

BATTLETECH™



EXPERIMENTAL™
TECHNICAL
READOUT:



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MARIK

INTRODUCTION

INCOMING
MESSAGE

SEND

SAVE

CANCEL

DELETE

In the past generation mankind has seen a revolution in technology. Many expensive necessities like water and food have become considerably cheaper as new technologies—new, at least, to this century—have entered production at large scales. Water filters, JumpShips, and genetically modified crops derived from the Helm Memory Core have greatly eased life in the Inner Sphere since 3030. One of the greatest impacts of the Helm Core, though, is a subtle one: education.

In the first quarter of this century, even the elite technicians of the Great Houses' armies were next to witchdoctors when it came to maintaining the most advanced technology of the day. The most advanced items were "black boxes" or "lostech." Now, though, their children and grandchildren not only have a fair grasp of the equipment delivered to them, but also can improve upon it. This generation has seen innovation surpassing the military technologies of the first Star League, with more powerful weapons, more capable electronics, and more advanced structures being fielded.

The region some still call the Free Worlds League is not an exception. Indeed, since 3051, it has produced many of the most advanced military technologies. Serving as the "arsenal of the Inner Sphere" against the Clans, the Free Worlds League developed a military-industrial complex that eventually even outshone the Lyran Commonwealth/Alliance. Unfortunately, that unified market and industrial market is in the process of collapsing. Whereas the other major Inner Sphere powers can afford to develop and field battalions of cutting-edge units, the splinter states emerging from the Free Worlds League are mostly producing limited quantities of prototypes and refits to demonstrate those new technologies.

This situation, though, is an opportunity for Irian Technologies. Respect for patents and trade secrets is waning as Free Worlds League member-states seek to replace "foreign"-built units with domestically built units "during the current emergency." These under-funded efforts seem unlikely to progress far but, in the attempt, will spread the technology to vendors vulnerable to acquisition.

Some notable "squibs" of new technology implementation are presented in this document. A few of them are useful as designed for immediate production and sale, while others are more suited to be "milked" for their technologies, which may be then implemented in Irian products. Minor outlays in our legal department should protect any lawsuit objecting to this technology acquisition.

—Brooke Lassinger, Irian Technologies, 15 November 3080

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HOW TO USE THIS BOOK

The 'Mechs, combat vehicles, and fighters described in *Experimental Technical Readout: Marik* provide players with a sampling of the various custom designs that have arisen in the technical divisions of the military manufacturers of the Free Worlds League. 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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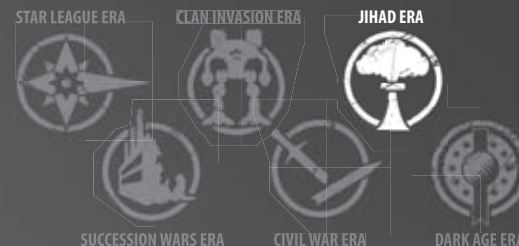
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JA-KL-1579 JACKAL

Field Testing Summation: Custom JA-KL-1579 Refit

Producer/Site: Earthwerks, Keystone

Supervising Technician: Various

Project Start Date: 3077

Non-Production Equipment Analysis:

PPC Capacitor
Angel ECM Suite

Overview

This prototype *Jackal*—first sighted near Earthwerks' Keystone facility—was not fully detailed until a couple reports of its use against pirates surfaced in the media, and Earthwerks finally hosted a media conference to explaining their new model.

Earthwerks planned to initially offer the JA-KL-1579 as a field-refit kit for owners of the older JA-KL-1532 model. This kit corrected the 1532's deficiencies, supplying a much-needed upgrade to its heat sink system, a few appliqué armor panels, a capacitor system to enhance the output of the Aberdovey PPC by fifty percent, and an advanced ECM suite in place of the Streak launcher many pilots claimed to be "high-useless".

Reception from JA-KL-1532 operators was fairly warm. In addition to addressing the original model's faults, the 1579 also addressed many of the experiences mercenary users gleaned in the conflict against the Word of Blake: advanced electronics and new, more potent weaponry make the battlefield more dangerous than ever. With a powerful ECM suite shrouding the *Jackal* and its lancemates from Word of Blake C³ systems and other electronic threats, the 1579 is free to bring to bear a PPC as powerful as the relatively new heavy PPC but at only four-fifths of the weight and with greater effective range.

Criticism of the 1579 primarily came from military personnel who do not operate *Jackals* and amateur industry observers. Most of this is directed toward the fact that the 1579 only mounts a single weapon, while astute observers note that Earthwerks is quietly offering a cut-price "JA-KL-1578" kit (which trades the Angel for a Guardian ECM Suite and ER small laser).

Interestingly, Earthwerks was emphasizing its own engineering and industrial effort put into the JA-KL-1579 with no mention of VEST. Though VEST had resumed limited production in 3074, Earthwerks indicated that disrupted communications (Solaris VII's HPG was only replaced in 3080) and shipping ended the company's long cooperation with VEST. However, subsequent cessation of all *Jackal* production in 3079 appears to have killed the 1579 as well.

Type: **Jackal**

Technology Base: Inner Sphere (Experimental)

Tonnage: 30

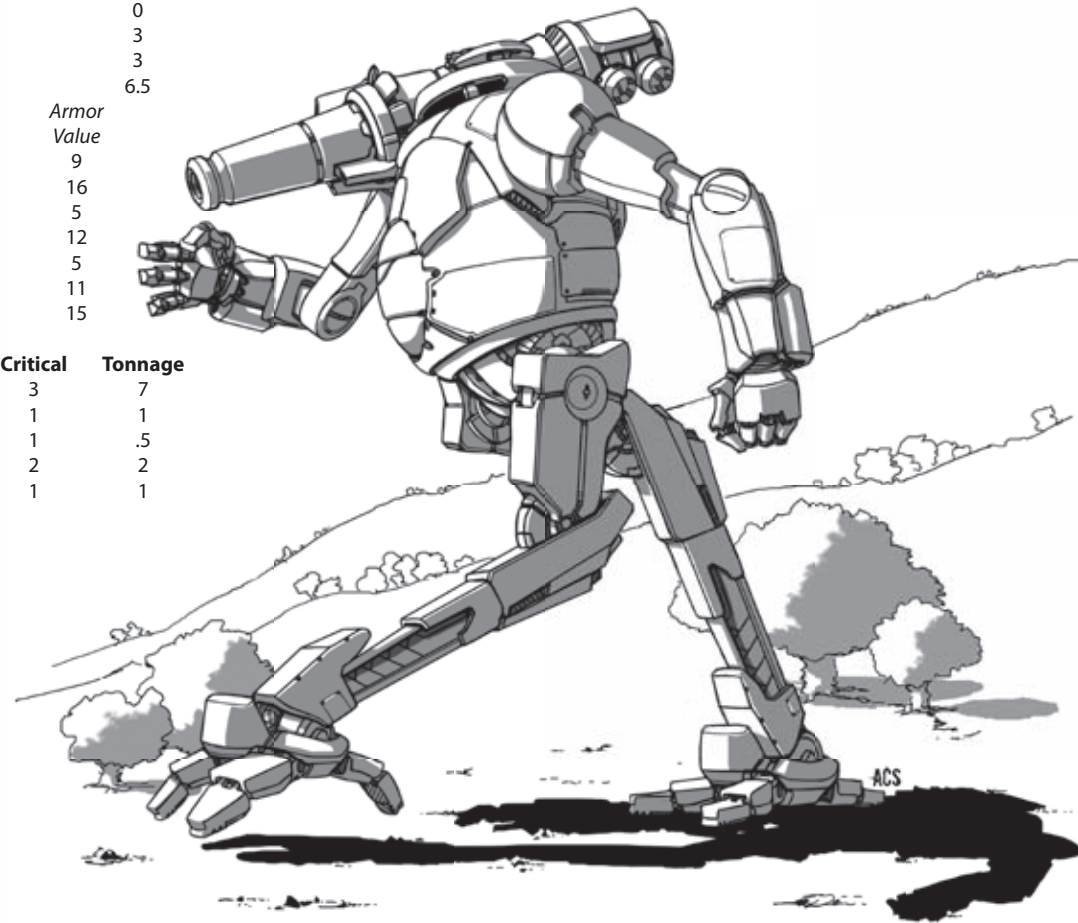
Battle Value: 1,273

Equipment

Equipment		Mass
Internal Structure:	Endo Steel	1.5
Engine:	210 XL	4.5
Walking MP:	7	
Running MP:	11	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	104	6.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	10	16
Center Torso (rear)		5
R/L Torso	7	12
R/L Torso (rear)		5
R/L Arm	4	11
R/L Leg	7	15

Weapons and Ammo

Weapons and Ammo	Location	Critical	Tonnage
ER PPC	RT	3	7
PPC Capacitor	RT	1	1
Anti-Missile System	H	1	.5
Angel ECM Suite	CT	2	2
Ammo (AMS) 12	LT	1	1



EXPERIMENTAL

HER-7S HERMES II

Field Testing Summation: Custom HER-7S Hybrid Prototype

Producer/Site: Irian BattleMechs Unlimited, Shiro III

Supervising Technician: Baron Roderick Axel

Project Start Date: 3077

Non-Production Equipment Analysis:

- XXL Fusion Engine
- Composite Internal Structure
- Clan Large Pulse Laser
- ER Flamer
- Clan Targeting Computer

Overview

More than a few amateur military observers amuse themselves with homemade designs of The Ultimate BattleMech, often aided by the endless variety of military computer games. This entertainment is normally harmless, at least until the nonprofessional individual manages to catch the ear of an influential person and ends up burdening a military with a flawed, often-expensive design.

Baron Roderick Axel of Lopez is one such individual. Wealthy beyond imagining thanks to family investments in the Andurien civilian computer industry (which boomed with the recovery of the Helm Memory Core) and trained as a MechWarrior to operate the family 'Mech, Baron Axel possessed the self-confidence one can only find in a noble isolated from reality, and convinced himself that he could, in fact, design a better BattleMech. Once he became the head of the family business portfolio, he set out to turn the workhorse Marik 'Mech—the *Hermes II*—into "a 'Mech for the thirty-second century".

It appears that Irian BattleMechs Unlimited of Shiro III was more than willing to indulge the Baron's wish fulfillment, dedicating some spare technical staff and issuing contracts for prototypes of the highly advanced hardware that Baron Axel hoped to see fitted to his HER-7S *Hermes II*.

At first glance, the HER-7S is a high performance machine. It has a top speed of over 120 kph, a 240-meter jump capacity, and upgrades the traditional firepower of the *Hermes II* to larger, more effective weaponry. This mobility and mix of Clan-grade and Inner Sphere weaponry does make the HER-7S an effective combatant, but the compromises made to achieve this performance were costly—beyond the sheer "sticker shock" of the price tag. The XXL engine and composite structure make this BattleMech extremely vulnerable to penetrating damage, which the moderate armor protection is hard-pressed to handle by today's standards.

Though Irian cited component production problems as the reason for not pursuing Axel's 7S beyond several prototypes, annual budget information provided to investors indicates Irian did not even make preliminary outlays to modify its Shiro III *Hermes II* assembly line (and may, in fact, never have intended to manufacture more than the three prototypes they've already unveiled). Meanwhile, however, Irian continues to be most solicitous to Baron Axel, who seems to be handling the news that his dream 'Mech is "ahead of its time" quite well.

Type: **Hermes II**

Technology Base: Mixed (Experimental)

Tonnage: 40

Battle Value: 1,578

Equipment

Internal Structure:	Composite
Engine:	320 XXL
Walking MP:	8
Running MP:	12
Jumping MP:	8
Heat Sinks:	10 [20]

Gyro:

Cockpit:

Armor Factor (Ferro): 120

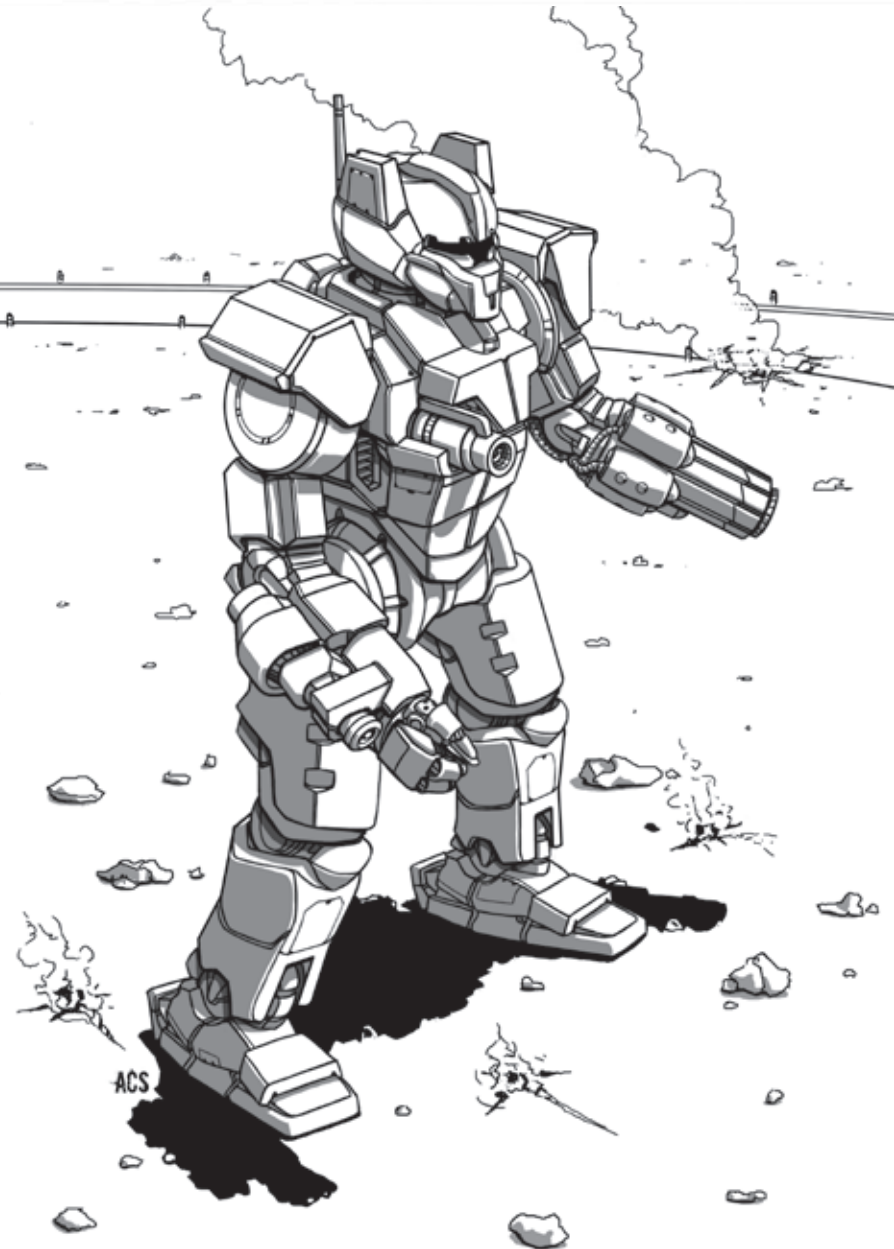
	Internal Structure	Armor Value
Head	3	9
Center Torso	12	17
Center Torso (rear)		6
R/L Torso	10	14
R/L Torso (rear)		5
R/L Arm	6	11
R/L Leg	10	14

Weapons and Ammo

	Location	Critical	Tonnage
Light PPC	RA	2	3
Large Pulse Laser (C)	RT	2	6
Targeting Computer (C)	CT	2	2
ER Flamer	LA	1	1
Jump Jets	RT	4	2
Jump Jets	LT	4	2

Mass

Composite	2
320 XXL	7.5
	0
	4
	3
	7.5



EXPERIMENTAL

ON3-MX ORION

Field Testing Summation: New ON3-MX Prototype
Producer/Site: Kali Yama Weapons Industries, Kendall
Supervising Technician: Talena McGregor
Project Start Date: 3075

Non-Production Equipment Analysis:

Improved Heavy Gauss Rifle
 Extended LRM

Overview

The ON3-MX *Orion* is another attempt to build “a BattleMech for the thirty-second century,” leading it to be unofficially dubbed the “*Orion 3100*”. Unlike Irian BattleMechs’ HER-75 prototype, however, this machine was developed under the much more experienced guidance of a professional BattleMech engineer. The resulting design still has some flaws that will likely prevent it from entering production, but Kali Yama Weapon Industries can still benefit from the prototyping experience, and has even scored a few sales for its ON3-MX, all but ensuring employment for the engineers and technicians who assembled these prototypes until a more production-worthy successor is developed.

The chassis and engine of the ON3-MX are not exceptional. Rather, Kali Yama focused on exploiting new, experimental weapon technologies that stood to extend the attack radius of the *Orion* to ranges beyond even those of Clan weaponry. With Extended LRMs, the ON3-MX can deliver accurate firepower at ranges where most foes—even the Clans—have only a miniscule chance of return fire. While the updated heavy Gauss rifle paired with this launcher does not have unusual range by modern standards, its 250-kilogram hypervelocity rounds are a threat to even the largest BattleMechs and avoids the bedeviling drop in performance with range found in current heavy Gauss rifles.

