

BATTLETECH



TECHNICAL™
READOUT:

3

1

4

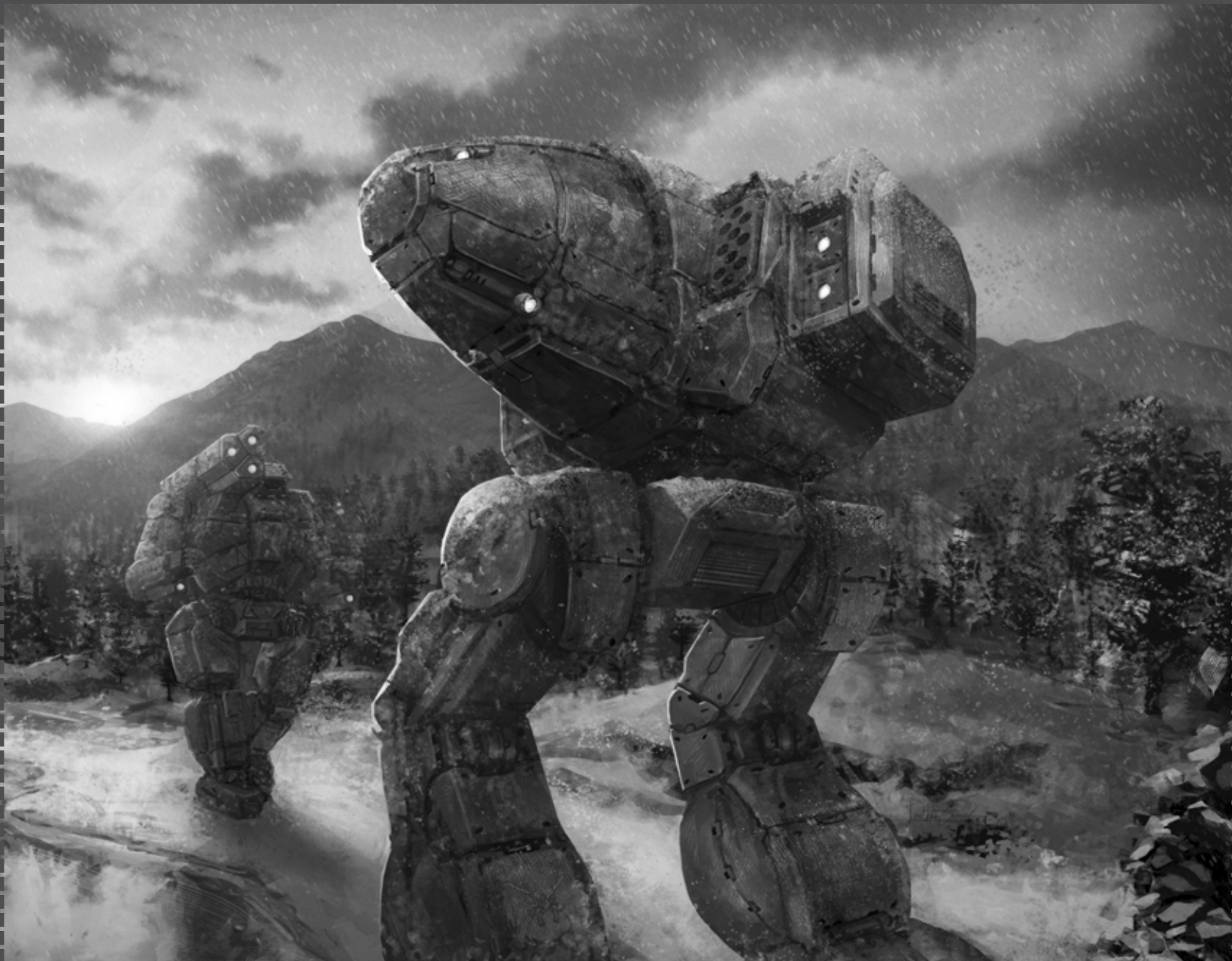
5

TECHNICAL READOUT 3145

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 Withdrawn behind the Fortress walls, the once-great power has become a silent, opaque remnant of its former glory.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

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

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



FREE WORLDS LEAGUE

CREDITS

Writing

William Gauthier
Jason Hansa
Ken' Horner
Daniel Isberner
Philip Lee
Joshua C. Perian
Aaron Pollyea
Christopher Purnell
Craig Reed
Luke Robertson
Joel Steverson
Geoff Swift
Elliotte C. Want

Product Development

Jason Schmetzer
Development Assistance
Herbert A. Beas II

Product Editing

Jason Schmetzer

BattleTech Line Developer

Herb A. Beas II
Assistant Line Developer
Ben H. Rome

Production Staff

Art Director
Brent Evans
Assistant Art Director
Ray Arrastia

Cover Art
Jonathan Gonzalez

Cover Design
Ray Arrastia

Layout
Ray Arrastia

Illustrations
Chris Daranouvong
Stephen Huda
Seth Kurbound
Justin Nelson
Anthony Scroggins
Rudy Valle

Unit Stats and Record Sheets

Joel Bancroft-Connors
Sebastian Brocks
Brent Ezell
Joshua Franklin
Keith Hann
Térence Harris
John Haward
Johannes Heidler
Ken' Horner
Daniel Isberner
Chris Marti
Aaron Pollyea
Jan Prowell
Luke Robertson
Lance Scarinci
Mike Timbers
Chris Wheeler

Proofers and Fact Checkers

Rich Cencarik, Stephen Frabartolo, William Gauthier, Johannes Heidler, Jan Prowell, Christopher Purnell, Craig A. Reed, Jr., Andreas Rudolph, Elliotte C. Want, Chris Wheeler, Matt Wilsbacher.



©2013 The Topps Company Inc. All Rights Reserved. BattleTech Technical Readout: 3145 (Free Worlds League), Classic BattleTech, BattleTech, BattleMech, and 'Mech are registered trademarks and/ or trademarks of The Topps Company Inc. in the United States and/ or other countries. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC.

INTRODUCTION

The death of the Free Worlds League during the Jihad of the last century is often regarded, even more than the formation of the Republic, as one of the defining moments of that conflict. Its reformation in the thirty-second century was a combination of urgent need and long-sought ambition, but it's impossible to dismiss Jessica Marik's new realm as irrelevant. Though struggling beneath the legacy of the combined Clan Wolf-Lyran Commonwealth assault, the Leaguers remain powerful and, as evidenced by their rebuilding programs, are growing stronger.

