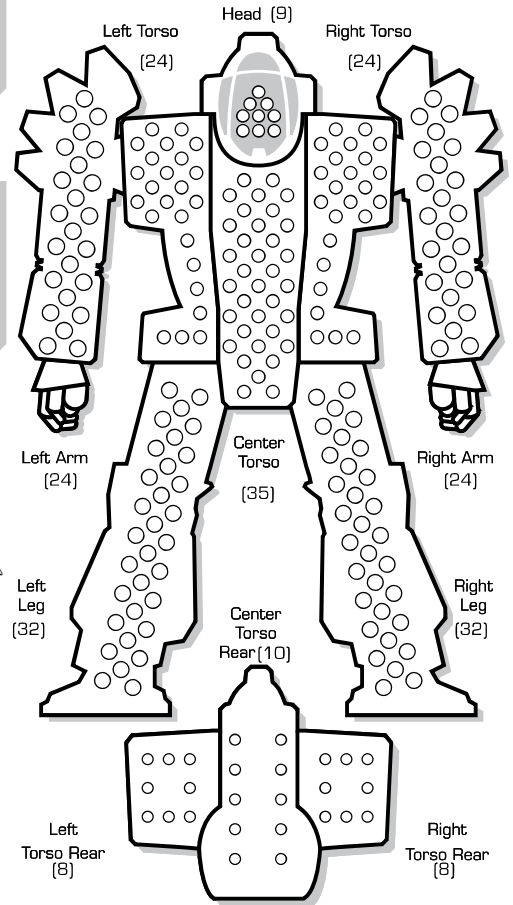
Left Arm (CASE)
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Small Laser
6. ER Small Laser

4-6
1. Ammo (Streak SRM 6) 15
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso (CASE)
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Partial Wing
4. Partial Wing
5. Partial Wing
6. Jump Jet

4-6
1. Jump Jet
2. Streak SRM 6
3. Streak SRM 6
4. Streak SRM 6
5. Streak SRM 6
6. Ammo (Streak SRM 6) 15

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Cockpit
4. Light Active Probe
5. Sensors
6. Life Support

Center Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Supercharger

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Damage Transfer Diagram

Right Arm (CASE)
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Small Laser
6. ER Small Laser

4-6
1. Ammo (Streak SRM 6) 15
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso (CASE)
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Partial Wing
4. Partial Wing
5. Partial Wing
6. Jump Jet

4-6
1. Jump Jet
2. Streak SRM 6
3. Streak SRM 6
4. Streak SRM 6
5. Streak SRM 6
6. Ammo (Streak SRM 6) 15

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM

- Head
- Left Torso [16]
- Right Torso [16]
- Left Arm [12]
- Right Arm [12]
- Center Torso [23]
- Left Leg [16]
- Right Leg [16]

HEAT DATA

Heat 13 (26) Laser

Heat Level*	Effects	
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	–4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	–3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Jade Hawk 2

Movement Points:		**Tonnage:**	75
Walking:	5	**Tech Base:**	Clan
Running:	8		(Advanced)
		Era:	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	CT	2	5 [DE]	—	2	4	6
2	ATM 6	RT	4	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
2	ATM 6	LT	4	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER Small Laser	RA	2	5 [DE]	—	2	4	6
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	ER Small Laser	LA	2	5 [DE]	—	2	4	6

BV: 2,455

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Head (9)
Left Torso (24)
Right Torso (24)
Left Arm (24)
Center Torso (35)
Right Arm (24)
Left Leg (32)
Center Torso Rear (10)
Right Leg (32)
Left Torso Rear (8)
Right Torso Rear (8)

CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Large Laser
6. ER Small Laser

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. ATM 6
4. ATM 6
5. ATM 6
6. ATM 6

4-6
1. ATM 6
2. ATM 6
3. Ammo (ATM 6) 10
4. Ammo (ATM 6 ER) 10
5. Endo Steel
6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ER Small Laser
6. Ferro-Fibrous

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Large Laser
6. ER Small Laser

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. ATM 6
4. ATM 6
5. ATM 6
6. ATM 6

4-6
1. ATM 6
2. ATM 6
3. Ammo (ATM 6) 10
4. Ammo (ATM 6 HE) 10
5. Endo Steel
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM

Head
Left Torso (16)
Right Torso (16)
Left Arm (12)
Right Arm (12)
Center Torso (23)
Left Leg (16)
Right Leg (16)

HEAT DATA

Heat Scale
Overflow

Heat Level*	Effects	15 (30) Laser
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	–4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	–3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

Heat Scale values: 30*, 29, 28*, 27, 26*, 25*, 24*, 23*, 22*, 21, 20*, 19*, 18*, 17*, 16, 15*, 14*, 13*, 12, 11, 10*, 9, 8*, 7, 6, 5*, 4, 3, 2, 1, 0

CATALYST game labs

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Jade Hawk 3

Movement Points:		Tonnage:	75
Walking:	5	Tech Base:	Clan
Running:	8		(Advanced)
Jumping:	5	Era:	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	CT	2	5 [DE]	—	2	4	6
2	ATM 6	RT	4	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
2	ATM 6	LT	4	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
1	ER Small Laser	RA	2	5 [DE]	—	2	4	6
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	ER Small Laser	LA	2	5 [DE]	—	2	4	6
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12