Several compromises were necessary to mount these experimental weapons. Torso volume was at a premium and supplies of Endo Steel were questionable, so Kali Yama utilized a conventional structure and XL engine. With other weapons, this would not have been a problem, but the Gauss rifle’s bulk is such that there is simply no room (or spare tonnage) to protect the engine from capacitor explosions. Nominal CASE protection was, however, supplied for the ELRM ammo. The SRM launcher also had to be deleted, reducing the ON3-MX’s secondary weaponry to a pair of ER medium lasers.

Kali Yama has indicated that its experience with the ON3-MX will probably lead to the deletion of the heavy Gauss rifle in the production model (ON3-M) in favor of a standard Gauss rifle, but until production actually begins, it is simply too soon to tell what other changes are in store for the so-called *Orion 3100*.

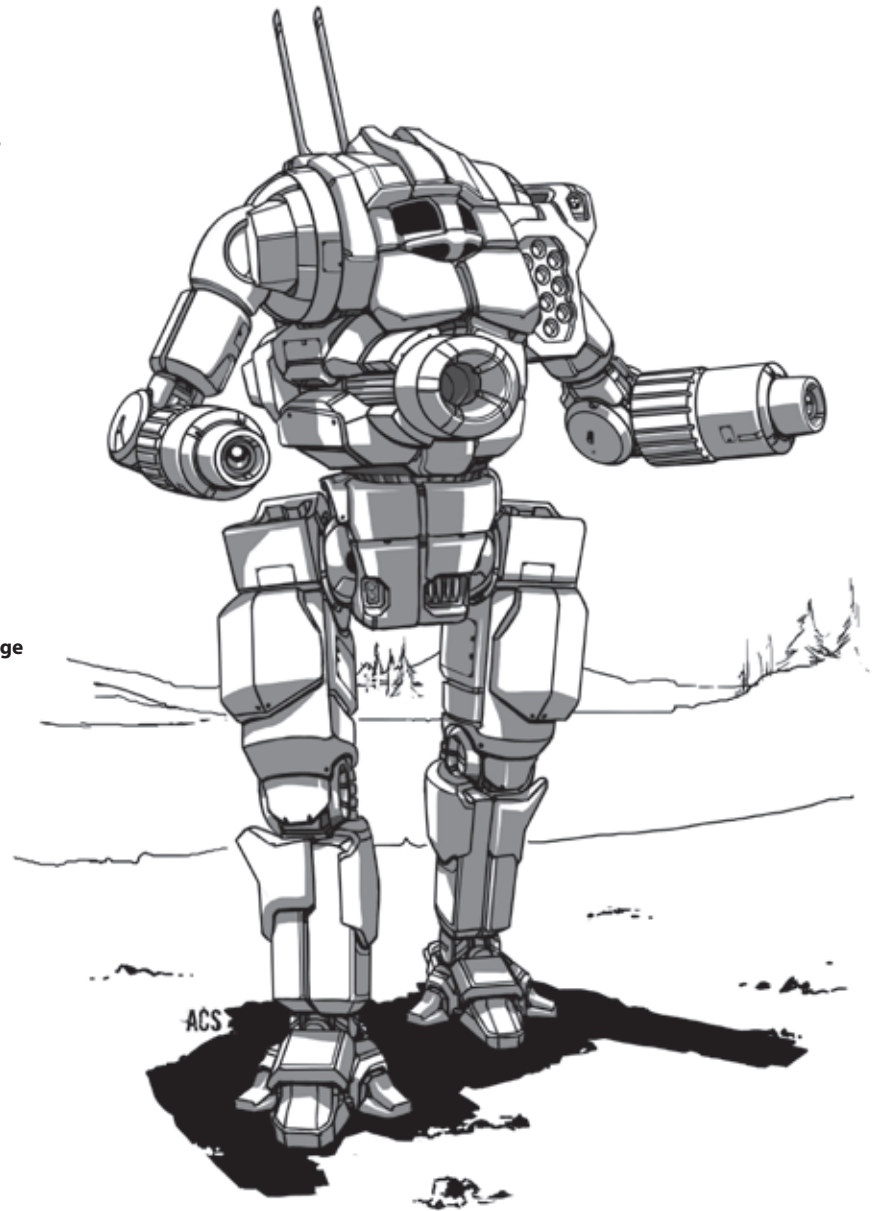
Type: **Orion**
 Technology Base: Mixed (Experimental)
 Tonnage: 75
 Battle Value: 1,849

Equipment

Internal Structure:		7.5
Engine:	300 XL	9.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	231	14.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	23	36
Center Torso (rear)		10
R/L Torso	16	22
R/L Torso (rear)		10
R/L Arm	12	24
R/L Leg	16	32

Weapons and Ammo	Location	Critical	Tonnage
ER Medium Laser	RA	1	1
Improved Heavy Gauss Rifle	RT/CT	9/2	20
Ammo (IHGR) 16	LT	4	4
CASE	LT	1	.5
Ammo (ELRM) 27	LT	3	3
Extended LRM 10	LA	4	8
ER Medium Laser	LA	1	1



ACS

EXPERIMENTAL

AWS-11M AWESOME

Field Testing Summation: Custom AWS-11M Hybrid Refit

Producer/Site: Technicon, Tongatapu

Supervising Technician: Various

Project Start Date: 3079

Non-Production Equipment Analysis:

- PPC Capacitors
- Clan Double Heat Sinks

Overview

Technicon of Tongatapu has recently announced an experimental series of *Awesomes*, the AWS-11, which hopes to exploit locally built copies of Clan heat sinks to bring unparalleled particle cannon firepower to the battlefield. Unfortunately, as of this publication, it appears that Technicon's heat sink supplier was overly optimistic and/or deliberately deceptive about their ability to produce the more-advanced heat sinks. As a result, a plethora of AWS-11s with combinations of heavy PPCs, ER PPCs, light PPCs, snub nosed PPCs, and PPC capacitors now linger in computer data banks, their physical construction pending a steady supply of heat sinks that will not shatter when first stressed with hot coolant.

In anticipation of the heat sinks, though, Technicon did secure several stores of Clan-made sinks (presumably from Diamond Shark merchants or Word of Blake swag) to build several prototypes. The AWS-11M model—dubbed “the *Awesome Ontos*” by its development crew—is perhaps the most promising. Unlike many modern *Awesomes*, it utilizes a standard engine and a compact gyro to free up internal space for its massive weapons array. This consequently reduced the unit's top speed, and may have been a factor in its lackluster combat trials.

The weapons are a battery of eight light PPCs, selected because of the design team's interest in “the unusual sustained impact delivery pattern”. Noting that the light PPCs were not individually potent and test pilots had been derogatory of the array in pre-construction simulations, the original configuration was modified to carry augment four with PPC capacitors that doubles the yield for half of this array. While not suitable for an “alpha strike” due to crippling heat, the heavier shots of the capacitor-augmented light PPCs offer more concentrated damage that may be useful in some situations.

A lance of 11Ms was built for combat trials. Technicon had hoped these 'Mechs would be available for future prototype configurations (such as the rumored AWS-11H with three heavy PPCs), but live “trials” against rearguard Blakist loyalists proved much more devastating than anticipated. The AWS-11Ms performed admirably in anchoring Coalition lines and their battleROMs provided a great deal of engineering data for Technicon, but all four of the slow-moving 'Mechs were eventually battered into scrap by stealthy Blakist snipers. Afterward, Technicon was only able to recover about half of their precious heat sinks and two-and-a-half *Awesome* chasses from the salvage.

Type: **Awesome**

Technology Base: Mixed (Experimental)

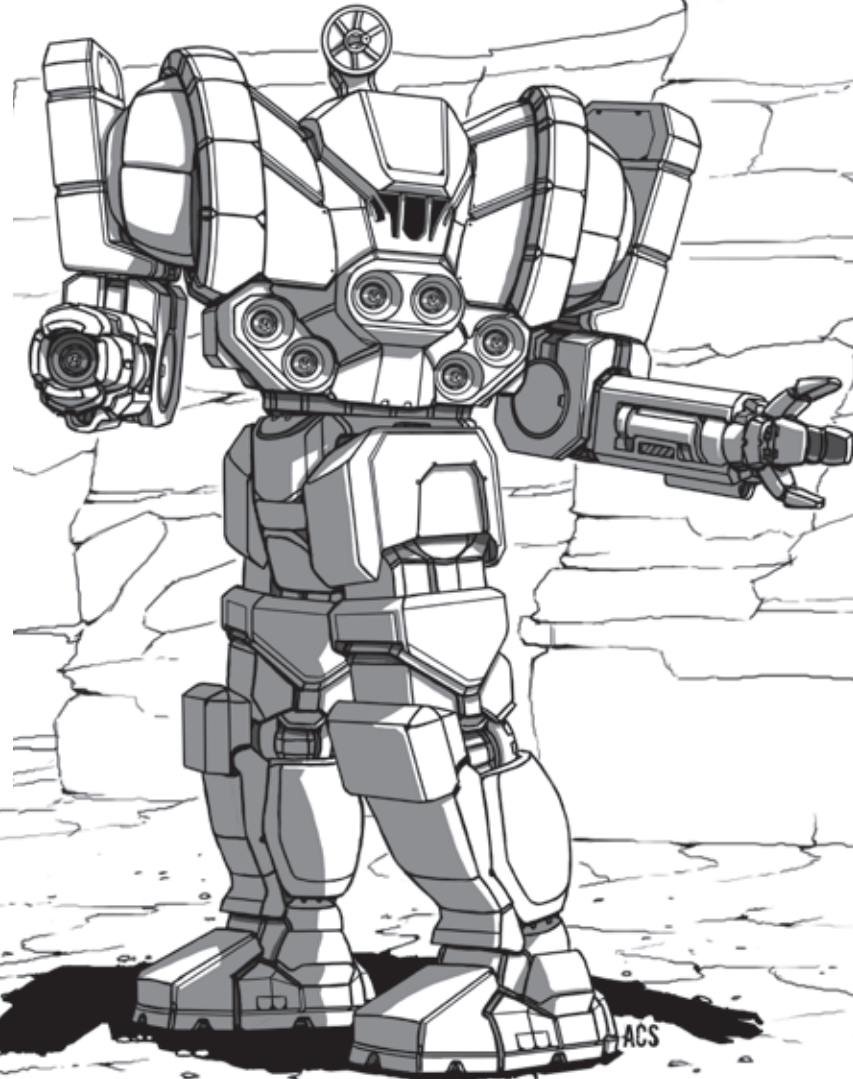
Tonnage: 80

Battle Value: 1,801

Equipment

		Mass
Internal Structure:		8
Engine:	280	11.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	20 [40] (C)	10
Gyro (Compact):		4.5
Cockpit:		3
Armor Factor:	240	15
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	25	34
Center Torso (rear)		15
R/L Torso	17	24
R/L Torso (rear)		10
R/L Front Legs	13	24
R/L Rear Legs	17	33

Weapons and Ammo	Location	Critical	Tonnage
Light PPC	RA	2	3
2 Light PPC	RT	4	6
2 PPC Capacitors	RT	2	2
2 Light PPC	CT	4	6
2 Light PPC	LT	4	6
2 PPC Capacitors	LT	2	2
Light PPC	LA	2	3



EXPERIMENTAL

LFA-1X PANDARUS

Field Testing Summation: New LFA-1X Prototype
Producer/Site: Kali Yama Weapons Industries, Kendall
Supervising Technician: Alexandru Albusel
Project Start Date: 3078

Non-Production Equipment Analysis:

- Extended LRM
- CASE II
- Composite Structure

Overview

This "light field artillery, experimental" BattleMech was developed after Kali Yama Weapon Industries' experience on the ON3-MX. While the *Orion* prototype attempted to be a generalist, some at Kali Yama recognized that a specialized "missile boat" could make better use of extended LRM launchers and, perhaps, other new missile technologies becoming available in the Inner Sphere. From this line of speculation came the "*Pandarus*" concept, a proposed OmniMech named for a famous archer from the mythical battle of Troy.

As the design team, led by Alexandru Albusel, developed a more detailed proposal for the internally funded research and development project, Kali Yama balked at the cost of building an all-new OmniMech (particularly one that also needed all-new pods for all-new weapons). Albusel and team were forced to scale back the proposal to a non-Omni prototype that would be built on some mothballed ON1-K chasses and fitted only with extended LRMs.

The *Pandarus* is, basically, a showcase for extended LRMs. It is able to launch a moderate volley comparable to many *Archer* and *Catapult* variants, albeit with unprecedented range and accuracy. At eighteen volleys, its endurance is higher than many contemporary missile boats, and the 'Mech is well protected against ammunition explosions thanks to new, heavier CASE II systems. Weight problems and unavailability of Endo Steel forced a painstaking rebuild with a fragile composite structure.

To date, the *Pandarus* has only been tested "live" at Kali Yama's proving grounds, sometimes in front of prospective investors. The results have been impressive enough that Kali Yama hopes to fund the original Omni prototype (LFA-20X) with outside investment. But if that falls through, the proving ground results have been impressive enough that the company is confident that it can bring the LFA-1X to production with internal funds, perhaps even trading the fragile composite structure for a more durable Endo Steel structure (if available).

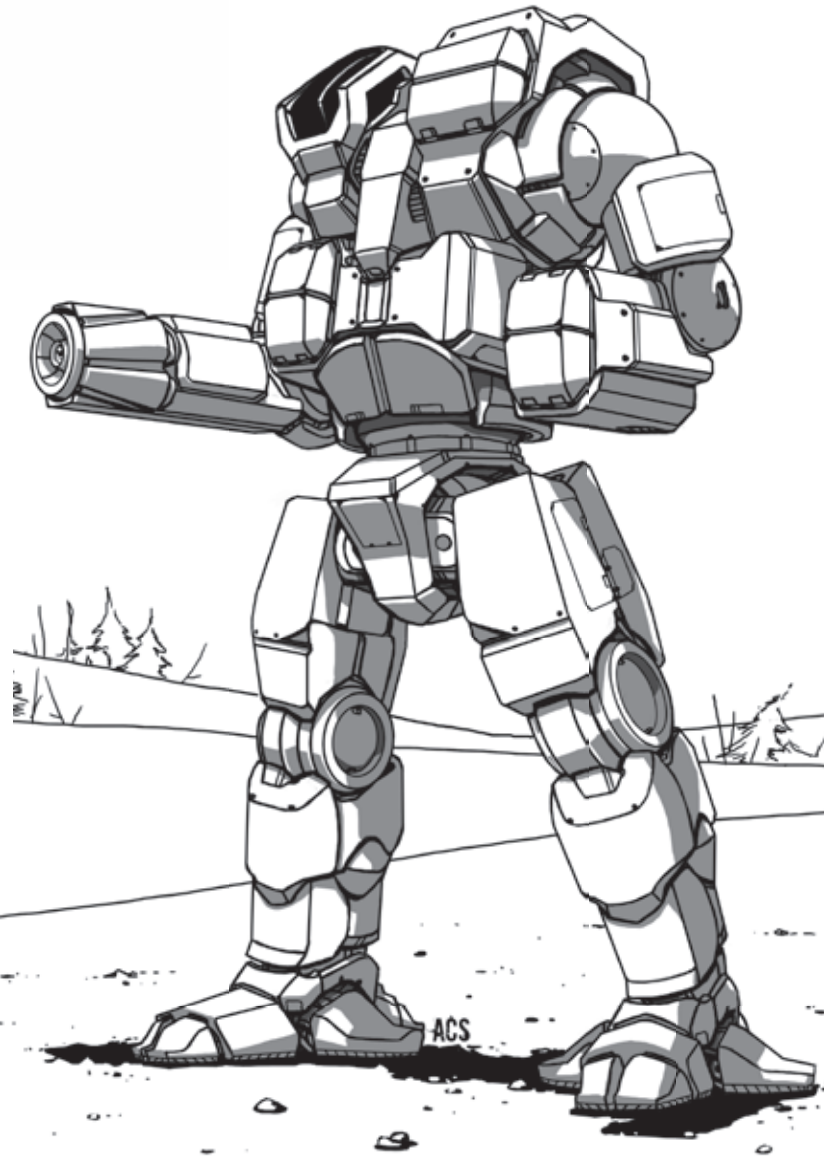
Type: **LFA-1X Pandarus**
 Technology Base: Inner Sphere (Experimental)
 Tonnage: 75
 Battle Value: 1,589

Equipment

		Mass
Internal Structure:	Composite	4
Engine:	300	19
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit (Armored):		3
Armor Factor:	208	13
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	23	32
Center Torso (rear)		9
R/L Torso	16	22
R/L Torso (rear)		10
R/L Arm	12	21
R/L Leg	16	26

Weapons and Ammo

	Location	Critical	Tonnage
ER Medium Laser	RA	1	1
Extended LRM 10	RT	4	8
Ammo (ELRM) 27	RT	3	3
CASE II	RT	1	1
Extended LRM 10	LT	4	8
Ammo (ELRM) 27	LT	3	3
CASE II	LT	1	1
Extended LRM 10	LA	4	8



EXPERIMENTAL

MN1-D SARISSA

Field Testing Summation: MNM-1D Primitive Prototype

Producer/Site: Corean, Stewart (Discontinued), Corean-General Motors, Futuna

Supervising Technician: Ardith Reynolds

Project Start Date: 3080

Non-Production Equipment Analysis:

- Primitive Engine
- Primitive Cockpit
- Primitive Armor
- Binary Laser (Blazer) Cannon

Overview

The MN1-K *Sarissa*, named for the ancient Greek spear, was one of the first BattleMechs produced in the Free Worlds League, a somewhat junior contemporary of the *Icarus* and *Mackie*. As such, the *Sarissa* was a stopgap design, utilizing primitive equipment and meant to fill out the ranks of member-state militias against the threat of Lyran and Capellan BattleMechs.