Though neither Regulus nor Andurien, nor a number of independent worlds, deigned to join, the people of the reborn League are proud and steadily building a new national identity. It helps that much of the young League's history has been filled with conflict; there are few more melding experiences than fighting against the hordes of Clan Wolf and the Lyran Commonwealth. Though they were able to survive until the nascent Wolf Empire turned on its Lyran allies, and their new solidarity has held them in good stead against the Trials of the Wolves and the low-level conflicts with the Regulans and Anduriens, much work remains to be done if the realm is to survive.

Regulus and Andurien have resisted overtures to reintegrate with the League, though both realms for different reasons. The Anduriens, with ever-closer ties to the Capellan Confederation, have no need to return to the fold. The Regulans, ever-proud and spiteful, simply refuse.

The campaigns against the Wolves demonstrated that the Free Worlds League Military still has a long way to go if it hopes to stand against the rising frontline armies of other Inner Sphere combatants. Military industries are still spooling up even as they deal with the new unified procurement system. Each of the provincial militaries has decades of experience finding "the right way" to do things, and unlearning—or combining—that experience is proving to be a massive headache for the LCCC.

Much institutional experience is available to the League, of course. The years between the League's death and its rebirth were as filled with low-level conflict as any other years in the Inner Sphere, but what is lacking is strategic experience. The generals and colonels now filling FWLM billets are used to operating on their provincial worlds, but operating across a reborn League is proving difficult. Much of the efforts of the warden-general's office is taken up with doctrine and tactics studies even as the regiments and battalions try to come to grips with new operational realities.

Whatever the headaches, however, the League is proving a powerful entity. The massive strides its armaments industries have made in working toward that standardization are nothing short of miraculous, considering the lack of hyperpulse communication, the invasions and amalgamations that have taken place, and the sheer chaos that has erupted across the Inner Sphere. The new equipment filtering into the regiments is the equal or better of any in the Inner Sphere, and those found in the Anduriens and Regulans' arsenals are just as powerful.

—Paladin Janella Lakewood
12 October 3145

GAME NOTES

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

Standard Rules

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

Advanced Rules

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

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

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

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

HOW TO USE THIS TECHNICAL READOUT

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

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

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

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

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

Design Quirks

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

LEONIDAS BATTLE ARMOR

The Leonidas battle armor was developed at the turn of the century to fill a gap in Oriente's military capabilities caused by a scarcity of the Achilles stealth suit. It proved more than adequate to replace the older suit and was soon exported widely across the Inner Sphere and even nearby Periphery realms. The successes achieved by soldiers armed with the Leonidas suit are a testimony to its value as well as a warning about neglecting proper reconnaissance and screening elements.

CAPABILITIES

The Leonidas suit is ideal for battlefield missions such as positional infiltration, ambush, artillery spotting, and counterinsurgency patrol. The modular weapons mount allows the battlesuit to readily switch between support, scouting, and attack roles for maximum tactical flexibility.

DEPLOYMENT

The Leonidas suit is deployed extensively by FWLM forces. Decades of exports to the mercenary market, the Capellan Confederation, the Magistracy, and even the Marian Hegemony provided a strong production base for the suit. Once the League was reformed production was largely, but not entirely, rerouted to equipping Oriente's fellow provinces. Given the suit's capabilities, they are frequently reserved for more experienced and better-trained infantry soldiers.

One particularly successful use of the suit was in early December 3142, during the Fourth Battle of Tamarind. One week prior to the final

FWLM assault Duke Fontaine Marik established a volunteer platoon to infiltrate his former capital, Zanzibar. Calling themselves the *Hombres Locos* after a Gibraltar street gang, the platoon snuck through the 'Mech patrols around the suburbs of Zanzibar and stole into the city interior under the cover of rubble. Native urban guerrillas provided the *Hombres* with help evading infantry patrols and locating a key command post of the Eleventh Lyran Guards.

H-Hour for the assault on Zanzibar came before the dawn, and the *Hombres* assaulted the command post mere minutes before. A number of the suits had been smuggled into a nearby building from the sewers below, and blew out of the storefront as a complete surprise to the defenders. Lyran infantry proved little match for the battlesuits, and in the space of minutes the *Hombres* annihilated an infantry regiment's command staff.

For several additional hours the *Hombres* operated in Zanzibar, with TAG-equipped suits designating targets for homing rounds fired by Tamarind artillery. Sporadic clashes with conventional Lyran forces happened throughout, but it was only during their exfiltration that the *Hombres* were confronted by Lyran BattleMechs. A lance of Guards 'Mechs, responding to an advance by the First Tamarind Regulars, stumbled over the platoon as they were making their way out of a northern suburb. The *Hombres* commander and her first squad had enough warning to set up an ambush, swarming and damaging a couple of the 'Mechs and buying time for the remainder of the unit to escape.

A less successful example of the Leonidas in action dates from 3133, during an attempted Capellan infiltration on Styk a few months after the Blackout. The Capellan DropShip was tracked and the planetary militia mobilized in time to intercept the force in the wilderness outside the capital of Lorelei. Unsurprisingly, the Leonidas fared poorly when the freedom to choose when and where the battle took place was denied. By aggressively maintaining contact the Republic militia destroyed the entire infiltration force, including the platoon of Leonidas suits.

NOTABLE UNITS

Captain Zahira Esteban: While in charge of the *Hombres Locos* Captain Esteban lost an arm taking down a Lyran *Zeus*. Once she was recovered from captivity she accepted an advanced prosthetic to remain combat capable. Her choice ran afoul of the League's rabid prejudice against bionics, though Duke Fontaine Marik has chosen to support her as part of a campaign to promote rehabilitation of wounded FWLM soldiers.

Sergeant Eugenios Tsakolov: Sergeant Tsakolov leads a squad of Leonidas battle armor for the Order of St. Louis, which he has dubbed the Sacred Band in a misinformed attempt to honor his Spartan "ancestors." Tsakolov's hulking figure, inherited from his former-Elemental mother, has dissuaded Knight-Commander Grandin from correcting his grasp of history.

