

# BATTLETECH



EXPERIMENTAL™  
TECHNICAL  
READOUT:

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O

REPUBLIC  
VOLUME III



# INTRODUCTION

INCOMING  
MESSAGE

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**TO:** Paladin Janella Lakewood  
**FROM:** Ghost Knight Richard Martinez  
**Date:** 28 January 3150

With the Fortress walls coming down, militaries are in active readiness everywhere. Per your request, my team has continued collating technical information, specifically examining any new and experimental units that were not covered by the recent 3145 and 3150 readouts.

If I may be candid, I believe the RISC experiments were a mistake.

Covertly testing such equipment in the field so quickly might have seemed like a good idea in theory. But in practice I fear it has caused far more harm than good. At best, it has prompted those powers who managed to salvage RISC equipment to waste their time, resources, and efforts to progress the technologies. At worst, it has leaked some of our most recent technological advances—no matter how limited they are—to our nearest enemies.

Thankfully, no one was ever able to completely ascertain the true source of the RISC gear; one of the few successes of the program. Regardless, the damage is done. I have included a number of reports on some of the equipment's performance and appended a brief overview of its construction data.

Of greater concern are reports coming in from the Clans, although it is difficult to be completely certain of their veracity. Never ones to stand still while the maelstrom of war swirls around them, the Clans have clearly been making advancements of their own. Some indications we have received even suggest a shocking link between Word of Blake and Clan technology that may have started long ago. Meanwhile, the first new WarShip hull since the Jihad appears to be nearing completion as we speak. While we hope that the full extent of the Clans' experimental projects shown here is not just the tip of a new technological nightmare, the imminent prospect of facing upgraded Clan WarShips is far more immediate. Assuming these reports are accurate, our own fleet reserve would be hard pressed to survive against even one upgraded ship, let alone revitalized and expanded Clan navies.

Still, forewarned is fore-armed. As our walls come down, may our forces burst forth fully informed of the dangers they may face, from any of our potential enemies.

## HOW TO USE THIS BOOK

The 'Mechs, combat vehicles, battle armor and aerospace craft described in *Experimental Technical Readout: Republic III* provide players with a sampling of the current developments of the Republic and her enemies. The designs featured in this book reflect production units, prototypes and "one-off" refits.

The rules for using 'Mechs, vehicles, battle armor and DropShips in *BattleTech* game play can be found in *Total Warfare*, while the rules for their construction can be found in *TechManual*. However, the nature of these designs also draws upon the Experimental-level rules presented in *Tactical Operations*, *Jihad: Final Reckoning* and a number of special rules that will appear in the upcoming *Interstellar Operations* rulebook. As a result, while their use is entirely appropriate to the nature of 3145-era games, few of the units featured in this volume are considered tournament legal, and their use in introductory games is discouraged.

[*Editor's Note: The final version of Interstellar Operations is not yet available at the time of this writing, but players eager to use the advanced Dark Age-era gear featured in the units within these pages may purchase a special, reduced-price Beta version of IO wherever BattleTech digital products are sold!*]

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**Dedicated to:** Herb Beas, with Happy Birthday wishes from us all! May this serve as a reminder of your influence and importance. This book is filled with gadgets and units that—if not directly out of the MW DA game—all interconnect in some way with the stories and visions you have given us.



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CAT35XT026

STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESSION WARS ERA



CIVIL WAR ERA



DARK AGE ERA





# NOTOS

**Field Testing Summation:** Production Wheeled QuadVee Chassis

**Producer/Site:** Csesztreg Industriplex Alpha Annex, Csesztreg

**Supervising Technician:** Technician Factor Matthew

**Project Start Date:** 3145

**Non-Production or Recently Introduced Equipment Analysis:**

Wheeled QuadVee

## Overview

If nothing else, the *Notos* underscores that Clan Hell's Horses has not yet abandoned the QuadVee concept they began working on just over fifteen years ago. Once more this machine is the brainchild of the Horses' Technician Factor Matthew, whose first QuadVee prototype, the *Boreas*, ushered in a line of these hybrid 'Mech-tanks to mixed reviews.

In a society best known for rewarding only the best, it often boggles the mind to see how lackluster units manage to survive, especially now that war has again returned to the Inner Sphere on every front. But not only has the QuadVee survived, the *Notos* demonstrates that the concept is fast evolving into something that could be more than just a gimmick used to trick unsuspecting opponents.

Named for the Greek god of the south wind—following the Clan custom of naming combat vehicles after various mythological deities—the *Notos* is a unique departure among the QuadVees seen to date. Built from the ground up as a final production machine, it has a sleeker, more "finished" look than the others of its kin, and is as reconfigurable as any OmniMech. But it excels in its vehicular mode, where it actually gains mobility over its quad 'Mech form by using wheels in place of track units.

MechWarriors who fail to appreciate the nuances of vehicle combat would be surprised to face a *Notos* in battle. Its 'Mech-mode speed is typical of most Clan heavyweights, but after a quick transformation the *Notos* becomes twenty percent faster and gains the ability to dart behind lower cover. If the firefight is happening on pavement—such as inside an urban environment or on the tarmac of a spaceport—the *Notos* becomes even faster, matching speeds typically found in hovercraft and scout 'Mechs.

This speed-boosting feature has already secured the *Notos* a place in several of the Horses' Ranger and Cavalry Clusters, though we estimate that only twenty or so of these machines have actually rolled off the Horses' factory lines.

Type: **Notos**

Technology Base: Clan (Advanced)

Tonnage: 60

Battle Value: 2,335

## Equipment

		Mass
Internal Structure:	Endo Steel	3
QuadVee Conversion Eqpt:		6
Engine:	300 XL	9.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Wheeled Cruise MP:	6	
Wheeled Flank MP:	9	
Heat Sinks (Laser):	10 [20]	0
Gyro:		3
Cockpit:		4
Armor Factor:	200	12.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	8
Center Torso	20	30
Center Torso (rear)		10
R/L Torso	14	21
R/L Torso (rear)		7
R/L Front Legs	14	24
R/L Rear Legs	14	24

## Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	QuadVee Cockpit	0
Center Torso	None	2
Right Torso	2 Engine	6
	4 Endo Steel	
Left Torso	2 Engine	7
	3 Endo Steel	
Right Front Leg	Wheels	0
	Conversion Equipment	
Left Front Leg	Wheels	0
	Conversion Equipment	
Right Rear Leg	Wheels	0
	Conversion Equipment	
Left Rear Leg	Wheels	0
	Conversion Equipment	

**Notes:** \*Wheels take up 1 critical slot in each leg. Features the following Design Quirks: No Ejection System, Non-Standard Parts.

Fixed Equipment	Location	Critical	Tonnage
Wheels	*	4	9

## Weapons and Ammo Location Critical Tonnage

### Primary Weapons Configuration

2 Medium Pulse Lasers	RT	2	4
Supercharger	RT	1	1
Medium Pulse Laser	CT	1	2
2 Medium Pulse Lasers	LT	2	4
Targeting Computer	LT	2	2

### Alternate Configuration A

HAG 20	RT	6	10
Ammo (HAG) 12	CT	2	2
2 ER Small Lasers	LT	2	1
Battle Value: 1,528			

### Alternate Configuration B

LRM 15	RT	2	3.5
Ammo (LRM) 16	RT	2	2
2 ER Medium Lasers	CT	2	2
LRM 15	LT	2	3.5
Ammo (LRM) 16	LT	2	3.5
Battle Value: 1,877			

### Alternate Configuration C

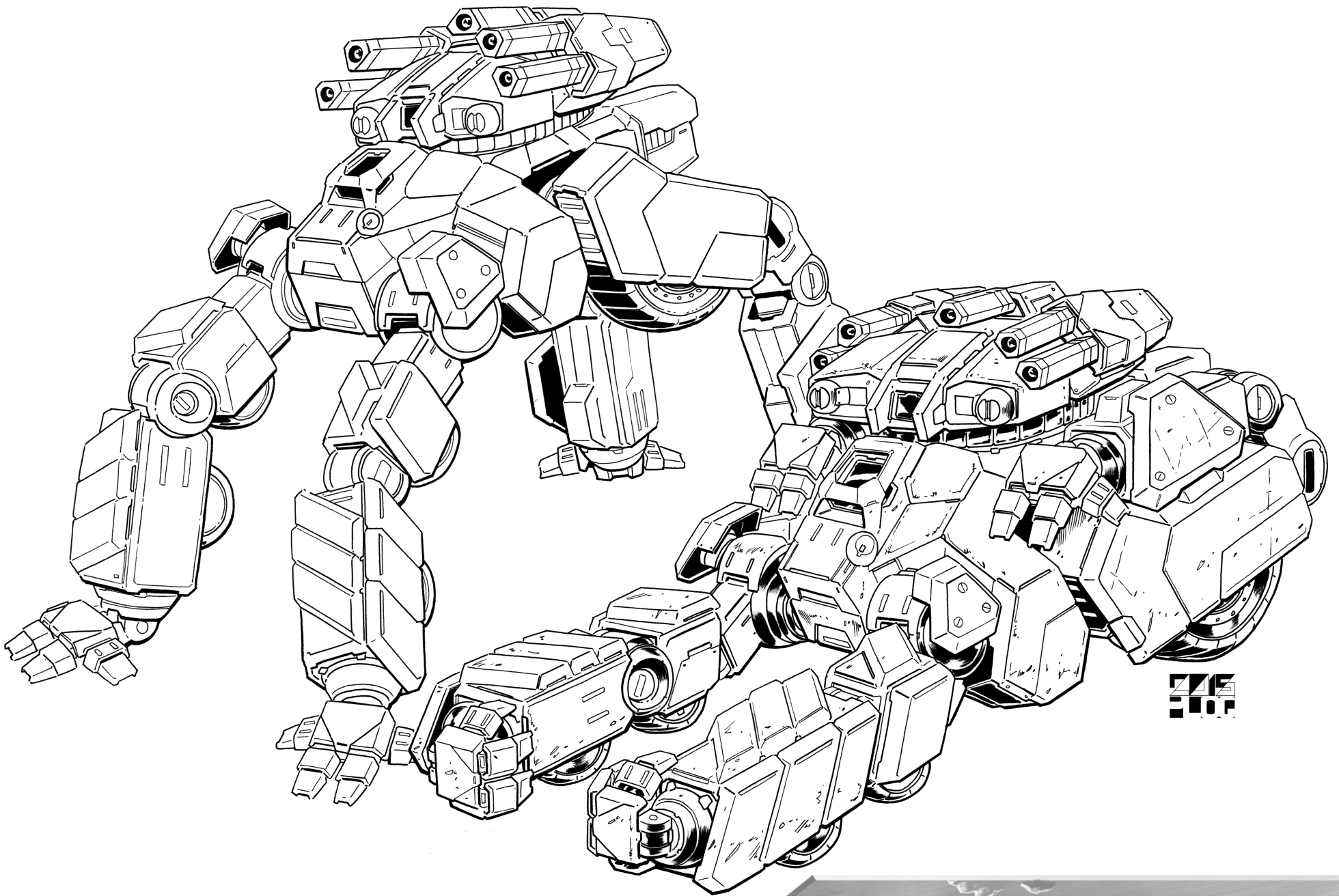
Imp. Heavy Medium Laser	RT	2	1
SRM 6	RT	1	1.5
Ammo (SRM) 15	RT	1	1
Anti-Personnel Gauss Rifle	RT	1	.5
ECM Suite	RT	1	1
SRM 6	CT	1	1.5
Ammo (AP Gauss) 40	CT	1	1
Imp. Heavy Medium Laser	LT	2	1
SRM 6	LT	1	1.5
Ammo (SRM) 15	LT	1	1
Anti-Personnel Gauss Rifle	LT	1	.5
Active Probe	LT	1	1
Light TAG	LT	1	.5
Battle Value: 1,632			

### Alternate Configuration D

2 Laser Heat Sinks	RT	4	2
2 ER Large Lasers	CT	2	8
Targeting Computer	LT	2	2
Laser Heat Sink	LT	2	1
Battle Value: 1,865			

# EXPERIMENTAL







# PARASH 3

**Field Testing Summation:** Production *Parash* Hybrid Refit

**Producer/Site:** Unknown

**Supervising Technician:** Unknown

**Project Start Date:** ca. 3083

**Non-Production or Recently Introduced Equipment Analysis:**

Interface Cockpit

## Overview

*[The appearance of the Ryoken III—later in this report—thoroughly shocked me. How could any tie exist between the Word, gone for more than sixty years, and the Wolves? I researched older reports in an effort to find some clues, and stumbled upon a lead in Hoft's 3085 readout. Johnson cross-checked Crow's findings and supplied the following.—RM]*

Investigation of combat data on the *Parash* suggests that the secret to the Clan interface cockpit has been hidden in plain sight for decades. It seems that there was a good reason why the Hell's Horses fielded a scout 'Mech that looked so much like a ProtoMech.

As early as 3086, a holovid of a skirmish on Hermagor between the 888th Mechanized Assault Cluster and the Dominion's Eighteenth Battle Cluster clearly showed a *Parash* with a different head assembly from the basic model. This machine moved extraordinarily smoothly, projecting the organic fluidity usually associated with ProtoMechs, thus contributing to some of the early misidentifications. But, evidently, the *Parash* was tailor-made to support the radical new piloting option from the beginning. *[This would be a feasible explanation for the Horses designing yet another light 'Mech, despite already producing new Vixens and Locust IICs at the time.—RM]*

The vid footage also supported the hypothesis that the *Parash* was an EI-driven 'Mech. When hit in the torso by autocannon fire, the *Parash's* left hand clutched at the impact area—as a human might instinctively do for a physical wound. The 'Mech then quickly rebalanced, jettisoned its main weapon and fled, in truly atypical Clan behavior. The amalgamation of machine and pilot could have created a drive for self-preservation, which may be the reason why no salvage—and with it, further intel reports—was ever recovered in all these years.

Of course, the non-confrontational use of the machine may have been entirely conducive to its role as scout. Another incidental report of a successful anti-pirate action—this one on Nyserta in 3094—showed a *Parash* easily discovering a lurking SRM carrier that was blocking sensor data with its ECM, and tagging it for quick destruction by artillery. Given that the 'Mech appeared otherwise unmodified, the mass saved by removal of its three-ton gyroscope could have enabled the inclusion of an updated sensor package.

*[These snippets give us a very strong sense of the "when"; the "how" of a Word project's sudden adaptation by a distanced Clan remains unsolved.—RM]*

Type: **Parash 3**

Technology Base: Mixed Clan (Experimental)

Tonnage: 35

Battle Value: 1,753

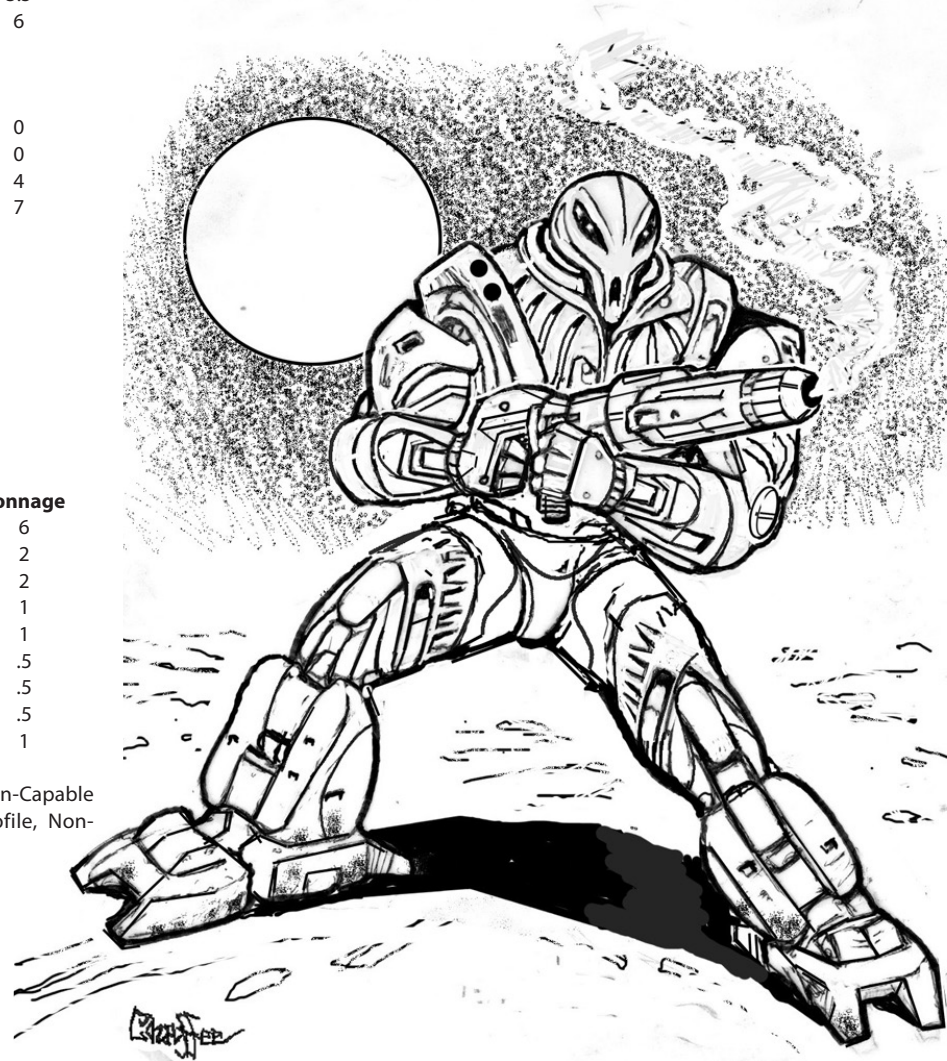
## Equipment

Equipment		Mass
Internal Structure:		3.5
Engine:	245 XL	6
Walking MP:	7	
Running MP:	11	
Jumping MP:	7	
Heat Sinks:	10 [20]	0
Gyro (None):		0
Cockpit (Interface, IS):		4
Armor Factor:	112	7
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	11	16
Center Torso (rear)		5
R/L Torso	8	10
R/L Torso (rear)		3
R/L Arm	6	12
R/L Leg	8	16

## Weapons and Ammo

	Location	Critical	Tonnage
Large Pulse Laser	RA	2	6
Angel ECM Suite	CT	2	2
Bloodhound Active Probe (IS)	CT	3	2
TAG	LA	1	1
Jump Jets	RL	2	1
Jump Jet	RT	1	.5
Jump Jet	CT	1	.5
Jump Jet	LT	1	.5
Jump Jets	LL	2	1

**Notes:** Features the following Design Quirks: Jettison-Capable Weapon (Large Pulse Laser), Narrow/Low Profile, Non-Standard Parts.



# EXPERIMENTAL



# GOSHAWK II RISC

**Field Testing Summation:** Customized *Goshawk II* Hybrid Refit

**Producer/Site:** Republic Institute of Strategic Combat Proving Ground  
Egalité / Sandhurst, Terra

**Supervising Technician:** Harold 'Harvey' Nova Cat

**Project Start Date:** 3136

**Non-Production or Recently Introduced Equipment Analysis:**

RISC Emergency Coolant System  
XXL Engine

## Overview

The operational shortcomings of the *Goshawk II 4* led RISC engineers to utilize the 'Mech as a test chassis for their new emergency coolant system. Developed shortly after Clan Sea Fox won the production rights and began to market the *Goshawk II* Sphere-wide, the model was rapidly purchased by RAF procurement officers. By the time MechWarriors in the field determined it suffered from potentially crippling heat problems, the first full shipment of *Goshawk II 4s* had already been paid for and issued to units throughout the Republic. Reassigned to veterans serving on the Capellan front, the 'Mech has proven an effective raider in hands steady enough to avoid redlining its temperamental cooling systems.

RISC technicians immediately ran into trouble installing the ECS in the first test unit. When redesigning the *Goshawk II* to accept an XXL fusion engine, Sea Fox scientists had stripped out the existing coolant system for an advanced proprietary design intended to more evenly distribute the increased heat output from the bulky new reactor. Several months passed before RISC was able to get the special computer controlling the *Goshawk's* heat exchangers to properly interface with the emergency coolant release systems.

The removal of one of the 'Mech's heat sinks, along with a ton of plasma ammo, to make room for the new system actually exacerbated heat problems, but the tight confines of the *Goshawk II's* interior left engineers with no other options save gutting the unit and rebuilding it from scratch.

RISC converted four *Goshawk IIs* in 3136, which were immediately issued to strike teams for field testing outside the Fortress. While the ECS had performed well in controlled testing, live fire trials proved disastrous. Three of the test units were destroyed within three months, two from catastrophic failure of their own coolant system. After-action reports revealed that normally cautious pilots became cocky as the ECS initially countered massive heat-spikes with relative ease. Encouraged to stay in the thick of the fighting by low temperature readouts, the MechWarriors were caught unaware when the increased strain on the *Goshawk's* sinks resulted in explosive rupturing of the 'Mech's coolant lines. RISC shelved further development of the emergency coolant system shortly after. Thanks to the use of Sea Fox component codes stamped on the ECS, the remains of a destroyed test unit uncovered by the media were assumed to be prototype developed by the 'Mech's original manufacturer and were never traced back to the RAF.