The *Sarissa* was armed simply. It carried a battery of lasers, one large and several medium, and mounted as much armor as could be fitted with the remaining weight budget. Though truly a BattleMech, it drew heavily on a century of IndustrialMech construction experience and was often assembled in civilian facilities. The result was a mechanically reliable and durable machine ideal for Marik militias with little BattleMech training, but otherwise not terribly impressive.

The design philosophy that provided regional militias with some BattleMechs—any BattleMechs—also made the MN1-K ideal for the Principality of Regulus as it suffered continuous damage to its military and military industrial facilities during the Jihad. Regulus was able to readily convert some civilian IndustrialMech production capacity (Mech assembly lines and component suppliers) to producing the primitive, minimum-requirement military hardware needed for the *Sarissa* chassis, resurrecting the centuries-dead design in the modern age.

The Regulans' efforts resulted in a somewhat modified *Sarissa* intended to handle a range of threats, including civil disorder stemming from ongoing Regular suppression of dissent. The MN1-D *Sarissa* accordingly includes a machine gun in its armament. For bigger threats, the conventional large laser of the MN1-K was replaced with a binary mount. The MN1-D's armor is substandard owing to the near-commercial grade materials, but the hope is that refit kits with standard BattleMech armor can be issued by 3085.

As of this publication, the MN1-D has not appeared officially in anything other than propaganda meant to allay public fears of Regular defenselessness, though several working units have been seen near the IndustrialMech plant at Futuna, a joint Corean-General Motors effort. Given GM's success at producing substantial quantities of BattleMechs from its El Dorado facility and Corean's legal and economic footholds in Regular space, Regulus is likely to be able to equip its planetary militias with plenty of *Sarissas* as promised.

Though the public seems to be welcoming the *Sarissa*, some Regular militia members are more tepid toward the 'Mech, particularly its light armor. There remains substantial (if polite and loyal) agitation for a tank, which would likely have substantially better performance for the same cost and components and could be assembled in an even wider range of civilian factories.

Type: **Sarissa**

Technology Base: Inner Sphere (Experimental)

Tonnage: 50

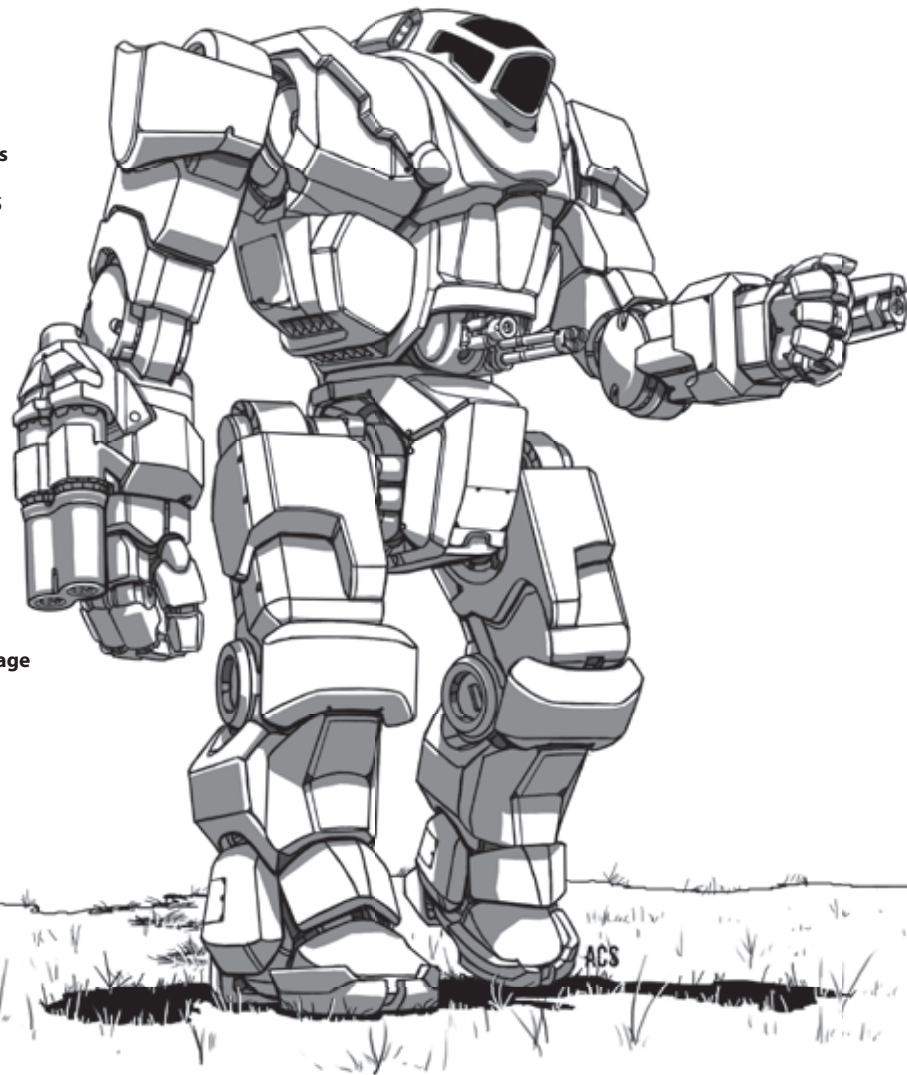
Battle Value: 850

Equipment

Internal Structure:		5
Engine:	240 Primitive	11.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	14	4
Gyro:		3
Cockpit (Primitive):		5
Armor Factor (Primitive):	107	10
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	16	15
Center Torso (rear)		5
R/L Torso	12	15
R/L Torso (rear)		4
R/L Arm	8	10
R/L Leg	12	10

Weapons and Ammo

	Location	Critical	Tonnage
Blazer Cannon	RA	4	9
Small Laser	CT	1	.5
Machine Gun	CT	1	.5
Ammo (MG) 100	LT	1	.5
Medium Laser	LA	1	1



EXPERIMENTAL

GALLEON MAXWELL

Field Testing Summation: New Galleon Prototype
Producer/Site: Maxwell Planetary Defense Consortium, Maxwell
Supervising Technician: Christina Alemany
Project Start Date: 3076
Non-Production Equipment Analysis:
 Armored Motive System
 Sponson Turrets

Overview

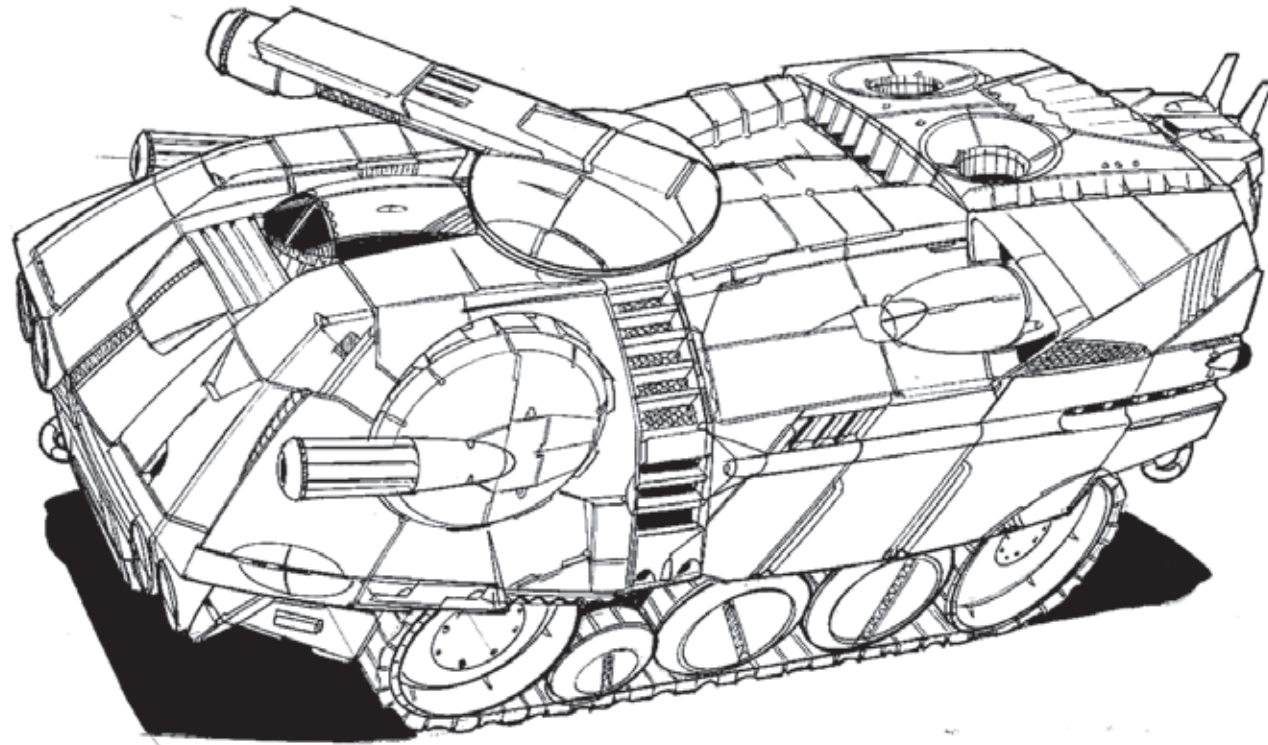
The Galleon Maxwell prototype was developed for the Tamarind District government, which wanted a locally built infantry fighting vehicle. The Galleon Maxwell was intended as part of a suite of homegrown combat vehicles intended to supplement planetary militias as interstellar trade between Free Worlds League member-states faltered and the fires of the Jihad claimed outside military suppliers.

Though the bidding produced a range of innovative IFV designs, the Galleon was selected because its chassis was familiar to the District's planetary militias. Though the consortium of Maxwellian companies that offered the Galleon IFV bid ultimately admitted that it had not, in fact, secured a license from Brooks Incorporated for the Galleon, the Tamarind government offered legal protection "due to the ongoing state of emergency."

On paper, the Galleon variant proposed by the Maxwell Planetary Defense Consortium (MPDC) is a moderately armed, durable vehicle able to carry a squad of four battlesuits in an unusual bow infantry compartment. (The rear-engined Galleon chassis did not adapt rapidly to a traditional rear-mounted infantry compartment.) It is somewhat slower than Brooks' current offering, but has good ground speed for a tracked vehicle and the tracks are unusually well protected by armored skirts.

Despite government support, the Galleon Maxwell has not progressed beyond prototype stage for a couple of reasons. First, users have been deprecatory about some features. While the weapons are certainly heavier than those of conventional APCs and the side sponson mounts offer a unique field of fire, the array is quite short-ranged for such a modestly armored light vehicle. In addition, while four tons were allotted for infantry, the compartment was sized for four humanoid battle armors; operators hoping to fit a platoon of conventional infantry into the Galleon have been disappointed (particularly after the infamous "two-squad clown car" video made its rounds on Tamarind media networks). Second, domestic production and access to the engine and ER laser has been so slow as to halt production, particularly after Maxwell's only fusion engine producer went bankrupt trying to fix production issues with its new XL engine line.

Tamarind has had more success with other locally built vehicles and continues to back its expensive Galleon investment, but for now only a company of prototypes are in operation on Maxwellian proving grounds.



Type: **Galleon Maxwell**
 Technology Base: Inner Sphere (Experimental)
 Movement Type: Tracked
 Tonnage: 30
 Battle Value: 451

Equipment		Mass
Internal Structure:		3
Engine:	180 XL	5.5
Type:	Fusion	
Cruising MP:	6	
Flank MP:	9	
Heat Sinks:	10	0
Control Equipment:		1.5
Lift Equipment:		0
Power Amplifier:		0
Turret:		.5
Sponson Turrets:		.5

Equipment		Mass
Armor Factor:	88	5.5
	<i>Armor Value</i>	
Front	18	
R/L Side	18/18	
Rear	18	
Turret	16	

Weapons and Ammo	Location	Tonnage
ER Medium Laser	Turret	1
Small Pulse Laser	Right (Sponson)	1
Machine Gun	Right (Sponson)	.5
Small Pulse Laser	Left (Sponson)	1
Machine Gun	Left (Sponson)	.5
Ammo (MG) 100	Body	.5
Infantry	Body	4
Armored Motive System	Body	4.5
CASE	Body	.5

EXPERIMENTAL

THUMPER ARTILLERY MAXWELL

Field Testing Summation: New Thumper Prototype
Producer/Site: Maxwell Planetary Defense Consortium, Maxwell
Supervising Technician: Aurelie Jones
Project Start Date: 3079
Non-Production Equipment Analysis:
 Fuel Cell Engine
 Angel ECM Suite
 Sponson Turrets

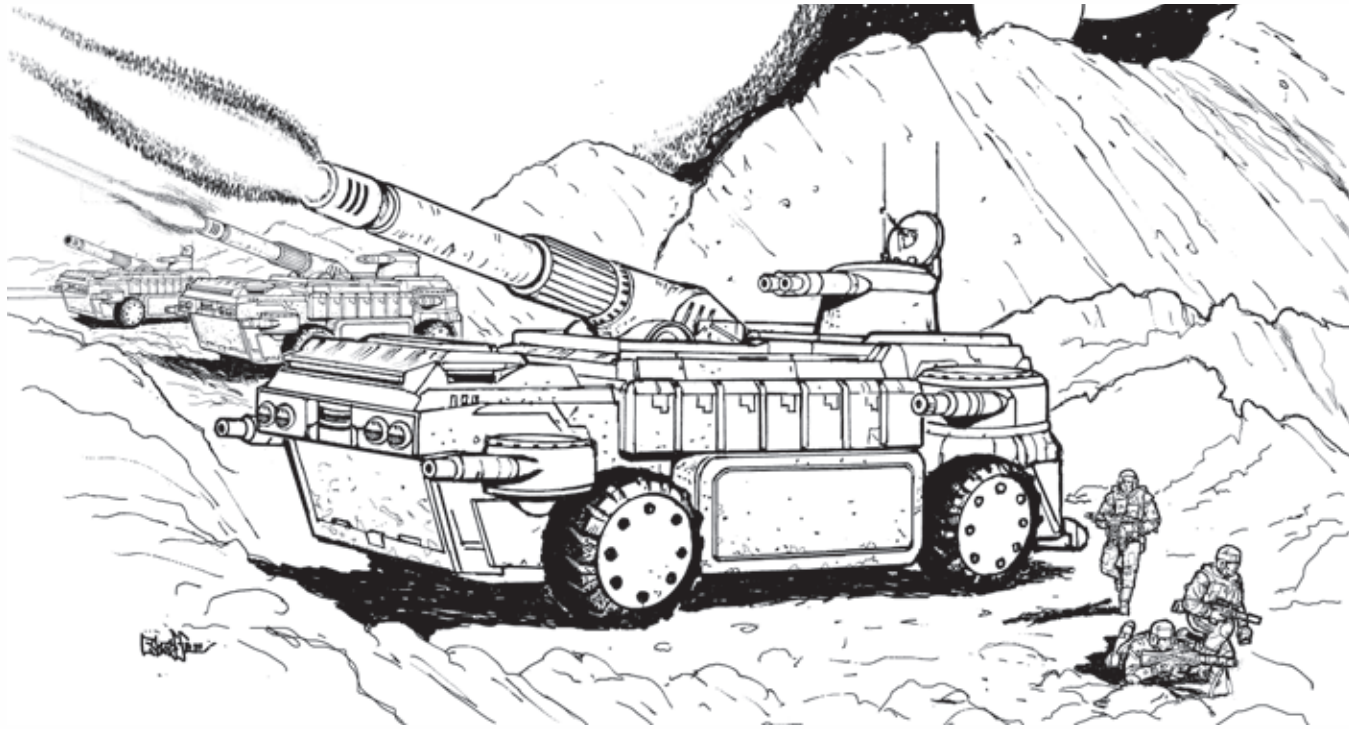
Overview

The sting of manufacturing problems on the Galleon IFV inspired a very different approach to MPDC's artillery tank. Once again based on an existing model, the Thumper Artillery tank (also built without appropriate licenses from Brooks) uses much simpler and easier to access technologies than the Galleon. The first prototypes of this Thumper model were produced quickly after a contract was issued and, if press pronouncements are to be believed, full production only awaits a final compilation of field-testing recommendations sometime in 3080.