BV: 2,498

WARRIOR DATA

Name: _____

Gunnery Skill: _____   **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Head (9)

Left Torso (22)   Right Torso (22)

Left Arm [23]   Center Torso [34]   Right Arm [23]

Left Leg [32]   Center Torso Rear[11]   Right Leg [32]

Left Torso Rear [8]   Right Torso Rear [8]

CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. ER Small Laser

4-6
1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. ATM 6
6. ATM 6

4-6
1. ATM 6
2. ATM 6
3. ATM 6
4. ATM 6
5. Ammo (ATM 6) 10
6. Ammo (ATM 6 ER) 10

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. ER Small Laser

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Damage Transfer Diagram

CATALYST game labs

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. ER Small Laser

4-6
1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. ATM 6
6. ATM 6

4-6
1. ATM 6
2. ATM 6
3. ATM 6
4. ATM 6
5. Ammo (ATM 6) 10
6. Ammo (ATM 6 HE) 10

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM

Head

Left Torso [16]   Right Torso [16]

Left Arm [12]   Right Arm [12]

Center Torso [23]

Left Leg [16]   Right Leg [16]

HEAT DATA

Heat Scale
Overflow
30*
29
28*
27
26*
25*
24
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

12 (24) Laser

Heat Level*	Effects	
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	−5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	−4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	−3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	−2 Movement Points	
8	+1 Modifier to Fire	
5	−1 Movement Points	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Mad Cat Mk IV Prime**

Movement Points:		Tonnage:	75
Walking:	5	Tech Base:	Clan
Running:	8		(Advanced)
		Era:	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 6	RT	4	2/Msl [M,C]	—	4	8	12
1	Streak SRM 6(R)	RT	4	2/Msl [M,C]	—	4	8	12
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	4	8	12
1	Streak SRM 6(R)	LT	4	2/Msl [M,C]	—	4	8	12
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	ER PPC	LA	15	15 [DE]	—	7	14	23

BV: 2,681

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Head (9)

Left Torso (24) Right Torso (24)

Left Arm (24) Center Torso (35) Right Arm (24)

Ferro-Lamellor

Left Leg (31) Center Torso Rear (8) Right Leg (31)

Left Torso Rear (7) Right Torso Rear (7)

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. ER PPC
4. ER PPC
5. Ferro-Lamellor
6. Ferro-Lamellor

4-6
1. Ferro-Lamellor
2. Ferro-Lamellor
3. Ferro-Lamellor
4. Ferro-Lamellor
5. Roll Again
6. Roll Again

Left Torso (CASE)
1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Streak SRM 6
6. Streak SRM 6

4-6
1. Streak SRM 6 (R)
2. Streak SRM 6 (R)
3. Ammo (Streak SRM 6) 15
4. Endo Steel
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. O Gyro
5. O Gyro
6. O Gyro

4-6
1. O Gyro
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

Damage Transfer Diagram

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. ER PPC
4. ER PPC
5. Ferro-Lamellor
6. Ferro-Lamellor

4-6
1. Ferro-Lamellor
2. Ferro-Lamellor
3. Ferro-Lamellor
4. Ferro-Lamellor
5. Roll Again
6. Roll Again

Right Torso (CASE)
1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Streak SRM 6
2. Streak SRM 6
3. Streak SRM 6 (R)
4. Streak SRM 6 (R)
5. Ammo (Streak SRM 6) 15
6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM

Head

Left Torso (16) Right Torso (16)

Left Arm (12) Right Arm (12)

Center Torso (23)

Left Leg (16) Right Leg (16)

HEAT DATA

Heat Scale

Overflow

Heat Level*	Effects	17 (34) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	−5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	−4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	−3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	−2 Movement Points	
8	+1 Modifier to Fire	
5	−1 Movement Points	

Heat Scale: 30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

BATTLETECH ™

'MECH RECORD SHEET

'MECH DATA

Type: **Mad Cat Mk IV A**

Movement Points:		
Walking:	5	Tonnage: 75
Running:	8	Tech Base: Clan (Advanced)
		Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Small Pulse Laser	CT	2	3 [P,AI]	—	2	4	6
1	ATM 9	RT	6	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
1	Small Pulse Laser	RT	2	3 [P,AI]	—	2	4	6
1	ATM 9	LT	6	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
1	Small Pulse Laser	LT	2	3 [P,AI]	—	2	4	6
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25

BV: 2,413

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

	1	2	3	4	5	6
Hits Taken						
Consciousness#	3	5	7	10	11	Dead

Head (9)
Left Torso [24]
Right Torso [24]
Left Arm [24]
Center Torso [35]
Right Arm [24]
Ferro-Lamellor
Left Leg [31]
Center Torso Rear [8]
Right Leg [31]
Left Torso Rear [7]
Right Torso Rear [7]

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. ER Large Laser
6. Ferro-Lamellor