Type: **Goshawk II RISC**

Technology Base: Mixed Clan (Experimental)

Tonnage: 45

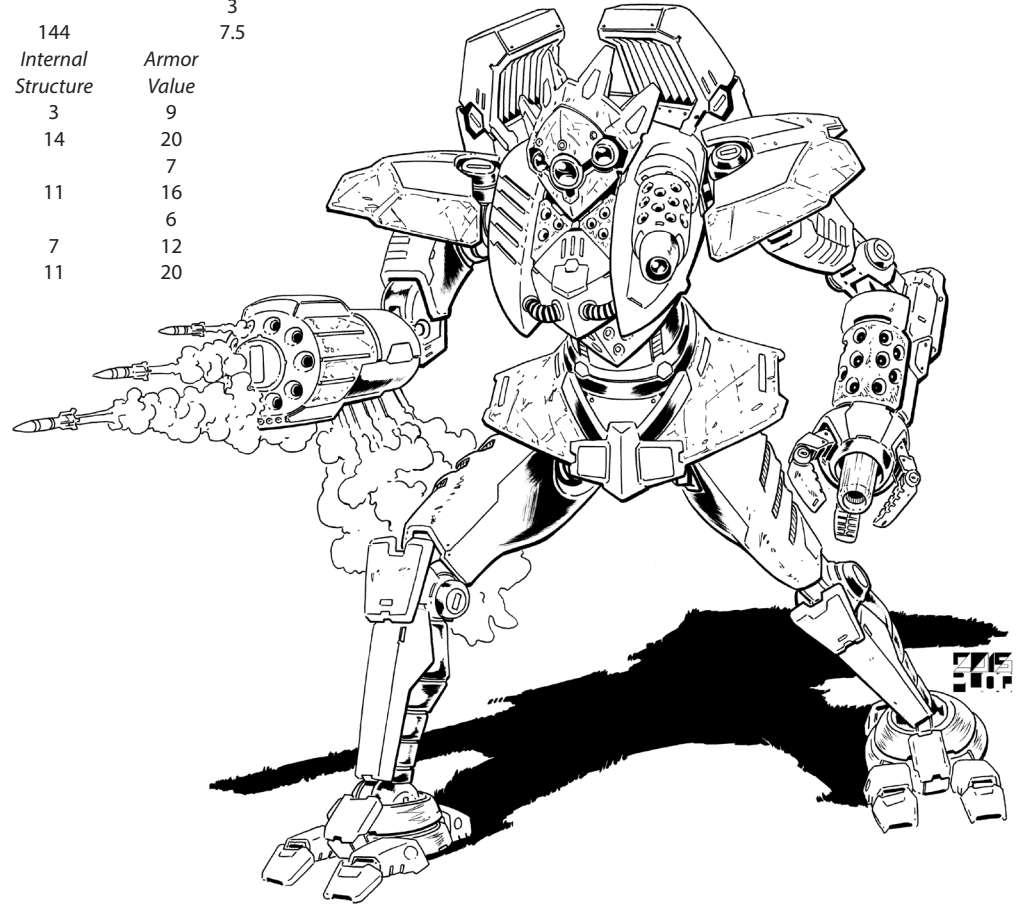
Battle Value: 1,886

## Equipment

	Mass	
Internal Structure:	Endo Steel	2.5
Engine:	315 XXL	7.5
Walking MP:	7	
Running MP:	11	
Jumping MP:	7	
Heat Sinks:	11 [22]	1
Gyro:		4
Cockpit:		3
Armor Factor (Ferro):	144	7.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	14	20
Center Torso (rear)		7
R/L Torso	11	16
R/L Torso (rear)		6
R/L Arm	7	12
R/L Leg	11	20

Weapons and Ammo	Location	Critical	Tonnage
Streak LRM 10	RA	2	5
Ammo (Streak) 12	RA	1	1
Emergency Coolant System (IS)	CT	1	2
Improved Heavy Large Laser	LT	3	4
Plasma Cannon	LA	1	3
Ammo (Plasma) 10	LA	1	1
Jump Jets	RT	3	1.5
Jump Jet	CT	1	.5
Jump Jets	LT	3	1.5

**Notes:** Features the following Design Quirks: Combat Computer, Cooling System Flaws, Prototype.



EXPERIMENTAL



# OSP-36 OSPREY

**Field Testing Summation:** Production *Osprey* Refit

**Producer/Site:** Skobel MechWorks, Terra

**Supervising Technician:** Joely Wallis

**Project Start Date:** 3139

**Non-Production or Recently Introduced Equipment Analysis:**

Advanced Point Defense System

Radical Heat Sink System

**Overview**

The deployment of the Advanced Point Defense System (APDS) to the RAF armory has been atypical in that it took a relatively long to be installed on a line BattleMech. Instead, the Aegis battle armor has been protecting the *Ares* tripod since its introduction, and soon afterward, the Padilla Anti-Missile Tank was deployed in battle support of the late-3130s false flag raids. But a concurrent *Jackalope* test bed never gained production readiness. [How several specimens were then deployed on the mercenary circuit in former Republic prefectures remains a mystery. VCI feigned innocence when queried and the identified units' destruction ranked high among objectives of covert operations outside of the Fortress walls.—RM]

The RAF only finally introduced an APDS-equipped BattleMech into their lines at the start of the last decade, choosing to accept the *Osprey* for adaptation as such a bodyguard unit. With its robust arsenal, it was deemed combat-effective even when almost fifteen percent of its total mass was devoted to dual advanced point defense systems. The needed mass was gained by replacing its Gauss rifle with an ER PPC and a radical heat sink system. The astounding success of this variant is only marred by a flaw in the tertiary weaponry. Moving the ER medium lasers to the arm tips, in order to free the physical space for the underwing APDS, should have been a cosmetic technicality, especially when the OSP-15/25 refits already did so without a hitch. It is possible that the heavier defense systems are overtaxing the wing mounts, as the medium lasers seem to aim off-target from time to time. Since the OSP-36's main role is a defensive one, this glitch has not yet been followed up on and techs are left to reset the O/P 1078 in the hope that the problem will fix itself.

In RAF ranks, APDS-equipped *Ospreys* have only seen action on Epsilon Eridani. Outside of the former Fortress walls, they were deployed only with Stone's Covenant in significant numbers and got a chance to shine on Acamar. When the forces tasked with taking the city of Huss broke through the Osz Forest, they ran into a retreating company of Canopian Lancers. Accepting their doom, the defending BattleMechs sought to sell themselves dearly, deliberately targeting lance leaders. At one stage, the Covenant battalion commander's *Gallant* ran into a *Shen Yi* that unloaded its MRMs. Two close and alert *Ospreys* immediately engaged an accurate APDS crossfire—the last missile detonated harmlessly mere meters from a very alarmed commander's canopy.

When lifting off for Ningpo, the Covenant relayed back their praise for Skobel's newest creation.

Type: **Osprey**

Technology Base: Inner Sphere (Advanced)

Tonnage: 55

Battle Value: 1,450

**Equipment**

Internal Structure:	Endo Steel	
Engine:	220 XL	
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	10 [20]	
Gyro:		
Cockpit:		
Armor Factor:	176	

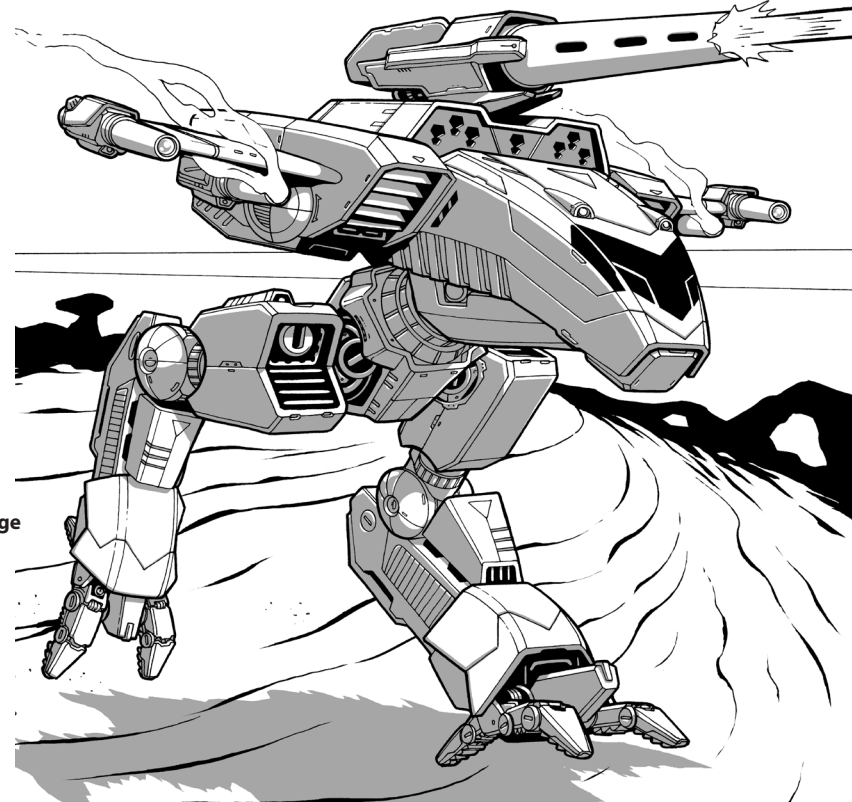
	Internal Structure	Armor Value
Head	3	9
Center Torso	18	30
Center Torso (rear)		5
R/L Torso	13	22
R/L Torso (rear)		4
R/L Arm	9	16
R/L Leg	13	24

Weapons and Ammo	Location	Critical	Tonnage
ER Medium Laser	RA	1	1
APDS	RA	2	3
Ammo (APDS) 12	RA	1	1
ER PPC	RT	3	7
Radical Heat Sink System	RT	3	4
MML 7	LT	4	4.5
Ammo (MML) 34/28	LT	2	2
CASE	LT	1	.5
ER Medium Laser	LA	1	1
APDS	LA	2	3
Ammo (APDS) 12	LA	1	1
Jump Jet	RT	1	.5
Jump Jets	CT	2	1
Jump Jet	LT	1	.5

**Notes:** Features the following Design Quirks: Inaccurate Weapon (ER Medium Lasers), No/Minimal Arms.

**Mass**

Endo Steel	3
220 XL	5
0	0
	3
	3
	11



EXPERIMENTAL



# RYOKEN III-XP (SKINWALKER)

**Field Testing Summation:** Prototype Hybrid Chassis

**Producer/Site:** Kali-Yama Weapon Industries / Kalidasa (presumed)

**Supervising Technician:** Unknown

**Project Start Date:** ca. early 3140s

**Non-Production or Recently Introduced Equipment Analysis:**

Interface Cockpit

## Overview

This OmniMech is a warning of what may come. As the Fortress walls have dropped, our enemies now train their sights on our gates. We have two, possibly three, hostile Clans at our door, and they have not been idle.

With the success of the latest generation of *Mad Cats* and *Vultures*, it's only logical that other beloved OmniMechs get their due. Dubbed the *Ryoken III*, this beast seems an odd choice for the Wolves over one of their homegrown designs, and suggests a possible Snow Raven link. [*One Clan fielding it is bad enough; two I don't want to think about.*—RM]

The Wolves are breaking a lot of rules with this upgrade. The Clans have avoided triple strength myomers for a century, but it seems Khan Ward is embracing his Spheroid side. Physical combat is still frowned upon among the Clan, but the speed benefits of heated TSM have caught on. This new *Ryoken III* can run down all but the fastest scouts, while shredding larger foes almost as an afterthought.

Only a few prototypes have been encountered to date, in multiple configurations—suggesting the Wolves are still experimenting. Most configurations mimic traditional *Ryoken* payloads, using proven equipment to ease MechWarriors into their new ride, but a headhunter variant mounting TSEMP was spotted on Wyatt. Another radical variant pairs a bombast laser and Clan rotary autocannon with a 'Mech-sized lance, making full use of its myomers. We suspect, however, that hardliners within the Clan will prevail upon their kin to remove such "wasteful" weaponry from whatever production versions of this machine may follow.

The most distressing report comes from Kalidasa, where a raid by Remnant troops to test the Wolves' state of readiness first encountered the *Ryoken III-XP* in 3148. The new 'Mech's speed and Ferro-Lamellor armor gave Captain Gyles fits, until a lucky shot from his *Marauder's* PPC crippled the *Ryoken's* engine. The 'Mech's cockpit disgorged not a half-naked, cooling jacket-clad MechWarrior, but an armored trooper who immediately opened fire with AP weapons before fading into the smoke. Examination of Gyles' battleROM confirmed a terrifying prospect: these OmniMechs are using an interface cockpit similar to the "Machina Domini" system deployed by the Word of Blake at the end of their Jihad.

[*Devlin Stone himself has demanded to know where the Wolves got this technology. The Parash theory only yields tentative answers, and Republic intelligence has made capturing an intact Ryoken III-XP a high priority.*—RM]

Type: **Skinwalker**

Inner Sphere Designation: **Ryoken III-XP**

Technology Base: Mixed Clan (Experimental)

Tonnage: 55

Battle Value: 3,013

## Equipment

		Mass
Internal Structure:	Endo Steel	3
Engine:	330 XL	12.5
Walking MP:	6 (7)	
Running MP:	9 (11)	
Jumping MP:	0	
Heat Sinks:	11 [22]	1
Gyro (None):		0
Cockpit (Interface):		4
Armor Factor (Lamellor):	161	11.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	18	24
Center Torso (rear)		6
R/L Torso	13	21
R/L Torso (rear)		5
R/L Arm	9	16
R/L Leg	13	19

## Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	Interface Cockpit	0
Center Torso	3 Triple-Strength Myomer	3
Right Torso	2 XL Engine	4
	6 Ferro-Lamellor	
Left Torso	2 XL Engine	3
	7 Endo Steel	
Right Arm	3 Triple-Strength Myomer	5
Left Arm	2 Ferro-Lamellor	6
Right Leg	2 Ferro-Lamellor	0
Left Leg	2 Ferro-Lamellor	0

**Notes:** Features the following Design Quirks: Non-Standard Parts.

## Weapons and Ammo Location Critical Tonnage

### Primary Weapons Configuration

Weapon/Ammo	Location	Critical	Tonnage
ER Large Pulse Laser	RA	3	6
ER Medium Pulse Laser	RA	2	2
SRM 6	RT	1	1.5
Double Heat Sink	RT	2	1
Ammo (SRM) 30	CT	2	2
SRM 6	LT	1	1.5
Double Heat Sink	LT	2	1
ER Large Pulse Laser	LA	3	6
ER Medium Pulse Laser	LA	2	2

### Alternate Configuration A

Weapon/Ammo	Location	Critical	Tonnage
ER Large Laser	RA	1	4
2 ER Medium Lasers	RA	2	2
Double Heat Sink	RA	2	1
3 ER Small Lasers	RT	3	1.5
Radical Heat Sink System	CT	3	4
3 ER Small Lasers	LT	3	1.5
ER Large Laser	LA	1	4
2 ER Medium Lasers	LA	2	2
Targeting Computer	LA	3	3
Battle Value: 3,777			

### Alternate Configuration B

Weapon/Ammo	Location	Critical	Tonnage
3 Imp. Heavy Medium Lasers	RA	6	3
Ammo (Ultra) 15	RT	3	3
CASE II	RT	1	.5
Imp. Heavy Medium Laser	CT	2	1
ECM Suite	CT	1	1
Imp. Heavy Medium Laser	LT	2	1
Supercharger	LT	1	1.5
Ultra AC/20	LA	8	12
Battle Value: 3,613			

### Alternate Configuration C

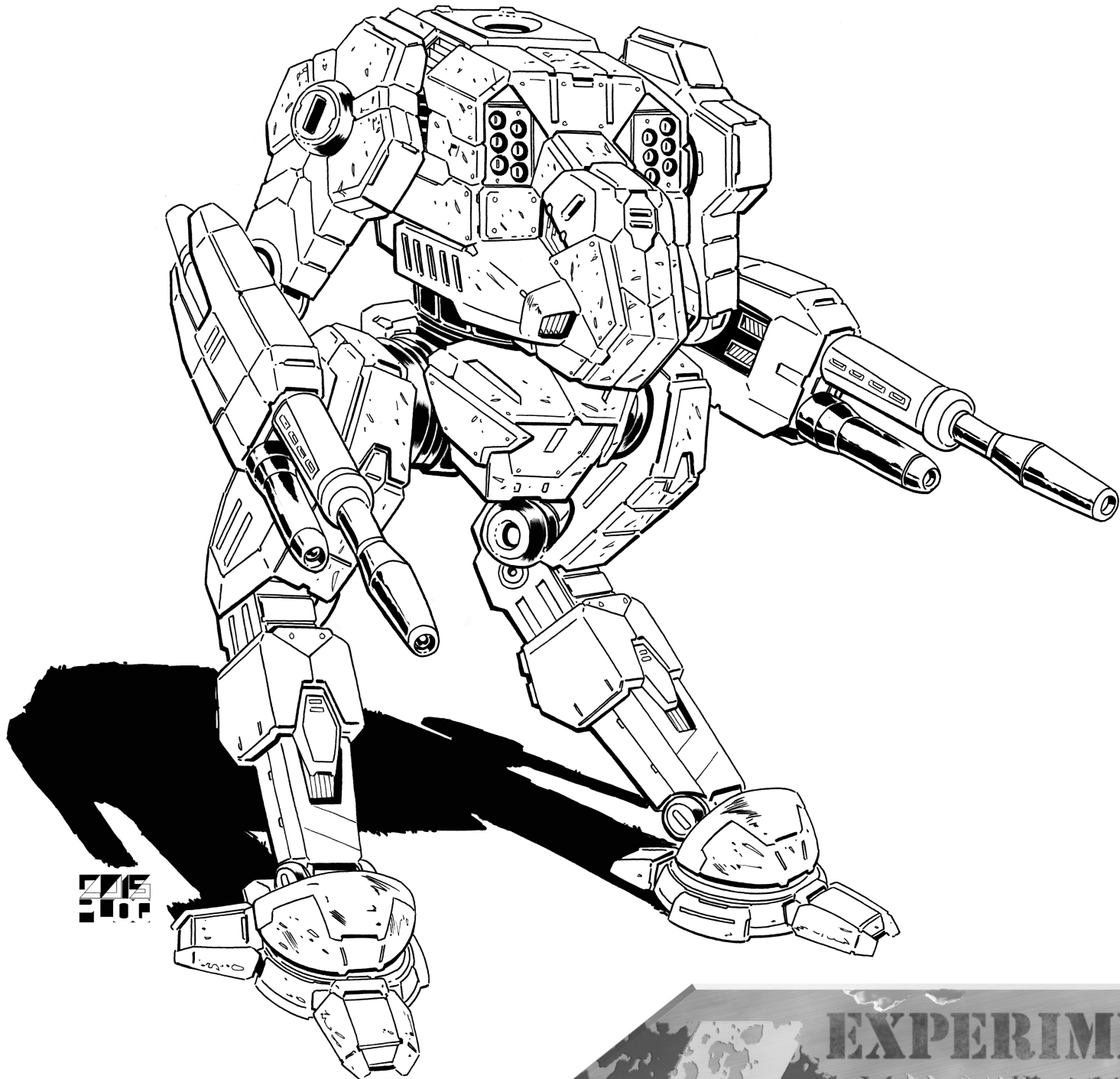
Weapon/Ammo	Location	Critical	Tonnage
TSEMP Cannon (IS)	RA	5	6
3 ER Medium Lasers	RT	3	3
Targeting Computer	CT	3	3
3 ER Medium Lasers	LT	3	3
ATM 9	LA	4	5
Ammo (ATM) 21	LA	3	3
Battle Value: 4,387			

### Alternate Configuration D

Weapon/Ammo	Location	Critical	Tonnage
ER Medium Laser	RA	1	1
Lance (IS)	RA	3	3
Bombast Laser (IS)	RT	3	7
2 ER Micro Lasers	CT	2	.5
2 ER Small Lasers	LT	2	1
Rotary AC/2	LA	4	8
Ammo (RAC) 90	LA	2	2
CASE II	LA	1	.5
Battle Value: 2,483			



# **RYOKEN III-XP (SKINWALKER)**



**EXPERIMENTAL**

# LMT-2D LAMENT

**Field Testing Summation:** Production *Lament* Variant

**Producer/Site:** Skobel MechWorks, Terra

**Supervising Technician:** Charles Potts

**Project Start Date:** 3147

**Non-Production or Recently Introduced Equipment Analysis:**

Drone Command Console

Radical Heat Sink System

## Overview

Solaris VII's arenas have been the Inner Sphere's technological proving ground for nearly a century, and neither HPG failures nor Clan Wolf's occupation have done much to change this. Even though the RISC program ultimately proved a failure, the RAF continued to see the merit of clandestinely testing cutting edge gear in live-fire actions beyond the Wall. The plan was audacious; through front companies, bribes, and the judicious use of Ghost Knights as combatants, the Republic surreptitiously maintains complete control of any of its proprietary equipment.

The latest project's test case, the Drone Command Console, surpassed all expectations. In 3146, it was tested in an off-circuit tag team tournament, both by utilizing an Andurien front company and Ghosts posing as "free agents". Both of the test units—a modified *Phoenix Hawk* and a similarly modified *Watchman*—performed extremely well, directing their connected drone 'Mechs to reckless attacks that shocked their opponents. In due time, the Drone Command Console was deemed ready for production. Skobel was quick to seize the opportunity to integrate the system into the most prevalent model of the *Lament*.

In order to install the new electronics, including the ostensibly requisite Angel ECM suite, Skobel's engineers had to make difficult choices. The least odious compromise called for most of the weight savings to come at the expense of heat sinks, though this necessitated a greater reliance on the Radical Heat Sink System. Tests demonstrated a failure rate comparable to the LMT-2R, which was deemed "acceptable enough." MechWarriors are still actively discouraged from "button mashing" outside of the direst of circumstances.

Drawbacks aside, Colonel Kogara's interest in this 'Mech's unique capabilities led Stone's Fury to requisition the bulk of the initial production run. Training scenarios have been based on the Solaris VII experiences and are geared toward the LMT-2D bringing small drones like the *Celerity* into a close support role for accompanying conventional forces. For the most part, these scenarios have shown promise, though battle armor troops are balking at using the OmniMech drone for rapid, targeted deployment, with "suicidal" still being a common remark.

The tightened restrictions on already-limited drone deployment outside of the Prefecture in the early 3140s have meant that this newest *Lament* has not seen action beyond the Wall as of yet. This is likely to change in the near future.

