

BATTLETECH™



EXPERIMENTAL™
TECHNICAL
READOUT:



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MOST
WANTED

INTRODUCTION

INCOMING
MESSAGE

SEND

SAVE

CANCEL

DELETE

THE FOLLOWING MATERIALS WERE GIVEN TO US BY A RELIABLE SOURCE IN THE REPUBLIC ARMED FORCES, WHOSE NAME WILL BE KEPT SECRET TO PROTECT THEM FROM REPRISALS.

WHILE THE REPUBLIC CLAIMS TO MAKE THINGS BETTER THAN PREVIOUS GOVERNMENTS, AND WANTS TO BE A SHINING BEACON OF DEMOCRACY AND HUMAN RIGHTS, THERE ARE CLEAR ORDERS TO EXECUTE CITIZENS WITHOUT TRIAL ISSUED WITHIN THESE PAGES. WE WILL NOT STAND FOR THIS AND URGE ALL "REPUBLIC CITIZENS" TO RISE AGAINST THIS TYRANNICAL REGIME.

DO WE RISK EXECUTION OURSELVES, BECAUSE WE DO NOT WANT THE PUBLIC KEPT IN THE DARK ABOUT THE CRIMINAL BEHAVIOR OF THE OH-SO-HOLY REPUBLIC OF THE SPHERE? POSSIBLY, BUT WE WILL NOT BE SILENCED! THE REPUBLIC'S CRIMES MUST BE KNOWN BY ALL.

FOR THE CHANCELLOR,
"PRO CAPELLA"
17 DECEMBER 3084

Since the birth of our Republic, we have struggled with difficulties few considered at its inception. While the lawlessness that erupted soon after the Word's fall came as little surprise, the rate of crimes committed using military-grade equipment has skyrocketed. Though some of this is undoubtedly the work of former Blakist terror cells, armed and organized cartels are also testing the limits of our new government, and even some otherwise everyday thugs have taken advantages in areas where local police strength is still recovering from wartime damage.

Meanwhile, resident militia and military forces have been hard-pressed to deal with local crime due to a lack of formalized, national-scale law. As the idea of enforcing laws established by the Word of Blake has been rejected, we have been urging planetary governments to revive whatever local legislation they possessed prior to their Blakist occupation. This stopgap measure at least gives on-hand security forces the authority to act, pending the institution of federal regulation.

To better organize our defenses against the most heavily armed criminal elements, we have collected data about the most wanted outlaws or outlaw groups currently active within or near the Republic. The following subjects have been classified as extremely dangerous—either because of their use of violence or their exceptional skill—and RAF agencies are authorized to use lethal force when encountering these threats.

The content of this document is confidential, and any disclosure of it will be considered treason and court-martialed under military law.

—Jim Swift
RAF Central Command
28 November 3084

HOW TO USE THIS BOOK

The 'Mechs, combat vehicles, and other units described in *Experimental Technical Readout: Most Wanted* provide players with a sampling of the various custom designs that have been sighted in use by several terrorists and criminals operating in the Republic of the Sphere. The designs featured in this book reflect customized prototypes and "one-offs" that have not been slated for 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. The rules for the Design Quirks can be found in *Strategic Operations*.

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Special Thanks: To Herb Beas who gave me this chance for my first solo project. To Luke Robertson and Michael Miller who helped me get around my total ignorance of aerospace construction rules (by designing the Mówáng for me, following my whacky ideas). To Joel Bancroft-Connors who has brought me into the fold. And to Johannes Heidler who helped me fix a few mistakes and find ways to work around them without losing my ideas.



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CAT35XT019

STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESSION WARS ERA



CIVIL WAR ERA



DARK AGE ERA



ALM-XF FIREBALL

Field Testing Summation: Custom ALM-7D Refit

Producer/Site: Solaris Arms

Supervising Technician: Brant Perry

Project Start Date: 3077

Non-Production Equipment Analysis:

- XXL Engine
- Supercharger

Overview

Though he is only twenty-three years of age, Eduardo Vincetto may possibly be the most skilled 'Mech pilot alive. He began his piloting career in the Solaris VII 'Mech races, which surged to popularity in the immediate wake of the Word's expulsion from that world. His constant victories there enabled him to commission upgrades for his 'Mech so sophisticated that he boasted it could defeat any competitor "even with a drugged monkey at the helm". Then in 3079, citing a lack of "worthy competition", he withdrew from the racing circuit and left Solaris.

Since then, he has been competing in illegal races throughout what is now Republic space. These reckless competitions—invariably conducted in urban locales, using live weaponry to "keep it interesting"—have caused massive property damage and untold casualties.

But what truly places Vincetto on our Most Wanted list is what happens while he races, rather than the racing itself. During nine of his last ten such competitions, highly organized heists have taken place in the local area. With bank robberies and looting among the most common occurrences, most public media has written these crimes off as the work of opportunistic locals. But in more classified reports, we have learned that Vincetto's races also coincide with break-ins into local military and government research facilities as well. As these latter details have not been made public, any official acknowledgement of these will result in disciplinary action against the offending officers.

Fortunately, technical data concerning Vincetto's modified *Fireball* 'Mech is widely available, as he considers it "sporting" for his competitors to know just what they're up against. All told, it makes for impressive reading:

Powering this machine is a Pitban 320 XXL engine, with an extralight gyroscope used to free up even more weight. On its own, this engine can push the ALM-XF (the XF stands for "eXtra Fast", according to Vincetto) to an impressive 259 kilometers per hour. But for added speed bursts, the engine has been further modified with a powerful supercharger and myomer accelerator signal circuitry. With these enhancements, the XF can achieve open-land speeds of 432 kph—over one third of the speed of sound. This makes the *Fireball*-XF officially the fastest BattleMech ever produced.

With so much mass devoted to speed, this variant carries an unimpressive weapon payload of only two extended range small lasers, while three and a half tons of ferro-fibrous armor grants

it only adequate protection at best. Unlike his piloting skills, Vincetto's proficiency in ranged combat was sorely lacking during his time on Solaris, and it appears that he has not improved all that much since then. This means that anyone attempting to capture Vincetto can expect him to use his speed to dodge or outrun such opposition, rather than fight.

Any security forces that encounter Vincetto are requested to try and take him alive, and hold him for questioning by a duly appointed paladin of the Republic. Vincetto is to be denied any legal representation, but the use of deadly force on him while in custody is expressly forbidden.

Note: An image of Vincetto, from 3081, can be found in the central criminal database, along with a list of known racing locations.

Type: **Fireball ALM-XF**

Technology Base: Inner Sphere (Experimental)

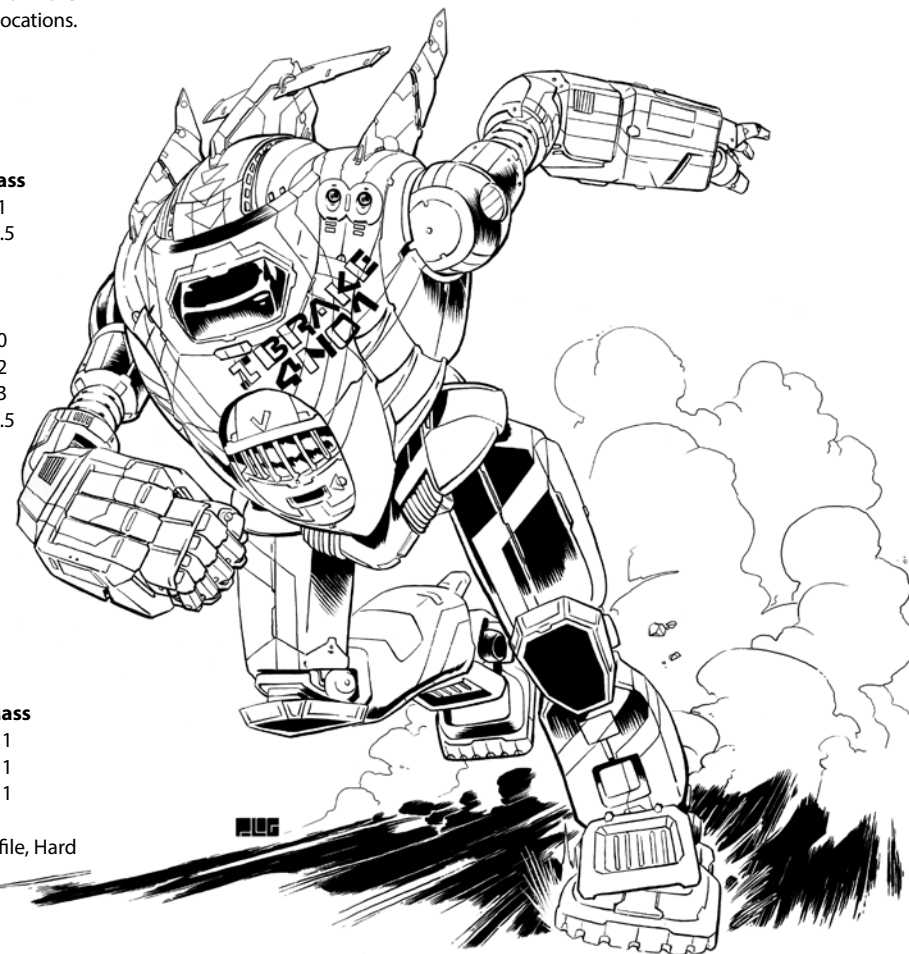
Tonnage: 20

Equipment

Internal Structure:	Endo Steel	1	Mass
Engine:	320 XXL	7.5	
Walking MP:	16		
Running MP:	24 (32/40)		
Jumping MP:	0		
Heat Sinks:	10 [20]	0	
Gyro (XL):		2	
Cockpit:		3	
Armor Factor (Ferro):	62	3.5	
	<i>Internal Structure</i>	<i>Armor Value</i>	
Head	3	9	
Center Torso	6	9	
Center Torso (rear)		2	
R/L Torso	5	7	
R/L Torso (rear)		2	
R/L Arm	3	5	
R/L Leg	4	7	

Weapons and Ammo	Location	Critical	Mass
Supercharger	RT	1	1
2 ER Small Lasers	LT	2	1
MASC	LT	1	1

Notes: Features the following Design Quirks: Narrow Profile, Hard to Pilot, Non-Standard Parts.



EXPERIMENTAL

HUR-WO-RX4 HURON WARRIOR

Field Testing Summation: Custom HUR-WO-R4L Refit

Producer/Site: Hollis Incorporated/Corey

Supervising Technician: Fred Anderson

Project Start Date: 3076

Non-Production Equipment Analysis:

- Silver Bullet Gauss Rifle
- Large X-Pulse Laser
- Reactive Armor
- Supercharger

Overview

Until recently, Bobby Winchester was a minor criminal, unworthy of mention here. Three months ago, however, he bypassed an extremely high-end security apparatus and murdered Legate Dean Singer of Saffel in his home, making off with the legate's personalized *Huron Warrior* BattleMech.

Winchester is extremely unpredictable. Prior to this attack, his crimes consisted of small-time robbery and drug trafficking as well as drug use. Though many of his crimes involved weapons, he had never actually resorted to lethal force until his murder of Legate Singer, who evidently surprised Winchester during what was actually a burglary attempt. This theory is problematic, however, since nothing other than the legate's 'Mech was reported missing after the incident. The investigation is ongoing.

Winchester's skills as a MechWarrior are unknown, but the fact that he managed to escape with a modified BattleMech under its own power suggests at least piloting competence. In addition, the technical data concerning the late Legate Singer's *Huron Warrior* underscores extensive modifications that make it a dangerous opponent even in the hands of an average warrior. Its primary armament is a Silver Bullet-style Gauss rifle, backed up by a large X-Pulse laser. Ten tons of reactive armor provides ample protection, while a supercharger enables it to achieve speed bursts nearing 110 kph.

According to records at the legate's home, the 'Mech was fully loaded and recently serviced at the time of its theft, but we believe that Winchester lacks the skills or resources to repair or even maintain this machine. As such, even if a security force encountering him cannot defeat such a 'Mech outright, every bit of damage inflicted will aid in eventually wearing him down. Furthermore, if Winchester can be forced to overtax the 'Mech's supercharger, any fight against him might be cut short. Thus, we strongly advise any pursuing security units to try and force him to flee with as few shots fired as possible, to minimize potential civilian casualties. Republic security also requests that all efforts are made to capture Winchester alive for questioning by Republic authorities. We are extremely interested in discovering how and why he entered the legate's home and who may have assisted him, as it is unlikely that he acted alone.

Note: A current image of Bobby Winchester is available in the central criminal database, along with his complete record.

Type: **HUR-WO-R4X Huron Warrior**

Technology Base: Inner Sphere (Experimental)

Tonnage: 50

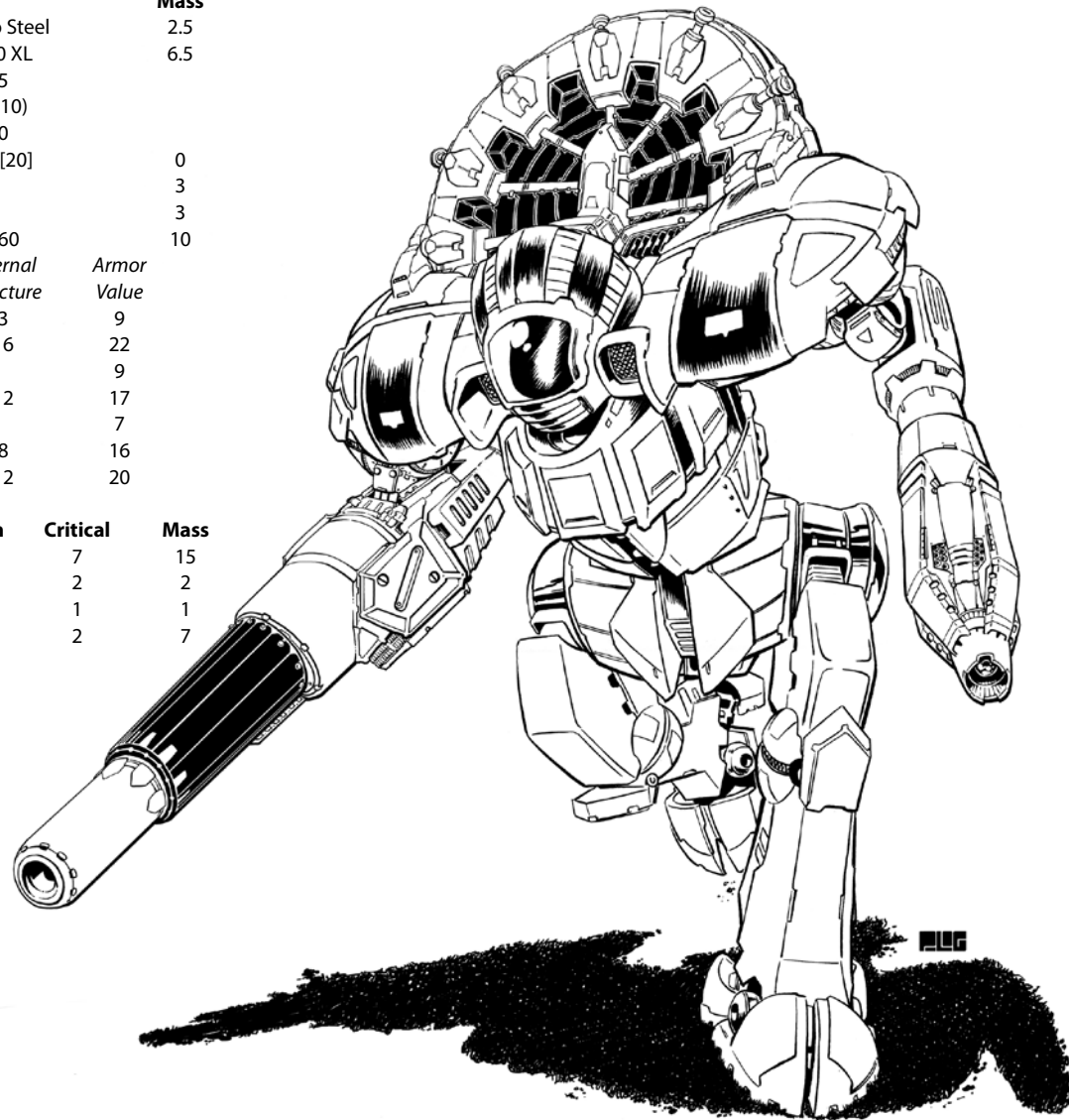
Equipment

		Mass
Internal Structure:	Endo Steel	2.5
Engine:	250 XL	6.5
Walking MP:	5	
Running MP:	8 (10)	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Reactive):	160	10
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	16	22
Center Torso (rear)		9
R/L Torso	12	17
R/L Torso (rear)		7
R/L Arm	8	16
R/L Leg	12	20

Weapons and Ammo

	Location	Critical	Mass
Silver Bullet Gauss Rifle	RA	7	15
Ammo (SB Gauss) 16	RT	2	2
Supercharger	CT	1	1
Large X-Pulse Laser	LA	2	7

Notes: Features the following Design Quirks: Improved Cooling Jacket (Large X-Pulse), Command BattleMech, Hard to Pilot.