LEONIDAS BATTLE ARMOR

Type: Leonidas
Manufacturer: Etna Foundries
Primary Factory: Oriente
Equipment Rating: F/X-X-F

Tech Base: Inner Sphere
Chassis Type: Humanoid
Weight Class: Medium
Maximum Weight: 1,000 kg

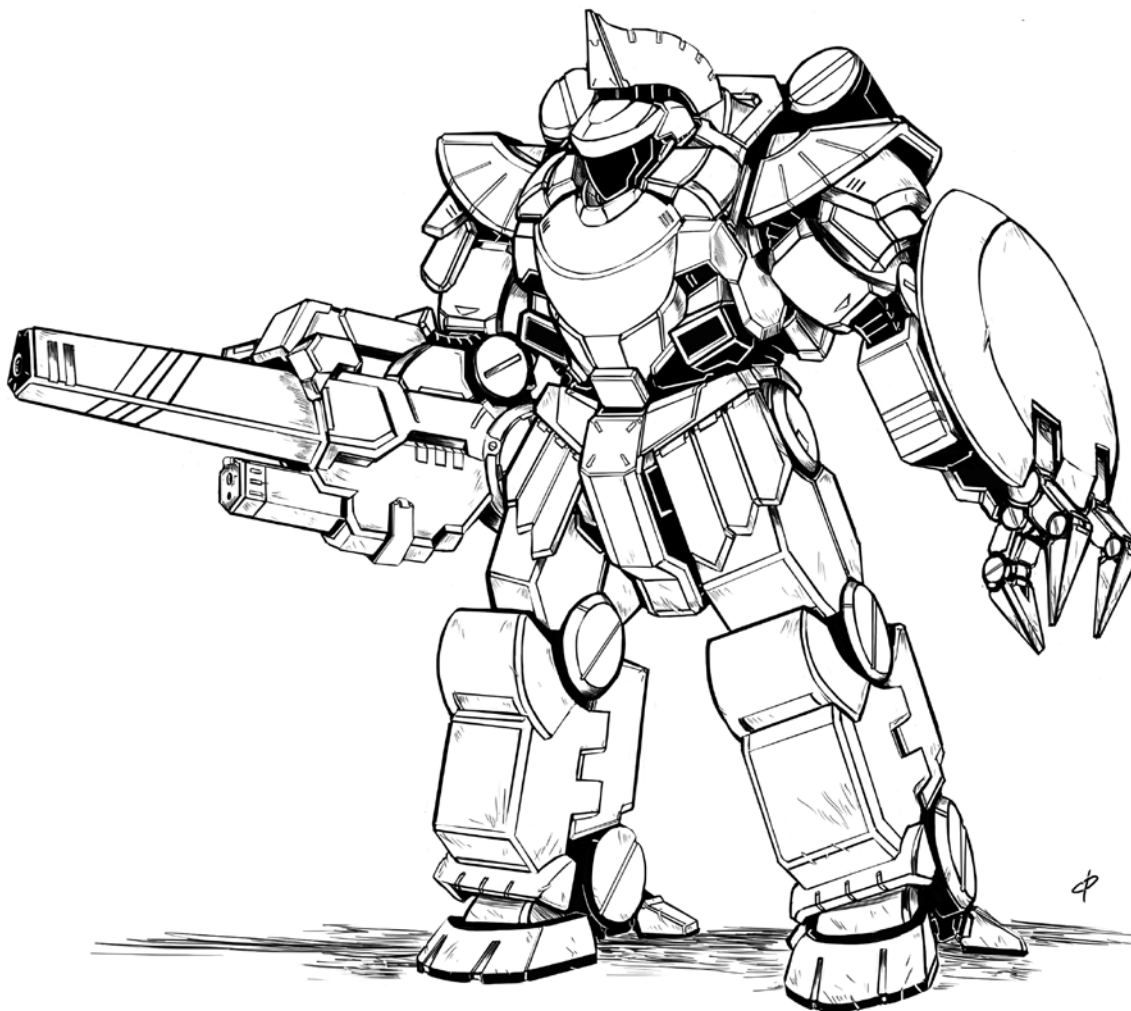
Battle Value:

36 (David)
 33 (MG)
 28 (Firedrake)
 25 (TAG)
 27 (Sensor)

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

Equipment	Slots	Mass
Chassis:		175 kg
Motive System:		
Ground MP:	3	80 kg
Jump MP:	0	0 kg
Manipulators:		
Right Arm:	None	0 kg
Left Arm:	Heavy Battle Claw	20 kg
Armor:	Standard Stealth 4	360 kg
Armor Value:	6 + 1 (Trooper)	

Weapons and Equipment	Location	Slots (Capacity)	Tonnage
Modular Weapon Mount	RA	1 (1)	10 kg
David Light Gauss Rifle (15)	—	1	100 kg
Machine Gun (50)	—	1	100 kg
Firedrake Support Needler (30)	—	1	50 kg
Light TAG (60)	—	1	35 kg
Improved Sensors	—	1	65 kg
Anti-Personnel Weapon Mount	RA	1	5 kg
Angel ECM Suite	Body	3	250 kg



OGRE BATTLE ARMOR

Tvostar Enterprises' first entry in the battle armor market, the Ogre battlesuit was initially intended to supplement slower vehicle platoons and fill gaps in Regular planetary militias. The prevalence of non-BattleMech units in post-Jihad conflicts saw the Ogre perform far better than the fledgling Tvostar expected, leading to eventual wide export beyond the Regular Fiefs' borders. Despite evidence to the contrary, the Ogre has developed a fanciful but fearsome reputation for literally tearing tanks in half in the battlefield.

CAPABILITIES

Sporting an unusually wide frame and paired heavy battle claws, the Ogre battlesuit exudes an intimidating battlefield presence. While this affords a psychological advantage against conventional infantry, the suit is ill-equipped for anti-infantry operations. Short-range missiles allow the Ogre to perform in an anti-armor role, and armor coverage allows the wearer to withstand all but the heaviest tank-mounted weaponry.

The Ogre is also available in an interdictor model with mimetic armor and an electronic warfare package. This equipment allows the battlesuit to maneuver into better positions than its standard cousin, but the smaller SRM magazine limits extended battlefield deployments.

DEPLOYMENT

Since its unveiling as Tvostar's flagship battle armor, the Ogre battlesuit's success saw large production runs exported to the Duchy of Andurien and to the Lyran Commonwealth.

The first true test of the Ogre's battlefield worth came in 3095, when the Tenth Regular Hussars conducted an exploratory raid on the Oriente Protectorate world Emris IV. The Tenth, still under the stigma of Blakist collusion during the Jihad, went out of its way to prove its loyalty to the Regular Fiefs. What was initially meant as a saber-rattling tactic saw the Tenth overstepping its established mission parameters and crossing swords with the Steel Guard. Three of the Tenth's Ogre squads were attempting to secure an escape route when a short platoon of Vedette tanks ambushed them in a defile a few kilometers from the rendezvous point. Using their daunting and unexpected size to their advantage, two standard Ogre squads drew the tanks' attention while a squad of interdictor suits employed its mimetic camouflage to jockey into position. Well-placed strikes to rear armor disabled two of the tanks' motive systems, and the Ogres advanced on the immobile units. The combination of the surviving Vedette's battleROM camera footage, SRM detonations, and a little imagination gave birth to the Ogre battlesuit's tank-shredding myth. The Ogres' securing of the pass allowed the Tenth to retreat to Regular space with only a small amount of embarrassment.