Type: **Lament**

Technology Base: Inner Sphere (Advanced)

Tonnage: 65

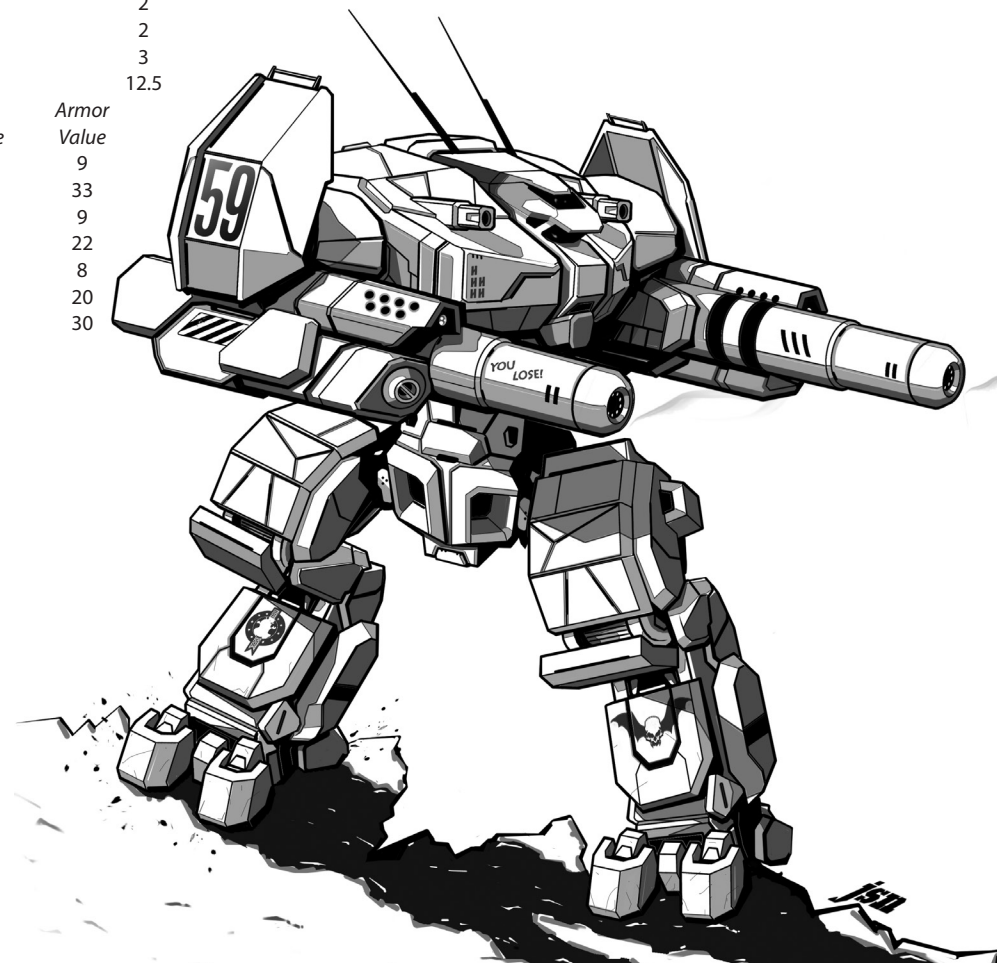
Battle Value: 2,044

## Equipment

		Mass
Internal Structure:	Endo Steel	3.5
Engine:	325 XL	12
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:	XL	2
Cockpit:		3
Armor Factor (Light Ferro):	211	12.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	21	33
Center Torso (rear)		9
R/L Torso	15	22
R/L Torso (rear)		8
R/L Arm	10	20
R/L Leg	15	30

Weapons and Ammo	Location	Critical	Tonnage
Heavy PPC	RA	4	10
ER Medium Laser	RT	1	1
Radical Heat Sink System	RT	3	4
Drone Command Console	H	1	2
ER Medium Laser	LT	1	1
Angel ECM Suite	LT	2	2
Heavy PPC	LA	4	10

**Notes:** Features the following Design Quirks: Multi-Track, Protected Actuators, Difficult to Maintain, Non-Standard Parts.



EXPERIMENTAL



# TRK-4V TRISKELION

**Field Testing Summation:** Prototype Hybrid Tripod Chassis

**Producer/Site:** Rhodes Foundry / Devil's Rock

**Supervising Technician:** Liza Viertel

**Project Start Date:** 3146

**Non-Production or Recently Introduced Equipment Analysis:**  
Tripod

## Overview

Successful raids across the Wall have proven the value of the *Ares* and *Poseidon* and their three-legged locomotion to RAF. The bizarre configuration lends a surprising level of maneuverability to these otherwise plodding behemoths. It was only a matter of time before our commanders were salivating at the concept of a comparatively smaller, faster Tripod. After a brief series of meetings, RAF Procurement returned to Terra anticipating a ground-breaking new machine. The Rhodes Foundry team left the meetings with parameters for the first heavy Tripod BattleMech and carte blanche selecting construction materials and armament.

*[This is exactly the kind of thing that I was talking about before! Even with the best efforts at misdirection at our disposal, testing enhanced equipment in what amounts to a cesspool of Inner Sphere intrigue now operating under Clan control—even if it's only in the off-circuit Games—just boggles my mind. I can't believe such a project was approved, let alone got this far! -RM]*

Not surprisingly the project's greatest hurdle proved to be the specialized chassis. Engineers had enormous difficulty synching the unnatural limb arrangement to a more nimble gait. Field testing revealed numerous flaws in the prototypes: some simply proved too ungainly on uneven terrain. On at least one occasion, the prototype tripped on its own legs as the test pilots attempted to bring it up to full speed. A stable configuration was developed only after appreciable delays and numerous injuries.

Now that the major gremlins have been purged from the Republic's newest Tripod, the first handmade *Triskelions* are moving off Devil's Rock. Lacking a dedicated line of its own, plans are being drawn up to add on to the Rhodes Foundry Mars facility. Given that this new manufacturing center hasn't even broken ground, it will be some time before production meets satisfactory levels. Even then the *Triskelion's* superheavy brethren may take priority.

The small number of available *Triskelions* have been assigned to the Sixteenth Hastati Sentinels for training and final field trials. As of this report, they've only been on one foray beyond the Wall, first taking hostile fire as part of a larger force raiding Ruchbah in late 3148. The new 'Mechs performed admirably, each claiming several destroyed or disabled 'Mechs and combat vehicles of the First Liao Guards. The only consistent complaint from the crews was spotty functionality of the Artemis V FCS. Rhode's techs are already working to diagnose the issue before more examples enter

service. Equally satisfying to the *Triskelion's* performance was the intercepted chatter from the raid. More than a few Capellans reported an oddly configured 'Mech "dancing with unnerving grace" across the battlefield. We can only hope that all our foes are just as rattled by these unique machines.

Type: **Triskelion**

Technology Base: Mixed Inner Sphere (Advanced)

Tonnage: 75

Battle Value: 2,837

## Equipment

Internal Structure: Endo-Composite

Engine: 375 XL (C)

Walking MP: 5

Running MP: 8

Jumping MP: 0

Heat Sinks (C): 15 [30]

Gyro: 4

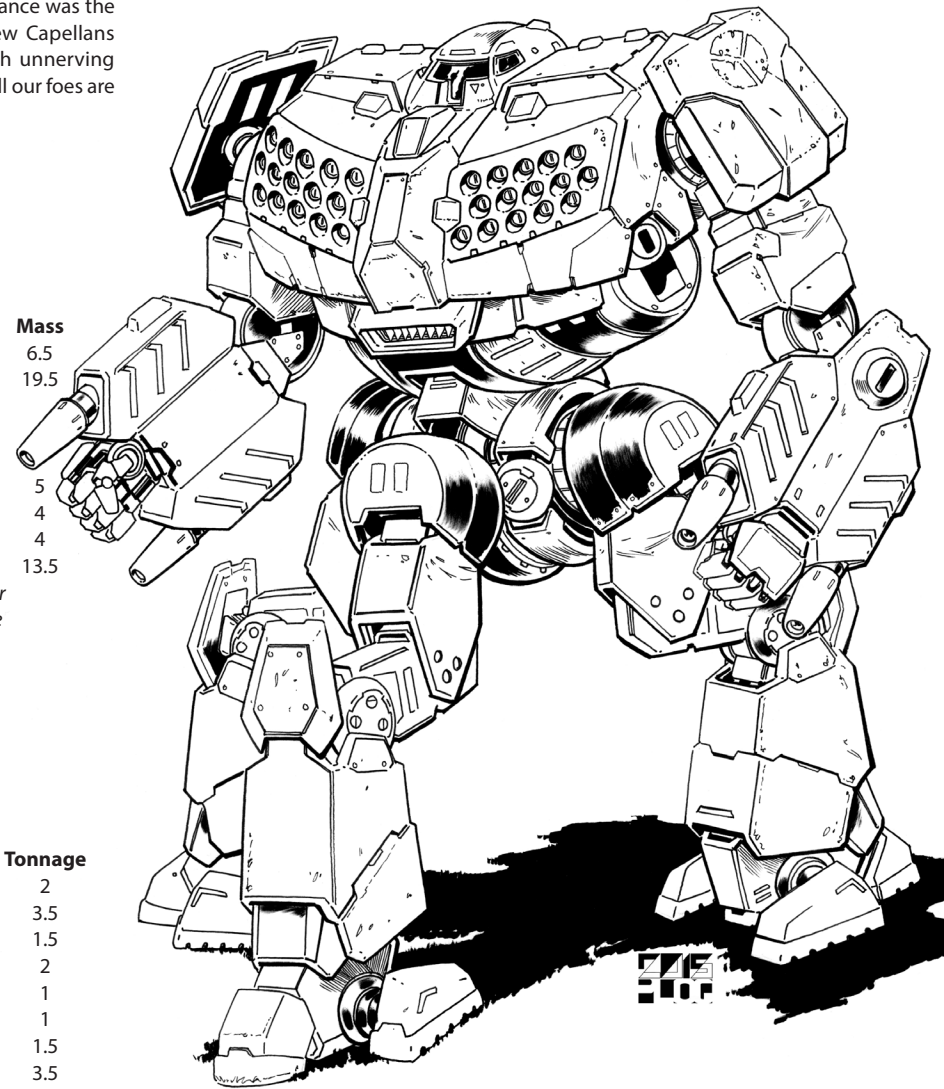
Cockpit: 4

Armor Factor (Ferro, C): 259

	Internal Structure	Armor Value
Head	3	9
Center Torso	23	35
Center Torso (rear)		10
R/L Torso	16	24
R/L Torso (rear)		8
R/L Arm	12	24
R/C/L Leg	16	31

Weapons and Ammo	Location	Critical	Tonnage
2 ER Medium Lasers (C)	RA	2	2
LRM 15 (C)	RT	2	3.5
Artemis V FCS (C)	RT	2	1.5
Ammo (LRM) 16	RT	2	2
CASE II	RT	1	1
Targeting Computer	H	1	1
Guardian ECM Suite	CT	2	1.5
LRM 15 (C)	LT	2	3.5
Artemis V FCS (C)	LT	2	1.5
Ammo (LRM) 16	LT	2	2
CASE II	LT	1	1
2 ER Medium Lasers (C)	LA	2	2

**Notes:** Features the following Design Quirks: Distracting, Difficult Ejection, Prototype.



EXPERIMENTAL

# UABM-2R LICH

**Field Testing Summation:** Production Hybrid Chassis

**Producer/Site:** RAF Manufacturing Center Providence / Terra

**Supervising Technician:** Dr. Christopher Chapman

**Project Start Date:** 3140

**Non-Production or Recently Introduced Equipment Analysis:**

HarJel II Repair Systems

## Overview

Running increasingly low on qualified MechWarriors, the Word of Blake turned to robotic drone BattleMechs to boost ground defenses in the Terran system. While the *Revenant* was the most common of the drones encountered during the fighting for Terra, Luna and Mars, the heavyweight *Lich* was deployed in limited numbers alongside it. Where the lighter *Revenant* was designed to counter enemy infantry, the *Lich* was built to counter 'Mechs. After the enactment of the Fortress protocols, and the successful redevelopment and deployment of the *Revenant*, the Providence facilities adapted the *Lich* for Republic use.

Acting like the *Revenant's* bigger, meaner brother, the new *Lich* has several advantages over its original incarnation. Despite the newly-produced drone *Revenants* being less susceptible to hostile countermeasures, they can occasionally be immobilized by newer ECM. As such, the *Lich* builds on the lessons learned with the *Zephyr*, and mounts an Angel ECM to counter enemy suites. CASE II systems in each torso redirect damage from exploding Gauss capacitor banks away from the delicate XL engine shielding, while extra armor makes it slightly more resilient than its predecessor. HarJel II repair systems in all three torso segments further adds to this resiliency, quickly "healing" the damage from lighter hits, and lessening the impact of larger ones. Unfortunately, the extended up-time in the field is offset by increased maintenance difficulty when off it.

Theorists have postulated that it would be possible to regenerate the *Lich's* armor by subjecting it to many low caliber hits, which would trigger the HarJel systems to repair more armor than was damaged. However, given the need to withdraw the unit from combat, the difficulty in targeting specific areas without damaging others, and the time required, these claims have been dismissed.

These refinements are not without detriments. Material requirements mean the *Lich* costs nearly eight times as much as the *Revenant*. Given that one function of the drones was to be a cheap replacement for manned units, the project has failed in that regard. Scarce Clan-spec components could hinder the project further, but the usage of modular mounting systems mitigates this problem by allowing for quicker-than-normal replacement or exchange of equipment and facilitating field refits if Clan weapons are unavailable.

Type: **Lich**

Technology Base: Mixed Inner Sphere (Advanced)

Tonnage: 90

Battle Value: 1,719

## Equipment

Internal Structure:	Endo-Composite
Engine:	270 XL
Walking MP:	3
Running MP:	5
Jumping MP:	0
Heat Sinks:	10 [20]
Gyro:	
Cockpit (Small, Drone):	
Armor Factor:	272

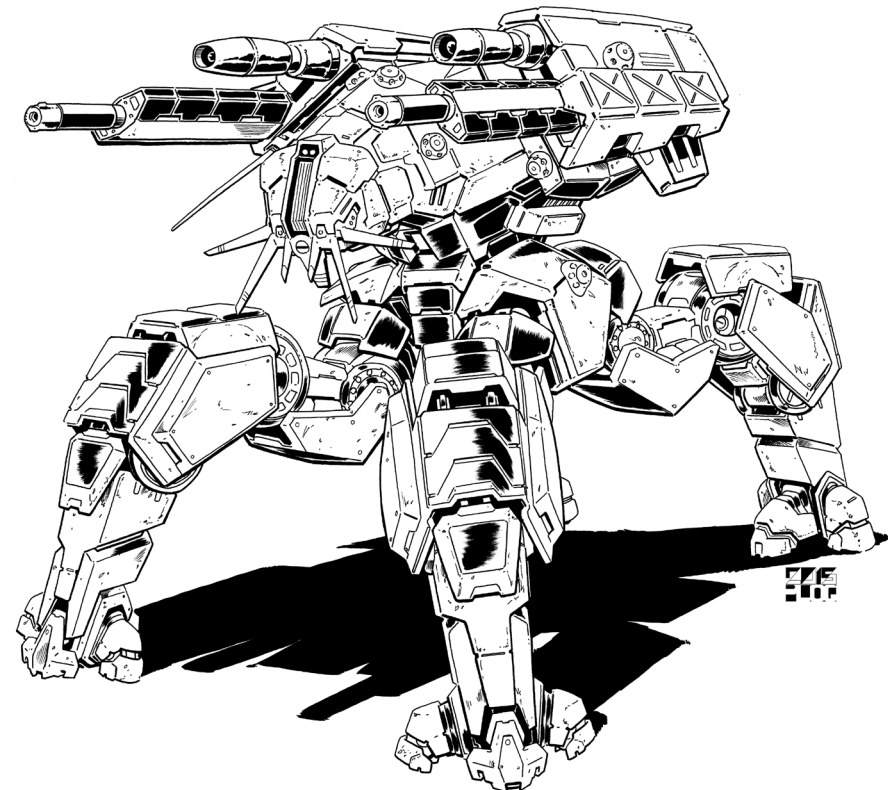
	Internal Structure	Armor Value
Head	3	9
Center Torso	29	41
Center Torso (rear)		12
R/L Torso	19	29
R/L Torso (rear)		8
R/L Front Leg	19	34
R/L Rear Leg	19	34

## Mass

Internal Structure:	7
Engine:	7.5
Heat Sinks:	0
Gyro:	3
Cockpit (Small, Drone):	2
Armor Factor:	17

Weapons and Ammo	Location	Critical	Tonnage
ER Large Laser (C)	RT	1	4
Light Gauss Rifle	RT	5	12
CASE II	RT	1	1
HarJel II Repair System (C)	RT	1	2
Angel ECM Suite	H	2	2
Drone Operating System	CT	1	9.5
HarJel II Repair System (C)	CT	1	2
ER Large Laser (C)	LT	1	4
Light Gauss Rifle	LT	5	12
CASE II	LT	1	1
HarJel II Repair System (C)	LT	1	2
Ammo (Light Gauss) 16	RFL	1	1
Ammo (Light Gauss) 16	LFL	1	1

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



EXPERIMENTAL



# PADILLA ANTI-MISSILE TANK

**Field Testing Summation:** Production Padilla Refit

**Producer/Site:** Aldis Industries / Terra

**Supervising Technician:** Captain Roderick Smith

**Project Start Date:** 3134

**Non-Production or Recently Introduced Equipment Analysis:**

Advanced Point Defense System

## Overview

With the Aegis battle armor proving the utility of the Advanced Point Defense System, RAF High Command wanted to move ahead with the original RISC version meant for use on vehicles and BattleMechs. RISC's development of the system was greatly facilitated by research feedback from the battle armor APDS mounted on the Aegis suit, and thus was deemed production-ready in record time. RAF officers overseeing the project encouraged a joint venture of the Republic's manufacturers for development and production of a vehicle yielding better performance than the Aegis while also offering defensive fire support.

Aldis Industries on Terra got the nod with its modified Padilla Tube Artillery Tank. An AMS-equipped variant of the Thumper Padilla sported above-average success rates with its point defense system, and it was hoped that performance could be duplicated via the advanced version. The missiles and traditional MainFire Point Defense AMS were thus removed in favor of two McArthur III APDS mounts, now manufactured by Blankenburg. The early part of the collaboration was smooth and uneventful, until a member of the design team offhandedly remarked, "It wouldn't be hard to tweak the Padilla like the Betelgeuse folks did with the Regulator II." Aldis engineers quickly seized on the idea of an entirely new tank offering direct fire support, as the new defensive system would stipulate deployment on the front lines.

Using the Regulator II as a template, the AMS Padilla's Thumper artillery piece was pulled for a more direct M-7 Gauss rifle, mated to an enhanced targeting system. While radically altering the combat profile, this change required little actual modification to the turret. The underlying idea that sparked this new developmental trajectory was the replacement of the Padilla's standard armor with stealth material, powered by the existing Guardian ECM suite. The tank's level of protection was not improved, but Aldis was confident that deployment alongside high-profile targets would, along with the stealth armor, keep the tank out of hostile crosshairs.

Thin armor concerns aside, the performance of the advanced point defense system and the Padilla Anti-Missile Tank as a whole was sufficiently impressive in the eyes of RAF higher-ups to approve production in 3136. After first being tested in false flag operations, Princes Guard armor companies pounced on the chance to field the advanced vehicle, often running fire support lances consisting of paired Padillas and JES III Missile Carriers.

Type: **Padilla**  
 Technology Base: Inner Sphere (Advanced)  
 Movement Type: Wheeled  
 Tonnage: 55  
 Battle Value: 1,155

Equipment		Mass
Internal Structure:		5.5
Engine:	145	6
Type:	Light Fusion	
Cruise MP:	3	
Flank MP:	5	
Heat Sinks:	10	0
Control Equipment:		3
Lift Equipment:		0
Power Amplifier:		0
Turret:		2.5
Armor Factor (Stealth):	120	7.5
	<i>Armor Value</i>	
Front	28	
Front R/L Side	25/25	
Rear	20	
Turret	22	

## Weapons and Ammo

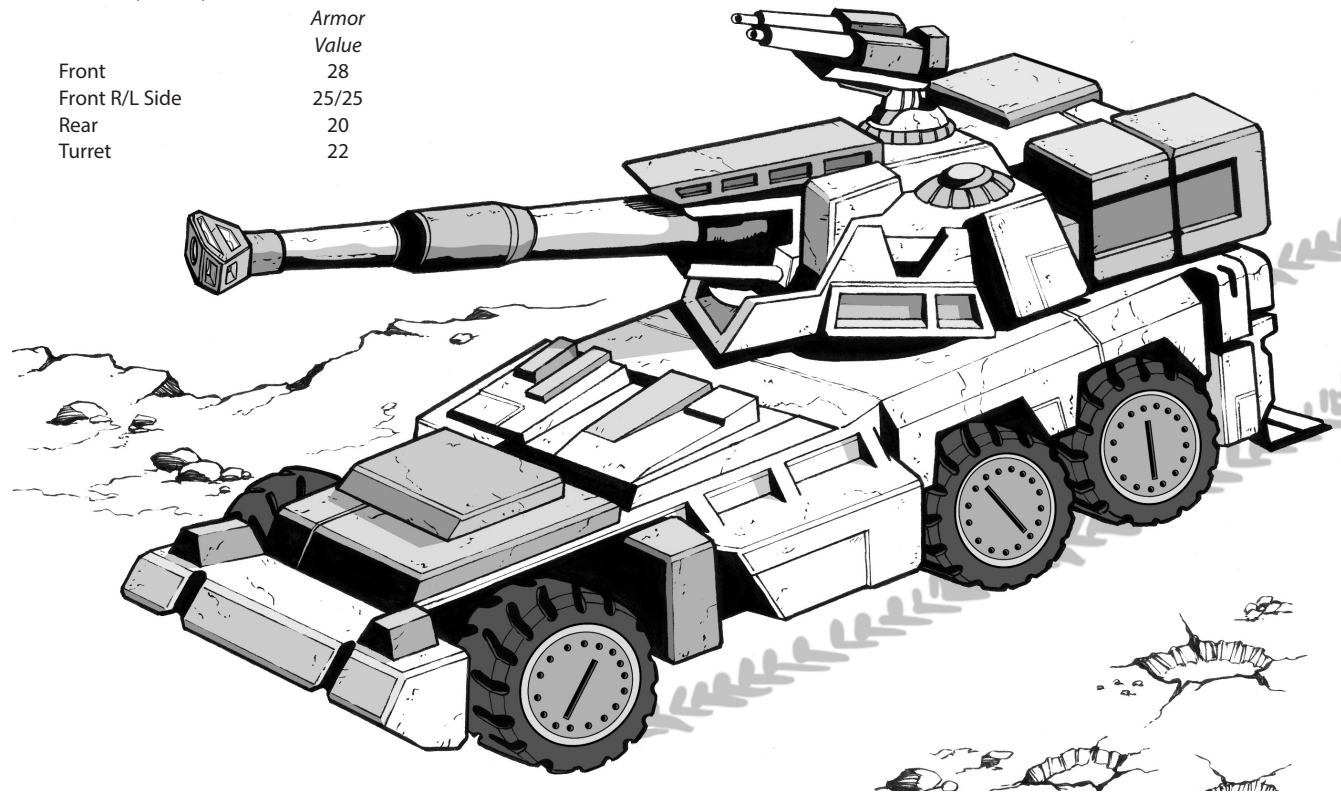
Gauss Rifle  
 Ammo (Gauss) 16  
 Targeting Computer  
 2 APDS  
 Ammo (APDS) 24  
 Guardian ECM Suite

## Location

Turret  
 Body  
 Body  
 Turret  
 Body  
 Body

## Tonnage

15  
 2  
 4  
 6  
 2  
 1.5



EXPERIMENTAL

# CLAN INTERFACE ARMOR

## Field Testing Summation: Production Interface Armor

Hybrid Chassis

**Producer/Site:** Unknown

**Supervising Technician:** Unknown

**Project Start Date:** early 3080s

### Non-Production or Recently Introduced Equipment Analysis:

BattleMech Neural-Interface Unit

## Overview

*[The following is extrapolated data and conjecture, but it will have to do until we get more evidence from the field. —RM]*

The Word of Blake's "Machina Domini" program was in its infancy when the Regulans razed Gibson. Only a handful of prototypes escaped that world's fate, and the Republic went to great lengths to ensure their destruction. This tech was a secret that needed to die with the Word, but rumor has kept it alive in the shadows for decades. It is rumor no more. In a sick bit of irony, the Master's machines now serve the very enemy he sought to eradicate.