EXPERIMENTAL

BL-X-KNT BLACK KNIGHT "RED REAPER"

Field Testing Summation: Custom BL-9-KNT Refit
Producer/Site: Vining Engineering and Salvage Team
Supervising Technician: Robert Greyfield
Project Start Date: 3069
Non-Production Equipment Analysis:
 Medium X-Pulse Laser
 PPC Capacitor
 Large Vibroblade
 Large Shield

Overview

Reginald VanJaster was once a relatively mediocre Solaris VII fighter. During the Word of Blake's occupation of Solaris VII, he fought alongside the resistance and gained enough combat experience to make him one of the most skilled MechWarriors the resistance had to offer. Four days before the Word's withdrawal from Solaris, VanJaster learned of the murder of his wife, Melissa, at their hands. At this point, he apparently suffered some sort of mental breakdown, embarking on a rampage against the Word of Blake—and everything else in his way. Other Solaris VII veterans and his resistance comrades tried to stop him, only to end up dead.

At the end of the occupation, VanJaster has continued to terrorize the newly established government, proclaiming them all "Blakist patsies". Soon afterward, he managed to leave the planet, possibly determined to take his personal crusade deeper into the crumbling Blake Protectorate. He resurfaced soon after the announcement of the Republic's creation, attacking military and civilian targets in a dozen incidents through what are now Prefectures VIII and IX. At the same time, he has sent messages to the local and interstellar media, denouncing the Republic of the Sphere as "a fake government", and proclaiming that Devlin Stone is "a Word of Blake plant".

VanJaster's most recent attack was against a humanitarian aid convoy bringing medicine and medical personnel to Hegendorf, on Pike IV. The unarmed and unescorted convoy was completely wiped out by the time a small militia force arrived to save them. VanJaster, still in the area, promptly attacked and destroyed these militia forces as well, once more leaving no survivors.

Recovered BattleROM evidence from these attacks have revealed that VanJaster's 'Mech, the "Red Reaper" is a heavily modified *Black Knight* that remains armed as it was during his time on Solaris VII. A large vibroblade and shield make the 'Mech resemble a medieval knight, while a capacitor-charged heavy PPC gives it a devastating long-range punch. A quintet of medium x-pulse lasers provide for devastating short-range damage output, and he is known to favor these lasers when dealing with lighter 'Mechs, vehicles and infantry targets, as using both the lasers and the PPC together will overtax the machine's heat sinks.

VanJaster's attack pattern is extremely erratic, and we believe he is traveling between worlds only as he can find adequate "no questions asked" ships to carry him. Thus, we remain unable to determine when and where he may strike next. Any security forces encountering this renegade should not try to attack at close quarters, where his firepower and physical weapons are most potent. Instead, try to engage from afar, preferably away from populated areas, using artillery if available.

Note: An image of VanJaster from 3069 can be found in the central criminal database. No more current images of this warrior are available, but it is believed that, in addition to natural aging, his distressed mental state may also manifest in poor personal care and grooming. For this reason, he may look considerably more disheveled and unkempt today than his file image.

Type: **BL-X-KNT Black Knight "Red Reaper"**

Technology Base: Inner Sphere (Experimental)

Tonnage: 75

Equipment

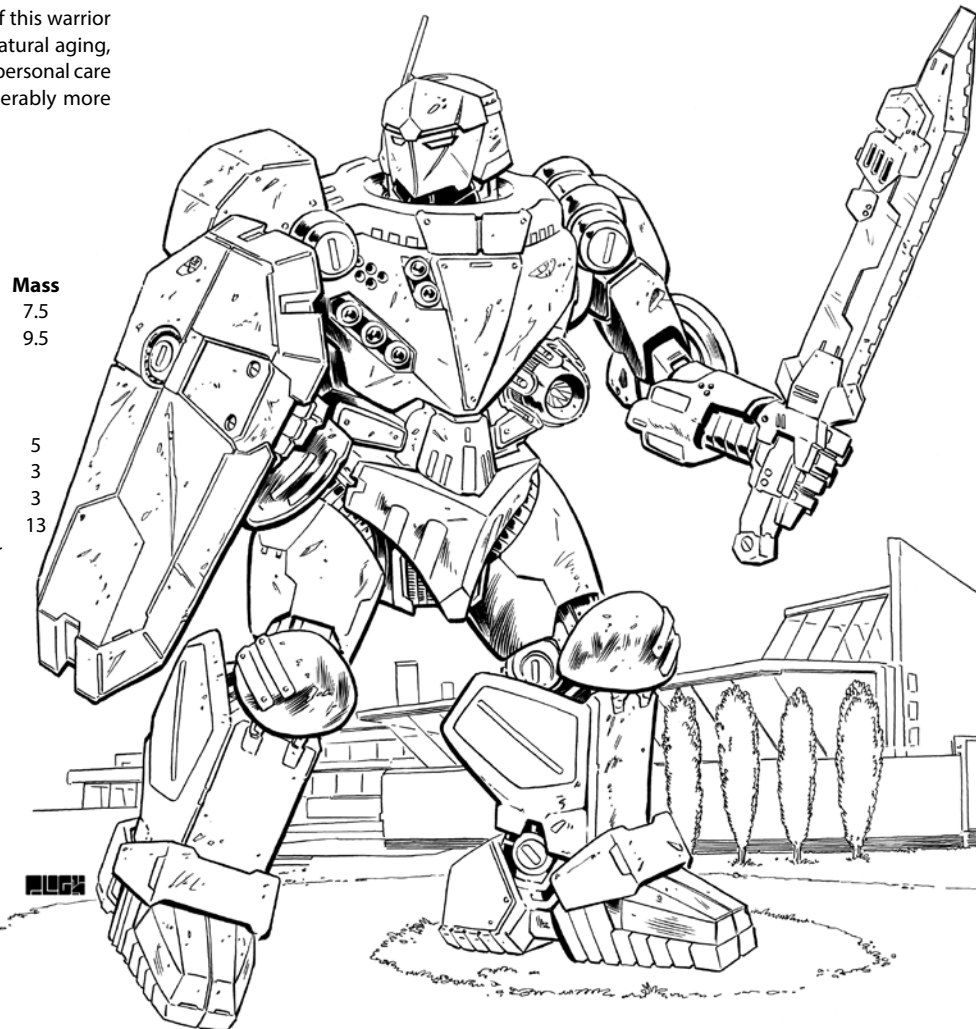
Internal Structure:
 Engine: 300 XL
 Walking MP: 4 (3)
 Running MP: 6 (5)
 Jumping MP: 0
 Heat Sinks: 15 [30]
 Gyro:
 Cockpit:

Armor Factor (Light Ferro):

Head	3
Center Torso	23
Center Torso (rear)	
R/L Torso	16
R/L Torso (rear)	
R/L Arm	12
R/L Leg	16

Weapons and Ammo	Location	Critical	Mass
Large Shield	RA	7	6
5 Medium X-Pulse Lasers	RT	5	10
Heavy PPC + Capacitor	LT	5	12
Large Vibroblade	LA	4	7

Notes: Features the following Design Quirks: Distracting, Unbalanced.



Mass
 7.5
 9.5

Armor
 Value
 5
 3
 3
 13
 9
 35
 10
 24
 8
 24
 27

EXPERIMENTAL

MAL-4X MAULER "TODESBOTE"

Field Testing Summation: Custom MAL-3R Refit

Producer/Site: Unknown

Supervising Technician: Unknown

Project Start Date: 3070?

Non-Production Equipment Analysis:

Hyper-Velocity AC/10

CASE II

Hardened Armor

Overview

Günther Dudsen is one of the most notorious criminals in the Inner Sphere. A former member of the Lyran Guards, he was convicted for committing multiple homicides in 3065. He faced multiple life sentences, and was likely to rot in an undisclosed maximum-security prison cell for the rest of his days—that is, until he broke out in 3068. It remains unclear how he managed his escape; evidence suggests inside help, but the confusion of the Jihad left Lyran security forces hard-pressed to investigate the matter, and local authorities came up empty. For two years, Dudsen effectively vanished; the few sightings and tips reported in this period went unsubstantiated.

By the time he resurfaced in 3070, the Jihad was well underway, and with fanatics striking across the Sphere, an escaped serial killer was a trivial concern for a state virtually bereft of leadership. His subsequent actions, however, ensured that he likely won't be forgotten again anytime soon.

As the Free Worlds League disintegrated, Dudsen turned to piracy, and began conducting one-man raids on former League planets, sporadically straying into Lyran territory as well—taking advantage of the chaotic fighting to slip onto and off worlds already ravaged by the Jihad. To date, there has been no clear pattern to his attacks; the worlds he has been confirmed on have no clear connections, and his targets have ranged from military convoys to civilian traffic or installations. Dudsen does not take hostages, nor does he seem to secure much in the way of loot; in each encounter he has solely focused on inflicting massive damage and casualties. Following every attack he tends to disappear for months, before reappearing worlds away.

Dudsen's 'Mech, a captured *Mauler* of unknown origin, has been heavily modified at an unknown location. Designated MAL-4X, and nicknamed "*Todesbote*" ("Death Dealer") by the Lyrans, this variant replaces the standard arm-mounted autocannons with hyper-velocity versions, while the LRM racks have been traded in for seven-tube multi-missile launchers, both of which appear to be fed from a single one-ton ammunition bin in the center torso. After-action reports indicate that Dudsen favors Inferno munitions for these launchers, most likely to inflict maximum terror and casualties with each volley. The jump jets and C3 computer are gone, as is the ferro-fibrous armor, replaced by nearly thirty tons of hardened armor. This makes the 'Mech extremely durable.

So far, Dudsen has not crossed into Republic space, but our profilers believe that it is only a matter of time until he does. Should he appear on any of our holdings, all security forces are advised not to engage this renegade unless they can deliver an overwhelming power to bring him down; in the past, failed attacks against him have prompted Dudsen to inflict massive civilian casualties in retribution.

Note: An image from 3072 can be found in the central criminal database. Be aware that we have no current description available, and he has likely altered his appearance.

Type: **MAL-4X Mauler "Todesbote"**

Technology Base: Inner Sphere (Experimental)

Tonnage: 90

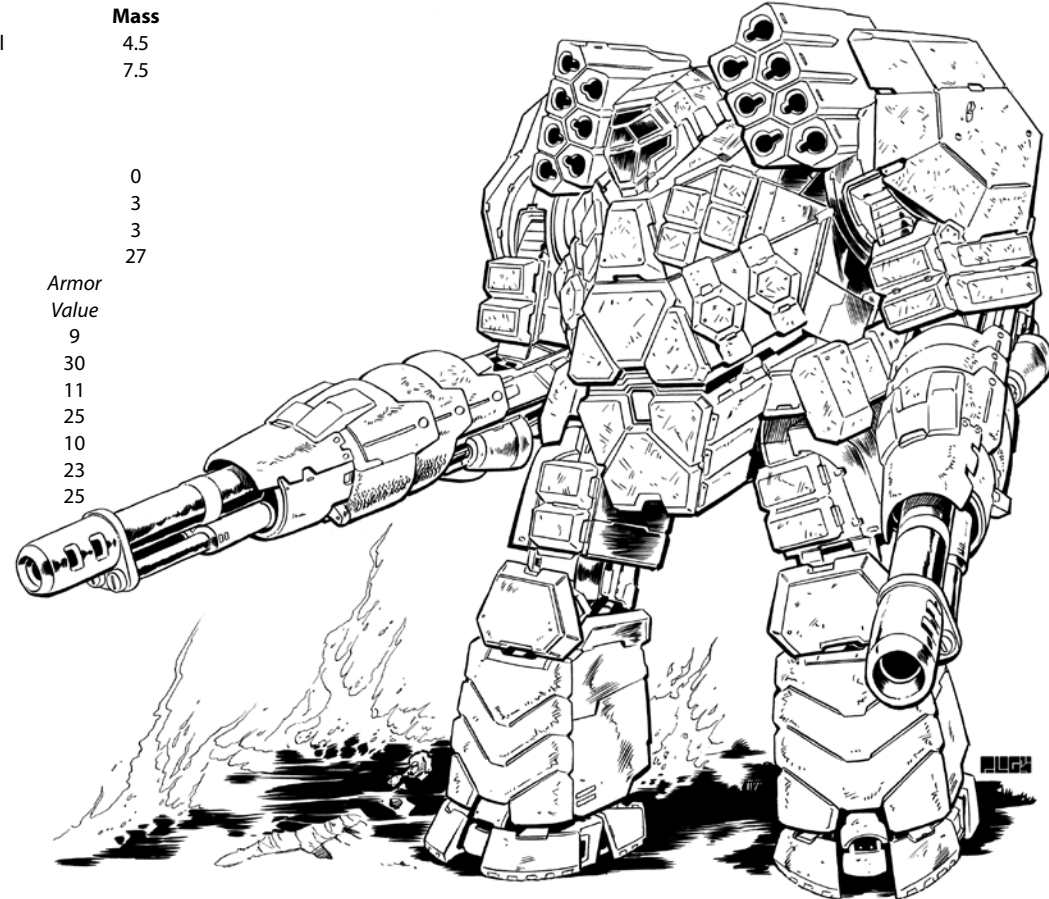
Equipment

		Mass
Internal Structure:	Endo Steel	4.5
Engine:	270 XL	7.5
Walking MP:	3	
Running MP:	4	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Hardened):	216	27
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	29	30
Center Torso (rear)		11
R/L Torso	19	25
R/L Torso (rear)		10
R/L Arm	15	23
R/L Leg	19	25

Weapons and Ammo

	Location	Critical	Mass
Hyper-Velocity AC/10	RA	6	14
Ammo (HVAC) 16	RA	2	2
CASE II	RA	1	1
MML 7	RT	4	4.5
Ammo (MML) 17/14	CT	1	1
CASE II	CT	1	1
MML 7	LT	4	4.5
Hyper-Velocity AC/10	LA	6	14
Ammo (HVAC) 16	LA	2	2
CASE II	LA	1	1

Notes: Features the following Design Quirks: Hyper-Extending Actuators, No Torso Twist.



EXPERIMENTAL

GM-FL POMPIER FIREMECH

Field Testing Summation: Custom GM-3A Refit

Producer/Site: General Motors/El Dorado

Supervising Technician: John Kim

Project Start Date: 3076

Non-Production Equipment Analysis:

Supercharger

Overview

Jill Jade is one of the most notorious “professional kidnapers” currently active. At least a dozen abductions taking place in the last two years have been confirmed as her handiwork, while almost as many more are suspected but unconfirmed. Almost exclusively, her targets are males who are employed as high-profile lawyers. Criminal psychologists have theorized from this that she was sexually abused or otherwise betrayed by a lawyer who used his connections to escape prosecution, but there is little hard evidence to back this up.