NOTABLE UNITS

Naib Subedar Indrina Dutta: Leader of the Tenth Regular Hussars' Ogre platoon, Indrina was the mastermind behind the Emris IV maneuver that garnered the Ogre's prestige. Though wounded in the engagement, her survival and continued service in the Regular military served as further testament to the model's efficiency. In order to perpetuate the myth surrounding the suit, after a successful battle Dutta would direct her squads to tear open immobilized and destroyed tanks with their suits' claws. Those who witnessed the aftermaths of these battles ascribed the damage to the Ogre's sheer strength. This trend eventually propagated to other Ogre platoons, and the ritual rending became a time-honored tradition among the battlesuit's operators.

Star Captain Idris DelVillar: A member of the Rasalhague Dominion's 283rd Battle Cluster, Star Captain DelVillar uses his Supernova's Ogre battlesuits with frightening effectiveness. By pairing them with a *Dasher* OmniMech, DelVillar's Point can easily reach weak places in enemy lines to exploit them.

Analysts are unsure how a small batch of Regular-manufactured Ogres first ended up in the Dominion's *touman*, but DelVillar adopted them for their intimidating battlefield presence. Star Colonel Peter Lankenau initially called for a Trial of Grievance against the inclusion of the Ogres in DelVillar's command Point, but the Ogres' performance in the Trial silenced the Star Colonel's reservations. Lankenau has recently brokered a deal with Sea Fox merchants in order to ensure DelVillar's Supernova remains adequately supplied with replacement suits.

OGRE BATTLE ARMOR

Type: Ogre

Manufacturer: Tvastar Enterprises

Primary Factory: Regulus

Equipment Rating (Standard): E/X-X-E

Equipment Rating (Interdictor): E/X-X-F

Tech Base: Inner Sphere

Chassis Type: Humanoid

Weight Class: Heavy

Maximum Weight: 1,500 kg

Battle Value:

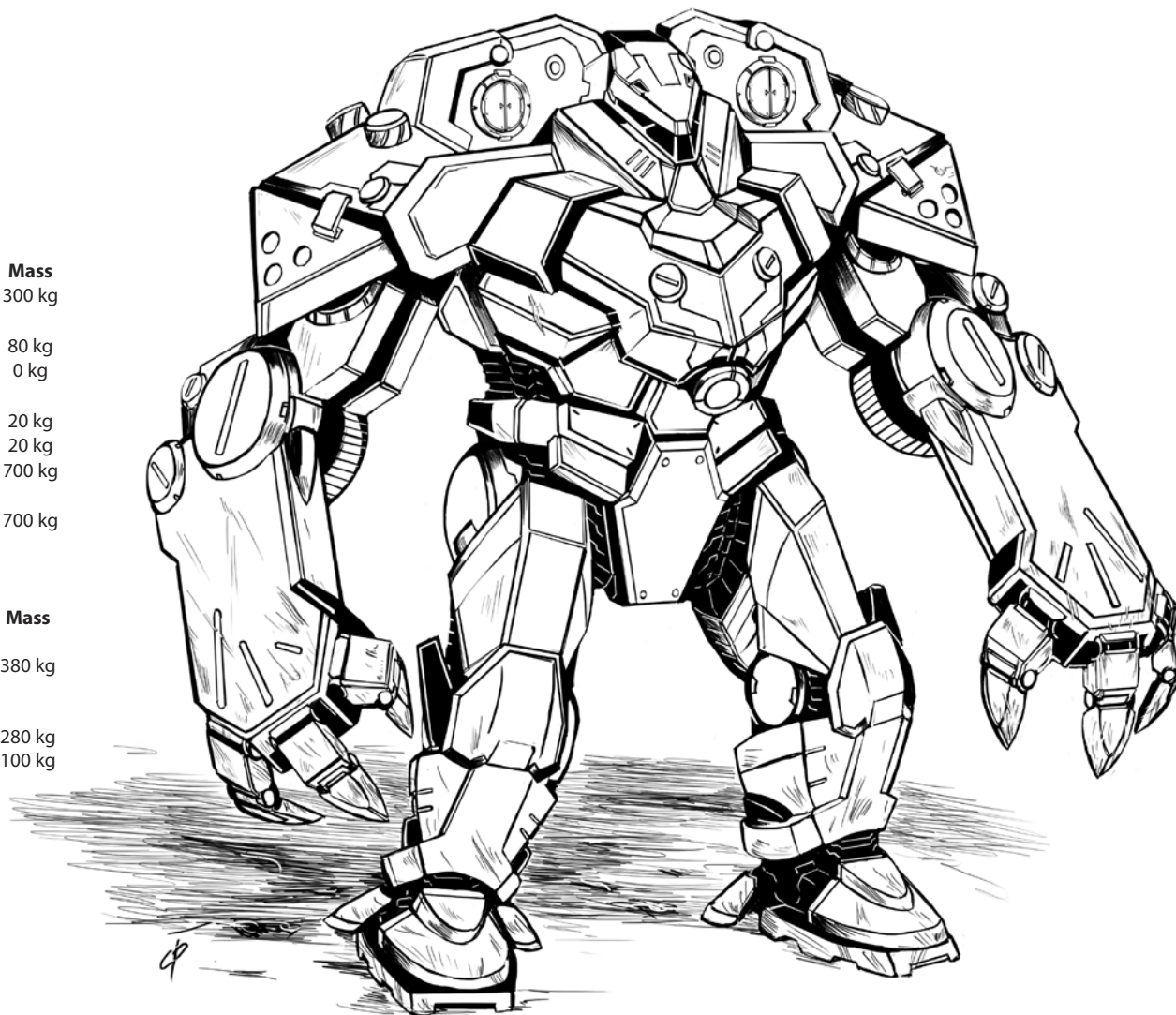
54 (Standard)

66 (Interdictor)

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

Equipment	Slots	Mass
Chassis:		300 kg
Motive System:		
Ground MP:	2	80 kg
Jump MP:	0	0 kg
Manipulators:		
Right Arm:	Heavy Battle Claw	20 kg
Left Arm:	Heavy Battle Claw	20 kg
Armor (Standard):	Standard	700 kg
Armor Value:	14 + 1 (Trooper)	
Armor (Interdictor):	Mimetic 7	700 kg
Armor Value:	14 + 1 (Trooper)	

Weapons and Equipment	Location	Slots (Capacity)	Mass
<i>(Standard)</i>			
SRM 2 (13 Shots)	Body	6	380 kg
<i>(Interdictor)</i>			
SRM 2 (8 Shots)	Body	4	280 kg
ECM Suite	Body	1	100 kg



XIPHOS ASSAULT BATTLE ARMOR

The Xiphos (named after an ancient type of Greek double-edged sword) was developed by the Marik-Stewart Commonwealth to grant their infantry troops advanced protection against devastating artillery attacks.

