

BATTLETECH™



EXPERIMENTAL™
TECHNICAL
READOUT:

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COMSTAR

INTRODUCTION

INCOMING
MESSAGE

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SAVE

CANCEL

DELETE

Greetings, David!

Thanks again for allowing me to call you "David". Quite cordial of you, I will try not to slip back in to old habits. I have to say that working in such an informal environment takes some getting used to, but I can see the benefits. There seems to be a really genuine exchange of ideas, and everyone feels as if they're making a major contribution to the construction of a kind of nation humanity hasn't seen in centuries, if ever! I certainly hope to do my part to have a lasting impact on the process!

[Seriously?! What an ass-kisser! David, I've taken the liberty of editing this fool's bombastic document. You'll still find the original attached separately, but honestly, don't bother. Oh and don't worry, I'm not leaving some security breach unattended. I've got admin rights on the message server, swapping attachments is a piece of cake. Anyway, if you're seriously listening to sycophants like this, we're in for a world of hurt! This guy wouldn't know which way a 'Mech walks even if it'd step on him. And don't brush me off neither. ... -AB]

Ever since you approved the expenditure of funds needed for ComStar to submit details on many of its research projects, I have focused on nothing else.

[Yeah. Don't tell me, again, that you're just humoring all factions, equal time, level playing field. Once you start spending coin on their pet projects, I'm calling foul. I'm not privy to all the details surrounding the transition of the ComGuards over to us. I pretty much take it as a given that the politics involved would make me puke all over the nearest suit. I don't particularly appreciate them not turning over the data for those projects, it's not like they'll ever deploy them now, huh? But you know what? Here's how a contractor says no: quote way too much. If the fools accept, hey, at least you're raking in the big money. I guarantee you that's what is going on here. Did you at least haggle before you gave this guy a blank check? Did we get some free HPG time out of this crap deal? Coasters? A t-shirt? -AB]

It is regrettable that ComStar elected to place such a high price on their now defunct projects, but fortunately the cheaper, reduced specs were still enough to determine which projects warrant additional attention. Attached are the projects that I believe warrant additional investment with ComStar to retrieve all project data and material for eventual adoption or adaptation by the RAF.

[Great, so we paid for superficial data, we didn't even get the whole package. We have to go back for that. Pay more. Seriously David, what the hell? You used to be shrewd and sharp. It's made even worse by the realization that just about all of these ComStar projects are not worth pursuing! Since there's apparently a serious threat of you spending more on this, you'll find my commentary in line with the document.]

For this analysis, I have had the good fortune of availing myself of the technical expertise of Chief Tech Lawson *[Dreamer. -AB]* Doctor Esther Kalina Vondenbrock bis Lowingen *[Beware of people that need multiple names in general, and this weird dingbat in particular. Did you know she's one of those "alien visitor" conspiracy flakes? Oh, and Lyran too! -AB]* as well as the frequent input of Heinz-Harold Tonne. *[He's not on the payroll. How come he got to have clearance to see any of this murky junk? I hope he's on your shadow payroll. Actually, no; seeing the good sir Brandon Cooper convicted for treason would improve my day. I might even smile. No promises. -AB]*

In closing, I believe we have some excellent opportunities here, and I hope to being considered as the project manager of the effort to receive all ComStar research material, tooling and prototypes. Towards that end, I have attached my resume to facilitate the decision-making process.

[I hate this guy. -AB]

Respectfully,
—Brandon Cooper, esq.
RFK, RAK, PFS, ALA-1, ALA-2
(3 May 3082)

[His alphabet soup makes me throw up in my mouth a bit. Why would he list a cert in facility management? -Andrea Baker, Provisional Director, MilTech Analysis (or should that be "PD/MTA"?)]

INTRODUCTION

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HOW TO USE THIS BOOK

The 'Mechs, combat vehicles, and fighters described in *Experimental Technical Readout: ComStar* provide players with a sampling of the various custom designs that have used by ComStar as test beds for a variety of projects and technologies. The designs featured in this book reflect limited-run prototypes and "one-offs" that have yet to reach full factory production—and most likely never will.

The rules for using 'Mechs, vehicles and fighters in *BattleTech* game play can be found in *Total Warfare*, while the rules for their construction can be found in *TechManual*. However, the experimental nature of these designs also draws upon the Experimental-level rules presented in *Tactical Operations*. Thus, none of the units featured in this volume are considered tournament legal, and their use in introductory games is discouraged. Furthermore, the extreme rarity of these machines is such that none of them should occur in a *BattleTech* campaign as a chance encounter, but the capture or destruction of any one of these prototypes could be potential objective for *BattleTech* scenarios, tracks and role-playing adventures.

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Special Thanks: Paul Sjardijn would like to thank Herbert Beas for letting him live to write another day....



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CAT35XT011

STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESSION WARS ERA



CIVIL WAR ERA



DARK AGE ERA



BEO-X-7A BEOWULF

Field Testing Summation: Prototype BEO Refit

Producer/Site: ComStar / Various

Supervising Technician: Adept Jacob Arevalo

Project Start Date: 3068

Non-Production Equipment Analysis:

- 1 Angel ECM Suite
- 1 Bloodhound Probe
- Armored Components
- Composite Structure

Overview

ComStar used its then-close relationship with Odin Manufacturing to have several *Beowulfs* manufactured specifically as a test bed for numerous emerging technologies. The new *Beowulf X* chassis was engineered to be substantially more flexible than the *Beowulf 3* with regards to accepting new equipment. A key component of this process was the use of composite materials in the structure. It freed up mass for greater payloads, and allows one to engineer multiple mounting hard points. As it is less bulky than a full endo-steel frame, the needs to re-arrange myomer, and reroute power and data lines to new equipment were also more easily accommodated.

The *Beowulf X-7a* maintains the MASC, and introduces improved jump jets. The arm-mounted large laser is reduced to a pair of Diverse Optics, bringing the total to four. Introduction of stealth armor supported by an Angel ECM dramatically improves the capabilities of the design to infiltrate hostile territory, and return with information from its Bloodhound probe. Perhaps most interesting of all is that its two most experimental pieces of technology are sheaved in their own supplemental armor shell. The head received major modifications in order to mount the ECM suite, which severely reduced the size of the cockpit. It also forced the relocation of the TAG to the right arm, but that is arguably a more versatile location. Of note is the installation of a full-head ejection system (FHES), which allows the MechWarriors and the expensive Angel ECM suite to be recovered.

I believe the opportunity that presents itself is that it pays to armor high-cost components on scouts, especially if said components may be retrieved via the FHES. Further, the overall *Beowulf X* platform would be an extremely valuable scout for the RAF.

[And we kick off with an excellent example of why this guy is a fool. Clearly, ComStar did not intend for the Beowulf X-7a to be an actual combat-relevant design, or they would not have used an osteoporotic frame. I'll grant the stealth armor makes up for a lot, but that only leaves the problem of not being able to use half your firepower, as well as sucking at long-range. Even the Capellans would laugh at this thing, and they made the Sha Yu!]

My friend here also seems to have failed to notice that other Beowulf X design armor their components, especially when ComStar isn't tripping over replacements. I guarantee you they weren't planning on Odin making a thousand of these, and neither should we. -AB]

Type: **Beowulf**

Technology Base: Inner Sphere (Experimental)

Tonnage: 45

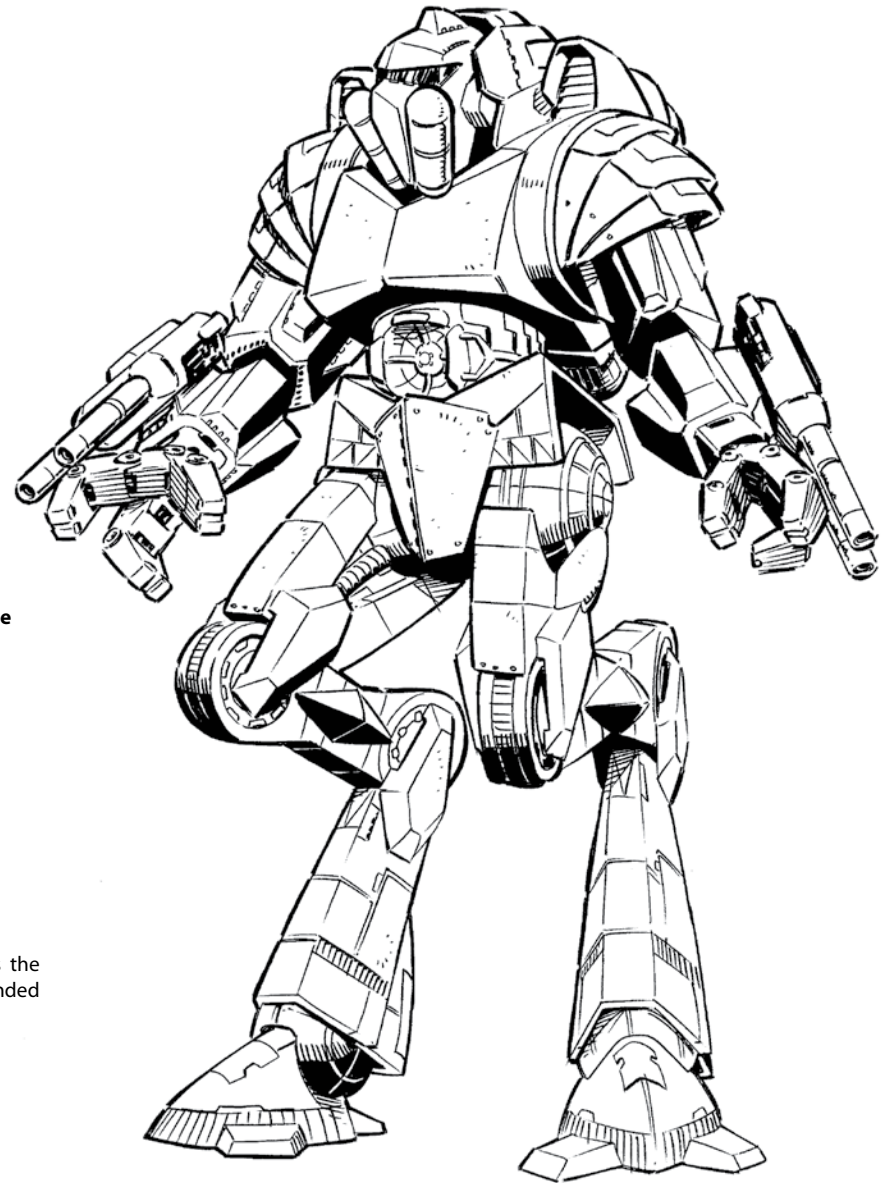
Equipment

Internal Structure:	Composite	Mass	2.5
Engine:	270 XL		7.5
Walking MP:	6		
Running MP:	9 (12)		
Jumping MP:	7		
Heat Sinks:	10 [20]		0
Gyro:			3
Cockpit (Small):			2
Armor Factor (Stealth):	152		9.5
	<i>Internal Structure</i>	<i>Armor Value</i>	
Head	3	9	
Center Torso	14	20	
Center Torso (rear)		7	
R/L Torso	11	16	
R/L Torso (rear)		6	
R/L Arm	7	14	
R/L Leg	11	22	

Weapons and Ammo

	Location	Critical	Tonnage
2 ER Medium Lasers	RA	2	2
TAG	RA	1	1
MASC	RA	2	2
Angel ECM Suite	H	2	2
2 ER Medium Lasers	LA	2	2
Bloodhound Active Probe	LA	3	2
Improved Jump Jets	RT	6	3
Improved Jump Jet	CT	2	1
Improved Jump Jets	LT	6	3
Armored Comp. (Angel ECM)	H	0	1
Armored Comp. (Bloodhound) LA	LA	0	1.5

Notes: Equipped with Full-Head Ejection System. Features the following Design Quirks: Prototype, Exposed Actuators, Extended Torso Twist



EXPERIMENTAL

TSN-X-4 TESSEN

Field Testing Summation: Prototype TSN Refit
Producer/Site: ComStar / Undisclosed
Supervising Technician: Adept Simon Lowenstein
Project Start Date: 3074

Non-Production Equipment Analysis:

- 1 Angel ECM Suite
- 1 Bloodhound Active Probe
- 1 C3 Remote Sensor Dispenser

Overview

The *Tessen* project holds a great deal of promise for the RAF. Ostensibly, ComStar modified a handful of their stock of TSN-C3s in order to field-test the new C3 Remote Sensor Dispenser. Also included in the package were a Bloodhound Active Probe and an Angel ECM suite, which demanded the replacement of the C3 module, and the removal of one of the Diverse Optics pulse lasers. Interior space demands mandated the removal of ferro-fibrous armor, but the supervising tech, Adept Lowenstein, apparently compensated by replacing the skin with light ferro-fibrous.

The end result is a swift scout that can double as a scout hunter, and that can augment just about every friendly C3 network with new nodes. The tactical flexibility of this is enormous and invaluable, and this technology would be invaluable to the RAF now that we have adopted a strategy of using the C3 system instead of the C3i system.

[You used "invaluable" twice in the same sentence, dummy. -AB]

It is not obvious why ComStar elected to not include a C3 slave on the *Tessen*, so that it might benefit from the pods it dispenses.

[Alright, the Remote C3 Sensor Dispensers show promise.

Except that they suck. They get only 30 seconds' life before they're "full", and I've yet to bump in to a tech who can explain to me how a sensor gets "full". What does it get full of? And you can't just remote-activate those suckers for some reason. That'd be perfect, seed a battlefield with a gaggle of remote C3s, then just turn them on when you want or as they die.

Still, they'd be nice to fill in gaps for existing networks. They're substantially more expendable than the typical C3 network spotter 'Mechs. But in that sense, I have yet another reason to disagree with the genius here: this Tessen is not deploying pods for itself, but for whatever big bastards are upwind, looking for some tracking info. He also seems to have missed that ComStar installed a hand in the left arm, by far one of the biggest failures of the original design. And kind of handy when you're collecting pods later.

Besides all that, we're talking about a single weapon system here that's attractive to us. Everything else this Tessen does, the Phoenix Hawk does better. Or that Beowulf. Why buy both the BEO and this TSN? The only reason that Lowenstein used a couple of Tessens instead of a Beowulf X frame is that he got the job to evaluate the C3 dispensers without a conceivable way of getting a BEO-X shipped over. -AB]

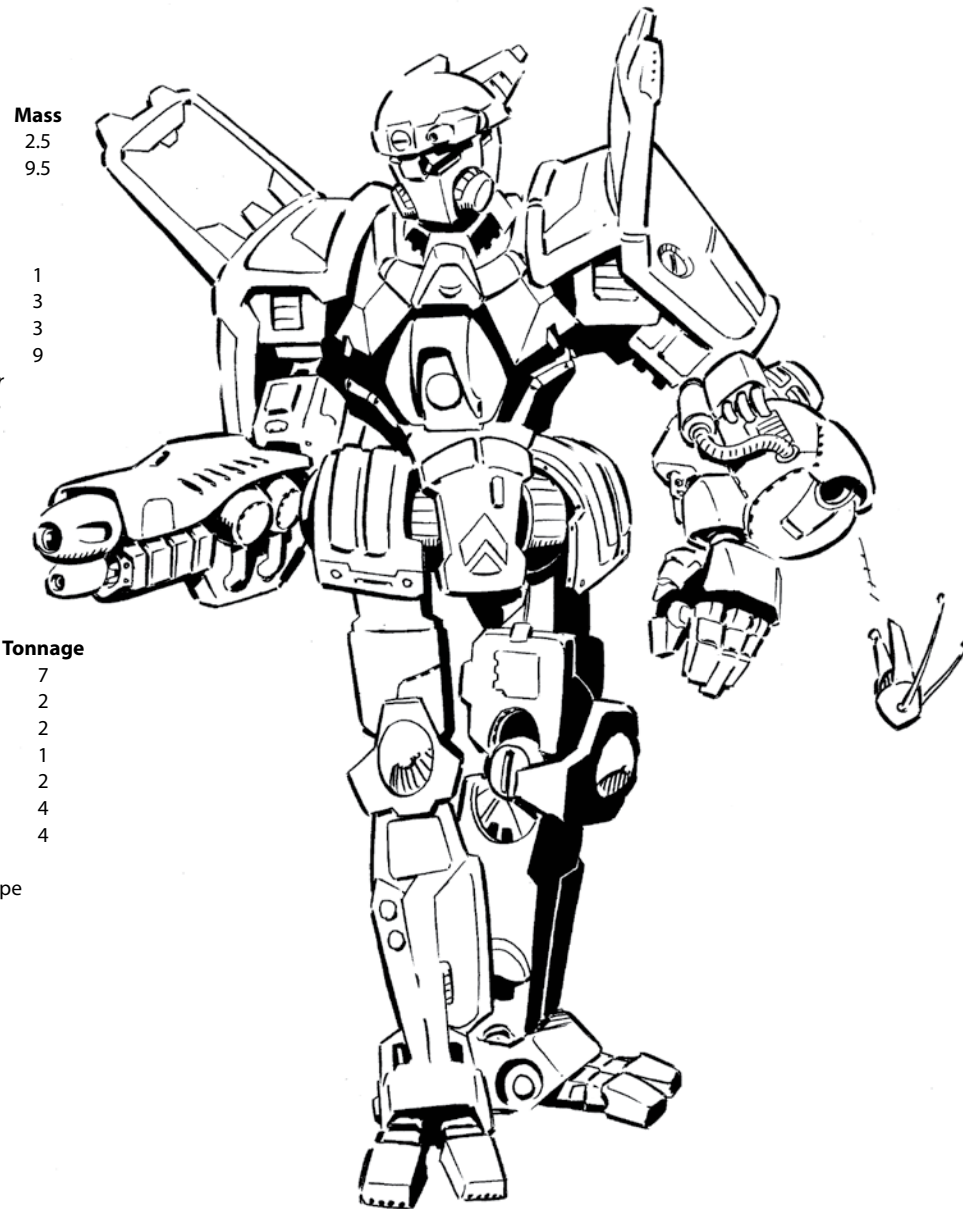
Type: **Tessen**
 Technology Base: Inner Sphere (Experimental)
 Tonnage: 50

Equipment

Internal Structure:	Endo Steel	2.5
Engine:	300 XL	9.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	11 [22]	1
Gyro:		3
Cockpit:		3
Armor Factor (Light Ferro):	152	9
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	16	25
Center Torso (rear)		6
R/L Torso	12	16
R/L Torso (rear)		5
R/L Arm	8	15
R/L Leg	12	20

Weapons and Ammo	Location	Critical	Tonnage
ER PPC	RA	3	7
Medium Pulse Laser	RA	1	2
Bloodhound Active Probe	RT	3	2
TAG	H	1	1
Angel ECM Suite	CT	2	2
C3 Remote Sensor Dispenser	LA	3	4
Ammo (C3 Dispenser) 16	LA	4	4

Notes: Features the following Design Quirks: Prototype



EXPERIMENTAL

GRIM REAPER EINAR

Field Testing Summation: Customized GRM-R Hybrid Refit

Producer/Site: Antigua 7' Mech bay / Various

Supervising Technician: Adept Einar Halldórsson

Project Start Date: 3073

Non-Production Equipment Analysis:

- Clan ER Large Laser
- Clan ER Medium Laser
- Clan LRM-20
- Clan Laser AMS
- Clan Light TAG
- Clan Artemis V
- Clan CASE II
- Clan XL engine
- Modular Armor

Overview

Adept Halldórsson proved himself exceptionally capable at dispatching Ghost Bears on Tukayyid. This apparently caused sufficient reputation that Adept Einar faced repeated challenges from nearby Ghost Bear MechWarriors in subsequent years. When the 104th Division was smashed on Orestes in 3068, he survived and was assigned to an independent ComStar unit tasked to raid Blakist assets. While relatively little notable came from those missions, it did put Halldórsson in the interesting position to respond to some of the more recent challenges issued against him. His talent and connections had already allowed him access to some of ComStar's Clantech salvage, and his heavily modified *Grim Reaper* proved exceptionally capable at defeating Clan MechWarriors. It is through these means that he managed to acquire some truly cutting-edge Clan gear.