Jade’s *modus operandi* appears to be as follows: She spends approximately one week observing her target, casing his residence, and learning his travel habits, before hiring local muscle to kidnap him from his home. Once her victim is secured, she notifies his family (or law firm, if no family exists), always demanding a ransom high enough to ruin the family. If they do not agree to the ransom, Jade remorselessly kills her hostage—along with all of her hired help. If the ransom is agreed to, she will arrange a meeting, which is conducted under the guard of her modified *Pompier* FireMech. Once the money has been exchanged for the victim, Jade opens fire on the courier and original victim both.

In short, ransom or no, anyone who Jade abducts faces certain death at her hands.

The origin of her high-tech GM-FL remained a mystery until a few weeks ago, when internal documents were acquired from its manufacturer, General Motors. In 3076, a GM team was conducting a stress-test on their IndustrialMech chassis, utilizing *Pompier* frames to determine the maximum power plant types such as ultralight ‘Mechs could handle. Excess energy output from XL and XXL engines proved too costly, with most ripping industrial-grade structure to pieces under even limited trials. Thus, GM engineers scaled down their tests to a smaller-rated GM 60S standard fusion engine. In an effort to maintain mobility, they then added a supercharger. Though primarily intended for vehicular usage, this plant type has not turned up in any other vehicle to date, so we believe General Motors maintains them almost exclusively for experimentation.

The *Pompier*’s right salvage arm was replaced with a flamer, while its sprayer and liquid cargo bay were swapped out for a heavier fluid gun with a single ton of ammunition was installed in their place. (Jade usually loads this weapon with “oil slick” fluids, which she commonly sprays on the ground and sets alight to either cover her escape or destroy evidence.)

GM’s engineers also decided to test jettison-capable weapon concepts on this frame, installing twin machine guns on an ejectable mount in the FireMech’s left hand. The weight of this added weaponry left the machine’s defenses reduced to a half-ton of commercial armor, barely enough to protect against small arms fire and minor collisions.

The rising price tag of this “stress test” led General Motors’ management to shut it down just after the prototype was completed, and everyone involved was terminated for “misuse of company resources”. The ‘Mech was placed in storage, pending a final decision as regards its disposal—before it was stolen in 3080. How Ms. Jade got her hands on it is unknown.

Note: An image of Jade from 3082 can be found in the central criminal database. Be advised that her skills as a MechWarrior indicate competency, but we believe she may have been informally trained, rather than the product of any academy or military service.

Type: **Pompier FireMech GM-FL**

Technology Base: Inner Sphere (Experimental)

Tonnage: 15

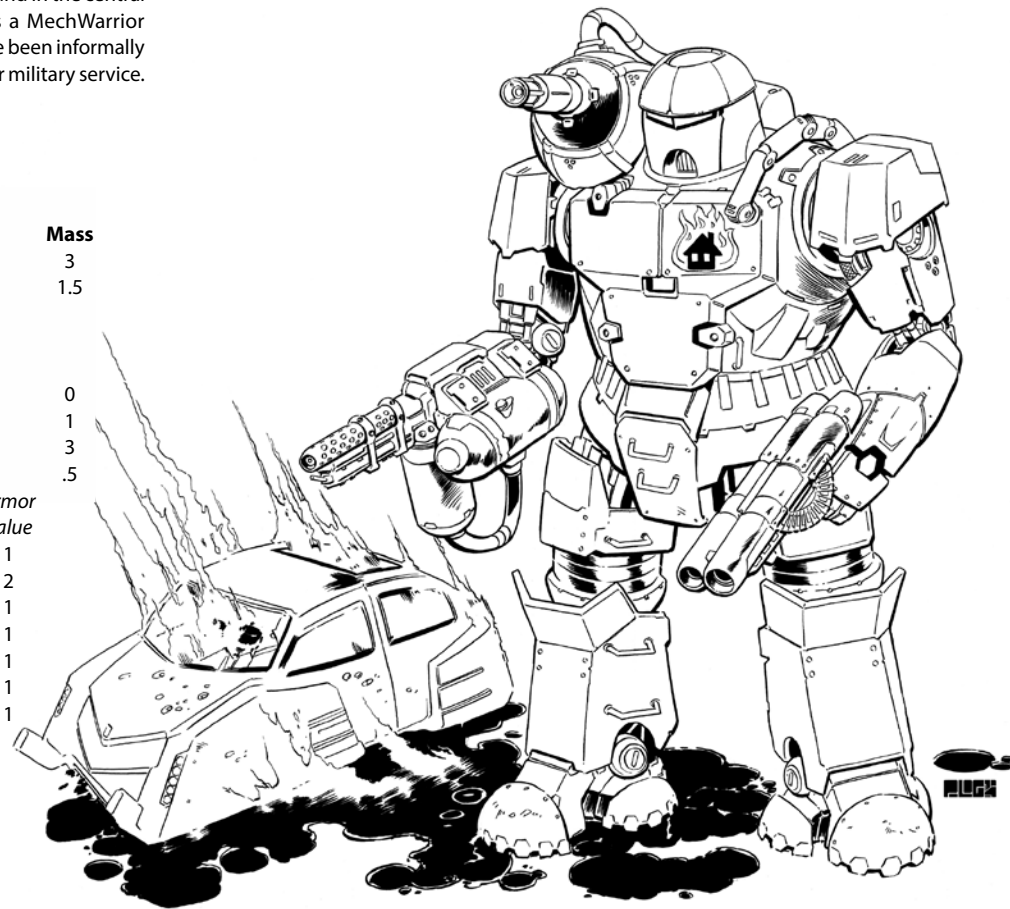
Equipment

Internal Structure:	IndustrialMech	3
Engine:	60 Fusion	1.5
Walking MP:	4	
Running MP:	6 (8)	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		1
Cockpit (Industrial):		3
Armor Factor (BAR 5):	12	.5

	Internal Structure	Armor Value
Head	3	1
Center Torso	5	2
Center Torso (rear)		1
R/L Torso	4	1
R/L Torso (rear)		1
R/L Arm	2	1
R/L Leg	3	1

Weapons and Ammo	Location	Critical	Mass
Flamer	RA	1	1
Fluid Gun	RT	2	2
Ammo (Fluid Gun) 20	RT	1	1
Supercharger	CT	1	.5
2 Machine Guns	LA	2	1
Ammo (MG) 100	LA	1	.5

Notes: Features Advanced Fire Control and the following Design Quirks: Jettison Capable Weapon (Machine Guns), Non-Standard Parts.



EXPERIMENTAL

HARASSER MISSILE PLATFORM (FUEL CELL)

Field Testing Summation: Custom Harasser Missile Platform Refit

Producer/Site: Kim's Repair Shop/Castor

Supervising Technician: Hiro Kim

Project Start Date: 3081

Non-Production Equipment Analysis:

Reflective Armor

Overview

The Traviss sisters (identical twins July and Janine) are the heirs to one of the largest hotel chains in the Inner Sphere. When they turned sixteen in 3077, they apparently grew bored with their life of luxury, and purchased a Harasser missile platform that they used to race around in and shoot at local wildlife. In 3078, these jaded young women decided that using military-grade tech against local critters presented no challenge, and switched to racing their vehicle through crowded streets of Castor's capital city—while firing on police cruisers.

Taken into custody the day after their first attack, the sisters somehow managed to escape before their trial could take place. A year later, they reappeared with a fresh batch of random attacks at the planetary capital and its surrounding townships. Fortunately, fatalities from this rampage were surprisingly low, due to the sisters' lack of weapons training, but they were able to evade capture and vanish into Castor's hinterlands for a time.

The real problems began in 3080, when their actions became public knowledge (prior to this, their father, Thomas Traviss IV, had managed to bribe enough people to keep their names out of the press). As Traviss Hotels' stock values started to plummet from the bad publicity, the elder Traviss put out a bounty to bring the sisters in alive—before local authorities could capture them (or, worse, be forced to kill them). Unfortunately, the first takers were novice hunters whose amateur efforts proved to be more destructive than the twins themselves. In December 3080, a bounty hunter destroyed much of a small town while attempting to cripple the now-infamous Harasser. The bounty hunter was caught and tried, but the sisters escaped once more, and somehow managed to flee Castor entirely.

Since then, similar scenarios have taken place all over Prefecture VII and VIII, and over a thousand fatalities have been attributed to these women and their pursuers combined. Arrest warrants for the Traviss sisters are live in Prefectures VII and VIII, with the women classified as armed and extremely dangerous. Officially, the two are to be taken alive, but if their deaths cannot be avoided, they will be deemed accidental and no punishment will accrue. Further civilian casualties are to be avoided at all costs.

More to the point, between their disappearance in 3078 and their reappearance in 3079, the sisters had their vehicle modified. Investigations have yielded that the internal combustion engine was replaced with a fuel cell plant of the same rating, freeing up enough weight to replace the two short-range missile racks with three multi-missile launchers. This not only increased the number of tubes from twelve to fifteen, but also grants the hovercraft the ability to launch attacks at all ranges. Furthermore, its armor was upgraded with reflective plate, which has provided additional

resistance to energy weapon fire, and is largely credited with saving them during their multiple engagements with bounty hunters and police who have used such weapons in an effort to counter the vehicle's high speed.

We were able to determine where these upgrades took place and have taken the people responsible into custody for aiding and abetting these fugitives, but to date we have been unable to determine where the Traviss sisters manage to obtain repairs now that they are moving throughout the interstellar region. A substantial reward has been issued for this or any other information regarding the sisters, and we advise all police and militia forces to inform their confidential informants about this fact.

Note: Current images of the Traviss sisters are available in the central criminal database. Several commercial media outlets have also managed to post more recent holo-vids as well, as it seems the Traviss still enjoy flaunting their celebrity status.

Type: **Harasser Missile Platform (Fuel Cell)**

Technology Base: Inner Sphere (Experimental)

Movement Type: Hover

Tonnage: 25

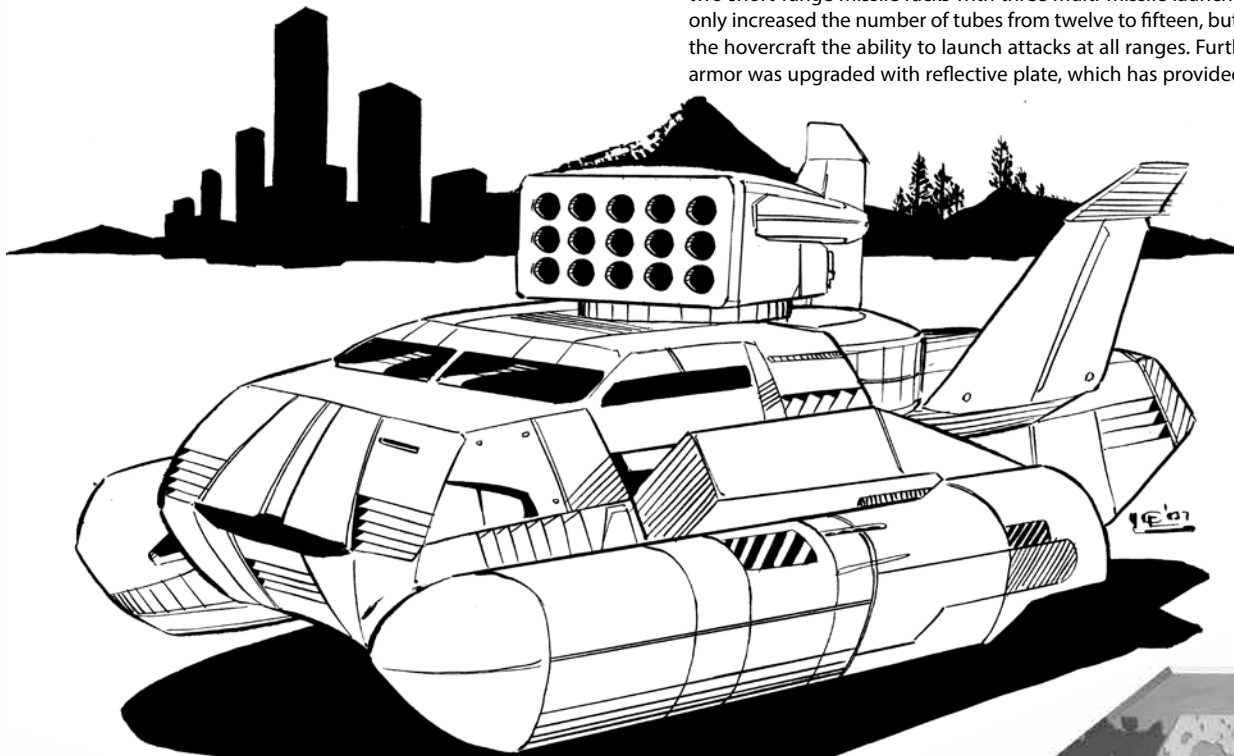
Equipment

		Mass
Internal Structure:		2.5
Engine:	120	5
Type:	Fuel Cell	
Cruise MP:	10	
Flank MP:	15	
Heat Sinks:	1	0
Control Equipment:		1.5
Lift Equipment:		2.5
Power Amplifier:		0
Turret:		1
Armor Factor (Reflective):	24	1.5
	<i>Armor Value</i>	
Front	5	
R/L Side	5/5	
Rear	4	
Turret	5	

Weapons and Ammo

	Location	Mass
3 MML 5	Turret	9
Ammo (MML) 48/40	Body	2

Notes: Features the following Design Quirks: Poor Workmanship.



EXPERIMENTAL

HAWK MOTH GUNSHIP "VERWANDLUNG"

Field Testing Summation: Custom Hawk Moth Gunship Refit

Producer/Site: Unknown

Supervising Technician: Unknown

Project Start Date: 3081?

Non-Production Equipment Analysis:

VTOL Chin Turret

Overview

"Kafka"—as he calls himself—is one of the most wanted assassins in the entire Inner Sphere. Connected to dozens of high-profile murders, reaching back more than thirty years, his real name is unknown, and it is not even certain that the operative using it in the 3050s is the same man who is active today. Indeed, it is not even certain that "Kafka" actually is a man; that the use of this pseudonym—often taken as male—may, in fact, be enabling a female assassin to operate with impunity while her pursuers chase a male ghost.

Recent intelligence suggests that "Kafka" has received a new target in Prefecture IV. While we do not know who this target is, nor do we know precisely where and when the target is traveling, our sources are certain that he is traveling into Prefecture IV. While this may not seem like much, it is the first time any information has become available on one of "Kafka's" hits before the actual assassination took place. For this reason, spaceport and jump point station security across Prefecture IV has been increased in the effort to identify and stop this killer before he (or she) strikes again. Vacations for resident security personnel throughout the prefecture have been canceled, and those personnel already on leave have been recalled to duty.

To avoid panic, this information *must* be kept highly confidential.

"Kafka" uses a variety of equipment, most of which are anti-personnel weapons, but the assassin also has been known to employ a few military-grade vehicles. A customized Hawk Moth gunship appears to be the newest addition to the killer's arsenal.

The Hawk Moth gunship "Verwandlung" (the name is an obvious play on the works of the historical writer) is powered by a fuel cell engine. Lighter than the stock model's internal combustion engine, it provides this variant with the same speed. The weight savings allowed for a complete reworking of the weapon systems, swapping the light Gauss rifle for a rotary autocannon and machine gun in a chin turret that provides a 360-degree firing arc. This combination also makes the gunship effective against both armored targets and unarmored infantry alike—although "Kafka" has rarely engaged massed groups in such a fashion.

To make up for its reduced weapon range, the Hawk Moth's lackluster armor has been upgraded to two tons of heavy ferro-fibrous, granting fifty percent more protection than the base model.

Note: Unsurprisingly, there is no image available for "Kafka". The central criminal database contains a compilation of all information known about this assassin, ranging from the reasonably certain to total speculation.