Aggressive Clan MechWarriors used Enhanced Imaging neural implants for years before the Smoke Jaguars expanded it for their ProtoMech experiment. The Word developed a similar Vehicular Direct-Neural Interface separately, and by using captured ProtoMechs as a basis, created their experimental Interface Armor, mating man and 'Mech like never before. Though superficially different, the Clan version appears functionally identical. What we're left to address is, have the Clans adapted their EI implants into full VDNI, or have they simply modified an Interface Cockpit to work with existing EI technology?

Archive data on WoB Interface Armor reveals a secondary function of anti-infantry terror tactics. The Clan version seems geared toward MechWarrior survival, indicating the Clans have finally put a price on the value of life. Modular slots accommodating an assortment of mission-specific gear also suggest roles of scouting and infiltration—shunned duties among the Clans, which could be why this armor has gone unnoticed for so long. Nobody closely monitors *solahma*, or the "incompetent" Clan Watch.

Clan Hell's Horses appears to be the originator of this horror, which we now believe debuted on the *Parash*. The Clans have always been slow to adopt change, and doubly slow for such radical technologies, but the last decade of war may have provided the necessary impetus, especially with the likes of Malvina Hazen upping the ante of accepted doctrine. The best confirmed sighting was on Kalidasa, where an ejected Wolf warrior killed several ground troops before escaping. *[The Wolves had decades to Trial for this technology when they shared a border with the Horses, and Lord knows the Sea Foxes have their fingers in every pie. The Ravens are too poor, and the Bears too hidebound, but once the Jade Falcons start deploying interface BattleMechs, we may as well call it a day. With this technology in play, fighting the Clans will become a nightmare all over again. —RM]*

**Type:** Clan Interface Armor

**Manufacturer:** Unknown

**Primary Factory:** Unknown

**Equipment Rating:** F/X-X-X-F

**Tech Base:** Mixed Clan (Experimental)

**Chassis Type:** Humanoid

**Weight Class:** PA(L)

**Maximum Weight:** 200 kg

**Battle Value:**

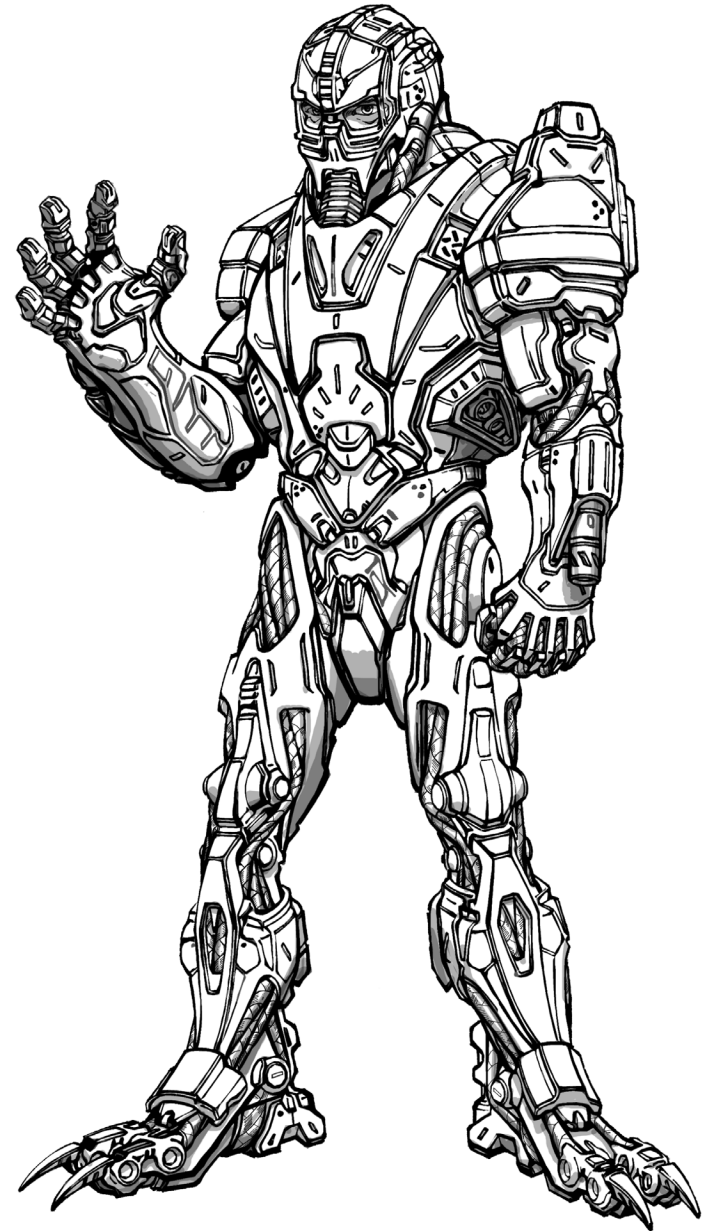
7

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

**Notes:** Features the following Design Quirk: Non-Standard Parts.

Equipment	Slots	Mass
Chassis:		130 kg
Motive System:		
Ground MP:	3	50 kg
Jump MP:	0	0 kg
Manipulators:		
Right Arm:	Armored Glove	0 kg
Left Arm:	Armored Glove	0 kg
Armor:	Standard	50 kg
Armor Value:	2 + 1 (Trooper)	

Weapons and Equipment	Location	Slots (Capacity)	Mass
Mission Equipment	RA	1	30 kg
Anti-Personnel Weapon Mount	RA	1	5 kg
Mission Equipment	LA	1	30 kg
Anti-Personnel Weapon Mount	LA	1	5 kg
Neural-Interface Unit (IS)	Body	2	100 kg



EXPERIMENTAL



# AEGIS POINT DEFENSE SUIT

**Field Testing Summation:** Production Angerona Refit

**Producer/Site:** Rhodes Foundry Ltd., Devil's Rock

**Supervising Technician:** Olivia Messiaen

**Project Start Date:** 3132

**Non-Production or Recently Introduced Equipment Analysis:**

Advanced Point Defense System

## Overview

*[RISC's technological output has generally fallen somewhere between "failure" and "lunacy" and many do not realize that the increasingly common advanced point defense system originated from the institute. All it takes to make the jump from dangerous pipe dream to production item, after all, is a perceived need and a financial backer. —RM]*

As the Rhodes Project neared fruition in the early 3130s, one aspect of our new super weapon became apparent: for all the improved firepower, armor thickness and psychological impact, the Colossus superheavies were huge, nigh-unmissable targets. An *Ares* could outshoot any and all challengers in a direct-fire match-up, but existing point defense systems were ineffectual against indirect missile bombardment.

A tech involved in fine-tuning the *Ares*' Omni capabilities chanced upon a routine report on the Advanced Point Defense System. In a detailed analysis, she convinced Rhodes that it could be adapted to battle armor use, turning the armored troopers into protectors rather than direct combatants. With mechanized deployment on the *Ares* itself, the accompanying squad could independently engage incoming flights of missiles.

A two-tiered project at Devil's Rock first focused on creating a compact APDS to fit on battle armor. In the meantime, an unaffiliated source was selected to provide a proven, functional chassis for the basic suit itself. StarCorps—suppliers of the Angerona—became an obvious candidate, if only for the fact that the Republic had a long and solid partnership with the company. This made the ordering of a whole batch of stripped-down Angerona suits hardly worth a second glance from anyone. On Devil's Rock, these skeletal chassis would then be refit with the new APDS. The resulting armor, while nearly identical in appearance, was so radically different in role and performance that it was aptly renamed Aegis.

The Aegis earned its laurels during the false-flag actions of the 3130s, but its mettle was also tested during actions against the resurgent Com Guard. Two squads formed part of the escort for an *Ares* while approaching a First Division stronghold. Threat indicators squealed as a flight of Thunderbolt missiles arced from behind a nearby embankment. Nearly the whole volley was weeded out by the ADPS, with the colossal 'Mech only taking a single missile hit to its left leg. 'Mech and battle armor alike turned their attention to the source, uncovering a Level II of Thunderbolt-20-equipped gun trailers. The Aegis troopers concentrated on swatting frantically launched missiles while the *Ares* made short work of the trailers themselves. Within moments, the would-be ambushers were twisted wrecks. The superheavy and its escort continued to their original destination none the worse for the encounter.

**Type:** Aegis

**Manufacturer:** Rhodes Foundry Ltd.

**Primary Factory:** Devil's Rock

**Equipment Rating:** E/X-X-X-E

**Tech Base:** Inner Sphere (Advanced)

**Chassis Type:** Humanoid

**Weight Class:** Medium

**Maximum Weight:** 1,000 kg

**Battle Value:**

35

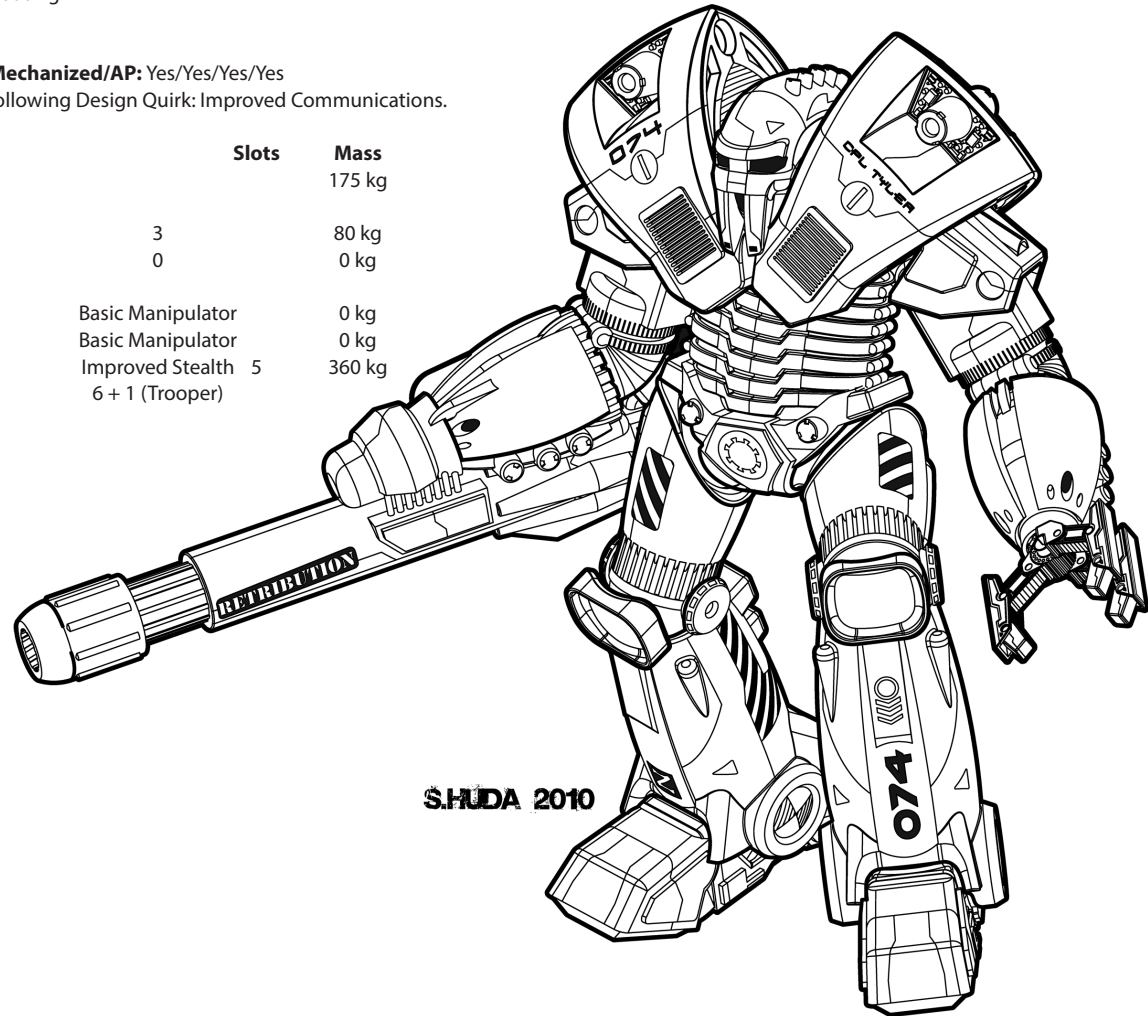
**Swarm/Leg Attack/Mechanized/AP:** Yes/Yes/Yes/Yes

**Notes:** Features the following Design Quirk: Improved Communications.

## Equipment

	Slots	Mass
Chassis:		175 kg
Motive System:		
Ground MP:	3	80 kg
Jump MP:	0	0 kg
Manipulators:		
Right Arm:	Basic Manipulator	0 kg
Left Arm:	Basic Manipulator	0 kg
Armor:	Improved Stealth 5	360 kg
Armor Value:	6 + 1 (Trooper)	

Weapons and Equipment	Location	Slots (Capacity)	Mass
BA APDS (18)	RA	2	380 kg
Anti-Personnel Weapon Mount	LA	1	5 kg



SHUDA 2010

EXPERIMENTAL

# GRENADIER II BATTLE ARMOR

**Field Testing Summation:** Production Grenadier Mk. II Hybrid Suit

**Producer/Site:** General Motors, Talcott

**Supervising Technician:** Michael Lumbers

**Project Start Date:** 3137

**Non-Production or Recently Introduced Equipment Analysis:**

Battle Armor Tube Artillery (Configuration D)

## Overview

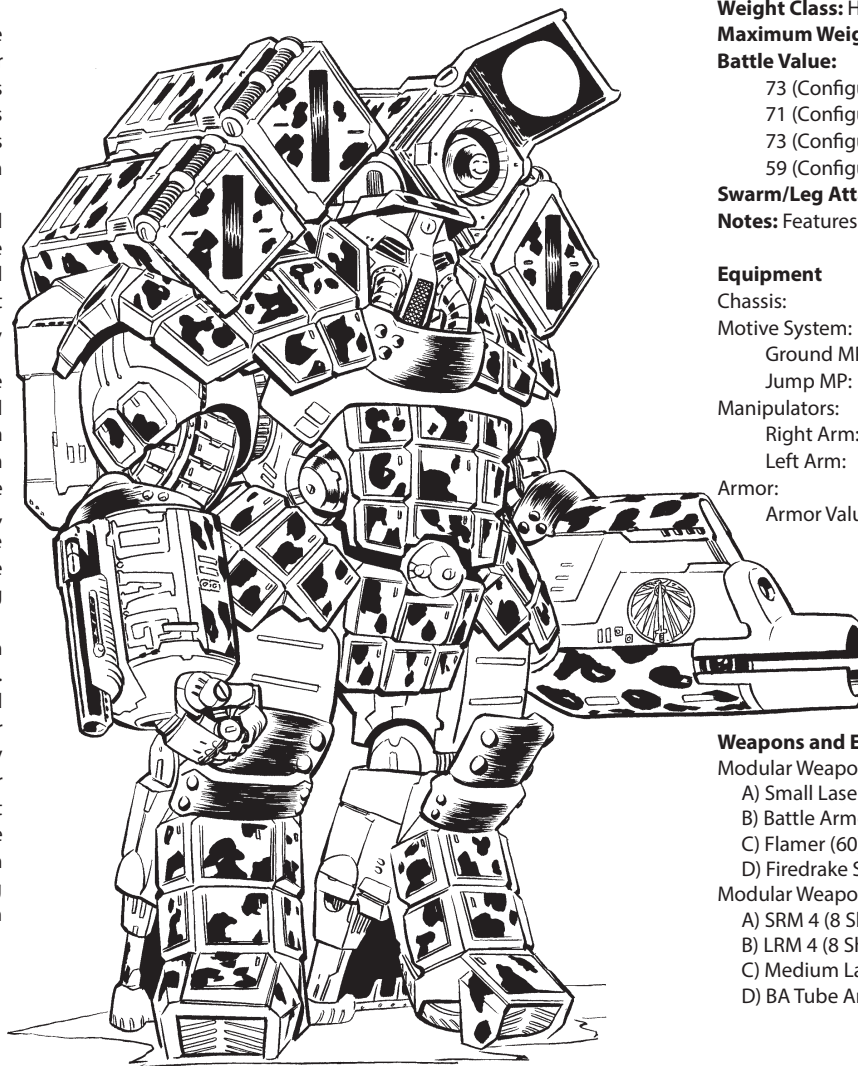
The AFFS has proven stubbornly resistant to fielding heavy battle armor, preferring instead the higher mobility of mediums or the greater power of assault suits. The Grenadier II may be the battlesuit that changes that, although it is still an uncommon sight outside of a few elite commands thanks to its high procurement and support costs. The RAF also fields several examples of this suit, having acquired them clandestinely via Republic-friendly agencies in the Federated Suns.

While the reputation for complexity does the Mk. II no favors, and even those personnel trained on Clan technology find the suit a challenge to maintain, that same advanced gear is the key to the suit's battlefield performance. The mating of Clan and Sphere systems produced a suit that has firepower equal to the assault-weight Grenadier, but in a tougher, lighter package.

The new Grenadier II has been in constant use since its debut. The First Davion Guards had just received Mk. IIs when they were sent to aid the Republic, pairing the suits with Ziblers from the Eighteenth Shubuta Recon Regiment. Matched with the dual C<sup>3</sup> Master variant of the Maxim for command and control, these Zibler and Grenadier II companies were used as quick reaction forces against the Senate rebels. Again and again, they frustrated Connor Rhys-Monroe's troops attempting to cross the Marne and envelop the First's flanks. The targeting data provided by the swift hovercraft allowed Grenadiers to make pinpoint LRM attacks at long range, devastating the rebel troops.

Although grateful for the gift of the Grenadier IIs and the First Davion Guard's assistance, the RAF was careful to keep one configuration to itself. Impatient for deliveries of the Centaur, Grenadier II commanders mated the new Battle Armor Artillery to the Davion battlesuit. The Republic later exploited this capability to help mask covert raids outside the Fortress by using Mk. IIs on raids where the foe would be allowed to observe their attackers. Seeing what appeared to be Davion troops helped divert suspicion of Republic involvement, with counterattacks targeting the Suns instead. This stratagem only changed when the pact between Julian Davion and the Republic was renewed in 3146. Having self-supporting artillery deployed by battle armor also added to the Capellans' confusion on Marlette.

Mobile, well-protected and a great weapons platform, the Grenadier II has become a standard support battle suit of the Federated Suns despite the maintenance issues. The ultimate success of its Clan tech armor plating has even led to a ground-up revamp of the Cavalier with the same compounds.



**Type:** Grenadier Mk. II

**Manufacturer:** GM

**Primary Factory:** Talcott

**Equipment Rating:** F/X-X-X-E

**Tech Base:** Mixed Inner Sphere (Experimental—Configuration D)

**Chassis Type:** Humanoid

**Weight Class:** Heavy

**Maximum Weight:** 1,500 kg

**Battle Value:**

73 (Configuration A)

71 (Configuration B)

73 (Configuration C)

59 (Configuration D)

**Swarm/Leg Attack/Mechanized/AP:** No/No/Yes/No

**Notes:** Features the following Design Quirk: Difficult to Maintain.

Equipment	Slots	Mass
Chassis:		300 kg
Motive System:		
Ground MP:	2	80 kg
Jump MP:	0	0 kg
Manipulators:		
Right Arm:	Basic Manipulator	0 kg
Left Arm:	None	0 kg
Armor:	Standard Stealth (C) 4	420 kg
Armor Value:	12 + 1 (Trooper)	

Weapons and Equipment	Location	Slots (Capacity)	Mass
Modular Weapon Mount	LA	1 (1)	10 kg
A) Small Laser (60)	—	1	205 kg
B) Battle Armor C <sup>3</sup> System	—	1	250 kg
C) Flamer (60)	—	1	175 kg
D) Firedrake Support Needler (60)	—	1	55 kg
Modular Weapon Mount	Body	1 (5)	10 kg
A) SRM 4 (8 Shots) (C)	—	4	460 kg
B) LRM 4 (8 Shots) (C)	—	5	407 kg
C) Medium Laser (30)	—	3	500 kg
D) BA Tube Artillery (8 Shots)	—	5	620 kg



# LEVIATHAN III

**Field Testing Summation:** Production Leviathan III Hull

**Producer/Site:** Alshain Naval Yards

**Supervising Technician:** Scientist General Gwendolyn (Agassiz)

**Project Start Date:** late 3130s?

**Non-Production or Recently Introduced Equipment Analysis:**

Clan PPC Capacitors

## Overview

The Rasalhague Dominion navy took two lessons away from the Jihad: WarShips are incredibly expensive, inefficient, and easily destroyed by lighter craft—but when orbital supremacy absolutely, positively needs to be achieved, there is no substitute for a heavy battleship. With *Leviathan*-class battleships present at Luthien, Dieron, and Terra, the Dominion's assaults succeeded. When facing heavy opposition without such assets—as over New Earth—their assaults failed. The implication was clear.