When ComStar deployed Modular Armor, Halldórsson was first in line. While this further detracted from his weapons payload, apparently he felt restricted in deploying his modified machine lest its priceless weaponry became damaged. The modular armor significantly increased how long he could sustain combat.

ComStar was apparently so impressed with the Adept's performance, that they seriously considered putting the design in to production somehow, despite Halldórsson's death at an "undisclosed location". This is surprising given that ComStar has not proven itself able to mass-produce Clan weaponry to our knowledge.

Still, that opportunity is far more in our reach, and using existing plans of a battle-hardened 'Mech would dramatically reduce the design cycle, especially now that we have access to Blankenburg Technologies.

[He's half-right here: we should seriously consider what it'll take to start producing Clantech-equipped 'Mechs in factories. But this thing? Really? It's cobbled together, if I'm being generous. I very much doubt we'd learn much of anything from a manufacturing perspective is concerned.]

I'll give it this, because it seems to be what ComStar was looking at as well: Modular Armor may be a great solution on trooper 'Mechs, especially when they're built with some vulnerabilities as far as performance goes. You knock the right arm off of this thing, and it's done. That extra armor plate's worth its weight and then some. Personally, I'd have taken armor off the left arm. Interesting thing this guy missed: they installed a 280, I'm guessing from a Nova Cat or maybe even from an Arctic Wolf... While over-rated for the Gigi 200 chassis, I presume they had a hard time finding 275 XLs. What uses those anyway? -AB]

Type: **Grim Reaper**

Technology Base: Mixed Inner Sphere (Experimental - FrankenMech)

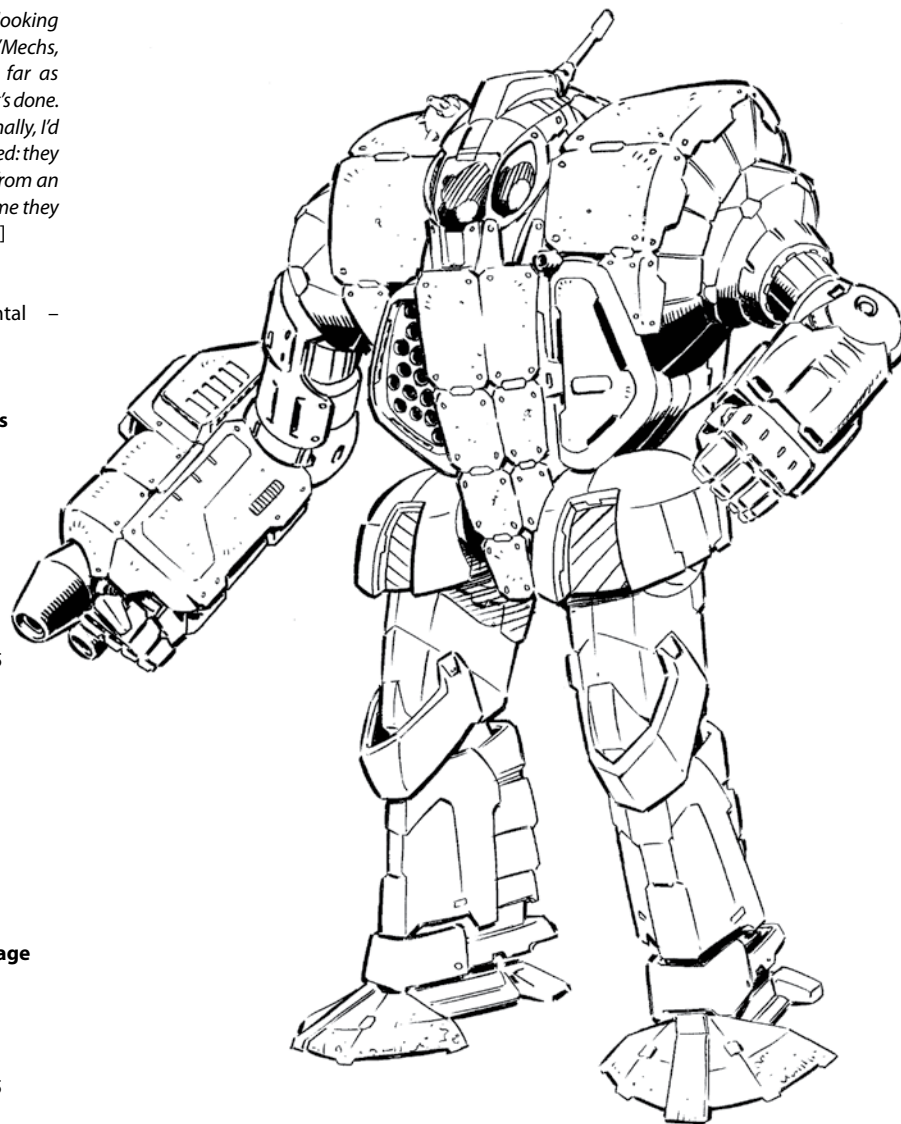
Tonnage: 55

Equipment

Internal Structure:	Reinforced	Mass	11
Engine:	280 XL (C)		8
Walking MP:	5 (4)		
Running MP:	8 (6)		
Jumping MP:	0		
Heat Sinks:	10 [20]		0
Gyro:			3
Cockpit:			3
Armor Factor (Ferro):	185		10.5
	<i>Internal Structure</i>	<i>Armor Value</i>	
Head	3	9	
Center Torso	18	26*	
Center Torso (rear)		10	
R/L Torso	13	18*	
R/L Torso (rear)		8	
R/L Arm	9	18*	
R/L Leg	18	26	

Weapons and Ammo

	Location	Critical	Tonnage
ER Large Laser (C)	RA	1	4
ER Medium Laser (C)	RA	1	1
Modular Armor	RA	1	1
LRM 20 (C)	RT	4	5
Artemis V FCS	RT	2	1.5
Ammo (LRM) 12	RT	2	2
Modular Armor	RT	1	1
CASE II (C)	RT	1	.5
Laser AMS (C)	H	1	1
Modular Armor	CT	1	1
Light TAG (C)	LT	1	.5
Modular Armor	LT	1	1



Notes: *Modular Armor provides an additional 10 points to the RA, RT, CT and LT locations, decreases Walk MP by 1, and applies a +1 Piloting Skill target modifier. Features the following Design Quirks: Non-Standard Parts, Difficult to Maintain, Poor Sealing

EXPERIMENTAL

EXT-6CS EXTERMINATOR

Field Testing Summation: Prototype Refit

Producer/Site: ComStar / Undisclosed

Supervising Technician: Dr. Jenna Larson

Project Start Date: 3079

Non-Production Equipment Analysis:

- Null-Signature System
- Chameleon LPS
- CASE II

Overview

ComStar's reintroduction of the *Exterminator* caused speculation of new BattleMech death squads with ComStar insignia scything through the Inner Sphere's notables.

Those fears never seemed to be vindicated, and ComStar's subsequent changes to the *Exterminator* all removed the coveted Null-Signature System and Chameleon Light Polarization Shield. This seems to have been mostly a supply issue for the company, and the notes of the 6CS project largely concern efforts to get newly produced examples of the technology properly installed.

The 6CS, when compared to the original 4D, is a superior machine in every way. The Light PPCs provide ample support for the sustained MML-7 barrage, while at short-range firepower it adds two pulse lasers. CASE II handily mitigates the risk of carrying ammunition on an XL-engined 'Mech. Its armor has stayed at the spec set by the 5F, and is notably superior to that of the 4D, easily compensating for the lack of AMS.

I would suggest that, along with such 'Mechs as the *Prefect*, the EXT-6CS would make an excellent addition to the Republic's burgeoning special-operations capability. I could also see a purpose for such a 'Mech among General Lee's "Errant Force" initiative.

[I guess this guy never heard of the Raptor II, huh? Well it is fairly classified so... oh wait, look here, he does have clearance! Looks like he's an ignorant fool after all.

I'll grant that the 6CS' weapon loadout is superior to the 5F, and I'll even forgive it its lack of MASC. My main problem is the lack of jump jets, which are a pretty major component of why people worried about the 4D. It means that the massive 390 engine, without either MASC or JJs or, heck, TSM, is wasted. I'm all for a swift bruiser to support Raptors, but this isn't the way.

All that aside, my good buddy here does have one good point: we should get our paws on NSS and C-LPS, and as many examples of it as ComStar has. However, actually buying this set here would get us nothing. Genius here didn't scan the (massive) stack of boilerplate with the offer. Here, in 19.3.1.1.1.4, it says "Any armor augmentations and armor-mounted data acquisition or projection systems beyond those inherent to the Fibrolyte Armorscale™ system are excluded." What's that mean to you?

Speaking of projection systems, did I tell you bout the time I used a busted Purifier suit to project old Immortal Warrior reruns for the guys? I need to find a Raptor... -AB]

Type: **Exterminator**

Technology Base: Inner Sphere (Experimental)

Tonnage: 65

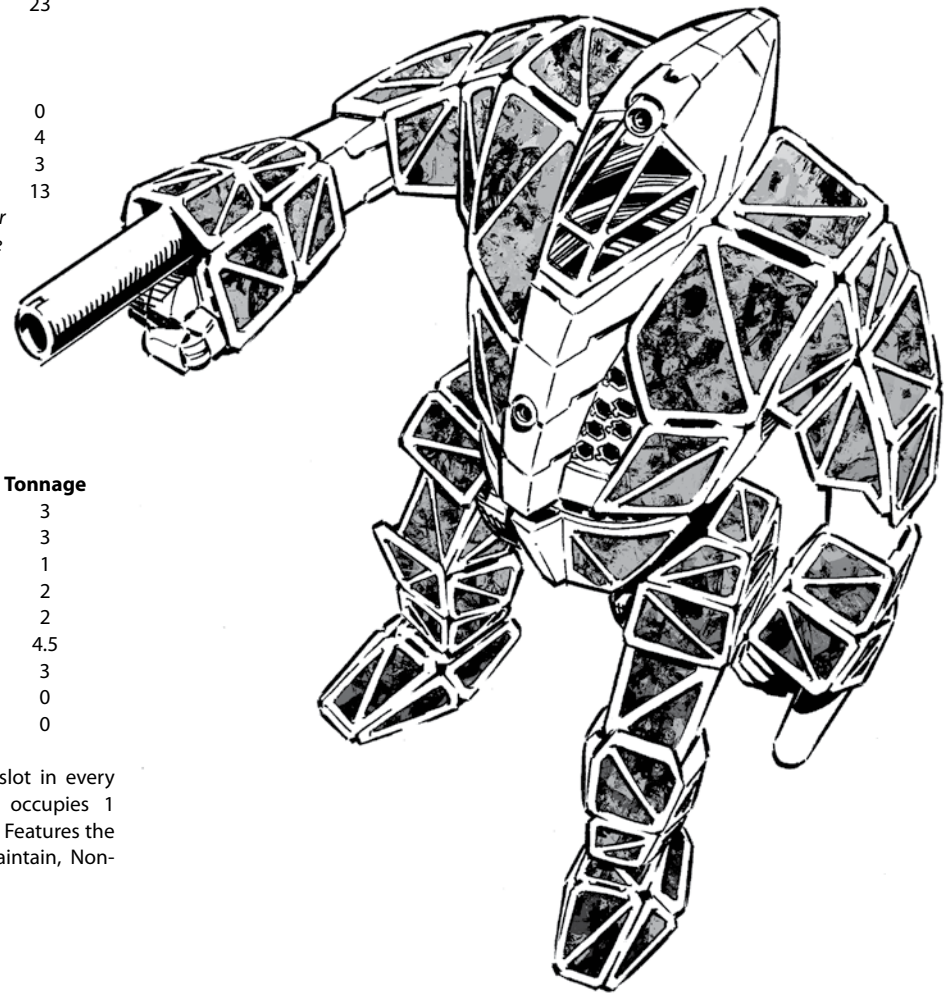
Equipment

Internal Structure:	Endo Steel	Mass	3.5
Engine:	390 XL		23
Walking MP:	6		
Running MP:	9		
Jumping MP:	0		
Heat Sinks:	10 [20]		0
Gyro:			4
Cockpit:			3
Armor Factor:	208		13
	<i>Internal Structure</i>	<i>Armor Value</i>	
Head	3	9	
Center Torso	21	29	
Center Torso (rear)		10	
R/L Torso	15	22	
R/L Torso (rear)		8	
R/L Arm	10	20	
R/L Leg	15	30	

Weapons and Ammo

	Location	Critical	Tonnage
Light PPC	RA	2	3
Ammo (MML) 34/14	RT	3	3
CASE II	RT	1	1
Medium Pulse Laser	H	1	2
Medium Pulse Laser	CT	1	2
MML 7	LT	4	4.5
Light PPC	LA	2	3
Null-Signature System	*	8	0
Chameleon LPS	**	6	0

Notes: *Null-Signature System occupies 1 critical slot in every location. **Chameleon Light Polarization Shield occupies 1 critical slot in the RA, RT, RL, LL, LT, and LA locations. Features the following Design Quirks: Prototype, Difficult to Maintain, Non-Standard Parts, Sensor Ghosts



EXPERIMENTAL

HIGHLANDER 641-X-2

Field Testing Summation: Prototype HGN- Refit
Producer/Site: ComStar / Undisclosed but various
Supervising Technician: Adept Lee Hyun-dok
Project Start Date: 3070

Non-Production Equipment Analysis:

- Angel ECM
- CASE II
- Reinforced Internal Structure

Overview

Not content with the enhanced capabilities of the 634, ComStar scientists continued to augment one of their primary assault 'Mechs.

And we may benefit from their investment. The 641 series seems to take the original 732 concept to new heights. It possesses ample ranged firepower courtesy of its Artemis-equipped Holly MML 7 launchers and the M-7 Gauss Rifle. At proximity it can shift the launchers to fire SRMs, while its ER medium lasers add to the target's troubles. All this firepower is brought to the field under an extremely durable Light Ferro-Fibrous shell supported by CASE II to resolve the destructive effects of exploding ammunition or Gauss rifle alike. Of note is its durable bone structure, capable of withstanding tremendous damage. The 641 series *Highlander* should be able to outlast many heavier BattleMechs.

The inclusion of a C3 slave unit makes this an ideal element of most every C3 company in the RAF. Angel ECM is also included, not merely to augment it and its lance mates defensively, but it also provides the unit with the excellent ability of counteracting hostile ECM effectively from reducing the C3 network.

[This is bull. Actually, that's a serious word, this needs a silly word. It's horsepoopery. There we go.]

Two reason we don't want this: Son Hoa and StarCorps.

That aside, I don't know, but I look at 2 MML-7s and a Gauss on an assault, and I'm not exactly awed. It's an upgrade compared to the LRM-20 / SRM-6 combo of yore, but let's not gush. This thing'll routinely be outgunned at range. And likewise, up close it gets better, but hardly overwhelming.

Then this fool credits the durability of this thing. Yeah, it's got the structure and armor, CASE II is the way of the future, but he totally misses why it's critical it has them—the XL engine. Far worse still: the XL gyro! Hasn't this guy read anything about the leading cause of death of Grigoris WoB-wide?

I'll agree with him that a C3 company needs a big bully like a Highlander or two, but not these. Too fragile for too little gain.

So why was ComStar mucking with them? Well, my pall here apparently doesn't like to read much. It's not another -634 Com Guards-wide refit.

"Final assembly delayed again until all ten (10) C3 modules for the Starlight arrive."