Type: **Hawk Moth Gunship "Verwandlung"**

Technology Base: Inner Sphere (Experimental)

Movement Type: VTOL

Tonnage: 25

Equipment		Mass
Internal Structure:		2.5
Engine:	60	2
Type:	Fuel Cell	
Cruise MP:	8	
Flank MP:	12	
Heat Sinks:	1	0
Control Equipment:		1.5
Lift Equipment:		2.5
Power Amplifier:		0
Chin Turret:		1.5

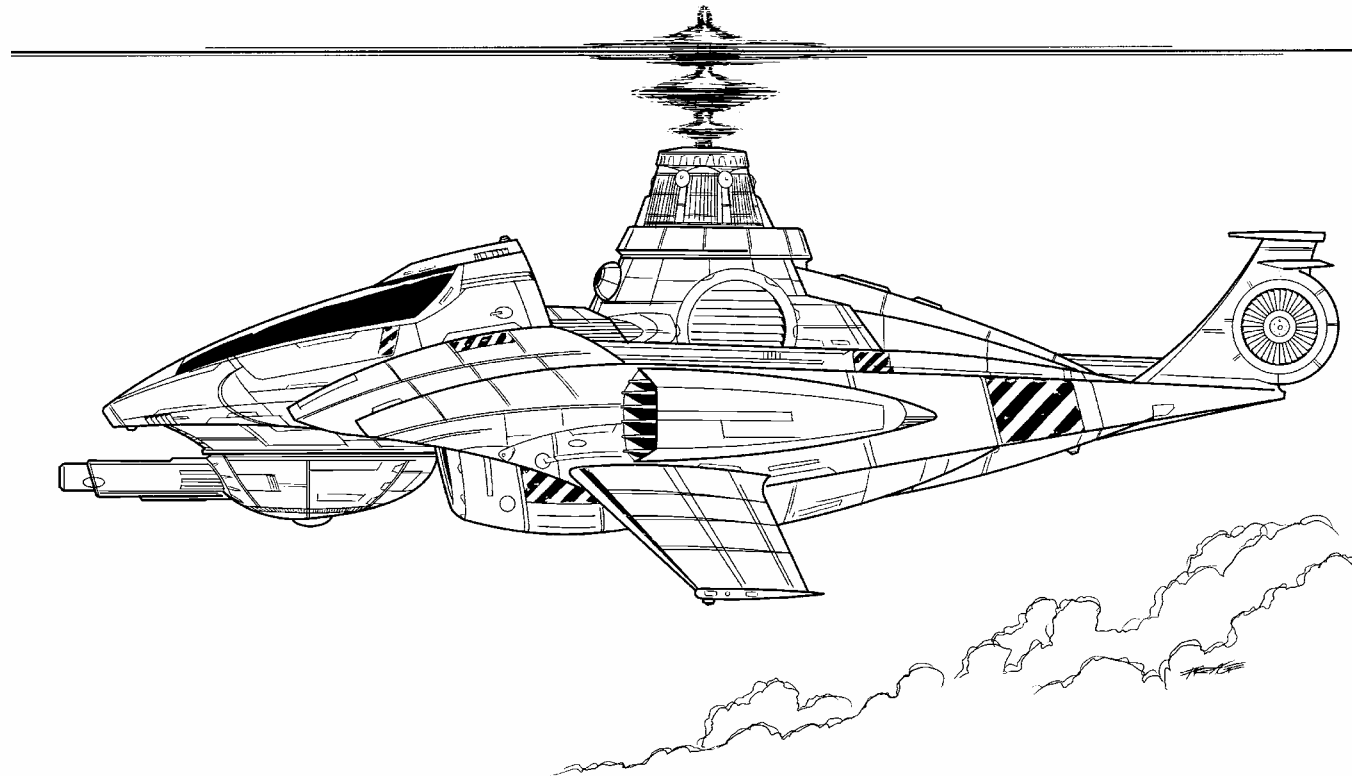
Equipment

Equipment		Armor Value	Mass
Armor Factor (Heavy Ferro):	39		2
Front		11	
R/L Side		6/6	
Rear		3	
Rotor		2	
Chin Turret		11	

Weapons and Ammo

Weapons and Ammo	Location	Mass
Rotary AC/5	Chin Turret	10
Ammo (RAC) 40	Body	2
Machine Gun	Chin Turret	.5
Ammo (MG) 100	Body	.5

Notes: Features the following Design Quirks: VTOL Rotor Arrangement (Co-Axial Rotors).



KARNOV UR TRANSPORT (HEAVY STEALTH)

Field Testing Summation: Custom Karnov UR Refit

Producer/Site: Unknown

Supervising Technician: Unknown

Project Start Date: Before 3082

Non-Production Equipment Analysis:

- Super Heavy VTOL
- Jet Booster
- Vehicular Stealth Armor
- Angel ECM Suite
- Sponson Turrets

Overview

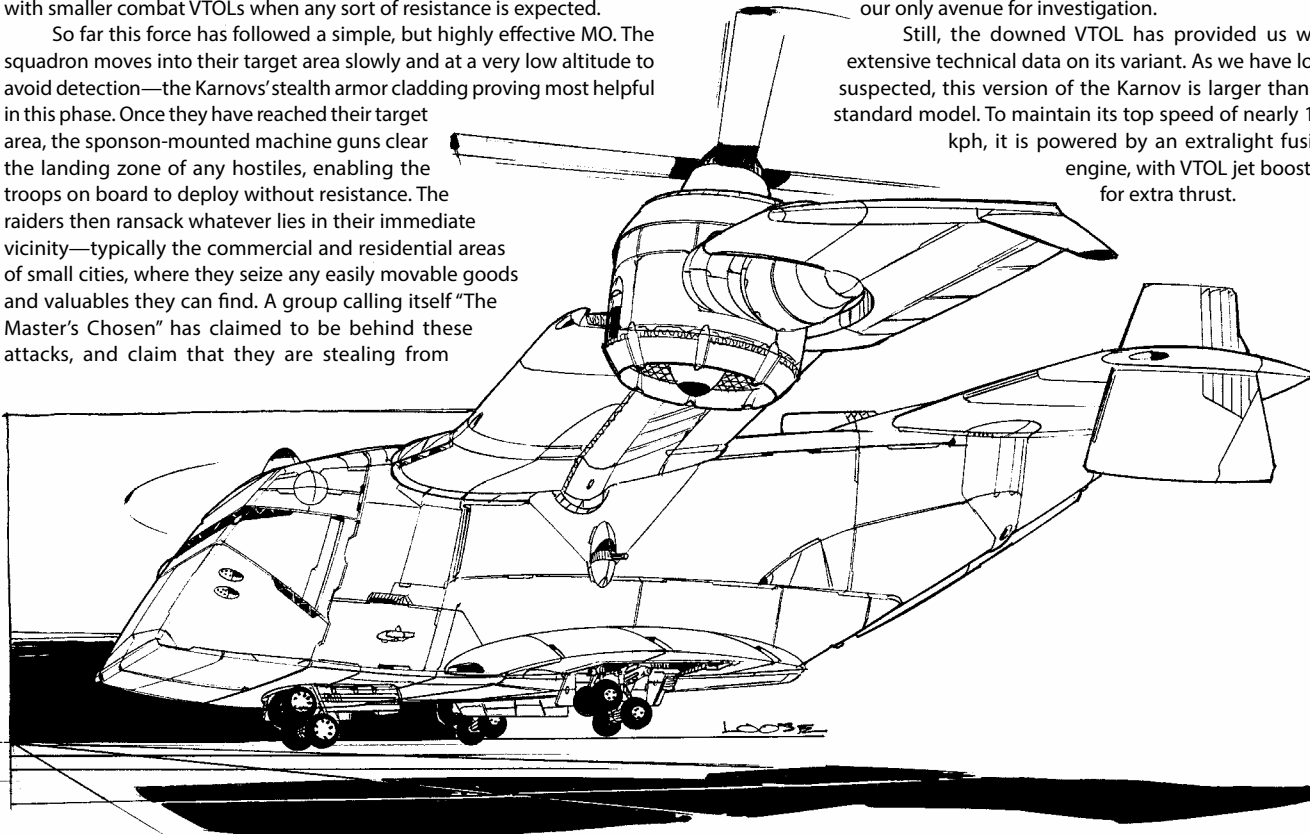
This "heavy stealth" version of the Karnov UR transport was first spotted in 3082, after the liberation of Terra from the Word of Blake. Since then, at least four of these heavily modified VTOLs, operating as a bandit fleet, have been seen in action all over the Republic, working in concert with smaller combat VTOLs when any sort of resistance is expected.

So far this force has followed a simple, but highly effective MO. The squadron moves into their target area slowly and at a very low altitude to avoid detection—the Karnovs' stealth armor cladding proving most helpful in this phase. Once they have reached their target area, the sponson-mounted machine guns clear the landing zone of any hostiles, enabling the troops on board to deploy without resistance. The raiders then ransack whatever lies in their immediate vicinity—typically the commercial and residential areas of small cities, where they seize any easily movable goods and valuables they can find. A group calling itself "The Master's Chosen" has claimed to be behind these attacks, and claim that they are stealing from

"traitors to the Master" to give to those that they deem have stayed "true to the vision". Though it seems rather dubious that a Blakist terror group would stoop to what amounts to overgunned petty larceny as a means of maintaining their resistance, stranger things have happened.

While we have not been able to positively identify those behind this group, security forces were able to shoot down one of their Karnovs during their most recent attack on Epsilon Indi on 3 December 3083. There have been no further attacks by these "Master's Chosen" since, but the group remains on our most wanted list nevertheless, as we suspect they may simply be relocating their base of operations since the loss of their aircraft. Our techs remain certain that we will be able to recover at least some of the data from the raider VTOL's computers, but the memory wipe that initiated during or immediately after the crash has proven to be extremely thorough. More concerning is that there were no serial numbers on any of the Karnov's salvaged parts, making it difficult to tell who built the craft and where. As none of the crew survived, the computer memory is likely our only avenue for investigation.

Still, the downed VTOL has provided us with extensive technical data on its variant. As we have long suspected, this version of the Karnov is larger than its standard model. To maintain its top speed of nearly 130 kph, it is powered by an extralight fusion engine, with VTOL jet boosters for extra thrust.



Should any Republic security forces encounter these "Master's Chosen" in their jurisdiction, your first priority should be information gathering, either through capturing its operatives for questioning, or by recovering intact data from their vehicles. It is important to remember that these operations may have a greater support base than their obvious activities are letting on. Any suspicious transport activities between December 3083 and February 3084 should also be reported to central command immediately.

Notes: There are no images available for any living members of this group at this time. Post-mortem images and autopsy reports from the Epsilon Indi incident are attached in Appendix 3-3.

Type: **Karnov UR Transport (Heavy Stealth)**
 Technology Base: Inner Sphere (Experimental)
 Movement Type: VTOL
 Tonnage: 45

Equipment		Mass
Internal Structure:		9
Engine:	85	2.5
Type:	XL Fusion	
Cruise MP:	6	
Flank MP:	9 (12)	
Heat Sinks:	10	0
Control Equipment:		2.5
Lift Equipment:		4.5
Power Amplifier:		0
Sponson Turrets:		.5
Armor Factor (Stealth):	64	4
	<i>Armor Value</i>	
Front	20	
R/L Side	15/15	
Rear	12	
Rotor	2	

Weapons and Ammo	Location	Mass
Machine Gun	Right Sponson	.5
Machine Gun	Left Sponson	.5
Ammo (MG) 100	Body	.5
Angel ECM Suite	Body	2
Cargo Bay	Body	14
Infantry Compartment	Body	4
VTOL Jet Booster	Body	.5

Notes: Features the following Design Quirks: VTOL Rotor Arrangement (Dual Rotors), Non-Standard Parts.

VON LUCKNER VNL-X71 (YAKUZA)

Field Testing Summation: Custom VNL-K70 Refit

Producer/Site: Unknown

Supervising Technician: Unknown

Project Start Date: 3076?

Non-Production Equipment Analysis:

Hardened Armor

Overview

It comes as no surprise that not everyone was pleased with the formation of the Republic, especially given its de facto annexation of worlds that had been claimed by her neighbors prior to the Jihad. On many former Combine worlds, a hefty amount of this dissatisfaction comes from the various yakuza crime syndicates. Having received a degree of freedom—even protection—under the reign of Coordinator Theodore Kurita, these syndicates now find themselves targeted by Republic security services, leading to firefights in and around some major cities throughout Prefectures I through III. While overall yakuza resistance is wearing down, their criminal activity is far from over—and possibly never will be. After all, even more than a quarter century of Clan rule in the Ghost Bear Dominion has failed to destroy their operations in those regions, and our Republic isn't nearly so ruthless as Clan overlords.

Thanks to their support of the Combine's Ghost regiments, many yakuza syndicates have proven themselves to be well armed, with a surprising number of 'Mechs in their rosters. Since the crackdown on privately owned 'Mechs, however, the active groups in Republic space have leaned toward conventional vehicles, which are easier to hide and maintain. This has also led to a rise in advanced variants, likely made possible by yakuza connections to military suppliers and technical support.

On Altair, a variant of the Von Luckner heavy tank has emerged as one such example. There, two such tanks smashed a militia 'Mech lance that was scouting the outskirts of Gaines for yakuza warehouses. Since then, several similar engagements have taken place on other worlds in the area, prompting our conclusion that the yakuza was (or still is) producing this variant at a hidden factory somewhere. We presume as much because the Von Luckner has historically been a rather limited hull type, making refits more expensive than simply ground-up rebuilds—yet no legitimate factory is presently offering the capabilities seen in the yakuza variants. The reports that the yakuza also deployed these vehicles against the Blakists as well, and yet still have enough to defend against Republic security now, supports this theory. It is also possible that the Combine itself is clandestinely providing these tanks or helping the Republic-based yakuza produce them, but with no similar models in DCMS service, that is mere speculation.

This variant's speed appears to match the standard model at 54 kph, with armament typical of most Von Luckners—a large-bore autocannon and laser for close-in work, backed up by missiles. The yakuza version uses an LB-X assault autocannon and medium pulse laser to soften heavier opposition, backing it up with Artemis-enhanced SRMs. But the real surprise is its defenses—an estimated thirty tons of hardened armor provides damage resistance that even assault tanks would find hard to overcome—and a modified communications system that defies most electronic countermeasures.

Notes: Additional information on the yakuza families active in Republic space, and their known operations, can be found in the central criminal database.