The first decision was the deletion of the fusion engine powering Brooks' Thumper in favor of a newly developed combat-grade fuel cell power plant of equal power. This actually saved weight thanks to the elimination of the fusion engine's shielding and transmission equipment. Another simplification was the elimination of the Thumper's full turret—always a manufacturing challenge when using tube artillery—in favor of much simpler sponsons for the secondary weapons. This also allowed the Thumper's armor to be thickened despite somewhat lighter total armor weight.

The artillery piece boasts an ammunition bin that is doubled in size, and while the small lasers were deleted to avoid the added need for power amplifiers and heat sinks, two SRM launchers augment the secondary weapons. The most advanced feature on this otherwise low-tech design is the upgrade of the Angel ECM Suite, which was offered by a Tamarind electronics firm swearing that it could produce the suite in quantity. A persistent rumor, however, is that most of the Thumper Maxwell prototypes only have Guardians, so whether the production model will retain the advanced Angel ECM systems remains uncertain.

Feedback from users in field trials has been generally positive, and Tamarind militias are definitely interested in the possibility of fielding so much artillery, more than most militias ever acquire. Some criticism, though, has been leveled at the "popgun" secondary weaponry. Suggestions on the heat sink-starved chassis have focused on heavier missile launchers, or perhaps a light autocannon. Others have suggested stripping out the secondary weapons in favor of upgrading the main gun to a Sniper.



Type: **Thumper Maxwell**
 Technology Base: Inner Sphere (Experimental)
 Movement Type: Wheeled
 Tonnage: 60
 Battle Value: 758

Equipment		Mass
Internal Structure:		6
Engine:	220	12
Type:	Fuel Cell	
Cruising MP:	4	
Flank MP:	6	
Heat Sinks:	1	0
Control Equipment:		3
Lift Equipment:		0
Power Amplifier:		0
Turret:		0
Sponson Turrets:		.5

Equipment	Mass
Armor Factor:	192
	<i>Armor Value</i>
Front	60
R/L Side	48/48
Rear	36

Weapons and Ammo	Location	Tonnage
Thumper Artillery	Front	15
Ammo (Thumper) 80	Body	4
SRM 2	Right (Sponson)	1
Machine Gun	Right (Sponson)	.5
SRM 2	Left (Sponson)	1
Machine Gun	Left (Sponson)	.5
Ammo (SRM) 50	Body	1
Ammo (MG) 200	Body	1
Angel ECM Suite	Body	2
CASE	Body	.5

PHALANX

Field Testing Summation: New Phalanx Prototype

Producer/Site: Earthwerks, Calloway VI

Supervising Technician: Various

Project Start Date: 3079

Non-Production Equipment Analysis:

Amphibious (Limited)

Sniper Artillery Cannon

Overview

The Phalanx was billed by Earthwerks as “the Free Worlds League’s answer to the Myrmidon”, and was built based on input from an extensive solicitation of input from mercenaries and militaries around the Inner Sphere and major Periphery states. Unfortunately, somewhere in the process Earthwerks lost sight of its goal and produced an expensive, lightly armored, mediocre tank fitted with some rare, experimental technology. Pre-production sales have been so poor that Earthwerks shelved the project after demonstrating only a few prototypes.

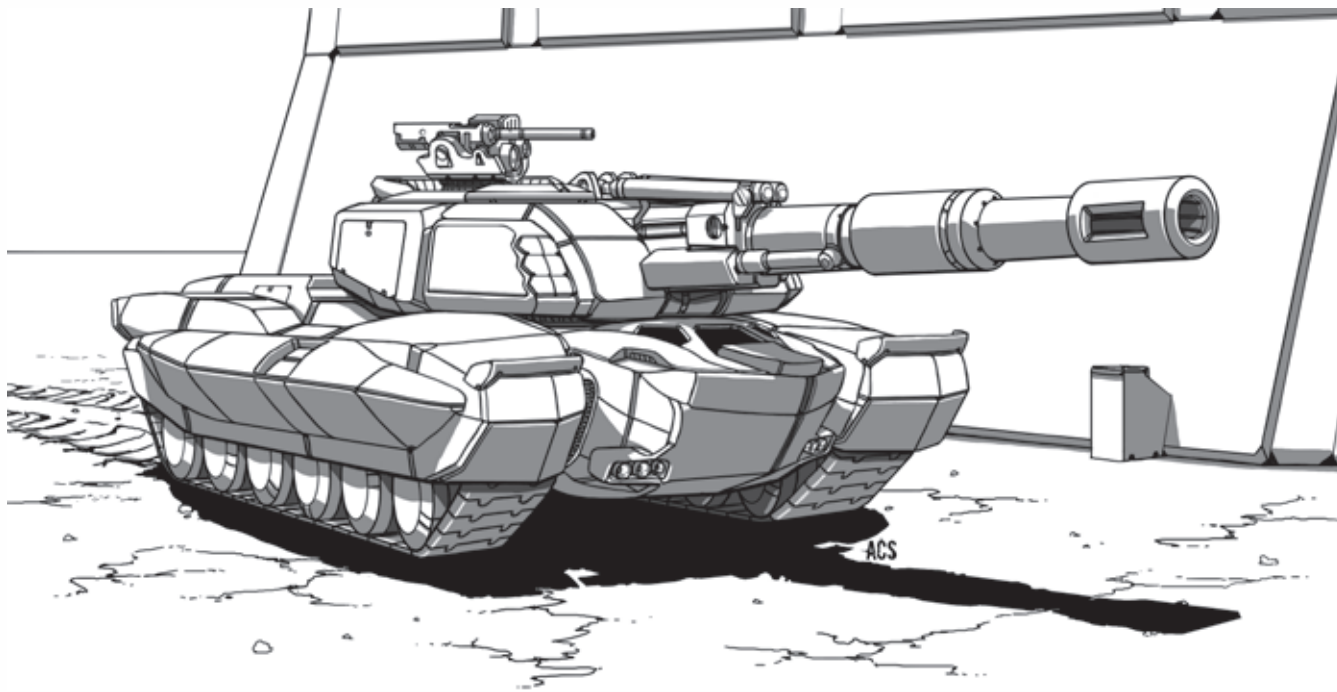
Earthwerks’ mistake, according to industry observers, was trying to accomplish too much with too little. Earthwerks’ kept the Myrmidon’s weight because of requests from House militaries and mercenaries who had restricted DropShip capacity. A 40-ton tank could be carried in a light vehicle bay with ten tons of supplies, and two could fit into a heavy vehicle bay with twenty tons of supplies. The success of the Myrmidon indicated that this decision, by itself, was not a problem.

Though mercenaries still shied from the expense, potential House customers were quite insistent on a fusion engine. During the 3074 to 3077 solicitation period, the Houses were experiencing severe disruption of supply lines and wanted a supply-independent vehicle. A fusion engine also freed weight compared to a traditional combustion engine, and an XL engine freed even more. Recent House experiences in the loss of BattleMech forces also led to interest in tanks with greater mobility than traditional armored units, as BattleMechs were less available to project force across terrain barriers like rivers and lakes, so Earthwerks carefully arranged the Phalanx to be buoyant, water tight, and provided a duplex drive.

Noting the success of the Bulldog and other infantry-equipped battle tanks, space was made in the rear of the Phalanx for a supporting infantry squad. Accommodating the infantry helped with buoyancy due to the larger enclosed hull volume required.

Finally, feedback that many units were making do with crews rushed through training due to the Jihad led Earthwerks to select a powerful weapon suited for novice gunners, one that only needed to land shells in the general vicinity of the target: the Sniper artillery cannon.

The resulting Phalanx proved slow, moderately armored, short-ranged, ammo-dependent, and lacked a potent secondary weapon. Worse yet—for all those shortcomings—it was expensive. A dozen prototypes were produced, of which four were donated to the FWLM and the remainder are being used as testbeds for other new technologies.



Type: **Phalanx**
 Technology Base: Inner Sphere (Experimental)
 Movement Type: Tracked
 Tonnage: 40
 Battle Value: 461

Equipment		Mass
Internal Structure:		4
Engine:	160 XL Fusion	4.5
Type:	Fusion	
Cruising MP:	4	
Flank MP:	6	
Heat Sinks:	10	0
Control Equipment:		2
Limited Amphibious Equipment:		2
Power Amplifier:		0
Turret:		2

Equipment		Mass
Armor Factor:	96	6
	<i>Armor Value</i>	
Front	21	
R/L Side	20/20	
Rear	15	
Turret	20	

Weapons and Ammo	Location	Tonnage
Sniper Artillery Cannon	Turret	15
Machine Gun	Turret	.5
Ammo (Sniper) 20	Body	2
Ammo (MG) 100	Body	.5
Infantry	Body	1
CASE	Body	.5

EXPERIMENTAL

OF-17 CHEETAH

Field Testing Summation: Custom Cheetah Refit

Producer/Site: Imstar Aerospace, Amity

Supervising Technician: Adept Karl Grayson

Project Start Date: 3076

Non-Production Equipment Analysis:

Hyperspectral Imager
Stealth Armor

Overview

The OF-17 *Cheetah*, dubbed the “Hawkeye” in Imstar Aerospace’s press releases, is a modest update on the classic *Cheetah* airframe. Rushed into service to answer a contract issued by elements of Devlin Stone’s Coalition, few major features of this aerospace fighter’s features were altered beyond the integration of an XL engine and vehicular stealth armor. Beyond this, Imstar’s design primarily modifies exterior features: the hull, the engine nozzle, and the nose, developing a craft that is not an interceptor, but a scout.

Imstar initially offered an OmniFighter to Stone’s people, but was unable to combine a new, stealthy, aerodynamically viable shell with modular pods in the time available. The OF-17 was needed for “major pending operations against the Word of Blake Protectorate”, and so Imstar delivered a refit with a range of potential variants, each with a different satellite imager housed in a bloated nose bay and varied fuel capacities.

The baseline OF-17 carries the largest of common satellite sensor systems, a hyperspectral imager (other proposed variants feature look-down radars, high resolution imagers, and infrared imagers). Imstar likely hoped that by presenting the variant options they could sell their OF-17’s with a suite of sensors operators could exchange based on the planned mission. In practice, however, the Coalition was satisfied with the hyperspectral imager (which more or less performed the same functions as both high resolution and infrared imagers) and was leery of the radar when they reviewed its specifications. The look-down radar worked perfectly well, but its powerful emissions were not in the least stealthy.

The “Hawkeye” *Cheetah* has been fielded in limited numbers since its debut, and was used in some daring flybys of Terra and Mars prior to the landings there, apparently serving vanguard troops such as Stone’s Lament Recon Group 4. With their fusion motors quiescent (and thus not spewing kilometers-long beams of outraged helium and x-rays), the OF-17s of Recon Group 4 were able to obtain high-resolution images of planned landing sites and Word of Blake Militia military bases nearby. These last-minute updates were critical to the Coalition’s successful beachheads on Terra and much of the fighting that followed.

Type: **Cheetah**

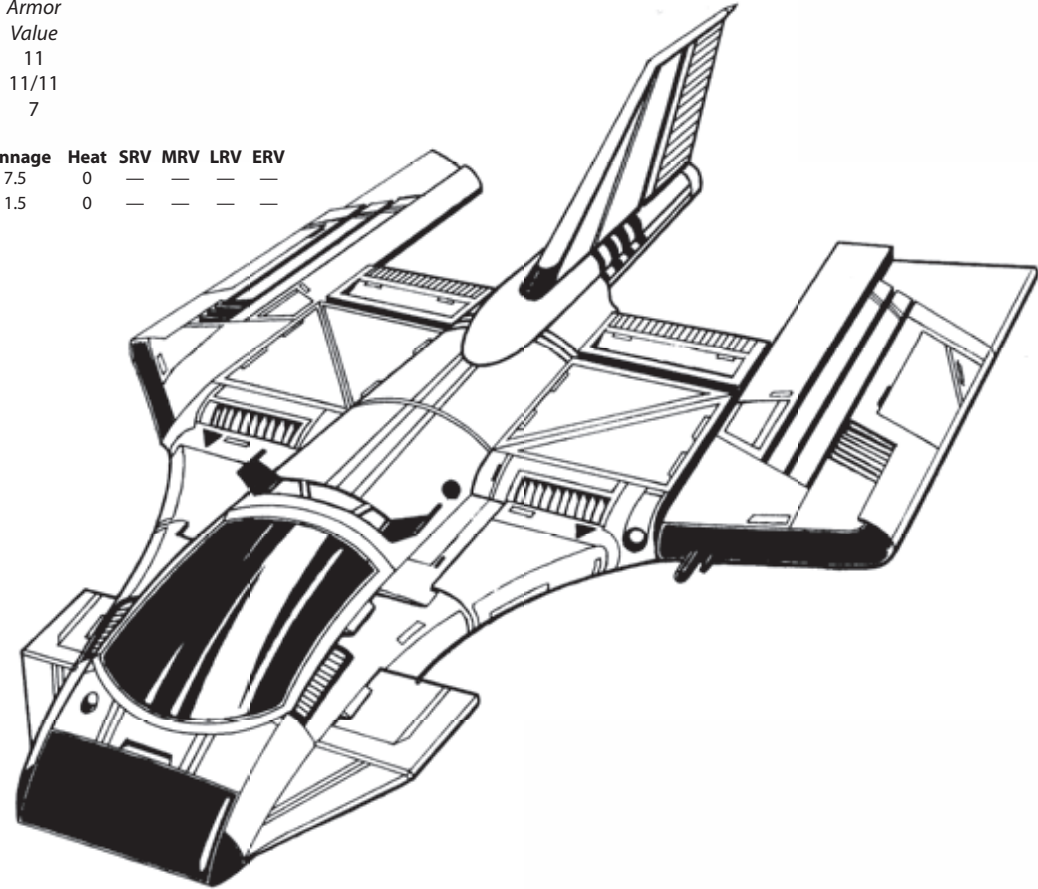
Technology Base: Inner Sphere (Experimental)

Tonnage: 25

Battle Value: 352

Equipment		Mass
Engine:	250 XL	6.5
Safe Thrust:	12	
Maximum Thrust:	18	
Structural Integrity:	12	
Heat Sinks:	10 [20]	0
Fuel: 320	4	
Cockpit:		3
Armor Factor (Stealth):	40	2.5
	<i>Armor Value</i>	
Nose	11	
Wings	11/11	
Aft	7	

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Hyperspectral Imager	Nose	7.5	0	—	—	—	—
Guardian ECM Suite	Nose	1.5	0	—	—	—	—



EXPERIMENTAL

SHV-S SHIVA

Field Testing Summation: Custom Shiva Refit

Producer/Site: Andurien Aerospace, Lopez

Supervising Technician: Various

Project Start Date: 3079

Non-Production Equipment Analysis:

Stealth Armor

Improved Heavy Gauss Rifle

Overview

This *Shiva* variant is rumored to be based on an experimental aerospace fighter that has been bedeviling Andurien Aerospace since the early 3070s, possibly the "missing *Deathstalkers*". True or not, Andurien Aerospace certainly brought the SHV-S "*Shiva Leyda*" (so named for the star system at which this variant was publicly observed performing flight testing) to fruition very quickly, suggesting prior experience with aerospace stealth armor.

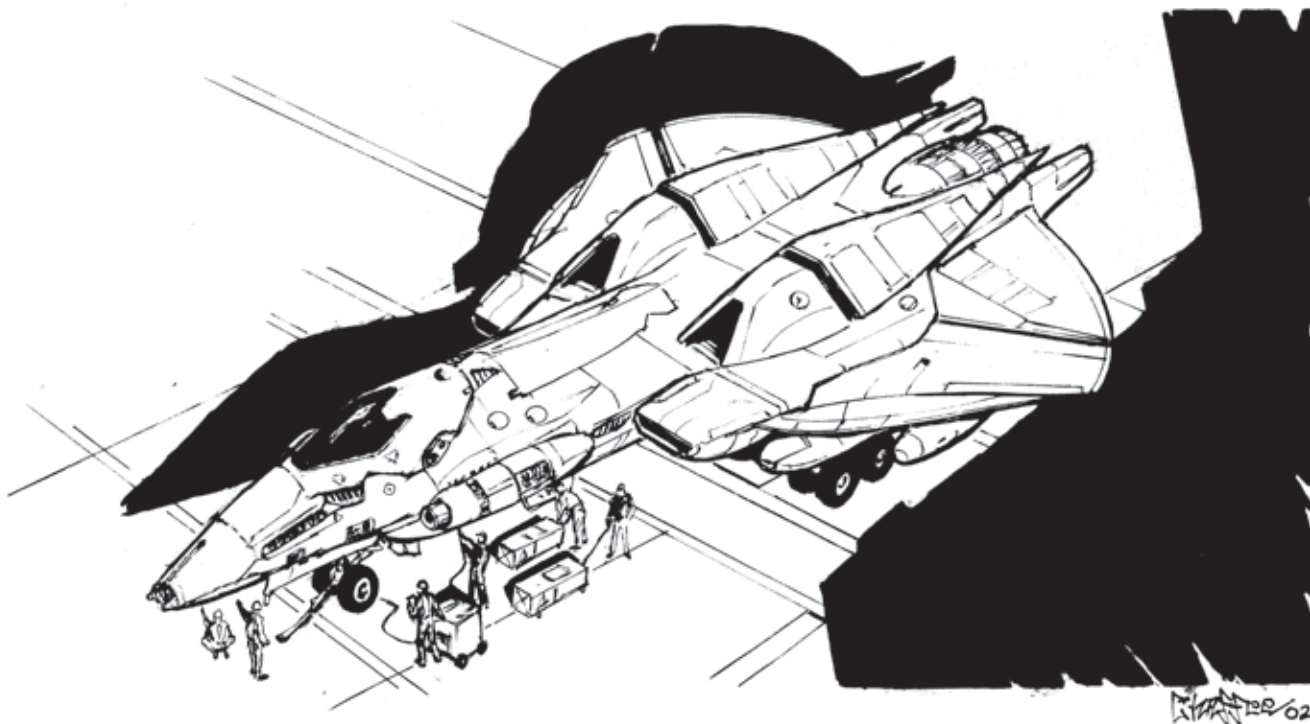
The *Shiva Leyda* was also brought to fruition quickly because its design team was willing to forgo a certain key feature of the *Shiva*: modular technology. With a fixed configuration, developing the stealthy hull (and related internal modifications) was considerably easier that leaving the contours open to reconfiguration. Recipients of test articles have noted that many of the omni pod connections remain in place within this airframe, but they cannot be utilized without disrupting the stealthy lines of the large fighter.