Yeah. They made ten of these things. Don't ask me why. -AB]

Type: **Highlander**
 Technology Base: Inner Sphere (Experimental)
 Tonnage: 90

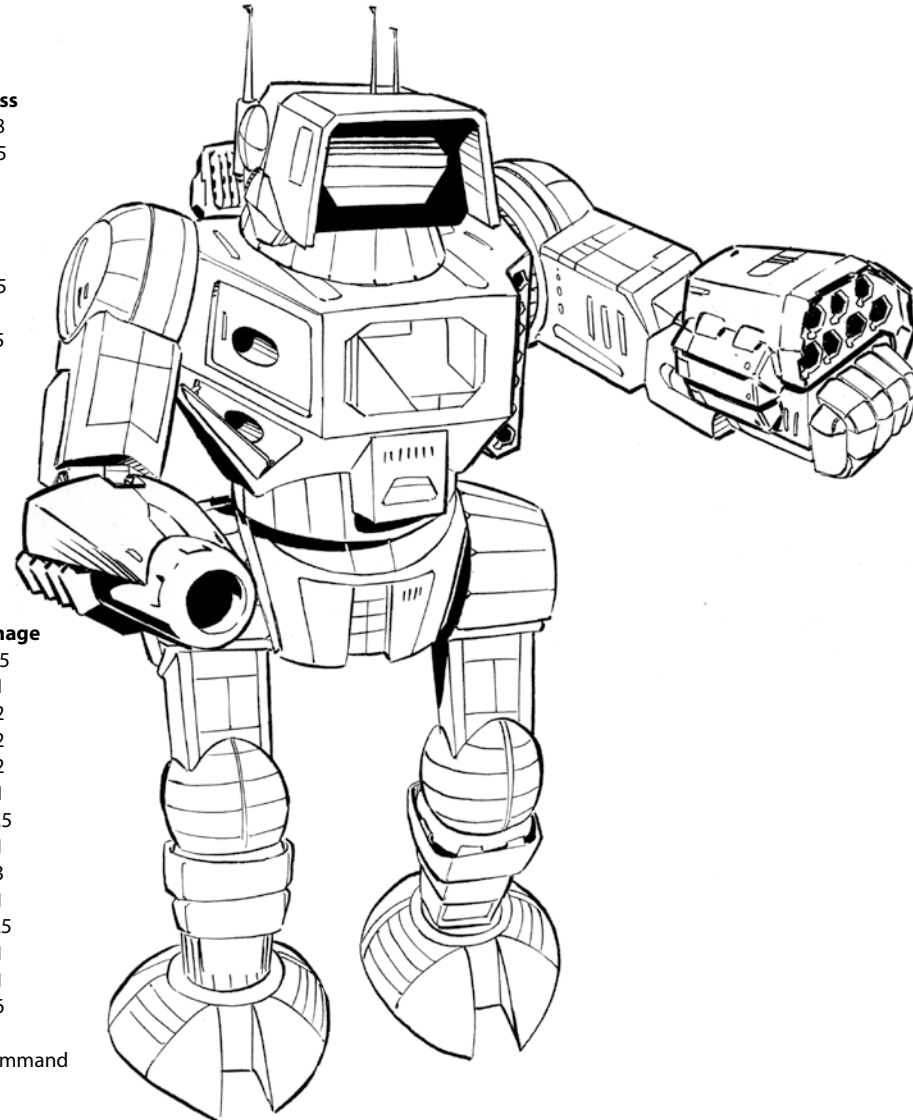
Equipment

Internal Structure:	Reinforced	Mass	18
Engine:	270 XL		7.5
Walking MP:	3		
Running MP:	5		
Jumping MP:	3		
Heat Sinks:	10 [20]		0
Gyro (XL):			1.5
Cockpit:			3
Armor Factor (Light Ferro):	254		15
	<i>Internal Structure</i>	<i>Armor Value</i>	
Head	3	9	
Center Torso	29	40	
Center Torso (rear)		16	
R/L Torso	19	27	
R/L Torso (rear)		10	
R/L Arm	15	30/25	
R/L Leg	19	30	

Weapons and Ammo Location Critical Tonnage

Gauss Rifle	RA	7	15
CASE II	RA	1	1
2 ER Medium Lasers	RT	2	2
Angel ECM Suite	RT	2	2
Ammo (Gauss) 16	RT	2	2
C3 Slave	H	1	1
MML 7	LT	4	4.5
Artemis IV FCS	LT	1	1
Ammo (MML) 34/14	LT	3	3
CASE II	LT	1	1
MML 7	LA	4	4.5
Artemis IV FCS	LA	1	1
Ammo (MML) 17/0	LA	1	1
Jump Jets	RT	3	6

Notes: Features the following Design Quirks: Prototype, Command BattleMech, Cowl, Difficult Ejection, Reinforced Legs



EXPERIMENTAL

CLR-02-X-D CELERITY

Field Testing Summation: Prototype Refit

Producer/Site: Undisclosed

Supervising Technician: Precentor Ashok Sethi

Project Start Date: 3052

Non-Production Equipment Analysis:

- XXL Engines
- Drone Operating System

Overview

Of all the units, I'm most excited about ComStar's *Celerity* concept!

While the Word of Blake relied on repeating tried-and-true BattleMech systems for their drone projects, the technology at its essence benefits from extreme specialization.

ComStar's drone project started immediately subsequent to Tukayyid. More recently, Precentor Sethi appears to have been the reason behind the *Celerity*. Up to that point, all efforts to add swift scouts to the *Fury*-deployed hubs focused on extremely swift hovercraft and VTOLs. Sethi's creation takes the matter to an extreme, making use of an ultra-light frame to pack in a bulky 240-rated engine. Combined with MASC, the drone is capable of speeds up to 345.6 kph!

They equipped it with a modular system equivalent to that used on the *Mercury* to mount the C3i module, arguably the most expensive piece of technology on the 'Mech save for its engine and gyro. Along with a Full-Head Ejection System, the expectation is that the expendability of the drone is offset if its data and the expensive C3 system can be recovered. Additionally, the modular design of the head mount creates excellent possibilities, such as installing an ECM pod, or a regular C3 slave unit. Even a booby trap device becomes feasible!

In closing, this is an extremely promising route to explore, and tapping in to some two decades worth of ComStar research is an opportunity we can't waste.

[Okay. This thing is rather cool, and could be an excellent force multiplier.

Except for its cost. Until we can make XXL engines affordable, this is just a big dead end. With their armor barely proof against a single skid, these things would drop like flies, especially when they have something relevant like C3 or TAG on them. Math isn't my strong suit, but that's what, 5 mil? 6? Plus that XL gyro... And taking the kamikaze route is even more irresponsible. Just buy cruise missiles or sub-cap missiles...

With a standard engine, these guys would become too slow to be functional, so I see no real promise here.

Anyway, my colleague also glosses over the various cautions in the document about this thing encountering a tree or something. For this thing to win out over a VTOL or hover drone of equal speed and payload, it really needs to excel when it comes to terrain. I don't want to see what the dent looks like when this 'Mech slams into the local ironbirch-equivalent at 340 kph. -AB]

Type: **Celerity**

Technology Base: Inner Sphere (Experimental)

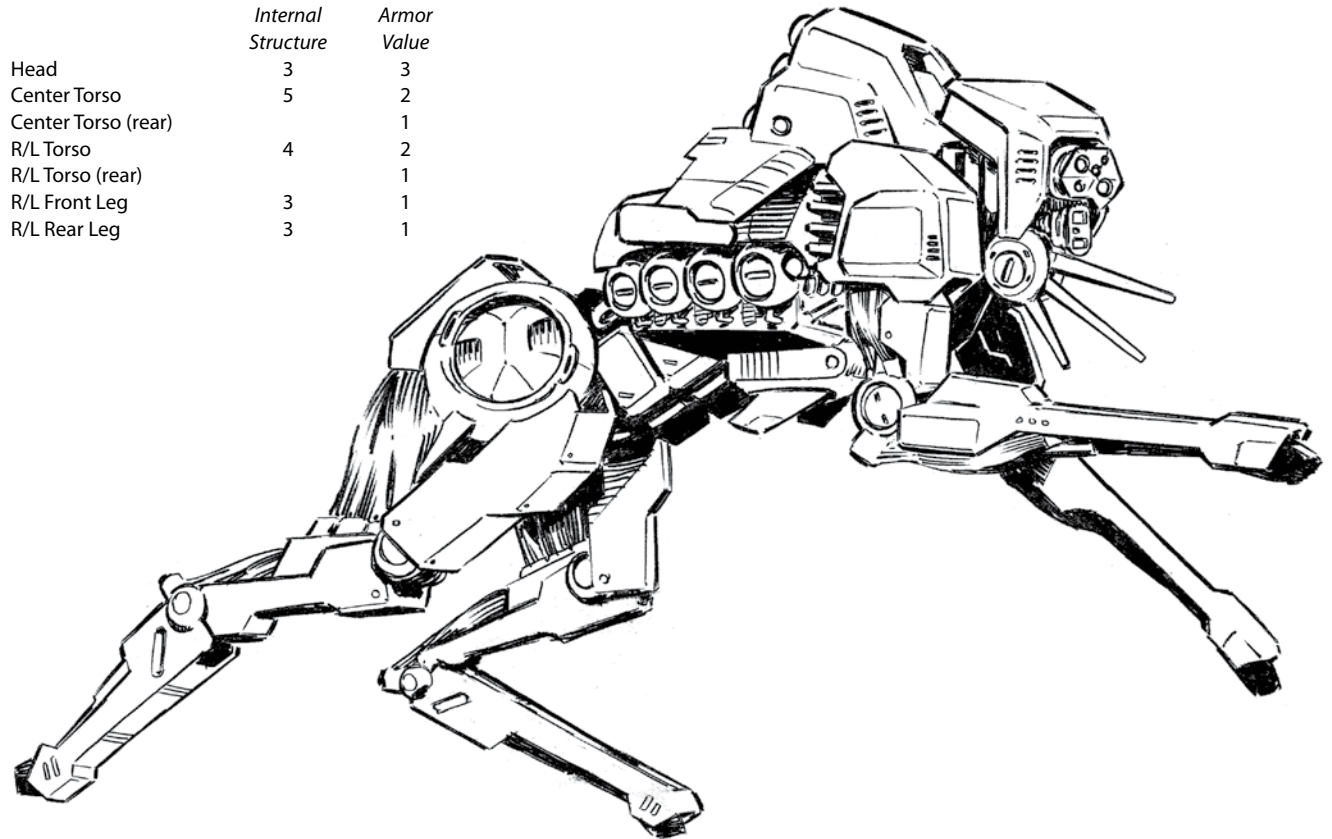
Tonnage: 15

Equipment

Internal Structure:	Endo Steel	Mass	1
Engine:	240 XXL		4
Walking MP:	16		
Running MP:	24 (32)		
Jumping MP:	0		
Heat Sinks:	10		0
Gyro (XL):			1.5
Cockpit (Small):			2
Armor Factor:	16		1
	<i>Internal Structure</i>	<i>Armor Value</i>	
Head	3	3	
Center Torso	5	2	
Center Torso (rear)		1	
R/L Torso	4	2	
R/L Torso (rear)		1	
R/L Front Leg	3	1	
R/L Rear Leg	3	1	

Weapons and Ammo	Location	Critical	Tonnage
Drone Operating System	RT	1	2
Improved C3 Computer	H	2	2.5
MASC	LT	1	1

Notes: Equipped with Full Head Ejection System. Features the following Design Quirks: Prototype, Exposed Actuators, Modular Weapons



EXPERIMENTAL

LIGHTNING CX-3

Field Testing Summation: Prototype Refit Lightning CX-3

Producer/Site: Undisclosed

Supervising Technician:

Project Start Date: 30

Non-Production Equipment Analysis:

- Sponson Turrets
- Vehicular Stealth Armor

Overview

The original Lightning hovercraft was intended to flank enemies and strike where they were least prepared for its short-range barrage. It was created a specialist, and it proved routinely unable, or inefficient at performing other tasks assigned to hovertanks.

Initially introduced as an innovation for the SLDF, One-Shot technology became relatively widespread. The lack of sustained ammunition was seen as a minimal weakness given the SLDF's ready supply train, and it allowed for the deployment of dangerous missile ammunitions such as infernos with substantially less risk. Some commanders also praised the weapon system's ability to drive out "bad habits", such as sustained combat in vehicles or 'Mechs not designed for extensive engagements.

As most every tactician will tell you, it was not worth the weight compared to having a durable ammunition bin.

The Lightning further died out because most militaries couldn't afford a dedicated strike force that could engage the enemy only intermittently.

ComStar has taken measures to upgrade the aging design. They have replaced the old Maxima launchers with three RL-15 launchers mounted in sponson turrets. This provides a greater ability to strafe the intended target, and testing indicates the CX-3 Lightning is particularly effective when it engages a target in lemniscate formation, such that both missile batteries are utilized.

Given that the RAF will have a bias towards vehicles, we should seriously consider similar tactical capabilities. Duplicating the Lightning project may save serious time.

[Lemniscate? Good grief, what's wrong with saying "figure-eight"?

Thesaurus-boy does have half a point here, even if he seems to have not noticed the pretty-pretty vehicular stealth armor they put on this thing. The tactic can actually work if you use sponson turrets and as many rocket launchers as you can cram in to a unit. The Lightning may even be agile enough to pull off this move without crashing into the nearest tree too.

But honestly, you need about a company of these things to be relevant in the field. I don't think you'll find many colonels who have a company to spare to execute what is effectively a single aerospace fighter strafe. Sure, these things could get turned around and reloaded with missiles lickety-split, but it's a crap investment.

I see no application here outside something the size of ComStar at Tukayyid, or the kind of armies that were around when the Amaris line was too. —AB]

Type: **Lightning**

Technology Base: Inner Sphere (Experimental)

Movement Type: Hovercraft

Tonnage: 35

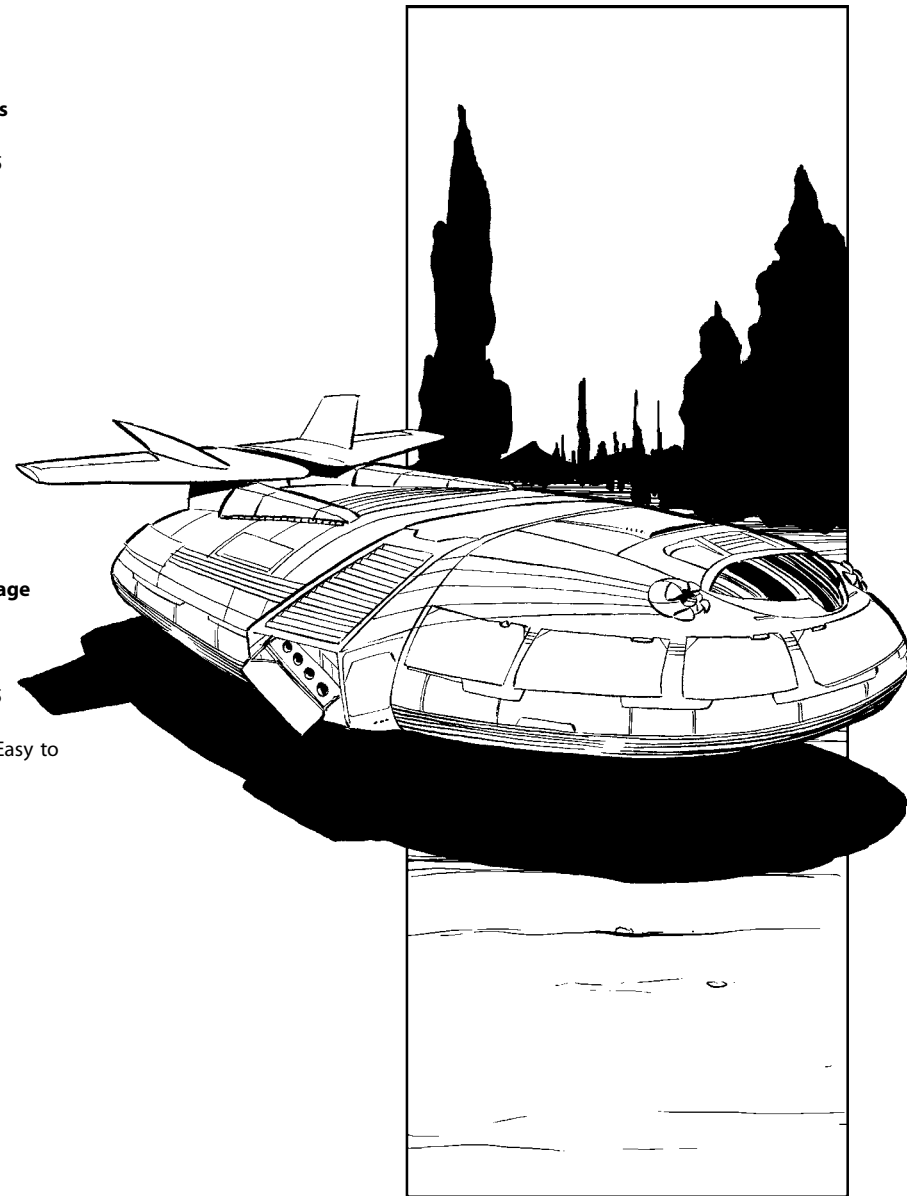
Equipment

Equipment		Mass
Internal Structure:		3.5
Engine:	210	13.5
Type:	Fusion	
Cruise MP:	11	
Flank MP:	17	
Heat Sinks:	10	0
Control Equipment:		2
Lift Equipment:		3.5
Power Amplifier:		0
Sponson Turrets:		1
Armor Factor (Stealth):	32	2
	<i>Armor Value</i>	
Front	10	
R/L Side	8/8	
Rear	6	

Weapons and Ammo

Weapons and Ammo	Location	Tonnage
Medium Pulse Laser	Front	2
3 Rocket Launcher 15	Right Sponson	3
3 Rocket Launcher 15	Left Sponson	3
Guardian ECM Suite	Body	1.5

Notes: Features the following Design Quirks: Prototype, Easy to Pilot, Low Profile



EXPERIMENTAL

DEMON CX-2

Field Testing Summation: Prototype Refit

Producer/Site: Undisclosed

Supervising Technician: Adept Liam York

Project Start Date: 3070

Non-Production Equipment Analysis:

- Improved Heavy Gauss
- Mine Dispensers
- Reactive Armor
- Sponson Turrets

Overview

It seems our friends with ComStar were paying attention when the Word deployed a brace of Demons with heavy Gauss rifles in 3070. Work immediately began on modifying a series of Demon tanks using the Lyrans' improved heavy Gauss rifle. To assist in its ambush role, or to help it disengage, ComStar also installed mine dispensers. While using Thunder LRMs is the de-facto norm to dispense mines, their use is also relatively easy to observe at a distance, especially at night. The more conventional mine dispensers enable the Demons to work with substantially greater stealth. ComStar even introduced of reactive armor to the hull, replacing the PanzerSlab of old.

The end result is even more capable in its traditional role, and would be a welcome addition to the RAF. The CX-2 spec Demons were previously built on Terra, and could be again!

[The SLDF used Demons extensively, putting them in the field in pairs at choke points for days on end—because they could afford to! This is arguably worse than his Lightning advice, since those would at least deploy. Actually shedding a bunch of units to sit around with their big main guns doing nothing is either Capellan or incompetent. Wait, does that hurt your feelings? Heh.

Anyway, the Blakists got plenty of mileage from their C3 link back to the rest of the thugs. They were active units, not left about the scenery for days.

It all just gets worse when you consider these things are basically tank destroyers. Look up the term. Note the concept basically died out in the twentieth or twenty-first century or so. Without the Harpoons and turret-mounted gun, anyone sneaking up on these things will have a rather easy time, despite putting the Inteks on sponson.

Speaking of turrets, they left it on! What's up with that? Smells like a rush job, like they didn't want to spend the resources on removing it and redistributing the armor. I'd almost wish they parked the Inteks in there, or something.