Type: **Von Luckner Heavy Tank VNL-X71 (Yakuza)**

Technology Base: Inner Sphere (Experimental)

Movement Type: Tracked

Tonnage: 75

Equipment		Mass
Internal Structure:		7.5
Engine:		7.5
Type:	XL Fusion	
Cruise MP:	3	
Flank MP:	5	
Heat Sinks:	10	0
Control Equipment:		4
Power Amplifier:		0
Turret:		2
Armor Factor (Hardened):	244	30.5
	<i>Armor Value</i>	
Front	67	
R/L Side	40/40	
Rear	30	
Turret	67	

Weapons and Ammo

LB 20-X AC

Ammo (LB-X) 15

SRM 4

Artemis IV FCS

Ammo (SRM) 25

Medium Pulse Laser

CASE

Location

Turret

Body

Turret

Turret

Body

Turret

Body

Mass

14

3

2

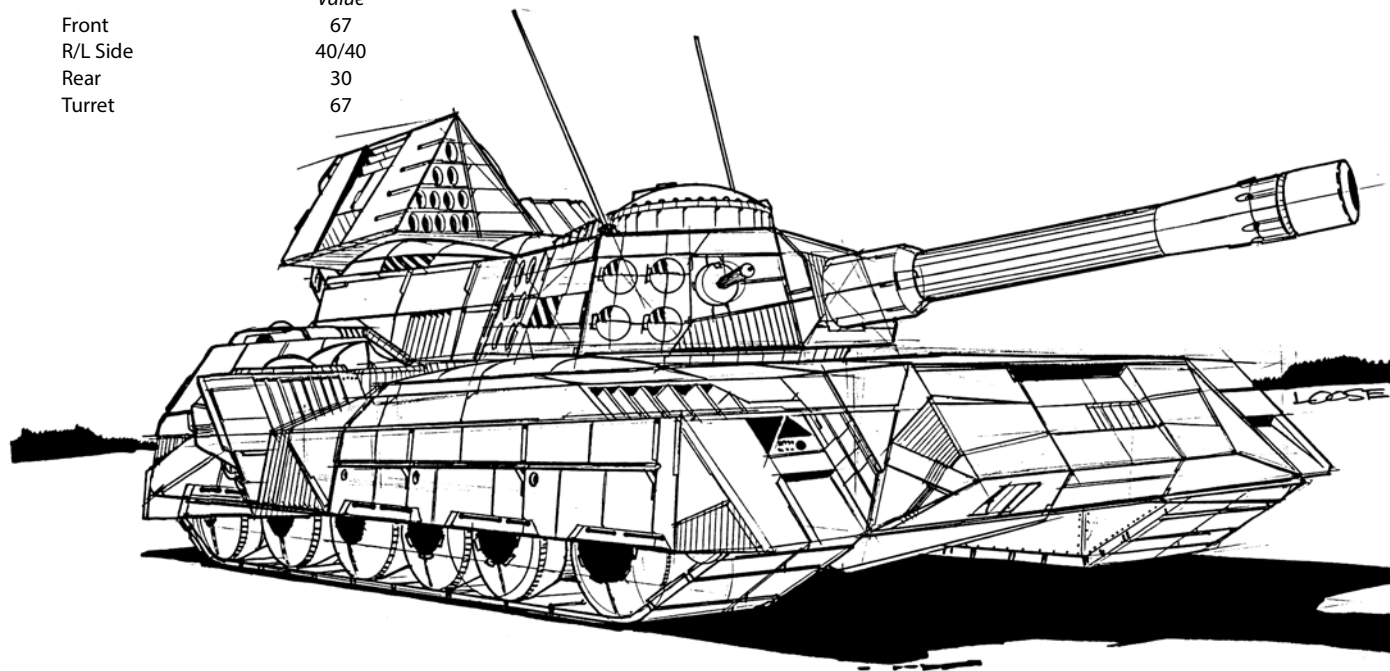
1

1

2

.5

Notes: Features the following Design Quirks: Improved Communications, Difficult to Maintain.



EXPERIMENTAL

FENSALIR COMBAT WIGE (XXL)

Field Testing Summation: Custom Fensalir Refit

Producer/Site: Unknown

Supervising Technician: Unknown

Project Start Date: Unknown

Non-Production Equipment Analysis:

Sponson Turrets

XXL Engine

Improved Heavy Gauss Rifle

Overview

The appearance of this experimental variant of the Fensalir combat wing-in-ground effect vehicle is a mystery. These days, WiGE vehicles are rare enough, but the Fensalir has only recently entered full production in Lyran space, so an expensive, high-tech variant such as this one should not exist—especially not in the hands of criminals operating within Prefecture IX. And yet, the evidence is undeniable.

The leader these outlaws is a man named Fritz Müller. While that might be one of the most common names that could be held by someone hailing from the Lyran Commonwealth, the man himself is anything but common. Having managed to get his hands on a full lance of these experimental WiGEs, he has been using them to harass our major production facilities throughout the former Skye Province worlds, while spreading propaganda in the name of pro-Lyran separatists.

Fortunately, Müller's message seems to be having little effect, as even those who still consider themselves Lyran citizens in the region have been reluctant to join his crusade. Nevertheless, his raids have become a frustrating disruption to local efforts to replace production and infrastructure damaged during the Jihad.

The Lyran Commonwealth denies any involvement with Müller, and Republic intelligence has no evidence to suggest otherwise. On the contrary, our information indicates that the Lyrans are as baffled by Müller and his Fensalirs as we are. The current theory is that someone at Nashan Diversified provided a batch of these Fensalirs to Müller, but with no clear evidence as to when and how they were so heavily modified, we have been unable to confirm this supposition to date.

Security forces at Cyclops, Inc. on Skye were recently able to bring one of the renegade WiGEs down, and our research teams are currently investigating the salvage. To date, this has provided us with a full technical workup on the vehicle's refit, but little data on where the vehicles came from.

This variant Fensalir is powered by an experimental 260-rated XXL engine. The power plant seems to have some performance issues, though, as these vehicles have been witnessed accelerating more slowly than expected after raiding our facilities. While a lot of armor tonnage has been removed, the use of heavy ferro-fibrous armor has provided the same degree of protection as the standard version.

The weight savings from the engine and armor upgrades has enabled the vehicle's engineers to trade in its normal weapon load for a larger and more flexible payload, while more than doubling its cargo capacity—all without sacrificing top speed. The armament is centered around an improved heavy Gauss rifle, backed up by a six-tube SRM launcher for close-in work. Sponson-mounted machine guns and a rear-mounted small

pulse laser further protect the Fensalir and its crews from infantry-level forces during raiding operations, allowing Müller's separatists to maintain suppressive fire while looting our facilities.

In an effort to identify his sources and backers, Müller is to be taken alive and brought in for questioning, if possible, and all salvaged vehicles must be turned over to Republic intelligence for further analysis.

Notes: A recent image of Fritz Müller is available in the central criminal database.

Type: **Fensalir Combat WIGE (XXL)**

Technology Base: Inner Sphere (Experimental)

Movement Type: WiGE

Tonnage: 80

Equipment

Internal Structure:

Engine: 260

Type: XXL Fusion

Cruise MP: 5

Flank MP: 8

Heat Sinks: 10

Control Equipment: 4

Lift Equipment: 8

Power Amplifier: 0

Mass

8

7

0

4

8

0

Equipment

Turret (Sponson):

Armor Factor (Heavy Ferro): 228

Armor

Value

Front 60

R/L Side 60/60

Rear 48

Weapons and Ammo

Improved Heavy Gauss Rifle Front 20

Ammo (iHeavy Gauss) 12 Body 3

SRM 6 Front 3

Ammo (SRM) 15 Body 1

2 Machine Guns Right Sponson 1

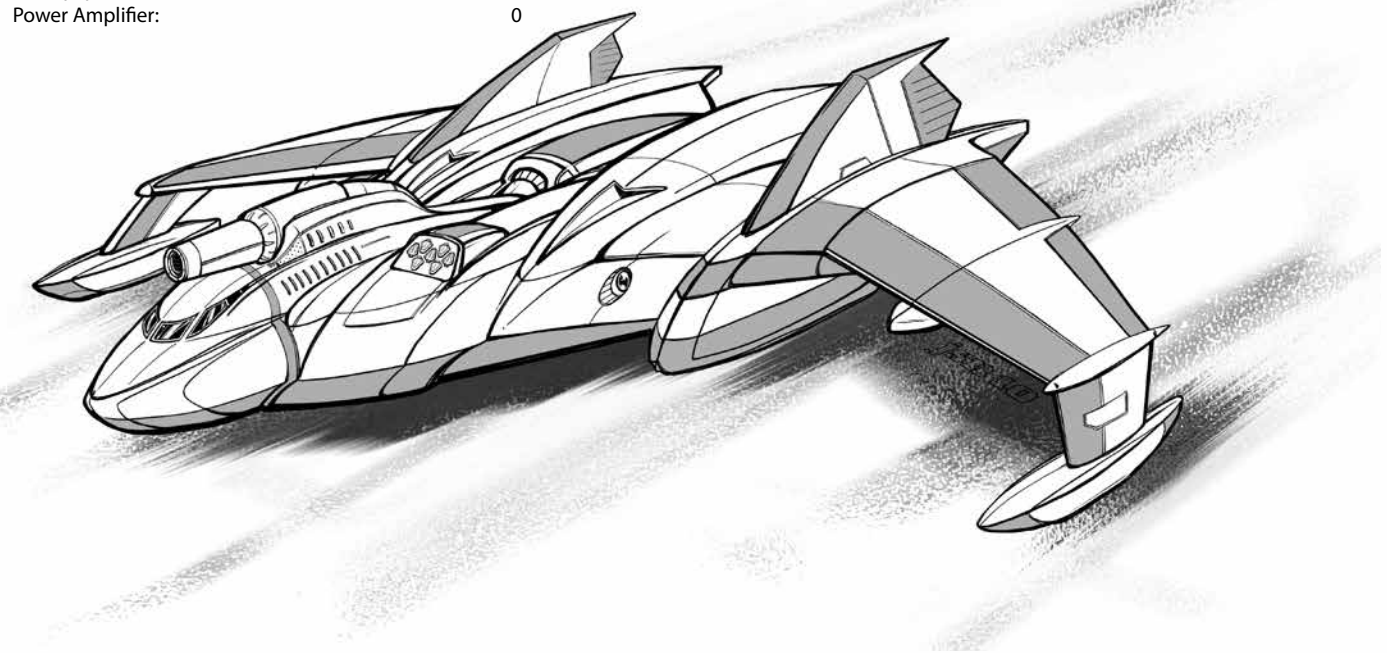
2 Machine Guns Left Sponson 1

Ammo (MG) 200 Body 1

Cargo Bay Body 10

Small Pulse Laser Rear 1

Notes: Features the following Design Quirks: Accurate Weapon (Improved Heavy Gauss Rifle), Difficult to Maintain, Poor Performance.



EXPERIMENTAL

MÓWÁNG (CLANDESTINE)

Field Testing Summation: Custom *Mówáng* Refit

Producer/Site: Unknown

Supervising Technician: Unknown

Project Start Date: 3073

Non-Production Equipment Analysis:

Angel ECM Suite

Overview

The *Mówáng* has been around for almost 250 years, but was almost exclusively used for civilian duties until Kali Liao provided a few of these to the Word of Blake in 3073. Predictably, the Word modified these small craft to serve as clandestine troop transports. According to information uncovered on Terra, all but one of these modified *Mówángs* has been destroyed. The remaining spacecraft is under the command of Captain Miles Simpson. Since the fall of the Word of Blake, Simpson has been using this surviving *Mówáng* as a transport for a group of battle armor troopers now terrorizing Prefecture X.

The clandestine variant of the *Mówáng* is nearly indistinguishable from its civilian version, at least from the outside. The inside is very different. A smaller engine was installed, to increase the room available, but the thrust nozzles were left unchanged to disguise this change. The passenger quarters have been removed, making room for two Level Is of battle armor and enabling them to be combat-dropped in short order. In addition, an experimental Angel ECM suite was added to counteract sensors and enemy communications.

The real terror is how Captain Simpson is utilizing his spacecraft. He will enter a system on a civilian JumpShip or inside a DropShip, taking pains to mimic common civilian couriers while approaching the target planet. Shortly before landing, Simpson breaks cover and begins his attack runs by activating the Angel ECM to jam communications and impair tracking. He will then fly toward the target site—invariably a civilian facility such as a spaceport, factory, or some other valuable, high-population area—with bombs before deploying his battle armor. While these ground troops finish at the target, Simpson will either wait on standby to bomb first responders, or use the chaos to go into hiding until his force requests an extraction. Following the pickup, the raiders head to a pirate point, where a former Word of Blake JumpShip is waiting to take them out of the system. The JumpShip, a *Tramp*-class often running under complete silence, is believed to be fitted with a lithium-fusion battery, which makes it difficult to identify where these terrorists are operating from, and where they may strike next.

In an effort to catch this terror cell in the future, new orders have been issued specifically regarding *Mówáng*-class shuttles in Republic space. Effective immediately, no *Mówáng* is permitted to enter a planetary atmosphere before it has been inspected by local customs and/or military personnel. Any craft that attempts to ignore this ordinance is to be considered hostile, and subject to lethal force.

Note: An image of Simpson, extracted from the Word of Blake records on Terra, can be found in the central criminal database.

Type: Civilian Aerodyne

Use: Clandestine Insertion

Tech: Inner Sphere (Experimental)

Introduced: 3073

Mass: 100 tons

Dimensions

Length: 22 meters

Width: 18 meters

Fuel: 21 tons (1,680 points)

Tons/Burn-day: 1.84

Safe Thrust: 3

Maximum Thrust: 5

Heat Sinks: 0

Structural Integrity: 6

Armor

Nose: 16

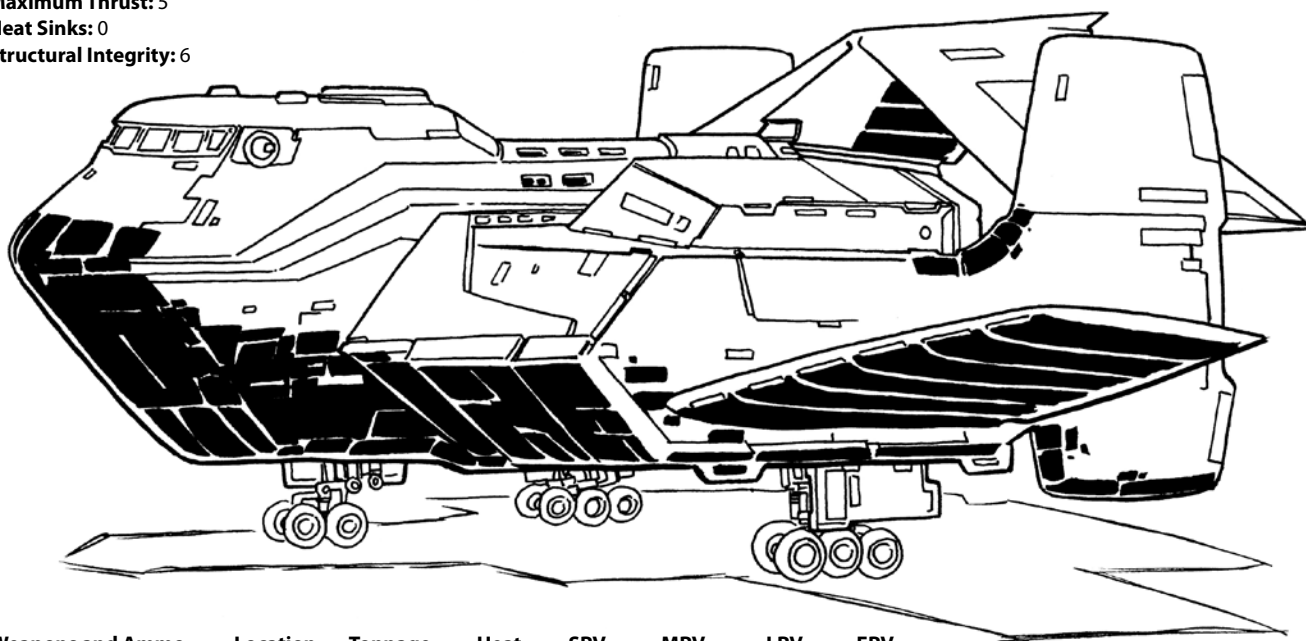
Sides: 16

Aft: 16

Crew: 1 officer, 2 enlisted/non-rated

Cargo:

Bay 1: WoB Battle Armor Cubicle (2 Squads [12 troops])
Cargo (11.5 tons) 1 Door



Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Angel ECM Suite	Nose	2	0	—	—	—	—

Notes: All crew quarters assigned as Steerage-class (5 tons per crewman). Equipped with 2.5 tons of standard armor. Features the following Design Quirks: Internal Bomb Bay.

GROUNDHOG "MASTER THIEF"

Field Testing Summation: Custom Groundhog Refit

Producer/Site: Unknown

Supervising Technician: Unknown

Project Start Date: 3072?