This is not a problem as the *Shiva Leyda* was intended to be a test bed for several anti-shiping technologies. Two "anti-shiping Gauss rifles" based on misappropriated Lyran research form a solid core of firepower (and were selected over the objections of the vocal minority on the design team who advocated medium pulse lasers for a higher damage-to-weight ratio), but there are no fixed secondary weapons.

Instead, the *Shiva Leyda* augments its improved heavy Gauss rifles by relying on hardpoint-mounted anti-shiping and anti-shiping electronic warfare missiles. Indeed, Andurien Aerospace selected the *Shiva* frame in particular for its roomy internal bomb bays, which over-optimistic estimates suggested could fit three of the new small-diameter ASMs or ASEW missiles. Unfortunately, Hovertec was never able to sufficiently reconfigure its missiles to fit three on the *Shiva Leyda*, and so this craft is limited to two of the larger missiles per sortie.

The *Shiva Leyda*'s large fuel capacity is an interesting feature, but one consistent with its intended role of hunting large spacecraft, which are often capable of outlasting fighters through their heat expansion fusion operations. Because many large spacecraft can outrun aerospace fighters over time due to this advantage, the SHV-S also boasts a larger engine, giving it enough raw acceleration to overtake often-slower large craft, at least as long as the fuel holds out.

To date, Andurien Aerospace has only produced a dozen of these stealthy craft, all from hastily converted *Shiva* OmniFighters. Half have been put through their paces and live-fire testing in the Leyda system, while the others have been distributed in pairs to customers who might make large orders.



Type: **Shiva**
 Technology Base: Inner Sphere (Experimental)
 Tonnage: 85
 Battle Value: 2,216

Equipment		Mass
Engine:	340 XL	13.5
Safe Thrust:	6	
Maximum Thrust:	9	
Structural Integrity:	9	
Heat Sinks:	12 [24]	2
Fuel: 800	10	
Cockpit:		3
Armor Factor (Stealth):	176	11
	<i>Armor Value</i>	
Nose	61	
Wings	41/41	
Aft	33	

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Improved Heavy Gauss	RW	20	2	22	22	22	—
Improved Heavy Gauss	LW	20	2	22	22	22	—
Ammo (iHeavy Gauss) 16	—	4					
Guardian ECM Suite	Nose	1.5					

MERLIN NGAKE

Field Testing Summation: Custom Merlin Refit

Producer/Site: Ngake Ducal Spaceport, Ngake

Supervising Technician: David Reed

Project Start Date: 3078

Non-Production Equipment Analysis:

Sub-Capital Lasers

Laser Anti-Missile System

X-Pulse Lasers, Large

Overview

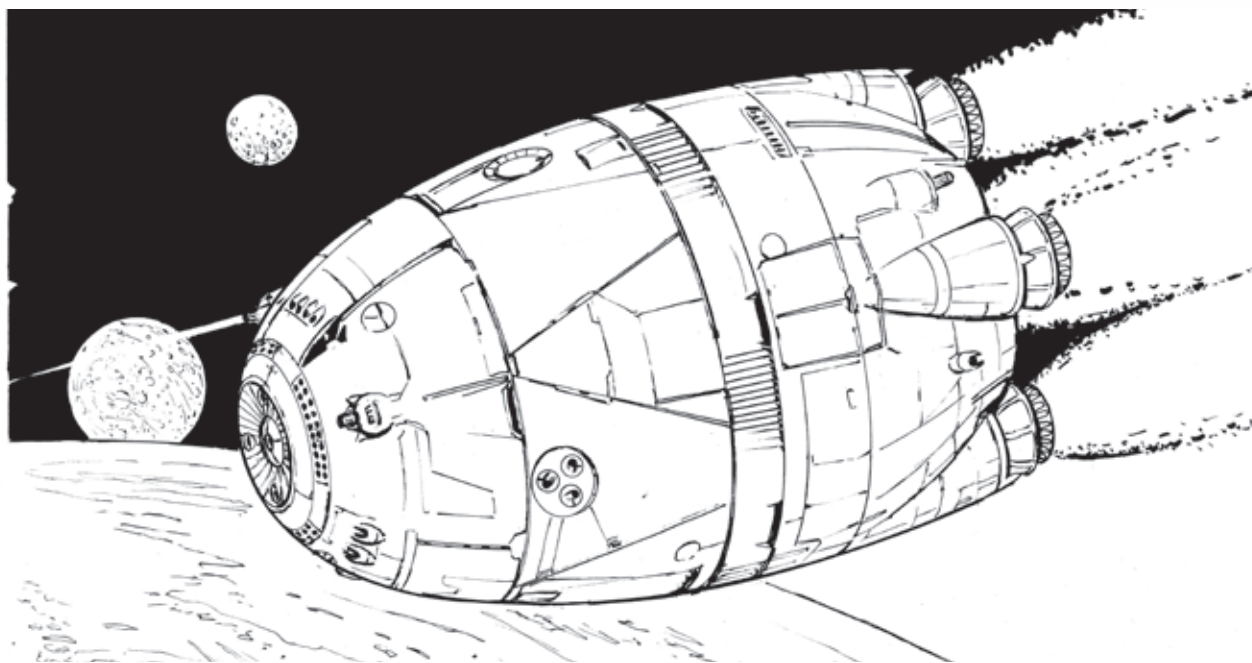
This *Merlin* refit seems to be on the only of its kind. It was captured from the Word of Blake Militia in a daring boarding operation by Regular marines, apparently seeking information and/or very important personages on the transport. Whether or not Regulus got their intelligence is unknown, but the captured *Merlin* was reportedly seen being overhauled at one of Ngake's spaceports and has since been seen performing strike missions on Protectorate planets.

The so-called *Merlin Ngake* suffered a fair amount of damage during the boarding operation, which entailed (among other actions) ramming an S-7A Bus into one of the fighter bays. Based on reports of the *Merlin Ngake*'s raids, Regular military engineers apparently sacrificed both fighter bays for several hundred tons of additional equipment. The most notable application for that saved tonnage was a complete revision of weaponry. The final selection suggests this salvaged DropShip is being used by the Regulars to test new weapons technologies.

Testbed or not, the *Merlin Ngake* has only demonstrated laser weaponry to date, even in its defensive systems. It is not thought that the all-laser selection was due to an aesthetic on the part of the lead technician (identified as a "Principal Technician David Reed"), but rather as a general desire for supply-independence. The Blakist Jihad and the widespread use of nuclear ordnance in space combat underscored the need for heavy point defense weaponry, leading to more anti-missile systems to protect against nuclear missiles. Experimental laser-based systems were used for their ammunition independence. The secondary weapons, meanwhile, settled on new, heavy X-Pulse lasers. Finally, the *Merlin Ngake* mounts a battery of sub-capital lasers in its nose. This massive array is not particularly potent; its 600 tons could easily have accommodated a much heavier assortment of conventional weapons. However, these lasers do allow the *Merlin Ngake* to perform orbital bombardment with nearly limitless endurance, and to engage other craft at greater effective ranges than conventional weapons can.

Additional fuel reserves allow this DropShip to operate on longer raids than its parent model, another feature that emphasizes minimal support.

The *Merlin Ngake* was seen making orbital bombardment raids over several Protectorate planets until 3079, after which it disappeared back in Regular space. Whether any more of this variant will be built is uncertain, though it has certainly demonstrated the potential of DropShips in an orbital bombardment role.



Merlin Ngake-class DropShip

Type: Military Spheroid

Use: Assault DropShip

Tech: Inner Sphere (Experimental)

Introduced: 3078

Mass: 2,500 tons

Battle Value: 6,295

Dimensions

Length: 92 meters

Width: 32 meters

Height: 21 meters

Fuel: 150 tons (6,000)

Tons/Burn-day: 1.84

Safe Thrust: 6

Maximum Thrust: 9

Heat Sinks: 140 (280)

Structural Integrity: 20

Armor

Nose: 250

Left/Right Wings: 200

Aft: 230

Cargo

Bay 1: Cargo (150 tons) 2 Doors

Bay 2: Cargo (142 tons) 3 Doors

Life Boats: 0

Escape Pods: 2

Crew: 3 officers, 3 enlisted/non-rated, 9 gunners

Ammunition: None

Notes: Mounts 50 tons of standard armor.

Weapons: Arc (Heat) Type	Capital Attack Values (Standard)					Class
	Heat	Short	Medium	Long	Extreme	
Nose (96 Heat)						
4 Sub-Capital Laser/1	96	4 (40)	4 (40)	4 (40)	—	Capital Laser
FR/FL (84 Heat)						
4 Large X-Pulse Lasers	56	4 (36)	4 (36)	—	—	Pulse Laser
4 Laser Anti-Missile Systems	28	—	—	—	—	AMS
AR/AL (42 Heat)						
2 Large X-Pulse Lasers	28	2 (18)	2 (18)	—	—	Pulse Laser
2 Laser Anti-Missile Systems	14	—	—	—	—	AMS
Aft (40 Heat)						
2 Large X-Pulse Lasers	28	2 (18)	2 (18)	—	—	Pulse Laser
2 Laser Anti-Missile Systems	14	—	—	—	—	AMS

LONGINUS "HACKED"

Field Testing Summation: Prototype Longinus Refit

Producer/Site: Principality of Regulus, Unknown

Supervising Technician: Mark "Chiphead" Japalucci

Project Start Date: 3079

Non-Production Equipment Analysis:

Battle Armor C³i

Overview

The devastated defenders of Regulus have not limited themselves to reconstruction of the Regular armed forces. As seen with their *Merlin Ngake* DropShip refit, Regular field technicians have been able to innovate with salvage and samples of experimental technology. The "Longinus Hacked" battlesuit is one such innovation. Though the resulting suit is rather lightly armed and armored for its mass, the test platoons deployed were able to demonstrate the potential of integrating battle armor into C³ networks. Despite the promise this new technology offers, however, the Principality has shelved the project for now, likely due to the shortage of C³ networks in its forces, but other militaries have noted the results and copycats may not be far behind.

The "Hacked" Longinus was developed primarily under the guidance of a senior Regular battle armor technician, Mark Japalucci (who is apparently referred to as "Chiphead" by fellow technicians for his inordinate interest in electronics). Japalucci—and Apple Computers Interstellar, working from captured Blakist C³i systems—was able to fit the key elements of a C³i computer into a battlesuit, although the system had to be distributed across a squad to gain its full operational capability. Beyond merely adding battle armor to the powerful C³ networks previously dominated by BattleMechs and vehicles, this technology also makes it possible for a properly equipped squad to extend the benefits of a friendly C³ network into locations much larger units simply cannot access—such as cave complexes and the interiors of hardened bunkers.

Unfortunately, there is a substantial trade-off involved in this upgrade. Longinus armors so "hacked" are not much better than durable, slightly stealthy sensor platforms to extend the C³ networks of heavier units. With over a third of their design weight dedicated to electronics, these modified suits shed jump capacity, armor, and weapon payloads to link into a combat network. A squad of these suits is now noticeably more fragile than a conventional Longinus squad, but can call upon the accurate fire of other units in its network.

The lessons taken from several trial deployments of the "Hacked Longinus" (which all appear to have been withdrawn from service) is that the battle armor C³i system should be deployed on heavier suit models. Lighter armors are hardly better than remote C³ sensors, while battlesuits of the medium weight class like the Longinus cannot carry enough firepower beyond the C³i system to contribute much beyond acting as mobile scouts (if fitted with stealth systems).

Type: Longinus "Hacked"

Manufacturer: N/A

Primary Factory: N/A

Tech Base: Inner Sphere (Experimental)

Chassis Type: Humanoid

Weight Class: Medium

Maximum Weight: 1,000 kg

Battle Value:

Longinus Hacked (MG): 26

Longinus Hacked (David): 28

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

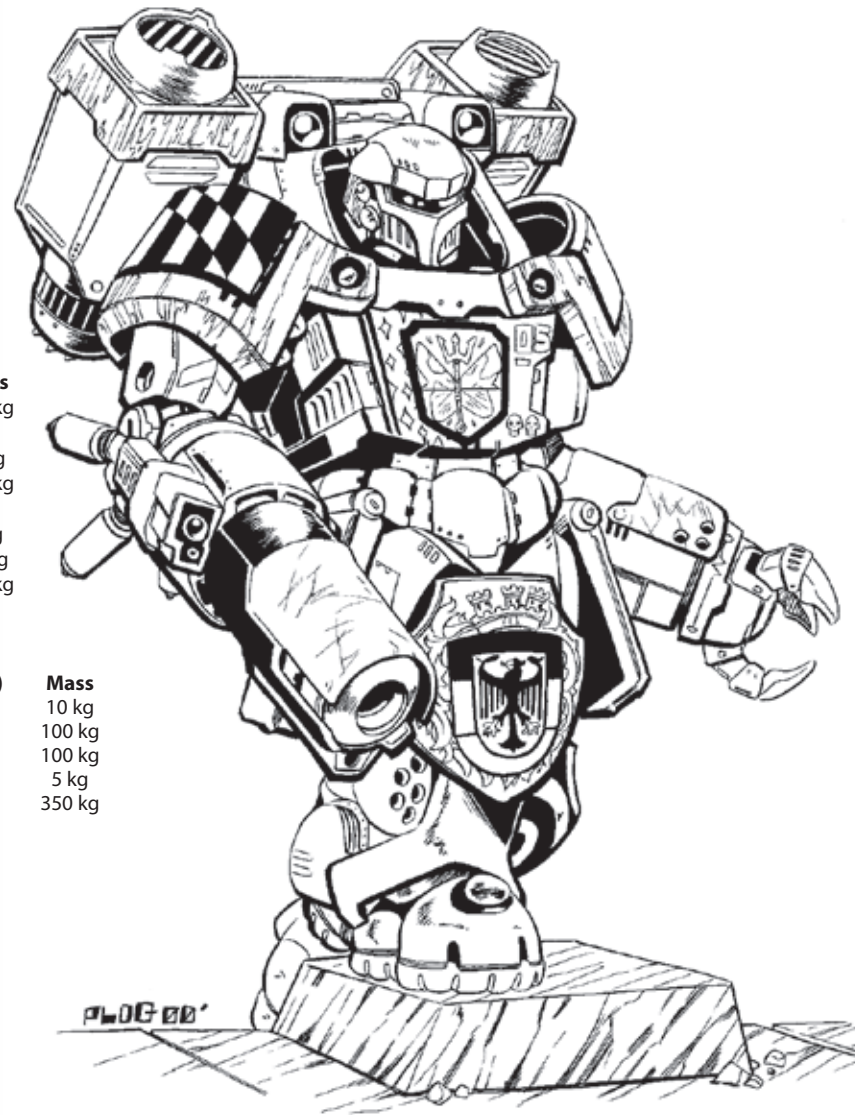
Notes: None

Equipment

Equipment	Slots	Mass
Chassis:		175 kg
Motive System:		
Ground MP:	1	0 kg
Jump MP:	2	100 kg
Manipulators:		
Right Arm:	None	0 kg
Left Arm:	Battle Claw	15 kg
Armor:	Advanced	240 kg
Armor Value: 6 + 1 (Trooper)		

Weapons and Equipment

Weapons and Equipment	Location	Slots (Capacity)	Mass
Modular Weapon Mount	RA	1 (2)	10 kg
Machine Gun (50)	—	1	100 kg
"David" Light Gauss Rifle (15)	—	1	100 kg
Anti-Personnel Weapon Mount	LA	1	5 kg
Battle Armor C ³ i	Body	1	350 kg