4-6
1. Ferro-Lamellor
2. Ferro-Lamellor
3. Ferro-Lamellor
4. Ferro-Lamellor
5. Ferro-Lamellor
6. Roll Again

Left Torso (CASE)
1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. ATM 9
6. ATM 9

4-6
1. ATM 9
2. ATM 9
3. Small Pulse Laser
4. Ammo (ATM 9) 7
5. Ammo (ATM 9 ER) 7
6. Endo Steel

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. O Gyro
5. O Gyro
6. O Gyro

4-6
1. O Gyro
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Small Pulse Laser
6. Small Pulse Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

Damage Transfer Diagram

CATALYST game labs

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. ER Large Laser
6. Ferro-Lamellor

4-6
1. Ferro-Lamellor
2. Ferro-Lamellor
3. Ferro-Lamellor
4. Ferro-Lamellor
5. Ferro-Lamellor
6. Roll Again

Right Torso (CASE)
1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. ATM 9
6. ATM 9

4-6
1. ATM 9
2. ATM 9
3. Small Pulse Laser
4. Ammo (ATM 9) 7
5. Ammo (ATM 9 HE) 7
6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM

Head
Left Torso [16]
Right Torso [16]
Left Arm [12]
Right Arm [12]
Center Torso [23]
Left Leg [16]
Right Leg [16]

Heat Scale
Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Level*	Effects	17 (34) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	–4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	–3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Mad Cat Mk IV B

Movement Points:		Tonnage:	75
Walking:	5	Tech Base:	Clan
Running:	8		(Advanced)
		Era:	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HAG/30	RT/RA	6	30 [C,F,X]	2	8	16	24
1	ATM 9	LT	6	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
1	Improved Heavy Large Laser	LA	18	16 [DE,X]	—	5	10	15

BV: 2,606

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Head (9)
Left Torso [24]   Right Torso [24]
Left Arm [24]   Center Torso [35]   Right Arm [24]
Ferro-Lamellor
Left Leg [31]   Center Torso Rear [8]   Right Leg [31]
Left Torso Rear [7]   Right Torso Rear [7]

CRITICAL HIT TABLE

Left Arm (CASE)
1-3
1. Shoulder
2. Upper Arm Actuator
3. Improved Heavy Large Laser
4. Improved Heavy Large Laser
5. Improved Heavy Large Laser
6. Ferro-Lamellor

4-6
1. Ferro-Lamellor
2. Ferro-Lamellor
3. Ferro-Lamellor
4. Ferro-Lamellor
5. Ferro-Lamellor
6. Roll Again

Left Torso (CASE)
1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. ATM 9
6. ATM 9

4-6
1. ATM 9
2. ATM 9
3. Ammo (ATM 9) 7
4. Ammo (ATM 9) 7
5. CASE II
6. Endo Steel

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. O Gyro
5. O Gyro
6. O Gyro

4-6
1. O Gyro
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Ammo (HAG 30) 4
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

Damage Transfer Diagram

Right Arm (CASE)
1-3
1. Shoulder
2. Upper Arm Actuator
3. HAG/30
4. HAG/30
5. HAG/30
6. HAG/30

4-6
1. Ferro-Lamellor
2. Ferro-Lamellor
3. Ferro-Lamellor
4. Ferro-Lamellor
5. Ferro-Lamellor
6. Ferro-Lamellor

Right Torso
1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. HAG/30
6. HAG/30

4-6
1. HAG/30
2. HAG/30
3. Ammo (HAG 30) 4
4. Ammo (HAG 30) 4
5. CASE II
6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM

Head
Left Torso [16]   Right Torso [16]
Left Arm [12]   Right Arm [12]
Center Torso [23]
Left Leg [16]   Right Leg [16]

HEAT DATA

Heat Level*	Effects	15 (30) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	−5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	−4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	−3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	−2 Movement Points	
8	+1 Modifier to Fire	
5	−1 Movement Points	

Heat Scale
Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Mad Cat Mk IV C

Movement Points:		Tonnage:	75
Walking:	5	Tech Base:	Clan
Running:	8		(Advanced)
		Era:	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	CT	4	7 [P]	—	4	8	12
1	LRM 15 w/Artemis V FCS	RT	5	1/Msl [M,C,S]	—	7	14	21
1	LRM 15 w/Artemis V FCS	LT	5	1/Msl [M,C,S]	—	7	14	21
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

BV: 2,796

WARRIOR DATA

Name: _____

Gunnery Skill: ____ Piloting Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Head (9)
Left Torso (24)
Right Torso (24)
Left Arm (24)
Center Torso (35)
Right Arm (24)
Ferro-Lamellor
Left Leg (31)
Center Torso Rear (8)
Right Leg (31)
Left Torso Rear (7)
Right Torso Rear (7)

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. ER Large Laser
4. ER Medium Laser
5. Ferro-Lamellor
6. Ferro-Lamellor

4-6
1. Ferro-Lamellor
2. Ferro-Lamellor
3. Ferro-Lamellor
4. Ferro-Lamellor
5. Roll Again
6. Roll Again

Left Torso (CASE)
1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. LRM 15
6. LRM 15