What's really weird here is that they've actually been pondering this kind of HGR and iHGR deployment as far back as 3065. While the Demon had mixed reviews as an ambush vehicle against the Clans, ComStar has been thinking about it for quite some time. So why the rush job? –AB]

Type: **Demon**

Technology Base: Inner Sphere (Experimental)

Movement Type: Wheeled

Tonnage: 60

Equipment

Internal Structure:

Engine: 220

Type: Light Fusion

Cruise MP: 4

Flank MP: 6

Heat Sinks: 10

Control Equipment:

Lift Equipment:

Power Amplifier:

Turret:

Sponson Turrets:

Armor Factor (Reactive): 160

Armor

Value

Front 50

R/L Side 30/30

Rear 20

Turret 30

Weapons and Ammo

Improved Heavy Gauss Rifle

Ammo (iHeavy Gauss) 20

Medium Laser Right Sponson

Medium Laser Left Sponson

4 Mine Dispensers Body

Mass

6

11.5

0

3

0

0

0

.5

10

Tonnage

20

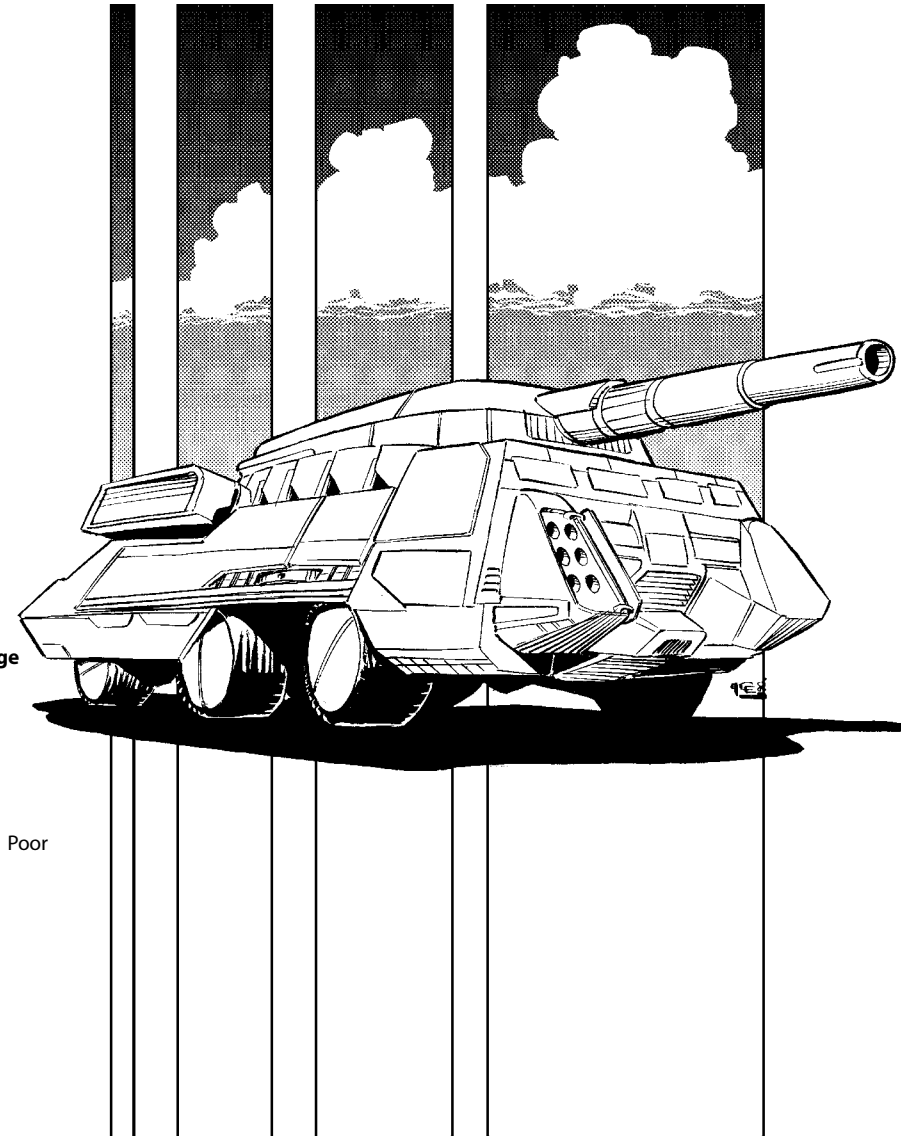
5

1

1

2

Notes: Features the following Design Quirks: Prototype, Poor Workmanship, Trailer Hitch



EXPERIMENTAL

FURY CX-17

Field Testing Summation: Prototype Refit

Producer/Site: Undisclosed

Supervising Technician: Precentor Ashok Sethi

Project Start Date: 3052

Non-Production Equipment Analysis:

- Cockpit Command Console
- Angel ECM Suite
- Drone Carrier Control System
- Reactive Armor

Overview

A key component, and primary weak point, of any drone network is its control hub. The operators and equipment must exist somewhere, typically accessible by the enemy. While this risk can be mitigated in a number of ways, one desirable method can be a mobile command center. ComStar took that route with several of their surviving Fury tanks almost immediately subsequent to Tukayyid. They have gone through several iterations, and the most recent one manifested itself under the leadership of Precentor Ashok Sethi, also responsible for the *Celerity* drone.

This design takes its cues from the efforts of Jolassa-Kumbold Armored Weapons by installing a Lyran-sourced light fusion engine. This allows the vehicle to support up to six other drones in the field. It also created the opportunity to include a command console, which appears to be a critical component for organizing multiple drone operators, especially while controlling drones in non-adjacent locations. An Angel ECM suite was added to defeat hostile attempts at disrupting communications, aside from the more typical defensive use.

Reactive armor and a pair of LB 5-X autocannons are intended to defend against the Fury's ancient enemy: air strikes.

If the RAF seeks to pursue a drone program of its own, the Fury is an excellent starting point.

[I'll actually partially agree here. ComStar drone-command Fury is a good idea, and the whole thing with the command console actually seems clever and functional. The paired LB cannons aren't a bad fit either, apart from AA duty. It's not even half bad when dealing with infantry infiltrators, or the likes of battle armor and swift hovertanks. Reactive armor, Angel ECM—it all makes sense to me.

But why would we want to go to ComStar for this stuff, even if we do go the drone warfare route? Why wouldn't we take something we can build ourselves and install the required gear in ourselves? I don't see gain. -AB]

Type: **Fury**

Technology Base: Inner Sphere (Experimental)

Movement Type: Tracked

Tonnage: 80

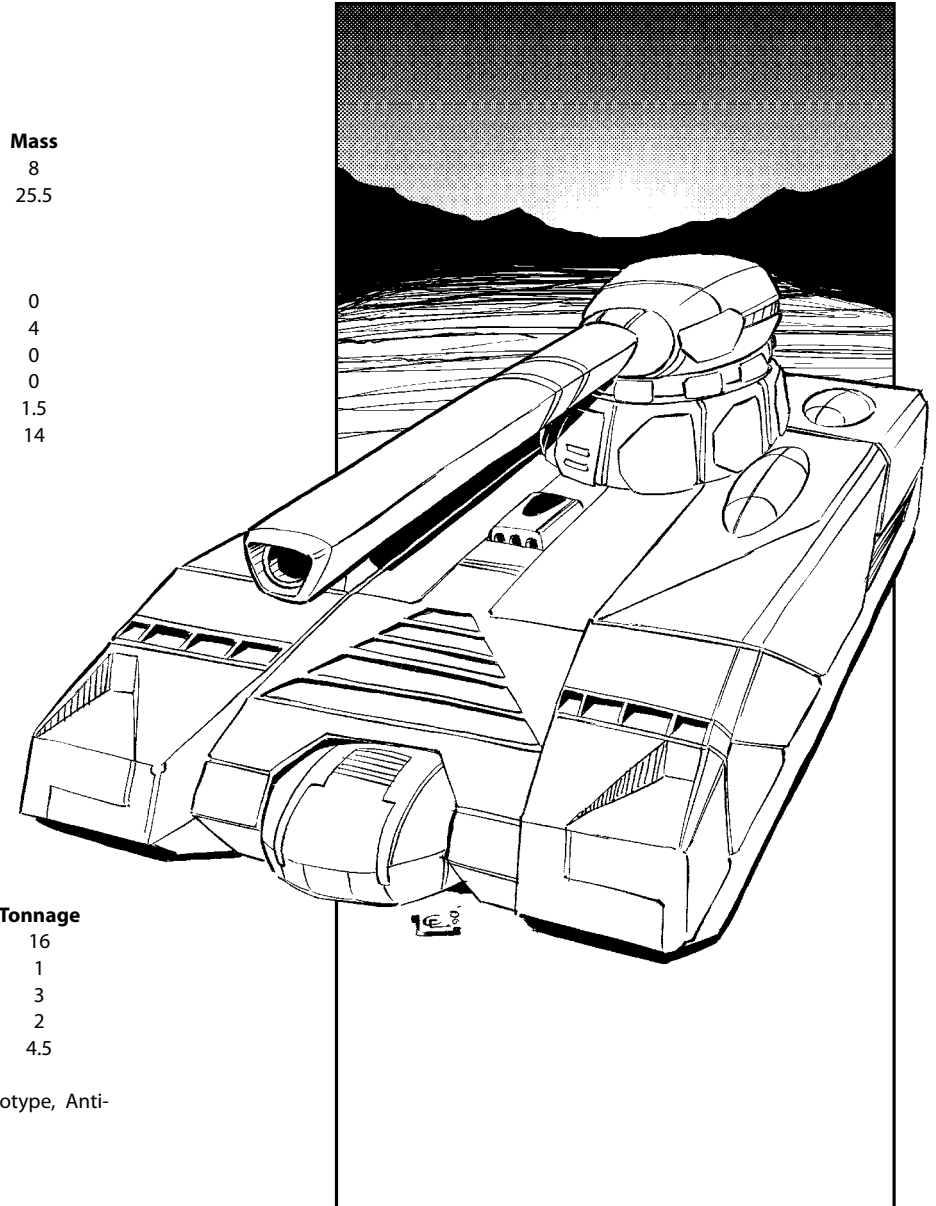
Equipment

Internal Structure:		8	
Engine:	320	25.5	
Type:	Light Fusion		
Cruise MP:	4		
Flank MP:	6		
Heat Sinks:	10	0	
Control Equipment:		4	
Lift Equipment:		0	
Power Amplifier:		0	
Turret:		1.5	
Armor Factor (Reactive):	224	14	
	<i>Armor Value</i>		
Front	58		
R/L Side	38/38		
Rear	34		
Turret	56		

Weapons and Ammo

	Location	Tonnage
2 LB 5-X AC	Turret	16
Ammo (LB-X) 20	Body	1
Cockpit Command Console	Body	3
Angel ECM Suite	Body	2
Drone Carrier Control System	Body	4.5

Notes: Features the following Design Quirks: Prototype, Anti-Aircraft Targeting, Trailer Hitch



EXPERIMENTAL

ZERO ZRO-CX-3

Field Testing Summation: Prototype Zero Refit

Producer/Site: Undisclosed

Supervising Technician: [Redacted] (person was terminated by ComStar)

Project Start Date: 3073

Non-Production Equipment Analysis:

PPC Capacitor
Enhanced LRM-5

Overview

The venerable Zero aerospace fighter was upgraded by ComStar to the ZRO-115 specification in response to encounters with the Clans. The improved capabilities at range were deemed crucial to stay competitive. ComStar has apparently not been content with their work, and proceeded to further enhance its nose-mounted ER PPC with a capacitor. This approach seems promising, as it allows the weapon to exceed the capabilities of the armor on most every fighter, and numerous DropShips. It demands a more restrained firing policy, however. The Streak launchers were likewise replaced with a new Enhanced LRM, providing consistent performance across much longer ranges than the Streak launchers.

ComStar has apparently been able to deploy its CX-3 prototypes several times, each with positive results.

I believe the proven performance of the capacitor enhanced ER PPC is something the RAF should emulate in its own designs. Acquiring the ZRO-CX-3 research will dramatically reduce the cost and time investment required on our end.

We do not know the circumstances surrounding the elimination of this project's manager, however, and this may be of concern. We know for a fact that their Adept Jacob Arevalo has passed, but they saw no reason to redact anything. That may warrant additional research on our part.

[I don't know about this one. Is this answering a question anyone actually asked?

Also shaky on the Enhanced LRM launcher; Its main claim to fame is reduced minimum range, but is that really that much of a problem for fighters?

Feeling pretty confident in advising against this though.

As for the business about not disclosing who worked on this thing, that's definitely suspicious. Smells like skeletons in the closet. Maybe look in to that some; could be leverage. Or just make them turn over everything, like they're supposed to. Jerks. -AB]

Type: Zero

Technology Base: Inner Sphere (Experimental)

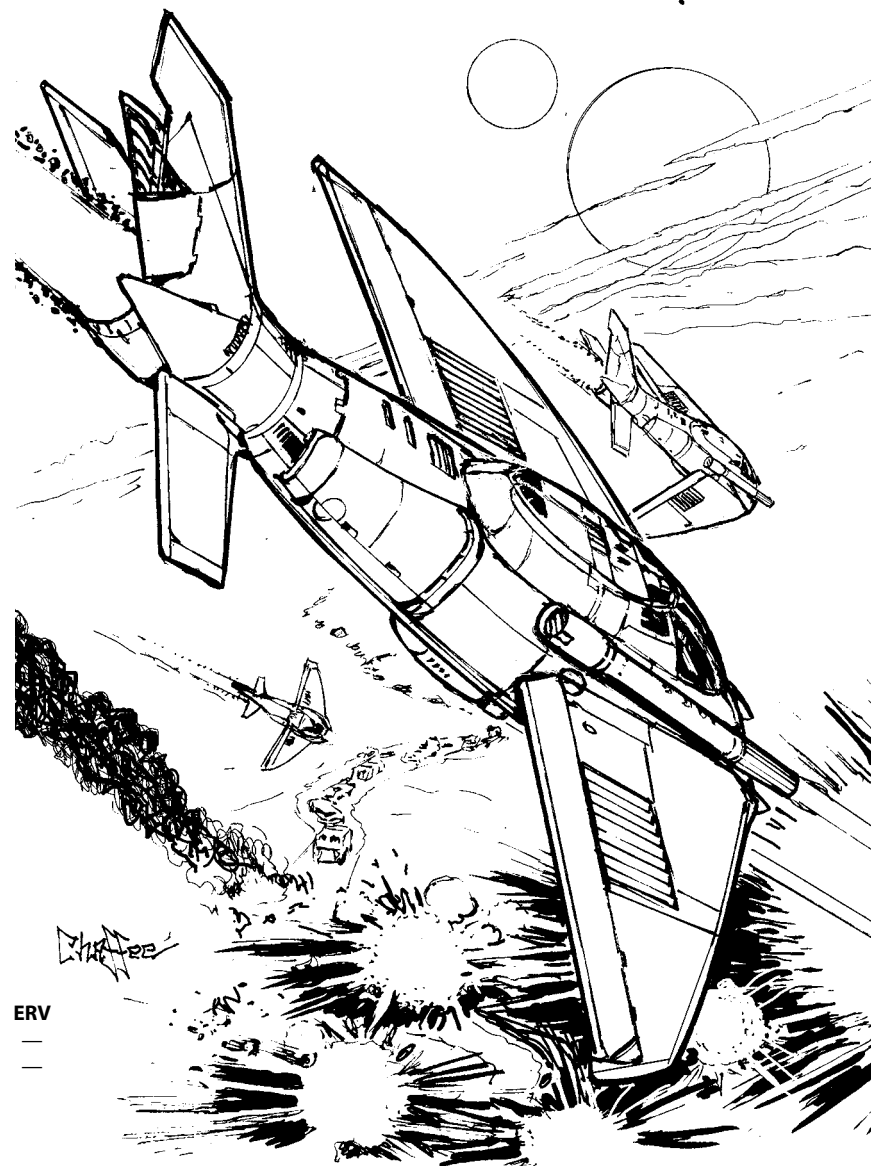
Tonnage: 35

Equipment

		Mass
Engine:	140	5
Safe Thrust:	6	
Maximum Thrust:	9	
Structural Integrity:	6	
Heat Sinks:	10 [20]	0
Fuel:	400	5
Cockpit		3
Armor Factor:	160	10
	<i>Armor Value</i>	
Nose	61	
Wings	28/28	
Aft	43	

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
ER PPC with Capacitor	Nose	8	5/20	10/15	10/15	10/15	—
Enhanced LRM 5	Nose	3	2	3	3	3	—
Ammo (NLRM) 24	—	1					

Notes: Features the following Design Quirks: Prototype, Atmospheric Flyer, Fragile Fuel Tank



EXPERIMENTAL

TOMAHAWK CX-11

Field Testing Summation: Prototype Tomahawk Refit

Producer/Site: Undisclosed

Supervising Technician: Acolyte Luis Da Costa

Project Start Date: 3074

Non-Production Equipment Analysis:

- Laser Insulator
- Reflective Armor

Overview

The THK-63CS made good use of the heat dissipation system introduced on the THK-63 Tomahawk. But it also re-introduced heat management problems for its pilots. Their loud and persistent complaints apparently caused ComStar build the THK-CX-11. It installs an advanced laser insulator on each large laser, which cuts their waste heat by almost ten percent. Installing these devices did demand a reduction in the craft's armor shell. It appears this motivated ComStar to look at reflective armor to mitigate the loss.

While many consider the CX-11 an improvement, all test pilots apparently objected to the laser insulators. The devices can apparently cause failures due to poor heat shunting at a rate of about 1.157 percent per discharge. While this damage can usually be repaired, the unplanned reduction in firepower is an obvious concern. This proves the old Blake saying that you can please some people all the time, and all people some of the time, but you can't please all the people all the time.

Regardless, I believe the real opportunity here is their deployment of reflective armor on aerospace fighters. That may have to become standard equipment. And actual performance data on the laser insulators may be worth a buy by itself.

[Well, this project is actually an amusing read. It kicked off after a personal donation from Luis Da Costa, who joined ComStar in 3074. His real goal was to reinvigorate the Tomahawk line, of which numerous of his ancestors were pilots. I kid you not: he apparently found twenty-three of them. And more than a few of their premature deaths were blamed on the -42's heat problems, apparently causing several unscheduled high-speed "landings", or other lethal disadvantages. So, he demanded his money be used to right this wrong, despite being a clerk in a HPG somewhere. ComStar happily used the vast bulk of the money to figure out how to install reflective armor on the thing. And they were merciless about it: the armoring project kept getting more expensive, and they kept invoicing the guy with laser insulator line items!

And he kept paying!

Well, you can't fix stupid, I suppose. (Kind of like attributing a Lincoln quote to Blake: dumb.)

Obviously, there's no reason to spend a single stone here. Laser reflective armor does seem real promising if we can mass-produce it. But we'd just have to engineer all of that from the ground up anyway. So, what would we buy, beyond Acolyte Da Costa's affection?