Non-Production Equipment Analysis:

Battle Armor Myomer Booster

Overview

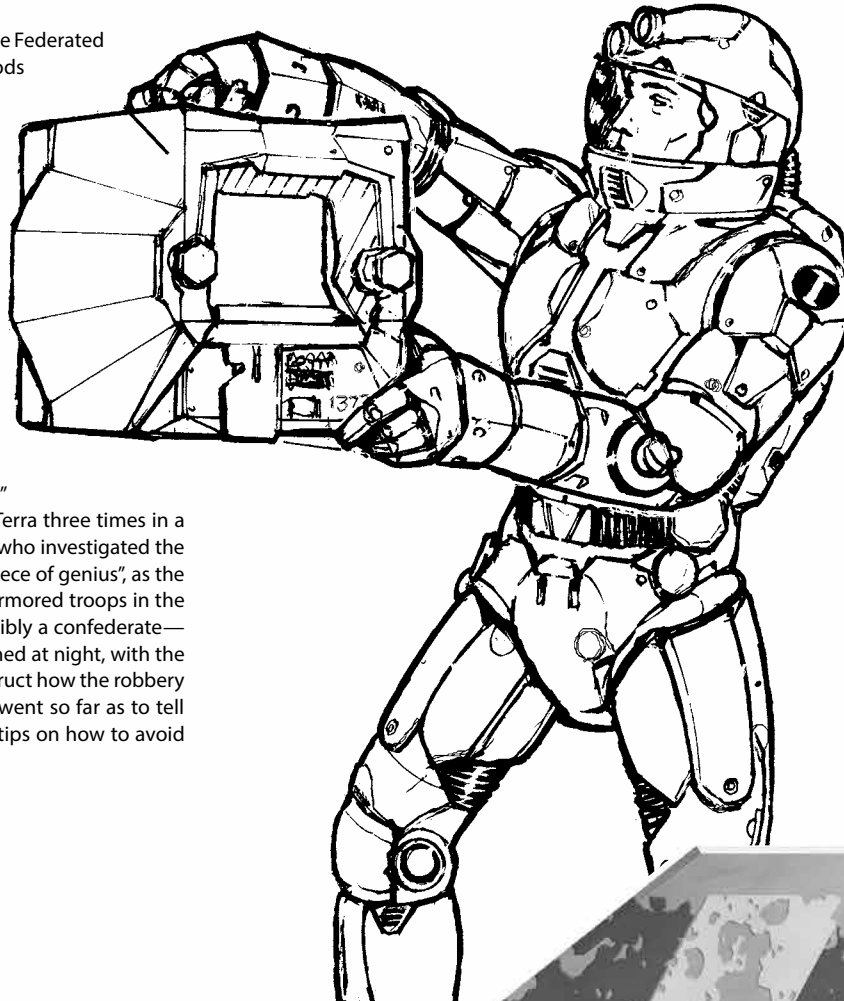
Frank Otega is one of the few real master thieves of our time. His "career" began in the former Free Worlds League at the age of fourteen. Though he has been captured (and has escaped) several times over the years, he has stubbornly refused to answer any questions beyond the amount of money and jewels he's stolen, and the fact that he prefers tea over coffee. Coupled with his extremely polite behavior—he always leaves letters of apology for any damage caused during his thefts, a habit that makes him easy to track—he has become known in many circles as "the Gentleman Thief".

The last time Otega was captured occurred in the Federated Suns in 3076. When asked about the amount of goods he had stolen to date, his reply at the time was 3.2 billion C-bills, and thirty tons of diamonds. If true, this would make him one of the richest men in the Inner Sphere. Though Otega managed to once again escape custody, managing even to reclaim his impounded gear, it is from that encounter that authorities gained technical data of his exoskeleton.

Otega is currently active in the Ghost Bear Dominion, but there is some indication that once he is finished there he will most likely to relocate to the Republic of the Sphere. This realm-hopping behavior is another of his odd signature patterns, a preference for striking three times in a single realm before moving on to the next. Moreover, he prefers to focus his heists on "nearly impossible" targets, such as when he struck the same bank on Terra three times in a row in 3073. Reports from the Terran security forces who investigated the robberies reluctantly describe the third strike as "a piece of genius", as the Word of Blake had stationed two Level Is of battle-armored troops in the bank by that point. During the day, Otega—or possibly a confederate—somehow spiked the troops' water supply and returned at night, with the defenders fast asleep. It has been possible to reconstruct how the robbery took place, as Otega's customary letter of apology went so far as to tell them how he managed to drug them and offering tips on how to avoid something similar in the future.

Mr. Otega's heavily modified Groundhog exoskeleton first appeared in 3072. While it can reach the same speed as the standard Groundhog, it relies on an experimental myomer booster system to do so. As the added speed boost seems virtually unnecessary, given how most of his opponents are mere footmen, we believe he also uses this expensive equipment for its additional strength boost, which enables him to actually rip safe doors off their hinges. The suit's twenty-kilogram storage space is a lot smaller than is found on the standard Groundhog, but given his preference for cash and diamonds, this is more than enough for a king's ransom.

Otega's suit is unarmed, but caution is advised when confronting him due to its immense strength. Otega himself is not a violent man, however; if he is surrounded and unable to escape, a polite request for him to power down his exoskeleton may be enough to persuade him to surrender peacefully.



Note: An image of Otega—current as of 3076—can be found in the central criminal database, courtesy of the Federated Suns' police forces.

Type: Groundhog "Master Thief"

Technology Base: Inner Sphere (Experimental)

Chassis Type: Humanoid

Weight Class: Exoskeleton

Maximum Weight: 400 kg

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

Notes: None.

Equipment	Slots	Mass
Chassis:		80 kg
Motive System:		
Ground MP:	3	0 kg
Jump MP:	0	0 kg
Manipulators:		
Right Arm:	Armored Glove	0 kg
Left Arm:	Armored Glove	0 kg
Armor:	Standard	0
Armor Value:	1 + 1 (Trooper)	50 kg

Weapons and Equipment	Location	Slots (Capacity)	Mass
Myomer Booster	RA/LA/Body	3	250 kg
Mission Equipment Storage	Body	1	20 kg

Notes: Features the following Design Quirk: Easy to Maintain.

EXPERIMENTAL

DJINN BATTLE ARMOR (REFLECTIVE) "TERRORIZER"

Field Testing Summation: Djinn Battle Armor Refit

Producer/Site: Unknown

Supervising Technician: Unknown

Project Start Date: 3079

Non-Production Equipment Analysis:

Reflective Armor

Overview

In the months following the capture of Terra from Word of Blake, a terrorist cell equipped with experimental Djinn battlesuit prototypes has been plaguing its nearby systems. The actual number of these terrorists is unknown, but to date this group has struck at several worlds—including Sirius, New Earth, Liberty and Altair. So far, their attacks appear to be random, but our intelligence analysts suspect a pattern is involved that remains to be uncovered.

The insurgents typically use regular merchant or civilian JumpShips to arrive in each system, displaying no signs of aggression that would give them away. It is only as their modified *Mówáng*-class small craft enters planetary atmosphere, on a seemingly normal approach vector to local spaceports, that they release up to two Level Is of these Djinn via combat drop. The troopers then run rampant through the nearest cities, towns, or spaceport, with no clear goal beyond destruction and civilian casualties.

These terrorists have proven highly capable at taking out SecurityMechs and even three BattleMechs, sent to aid the local authorities, have fallen victim to swarm attacks. So far, however, local police and militia have successfully destroyed a dozen of these "Terrorizer" suits (a name originating from a media outlet on Devil's Rock, where the first recorded attacks began). Unfortunately, this limited success has not appreciably reduced the number of battle armor suits this cell has deployed in its subsequent attacks, suggesting either a significant stockpile or a well-organized support apparatus.

These "Terrorizer" suits are modular—typically armed with a single machine gun, small laser, or flamer—and have a jump range of ninety meters. The original prototypes were only armed with small lasers, but intel believes some were modified specifically to inflict more damage to civilians and unarmored troops. The partial wing system that enabled standard Djinn to jump 120 meters, and the TAG systems used for artillery spotting, have been removed from these suits, replaced by an experimental reflective armor that enables each one to withstand even a direct hit from a PPC. As a result, these Djinn are exceptionally hard to destroy in the field.

With Word of Blake facilities throughout the prefecture either destroyed or captured, we believe that these terrorists will soon have trouble maintaining these suits for much longer without a fresh influx of supplies. As such, raids against former Word of Blake facilities by either these Terrorizers or their supporters are anticipated. It is strongly advised to any forces encountering these insurgents to exercise caution and engage with ballistic and missile weaponry wherever possible. Former Word of Blake facilities listed in Appendix I are ordered to strengthen their defenses appropriately and report any unusual activity to central command.

Note: We have no images or other personal data on the troopers in this terror cell. Aside from a single Word of Blake insignia, there are no distinctive markings on these suits. We have as of yet been unable to locate any supply and shipping data for this armor within captured Blakist databases, and suspect such information might have been erased. Because of this, a substantial reward is offered for any trooper taken alive. Relay this information—and all applicable information on these suits—to any mercenary forces active on your planet. The hiring of bounty hunters is authorized, but only under extreme discretion.

[*Ed: For more information about the Mówáng used by these terrorists, see the related dossier, elsewhere in this document.*]

Type: Djinn (Reflective) "Terrorizer"

Technology Base: Inner Sphere (Experimental)

Chassis Type: Humanoid

Weight Class: Light

Maximum Weight: 750 kg

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

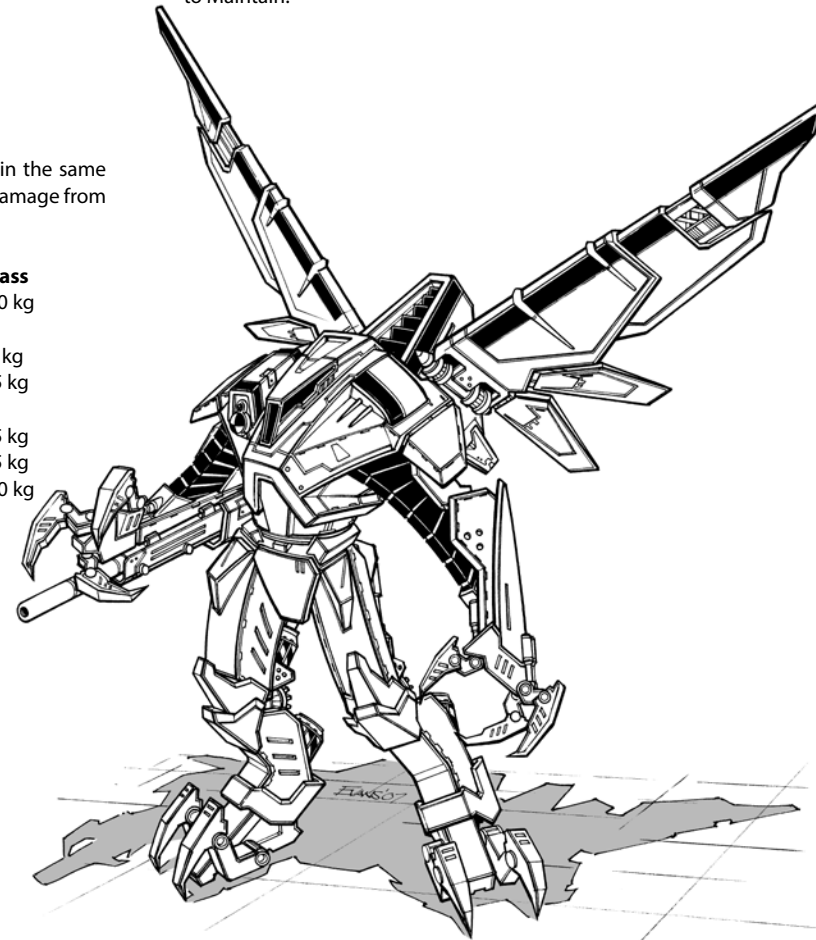
Notes: May not attempt Anti-Mech Swarm and Leg Attacks in the same turn as it uses Jump MP; Equipped with Reflective Armor (all damage from energy weapons halved).

Equipment

	Slots	Mass
Chassis:		100 kg
Motive System:		
Ground MP:	1	0 kg
Jump MP:	3	75 kg
Manipulators:		
Right Arm:	Battle Claw	15 kg
Left Arm:	Battle Claw	15 kg
Armor:	Reflective	330 kg
Armor Value:	6+ 1 (Trooper)	

Weapons and Equipment	Location	Slots (Capacity)	Mass
MG Machine Gun (50)	RA	1	100 kg
Flamer Flamer (30)	RA	1	160 kg
Laser Small Laser (30)	RA	1	200 kg

Notes: Features the following Design Quirks: Modular Weapons, Difficult to Maintain.



EXPERIMENTAL

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Fireball ALM-XF

Movement Points: **Walking:** 16 **Running:** 24 [40]
 Tonnage: 20
 Tech Base: Inner Sphere (Experimental)
 Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Small Laser	LT	2	3 [DE]	-	2	4	5

BV: 612

WARRIOR DATA

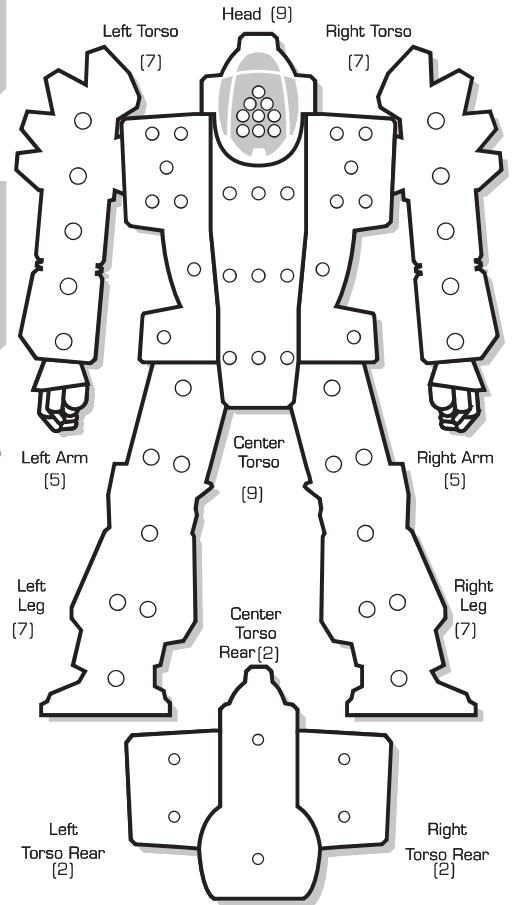
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Torso

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

1-3

- ER Small Laser
- ER Small Laser
- MASC
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

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

4-6

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

Right Arm

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

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Torso

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

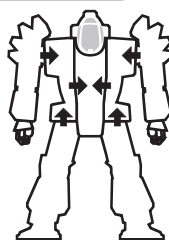
1-3

- Supercharger
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Leg

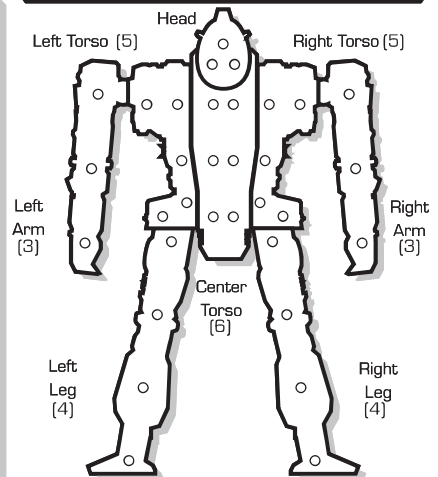
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Huron Warrior HUR-WO-R4X

Movement Points: **Tonnage:** 50
 Walking: 5 **Tech Base:** Inner Sphere
 Running: 8 [10] (Experimental)
 Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Silver Bullet Gauss Rifle	RA	1	15	2	7	15	22
				[DB,C/F/X]				
1	Large X-Pulse Laser	LA	14	9 [P]	-	5	10	15