4-6
1. Artemis V FCS
2. Artemis V FCS
3. Ammo (LRM 15 Artemis V) 8
4. Ammo (LRM 15 Artemis V) 8
5. CASE II
6. Endo Steel

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. O Gyro
5. O Gyro
6. O Gyro

4-6
1. O Gyro
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Medium Pulse Laser
6. Medium Pulse Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs

Damage Transfer Diagram

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. ER Large Laser
4. ER Medium Laser
5. Ferro-Lamellor
6. Ferro-Lamellor

4-6
1. Ferro-Lamellor
2. Ferro-Lamellor
3. Ferro-Lamellor
4. Ferro-Lamellor
5. Roll Again
6. Roll Again

Right Torso
1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. LRM 15
6. LRM 15

4-6
1. Artemis V FCS
2. Artemis V FCS
3. Ammo (LRM 15 Artemis V) 8
4. CASE II
5. Endo Steel
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM

Head
Left Torso (16)
Right Torso (16)
Left Arm (12)
Center Torso (23)
Right Arm (12)
Left Leg (16)
Right Leg (16)

HEAT DATA

Heat Level*	Effects	15 (30) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	−5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	−4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	−3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	−2 Movement Points	
8	+1 Modifier to Fire	
5	−1 Movement Points	

Heat Scale
Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Mad Cat Mk IV PR

Movement Points:		
Walking:	5	Tonnage: 75
Running:	8	Tech Base: Clan
		Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 6	RT	4	2/Msl [M,C]	—	4	8	12
1	Streak SRM 6(R)	RT	4	2/Msl [M,C]	—	4	8	12
1	ER Small Laser	LT	2	5 [DE]	—	2	4	6
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	4	8	12
1	Streak SRM 6(R)	LT	4	2/Msl [M,C]	—	4	8	12
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	ER PPC	LA	15	15 [DE]	—	7	14	23

BV: 2,702

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Head (9)

Left Torso (25) Right Torso (25)

Left Arm (24) Center Torso (36) Right Arm (24)

Left Leg (32) Center Torso Rear (9) Right Leg (32)

Left Torso Rear (7) Right Torso Rear (7)

CRITICAL HIT TABLE

Left Arm
1-3
3. ER PPC
4. ER PPC
1. Shoulder
2. Upper Arm Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6
1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Streak SRM 6
4. Streak SRM 6
5. ER Small Laser
6. Streak SRM 6 (R)

4-6
1. Streak SRM 6 (R)
2. Ammo (Streak SRM 6) 15
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

Engine Hits ⭕⭕⭕
Gyro Hits ⭕⭕
Sensor Hits ⭕⭕
Life Support ⭕

Damage Transfer Diagram

Right Arm
1-3
3. ER PPC
4. ER PPC
1. Shoulder
2. Upper Arm Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6
1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Streak SRM 6
4. Streak SRM 6
5. Streak SRM 6 (R)
6. Streak SRM 6 (R)

4-6
1. Ammo (Streak SRM 6) 15
2. Endo Steel
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM

Head
Left Torso (16) Right Torso (16)
Left Arm (12) Right Arm (12)
Center Torso (23)
Left Leg (16) Right Leg (16)

HEAT DATA

Heat Level*	Effects	16 (32) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	−5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	−4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	−3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	−2 Movement Points	
8	+1 Modifier to Fire	
5	−1 Movement Points	

Heat Scale
Overflow
30* 29 28* 27 26* 25* 24 23* 22* 21 20* 19 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Mad Cat Mk IV PR 2**

Movement Points:		Tonnage:	75
Walking:	5	Tech Base:	Clan
Running:	8	Era:	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ATM 3(R)	RT	2	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
1	ATM 6	RT	4	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
1	ATM 3(R)	LT	2	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
1	ATM 6	LT	4	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
1	ER Small Laser	LT	2	5 [DE]	—	2	4	6
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	ER PPC	LA	15	15 [DE]	—	7	14	23

BV: 2,666

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

- Head (9)
- Left Torso (25)
- Right Torso (25)
- Left Arm (24)
- Center Torso (36)
- Right Arm (24)
- Left Leg (32)
- Center Torso Rear (9)
- Right Leg (32)
- Left Torso Rear (7)
- Right Torso Rear (7)

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. ER PPC
4. ER PPC
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6
1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. ATM 6
4. ATM 6
5. ATM 6
6. ER Small Laser

4-6
1. ATM 3 (R)
2. ATM 3 (R)
3. Ammo (ATM 6 ER) 10
4. Ammo (ATM 6 HE) 10
5. Endo Steel
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Damage Transfer Diagram

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. ER PPC
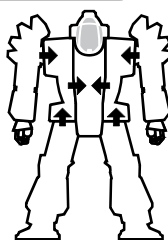4. ER PPC
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6
1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. ATM 6
4. ATM 6
5. ATM 6
6. ATM 3 (R)

4-6
1. ATM 3 (R)
2. Ammo (ATM 3) 20
3. Ammo (ATM 6) 10
4. Endo Steel
5. Ferro-Fibrous
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM

- Head
- Left Torso [16]
- Right Torso [16]
- Left Arm [12]
- Right Arm [12]
- Center Torso [23]
- Left Leg [16]
- Right Leg [16]

HEAT DATA

Heat Scale / Overflow

Heat Level*	Effects	16 (32) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	−5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	−4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	−3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	−2 Movement Points	
8	+1 Modifier to Fire	
5	−1 Movement Points	

Heat Scale numbers: Overflow, 30*, 29, 28*, 27, 26*, 25*, 24*, 23*, 22*, 21, 20*, 19*, 18*, 17*, 16, 15*, 14*, 13*, 12, 11, 10*, 9, 8*, 7, 6, 5*, 4, 3, 2, 1, 0

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: HawkWolf HWK-4F

Movement Points:		Tonnage:	80
Walking:	4	Tech Base:	Inner Sphere
Running:	6	Era:	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MML 5	RT	3	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	MML 5	LT	3	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	LRM 15	RA	5	1/Msl	6	7	14	21
				[M,C,S]				
1	LRM 15	LA	5	1/Msl	6	7	14	21
				[M,C,S]				

BV: 1,428

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Head (9)

Left Torso [25]

Right Torso [25]

Left Arm [20]

Center Torso [35]

Right Arm [20]

Left Leg [20]

Center Torso Rear [6]

Right Leg [20]

Left Torso Rear [6]

Right Torso Rear [6]

CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. LRM 15
4. LRM 15
5. LRM 15
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. MML 5
2. MML 5
3. MML 5
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. LRM 15
4. LRM 15
5. LRM 15
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1-3
1. MML 5
2. MML 5
3. MML 5
4. Ammo [MML 5/LRM] 24
5. Ammo [MML 5/SRM] 20
6. Ammo [LRM 15] 8

4-6
1. Ammo [LRM 15] 8
2. Ammo [LRM 15] 8
3. Ammo [LRM 15] 8
4. CASE
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

INTERNAL STRUCTURE DIAGRAM

Head

Left Torso [17]

Right Torso [17]

Left Arm [13]

Right Arm [13]

Center Torso [25]

Left Leg [17]

Right Leg [17]

Heat Scale

Overflow

| 30* |
| 29 |
| 28* |
| 27 |
| 26* |
| 25* |
| 24* |
| 23* |
| 22* |
| 21 |
| 20* |
| 19* |
| 18* |
| 17* |
| 16 |
| 15* |
| 14* |
| 13* |
| 12 |
| 11 |
| 10* |
| 9 |
| 8* |
| 7 |
| 6 |
| 5* |
| 4 |
| 3 |
| 2 |
| 1 |
| 0 |

HEAT DATA

14 (14) Single

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
26	Shutdown, avoid on 10+
25	–5 Movement Points
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
20	–4 Movement Points
19	Ammo Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	–3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	–2 Movement Points
8	+1 Modifier to Fire
5	–1 Movement Points

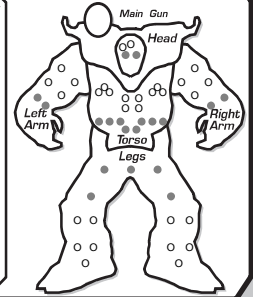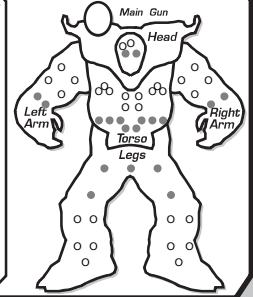# BATTLETECH™

PROTOMECH
RECORD SHEET

PROTOMECH 1

Type: Hippogriff

Tons: 8 (Advanced)

Movement Points:

Walk/Run/Jump

3 / 5 / 7

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Partial Wing	[E]	—	—	—	—
Right Arm:	LRM 2	1/Msl [M,C,S]	—	7	14	21
Left Arm:	LRM 2	1/Msl [M,C,S]	—	7	14	21

Ammo: [LRM 2] 48

PILOT DATA

Name: _____

Gunnery Skill: _____

Hits Taken: | 1 | 2 | 3 | 4 | 5 | 6 |

Consciousness #: | 3 | 5 | 7 | 10 | 11 | Dead |

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ −1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ −1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed
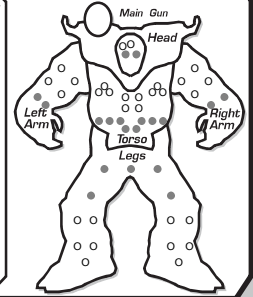
ARMOR DIAGRAM

BV: 231

PROTOMECH 2

Type: Hippogriff

Tons: 8 (Advanced)

Movement Points:

Walk/Run/Jump

3 / 5 / 7

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Partial Wing	[E]	—	—	—	—
Right Arm:	LRM 2	1/Msl [M,C,S]	—	7	14	21
Left Arm:	LRM 2	1/Msl [M,C,S]	—	7	14	21

Ammo: [LRM 2] 48

PILOT DATA

Name: _____

Gunnery Skill: _____

Hits Taken: | 1 | 2 | 3 | 4 | 5 | 6 |

Consciousness #: | 3 | 5 | 7 | 10 | 11 | Dead |

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ −1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ −1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM

BV: 231

PROTOMECH 3

Type: Hippogriff

Tons: 8 (Advanced)

Movement Points:

Walk/Run/Jump

3 / 5 / 7

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Partial Wing	[E]	—	—	—	—
Right Arm:	LRM 2	1/Msl [M,C,S]	—	7	14	21
Left Arm:	LRM 2	1/Msl [M,C,S]	—	7	14	21

Ammo: [LRM 2] 48

PILOT DATA

Name: _____

Gunnery Skill: _____

Hits Taken: | 1 | 2 | 3 | 4 | 5 | 6 |

Consciousness #: | 3 | 5 | 7 | 10 | 11 | Dead |

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ −1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ −1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed
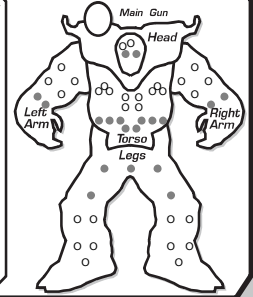
ARMOR DIAGRAM

BV: 231

PROTOMECH 4

Type: Hippogriff

Tons: 8 (Advanced)

Movement Points:

Walk/Run/Jump

3 / 5 / 7

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Partial Wing	[E]	—	—	—	—
Right Arm:	LRM 2	1/Msl [M,C,S]	—	7	14	21
Left Arm:	LRM 2	1/Msl [M,C,S]	—	7	14	21

Ammo: [LRM 2] 48

PILOT DATA

Name: _____

Gunnery Skill: _____

Hits Taken: | 1 | 2 | 3 | 4 | 5 | 6 |

Consciousness #: | 3 | 5 | 7 | 10 | 11 | Dead |

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ −1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ −1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM

BV: 231

PROTOMECH 5

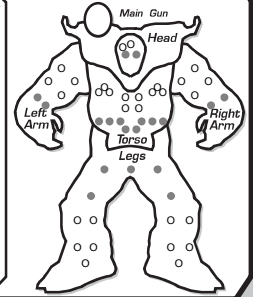**Type: Hippogriff**

Tons: 8 (Advanced)

Movement Points:

Walk/Run/Jump

3 / 5 / 7

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Partial Wing	[E]	—	—	—	—
Right Arm:	LRM 2	1/Msl [M,C,S]	—	7	14	21
Left Arm:	LRM 2	1/Msl [M,C,S]	—	7	14	21

Ammo: [LRM 2] 48

PILOT DATA

Name: _____

Gunnery Skill: _____

Hits Taken: | 1 | 2 | 3 | 4 | 5 | 6 |

Consciousness #: | 3 | 5 | 7 | 10 | 11 | Dead |

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ −1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ −1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM

BV: 231

BATTLETECH ™

AERODYNE SMALL CRAFT RECORD SHEET

ARMOR DIAGRAM
Standard Scale

Nose
Damage Threshold
(Total Armor)
13 (124)

CRAFT DATA

Type: Condottiere

Thrust:		Tonnage:	150
Safe Thrust:	3	Tech Base:	Inner Sphere
Maximum Thrust:	5	Era:	Dark Age

Weapons & Equipment Inventory
Standard Scale

				(0–6)	(6–12)	(13–20)	(21–25)
Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
2	Rotary AC/5 [DB,R/C]	N	1	20	20	—	—
1	LRM 15 [M,C,S] w/Artemis IV FCS	LW	5	12	12	12	—
1	LRM 15 [M,C,S] w/Artemis IV FCS	RW	5	12	12	12	—
3	ER Medium Laser [DE]	A	5	5	5	—	—

Cargo:
Cargo Space - 1 tons (1 door)

Ammo: (LRM 15 Artemis) 32, (RAC/5) 120
Fuel: 720 Points

BV: 2,054

Structural Integrity: 5

Left Wing
Damage Threshold
(Total Armor)
10 (92)

Right Wing
Damage Threshold
(Total Armor)
10 (92)

Aft Damage Threshold
(Total Armor)
7 (61)

Heat Scale

Overflow
30* 29 28* 27* 26* 25* 24* 23* 22* 21* 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: ____   Piloting Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	Random Movement, avoid on 6+
8	+1 Modifier to Fire
5	Random Movement, avoid on 5+

Heat Sinks:
11 (22)
Double
O O
O
O
O
O
O
O
O
O

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										

BATTLETECH™

SPHEROID SMALL CRAFT RECORD SHEET

CATALYST game labs™

CRAFT DATA

Type: NL-45 "Gunboat"

Thrust:		Tonnage:	190
Safe Thrust:	5	Tech Base:	Clan
Maximum Thrust:	8	Era:	Dark Age

Weapons & Equipment Inventory
Standard Scale

					(1–6)	(7–12)	(13–20)	(21–25)
Qty	Type		Loc	Ht	SRV	MRV	LRV	ERV
1	Active Probe [E]		N	0	—	—	5	—
2	ER PPC [DE]		N	15	15	15	15	—
2	Rotary AC/5 [DB,R/C]		N	1	20	20	20	—
2	AMS [DB,PD]		LW	1	—	—	—	—
2	AMS [DB,PD]		RW	1	—	—	—	—
1	ECM Suite [E]		A	0	—	—	6	—
2	ER Large Laser [DE]		A	12	10	10	10	10