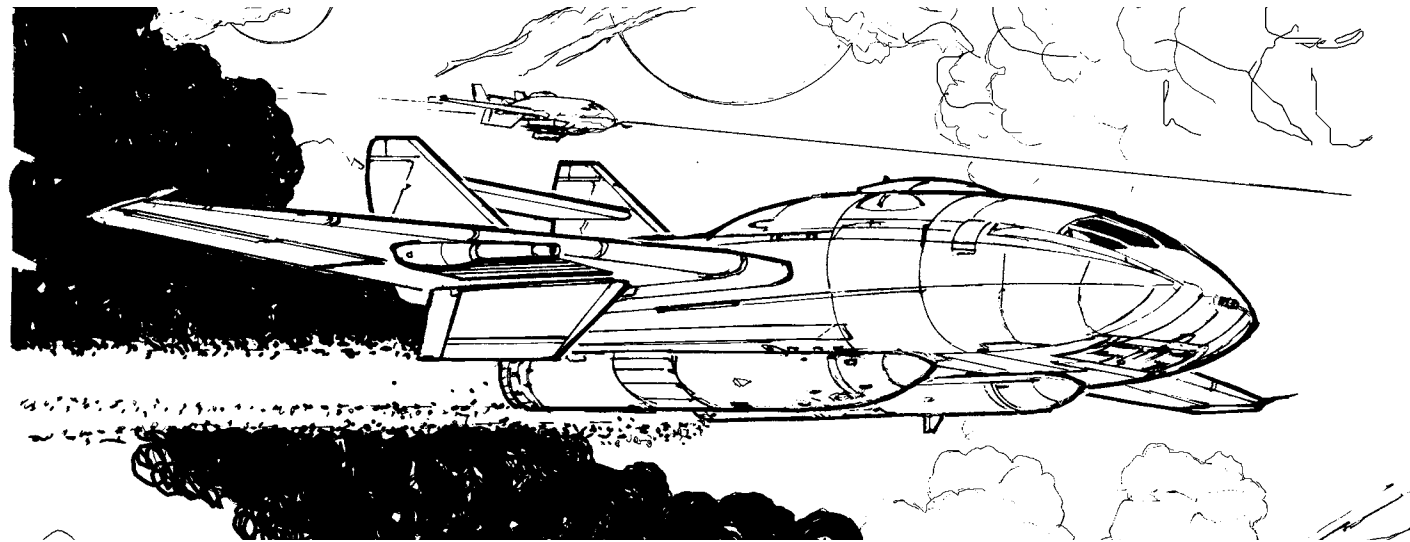
Actually, if he still has cash left, that could pay off... -AB]

Type: **Tomahawk**

Technology Base: Inner Sphere (Experimental)

Tonnage: 45

Equipment		Mass
Engine:	270	14.5
Safe Thrust:	8	
Maximum Thrust:	12	
Structural Integrity:	8	
Heat Sinks:	12 [24]	2
Fuel:	400	5
Cockpit		3
Armor Factor (Reflective):	144	9
	<i>Armor Value</i>	
Nose	47	
Wings	33/33	
Aft	31	



Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
ER Small Laser	Nose	.5	2	3	—	—	—
ER Large Laser with Insulator	RW	5.5	11*	8	8	8	—
ER Large Laser with Insulator	LW	5.5	11*	8	8	8	—

Notes: *Laser Insulator reduces heat by 1 point. Features the following Design Quirks: Prototype, Bad Reputation, Easy to Pilot

IRONSIDES CX-19

Field Testing Summation: Prototype Ironsides Refit

Producer/Site: Undisclosed

Supervising Technician: Acolyte Leena Philips

Project Start Date: 3071

Non-Production Equipment Analysis:

Clan ER Medium Lasers

Clan Streak SRM-6

Overview

The *Ironsides* fighter has been the ugly duckling of the fighter community for much of its existence. In part, this was because the craft was considered too “vanilla” plain, and in part it was because of some rare but dramatic (and widely publicized) energy housing failures.

This did not deter Acolyte Philips, who used her influence to upgrade her ancient *Ironsides* to incorporate a large quantity of Clan weaponry. Five Clan ER medium lasers provide excellent firepower at range, while an amazing seven Streak SRM-6 launchers emit a devastating quantity of missiles at a target. The heat dissipation system still demands some restraint, but the damage output of the craft is a tremendous threat to any opponent.

Of particular interest is that ComStar has apparently taken this one-off design, hand-built by Acolyte Philips and taken steps to engineer a more standardized method for installing the weaponry in other *Ironsides* fighters. The Republic could replicate this work rather easily, once we are provided with a steady supply of weaponry.

[This isn't quite as good of a find as the Hurricane P19, but how can this guy see the same material I do, and totally miss it?]

Read what it says. “Engineering done to standardize installation into other Ironsides”. And the weapons they're using: some of the most commonly available ones—almost mundane. Heck, Streaks and ER lasers are some of the oldest “modern” tech still in use by the Clans. So, clearly, ComStar has a source, right? This isn't like that Grim Reaper, where it's whatever they have in stock, or salvaged. So perhaps they're buying from the Sharks. Who doesn't, huh?

Nope. They're building it. Or getting ready to, anyway. The engineering list includes parts not used by the Clans—at all. Just us. Interface gear mostly. How bout them apples?

Now, don't get too excited: they never actually got around to manufacturing Clan tech beyond some prototypes. But it looks like they got closer than anyone else. —AB]

Type: **Ironsides**

Technology Base: Mixed (Experimental)

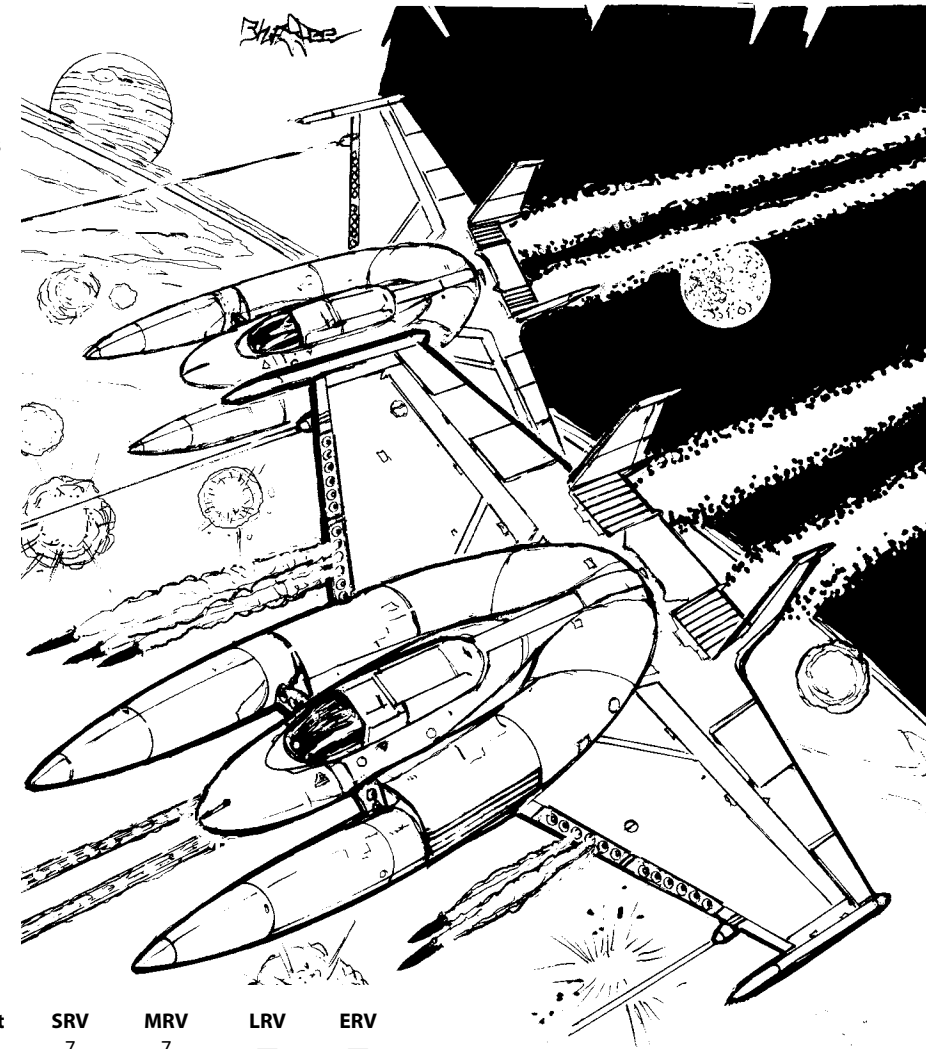
Tonnage: 65

Equipment

Engine:	260	
Safe Thrust:	6	
Maximum Thrust:	9	
Structural Integrity:	6	
Heat Sinks:	14 [28]	4
Fuel:	400	5
Cockpit		3
Armor Factor:	184	11.5
	<i>Armor Value</i>	
Nose	61	
Wings	36/36	
Aft	51	

Mass

13.5



Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
3 ER Medium Lasers (C)	Nose	3	5	7	7	—	—
Streak SRM 6 (C)	Nose	3	4	12	—	—	—
Ammo (Streak) 30	—	2					
ER Medium Laser (C)	RW	1	5	7	7	—	—
3 Streak SRM 6 (C)	RW	9	4	12	—	—	—
ER Medium Laser (C)	LW	1	5	7	7	—	—
3 Streak SRM 6 (C)	LW	9	4	12	—	—	—

Notes: Features the following Design Quirks: Prototype, Bad Reputation, Non-Standard Parts

HURRICANE PA(L) P17

Field Testing Summation: Custom Tornado Refit
Producer/Site: Undisclosed
Supervising Technician: Adept Kiran Michaelson-Lewis
Project Start Date: Undisclosed
Non-Production Equipment Analysis:
 Clan AP Gauss Rifle
 Clan Basic Stealth Armor

Overview

Arguably the best opportunity presented in ComStar's material is their P17 model Hurricane PA(L). While power armor designs have been thoroughly eclipsed by heavier battle armor today, they still prove themselves useful given their excellent cost point.

It seems both Word of Blake and ComStar have realized this, as they continued to enhance and refine power armor technology through the Jihad. ComStar in particular spared no expense, installing advanced stealth armor and even the excellent Clan AP Gauss rifle on their P17 model, of which only a handful are said to exist. The devastating anti-personnel weapon is installed on the suit's arm in a similar fashion to the modular mount on the Blakist G14 Tornado. The Blakists had to crib heavily from the Achilles to work out the problems with their modular arm mount, but ComStar's provided research data indicates that their P17's fixed mount derives from an earlier P-series design.

The P17 even boasts improved ground mobility. While not as flexible as jump jets, the system is a boon regardless.

The end result is an excellent design that can be an incredible multiplier if deployed in numbers, an action I would wholeheartedly recommend the RAF pursue.

[Wait, what? Full deployment? From where are we going to get all the AP Gauss rifles? Never mind that, where did ComStar get them? And before we get an answer to that question, how about they explain where they got a stockpile of Clan stealth armor?]

They apparently had enough not just to armor an undisclosed amount of suits, but engineer the armoring job to begin with!

I'm astounded that this guy doesn't realize what he's holding here. It's the true gem in the pile of dung ComStar sold us. We're staring at an assassin suit here.

No JJs? Yeah, because those aren't stealthy. Meanwhile, the AP Gauss is a versatile murder-machine. Oh, and you can wield a decent sniper rifle as well.

ComStar has been knocking over people with Hurricanes long before WoB happened, and long before we even knew they had them. And it looks like they were not about to stop.

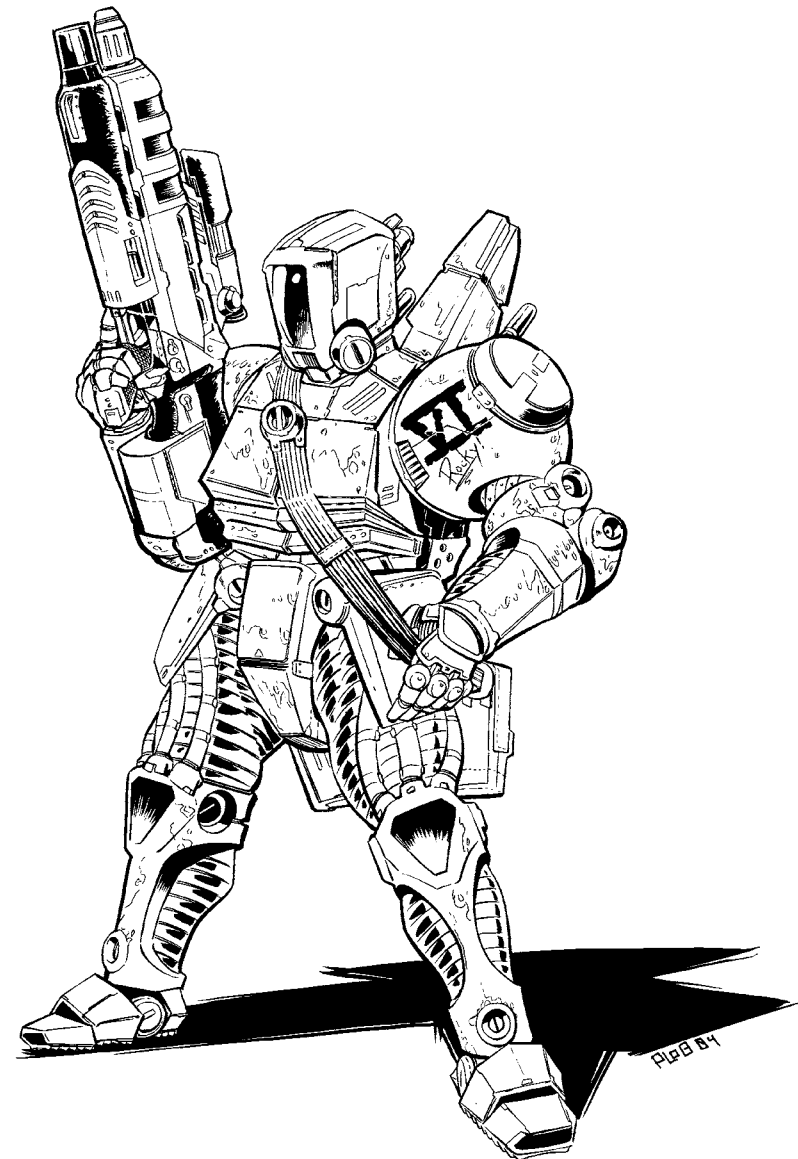
Now, they're trying to be coy here, and indicate all created suits deployed in a hunter-killer Level II that looks like it actually existed. Even gave them an Aurora to do their business with. Pretty decent Blakist kill list on them. Great.

What happened to the other suits? I guarantee you that you'll not find them among the former Com Guards ranks. We need to find these things. -AB]

Type: Tornado PA(L)
Technology Base: Mixed Inner Sphere (Experimental)
Chassis Type: Humanoid
Weight Class: PA(L)
Maximum Weight: 400 kg
Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/Yes
Notes: Features the following Design Quirks: Prototype, Difficult to Maintain, Non-Standard Parts

Equipment	PA(L)	Slots	Mass
Chassis:	PA(L)		80 kg
Motive System:			
Ground MP:	3		50 kg
Jump MP:	0		0 kg
Manipulators:			
Right Arm:	Armored Glove		0 kg
Left Arm:	Armored Glove		0 kg
Armor:	Basic Stealth (C)	3	60 kg
Armor Value:	2+1 (Trooper)		

Weapons and Equipment	Location	Slots (Capacity)	Mass
AP Gauss Rifle (20 shots) (C)	RA	2	200 kg
Mission Equipment	Body	1	10 kg



EXPERIMENTAL

KOBOLD X-C3

Field Testing Summation: Prototype Kobold Refit

Producer/Site: Undisclosed

Supervising Technician: Acolyte Lucille Vickers

Project Start Date: 3076

Non-Production Equipment Analysis:

Battle Armor C3i

Overview

ComStar was able to secure several of the Blakist Battle Armor C3i systems, and promptly invested some of their remaining Kobold suits into deploying the technology themselves. This proved especially challenging. Not only did the captured systems do their level best to defy reverse engineering, the Kobold suits themselves proved less flexible than expected. At least as far as interfacing with the suit's communication system was concerned, a need not anticipated by its designers at the time. Ironic, given ComStar's nature.

Ultimately, the team prevailed over the problem by using a scratch-built operating system for the C3i gear. Testing with the system proved to be extremely successful, and units augmented with the Kobold X-C3 proved particularly effective in urban environments and other close-quarters terrain. Even in testing, the resilience of a six-man Kobold team exposed to several casualties kept them relevant well in excess of projections.

Given their success, we would be extremely remiss if we did not explore this innovation in C3 technology.

[Well, I can be quick here. We're moving away from C3i. Done. No need to look to this thing.]

Alright, fine, I'm being too quick here. We should definitely look at the battle armor C3 system. There's some legitimate potential there, and the way ComStar has tested with Kobolds isn't entirely moot. Heck, even the Kobold suit itself isn't that bad, even though they weaned it off of the armor required to survive a medium laser hit. (Fools.) But the C3 versions of those suits aren't nearly as heavy, so we could totally armor a lighter suit properly, give it some mobility, and some teeth (which this thing also lacks).

Actually, you know what, the lack of teeth might be a feature. It makes the operators focus on the spotter job, rather than taking dumb risks to contribute damage. That's not their purpose, after all. Meanwhile, not having weaponry reduces the incentive to hit these things. So maybe that was intentional rather than desperation on ComStar's part.