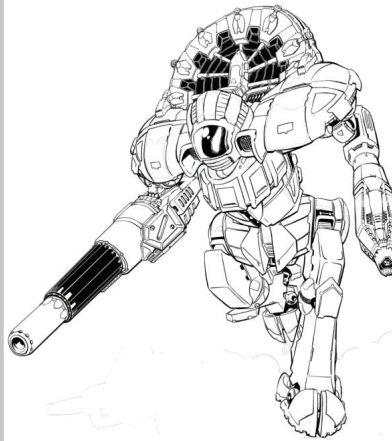
BV: 1,728

WARRIOR DATA

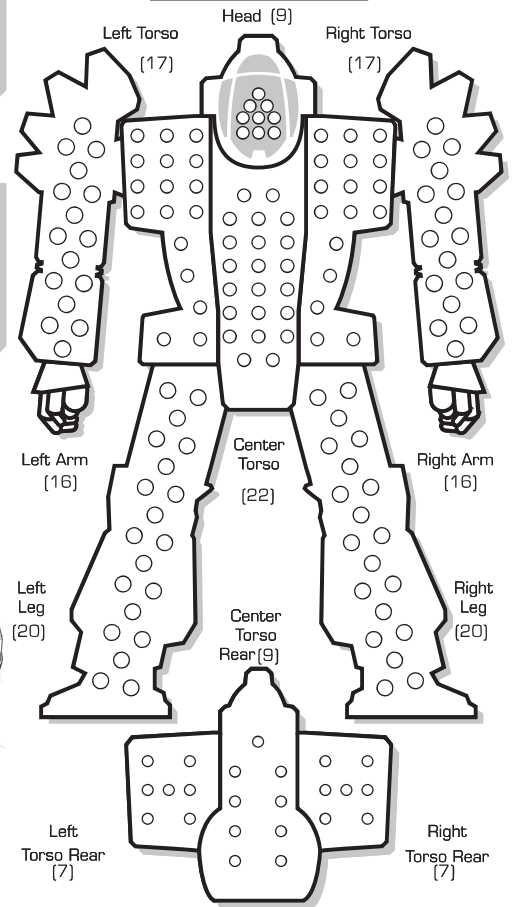
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3. Large X-Pulse Laser
- 4. Large X-Pulse Laser
- 5. Endo Steel
- 6. Endo Steel

Head

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

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3. Silver Bullet Gauss Rifle
- 4. Silver Bullet Gauss Rifle
- 5. Silver Bullet Gauss Rifle
- 6. Silver Bullet Gauss Rifle

Center Torso

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

Right Torso

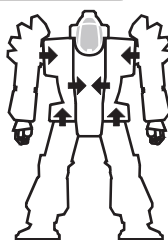
- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3. XL Fusion Engine
- 4. Ammo [Silver Bullet] 8
- 5. Ammo [Silver Bullet] 8
- 6. Reactive

Left Torso

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

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

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



Damage Transfer Diagram

Left Leg

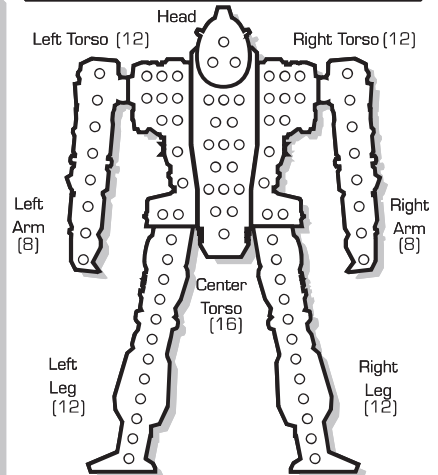
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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: Mauler MAL-4X "Todesbote"
 Movement Points: Walking: 3 Running: 4
 Tonnage: 90
 Tech Base: Inner Sphere (Experimental)
 Era: Jihad

Weapons & Equipment Inventory (hexes)

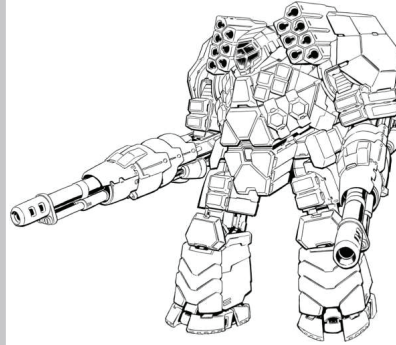
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MIML 7 LRM SRM	RT	4	[M.C.S] 1/Msl	6	7	14	21
1	MIML 7 LRM SRM	LT	4	[M.C.S] 2/Msl	-	3	6	9
1	HVAC/10	RA	7	[M.C.S] 1/Msl	6	7	14	21
1	HVAC/10	LA	7	[M.C.S] 2/Msl	-	3	6	9
				[DB]				
				[DB]				

BV: 1,904

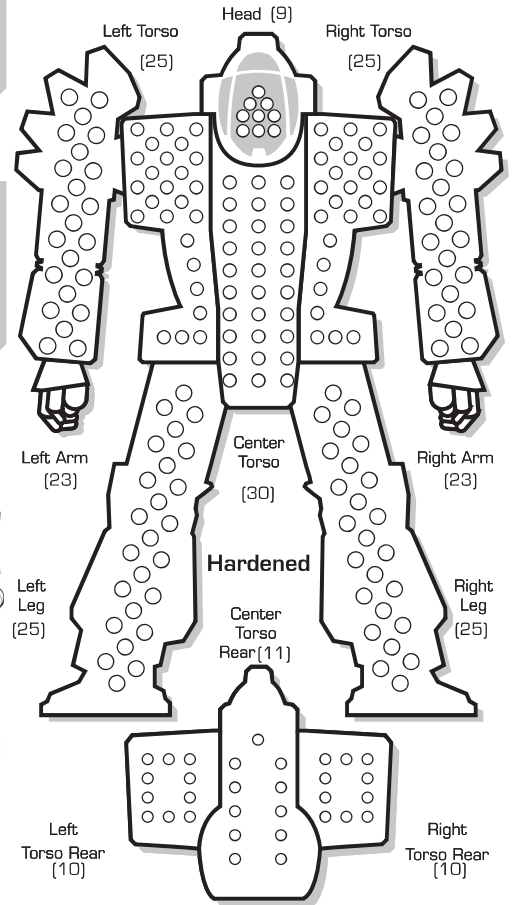
WARRIOR DATA

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
- 1-3 HVAC/10
- 5 HVAC/10
- 6 HVAC/10

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 HVAC/10
- 5 HVAC/10
- 6 HVAC/10

Center Torso

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

- 1 HVAC/10
- 2 HVAC/10
- 3 HVAC/10
- 4-6 4 Ammo (HVAC/10) 8
- 5 Ammo (HVAC/10) 8
- 6 CASE II

Left Torso

- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 4 MIML 7
- 5 MIML 7
- 6 MIML 7

- 1 Gyro
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4-6 4 XL Fusion Engine
- 5 Ammo (MML 7/SRM) 14
- 6 CASE II

Right Torso

- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 4 MML 7
- 5 MML 7
- 6 MML 7

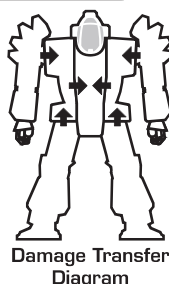
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

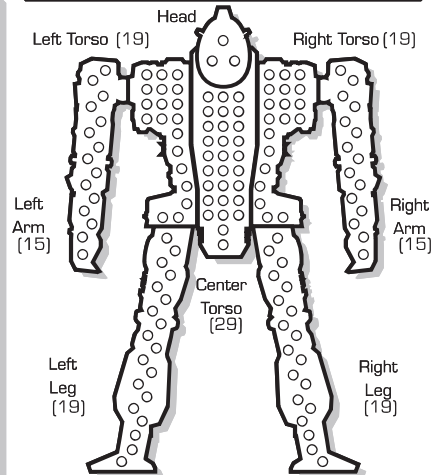
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

(Industrial)

'MECH DATA

Type: **Pompier GM-FL FireMech**

Movement Points: **Tonnage:** 15
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 [8] **(Experimental)**
 Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Fluid Gun	RT	0	0 [DB,S]	-	1	2	3
1	Flamer	RA	3	2 [DE,H,AI]	-	1	2	3
2	Machine Gun	LA	0	2 [DB,AI]	-	1	2	3

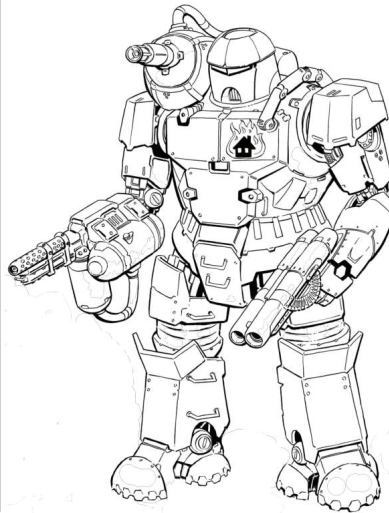
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WARRIOR DATA

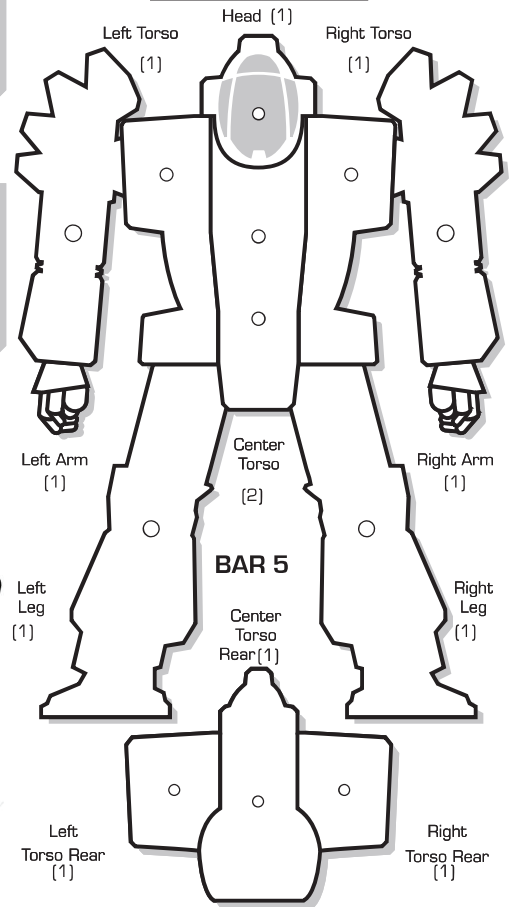
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Head

- 1. Life Support
- 2. Sensors
- 3. Industrial Cockpit (adv. FCS)
- 4. Roll Again
- 1-3 5. Sensors
- 6. Life Support

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
- 5. Flamer
- 6. Roll Again

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. 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. Heat Sink
- 2. Heat Sink
- 3. Heat Sink
- 1-3 4. Heat Sink
- 5. Roll Again
- 6. Roll Again

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

Right Torso

- 1. Heat Sink
- 2. Heat Sink
- 3. Heat Sink
- 1-3 4. Heat Sink
- 5. Fluid Gun
- 6. Fluid Gun

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

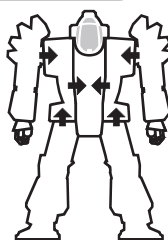
Life Support ○

Left Leg

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

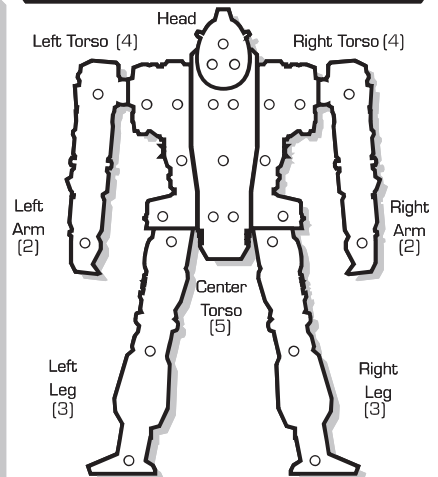
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Harasser Missile Platform (Fuel Cell)

Movement Points: _____ Tonnage: 25
 Cruising: 10 Tech Base: Inner Sphere
 Flank: 15 (Experimental)
 Movement Type: Hover Era: Jihad
 Engine Type: Fuel Cell Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
3	MML 5	TU	[M,SC]	6	7	14	21
	LRM		1/Msl	-	3	6	9
	SRM		2/Msl	-	3	6	9

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

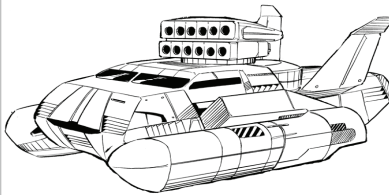
BV: 477

CREW DATA

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

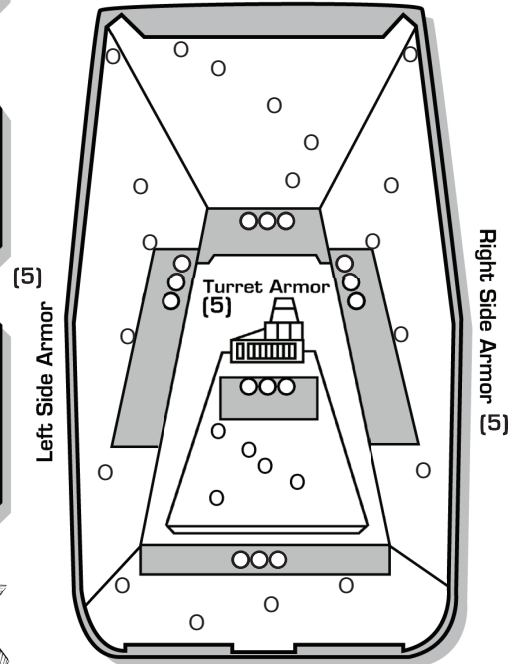
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Reflective Front Armor (5)



Rear Armor (4)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict a critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP; +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up); +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	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

ADVANCED V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Hawk Moth Gunship "Verwandlung"

Movement Points: _____ Tonnage: 25
 Cruising: 8 Tech Base: Inner Sphere
 Flank: 12 (Experimental)
 Engine Type: Fuel Cell Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	TU	2	-	1	2	3
						[DB,A]	
1	Rotary AC/5	TU	5/Sht	-	5	10	15
						[DB,R/C]	

Ammo: [Machine Gun] 100, [RAC/5] 40

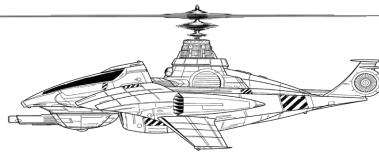
BV: 749

CREW DATA

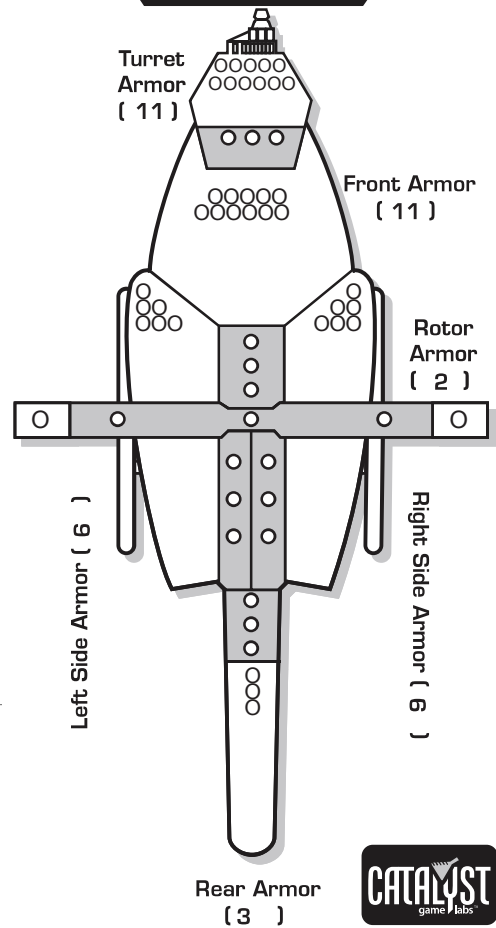
Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Co-Pilot Hit +1 Pilot Hit +2
Modifier to all To-Hit rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



VTOL COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

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

VTOL ELEVATION TRACK

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

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

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

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

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

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.