CAPABILITIES

The main advantage of the Xiphos is its armor, mitigating one of the greatest weaknesses of battle armor: vulnerability to artillery fire.

With configurations ranging from raw firepower to heat sensors, the Xiphos rarely needs any outside assistance. The high powered communications system also allows commanders to keep communications with their troops running, even when electronic countermeasures are deployed against them.

DEPLOYMENT

During a raid against Laureles in 3118 pirates jammed communications in and around the city of Rork. Unable to communicate, the planetary militia had contingency plans put together for an uncoordinated defense. Having recently received a shipment of eight Xiphos, they were surprised when their new battlesuits were able to communicate inside the ECM field. The militia quickly split their Xiphos troops into pairs to accompany the search parties. Not expecting a coordinated defense, the pirates were slaughtered.

In 3125 elements of the Eighth Free Worlds Legionnaires traveled through the Oriente Protectorate to assault the Capellan Confederation on Corey—painted in the colors of the Oriente Protectorate. Details about this attack have only recently become

public knowledge, when the files were accidentally released during the Marik-Stewart Commonwealth's dissolution. The Legionnaires attacked Hollis Incorporated's facilities, employing rapid air drops. While 'Mechs dropped around the facilities, battle armor, led by a platoon of Xiphoses, was dropped directly inside. They quickly dispatched the defenders and took tons of *Catapult* spare parts with them when they disengaged and fled the system.

The Xiphos was extensively used during the invasion of the former Free Worlds League. The Marik-Stewart Commonwealth used them very successfully during the early months of the invasion.

Using the slow communication between the different combat groups of the Wolves and Lyrans to their advantage, the defenders employed the same strategy over a long period of time on multiple worlds. On Autumn Wind and elsewhere, the defending troops used Cavalry helicopters to transport Xiphoses a few hundred meters behind enemy lines and attack their artillery support. With almost no time to react, the Wolves bombarded the advancing battle armors with missiles and direct fire artillery. By the time they realized that the Xiphoses did not take the expected devastating damage, it was already too late.

On Washburn the Marik-Stewart Commonwealth once more tried to use this tactic, but with less success. The invaders were prepared and had dozens of battle armored troops in hiding behind their artillery position, waiting for the eventual onslaught. The defenders' sudden appearance and armament—lasers and inferno missiles—nullified

the advantages of the Xiphos' reactive armor. The Commonwealth troops were slaughtered to the last man. The few Xiphoses not sent to the front line fell back to the Irian Technologies facilities, where they reinforced the defenses and made their last stand.

Recently the Wolf Empire has attacked the Republic Remnant on Alhena. In what seemed like a training exercise for newly minted warriors, they copied the tactics used by the Commonwealth during their invasion. Only the lack of experience among the Wolf warriors prevented a major disaster for the Remnant.

NOTABLE UNITS

Star Captain Zetoras Ward: He was not only the first Clan Wolf Elemental to receive a Xiphos, he demanded it. After facing the assault suit multiple times during the invasion of the Free Worlds League in his Gnome, he was so impressed by it that he led the assault on the production facilities on Washburn, claiming a freshly-built suit as *isorla*. Since then his entire Trinary has been equipped with them.

Sergeant Ranai Kasrer: As the infantry commander on Washburn, the defense of Irian Technologies' facilities fell directly into her hands. While the facilities ultimately fell, she succeeded in defending them longer than the Wolves had expected. In the end, Star Captain Ward challenged her to a Circle of Equals, which she accepted. Fighting in her Xiphos, she managed to severely hurt the Star Captain. When she was ultimately defeated, Ward claimed her as his bondsman.

XIPHOS ASSAULT BATTLE ARMOR

Type: Xiphos

Manufacturer: Irian Technologies

Primary Factory: Irian, Washburn

Equipment Rating: F/X-X-F

Tech Base: Inner Sphere (Advanced)

Chassis Type: Humanoid

Weight Class: Assault

Maximum Weight: 2,000 kg

Battle Value:

76 (Configuration A)

69 (Configuration B)

69 (Configuration C)

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

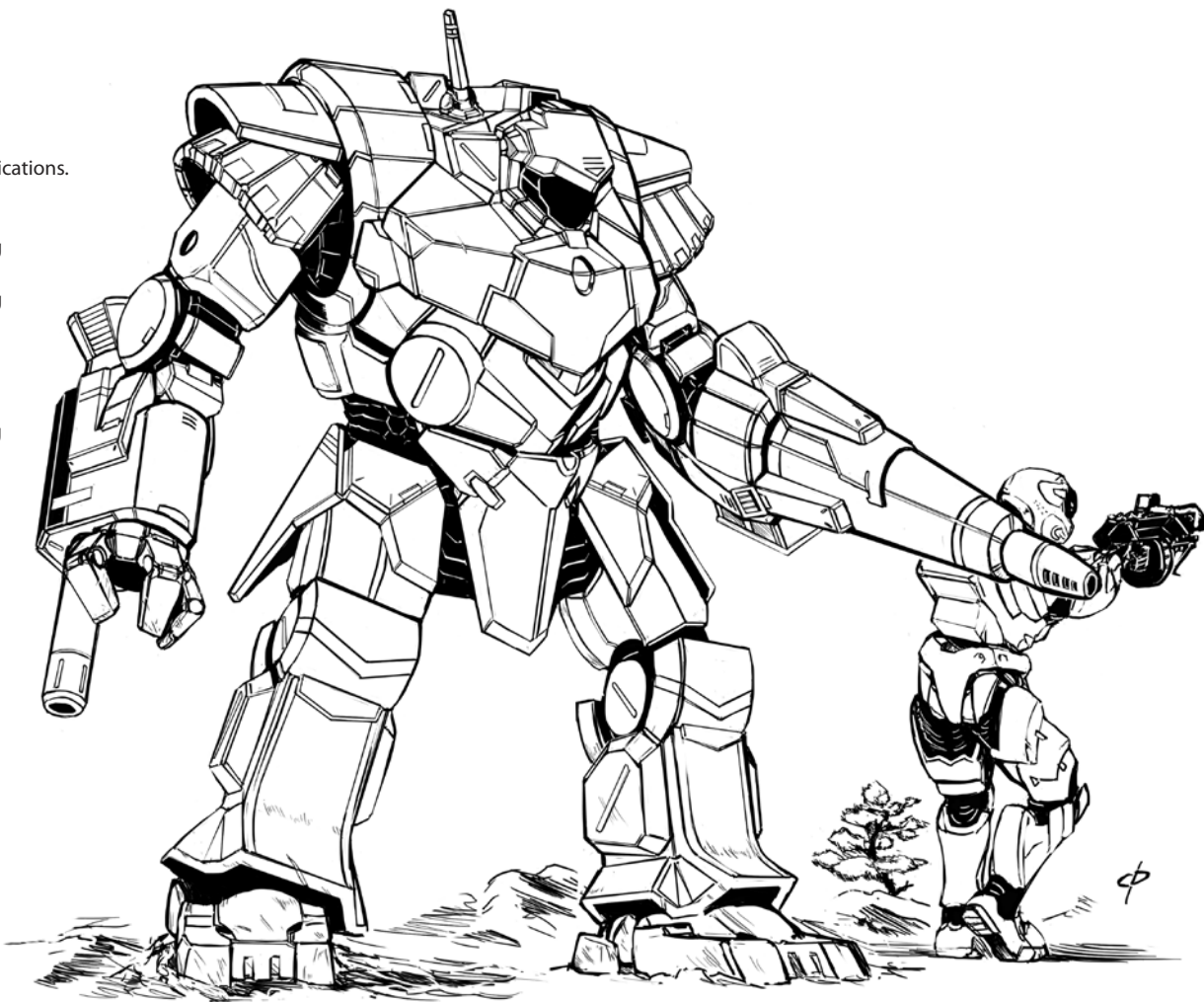
Notes: Features the following Design Quirks: Improved Communications.