There's no excuse for not up-armorng this thing though. -AB]

Type: Kobold

Technology Base: Inner Sphere (Experimental)

Chassis Type: Humanoid

Weight Class: Light

Maximum Weight: 750 kg

Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/Yes

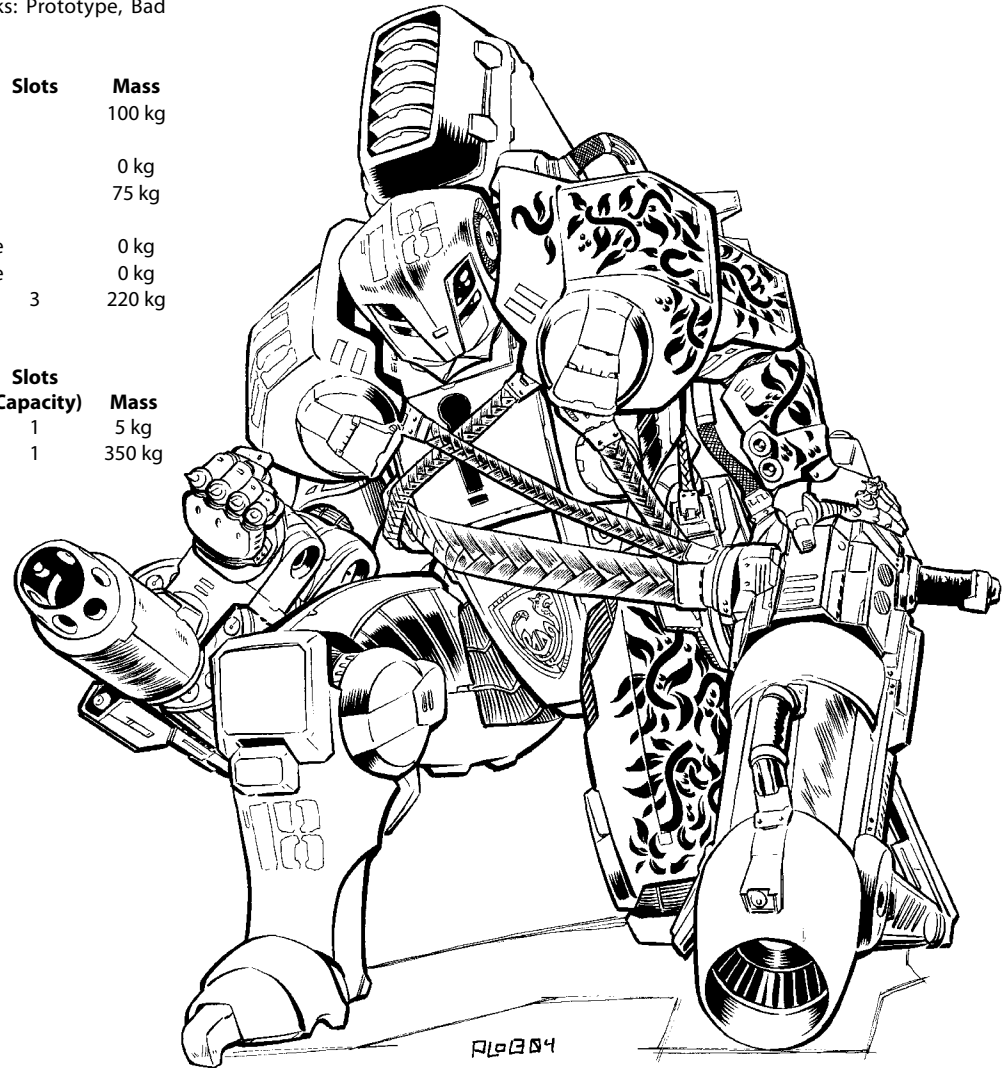
Notes: Features the following Design Quirks: Prototype, Bad Reputation, Improved Communications

Equipment

	Slots	Mass
Chassis:	Light	100 kg
Motive System:		
Ground MP:	1	0 kg
Jump MP:	3	75 kg
Manipulators:		
Right Arm:	Armored Glove	0 kg
Left Arm:	Armored Glove	0 kg
Armor:	Basic Stealth 3	220 kg
Armor Value:	4+1 (Trooper)	

Weapons and Equipment

	Location	Slots (Capacity)	Mass
Anti-Personnel Weapon Mount	RA	1	5 kg
Battle Armor C3i	Body	1	350 kg



EXPERIMENTAL

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Beowulf BEO-X-7a**

Movement Points: **Tonnage: 45**
 Walking: 6 **Tech Base: Inner Sphere**
 Running: 9 [12] **(Experimental)**
 Jumping: 7 **Era: Jihad**

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	HD	—	[E]	—	—	—	6
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	TAG	RA	0	0 [S]	—	5	9	15
1	Bloodhound Active Probe	LA	—	[E]	—	—	—	6
2	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.

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken:

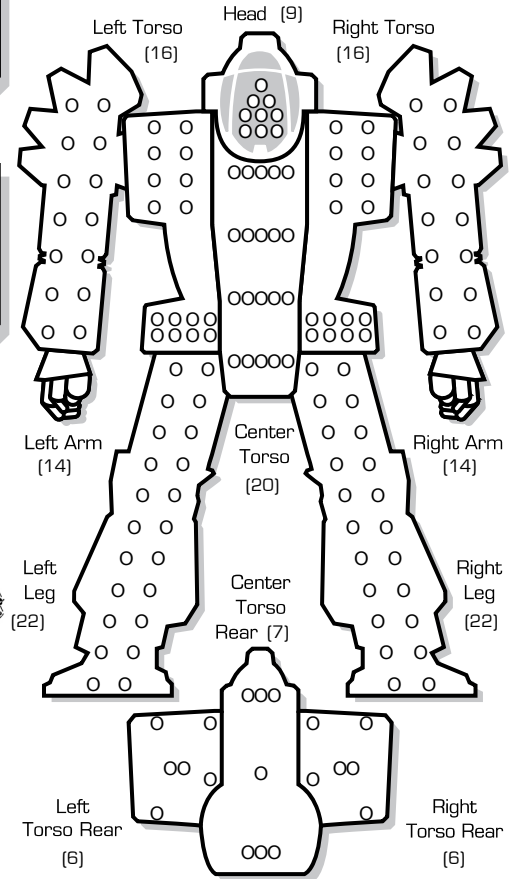
1	2	3	4	5	6
---	---	---	---	---	---

 Consciousness#:

3	5	7	10	11	Dead
---	---	---	----	----	------



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Hand Actuator
- ER Medium Laser
- ER Medium Laser

4-6

- [O] Bloodhound Active Probe
- [O] Bloodhound Active Probe
- [O] Bloodhound Active Probe
- Stealth
- Stealth
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine

1-3

- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet

4-6

- Stealth
- Stealth
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- [O] Angel ECM Suite
- [O] Angel ECM Suite

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Improved Jump Jet
- Improved Jump Jet

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- ER Medium Laser

1-3

- TAG
- MASC
- MASC
- Stealth
- Stealth
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine

1-3

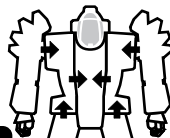
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet

4-6

- Stealth
- Stealth
- Roll Again

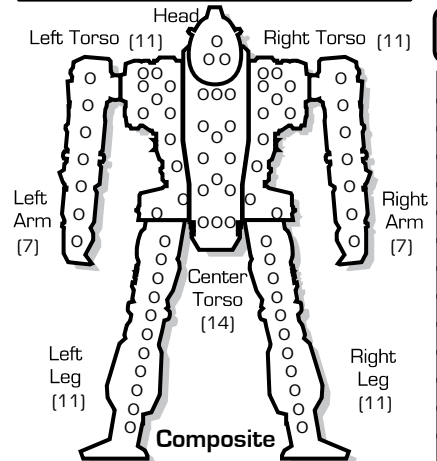
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

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: Tessen TSN-X-4

Movement Points: **Walking:** 6 **Running:** 9 **Jumping:** 0

Tonnage: 50

Tech Base: Inner Sphere
(Experimental)

Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	HD	0	0 [S]	—	5	9	15
1	Angel ECM Suite	CT	—	[E]	—	—	—	6
1	Bloodhound Active Probe	RT	—	[E]	—	—	—	6
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
4	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

WARRIOR DATA

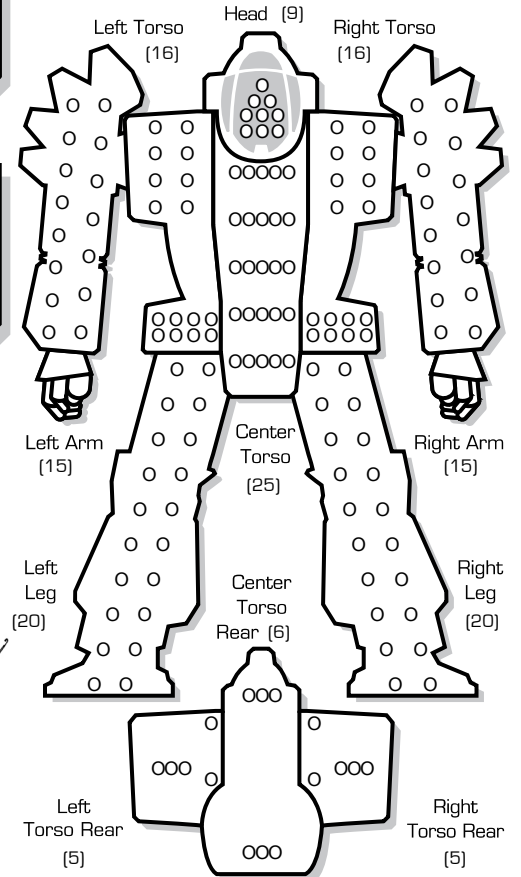
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	Shoulder	Upper Arm Actuator	Lower Arm Actuator	Medium Pulse Laser	Medium Pulse Laser	Medium Pulse Laser
Right Arm	Shoulder	Upper Arm Actuator	Lower Arm Actuator	ER PPC	ER PPC	ER PPC
Center Torso	XL Fusion Engine	XL Fusion Engine	XL Fusion Engine	Gyro	Gyro	Gyro
Left Torso	XL Fusion Engine	XL Fusion Engine	XL Fusion Engine	Endo Steel	Endo Steel	Endo Steel
Right Torso	XL Fusion Engine	XL Fusion Engine	XL Fusion Engine	Bloodhound Active Probe	Bloodhound Active Probe	Bloodhound Active Probe
Left Leg	Hip	Upper Leg Actuator	Lower Leg Actuator	Foot Actuator	Endo Steel	Endo Steel
Right Leg	Hip	Upper Leg Actuator	Lower Leg Actuator	Foot Actuator	Light Ferro-Fibrous	Light Ferro-Fibrous
Head	Life Support	Sensors	Cockpit	TAG	Sensors	Life Support

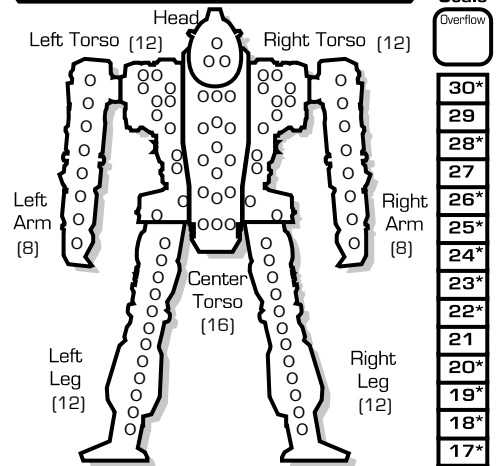
Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

Heat Level	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: **Grim Reaper Einar**

Movement Points: Tonnage: 55
Walking: 4 **Tech Base:** Mixed Tech (I.S.)
Running: 6 (Experimental)
Jumping: 0 **Era:** Jihad

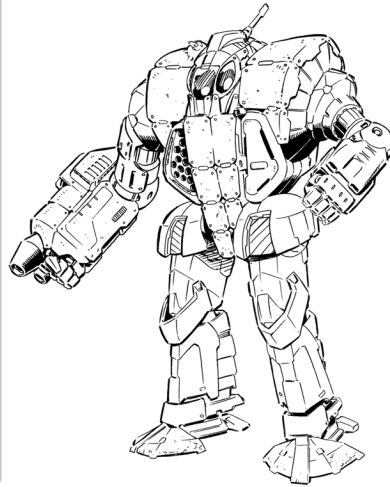
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Laser AMS (Clan)	HD	5	— [PD]	—	—	—	—
1	Modular Armor	CT	—	[E]	—	—	—	—
1	LRM 20 (Clan)	RT	6	1/Msl [M.C.S]	—	7	14	21
1	w/Artemis V FCS	RT	—	[E]	—	—	—	—
1	Modular Armor	LT	0	0 [S]	—	3	6	9
1	Light TAG (Clan)	LT	—	[E]	—	—	—	—
1	Modular Armor	RA	12	10 [DE]	—	8	15	25
1	ER Large Laser (Clan)	RA	5	7 [DE]	—	5	10	15
1	Modular Armor	RA	—	[E]	—	—	—	—

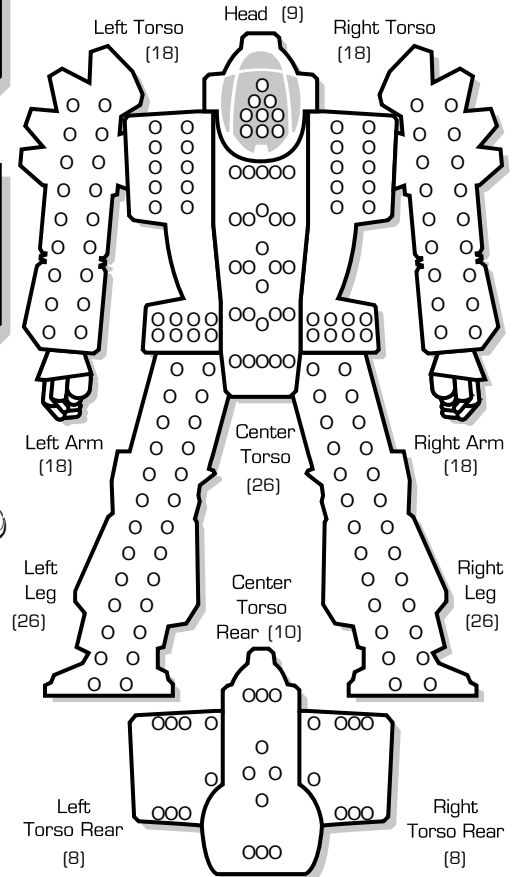
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ferro-Fibrous
- Ferro-Fibrous

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Light TAG (Clan)
- Modular Armor [0000000000]
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Head

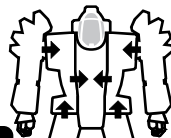
- Life Support
- Sensors
- Industrial Cockpit
- Laser AMS (Clan)
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Modular Armor [0000000000]
- Ferro-Fibrous

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



CATALYST
 game labs
 Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser (Clan)
- ER Medium Laser (Clan)

- Modular Armor [0000000000]
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

Right Torso

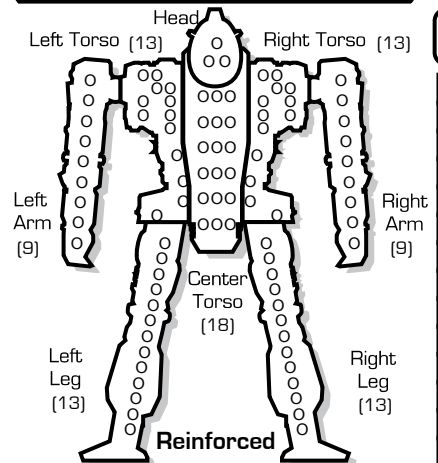
- XL Fusion Engine
- XL Fusion Engine
- LRM 20 (Clan)
- LRM 20 (Clan)
- LRM 20 (Clan)
- LRM 20 (Clan)

- Artemis V FCS (Clan)
- Artemis V FCS (Clan)
- Ammo (LRM 20 Artemis) 6
- Ammo (LRM 20 Artemis) 6
- Modular Armor [0000000000]
- CASE II (Clan)

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

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: Exterminator EXT-6CS

Movement Points: Tonnage: 65
 Walking: 6 Tech Base: Inner Sphere
 Running: 9 (Experimental)
 Jumping: 0 Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	HD	4	6 [P]	-	2	4	6
1	Medium Pulse Laser	CT	4	6 [P]	-	2	4	6
1	MML 7 LRM	LT	4	[MCS]				
	SRM			1/Msl	6	7	14	21
				2/Msl	-	3	6	9
1	Light PPC	RA	5	5 [DE]	3	6	12	18
1	Light PPC	LA	5	5 [DE]	3	6	12	18

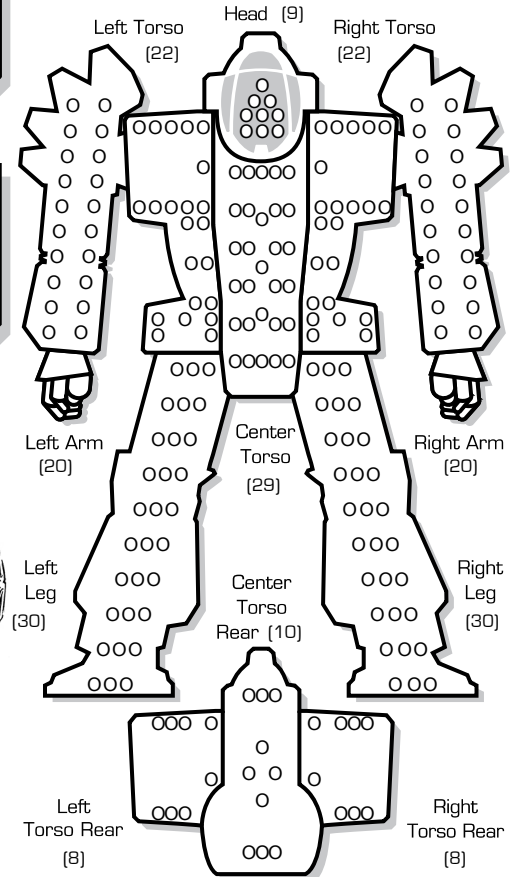
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



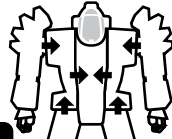
ARMOR DIAGRAM



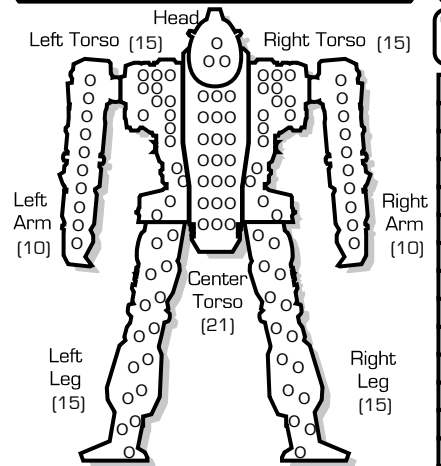
CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Light PPC	6. Light PPC
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Light PPC	6. Light PPC
Center Torso	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. MML 7	5. MML 7	6. MML 7
Right Torso	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Ammo (MML 7/LRM) 17	5. Ammo (MML 7/LRM) 17	6. Ammo (MML 7/SRM) 14
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Chameleon Light Polarization Shield	6. Null Signature System
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Chameleon Light Polarization Shield	6. Null Signature System
Head	1. Life Support	2. Sensors	3. Cockpit	4. Medium Pulse Laser	5. Sensors	6. Life Support
Left Torso Rear	1. Chameleon Light Polarization Shield	2. Null Signature System	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Endo Steel
Right Torso Rear	1. Chameleon Light Polarization Shield	2. Null Signature System	3. CASE II	4. Endo Steel	5. Endo Steel	6. Endo Steel