The expansion of the Dominion's aerospace sibkos after Gray Monday was not unexpected, and when *Aesir* production ramped up, most intelligence agencies felt the Dominion was merely expanding its DropShip navy. That changed late last year when the DMI acquired an internal Dominion report on a huge ship taking shape in the Alshain Naval Yards. Though this vessel has yet to launch, the following is an extrapolation of the monster based on the reports, tentatively dubbed *Leviathan III*.

Based on the *Leviathan*-class hull, the Dominion looks to have incorporated the lessons of the Second Combine-Dominion War. The *Leviathan III* seems to feature twenty docking collars instead of fighter launch doors. This would shift the responsibility for supplying the aerospace complement onto the DropShips being transported. It is presumed that this ship mounts a modified version of the *Leviathan II*'s armament, optimized for fighting at extreme ranges, but defensive weaponry appears to be part of the project as well, in order to prevent enemy fighters from getting within nuclear attack range.

Implications of a new *Leviathan* derivative are dire. The battleship seems designed mainly as a transport for DropShip Stars, a role that could be served by JumpShips. But the mere fact mere fact that the Dominion is turning its focus back toward such monolithic craft—and is likely to succeed in the endeavor—bodes ill for the Republic, as the pacts once forged between us and the Bears have been forgotten. Carrying eight *Aesirs* would give this vessel a total aerospace fighter complement equal to that of the fearsome *Rasalhague*. No one knows what the remaining collars will carry; even if the ship is serviced by trios of *Aqueducts* and *Mammoths*, it could still accommodate another full assault DropShip Star.

Fear of sabotage over the last decade has seen security at Clan shipyards improved so that access is nearly impossible, but ongoing probes by the DMI have revealed rumors of further construction at Quatre Belle. Should the impetus behind a *Leviathan III* be the resumption of the joint Bear-Raven WarShip construction, the combination of the Dominion's production base with the Alliance's intrinsic naval know-how could well prove invincible.

[I don't think I really need to point out that if the Dominion and even the Alliance are getting new—and huge—WarShips into service, we can only meet them on a diplomatic playing field. The Republic needs to get on that, and drive a wedge between inter-Clan relationships immediately. —RM]

**Tech:** Clan (Advanced)

**Introduced:** 3150

**Mass:** 2,400,000 tons

**Length:** 1623 meters

**Sail Diameter:** 1560 meters

**Fuel:** 15,000 tons (37,500 points)

**Tons/Burn-day:** 39.52

**Safe Thrust:** 3

**Maximum Thrust:** 5

**Sail Integrity:** 9

**KF Drive Integrity:** 46

**Heat Sinks:** 10,000 (20,000)

**Structural Integrity:** 150

**Battle Value:** 395,896

## Armor

**Fore:** 1,000

**Fore-Sides:** 1,000

**Aft-Sides:** 1,000

**Aft:** 1,000

## Cargo

Bay 1: Fighter Bay (60) 5 Doors  
 Bay 2: ARTS Small Craft Bay (10) 2 Doors  
 Bay 3: Cargo (51,459 tons) 12 Doors

**DropShip Capacity:** 20

**Grav Decks:** 8 (six 95-, two 185-meter diameter)

**Escape Pods:** 150

**Life Boats:** 150

**Crew:** 170 officers, 484 enlisted/non-rated, 216 gunners, 225 Elemental troopers (45 points), 120 bay personnel

**Notes:** Equipped with 5,373 tons of Lamellar Ferro-carbide armor, a lithium-fusion battery system, and HPG.

## Weapons:

Arc (Heat) Type	Short	Medium	Long	Extreme	Class
<b>Noise (2,519 Heat)</b>					
10 ER Large Lasers, 17 (170)	17 (170)	10 (100)	10 (100)	—	Laser
10 ER Medium Lasers					
5 Large Pulse Lasers, 9 (85)	9 (85)	5 (50)	—	—	Pulse Laser
5 Medium Pulse Lasers					
8 Gauss Rifles, 12 (120)	12 (120)	12 (120)	—	—	AC
(600 rounds)					
5 ATM 12, 12 (120)	8 (80)	4 (40)	4 (40)	—	ATM
(500 rounds)					
5 LRM 20+Artemis V, 8 (80)	8 (80)	8 (80)	—	—	LRM
(504 rounds)					
5 AMS (1,008 rounds) 2 (15)†	—	—	—	—	AMS
5 Laser AMS, 2 (15)†	—	—	—	—	AMS
2 Heavy N-Gauss, 60	60	60	60	60	Capital Gauss
(200 rounds)					
3 NAC/20 (300 rounds) 60	60	60	60	—	Capital AC
4 Heavy NPPC, 60	60	60	60	60	Capital PPC
12 NLS5, 66	66	66	66	66	Capital Laser
2 AR10, *	*	*	*	*	Capital Missile
(25 KW, 50 WS, 100 B)					
<b>FR/FL (2,319 Heat)</b>					
10 ER Medium Lasers, 7 (70)	7 (70)	—	—	—	Laser
5 Med. Pulse Lasers, 4 (35)	4 (35)	—	—	—	Pulse Laser
6 ATM 12, 14 (144)	10 (96)	5 (48)	5 (48)	—	ATM
(600 rounds)					
6 LRM 20+Artemis V, 10 (96)	10 (96)	10 (96)	—	—	LRM
(600 rounds)					
5 AMS, 2 (15)†	—	—	—	—	AMS
(1,008 rounds)					
5 Laser AMS, 2 (15)†	—	—	—	—	AMS
3 NAC/20 (300 rounds) 60	60	60	60	—	Capital AC
4 Heavy NPPC, 60	60	60	60	60	Capital PPC
12 NLS5, 66	66	66	66	66	Capital Laser
2 AR10, *	*	*	*	*	Capital Missile
(25 KW, 50 WS, 100 B)					
<b>RBS/LBS (2,563 Heat)</b>					
10 ER Large Lasers, 10 (100)	10 (100)	10 (100)	10 (100)	—	Laser
5 ER PPC+Capacitors, 10 (100)	10 (100)	10 (100)	—	—	PPC
5 Large Pulse Lasers, 9 (85)	9 (85)	5 (50)	—	—	Pulse Laser
5 Medium Pulse Lasers					
9 ATM 12, 22 (216)	14 (144)	7 (72)	7 (72)	—	ATM
(900 rounds)					
9 LRM 20+Artemis V, 14 (144)	14 (144)	14 (144)	—	—	LRM
(900 rounds)					
2 Heavy N-Gauss, 60	60	60	60	60	Capital Gauss
(200 rounds)					
12 NLS5, 66	66	66	66	66	Capital Laser
12 NLS5, 66	66	66	66	66	Capital Laser
3 Stingray, 11 (105)	11 (105)	—	—	—	Capital Missile
(150 missiles)					
3 Stingray, 11 (105)	11 (105)	—	—	—	Capital Missile
(150 missiles)					

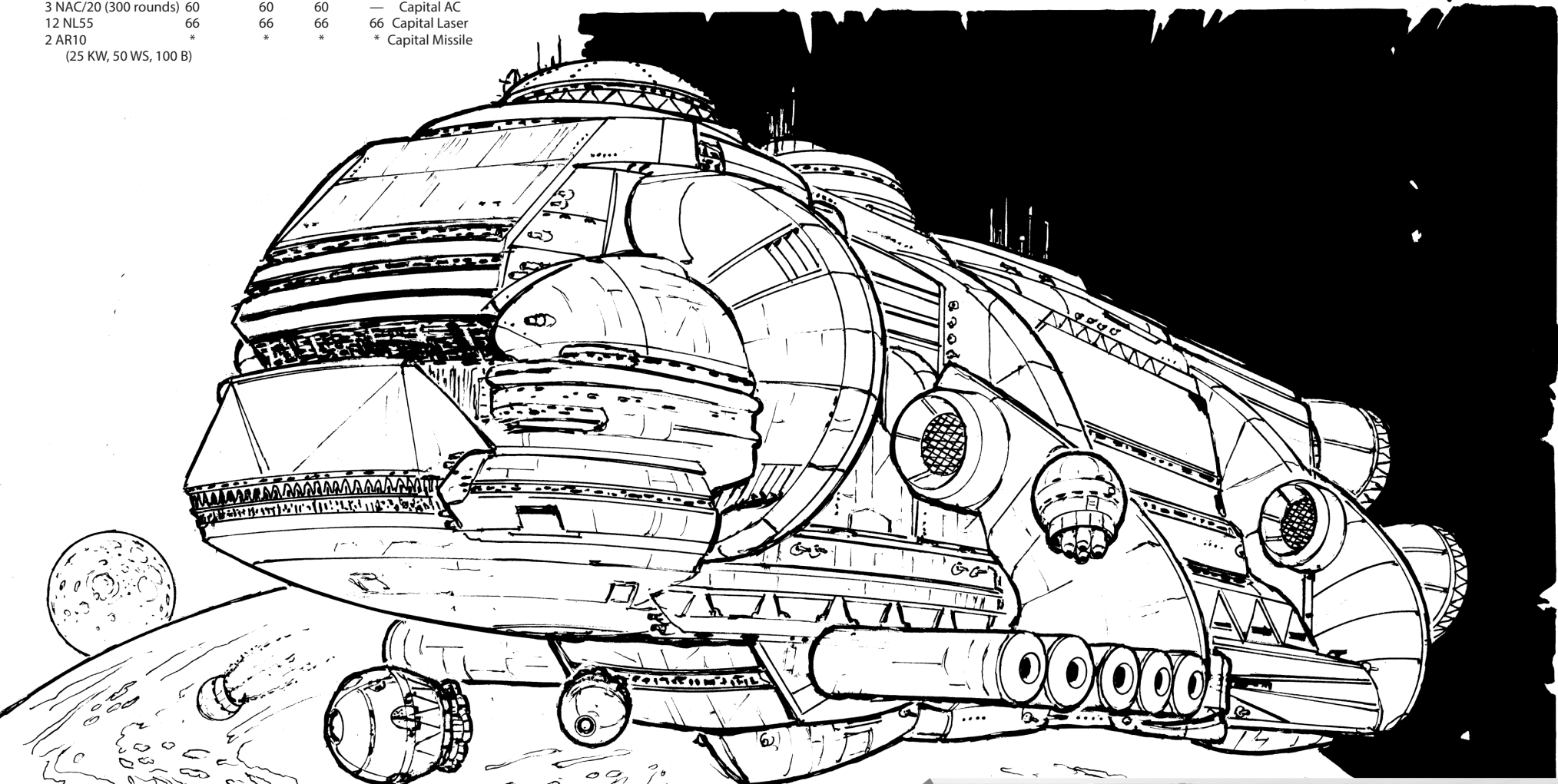
# LEVIATHAN III

Weapons: Arc (Heat) Type	Capital Attack Values (Standard)				
	Short	Medium	Long	Extreme	Class
<b>AR/AL (1,489 Heat)</b>					
10 ER Medium Lasers	7 (70)	7 (70)	—	—	Laser
5 Med. Pulse Lasers,	4 (35)	4 (35)	—	—	Pulse Laser
6 ATM 12 (600 rounds)	14 (144)	10 (96)	5 (48)	5 (48)	ATM
6 LRM 20+Artemis V (600 rounds)	10 (96)	10 (96)	10 (96)	—	LRM
5 AMS (1,008 rounds)	2 (15)†	—	—	—	AMS
5 Laser AMS	2 (15)†	—	—	—	AMS
3 NAC/20 (300 rounds)	60	60	60	—	Capital AC
12 NL55	66	66	66	66	Capital Laser
2 AR10 (25 KW, 50 WS, 100 B)	*	*	*	*	Capital Missile

Weapons: Arc (Heat) Type	Capital Attack Values (Standard)				
	Short	Medium	Long	Extreme	Class
<b>Aft (1,163 Heat)</b>					
10 ER Large Lasers	10 (100)	10 (100)	10 (100)	10 (100)	Laser
5 Large Pulse Lasers	9 (85)	9 (85)	5 (50)	—	Pulse Laser
5 Medium Pulse Lasers	—	—	—	—	—
8 Gauss Rifles (600 rounds)	12 (120)	12 (120)	12 (120)	—	AC
5 ATM 12 (500 rounds)	12 (120)	8 (80)	4 (40)	4 (40)	ATM
5 LRM 20+Artemis V (504 rounds)	8 (80)	8 (80)	8 (80)	—	LRM

Weapons: Arc (Heat) Type	Capital Attack Values (Standard)				
	Short	Medium	Long	Extreme	Class
<b>Aft (Continued)</b>					
5 AMS (1,008 rounds)	2 (15)†	—	—	—	AMS
5 Laser AMS	2 (15)†	—	—	—	AMS
4 Heavy NPPC	60	60	60	60	Capital PPC
2 AR10 (25 KW, 50 WS, 100 B)	*	*	*	*	Capital Missile

\* By Missile Type (Heat factored as Killer Whale)  
† Only against missiles.



## EXPERIMENTAL



# BATTLETECH

## QUADVEE RECORD SHEET

### 'MECH DATA

Type: **Notos Prime**

Tonnage: 60 Tech Base: Clan (Advanced)

Era: Dark Age

Movement Points:

BattleMech Mode

Vehicle Mode

Walking: 5

Cruising: 6

Running: 8 [10]

Flank: 9

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	CT	4	7 [P]	-	4	8	12
2	Medium Pulse Laser	RT	4	7 [P]	-	4	8	12
2	Medium Pulse Laser	LT	4	7 [P]	-	4	8	12
1	Targeting Computer	LT	-	[E]	-	-	-	-

BV: 2,335

### WARRIOR DATA

Pilot: \_\_\_\_\_

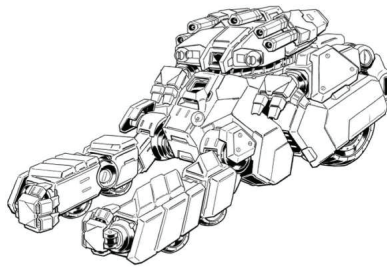
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

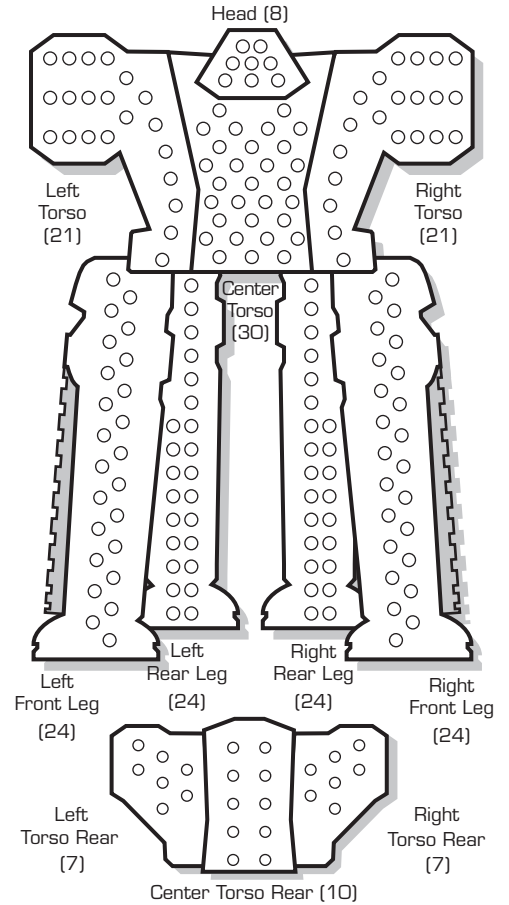
Gunner: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Head

- Life Support
- Sensors
- Cockpit (Pilot)
- Cockpit (Gunner)
- Sensors
- Life Support

#### Left Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Wheels

#### Right Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Wheels

#### Center Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Medium Pulse Laser
  - Roll Again
- 4-6

#### Left Torso

- XL Fusion Engine
  - XL Fusion Engine
  - Medium Pulse Laser
  - Medium Pulse Laser
  - Targeting Computer
  - Targeting Computer
- 1-3

#### Right Torso

- XL Fusion Engine
  - XL Fusion Engine
  - Medium Pulse Laser
  - Medium Pulse Laser
  - Supercharger
  - Endo Steel
- 1-3

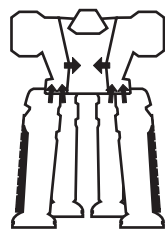
Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

#### Left Rear Leg

- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Conversion Gear
  - Wheels
- 4-6

#### Right Rear Leg

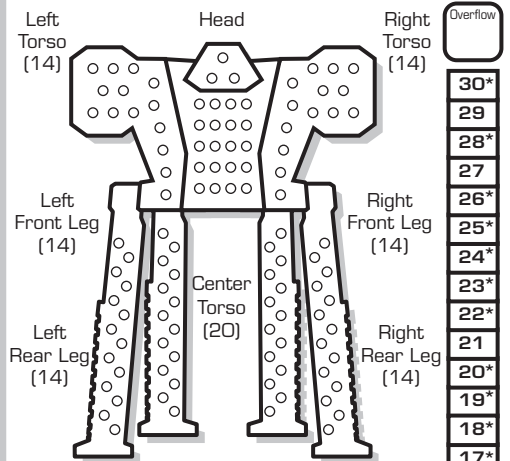
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Conversion Gear
  - Wheels
- 4-6



Damage Transfer Diagram



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Scale

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

## QUADVEE RECORD SHEET

### 'MECH DATA

Type: **Notos A**

Tonnage: 60 Tech Base: Clan (Advanced)

Era: Dark Age

Movement Points:

BattleMech Mode

Vehicle Mode

Walking: 5

Cruising: 6

Running: 8

Flank: 9

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HAG/20	RT	4	20 [C,F,X]	2	8	16	24
2	ER Small Laser	LT	2	5 [DE]	-	2	4	6

BV: 1,528

### WARRIOR DATA

Pilot: \_\_\_\_\_

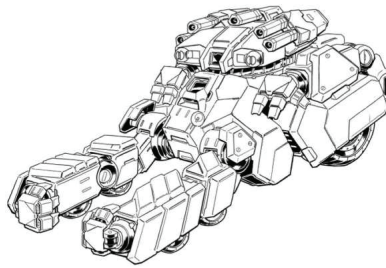
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

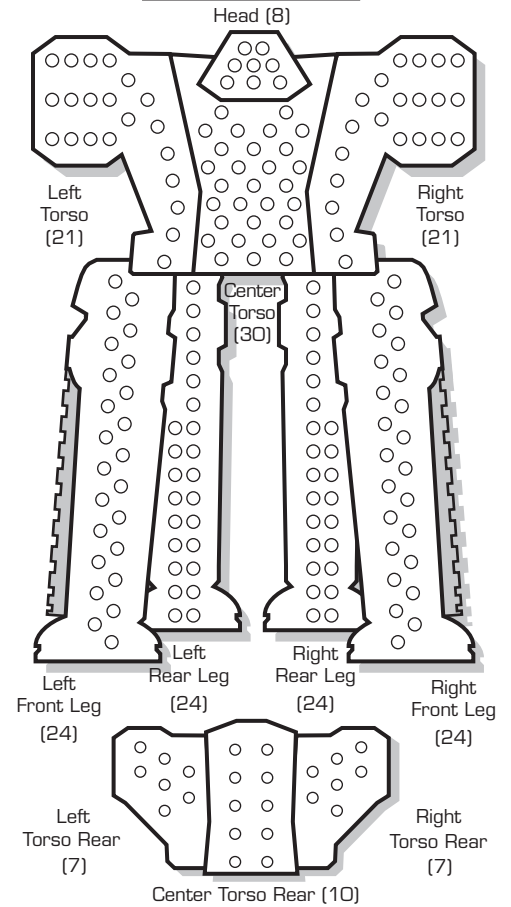
Gunner: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Head

- Life Support
- Sensors
- Cockpit (Pilot)
- Cockpit (Gunner)
- Sensors
- Life Support

#### Left Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Wheels

#### Right Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Wheels

#### Center Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Ammo (HAG/20) 6
  - Ammo (HAG/20) 6
- 4-6

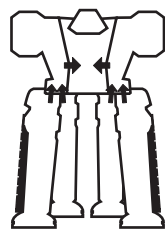
#### Left Torso

- XL Fusion Engine
  - XL Fusion Engine
  - ER Small Laser
  - ER Small Laser
  - Endo Steel
  - Endo Steel
- 1-3
- Endo Steel
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Right Torso (CASE)

- XL Fusion Engine
  - XL Fusion Engine
  - HAG/20
  - HAG/20
  - HAG/20
  - HAG/20
- 1-3
- HAG/20
  - HAG/20
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
- 4-6

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



Damage Transfer Diagram

#### Left Rear Leg

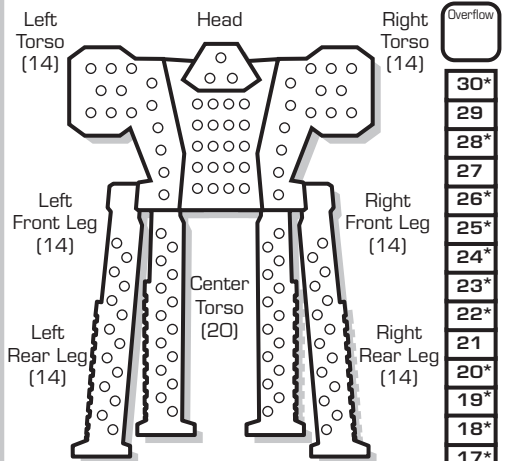
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Wheels