**If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

BATTLETECH

V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Karnov UR Transport (Heavy Stealth)

Movement Points: Tonnage: 45
 Cruising: 6 Tech Base: Inner Sphere
 Flank: 9 [12] (Experimental)
 Engine Type: XL Fusion Engine Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	BD	[E]	-	-	-	6
1	VTOL Jet Booster	BD	[E]	-	-	-	-
1	Machine Gun	RSPO	2	-	1	2	3
			[DB,AI]				
1	Machine Gun	LSPO	2	-	1	2	3
			[DB,AI]				

Infantry Compartment (4 tons)
 Cargo Space - 14 tons

Ammo: [Machine Gun] 100

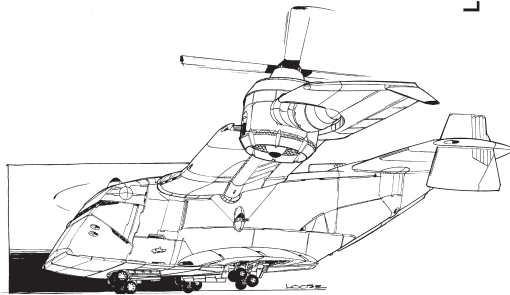
BV: 416

CREW DATA

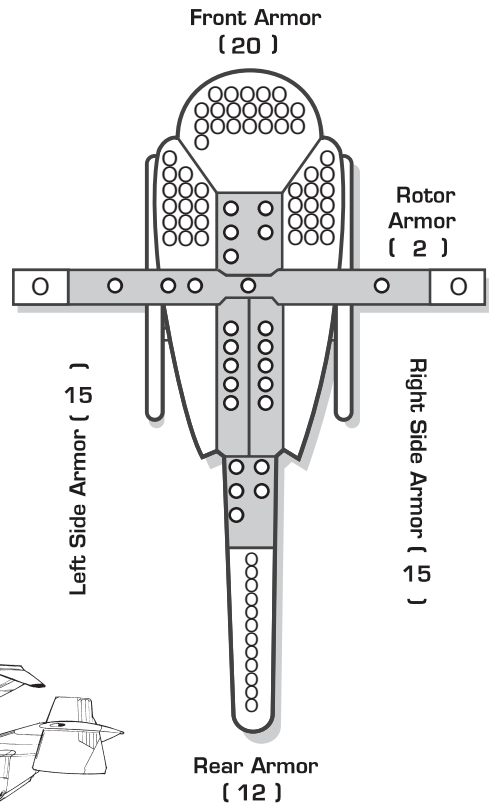
Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Co-Pilot Hit +1 Pilot Hit +2
 Modifier to all To-Hit rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



VTOL COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

VTOL ELEVATION TRACK

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

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

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

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

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

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.

**If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

BATTLETECH™

ARMOR DIAGRAM

Hardened
Front Armor
(67)

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Von Luckner Heavy Tank VNL-X71 (Yakuza)

Movement Points: Tonnage: 75
 Cruising: 3 Tech Base: Inner Sphere
 Flank: 5 (Experimental)
 Movement Type: Tracked Era: Jihad
 Engine Type: XL Fusion Engine

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

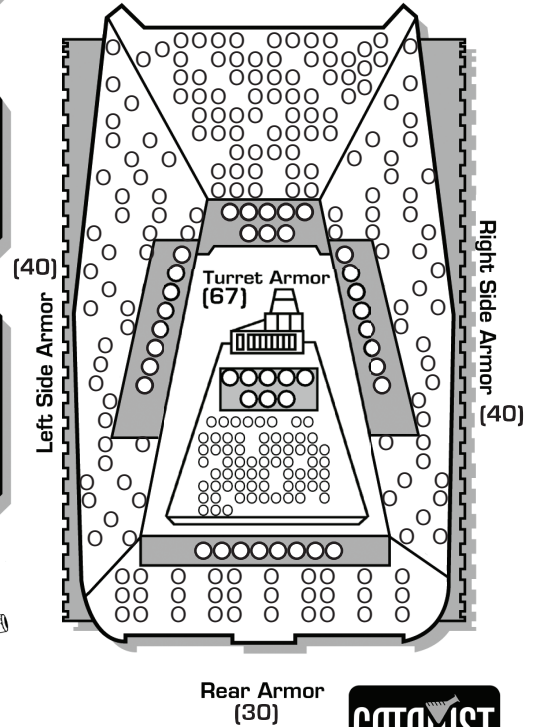
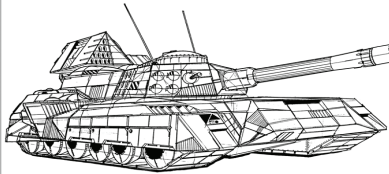
Turret Locked Engine Hit
 Sensor Hits [+1] [+2] [+3] [D]
 Motive System Hits [+1] [+2] [+3]
 Stabilizers
 Front Left Right
 Rear Turret

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LB 20-X AC	TU 20	-	4	8	12	
		[DB,C/F/S]					
1	Medium Pulse Laser	TU 6 [P]	-	2	4	6	
1	SRM 4	TU 2/Msl	-	3	6	9	
	w/Artemis IV FCS	[M.C.S]					

Ammo (CASE): (LB 20-X) 10, (SRM 4 Artemis) 25
 (LB 20-X Cluster) 5

BV: 1,847



Rear Armor
(30)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict a critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP; +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up); +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	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

WIGE VEHICLE RECORD SHEET

VEHICLE DATA

Type: Fensalir Combat WIGE (XXL)

Movement Points: Tonnage: 80
 Cruising: 5 Tech Base: Inner Sphere
 Flank: 8 (Experimental)
 Movement Type: WIGE Era: Jihad
 Engine Type: XXL Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Improved Heavy Gauss Rifle	FR 22 [DB,X]	3	6	12	19	
1	SRM 6	FR 2/Msl [M,C,S]	—	3	6	9	
2	Machine Gun	RSpO 2 [DB,AI]	—	1	2	3	
2	Machine Gun	LSpO 2 [DB,AI]	—	1	2	3	
1	Small Pulse Laser	RR 3 [P,AI]	—	1	2	3	

Cargo Space - 10 tons

Ammo: [Machine Gun] 200, [SRM 6] 15, [Heavy Gauss] 12

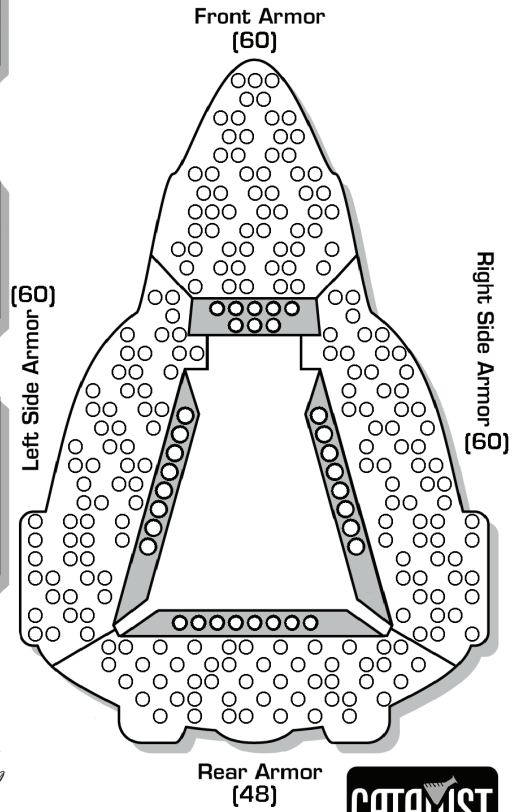
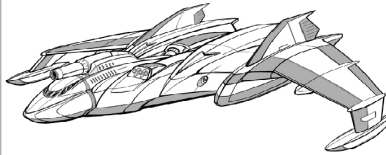
BV: 1,513

CREW DATA

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

CRITICAL DAMAGE

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



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicle Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	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 unit 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

Standard Scale



AERODYNE SMALL CRAFT RECORD SHEET

CRAFT DATA

Type: Mówáng (Clandestine)

Thrust: Tonnage: 100
 Safe Thrust: 3 Tech Base: Inner Sphere
 Maximum Thrust: 5 Era: (Experimental) Jihad

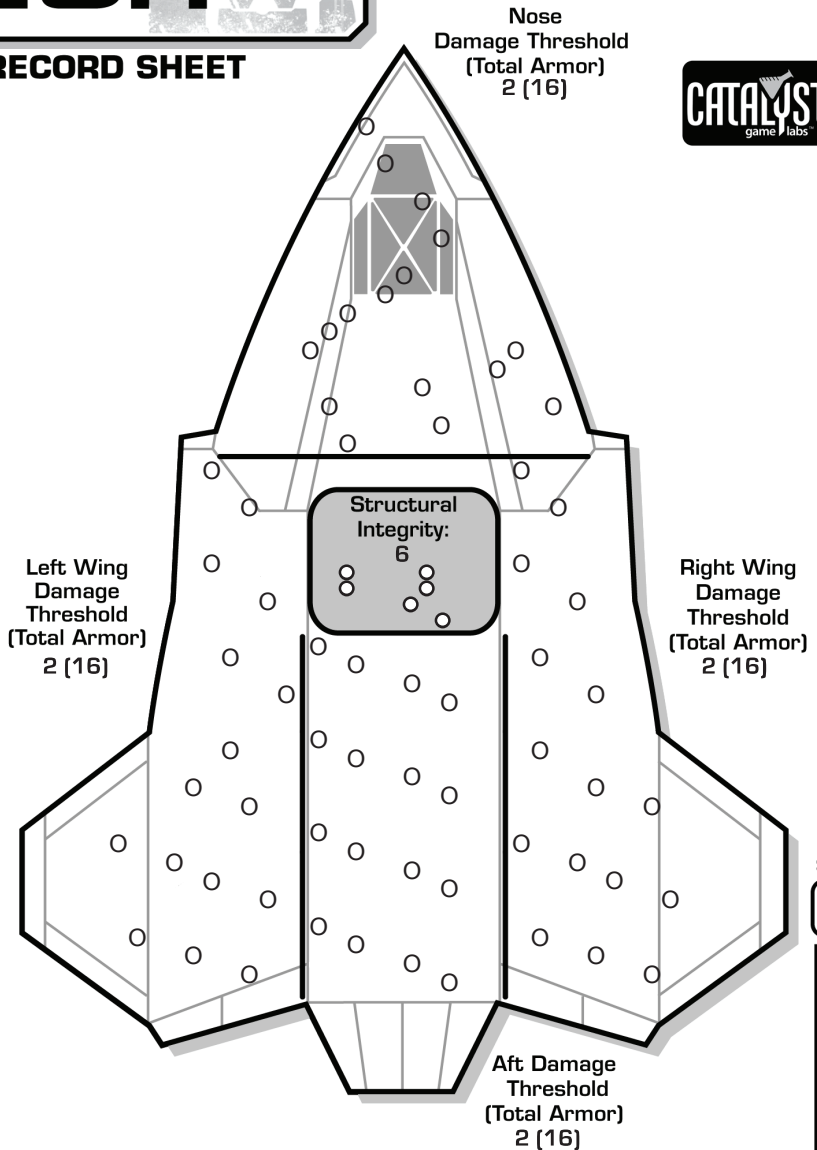
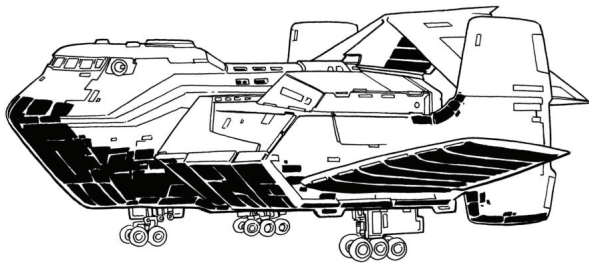
Weapons & Equipment Inventory

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

Cargo:
 Battle Armor Bay - 2 Level I (1 door)
 Cargo Space - 11.500 tons

Fuel: 1680 Points

BV: 272



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

VELOCITY RECORD

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

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Groundhog "Master Thief" Era: Jihad

1 ○ ○

Gunnery Skill: _____

Anti-'Mech Skill: _____

Ground MP: 3

Weapons & Equip.

BA Myomer Booster (Clan)
unsealed Exoskeleton

Dmg	Min	Sht	Med	Lng
[E]	-	-	-	-

Mechanized: Swarm: Leg: AP:

BV: 4/4

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

BATTLE ARMOR: SQUAD 1

Type: Djinn (Reflective) "Terrorizer" (MG) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] - - - -
 Machine Gun 2 [DB,AI] - 1 2 3
 Armor: Reflective
 Mechanized: Swarm: Leg: AP:

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

BV: 327/36

BATTLE ARMOR: SQUAD 2

Type: Djinn (Reflective) "Terrorizer" (MG) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] - - - -
 Machine Gun 2 [DB,AI] - 1 2 3
 Armor: Reflective
 Mechanized: Swarm: Leg: AP:

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

BV: 327/36

BATTLE ARMOR: SQUAD 3

Type: Djinn (Reflective) "Terrorizer" (MG) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] - - - -
 Machine Gun 2 [DB,AI] - 1 2 3
 Armor: Reflective
 Mechanized: Swarm: Leg: AP:

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

BV: 327/36

BATTLE ARMOR: SQUAD 4

Type: Djinn (Reflective) "Terrorizer" (MG) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] - - - -
 Machine Gun 2 [DB,AI] - 1 2 3
 Armor: Reflective
 Mechanized: Swarm: Leg: AP:

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

BV: 327/36

BATTLE ARMOR: SQUAD 5

Type: Djinn (Reflective) "Terrorizer" (MG) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] - - - -
 Machine Gun 2 [DB,AI] - 1 2 3
 Armor: Reflective
 Mechanized: Swarm: Leg: AP:

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

BV: 327/36

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

BATTLE ARMOR: SQUAD 1

Type: Djinn (Reflective) "Terrorizer" (Flamer) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] - - - -
 Flamer 2 [DE,H,AI] - 1 2 3
 Armor: Reflective
 Mechanized: Swarm: Leg: AP:

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

BV: 327/36

BATTLE ARMOR: SQUAD 2

Type: Djinn (Reflective) "Terrorizer" (Flamer) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] - - - -
 Flamer 2 [DE,H,AI] - 1 2 3
 Armor: Reflective
 Mechanized: Swarm: Leg: AP:

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

BV: 327/36

BATTLE ARMOR: SQUAD 3

Type: Djinn (Reflective) "Terrorizer" (Flamer) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] - - - -
 Flamer 2 [DE,H,AI] - 1 2 3
 Armor: Reflective
 Mechanized: Swarm: Leg: AP:

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

BV: 327/36

BATTLE ARMOR: SQUAD 4

Type: Djinn (Reflective) "Terrorizer" (Flamer) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] - - - -
 Flamer 2 [DE,H,AI] - 1 2 3
 Armor: Reflective
 Mechanized: Swarm: Leg: AP:

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

BV: 327/36

BATTLE ARMOR: SQUAD 5

Type: Djinn (Reflective) "Terrorizer" (Flamer) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] - - - -
 Flamer 2 [DE,H,AI] - 1 2 3
 Armor: Reflective
 Mechanized: Swarm: Leg: AP:

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

BV: 327/36

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

BATTLE ARMOR: SQUAD 1

Type: Djinn (Reflective) "Terrorizer" (SL) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] - - - -
 Small Laser 3 [DE] - 1 2 3
 Armor: Reflective
 Mechanized: Swarm: Leg: AP:

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

BV: 382/42

BATTLE ARMOR: SQUAD 2

Type: Djinn (Reflective) "Terrorizer" (SL) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] - - - -
 Small Laser 3 [DE] - 1 2 3
 Armor: Reflective
 Mechanized: Swarm: Leg: AP:

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

BV: 382/42

BATTLE ARMOR: SQUAD 3

Type: Djinn (Reflective) "Terrorizer" (SL) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] - - - -
 Small Laser 3 [DE] - 1 2 3
 Armor: Reflective
 Mechanized: Swarm: Leg: AP:

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

BV: 382/42

BATTLE ARMOR: SQUAD 4

Type: Djinn (Reflective) "Terrorizer" (SL) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] - - - -
 Small Laser 3 [DE] - 1 2 3
 Armor: Reflective
 Mechanized: Swarm: Leg: AP:

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

BV: 382/42

BATTLE ARMOR: SQUAD 5

Type: Djinn (Reflective) "Terrorizer" (SL) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] - - - -
 Small Laser 3 [DE] - 1 2 3
 Armor: Reflective
 Mechanized: Swarm: Leg: AP:

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

BV: 382/42

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