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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: Highlander 641-X-2

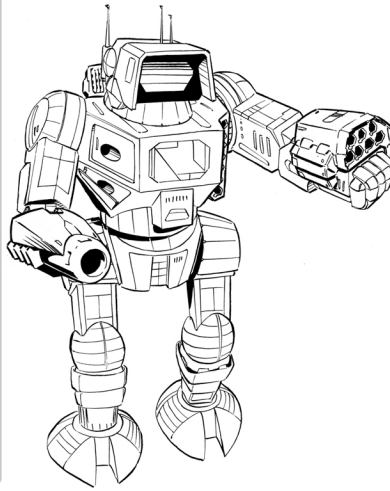
Movement Points: Tonnage: 90
 Walking: 3 Tech Base: Inner Sphere
 Running: 5 (Experimental)
 Jumping: 3 Era: Jihad

Weapons & Equipment Inventory (hexes)

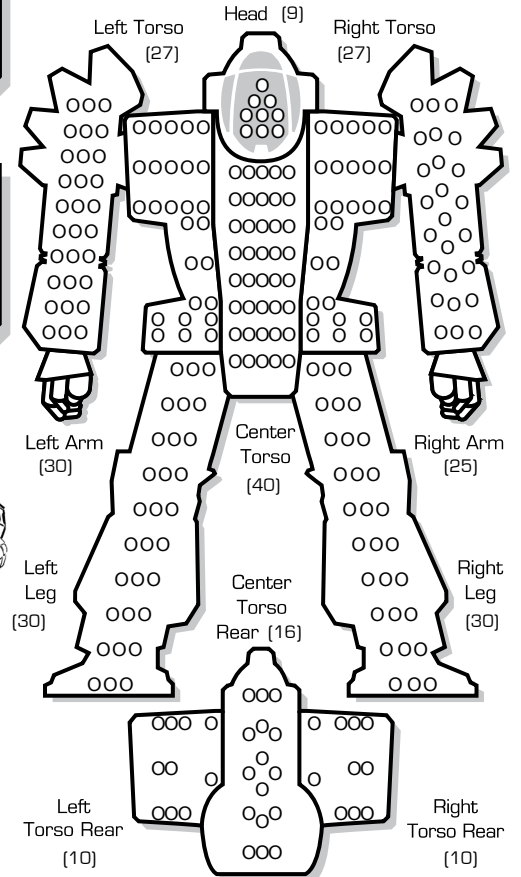
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C ³ Slave	HD	—	[E]	—	—	—	—
1	Angel ECM Suite	RT	—	[E]	—	—	—	6
2	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	MML 7 LRM SRM	LT	4	[M.C.S] 1/Msl	—	6	7	14 21 9
1	w/ Artemis IV FCS Gauss Rifle	RA	1	15 [DB.X] 2/Msl	—	2	7	15 22
1	MML 7 LRM SRM w/ Artemis IV FCS	LA	4	[M.C.S] 1/Msl 2/Msl	—	6	7	14 21 9

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken: 1 2 3 4 5 6
 Consciousness#: 3 5 7 10 11 Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

- #### Left Arm
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - MML 7
 - MML 7
- #### 1-3
- MML 7
 - MML 7
- #### 4-6
- Artemis IV FCS
 - Ammo (MML 7 LRM Artemis) 17
 - Light Ferro-Fibrous
 - Light Ferro-Fibrous

- #### Left Torso
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - MML 7
 - MML 7
 - MML 7
- #### 1-3
- MML 7
- #### 4-6
- Artemis IV FCS
 - Ammo (MML 7 LRM Artemis) 17
 - Ammo (MML 7 SRM Artemis) 14
 - CASE II

- #### Left Leg
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Light Ferro-Fibrous
 - Light Ferro-Fibrous

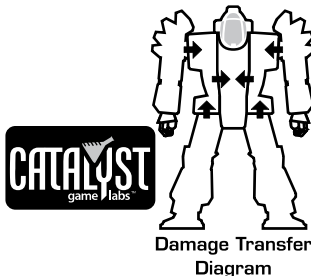
Head

- Life Support
- Sensors
- Cockpit
- C³ Slave
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Gyro
 - XL Gyro
 - XL Gyro
- #### 1-3
- XL Gyro
 - XL Gyro
 - XL Gyro
- #### 4-6
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine

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



Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
- #### 1-3
- Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
- #### 4-6
- CASE II
 - Light Ferro-Fibrous

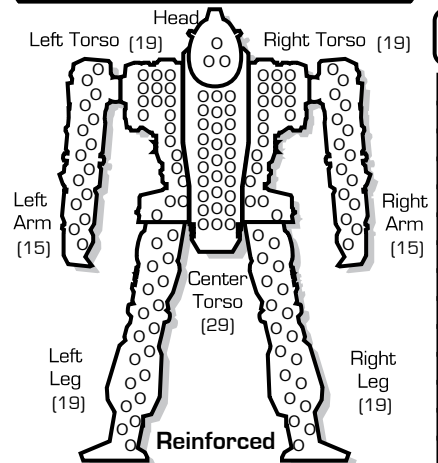
Right Torso

- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Jump Jet
 - Jump Jet
 - Jump Jet
- #### 1-3
- ER Medium Laser
 - ER Medium Laser
 - Ammo (Gauss) 8
 - Ammo (Gauss) 8
 - Angel ECM Suite
 - Angel ECM Suite

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Light Ferro-Fibrous
- Light Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: **Celerity CLR-02-X-D**

Movement Points: **Tonnage: 15**
 Walking: 16 Tech Base: Inner Sphere
 Running: 24 [32] (Experimental)
 Jumping: 0 Era: Jihad

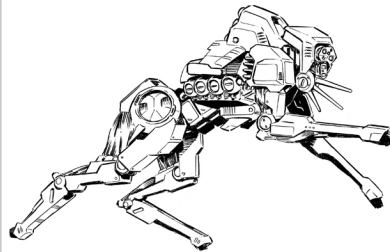
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C ³ CPU	HD	—	[E]	—	—	—	—
1	Drone (Remote) Operating System	RT	—	[E]	—	—	—	—

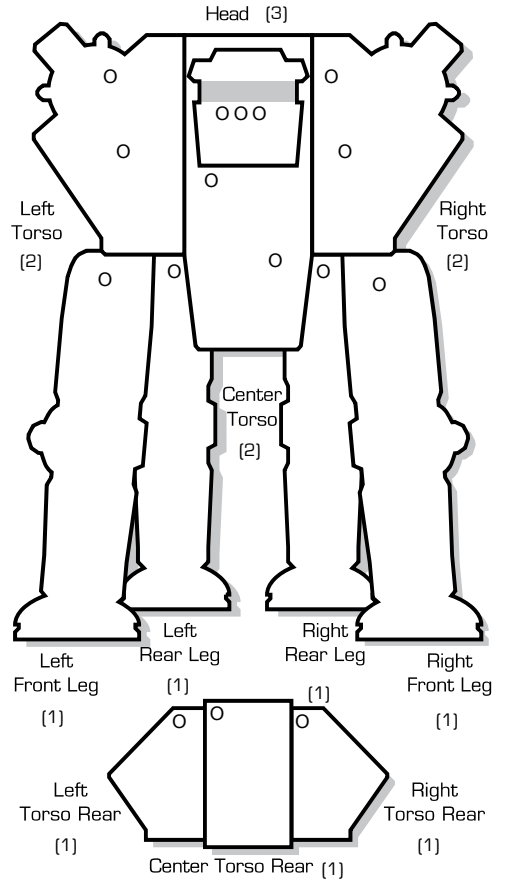
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Improved C³ CPU
- Improved C³ CPU

Left Front Leg

- Hip
- Upper Leg
- Lower Leg
- Foot
- Endo Steel
- Endo Steel

Right Front Leg

- Hip
- Upper Leg
- Lower Leg
- Foot
- Endo Steel
- Endo Steel

Center Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XL Gyro
- XL Gyro
- XL Gyro

1-3

Right Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

1-3

Left Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

1-3

4-6

- Heat Sink
- MASC
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

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

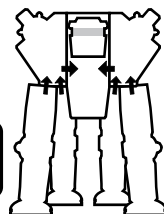
Right Rear Leg

- Hip
- Upper Leg
- Lower Leg
- Foot
- Endo Steel
- Endo Steel

4-6

Left Rear Leg

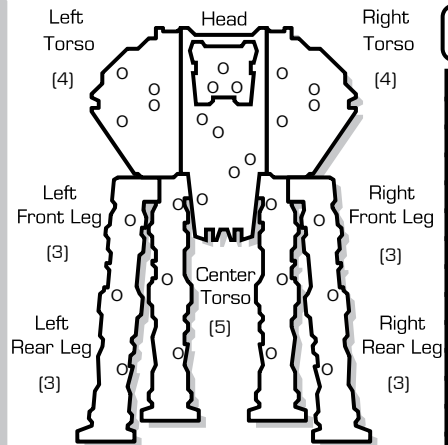
- Hip
- Upper Leg
- Lower Leg
- Foot
- Endo Steel
- Endo Steel



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level*	Effects	Heat Sinks: 10 (10) Single
30*	Shutdown	○
29	Ammo Exp. avoid on 8+	○
28*	Shutdown, avoid on 10+	○
27	-5 Movement Points	○
26*	+4 Modifier to Fire	○
25*	Ammo Exp. avoid on 6+	○
24*	Shutdown, avoid on 8+	○
23*	-4 Movement Points	○
22*	Ammo Exp. avoid on 4+	○
21	Shutdown, avoid on 6+	○
20*	+3 Modifier to Fire	○
19*	-3 Movement Points	○
18*	Shutdown, avoid on 4+	○
17*	+2 Modifier to Fire	○
16	-2 Movement Points	○
15*	+1 Modifier to Fire	○
14*	-1 Movement Points	○
13*		○
12		○
11		○
10*		○
9		○
8*		○
7		○
6		○
5*		○
4		○
3		○
2		○
1		○
0		○

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (10) 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	○

BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Lightning CX-3

Movement Points: **Tonnage:** 35
Cruising: 11 **Tech Base:** Inner Sphere
Flank: 17 (Experimental)
Movement Type: Hover **Era:** Jihad
Engine Type: Fusion Engine

Weapons & Equipment Inventory (hexes)

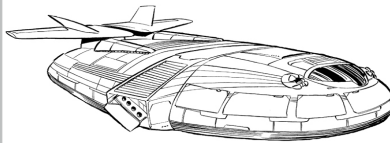
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	BD [E]	—	—	—	—	6
1	Medium Pulse Laser	FR 6 [P]	—	2	4	6	6
3	Rocket Launcher 15	RSp1 [Msl] [M,C]	—	4	9	15	15
3	Rocket Launcher 15	LSp1 [Msl] [M,C]	—	4	9	15	15

CREW DATA

Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
 Commander Hit **+1** Driver Hit **+2**
Modifier to all Skill rolls Modifier to Driving Skill rolls

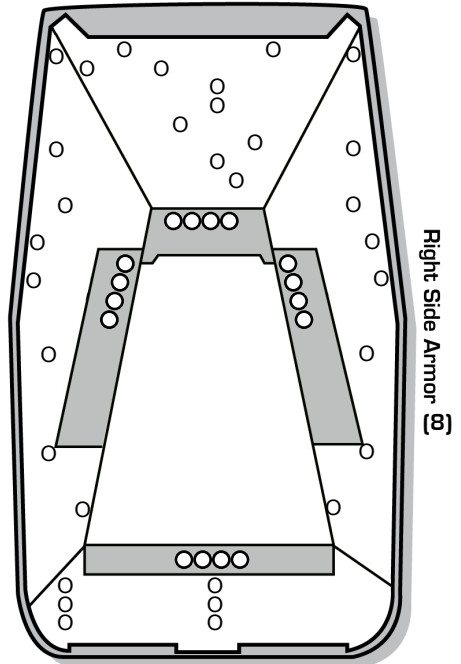
CRITICAL DAMAGE

Turret Locked Engine Hit
 Sensor Hits **+1** **+2** **+3** **D**
 Motive System Hits **+1** **+2** **+3**
 Stabilizers
 Front Left Right
 Rear



ARMOR DIAGRAM

Stealth
 Front Armor
 (10)



Rear Armor
 (6)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	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 night (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	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WICE	+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

2D6 Roll	LOCATION HIT			
	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: Demon CX-2

Movement Points: **Tonnage:** 60
 Cruising: 4 **Tech Base:** Inner Sphere
 Flank: 6 (Experimental)
Movement Type: Wheeled **Year:** 2750
Engine Type: Light Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
4	Mine Dispenser	BD	[E]	—	—	—	—
1	Improved Heavy Gauss Rifle	FR	22 [DB,X]	3	6	12	19
1	Medium Laser	RSp5	[DE]	—	3	6	9
1	Medium Laser	LSp5	[DE]	—	3	6	9

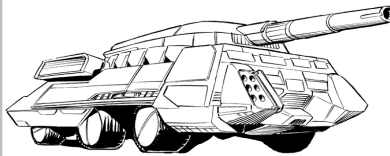
Ammo: (Heavy Gauss) 16

CREW DATA

Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit [+1] Driver Hit [+2]
 Modifier to all Skill rolls Modifier to Driving Skill rolls

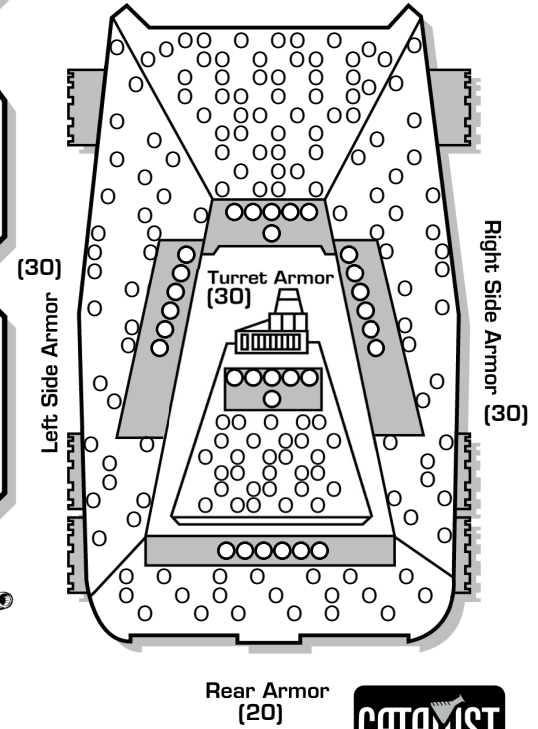
CRITICAL DAMAGE

Turret Locked Engine Hit
 Sensor Hits +1 +2 +3 D
 Motive System Hits +1 +2 +3
 Stabilizers
 Front Left Right
 Rear Turret



ARMOR DIAGRAM

Reactive Front Armor (50)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	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 Vehicle 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 night (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	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WICE	+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

2D6 Roll	LOCATION HIT			
	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: Fury CX-17

Movement Points: **Tonnage:** 80
Cruising: 4 **Tech Base:** Inner Sphere
Flank: 6 (Experimental)
Movement Type: Tracked **Era:** Jihad
Engine Type: Light Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	BD	[E]	--	--	--	6
1	Cockpit Command Console	BD	[E]	--	--	--	--
1	Drone Carrier Control System (5 drones)	BD	[E]	--	--	--	--
2	LB 5-X AC	T	5	3	7	14	21

[DB,C/F/S]

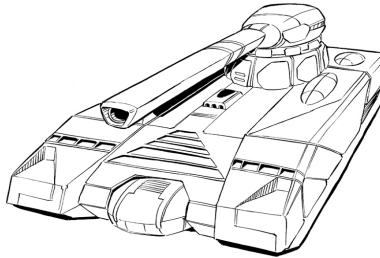
Ammo: (LB 5-X) 20

CREW DATA

Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
 Commander Hit **+1** Driver Hit **+2**
 Modifier to all Skill rolls Modifier to Driving Skill rolls

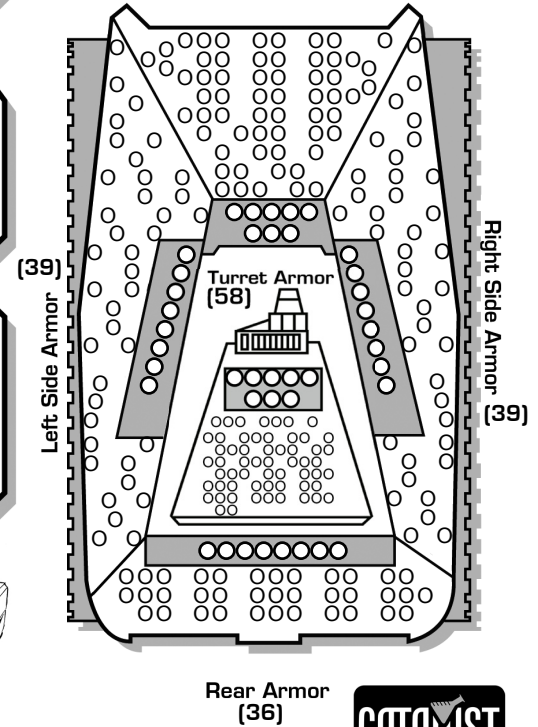
CRITICAL DAMAGE

Turret Locked Engine Hit
 Sensor Hits **+1** **+2** **+3** **D**
 Motive System Hits **+1** **+2** **+3**
 Stabilizers
 Front Left Right
 Rear Turret



ARMOR DIAGRAM

Reactive Front Armor (60)



Rear Armor (36)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	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 Vehicle 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 night (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
		WICE +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

2D6 Roll	LOCATION HIT			
	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

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

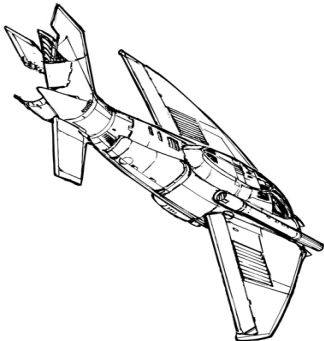
Type: Zero ZRO-CX-3

Thrust: Tonnage: 35
 Safe Thrust: 6 Tech Base: Inner Sphere
 Maximum Thrust: 9 (Experimental)
 Era: Jihad