#### Right Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Wheels



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Scale

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

## QUADVEE RECORD SHEET

### 'MECH DATA

Type: **Notos B**

Tonnage: 60 Tech Base: Clan (Advanced)

Era: Dark Age

Movement Points:

BattleMech Mode

Vehicle Mode

Walking: 5

Cruising: 6

Running: 8

Flank: 9

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	CT	5	7 [DE]	-	5	10	15
1	LRM 15	RT	5	1/Msl [M.C.S]	-	7	14	21
1	LRM 15	LT	5	1/Msl [M.C.S]	-	7	14	21

BV: 1,877

### WARRIOR DATA

Pilot: \_\_\_\_\_

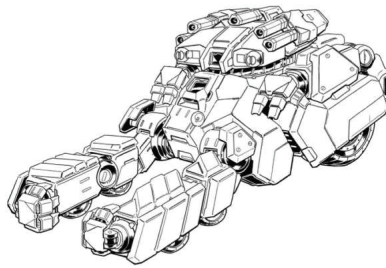
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

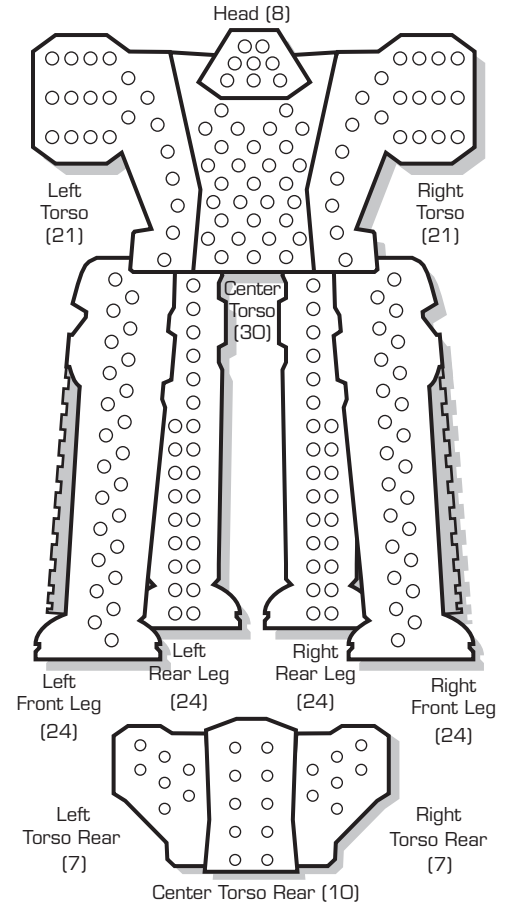
Gunner: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Head

- Life Support
- Sensors
- Cockpit (Pilot)
- Cockpit (Gunner)
- Sensors
- Life Support

#### Left Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Wheels

#### Right Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Wheels

#### Center Torso

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

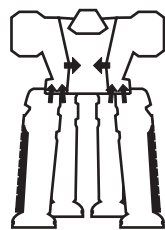
#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- LRM 15
- LRM 15
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- LRM 15
- LRM 15
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8

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



Damage Transfer Diagram

#### Left Rear Leg

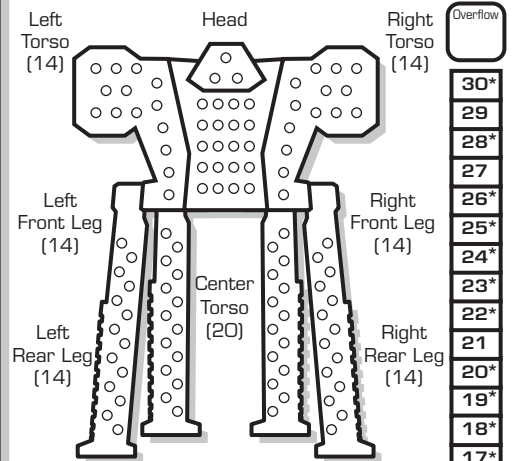
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Wheels

#### Right Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Wheels



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

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

## QUADVEE RECORD SHEET

### 'MECH DATA

Type: **Notos C**

Tonnage: 60 Tech Base: Clan (Advanced)

Era: Dark Age

Movement Points:

BattleMech Mode

Vehicle Mode

Walking: 5

Cruising: 6

Running: 8

Flank: 9

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	CT	4	2/Msl [M,C,S]	—	3	6	9
1	AP Gauss Rifle	RT	1	3 [DB,Al,X]	—	3	6	9
1	ECM Suite	RT	—	[E]	—	—	—	6
1	Improved Heavy Medium Laser	RT	7	10 [DE,X]	—	3	6	9
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9
1	Active Probe	LT	—	[E]	—	—	—	5
1	AP Gauss Rifle	LT	1	3 [DB,Al,X]	—	3	6	9
1	Improved Heavy Medium Laser	LT	7	10 [DE,X]	—	3	6	9
1	Light TAG	LT	0	[E]	—	3	6	9
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9

BV: 1,632

### WARRIOR DATA

Pilot: \_\_\_\_\_

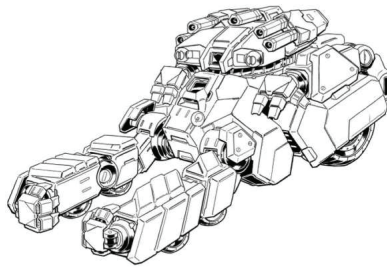
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

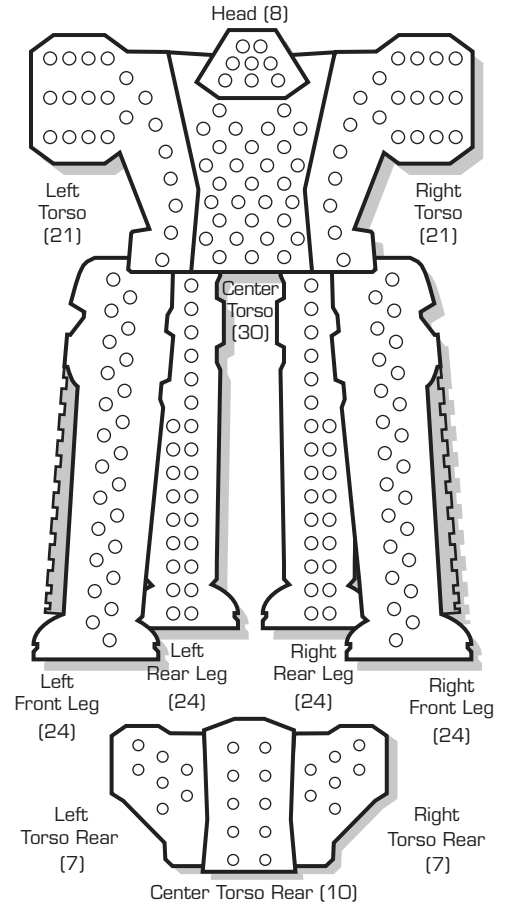
Gunner: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Head

- Life Support
- Sensors
- Cockpit (Pilot)
- Cockpit (Gunner)
- Sensors
- Life Support

#### Left Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Wheels

#### Right Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Wheels

#### Center Torso

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

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- SRM 6
- Ammo (AP Gauss) 40

4-6

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Improved Heavy Medium Laser
- Improved Heavy Medium Laser
- SRM 6
- AP Gauss Rifle

1-3

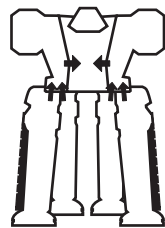
- Ammo (SRM 6) 15
- Active Probe
- Light TAG
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Left Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Wheels

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



Damage Transfer Diagram

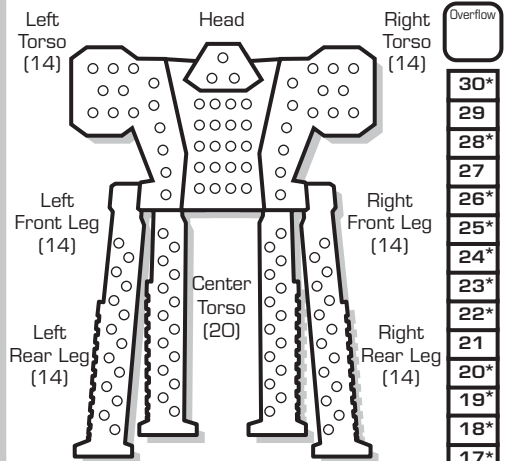
#### Right Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Wheels

1-3

4-6

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



# BATTLETECH

## QUADVEE RECORD SHEET

### 'MECH DATA

Type: **Notos D**

Tonnage: 60 Tech Base: Clan (Advanced)

Era: Dark Age

Movement Points:

BattleMech Mode

Vehicle Mode

Walking: 5

Cruising: 6

Running: 8

Flank: 9

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	CT	12	10 [DE]	-	8	15	25
1	Targeting Computer	LT	-	[E]	-	-	-	-

BV: 1,865

### WARRIOR DATA

Pilot: \_\_\_\_\_

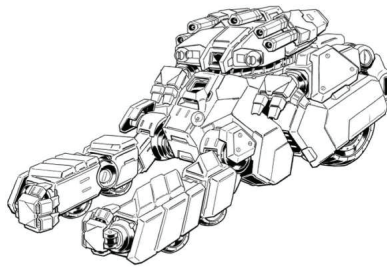
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

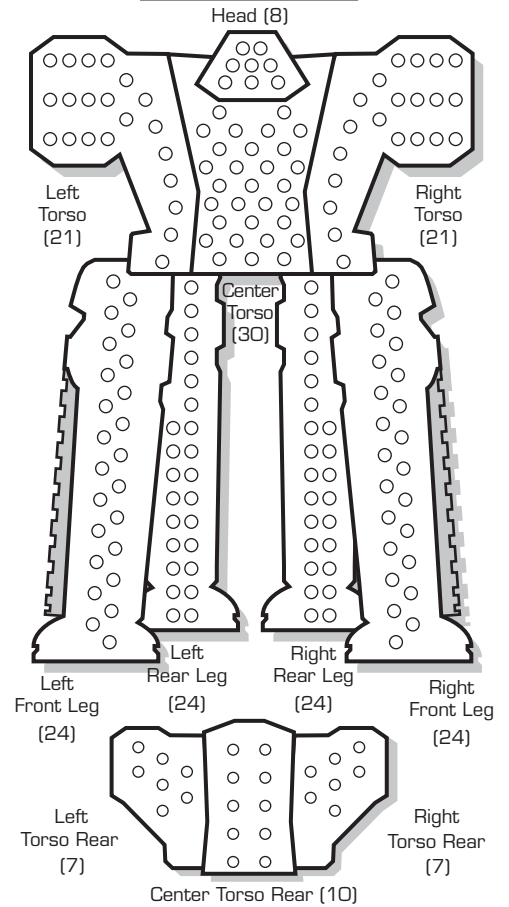
Gunner: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Head

- Life Support
- Sensors
- Cockpit (Pilot)
- Cockpit (Gunner)
- Sensors
- Life Support

#### Left Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Wheels

#### Right Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Wheels

#### Center Torso

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

1-3

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Laser Heat Sink
- Laser Heat Sink
- Targeting Computer
- Targeting Computer

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

4-6

4-6

#### Right Torso

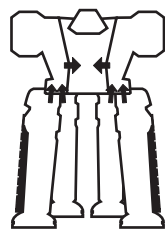
- XL Fusion Engine
- XL Fusion Engine
- Laser Heat Sink
- Laser Heat Sink
- Laser Heat Sink
- Laser Heat Sink

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

4-6

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



Damage Transfer Diagram

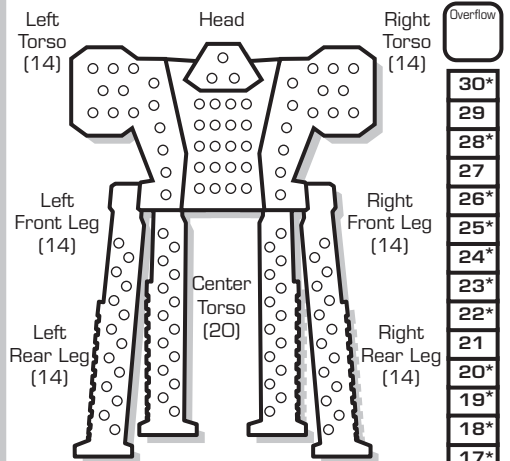
#### Left Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Wheels

#### Right Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Wheels

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Scale

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: Parash 3

Movement Points: **Tonnage:** 35  
**Walking:** 7 **Tech Base:** Mixed Tech (Clan)  
**Running:** 11 (Experimental)  
**Jumping:** 7 **Era:** Jihad

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	CT	—	[E]	—	—	—	6
1	Bloodhound Active Probe (IS)	CT	—	[E]	—	—	—	6
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	Clan TAG	LA	0	[E]	—	5	9	15

BV: 1,753

### WARRIOR DATA

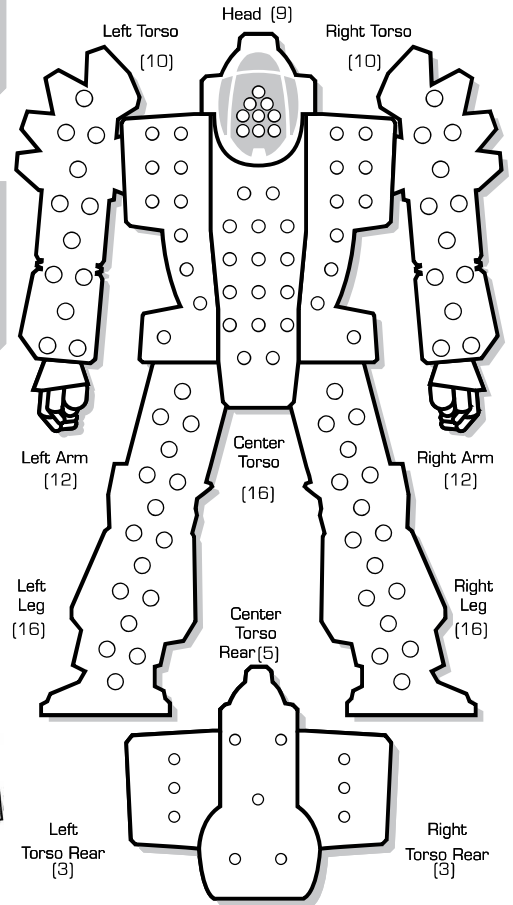
Name: \_\_\_\_\_

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
- Clan TAG
- Roll Again

- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Roll Again
- Roll Again
- Roll Again

- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### Head

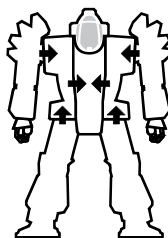
- Life Support
- Sensors
- Interface Cockpit
- Interface Cockpit
- Sensors
- Life Support

#### Center Torso

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

- 1-3
- Jump Jet
  - Bloodhound Active Probe (IS)
  - Bloodhound Active Probe (IS)
  - Bloodhound Active Probe (IS)
  - Angel ECM Suite
  - Angel ECM Suite

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Pulse Laser
- Large Pulse Laser

- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

#### Right Torso

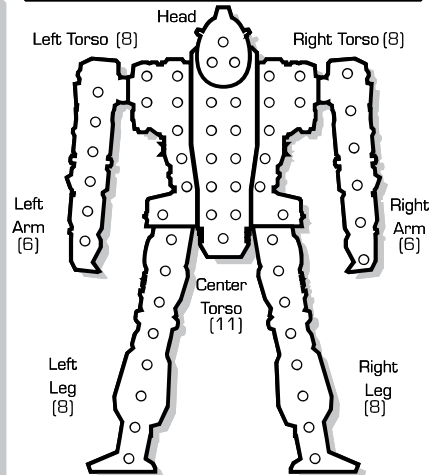
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Roll Again

- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

### 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: Goshawk II RISC

Movement Points: **Tonnage:** 45  
 Walking: 7 **Tech Base:** Mixed Tech (Clan)  
 Running: 11 (Experimental)  
 Jumping: 7 **Era:** Dark Age

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	RISC Emergency Coolant System (IS)	CT	—	[E]	—	—	—	—
1	Improved Heavy Large Laser	LT	18	16	—	5	10	15
1	Streak LRM 10	RA	4	[DE,X]	—	7	14	21
1	Plasma Cannon	LA	7	1/MSI [M,C]	—	6	12	18
				[DE,H,AI]				

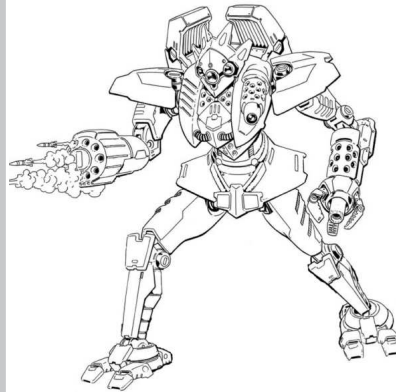
BV: 1,886

### WARRIOR DATA

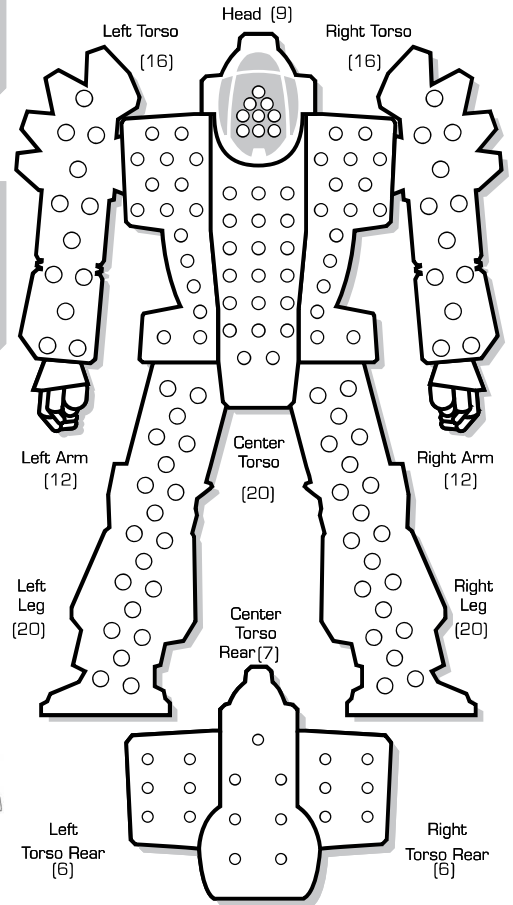
Name: \_\_\_\_\_

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
- Plasma Cannon
- Ammo [Plasma Cannon] 10

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Torso(CASE)

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Jump Jet
- Jump Jet

- Jump Jet
- Improved Heavy Large Laser
- Improved Heavy Large Laser
- Improved Heavy Large Laser
- Endo Steel
- Endo Steel

#### Left Leg

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

#### Head

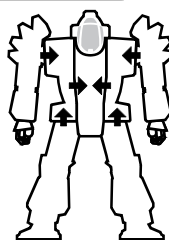
- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

#### Center Torso(CASE)

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

- Gyro
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Jump Jet
- RISC Emergency Coolant System (IS)

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



Damage Transfer Diagram

#### Right Arm(CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Streak LRM 10
- Streak LRM 10
- Ammo [Streak LRM 10] 12

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Torso

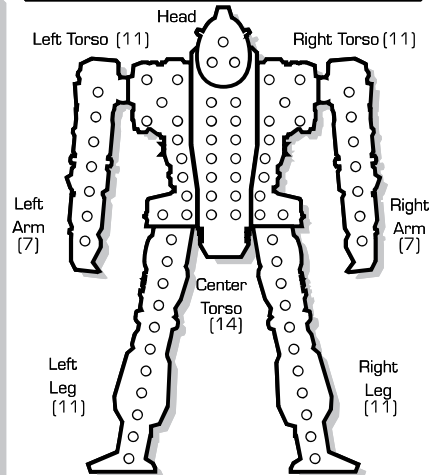
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Jump Jet
- Jump Jet

- Jump Jet
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

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: Osprey OSP-36

Movement Points: **Walking:** 4 **Running:** 6 **Jumping:** 4  
**Tonnage:** 55 **Tech Base:** Inner Sphere (Advanced) **Era:** Dark Age

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RT	15	10 [DE]	-	7	14	23
1	Radical Heat Sink System	RT	-	[E]	-	-	-	-
1	MML 7 LRM SRM	LT	4	[M.C.S]	-	-	-	-
1	ER Medium Laser	RA	5	2/Msl	6	7	14	21
1	RISC Advanced Point Defense System	RA	2	5 [DE]	-	4	8	12
1	ER Medium Laser	LA	5	- [PD]	-	-	-	-
1	RISC Advanced Point Defense System	LA	2	5 [DE]	-	4	8	12
1	RISC Advanced Point Defense System	LA	2	- [PD]	-	-	-	-

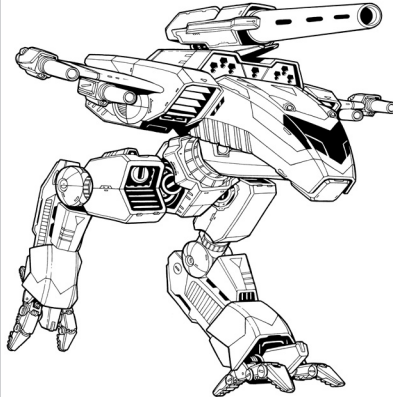
BV: 1,450

### WARRIOR DATA

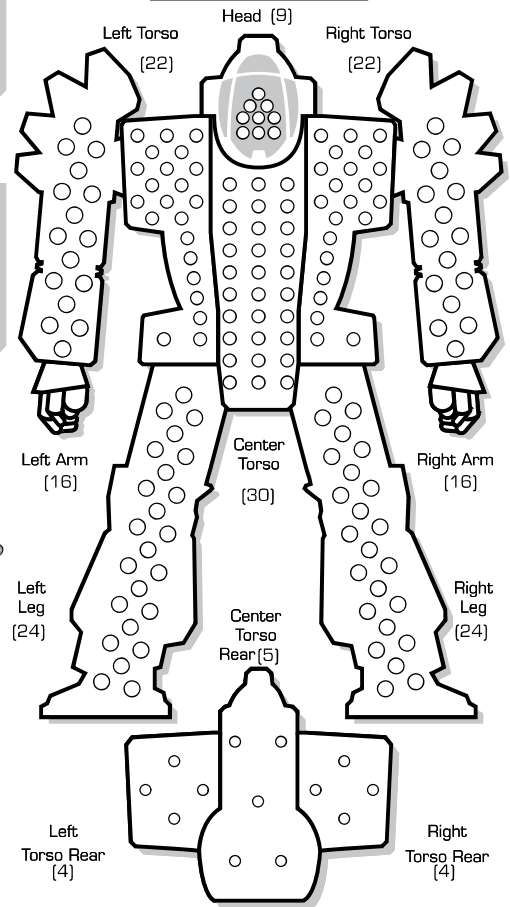
Name: \_\_\_\_\_

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. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. ER Medium Laser