Cargo:
Battle Armor Bay - 1 Point (1 door)
Cargo Space - 0.50 tons (1 door)

Ammo: (RAC/5) 120, (AMS) 48
Fuel: 800 Points

BV: 4,343
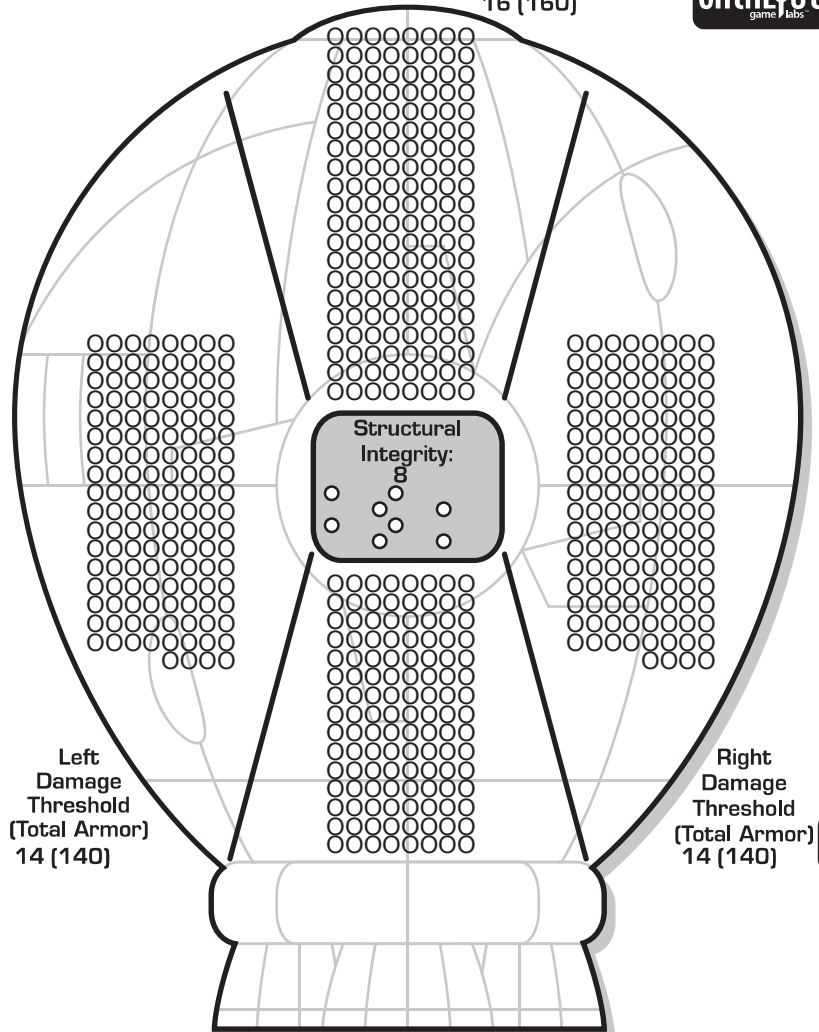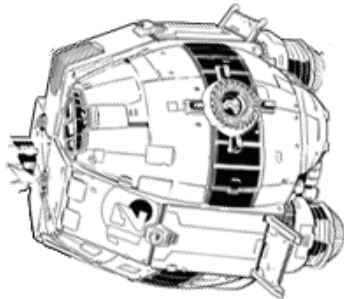
Nose
Damage Threshold
(Total Armor)
16 (160)

Structural Integrity:
8

Left Damage Threshold (Total Armor)
14 (140)

Right Damage Threshold (Total Armor)
14 (140)

Aft Damage Threshold (Total Armor)
12 (120)

Heat Scale
Overflow

| 30* |
| 29 |
| 28* |
| 27* |
| 26* |
| 25* |
| 24* |
| 23* |
| 22* |
| 21* |
| 20* |
| 19* |
| 18* |
| 17* |
| 16 |
| 15* |
| 14* |
| 13* |
| 12 |
| 11 |
| 10* |
| 9 |
| 8* |
| 7 |
| 6 |
| 5* |
| 4 |
| 3 |
| 2 |
| 1 |
| 0 |

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: ____   Piloting Skill: ____

	1	2	3	4	5	6
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	Random Movement, avoid on 6+
8	+1 Modifier to Fire
5	Random Movement, avoid on 5+

Heat Sinks:
21 (42) Double

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										

BATTLETECH™

AERODYNE DROPSHIP RECORD SHEET

Nose Damage
Threshold
(Total Armor)
74 (740)

ARMOR DIAGRAM

Standard Scale

CATALYST game labs™

DROPSHIP DATA

Type: Nagasawa

Name:

Thrust:

  Safe Thrust: 8

  Maximum Thrust: 12

Tonnage: 3,000

Tech Base: Clan

Era: Dark Age

Weapons & Equipment Inventory

	Standard Scale			(1-6)	(7-12)	(13-20)	(21-25)
	Bay	Loc	Ht	SRV	MRV	LRV	ERV
5	ER PPC	N	75	8 (75)	8 (75)	8 (75)	—
5	Rotary AC/5 [600 rnds]	N	5	10 (100)	10 (100)	10 (100)	—
4	ER Large Laser	FL/FR	48	4 (40)	4 (40)	4 (40)	4 (40)
3	LRM 20 w/Artemis V FCS [60 rnds]	FL/FR	18	5 (48)	5 (48)	5 (48)	—
5	Laser AMS	FL/FR	25	2 (15)	Point Defense		
3	ER Large Laser	A	36	3 (30)	3 (30)	3 (30)	3 (30)
3	Large Pulse Laser	A	30	3 (30)	3 (30)	3 (30)	—
5	Laser AMS	A	25	2 (15)	Point Defense		

Cargo:
Bay 1: Small Craft - 1 unit (1 door)
Bay 2: Cargo Space - 207 tons (1 door)

BV: 22,644 **Fuel:** 7,500

Structural Integrity: 20

Left Wing
Damage Threshold
(Total Armor)
55 (550)

Right Wing
Damage Threshold
(Total Armor)
55 (550)

Aft Damage
Threshold
(Total Armor)
40 (400)
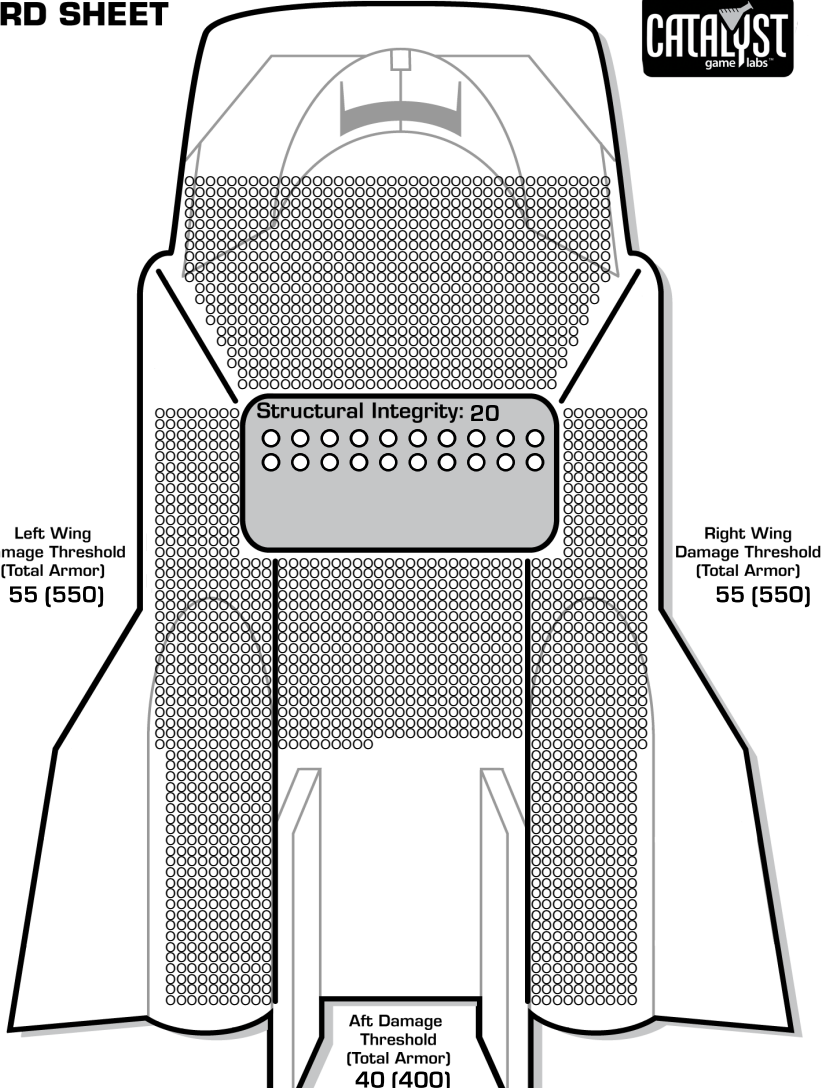
CREW DATA

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

Crew: 13 **Marines:** 0

Passengers: 0

Other: 5 **Battle Armor:** 0

Life Boats/Escape Pods: 0/4

CRITICAL DAMAGE

Avionics	+1	+2	+5		Gear	+5
FCS	+2	+4	D		Life Support	+2
Sensors	+1	+2	+5		K-F Boom	D
Thrusters					Docking Collar	D
Left	+1	+2	+3	D		
Right	+1	+2	+3	D		
Engine	−1	−2	−3	−4	−5	D

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										

HEAT DATA

Heat Sinks: 160 (320) Double

Heat Generation Per Arc

Nose: 105 Aft: 91

Left Wing: Right Wing:

  Fwd: 91 Fwd: 91

  Aft: 0 Aft: 0