Equipment

	Slots	Mass
Chassis:		550 kg
Motive System:		
Ground MP:	2	160 kg
Jump MP:	0	0 kg
Manipulators:		
Right Arm:	Basic Manipulator	0 kg
Left Arm:	None	0 kg
Armor:	Reactive 7	900 kg
Armor Value:	15 + 1 (Trooper)	

Weapons and Equipment

	Location	Slots (Capacity)	Mass
Modular Weapon Mount	RA	1 (2)	10 kg
A) Light Recoilless Rifle (20)	—	2	175 kg
B) SRM 1 (OS)	—	2	50 kg
C) Heat Sensor	—	1	20 kg
Modular Weapon Mount	LA	1 (3)	10 kg
A) Magshot Gauss Rifle (10)	—	3	175 kg
B) Plasma Rifle (20)	—	2	300 kg
C) Heavy Flamer (10)	—	2	350 kg



THANG-TA APC

Mass: 10 tons

Movement Type: Wheeled

Power Plant: Magna 70 Fusion

Cruising Speed: 97 kph

Maximum Speed: 151 kph

Armor: Valiant Chainmail Ferro-Fibrous

Armament:

2 Magna Mk IV Extended-Range
Small Lasers

Manufacturer: Earthwerks-FWL, Incorporated

Primary Factory: Tiber

Communications System: Garret T21-C

Targeting and Tracking System: Wasat
Watchdog W112

Earthwerks quietly premiered the Thang-Ta before the Jihad. Simple and inexpensive construction guaranteed it would become a primary infantry carrier on the battlefields of the sundered League after that conflict faded. It took part in nearly every conflict involving the splinter states until the League was reformed, and it has continued to do so since Captain-General Jessica Marik oversaw the reformation.

CAPABILITIES

The Thang-Ta's ferro-fibrous armor and increased speed compared to older APCs ensures the infantry squad it carries arrives safely to the battlefield. There are no creature comforts in this vehicle, which aimed for practicality over comfort. The full field of fire from the turret lasers makes up slightly for their deficient range, but only against lightly armored targets. Balky linkages have plagued the turret; even weak hits tend to freeze it in place, leaving the crew only speed to rely on to survive.

DEPLOYMENT

When the Capellans counterattacked the Anduriens in the Victoria War, the First Andurien Rangers were overwhelmed and pushed off Betelgeuse by Warrior House Imarra's lightning combined-arms assault. The Rangers retreated to Sigma Mare, where their infantry had been left to garrison, but House Imarra had not finished with them.

Imarra quickly claimed air superiority, keeping the Rangers and their DropShips grounded. A combat drop of the entire Imarra force threw the Rangers further into disarray. As the Anduriens fought desperately to keep their DropShips from being captured, the Rangers infantry regiment was being rounded up from posts across the small continent of Tropinado. A battalion of Thang-Tas retrieved these troops from their deployments. The repeated sorties brought the Thang-Tas under considerable fire from the Imarra 'Mechs and tanks, but the APCs were able to pierce enemy lines time and again. The final breakthrough, though, found the Imarras prepared. They targeted the APCs exclusively, despite punishing covering fire by the rest of the Rangers. Speed and thick armor were all that saved the troopers. While eighty percent of the troopers made it to the DropShips, only two platoons of the Thang-Ta battalion lifted off Sigma Mare. The fighter ambush *en route* to the Rangers' JumpShips eliminated almost all of the troops the Thang-Tas had sacrificed so much to save.

Kallon Industries on Loyalty has been rebuilding the First Loyalty Defenders since the Wolf invasion ended. When Mu Galaxy's Nineteenth Wolf Cavalry initiated a Trial of Possession for Kallon's production of June 3143, the Defenders

responded amazingly well. The First's Thang-Tas deployed troops to various hotspots. The infantry was an annoyance at best, but they occupied the attackers long enough for the rest of the First to outmaneuver the Cavalry. The Mu warriors lost their focus, and the battle degenerated into a melee. A company of suicidally brave Thang-Ta crews swept across the Cavalry's lines and, despite their meager lasers, pushed the Cavalry into retreat. The disgrace of being defeated by mere infantry transports led to two Stars of warriors being consigned to the *solahma*.

NOTABLE UNITS

Malison: This Thang-Ta is the last remaining from the First Andurien Rangers' retreat from Sigma Mare forty years ago. It has had every component save its chassis and engine replaced many times. No matter how the technicians try, though, the turret never makes it through a battle without locking in place, even when the vehicle takes no direct fire. Every crewman assigned the Malison takes pains to ensure his affairs are in order—while Malison always manages to survive, its crews rarely do.

Ol' Bessie: Major Danohur O'Brien of the First Loyalty Defenders led the brazen charge against the Nineteenth Wolf Cavalry in late June 3143 from the seat of Ol' Bessie. When he tried a similar tactic against them in another Trial in May 3144, the Nineteenth's warriors were more resilient: their obliteration of the Thang-Ta company secured some of the Kallon plant's output. O'Brien remains in a coma on Loyalty, though Ol' Bessie has since returned to service.