#### 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. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. ER Medium Laser

#### Center Torso

- 1. RISC Advanced Point Defense System
- 2. RISC Advanced Point Defense System
- 3. Ammo [APDS] 12
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

#### Left Torso

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

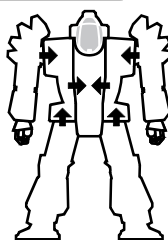
1-3

4-6

#### Left Leg

- 1. MML 7
- 2. MML 7
- 3. Ammo [MML 7/LRM] 17
- 4. Ammo [MML 7/SRM] 14
- 5. CASE
- 6. Endo Steel

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



Damage Transfer Diagram

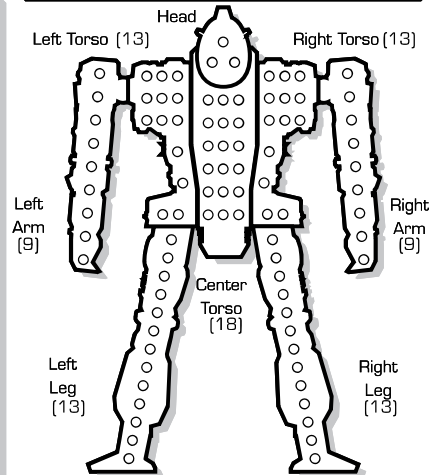
#### Right Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4. Jump Jet
- 5. ER PPC
- 6. ER PPC

#### 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: Ryoken III-XP Prime

Movement Points: **Tonnage:** 55  
 Walking: 6 [7] **Tech Base:** Mixed Tech (Clan)  
 Running: 9 [11] (Experimental)  
 Era: Dark Age

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	RT	4	2 / Msl [M.C.S]	-	3	6	9
1	SRM 6	LT	4	2 / Msl [M.C.S]	-	3	6	9
1	ER Large Pulse Laser	RA	13	10 [P]	-	7	15	23
1	ER Medium Pulse Laser	RA	6	7 [P]	-	5	9	14
1	ER Large Pulse Laser	LA	13	10 [P]	-	7	15	23
1	ER Medium Pulse Laser	LA	6	7 [P]	-	5	9	14

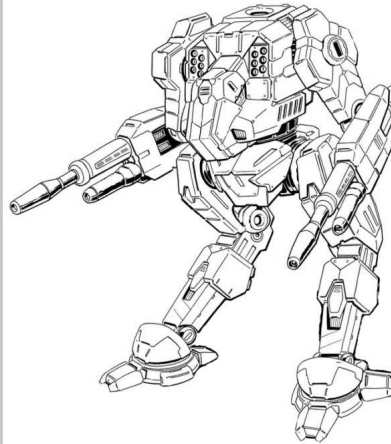
BV: 3,013

### WARRIOR DATA

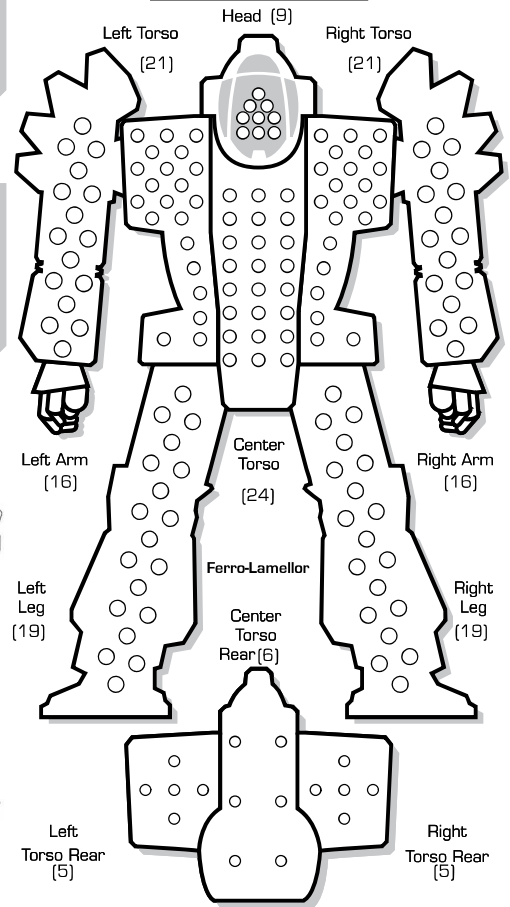
Name: \_\_\_\_\_

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. ER Large Pulse Laser
- 5. ER Large Pulse Laser
- 6. ER Large Pulse Laser
- 1. ER Medium Pulse Laser
- 2. ER Medium Pulse Laser
- 4-6 3. Ferro-Lamellor
- 4. Ferro-Lamellor
- 5. Roll Again
- 6. Roll Again

#### Left Torso

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

#### Left Leg

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

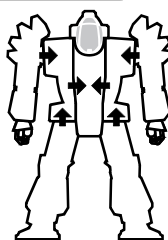
#### Head

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

#### Center Torso(CASE)

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. XL Fusion Engine
- 4. XL Fusion Engine
- 5. XL Fusion Engine
- 6. XL Fusion Engine
- 1. Ammo [SRM 6] 15
- 2. Ammo [SRM 6] 15
- 3. Triple-Strength Myomer
- 4-6 4. Triple-Strength Myomer
- 5. Triple-Strength Myomer
- 6. Roll Again

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



Damage Transfer Diagram

#### Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. ER Large Pulse Laser
- 5. ER Large Pulse Laser
- 6. ER Large Pulse Laser
- 1. ER Medium Pulse Laser
- 2. ER Medium Pulse Laser
- 4-6 3. Triple-Strength Myomer
- 4. Triple-Strength Myomer
- 5. Triple-Strength Myomer
- 6. Roll Again

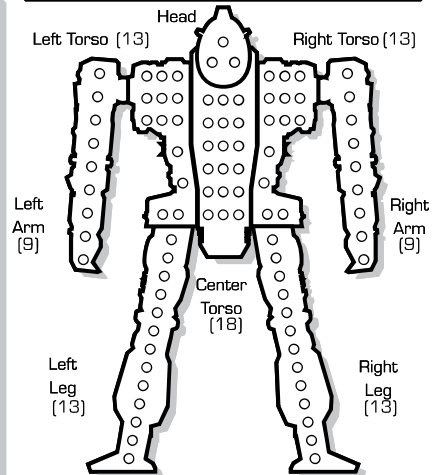
#### Right Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. Double Heat Sink
- 4. Double Heat Sink
- 5. SRM 6
- 6. Ferro-Lamellor
- 1. Ferro-Lamellor
- 2. Ferro-Lamellor
- 3. Ferro-Lamellor
- 4-6 4. Ferro-Lamellor
- 5. Ferro-Lamellor
- 6. Roll Again

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### 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: Ryoken III-XP A

Movement Points: **Tonnage:** 55  
 Walking: 6 [7] **Tech Base:** Mixed Tech (Clan)  
 Running: 9 [11] (Experimental)  
 Era: Dark Age

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Radical Heat Sink System (IS)	CT	—	[E]	—	—	—	—
3	ER Small Laser	RT	2	5 [DE]	—	2	4	6
3	ER Small Laser	LT	2	5 [DE]	—	2	4	6
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
2	ER Large Laser	LA	12	10 [DE]	—	8	15	25
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	Targeting Computer	LA	—	[E]	—	—	—	—

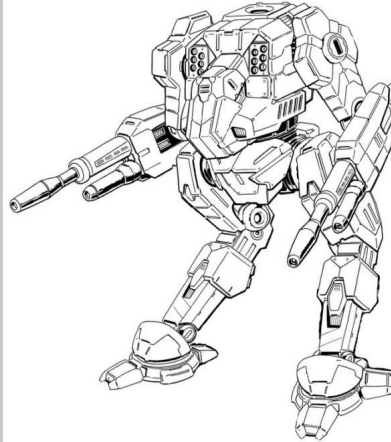
BV: 3,777

### WARRIOR DATA

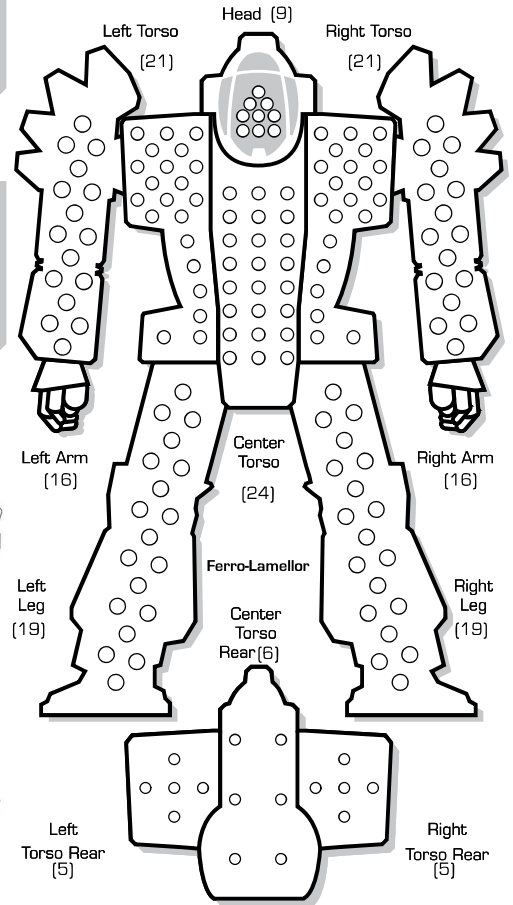
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

- 1. ER Medium Laser
- 2. Targeting Computer
- 3. Targeting Computer
- 4-6 4. Targeting Computer
- 5. Ferro-Lamellor
- 6. Ferro-Lamellor

#### Left Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. ER Small Laser
- 1-3 4. ER Small Laser
- 5. ER Small Laser
- 6. Endo Steel

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

#### Left Leg

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

#### Head

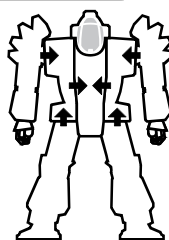
- 1. Life Support
- 2. Sensors
- 3. Interface Cockpit
- 4. Interface Cockpit
- 5. Sensors
- 6. Life Support

#### Center Torso

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

- 1. Radical Heat Sink System (IS)
- 2. Radical Heat Sink System (IS)
- 3. Radical Heat Sink System (IS)
- 4-6 4. Triple-Strength Myomer
- 5. Triple-Strength Myomer
- 6. Triple-Strength Myomer

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



Damage Transfer Diagram

#### Right Arm

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

- 1. ER Large Laser
- 2. ER Medium Laser
- 3. ER Medium Laser
- 4-6 4. Triple-Strength Myomer
- 5. Triple-Strength Myomer
- 6. Triple-Strength Myomer

#### Right Torso

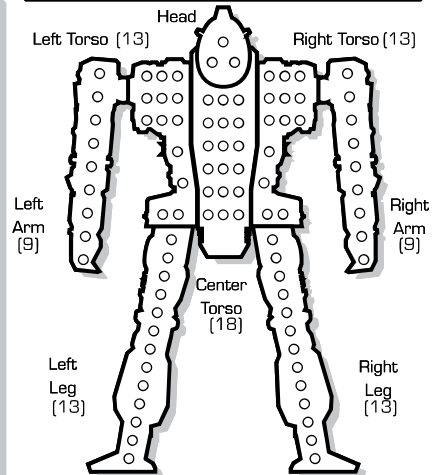
- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. ER Small Laser
- 1-3 4. ER Small Laser
- 5. ER Small Laser
- 6. Ferro-Lamellor

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

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	12 (24) Double
30	Shutdown	○○○
28	Ammo Exp. avoid on 8+	○○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp. avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○○
20	-4 Movement Points	○○○
19	Ammo Exp. avoid on 4+	○○○
18	Shutdown, avoid on 6+	○○○
17	+3 Modifier to Fire	○○○
15	-3 Movement Points	○○○
14	Shutdown, avoid on 4+	○○○
13	+2 Modifier to Fire	○○○
10	-2 Movement Points	○○○
8	+1 Modifier to Fire	○○○
5	-1 Movement Points	○○○

### Heat Scale

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: Ryoken III-XP D

Movement Points: **Walking:** 6 [7] **Running:** 9 [11]  
**Tonnage:** 55 **Tech Base:** Mixed Tech (Clan) (Experimental)  
**Era:** Dark Age

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Micro Laser	CT	1	2 [DE]	—	1	2	4
1	Bombast Laser (IS)	RT	12	12 [DE,V]	—	5	10	15
2	ER Small Laser	LT	2	5 [DE]	—	2	4	6
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	Lance (IS)	RA	—	11	—	—	—	—
1	Rotary AC/2	LA	1	2/Sht [DB,R/C]	—	8	17	25

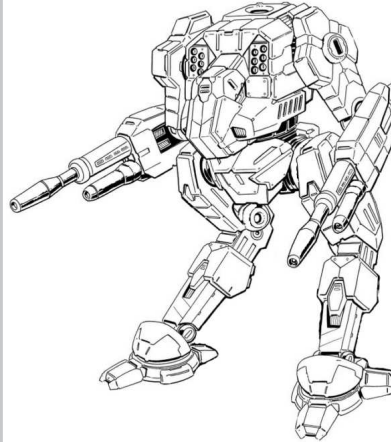
BV: 2,483

### WARRIOR DATA

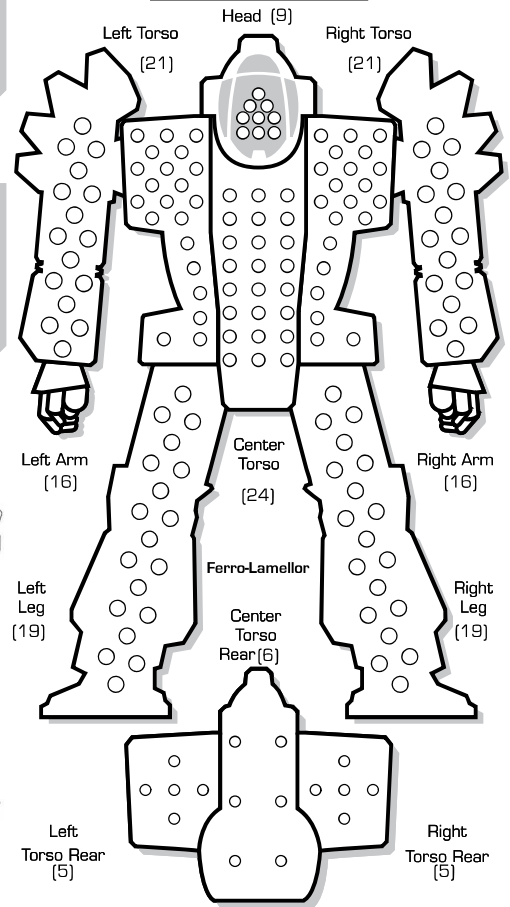
Name: \_\_\_\_\_

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. Rotary AC/2
- 4. Rotary AC/2
- 5. Rotary AC/2
- 6. Rotary AC/2

- 1. Ammo [RAC/2] 45
- 2. Ammo [RAC/2] 45
- 3. CASE II
- 4-6. Ferro-Lamellor
- 5. Ferro-Lamellor
- 6. Roll Again

#### Left Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3. ER Small Laser
- 4. ER Small Laser
- 5. Endo Steel
- 6. Endo Steel

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

#### Left Leg

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

#### Head

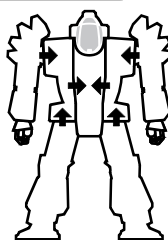
- 1. Life Support
- 2. Sensors
- 3. Interface Cockpit
- 4. Interface Cockpit
- 5. Sensors
- 6. Life Support

#### Center Torso

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

- 1. ER Micro Laser
- 2. ER Micro Laser
- 3. Triple-Strength Myomer
- 4-6. Triple-Strength Myomer
- 5. Triple-Strength Myomer
- 6. Roll Again

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



Damage Transfer Diagram

#### Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3. Hand Actuator
- 4. ER Medium Laser
- 5. ER Medium Laser
- 6. Lance (IS)

- 1. Lance (IS)
- 2. Lance (IS)
- 4-6. Triple-Strength Myomer
- 4. Triple-Strength Myomer
- 5. Triple-Strength Myomer
- 6. Roll Again

#### Right Torso

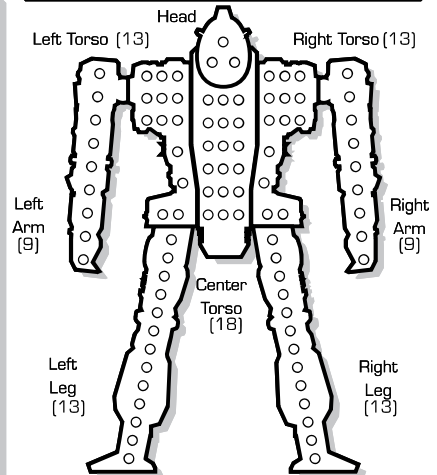
- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3. Bombast Laser (IS)
- 4. Bombast Laser (IS)
- 5. Bombast Laser (IS)
- 6. Ferro-Lamellor

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

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

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

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Lament LMT-2D

Movement Points: **Tonnage:** 65  
 Walking: 5 **Tech Base:** Inner Sphere (Advanced)  
 Running: 8 **Era:** Dark Age

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Remote Drone Command Console	HD	—	[E]	—	—	—	—
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Radical Heat Sink System	RT	—	[E]	—	—	—	—
1	Angel ECM Suite	LT	—	[E]	—	—	—	6
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
1	Heavy PPC	LA	15	15 [DE]	3	6	12	18

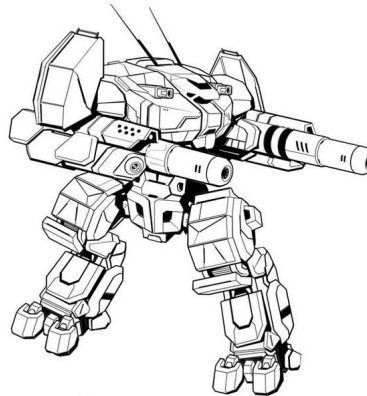
BV: 2,044

### WARRIOR DATA

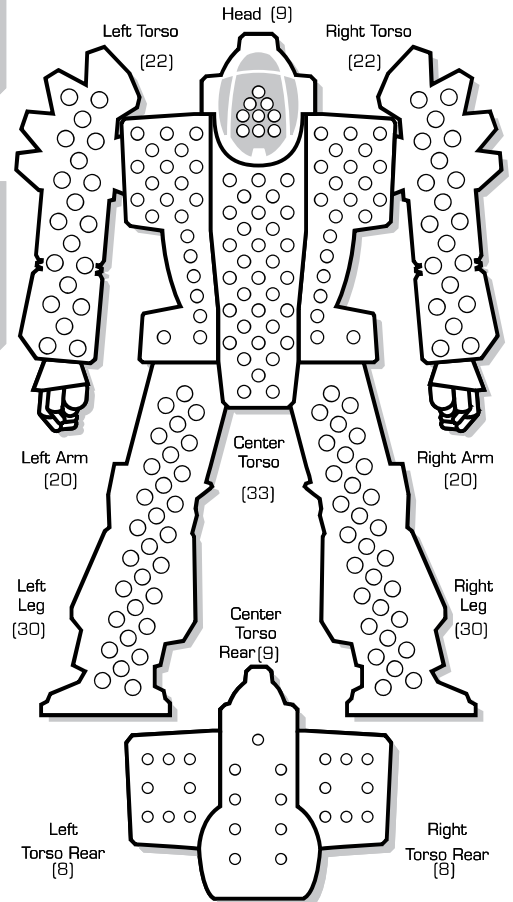
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Heavy PPC
- Heavy PPC
- Heavy PPC
- 1 Heavy PPC
- 2 Endo Steel
- 3 Endo Steel
- 4-6 4 Endo Steel
- 5 Endo Steel
- 6 Endo Steel

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 4 ER Medium Laser
- Angel ECM Suite
- Angel ECM Suite
- 1 Light Ferro-Fibrous
- 2 Light Ferro-Fibrous
- 3 Light Ferro-Fibrous
- 4-6 4 Light Ferro-Fibrous
- 5 Roll Again
- 6 Roll Again

#### Left Leg

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

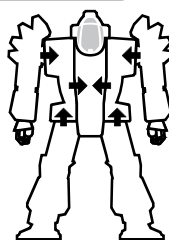
#### Head

- Life Support
- Sensors
- Cockpit
- Remote Drone Command Console
- 4-6 5 Sensors
- Life Support

#### Center Torso

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

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 4 Heavy PPC
- Heavy PPC
- Heavy PPC
- 1 Heavy PPC
- 2 Endo Steel
- 3 Endo Steel
- 4-6 4 Endo Steel
- 5 Endo Steel
- 6 Endo Steel

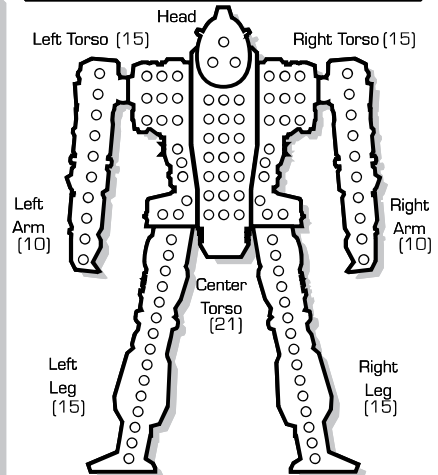
#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 4 ER Medium Laser
- Radical Heat Sink System
- Radical Heat Sink System
- 1 Radical Heat Sink System
- 2 Light Ferro-Fibrous
- 3 Light Ferro-Fibrous
- 4 Light Ferro-Fibrous
- 5 Roll Again
- 6 Roll Again