EXPERIMENTAL

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Jackal JA-KL-1579

Movement Points:
 Walking: 7
 Running: 11
 Jumping: 0

Tonnage: 30
 Tech Base: Inner Sphere
 (Experimental)
 Era: Jihad

WARRIOR DATA

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

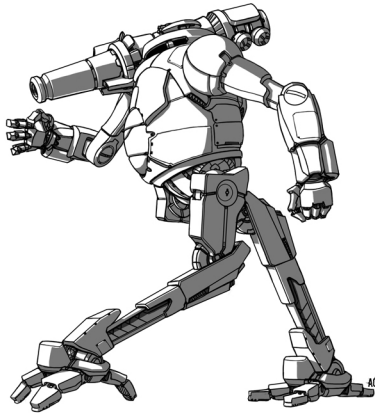
1	2	3	4	5	6
3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

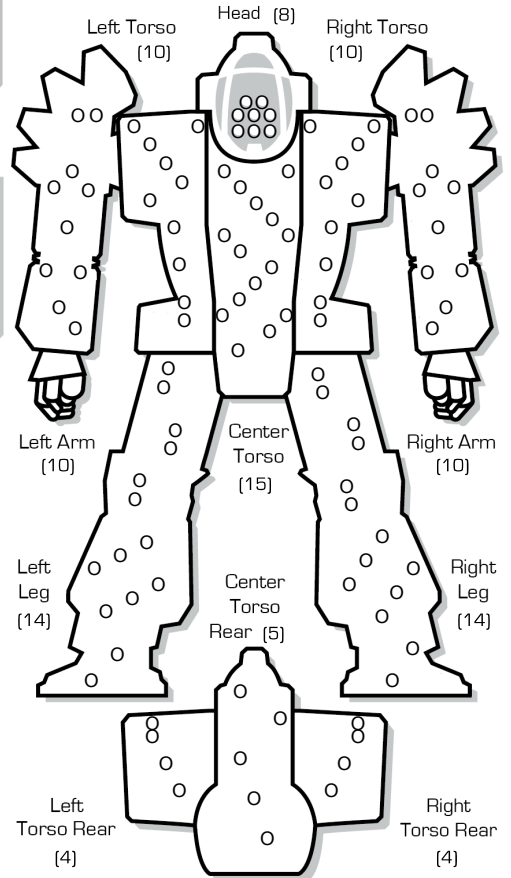
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AMS	HD	1	—	—	—	—	—
1	ER PPC	RT	15	10 [DE]	—	7	14	23
1	PPC Capacitor	RT	—	[E]	—	—	—	—
1	Angel ECM Suite	LT	—	[E]	—	—	—	6

Cost:

BV: 1,273



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - Endo Steel
 - Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- AMS
- Sensors
- Life Support

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - Endo Steel
 - Endo Steel

Center Torso

- Roll Again
 - Roll Again
 - Roll Again
- 4-6
- Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Gyro
 - Gyro
 - Gyro

- Roll Again
 - Roll Again
 - Roll Again
- 4-6
- Roll Again
 - Roll Again
 - Roll Again

Left Torso

- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink

- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
- 4-6
- XL Fusion Engine
 - Endo Steel
 - Roll Again

Right Torso

- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
- 1-3
- ER PPC
 - ER PPC
 - ER PPC

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

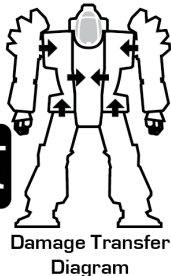
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 4-6
- Ammo (AMS) 12
 - Angel ECM Suite
 - Angel ECM Suite

Left Leg

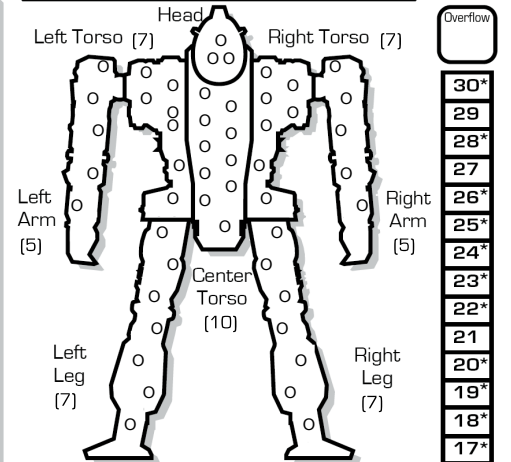
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
- 4-6
- Foot Actuator
 - Endo Steel
 - Endo Steel

Right Leg

- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
- 4-6
- Foot Actuator
 - Endo Steel
 - Endo Steel



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: **Hermes II HER-7S**

Movement Points:
 Walking: 8
 Running: 12
 Jumping: 8

Tonnage: 40
Tech Base: Mixed Tech (I.S.)
 (Experimental)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer (Clan)	CT	—	[E]	—	—	—	—
1	Large Pulse Laser (Clan)	RT	10	10 [P]	—	6	14	20
1	Light PPC	RA	5	5	3	6	12	18
				[DEX]				
1	ER Flamer	LA	4	2	—	3	5	7
				[DE,H,AI]				

Cost: BV: 1,578

WARRIOR DATA

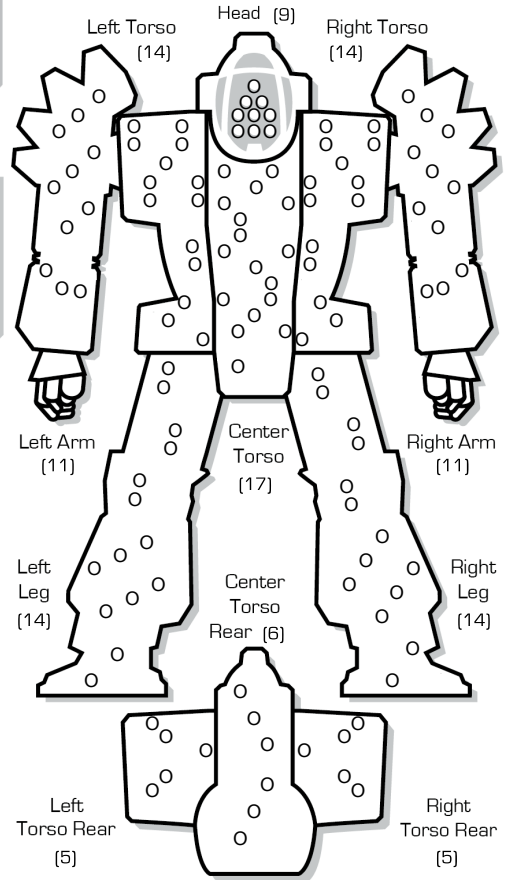
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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
- ER Flamer
- Roll Again
- Roll Again

1-3

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

4-6

Left Torso

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

1-3

- Jump Jet
- Jump Jet
- Jump Jet
- Jump Jet
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

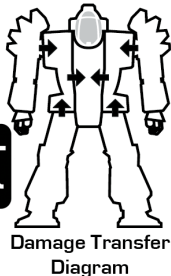
Center Torso

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

4-6

- Gyro
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Targeting Computer (Clan)
- Targeting Computer (Clan)

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



Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Light PPC
- Light PPC

1-3

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

4-6

Right Torso

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

1-3

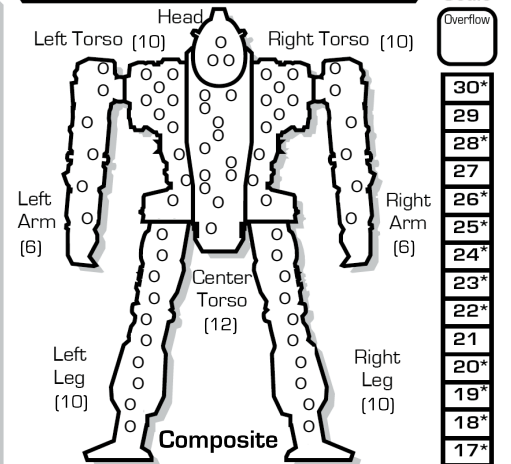
- Jump Jet
- Jump Jet
- Jump Jet
- Jump Jet
- Large Pulse Laser (Clan)
- Large Pulse Laser (Clan)

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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: Orion ON3-MX

Movement Points:

Walking: 4
Running: 6
Jumping: 0

Tonnage: 75

Tech Base: Inner Sphere
(Experimental)
Era: Jihad

WARRIOR DATA

Name: _____

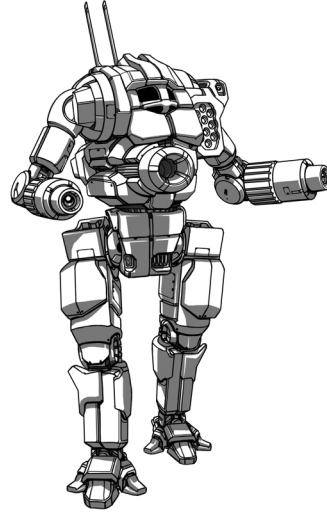
Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory

(hexes)

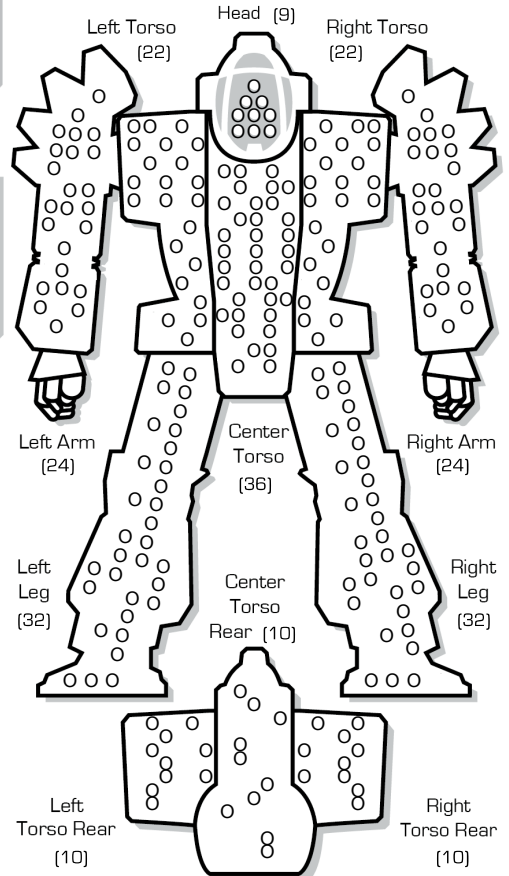
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved Heavy Gauss Rifle	CT/RT	2	22 [DB,X]	3	6	12	19
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	ExtendedLRM 10	LA	6	1/Msl [M.C.S.]	10	12	22	38



Cost:

BV: 1,849

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 ExtendedLRM 10
- 5 ExtendedLRM 10
- 6 ExtendedLRM 10

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- 5 Sensors
- 6 Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 ER Medium Laser
- 5 Roll Again
- 6 Roll Again

Center Torso

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

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

Left Torso

- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 4 Ammo (ELRM 10) 9
- 5 Ammo (ELRM 10) 9
- 6 Ammo (ELRM 10) 9

- 1 Gyro
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4-6 4 XL Fusion Engine
- 5 Improved Heavy Gauss Rifle
- 6 Improved Heavy Gauss Rifle

Right Torso

- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 4 Improved Heavy Gauss Rifle
- 5 Improved Heavy Gauss Rifle
- 6 Improved Heavy Gauss Rifle

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

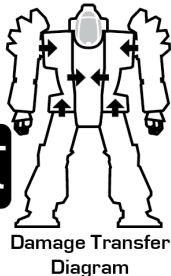
- 1 Ammo (Heavy Gauss) 4
- 2 Ammo (Heavy Gauss) 4
- 3 Ammo (Heavy Gauss) 4
- 4-6 4 Ammo (Heavy Gauss) 4
- 5 CASE
- 6 Roll Again

Left Leg

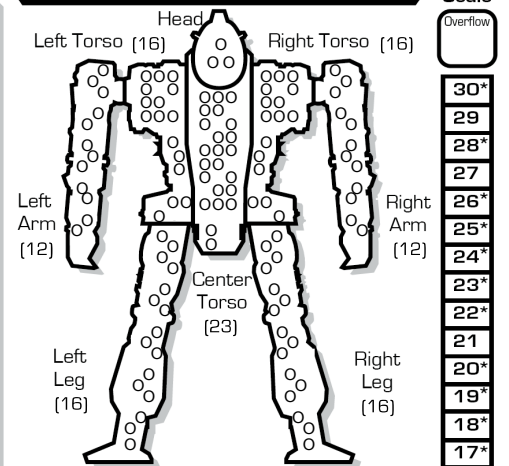
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- 5 Roll Again
- 6 Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- 5 Roll Again
- 6 Roll Again



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: Awesome AWS-11M

Movement Points: **Walking:** 3 **Running:** 5 **Jumping:** 0
Tonnage: 80 **Tech Base:** Mixed Tech (I.S.) (Experimental)
Era: Jihad

Weapons & Equipment Inventory (hexes)

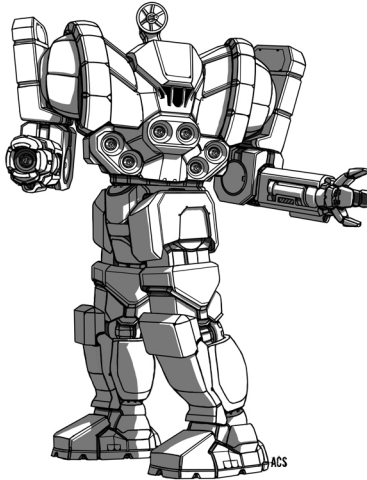
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Light PPC	CT	5	5 [DEX]	3	6	12	18
2	Light PPC	RT	5	5 [DEX]	3	6	12	18
2	PPC Capacitor	RT	—	[E]	—	—	—	—
2	Light PPC	LT	5	5 [DEX]	3	6	12	18
2	PPC Capacitor	LT	—	[E]	—	—	—	—
1	Light PPC	RA	5	5 [DEX]	3	6	12	18
1	Light PPC	LA	5	5 [DEX]	3	6	12	18

Cost: BV: 1,801

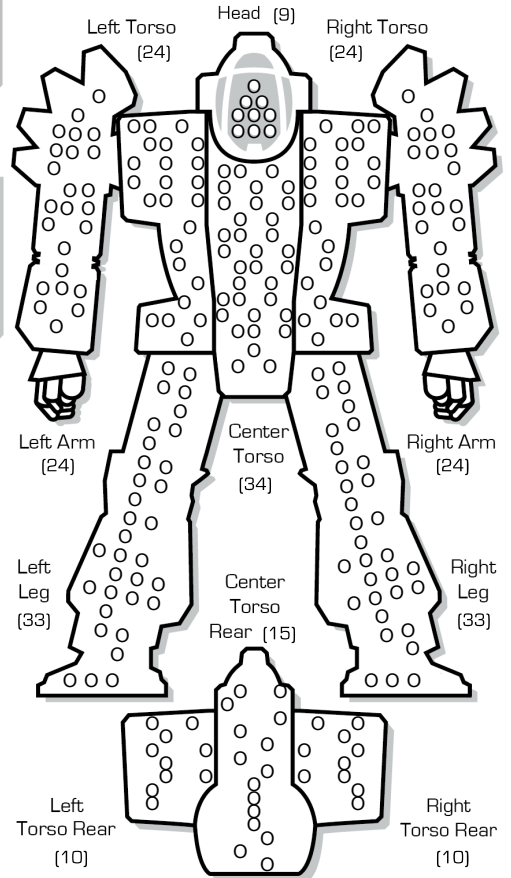
WARRIOR DATA

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
 - Double Heat Sink (Clan)
 - Double Heat Sink (Clan)
- Center Torso**
- Light PPC
 - Light PPC
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- Left Torso**
- Double Heat Sink (Clan)
 - Double Heat Sink (Clan)
 - Double Heat Sink (Clan)
 - Double Heat Sink (Clan)
 - Double Heat Sink (Clan)
 - Double Heat Sink (Clan)
- Right Torso**
- Double Heat Sink (Clan)
 - Double Heat Sink (Clan)
 - Double Heat Sink (Clan)
 - Double Heat Sink (Clan)
 - Double Heat Sink (Clan)
 - Double Heat Sink (Clan)
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Double Heat Sink (Clan)
 - Double Heat Sink (Clan)

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink (Clan)
- Double Heat Sink (Clan)

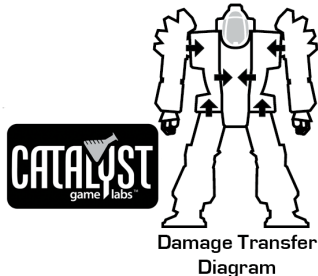
Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Compact Gyro
- Compact Gyro
- Fusion Engine