THANG-TA APC

Type: **Thang-Ta**

Technology Base: Inner Sphere

Movement Type: Wheeled

Tonnage: 10

Battle Value: 241

Weapons and Ammo

2 ER Small Lasers

Infantry Compartment

Location

Turret

Body

Tonnage

1

1

Equipment

Internal Structure:

Engine:

Type:

Cruise MP:

Flank MP:

Heat Sinks:

Control Equipment:

Lift Equipment:

Power Amplifier:

Turret:

Armor Factor (Ferro):

Mass

1

3

Fusion

9

14

10

0

.5

0

0

.5

3

Armor

Value

Front

15

R/L Side

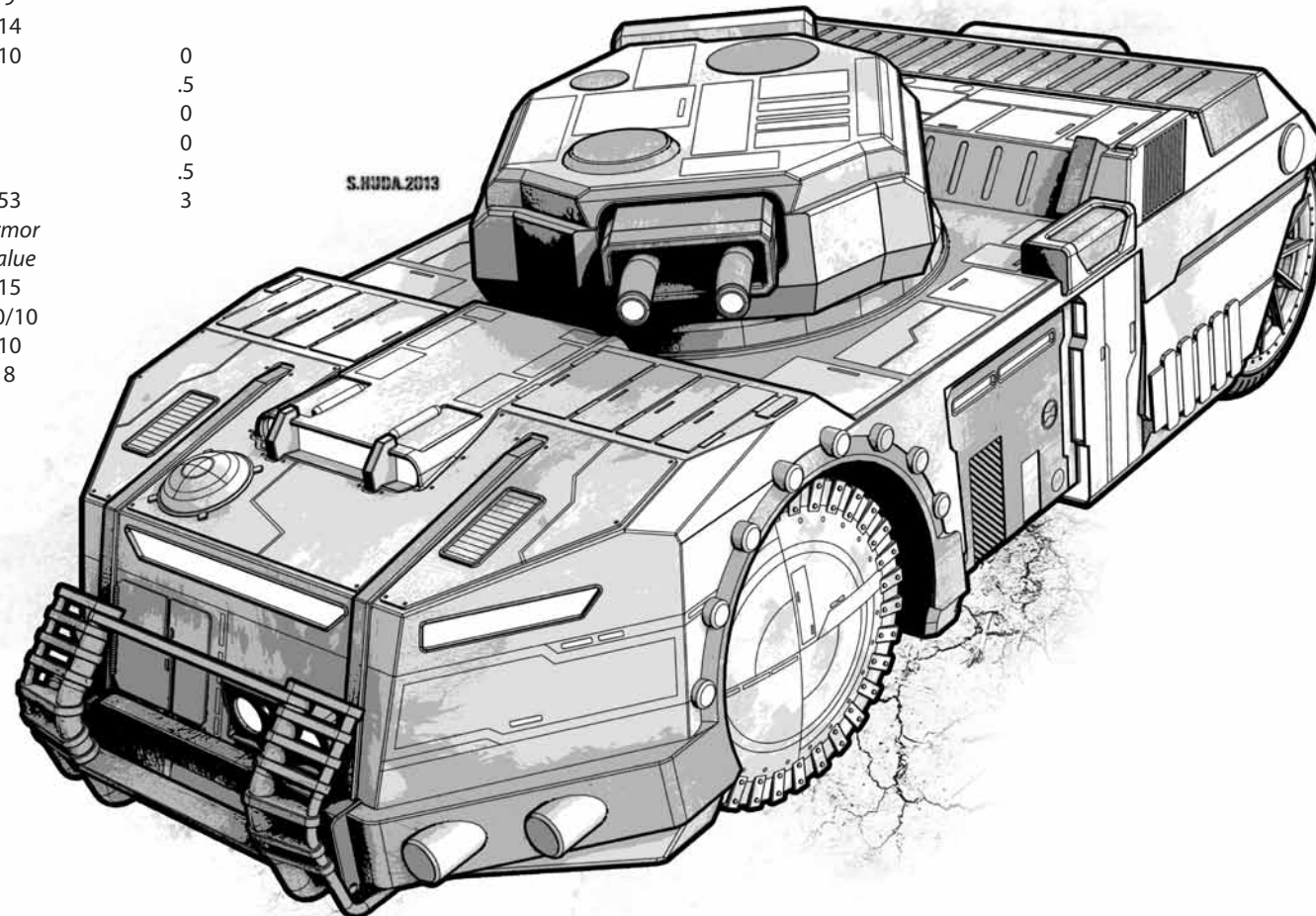
10/10

Rear

10

Turret

8



RED KITE ATTACK VTOL

Mass: 25 tons

Movement Type: VTOL

Power Plant: Imstar 135 Fuel Cell

Cruising Speed: 118 kph

Maximum Speed: 183 kph

Armor: Imstar HL Ferro-Fibrous

Armament:

6 Series 2CHM Medium Chemical Lasers

Manufacturer: Imstar Aerospace

Primary Factories: Amity, Marik

Communications System: Irian E.A.R.

Targeting and Tracking System: IMB SYS 1540

Imstar introduced the Red Kite in 3093, where it quickly became a favorite among reconnaissance forces in the Marik-Stewart Commonwealth thanks to its low noise profile and impressive armaments. When deployed as a gunship, the Red Kite struggles to compete with contemporary offerings such as Wakazashi's Yasha or the venerable Yellow Jacket gunship. Although comparable in mass and armor, the Red Kite can out-accelerate both, but it faces a significant range disadvantage over traditional gunships.

CAPABILITIES

The Red Kite was originally designed for an Emperor Napoleon Light AC/5, and an oscillating turret was developed to reduce recoil stress on the frame. During the latter stages of development, Imstar was able to secure a contract for the Series 2CHM lasers. In the original implementation, the loader cycled when the turret recoiled. As the chemical lasers do not recoil, the loader was modified to feed through a fixed turret ring. Unfortunately, this system is prone to jam if the loader cycles while the turret is rotated more than sixty degrees off center.

DEPLOYMENT

In 3138 Clan Wolf and Lyran Commonwealth forces invaded the sundered League. The Red Kite featured prominently in several of the early engagements, as the principal defending forces were often planetary militia. On Autumn Wind, the defending forces had been well schooled in Clan rules of engagement. Expecting the Wolves to adhere to some form of *zellbrigen*, the defenders were unprepared for the attackers' ferocity. Within thirty minutes, the defensive line broke and the Wolves were advancing unhindered toward Galveston City, where the planetary leadership had gathered to weather the attack.