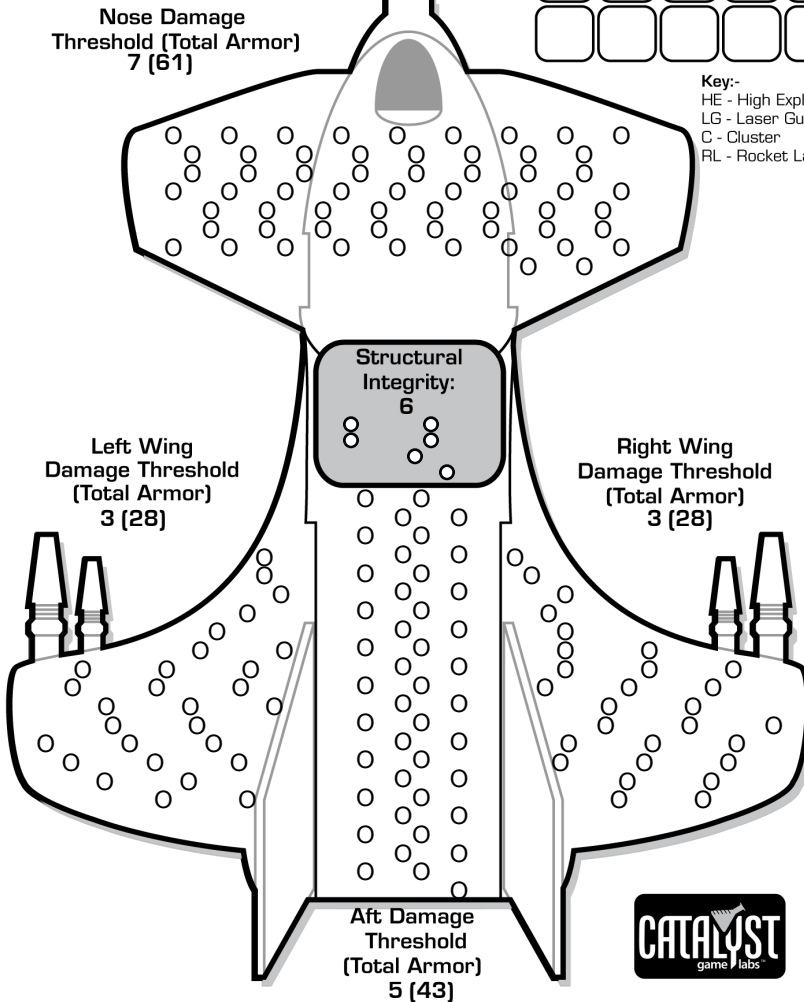
Weapons & Equipment Inventory

Standard Scale	(0-6)	(6-12)	(13-20)	(21-25)			
Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
1	Enhanced LRM 5 (M.C.S)	N	2	3	3	3	—
1	ER PPC (D.E.X)	N	15	10	10	10	—
1	PPC Capacitor (E)	N	0	—	—	—	—

Ammo: (NLRM 5) 24
 Fuel: 400 Points



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

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	Heat Sinks:
30	Shutdown	10 (20)
28	Ammo Exp. avoid on 8+	Double
27	Pilot Damage, avoid on 9+	0
26	Shutdown, avoid on 10+	0
25	Random Movement, avoid on 10+	0
24	+4 Modifier to Fire	0
23	Ammo Exp. avoid on 6+	0
22	Shutdown, avoid on 8+	0
21	Pilot Damage, avoid on 6+	0
20	Random Movement, avoid on 8+	0
19	Ammo Exp. avoid on 4+	0
18	Shutdown, avoid on 6+	0
17	+3 Modifier to Fire	0
15	Random Movement, avoid on 7+	0
14	Shutdown, avoid on 4+	0
13	+2 Modifier to Fire	0
10	Random Movement, avoid on 6+	0
8	+1 Modifier to Fire	0
5	Random Movement, avoid on 5+	0

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

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Tomahawk CX-11

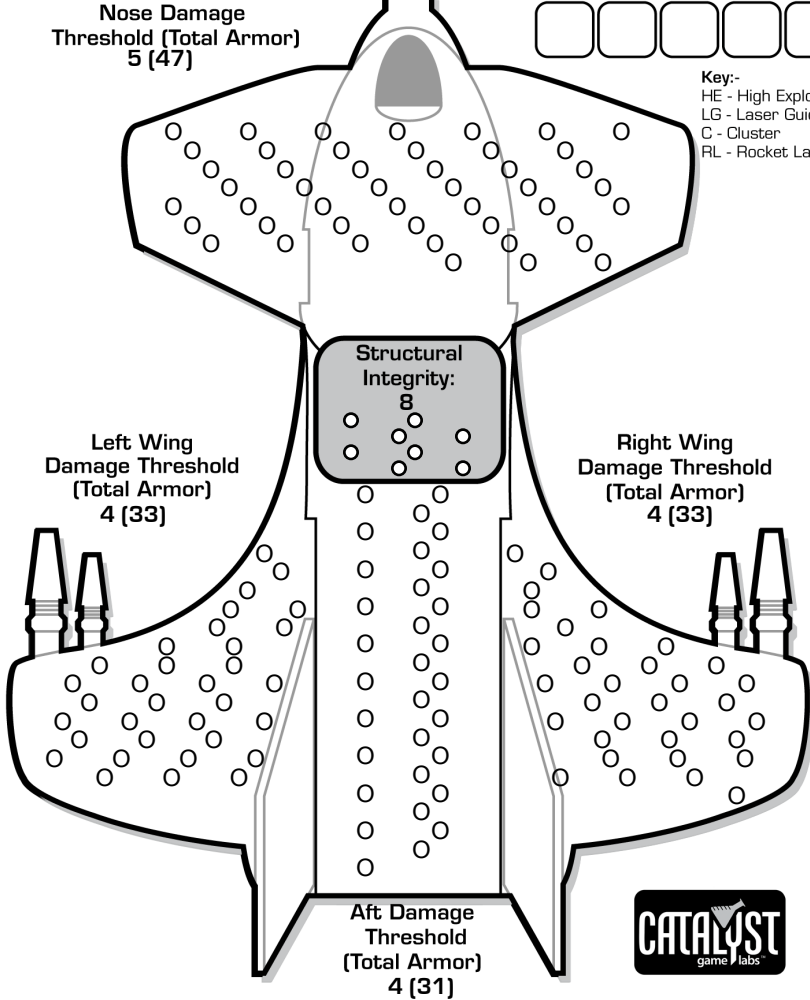
Thrust: Tonnage: 45
 Safe Thrust: 8 Tech Base: Inner Sphere
 Maximum Thrust: 12 (Experimental) Jihad
 Era:

Weapons & Equipment Inventory

Standard Scale			(0-6)	(6-12)	(13-20)	(21-25)	
Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
1	ER Small Laser [DE]	N	2	3	—	—	—
1	ER Large Laser [DE]	LW	12	8	8	8	—
1	Laser Insulator [E]	LW	0	—	—	—	—
1	ER Large Laser [DE]	RW	12	8	8	8	—
1	Laser Insulator [E]	RW	0	—	—	—	—

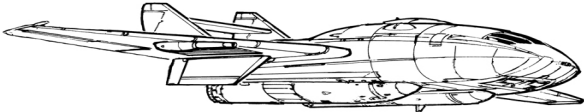
Fuel: 400 Points

ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher



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	Heat Sinks:
30	Shutdown	12 (24)
28	Ammo Exp. avoid on 8+	Double
27	Pilot Damage, avoid on 9+	0 0
26	Shutdown, avoid on 10+	0 0
25	Random Movement, avoid on 10+	0 0
24	+4 Modifier to Fire	0 0
23	Ammo Exp. avoid on 6+	0 0
22	Shutdown, avoid on 8+	0 0
21	Pilot Damage, avoid on 6+	0 0
20	Random Movement, avoid on 8+	0 0
19	Ammo Exp. avoid on 4+	0 0
18	Shutdown, avoid on 6+	0 0
17	+3 Modifier to Fire	0 0
15	Random Movement, avoid on 7+	0 0
14	Shutdown, avoid on 4+	0 0
13	+2 Modifier to Fire	0 0
10	Random Movement, avoid on 6+	0 0
8	+1 Modifier to Fire	0 0
5	Random Movement, avoid on 5+	0 0

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

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

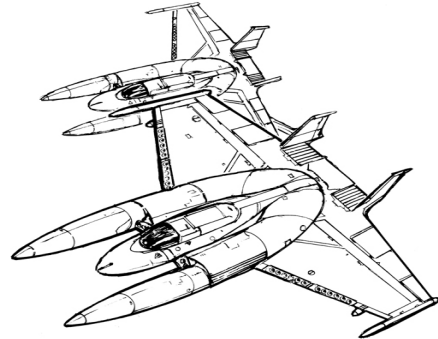
Type: Ironsides CX-19

Thrust: Tonnage: 65
 Safe Thrust: 6 Tech Base: Mixed Tech (I.S.)
 Maximum Thrust: 9 (Experimental)
Era: Jihad

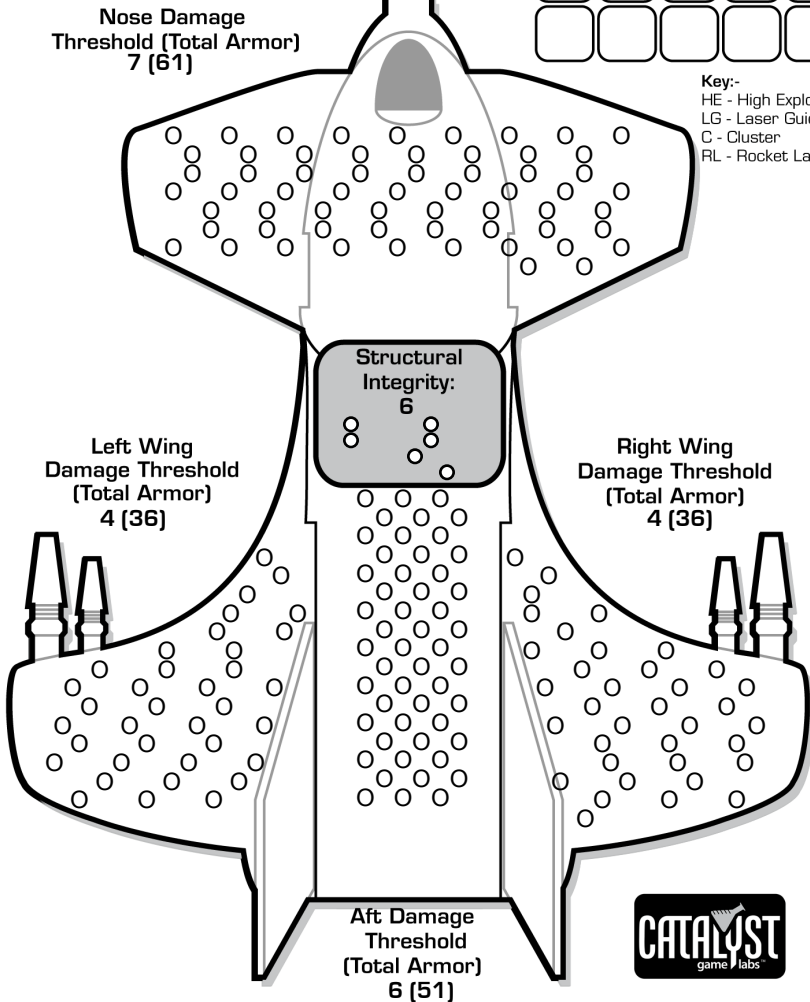
Weapons & Equipment Inventory

Standard Scale			(0-6)	(6-12)	(13-20)	(21-25)
Qty	Type	Loc. Ht	SRV	MRV	LRV	ERV
3	ER Medium Laser (Clan) [DE]	N 5	7	7	—	—
1	Streak SRM 6 (Clan) [M,C]	N 4	12	12	—	—
1	ER Medium Laser (Clan) [DE]	LW 5	7	7	—	—
3	Streak SRM 6 (Clan) [M,C]	LW 4	12	12	—	—
1	ER Medium Laser (Clan) [DE]	RW 5	7	7	—	—
3	Streak SRM 6 (Clan) [M,C]	RW 4	12	12	—	—

Ammo: (Streak SRM 6) 30
 Fuel: 400 Points



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

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	Heat Sinks:
30	Shutdown	14 (28)
28	Ammo Exp. avoid on 8+	0 0
27	Pilot Damage, avoid on 9+	Double
26	Shutdown, avoid on 10+	0 0
25	Random Movement, avoid on 10+	0 0
24	+4 Modifier to Fire	0
23	Ammo Exp. avoid on 6+	0
22	Shutdown, avoid on 8+	0
21	Pilot Damage, avoid on 6+	0 0
20	Random Movement, avoid on 8+	0
19	Ammo Exp. avoid on 4+	0
18	Shutdown, avoid on 6+	0
17	+3 Modifier to Fire	0
15	Random Movement, avoid on 7+	0
14	Shutdown, avoid on 4+	0
13	+2 Modifier to Fire	0
10	Random Movement, avoid on 6+	0
8	+1 Modifier to Fire	0
5	Random Movement, avoid on 5+	0

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



BATTLE ARMOR RECORD SHEET (Experimental)

BATTLE ARMOR: SQUAD/POINT 1

Type: Hurricane P17 Era: Jihad
 Gunnery Skill: Anti-'Mech Skill:
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 AP Gauss Rifle (Clan) 3 [DB,X] — 3 6 9
 Ammo
 Armor: Basic Stealth (+0/+1/+2)
 Mechanized: Swarm: Leg: AP:

1	<input type="radio"/>	<input type="radio"/>
2	<input type="radio"/>	<input type="radio"/>
3	<input type="radio"/>	<input type="radio"/>
4	<input type="radio"/>	<input type="radio"/>
5	<input type="radio"/>	<input type="radio"/>
6	<input type="radio"/>	<input type="radio"/>

Cost: BV:

BATTLE ARMOR: SQUAD/POINT 2

Type: Hurricane P17 Era: Jihad
 Gunnery Skill: Anti-'Mech Skill:
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 AP Gauss Rifle (Clan) 3 [DB,X] — 3 6 9
 Ammo
 Armor: Basic Stealth (+0/+1/+2)
 Mechanized: Swarm: Leg: AP:

1	<input type="radio"/>	<input type="radio"/>
2	<input type="radio"/>	<input type="radio"/>
3	<input type="radio"/>	<input type="radio"/>
4	<input type="radio"/>	<input type="radio"/>
5	<input type="radio"/>	<input type="radio"/>
6	<input type="radio"/>	<input type="radio"/>

Cost: BV:

BATTLE ARMOR: SQUAD/POINT 3

Type: Hurricane P17 Era: Jihad
 Gunnery Skill: Anti-'Mech Skill:
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 AP Gauss Rifle (Clan) 3 [DB,X] — 3 6 9
 Ammo
 Armor: Basic Stealth (+0/+1/+2)
 Mechanized: Swarm: Leg: AP:

1	<input type="radio"/>	<input type="radio"/>
2	<input type="radio"/>	<input type="radio"/>
3	<input type="radio"/>	<input type="radio"/>
4	<input type="radio"/>	<input type="radio"/>
5	<input type="radio"/>	<input type="radio"/>
6	<input type="radio"/>	<input type="radio"/>

Cost: BV:

BATTLE ARMOR: SQUAD/POINT 4

Type: Hurricane P17 Era: Jihad
 Gunnery Skill: Anti-'Mech Skill:
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 AP Gauss Rifle (Clan) 3 [DB,X] — 3 6 9
 Ammo
 Armor: Basic Stealth (+0/+1/+2)
 Mechanized: Swarm: Leg: AP:

1	<input type="radio"/>	<input type="radio"/>
2	<input type="radio"/>	<input type="radio"/>
3	<input type="radio"/>	<input type="radio"/>
4	<input type="radio"/>	<input type="radio"/>
5	<input type="radio"/>	<input type="radio"/>
6	<input type="radio"/>	<input type="radio"/>

Cost: BV:

BATTLE ARMOR: SQUAD/POINT 5

Type: Hurricane P17 Era: Jihad
 Gunnery Skill: Anti-'Mech Skill:
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 AP Gauss Rifle (Clan) 3 [DB,X] — 3 6 9
 Ammo
 Armor: Basic Stealth (+0/+1/+2)
 Mechanized: Swarm: Leg: AP:

1	<input type="radio"/>	<input type="radio"/>
2	<input type="radio"/>	<input type="radio"/>
3	<input type="radio"/>	<input type="radio"/>
4	<input type="radio"/>	<input type="radio"/>
5	<input type="radio"/>	<input type="radio"/>
6	<input type="radio"/>	<input type="radio"/>

Cost: BV:

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

BATTLETECH



BATTLE ARMOR RECORD SHEET (Experimental)

BATTLE ARMOR: SQUAD/POINT 1

Type: **Kobold X-C3** Era: Jihad
 Gunnery Skill: Anti-'Mech Skill:
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Improved BC ³ [E] - - - -

1	●○○○○
2	●○○○○
3	●○○○○
4	●○○○○
5	●○○○○
6	●○○○○

Cost: BV:

Armor: Basic Stealth (+0/+1/+2)
 Mechanized: Swarm: Leg: AP:

BATTLE ARMOR: SQUAD/POINT 2

Type: **Kobold X-C3** Era: Jihad
 Gunnery Skill: Anti-'Mech Skill:
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Improved BC ³ [E] - - - -

1	●○○○○
2	●○○○○
3	●○○○○
4	●○○○○
5	●○○○○
6	●○○○○

Cost: BV:

Armor: Basic Stealth (+0/+1/+2)
 Mechanized: Swarm: Leg: AP:

BATTLE ARMOR: SQUAD/POINT 3

Type: **Kobold X-C3** Era: Jihad
 Gunnery Skill: Anti-'Mech Skill:
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Improved BC ³ [E] - - - -

1	●○○○○
2	●○○○○
3	●○○○○
4	●○○○○
5	●○○○○
6	●○○○○

Cost: BV:

Armor: Basic Stealth (+0/+1/+2)
 Mechanized: Swarm: Leg: AP:

BATTLE ARMOR: SQUAD/POINT 4

Type: **Kobold X-C3** Era: Jihad
 Gunnery Skill: Anti-'Mech Skill:
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Improved BC ³ [E] - - - -

1	●○○○○
2	●○○○○
3	●○○○○
4	●○○○○
5	●○○○○
6	●○○○○

Cost: BV:

Armor: Basic Stealth (+0/+1/+2)
 Mechanized: Swarm: Leg: AP:

BATTLE ARMOR: SQUAD/POINT 5

Type: **Kobold X-C3** Era: Jihad
 Gunnery Skill: Anti-'Mech Skill:
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Improved BC ³ [E] - - - -

1	●○○○○
2	●○○○○
3	●○○○○
4	●○○○○
5	●○○○○
6	●○○○○

Cost: BV:

Armor: Basic Stealth (+0/+1/+2)
 Mechanized: Swarm: Leg: AP:

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