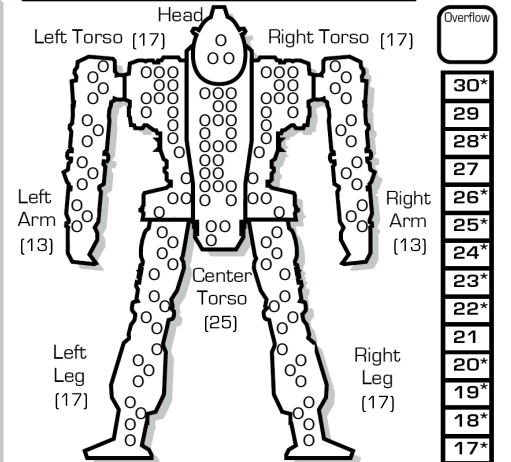
Right Torso

- Double Heat Sink (Clan)
- Double Heat Sink (Clan)
- Light PPC
- Light PPC
- Roll Again
- Roll Again

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 20 (40) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	○ ○
13	+2 Modifier to Fire	○ ○
10	-2 Movement Points	○ ○
8	+1 Modifier to Fire	○ ○
5	-1 Movement Points	○ ○

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Pandarus LFA-1X

Movement Points:

Walking: 4
Running: 6
Jumping: 0

Tonnage: 75

Tech Base: Inner Sphere
(Experimental)
Era: Jihad

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

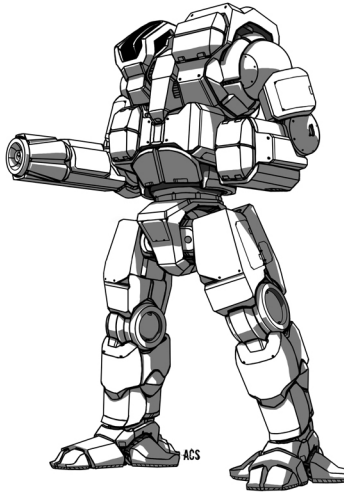
Weapons & Equipment Inventory

(hexes)

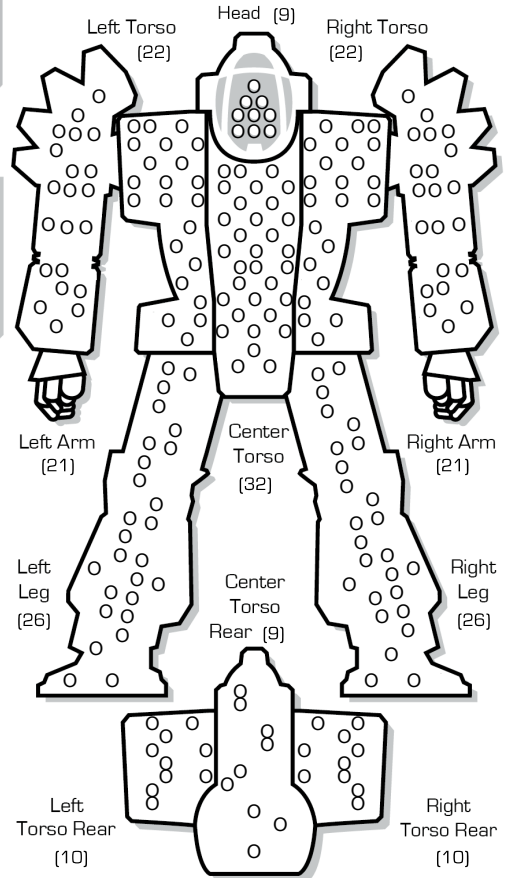
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ExtendedLRM 10	RT	6	1/Msl [M,C,S]	10	12	22	38
1	ExtendedLRM 10	LT	6	1/Msl [M,C,S]	10	12	22	38
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ExtendedLRM 10	LA	6	1/Msl [M,C,S]	10	12	22	38

Cost:

BV: 1,589



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 ExtendedLRM 10
- 5 ExtendedLRM 10
- 6 ExtendedLRM 10

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- 5 Sensors
- 6 Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 ER Medium Laser
- 5 Roll Again
- 6 Roll Again

Center Torso

- Fusion Engine
- 2 Fusion Engine
- 3 Fusion Engine
- 1-3 Gyro
- 5 Gyro
- 6 Gyro

Right Torso

- Roll Again
- Roll Again
- 2 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Left Torso

- ExtendedLRM 10
- 2 ExtendedLRM 10
- 3 ExtendedLRM 10
- 1-3 4 ExtendedLRM 10
- 5 Ammo [ELRM 10] 9
- 6 Ammo [ELRM 10] 9

- Gyro
- 2 Fusion Engine
- 3 Fusion Engine
- 4-6 4 Fusion Engine
- 5 Roll Again
- 6 Roll Again

Right Torso

- 1 ExtendedLRM 10
- 2 ExtendedLRM 10
- 3 ExtendedLRM 10
- 1-3 4 ExtendedLRM 10
- 5 Ammo [ELRM 10] 9
- 6 Ammo [ELRM 10] 9

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

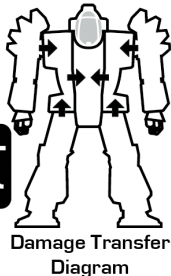
- 1 Ammo [ELRM 10] 9
- CASE II
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Left Leg

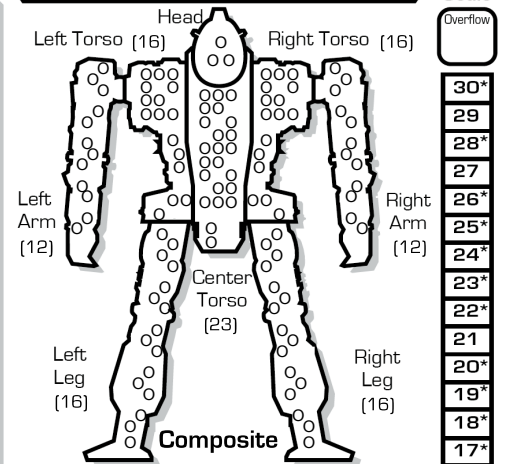
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- 5 Roll Again
- 6 Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- 2 Lower Leg Actuator
- 4 Foot Actuator
- 5 Roll Again
- 6 Roll Again



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

(Primitive)

'MECH DATA

Type: Sarissa MN1-D

Movement Points: **Tonnage:** 50
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 (Experimental)
 Jumping: 0 **Era:** Dark Age

Weapons & Equipment Inventory (hexes)

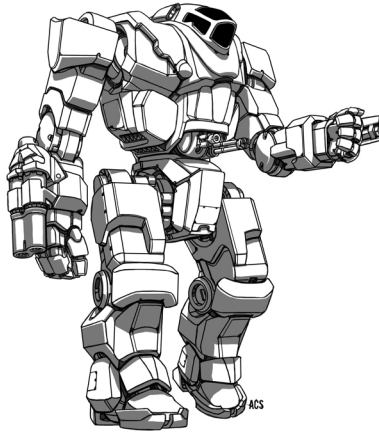
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Machine Gun	CT	0	2	—	1	2	3
				[DB, AI]				
1	Small Laser	CT	1	3 [DE]	—	1	2	3
1	Blazer Cannon	RA	16	12 [DE]	—	5	10	15
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

Cost: BV: 850

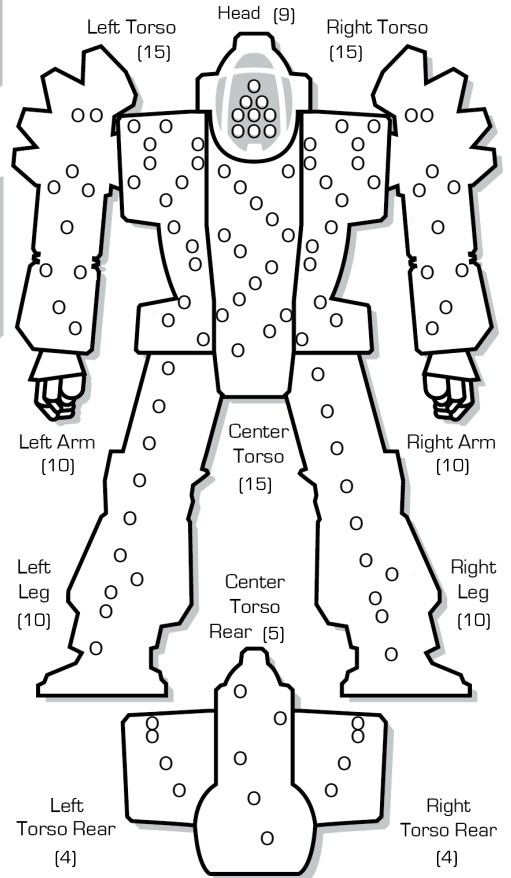
WARRIOR DATA

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

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



ARMOR DIAGRAM



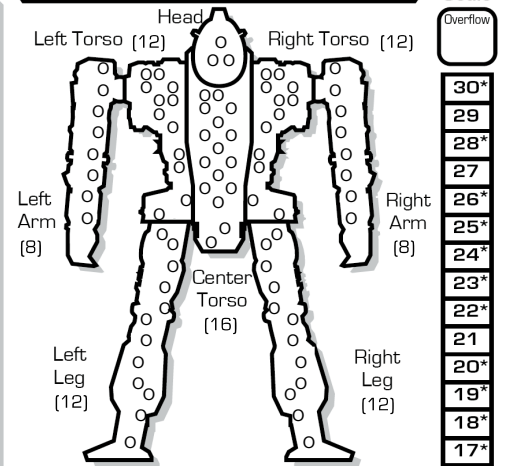
CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Hand Actuator Medium Laser Roll Again <h4>Left Torso</h4> <ol style="list-style-type: none"> Heat Sink Ammo (Machine Gun) 100 <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <h4>Left Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Heat Sink Heat Sink 	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Primitive Cockpit Roll Again Sensors Life Support <h4>Center Torso</h4> <ol style="list-style-type: none"> Primitive Fusion Engine Primitive Fusion Engine Primitive Fusion Engine <p>1-3</p> <ol style="list-style-type: none"> Gyro Gyro Gyro <p>4-6</p> <ol style="list-style-type: none"> Gyro Primitive Fusion Engine Primitive Fusion Engine Primitive Fusion Engine Small Laser Machine Gun 	<h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Hand Actuator Blazer Cannon Blazer Cannon <p>4-6</p> <ol style="list-style-type: none"> Blazer Cannon Blazer Cannon Roll Again Roll Again Roll Again Roll Again <h4>Right Torso</h4> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <h4>Right Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Heat Sink Heat Sink
--	--	--

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

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

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

BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Galleon Maxwell

Movement Points: **Tonnage:** 30
Crusing: 6 **Tech Base:** Inner Sphere
Flank: 9 (Experimental)
Movement Type: Tracked **Era:** Jihad
Engine Type: XL Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Armored Motive System	BD [E]	—	—	—	—	—
1	Machine Gun	RSpo 2 [DB, AI]	—	1	2	3	
1	Small Pulse Laser	RSpo 3 [P]	—	1	2	3	
1	Machine Gun	LSpo 2 [DB, AI]	—	1	2	3	
1	Small Pulse Laser	LSpo 3 [P]	—	1	2	3	
1	ER Medium Laser	T 5 [DE]	—	4	8	12	

Infantry Bay (4 Tons)

Ammo [CASE]: (Machine Gun) 100

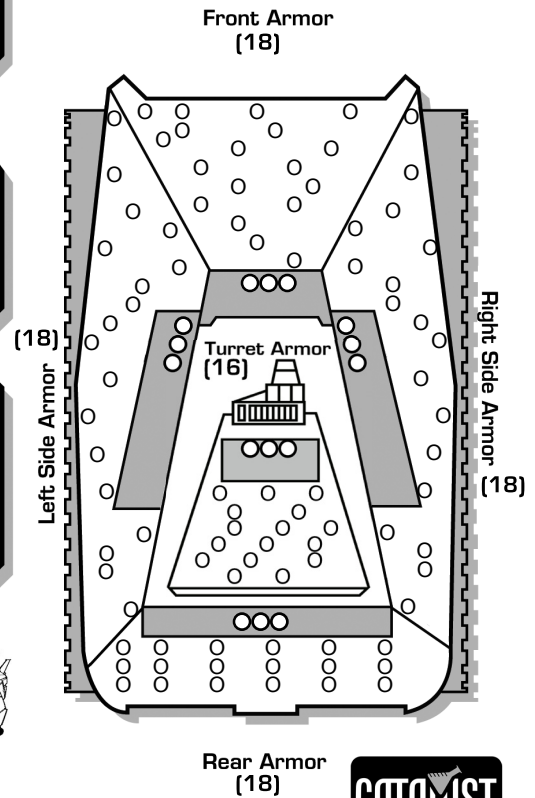
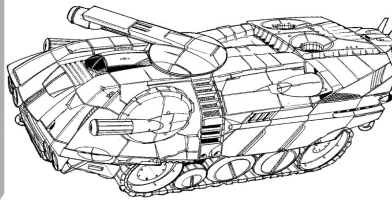
Cost: BV: 451

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



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION			SIDES
	FRONT	REAR		
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
	WIGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Thumper Maxwell

Movement Points: **Tonnage:** 60
Crusing: 4 **Tech Base:** Inner Sphere
Flank: 6 (Experimental)
Movement Type: Wheeled **Era:** Jihad
Engine Type: Fuel Cell Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	BD	[E]	—	—	—	6
1	Thumper	FR	15	—	1	2	21
		[A,E,S,F]					
1	Machine Gun	RSpO	2	—	1	2	3
		[DB,AI]					
1	SRM 2	RSpO2/Msl	—	3	6	9	
		[M,C]					
1	Machine Gun	LSpo	2	—	1	2	3
		[DB,AI]					
1	SRM 2	LSpo2/Msl	—	3	6	9	
		[M,C]					

Ammo [CASE]:(SRM 2) 50, (Thumper) 80, (Machine Gun) 200

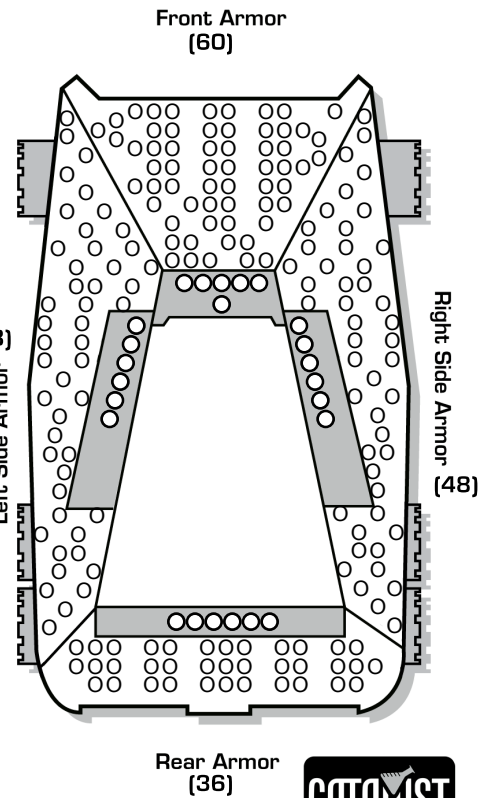
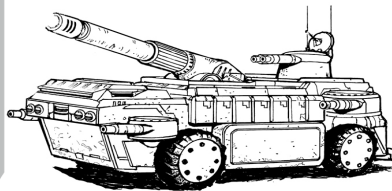
Cost: BV: 758

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



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION			SIDES
	FRONT	REAR		
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:
 Hit from rear +1
 Hit from the sides +2

Vehicle Type Modifiers:
 Tracked, Naval +0
 Wheeled +2
 Hovercraft, Hydrofoil +3
 WIGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Phalanx

Movement Points: **Tonnage:** 40
Crusing: 4 **Tech Base:** Inner Sphere
Flank: 6 (Experimental)
Movement Type: Tracked **Era:** Jihad
Engine Type: XL Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	T	2 [DB,AI]	-	1	2	3
1	Sniper Cannon	T	10 [DB,AE]	2	4	8	12

Infantry Bay [1 Ton]
 Chassis Modifications: Limited Amphibious

Ammo [CASE]: (Machine Gun) 100, (Sniper Cannon) 20

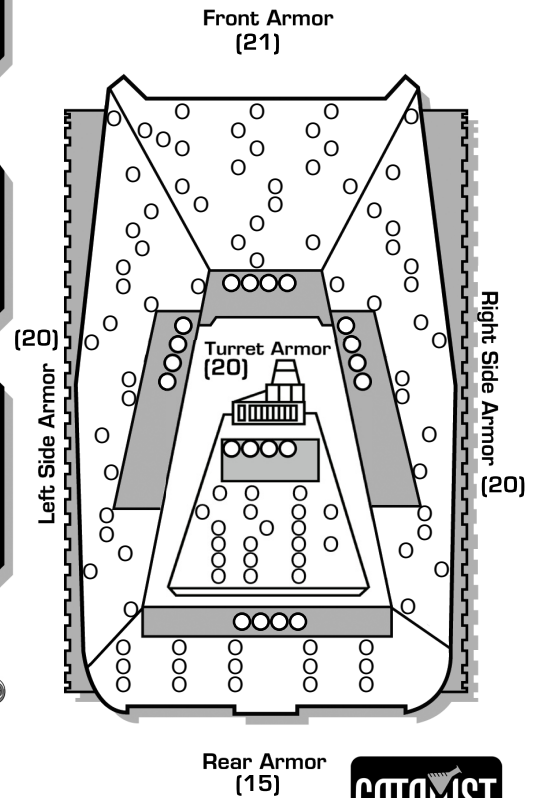
Cost: BV: 461

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



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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: Cheetah OF-17