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	12 (24) Double
30	Shutdown	○○○
28	Ammo Exp. avoid on 8+	○○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp. avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○○
20	-4 Movement Points	○○○
19	Ammo Exp. avoid on 4+	○○○
18	Shutdown, avoid on 6+	○○○
17	+3 Modifier to Fire	○○○
15	-3 Movement Points	○○○
14	Shutdown, avoid on 4+	○○○
13	+2 Modifier to Fire	○○○
10	-2 Movement Points	○○○
8	+1 Modifier to Fire	○○○
5	-1 Movement Points	○○○

### Heat Scale

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





# BATTLETECH

## FOUR-LEGGED 'MECH RECORD SHEET

### 'MECH DATA

Type: Lich UABM-2R

Movement Points: **Tonnage:** 90  
 Walking: 3 **Tech Base:** Mixed Tech (I.S.)  
 Running: 5 **Era:** (Advanced) Dark Age

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Leg
1	Angel ECM Suite	HD	—	[E]	—	—	—	6
1	Drone (Remote) Operating System	CT	—	[E]	—	—	—	—
1	HarJel II Self-Repair System (Clan)	CT	—	[E]	—	—	—	—
1	ER Large Laser (Clan)	RT	12	10 [DE]	—	8	15	25
1	HarJel II Self-Repair System (Clan)	RT	—	[E]	—	—	—	—
1	Light Gauss Rifle	RT	1	8	3	8	17	25
1	ER Large Laser (Clan)	LT	12	10 [DE]	—	8	15	25
1	HarJel II Self-Repair System (Clan)	LT	—	[E]	—	—	—	—
1	Light Gauss Rifle	LT	1	8	3	8	17	25

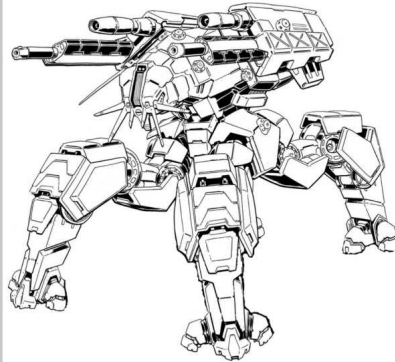
BV: 1,719

### WARRIOR DATA

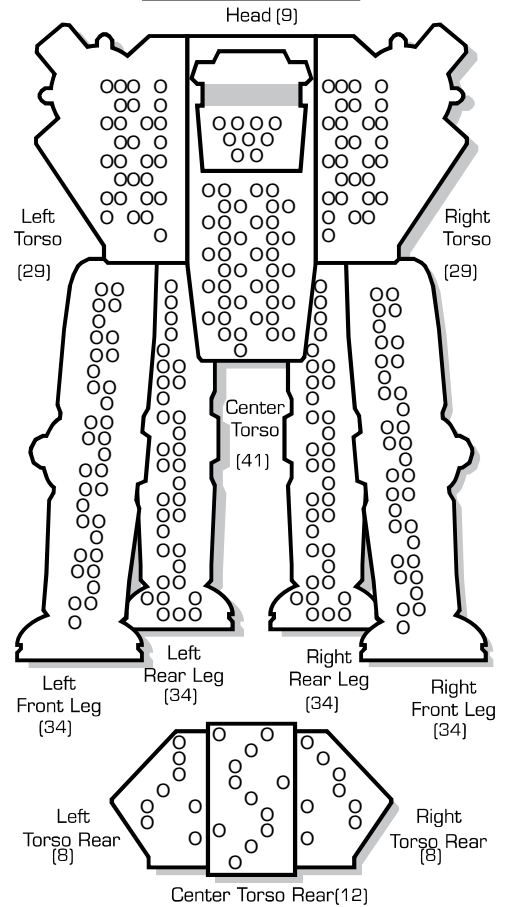
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Angel ECM Suite
- Angel ECM Suite

#### Left Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (Light Gauss) 16
- Endo-Composite

#### Right Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (Light Gauss) 16
- Endo-Composite

#### Center Torso

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

1-3

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Large Laser (Clan)
- Light Gauss Rifle
- Light Gauss Rifle

1-3

4-6

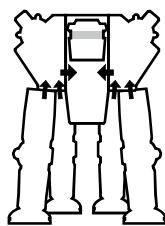
#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Large Laser (Clan)
- Light Gauss Rifle
- Light Gauss Rifle

1-3

4-6

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



Damage Transfer Diagram

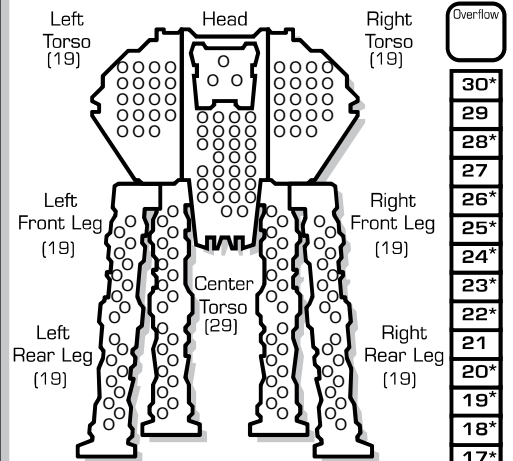
#### Left Rear Leg

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

#### Right Rear Leg

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

### 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	○



# BATTLETECH

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Padilla Anti-Missile Tank

Movement Points: **Tonnage:** 55  
 Cruising: 3 **Tech Base:** Inner Sphere  
 Flank: 5 (Advanced)  
**Movement Type:** Wheeled **Era:** Dark Age  
**Engine Type:** Light Fusion Engine

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	BD	[E]	-	-	-	6
1	Targeting Computer	BD	[E]	-	-	-	-
1	Gauss Rifle	TU	15	2	7	15	22
			[DB,X]				
2	RISC Advanced Point Defense System	TU	-	-	-	-	-

Ammo: [APDS] 24, [Gauss] 16

BV: 1,155

### CREW DATA

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

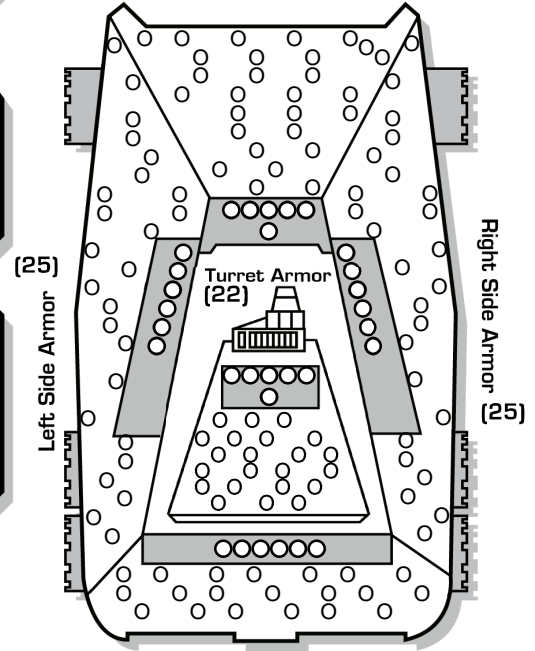
### CRITICAL DAMAGE

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



### ARMOR DIAGRAM

(Stealth)  
 Front Armor (28)



Rear Armor (20)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

#### Attack Direction Modifier:

Hit from rear +1  
 Hit from the sides +2

#### Vehicle Type Modifiers:

Tracked, Naval +0  
 Wheeled +2  
 Hovercraft, Hydrofoil +3  
 WICE +4

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

\*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH



## BATTLE ARMOR RECORD SHEET

### BATTLE ARMOR: SQUAD 1

Type: Clan Interface Armor Era: Dark Age  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Armored Glove (2)	[E]	-	-	-	-
BattleMech Neural Interface Unit (IS) (Body)	[E]	-	-	-	-
Mission Equipment Storage	[E]	-	-	-	-
Mission Equipment Storage	[E]	-	-	-	-

Mechanized:  Swarm:  Leg:  AP:

1 ○○○

BV: 7/7

### BATTLE ARMOR: SQUAD 2

Type: Clan Interface Armor Era: Dark Age  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Armored Glove (2)	[E]	-	-	-	-
BattleMech Neural Interface Unit (IS) (Body)	[E]	-	-	-	-
Mission Equipment Storage	[E]	-	-	-	-
Mission Equipment Storage	[E]	-	-	-	-

Mechanized:  Swarm:  Leg:  AP:

1 ○○○

BV: 7/7

### BATTLE ARMOR: SQUAD 3

Type: Clan Interface Armor Era: Dark Age  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Armored Glove (2)	[E]	-	-	-	-
BattleMech Neural Interface Unit (IS) (Body)	[E]	-	-	-	-
Mission Equipment Storage	[E]	-	-	-	-
Mission Equipment Storage	[E]	-	-	-	-

Mechanized:  Swarm:  Leg:  AP:

1 ○○○

BV: 7/7

### BATTLE ARMOR: SQUAD 4

Type: Clan Interface Armor Era: Dark Age  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Armored Glove (2)	[E]	-	-	-	-
BattleMech Neural Interface Unit (IS) (Body)	[E]	-	-	-	-
Mission Equipment Storage	[E]	-	-	-	-
Mission Equipment Storage	[E]	-	-	-	-

Mechanized:  Swarm:  Leg:  AP:

1 ○○○

BV: 7/7

### BATTLE ARMOR: SQUAD 5

Type: Clan Interface Armor Era: Dark Age  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Armored Glove (2)	[E]	-	-	-	-
BattleMech Neural Interface Unit (IS) (Body)	[E]	-	-	-	-
Mission Equipment Storage	[E]	-	-	-	-
Mission Equipment Storage	[E]	-	-	-	-

Mechanized:  Swarm:  Leg:  AP:

1 ○○○

BV: 7/7

### 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: Aegis Era: Dark Age  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 3  
 Weapons & Equip. Dmg Min Sht Med Lng  
 Basic Manipulator (2) [E] - - - -  
 RISC Advanced Point Defense System [PD] - - - 3

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

Armor: BA Stealth (Improved) (+1/+2/+3)  
 Mechanized:  Swarm:  Leg:  AP:

BV: 179/35

### BATTLE ARMOR: SQUAD 2

Type: Aegis Era: Dark Age  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 3  
 Weapons & Equip. Dmg Min Sht Med Lng  
 Basic Manipulator (2) [E] - - - -  
 RISC Advanced Point Defense System [PD] - - - 3

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

Armor: BA Stealth (Improved) (+1/+2/+3)  
 Mechanized:  Swarm:  Leg:  AP:

BV: 179/35

### BATTLE ARMOR: SQUAD 3

Type: Aegis Era: Dark Age  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 3  
 Weapons & Equip. Dmg Min Sht Med Lng  
 Basic Manipulator (2) [E] - - - -  
 RISC Advanced Point Defense System [PD] - - - 3

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

Armor: BA Stealth (Improved) (+1/+2/+3)  
 Mechanized:  Swarm:  Leg:  AP:

BV: 179/35

### BATTLE ARMOR: SQUAD 4

Type: Aegis Era: Dark Age  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 3  
 Weapons & Equip. Dmg Min Sht Med Lng  
 Basic Manipulator (2) [E] - - - -  
 RISC Advanced Point Defense System [PD] - - - 3

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

Armor: BA Stealth (Improved) (+1/+2/+3)  
 Mechanized:  Swarm:  Leg:  AP:

BV: 179/35

### BATTLE ARMOR: SQUAD 5

Type: Aegis Era: Dark Age  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 3  
 Weapons & Equip. Dmg Min Sht Med Lng  
 Basic Manipulator (2) [E] - - - -  
 RISC Advanced Point Defense System [PD] - - - 3

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

Armor: BA Stealth (Improved) (+1/+2/+3)  
 Mechanized:  Swarm:  Leg:  AP:

BV: 179/35

### 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: Grenadier II A Era: Dark Age  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 2  
**Weapons & Equip.**  
 Basic Manipulator [E] — — — —  
 Small Laser 3 [DE] — 1 2 3  
 SRM 4 (Clan) (Body) 2/Mst [M.C.S] — 3 6 9  
 Ammo 0 0 0 0 0 0 0 0 0 0  
**Armor:** BA Stealth [+1/+1/+2]  
**Mechanized:**  **Swarm:**  **Leg:**  **AP:**

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

BV: 377/73

### BATTLE ARMOR: SQUAD 2

Type: Grenadier II A Era: Dark Age  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 2  
**Weapons & Equip.**  
 Basic Manipulator [E] — — — —  
 Small Laser 3 [DE] — 1 2 3  
 SRM 4 (Clan) (Body) 2/Mst [M.C.S] — 3 6 9  
 Ammo 0 0 0 0 0 0 0 0 0 0  
**Armor:** BA Stealth [+1/+1/+2]  
**Mechanized:**  **Swarm:**  **Leg:**  **AP:**

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

BV: 377/73

### BATTLE ARMOR: SQUAD 3

Type: Grenadier II A Era: Dark Age  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 2  
**Weapons & Equip.**  
 Basic Manipulator [E] — — — —  
 Small Laser 3 [DE] — 1 2 3  
 SRM 4 (Clan) (Body) 2/Mst [M.C.S] — 3 6 9  
 Ammo 0 0 0 0 0 0 0 0 0 0  
**Armor:** BA Stealth [+1/+1/+2]  
**Mechanized:**  **Swarm:**  **Leg:**  **AP:**

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

BV: 377/73

### BATTLE ARMOR: SQUAD 4

Type: Grenadier II A Era: Dark Age  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 2  
**Weapons & Equip.**  
 Basic Manipulator [E] — — — —  
 Small Laser 3 [DE] — 1 2 3  
 SRM 4 (Clan) (Body) 2/Mst [M.C.S] — 3 6 9  
 Ammo 0 0 0 0 0 0 0 0 0 0  
**Armor:** BA Stealth [+1/+1/+2]  
**Mechanized:**  **Swarm:**  **Leg:**  **AP:**

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

BV: 377/73

### BATTLE ARMOR: SQUAD 5

Type: Grenadier II A Era: Dark Age  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 2  
**Weapons & Equip.**  
 Basic Manipulator [E] — — — —  
 Small Laser 3 [DE] — 1 2 3  
 SRM 4 (Clan) (Body) 2/Mst [M.C.S] — 3 6 9  
 Ammo 0 0 0 0 0 0 0 0 0 0  
**Armor:** BA Stealth [+1/+1/+2]  
**Mechanized:**  **Swarm:**  **Leg:**  **AP:**

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

BV: 377/73

### 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: Grenadier II B Era: Dark Age  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 2  
**Weapons & Equip.** Dmg Min Sht Med Lng  
 Basic Manipulator [E] - - - -  
 BC<sup>3</sup> [E] - - - -  
 LRM 4 (Clan) (Body) 1/Msl (M.C.S) - 7 14 21  
 Ammo 00000000

Armor: BA Stealth [+1/+1/+2]  
 Mechanized:  Swarm:  Leg:  AP:

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

BV: 370/71

### BATTLE ARMOR: SQUAD 2

Type: Grenadier II B Era: Dark Age  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 2  
**Weapons & Equip.** Dmg Min Sht Med Lng  
 Basic Manipulator [E] - - - -  
 BC<sup>3</sup> [E] - - - -  
 LRM 4 (Clan) (Body) 1/Msl (M.C.S) - 7 14 21  
 Ammo 00000000

Armor: BA Stealth [+1/+1/+2]  
 Mechanized:  Swarm:  Leg:  AP:

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

BV: 370/71

### BATTLE ARMOR: SQUAD 3

Type: Grenadier II B Era: Dark Age  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 2  
**Weapons & Equip.** Dmg Min Sht Med Lng  
 Basic Manipulator [E] - - - -  
 BC<sup>3</sup> [E] - - - -  
 LRM 4 (Clan) (Body) 1/Msl (M.C.S) - 7 14 21  
 Ammo 00000000

Armor: BA Stealth [+1/+1/+2]  
 Mechanized:  Swarm:  Leg:  AP:

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

BV: 370/71

### BATTLE ARMOR: SQUAD 4

Type: Grenadier II B Era: Dark Age  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 2  
**Weapons & Equip.** Dmg Min Sht Med Lng  
 Basic Manipulator [E] - - - -  
 BC<sup>3</sup> [E] - - - -  
 LRM 4 (Clan) (Body) 1/Msl (M.C.S) - 7 14 21  
 Ammo 00000000

Armor: BA Stealth [+1/+1/+2]  
 Mechanized:  Swarm:  Leg:  AP:

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

BV: 370/71

### BATTLE ARMOR: SQUAD 5

Type: Grenadier II B Era: Dark Age  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 2  
**Weapons & Equip.** Dmg Min Sht Med Lng  
 Basic Manipulator [E] - - - -  
 BC<sup>3</sup> [E] - - - -  
 LRM 4 (Clan) (Body) 1/Msl (M.C.S) - 7 14 21  
 Ammo 00000000

Armor: BA Stealth [+1/+1/+2]  
 Mechanized:  Swarm:  Leg:  AP:

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

BV: 370/71

### 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 Right 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: Grenadier II C Era: Dark Age  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 2  
**Weapons & Equip.**  
 Basic Manipulator [E] — — — —  
 Flamer 2 [DE,H,AI] — 1 2 3  
 Medium Laser (Body) 5 [DE] — 3 6 9

Armor: BA Stealth [+1/+1/+2]  
 Mechanized:  Swarm:  Leg:  AP:

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

BV: 382/73

### BATTLE ARMOR: SQUAD 2

Type: Grenadier II C Era: Dark Age  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 2  
**Weapons & Equip.**  
 Basic Manipulator [E] — — — —  
 Flamer 2 [DE,H,AI] — 1 2 3  
 Medium Laser (Body) 5 [DE] — 3 6 9

Armor: BA Stealth [+1/+1/+2]  
 Mechanized:  Swarm:  Leg:  AP:

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

BV: 382/73

### BATTLE ARMOR: SQUAD 3

Type: Grenadier II C Era: Dark Age  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 2  
**Weapons & Equip.**  
 Basic Manipulator [E] — — — —  
 Flamer 2 [DE,H,AI] — 1 2 3  
 Medium Laser (Body) 5 [DE] — 3 6 9

Armor: BA Stealth [+1/+1/+2]  
 Mechanized:  Swarm:  Leg:  AP:

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

BV: 382/73

### BATTLE ARMOR: SQUAD 4

Type: Grenadier II C Era: Dark Age  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 2  
**Weapons & Equip.**  
 Basic Manipulator [E] — — — —  
 Flamer 2 [DE,H,AI] — 1 2 3  
 Medium Laser (Body) 5 [DE] — 3 6 9

Armor: BA Stealth [+1/+1/+2]  
 Mechanized:  Swarm:  Leg:  AP:

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

BV: 382/73

### BATTLE ARMOR: SQUAD 5

Type: Grenadier II C Era: Dark Age  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 2  
**Weapons & Equip.**  
 Basic Manipulator [E] — — — —  
 Flamer 2 [DE,H,AI] — 1 2 3  
 Medium Laser (Body) 5 [DE] — 3 6 9

Armor: BA Stealth [+1/+1/+2]  
 Mechanized:  Swarm:  Leg:  AP:

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

BV: 382/73

### 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: Grenadier II D Era: Dark Age  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 2  
**Weapons & Equip.** Dmg Min Sht Med Lng  
 BA Tube Artillery (Body) 3(AE,S,F) - 2 - -  
 Ammo 00000000  
 Basic Manipulator [E] - - - -  
 Firedrake Needler 1 [DB,AI] - 1 2 3  
**Armor:** BA Stealth [+1/+1/+2]  
**Mechanized:**  **Swarm:**  **Leg:**  **AP:**

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

BV: 309/59

### BATTLE ARMOR: SQUAD 2

Type: Grenadier II D Era: Dark Age  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 2  
**Weapons & Equip.** Dmg Min Sht Med Lng  
 BA Tube Artillery (Body) 3(AE,S,F) - 2 - -  
 Ammo 00000000  
 Basic Manipulator [E] - - - -  
 Firedrake Needler 1 [DB,AI] - 1 2 3  
**Armor:** BA Stealth [+1/+1/+2]  
**Mechanized:**  **Swarm:**  **Leg:**  **AP:**

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

BV: 309/59

### BATTLE ARMOR: SQUAD 3

Type: Grenadier II D Era: Dark Age  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 2  
**Weapons & Equip.** Dmg Min Sht Med Lng  
 BA Tube Artillery (Body) 3(AE,S,F) - 2 - -  
 Ammo 00000000  
 Basic Manipulator [E] - - - -  
 Firedrake Needler 1 [DB,AI] - 1 2 3  
**Armor:** BA Stealth [+1/+1/+2]  
**Mechanized:**  **Swarm:**  **Leg:**  **AP:**

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

BV: 309/59

### BATTLE ARMOR: SQUAD 4

Type: Grenadier II D Era: Dark Age  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 2  
**Weapons & Equip.** Dmg Min Sht Med Lng  
 BA Tube Artillery (Body) 3(AE,S,F) - 2 - -  
 Ammo 00000000  
 Basic Manipulator [E] - - - -  
 Firedrake Needler 1 [DB,AI] - 1 2 3  
**Armor:** BA Stealth [+1/+1/+2]  
**Mechanized:**  **Swarm:**  **Leg:**  **AP:**

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

BV: 309/59

### BATTLE ARMOR: SQUAD 5

Type: Grenadier II D Era: Dark Age  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 2  
**Weapons & Equip.** Dmg Min Sht Med Lng  
 BA Tube Artillery (Body) 3(AE,S,F) - 2 - -  
 Ammo 00000000  
 Basic Manipulator [E] - - - -  
 Firedrake Needler 1 [DB,AI] - 1 2 3  
**Armor:** BA Stealth [+1/+1/+2]  
**Mechanized:**  **Swarm:**  **Leg:**  **AP:**

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

BV: 309/59

### 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 Right 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