Thrust: Tonnage: 25
 Safe Thrust: 12 Tech Base: Inner Sphere
 Maximum Thrust: 18 (Experimental) Jihad
 Era:

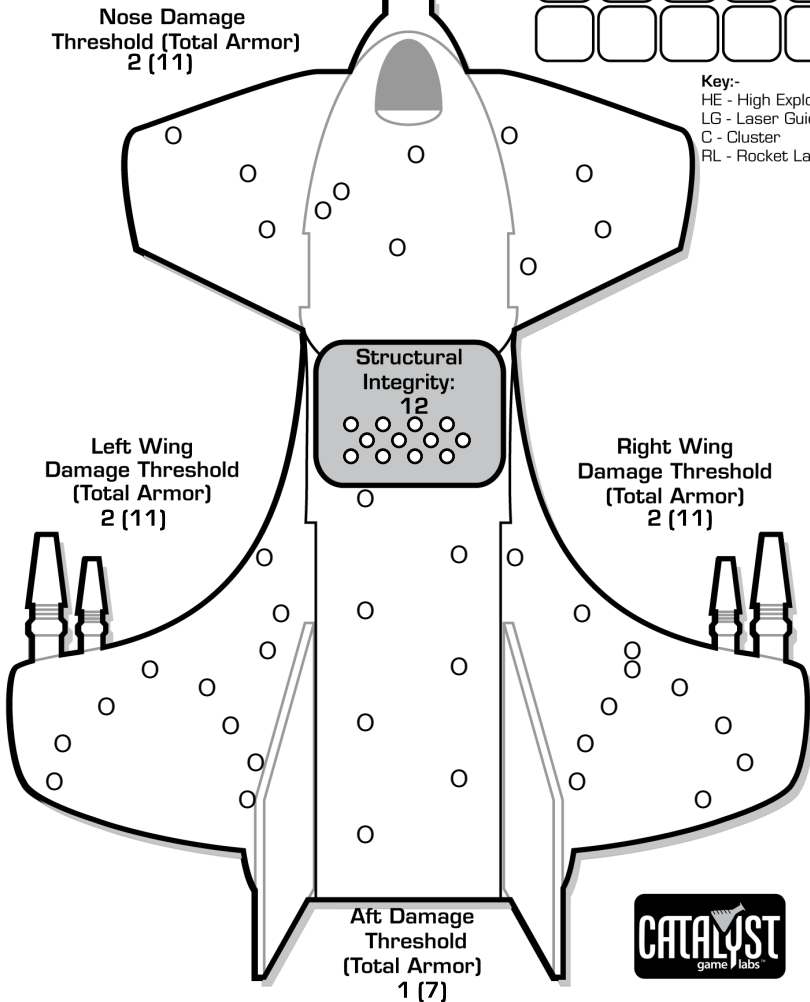
Weapons & Equipment Inventory

Standard Scale			(0-6)	(6-12)	(13-20)	(21-25)	
Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
1	Guardian ECM Suite [E]	N	0	—	—	6	—
1	Hyperspectral Imager [E]	N	0	—	—	—	—

Fuel: 320 Points

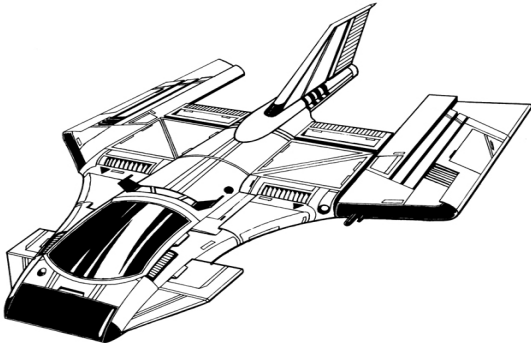
Cost: BV: 352

ARMOR DIAGRAM Stealth



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: Shiva SHV-S

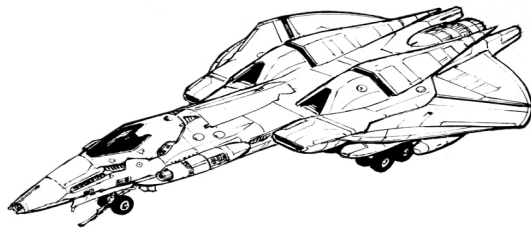
Thrust: Tonnage: 85
 Safe Thrust: 6 Tech Base: Inner Sphere
 Maximum Thrust: 9 (Experimental)
Era: Jihad

Weapons & Equipment Inventory

Standard Scale			(0-6)	(6-12)	(13-20)	(21-25)	
Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
1	Guardian ECM Suite [E]	N	0	—	—	6	—
1	Improved Heavy Gauss Rifle [DB,X]	LW	2	22	22	22	—
1	Improved Heavy Gauss Rifle [DB,X]	RW	2	22	22	22	—

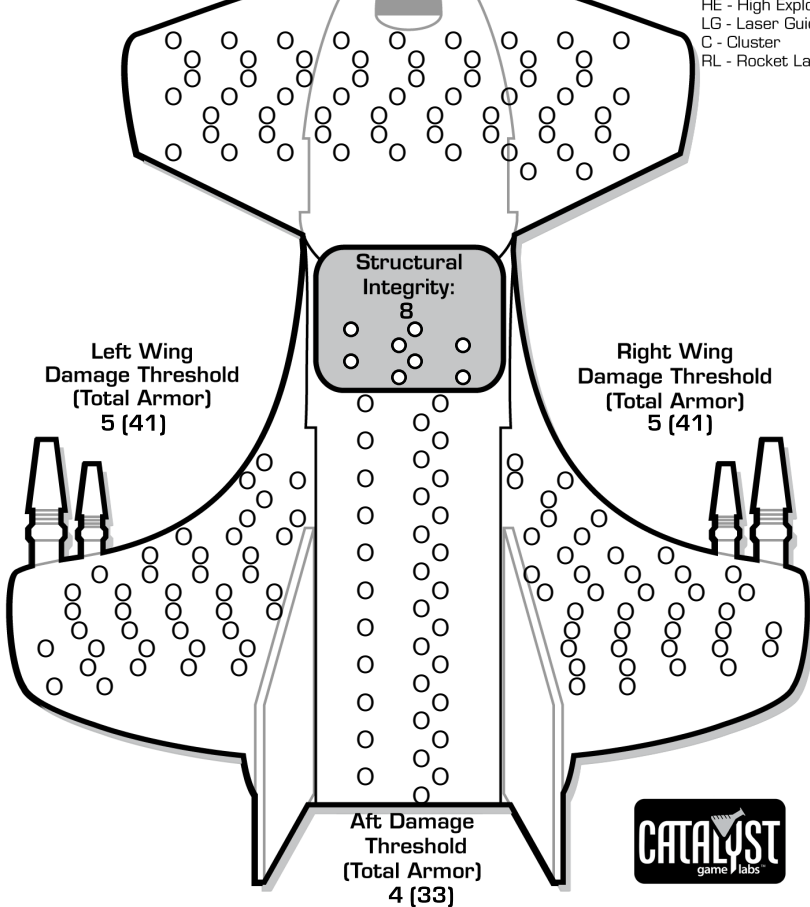
Ammo: [Heavy Gauss] 16
 Fuel: 800 Points

Cost: BV: 2,216



ARMOR DIAGRAM Stealth

Nose Damage Threshold (Total Armor) 7 (61)



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

Nose Damage Threshold (Total Armor) 25 (250)

ARMOR DIAGRAM

Standard Scale

SPHEROID DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: Merlin Ngake

Name: Tonnage: 2500
 Thrust: Tech Base: Inner Sphere
 Safe Thrust: 6 (Experimental)
 Maximum Thrust: 9 Era: Jihad
 Fighters/Small Craft: 0 / 0 Launch Rate: 0 / 0

Weapons & Equipment Inventory

Capital Scale		(1-12) (13-24) (25-40) (41-50)				
Bay	Loc	Ht	SRV	MRV	LRV	ERV
4	Sub-Capital Laser 1	N	96	4	4	4
Standard Scale		(1-6) (7-12) (13-20) (21-25)				
Bay	Loc	Ht	SRV	MRV	LRV	ERV
4	Large X-Pulse Laser	FL/FR	56	—	—	—
4	Laser AMS	FL/FR	28	1 (12)	Point Defense	—
2	Large X-Pulse Laser	AL/AR	28	—	—	—
2	Laser AMS	AL/AR	14	0 (6)	Point Defense	—
2	Large X-Pulse Laser	A	28	—	—	—
2	Laser AMS	A	14	0 (6)	Point Defense	—

Cargo:

Cargo Space - 150 tons(2 doors)
 Cargo Space - 142 tons(3 doors)

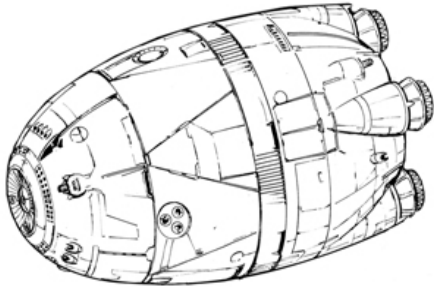
Cost: BV: 6,295

Left Damage Threshold (Total Armor) 20 (200)

Right Damage Threshold (Total Armor) 20 (200)

Structural Integrity: 20

Aft Damage Threshold (Total Armor) 23 (230)



CREW DATA

Gunnery Skill: Piloting Skill:

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

Crew: 15 Marines: 0
 Passengers: 0 Battle Armor: 0
 Other: 0 Life Boats/Esc. Pods: 0/2

CRITICAL DAMAGE

Avionics	+1	+2	+5	Gear	+5	
FCS	+2	+4	D	Life Support	+2	
Sensors	+1	+2	+5	K-F Boom	D	
Thrusters				Docking Collar	D	
Left	+1	+2	+3	D		
Right	+1	+2	+3	D		
Engine	-1	-2	-3	-4	-5	D

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: 140 (280) Double

Heat Generation Per Arc

Nose:	96	Aft:	42
Fore-Left:	84	Aft-Left:	42
Fore-Right:	84	Aft-Right:	42

BATTLETECH



BATTLE ARMOR RECORD SHEET (Experimental)

BATTLE ARMOR: SQUAD/POINT 1

Type: Longinus "Hacked" [MG] Era: Jihad
 Gunnery Skill: Anti-Mech Skill:
 Ground MP: 1 Jump: 2
Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] — — — —
 Improved BC ³ [E] — — — —
 Machine Gun 2 [DB,S] — 1 2 3

1 ●○○○○○○○

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost: BV: 134/26

BATTLE ARMOR: SQUAD/POINT 2

Type: Longinus "Hacked" [MG] Era: Jihad
 Gunnery Skill: Anti-Mech Skill:
 Ground MP: 1 Jump: 2
Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] — — — —
 Improved BC ³ [E] — — — —
 Machine Gun 2 [DB,S] — 1 2 3

1 ●○○○○○○○

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost: BV: 134/26

BATTLE ARMOR: SQUAD/POINT 3

Type: Longinus "Hacked" [MG] Era: Jihad
 Gunnery Skill: Anti-Mech Skill:
 Ground MP: 1 Jump: 2
Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] — — — —
 Improved BC ³ [E] — — — —
 Machine Gun 2 [DB,S] — 1 2 3

1 ●○○○○○○○

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost: BV: 134/26

BATTLE ARMOR: SQUAD/POINT 4

Type: Longinus "Hacked" [MG] Era: Jihad
 Gunnery Skill: Anti-Mech Skill:
 Ground MP: 1 Jump: 2
Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] — — — —
 Improved BC ³ [E] — — — —
 Machine Gun 2 [DB,S] — 1 2 3

1 ●○○○○○○○

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost: BV: 134/26

BATTLE ARMOR: SQUAD/POINT 5

Type: Longinus "Hacked" [MG] Era: Jihad
 Gunnery Skill: Anti-Mech Skill:
 Ground MP: 1 Jump: 2
Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] — — — —
 Improved BC ³ [E] — — — —
 Machine Gun 2 [DB,S] — 1 2 3

1 ●○○○○○○○

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost: BV: 134/26

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: Longinus "Hacked" [David] Era: Jihad
 Gunnery Skill: Anti-Mech Skill:
 Ground MP: 1 Jump: 2
Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] — — — —
 Improved BC ³ [E] — — — —
 David Light Gauss Rifle 1 [DB,S] — 3 5 8

1 ●○○○○○○○
 2 ●○○○○○○○
 3 ●○○○○○○○
 4 ●○○○○○○○
 Cost: BV: 147/28

BATTLE ARMOR: SQUAD/POINT 2

Type: Longinus "Hacked" [David] Era: Jihad
 Gunnery Skill: Anti-Mech Skill:
 Ground MP: 1 Jump: 2
Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] — — — —
 Improved BC ³ [E] — — — —
 David Light Gauss Rifle 1 [DB,S] — 3 5 8

1 ●○○○○○○○
 2 ●○○○○○○○
 3 ●○○○○○○○
 4 ●○○○○○○○
 Cost: BV: 147/28

BATTLE ARMOR: SQUAD/POINT 3

Type: Longinus "Hacked" [David] Era: Jihad
 Gunnery Skill: Anti-Mech Skill:
 Ground MP: 1 Jump: 2
Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] — — — —
 Improved BC ³ [E] — — — —
 David Light Gauss Rifle 1 [DB,S] — 3 5 8

1 ●○○○○○○○
 2 ●○○○○○○○
 3 ●○○○○○○○
 4 ●○○○○○○○
 Cost: BV: 147/28

BATTLE ARMOR: SQUAD/POINT 4

Type: Longinus "Hacked" [David] Era: Jihad
 Gunnery Skill: Anti-Mech Skill:
 Ground MP: 1 Jump: 2
Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] — — — —
 Improved BC ³ [E] — — — —
 David Light Gauss Rifle 1 [DB,S] — 3 5 8

1 ●○○○○○○○
 2 ●○○○○○○○
 3 ●○○○○○○○
 4 ●○○○○○○○
 Cost: BV: 147/28

BATTLE ARMOR: SQUAD/POINT 5

Type: Longinus "Hacked" [David] Era: Jihad
 Gunnery Skill: Anti-Mech Skill:
 Ground MP: 1 Jump: 2
Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] — — — —
 Improved BC ³ [E] — — — —
 David Light Gauss Rifle 1 [DB,S] — 3 5 8

1 ●○○○○○○○
 2 ●○○○○○○○
 3 ●○○○○○○○
 4 ●○○○○○○○
 Cost: BV: 147/28

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: Longinus "Hacked" [David] Era: Jihad
 Gunnery Skill: Anti-Mech Skill:
 Ground MP: 1 Jump: 2
Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] — — — —
 Improved BC ³ [E] — — — —
 David Light Gauss Rifle 1 [DB,S] — 3 5 8

1 ●○○○○○○○
 2 ●○○○○○○○
 3 ●○○○○○○○
 4 ●○○○○○○○
 Cost: BV: 147/28

BATTLE ARMOR: SQUAD/POINT 2

Type: Longinus "Hacked" [David] Era: Jihad
 Gunnery Skill: Anti-Mech Skill:
 Ground MP: 1 Jump: 2
Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] — — — —
 Improved BC ³ [E] — — — —
 David Light Gauss Rifle 1 [DB,S] — 3 5 8

1 ●○○○○○○○
 2 ●○○○○○○○
 3 ●○○○○○○○
 4 ●○○○○○○○
 Cost: BV: 147/28

BATTLE ARMOR: SQUAD/POINT 3

Type: Longinus "Hacked" [David] Era: Jihad
 Gunnery Skill: Anti-Mech Skill:
 Ground MP: 1 Jump: 2
Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] — — — —
 Improved BC ³ [E] — — — —
 David Light Gauss Rifle 1 [DB,S] — 3 5 8

1 ●○○○○○○○
 2 ●○○○○○○○
 3 ●○○○○○○○
 4 ●○○○○○○○
 Cost: BV: 147/28

BATTLE ARMOR: SQUAD/POINT 4

Type: Longinus "Hacked" [David] Era: Jihad
 Gunnery Skill: Anti-Mech Skill:
 Ground MP: 1 Jump: 2
Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] — — — —
 Improved BC ³ [E] — — — —
 David Light Gauss Rifle 1 [DB,S] — 3 5 8

1 ●○○○○○○○
 2 ●○○○○○○○
 3 ●○○○○○○○
 4 ●○○○○○○○
 Cost: BV: 147/28

BATTLE ARMOR: SQUAD/POINT 5

Type: Longinus "Hacked" [David] Era: Jihad
 Gunnery Skill: Anti-Mech Skill:
 Ground MP: 1 Jump: 2
Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] — — — —
 Improved BC ³ [E] — — — —
 David Light Gauss Rifle 1 [DB,S] — 3 5 8

1 ●○○○○○○○
 2 ●○○○○○○○
 3 ●○○○○○○○
 4 ●○○○○○○○
 Cost: BV: 147/28

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