Three Red Kites escorted two Lexan Oceanic Series IIs and a Soar VTOL that had been conscripted for evacuation duty. The Wolf force included three *Dasher IIs* captured from the RAF a year earlier. They were dispatched to clear Galveston City ahead of the main force and proved a significant obstacle for the Red Kites. Although limited to short range weaponry, the 'Mechs were nearly as fast as the VTOLs and the Red Kite's extraction vector meant they would actually have to run past the Wolf 'Mechs on their way out of the city. While the Red Kites could easily shrug off the *Dasher II's* micro lasers, the VTOLs they were escorting could not.

As the VTOLs made their run, the Wolves scored an early victory by downing the lead Red Kite—and with it the mission commander. Suddenly promoted, Lieutenant Holmes took decisive action and withdrew into the city. A twenty-six minute game of cat and mouse ensued as the Wolf 'Mechs chased the VTOLs through a veritable canyon of buildings in the Two Rivers district and across the Panoply Bridge into Hector Lombard Park. Designed for passenger traffic, the bridge could not support

the combined weight of three forty-ton 'Mechs and the central span collapsed. All three *Dasher IIs* survived the fifteen-meter plunge into the Felton River, but bogged down in the river bottom. It took them three hours to regain the banks, by which time the Red Kites and their civilian VIPs were long gone.

NOTABLE UNITS

Captain Wendy Holmes: Holmes is the quick-thinking Marik Militia officer responsible for the successful action in Galveston City. Holmes has been piloting since her early teens, and had a brief stint as an aerobatic pilot before joining the Marik Militia. In 3144 she accepted a promotion to captain and a position with the Stewart Aerodrome, where she will be the chief instructor of VTOL combat.

Point Commander Casey: Casey is a freeborn Clan Wolf warrior in Kappa Galaxy. He has been garnering attention for his use of unorthodox tactics in the Wolf actions against the Lyran Commonwealth. During the assault of Hesperus II in 3144, Casey saw action against Clan Hell's Horses. He has been credited with more kills than any other freeborn warrior on Hesperus II.

RED KITE ATTACK VTOL

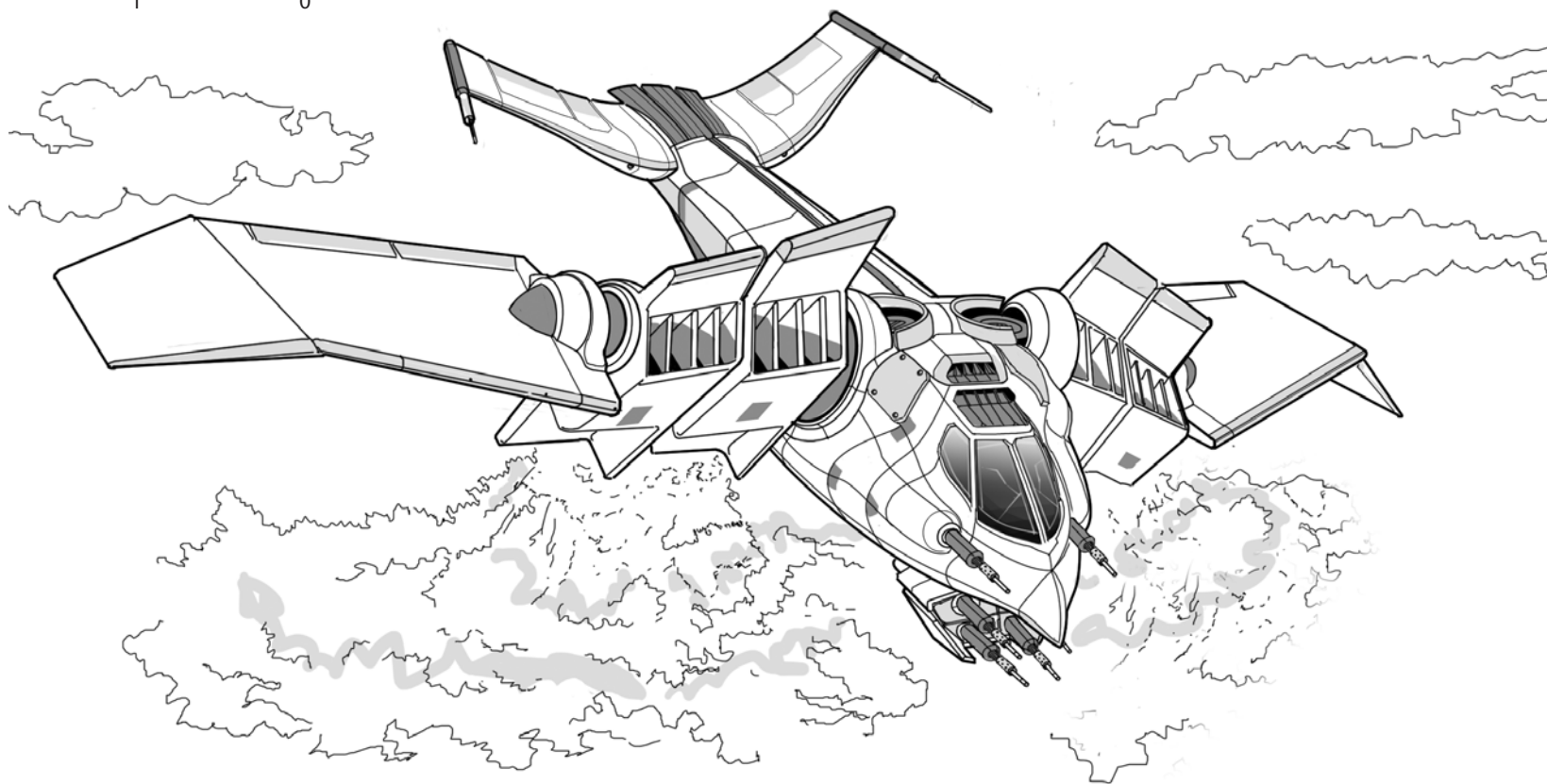
Type: **Red Kite**
 Technology Base: Mixed Inner Sphere
 Movement Type: VTOL
 Tonnage: 25
 Battle Value: 835

Control Equipment: 1.5
 Lift Equipment: 2.5
 Power Amplifier: 0
 VTOL Chin Turret: .5
 Armor Factor (Ferro): 62

Weapons and Ammo	Location	Tonnage
4 Medium Chemical Lasers (C)	Turret	4
2 Medium Chemical Lasers (C)	Front	2
Ammo (MCL) 90	Body	3

Notes: Features the following Design Quirks: VTOL Rotor Arrangement (Dual Rotor), Ammo Feed Problem.

Equipment	Mass	Armor Value
Internal Structure:	2.5	16
Engine:	135	10/10
Type: Fuel Cell	5.5	8
Cruise MP:	11	16
Flank MP:	17	2
Heat Sinks:	1	0



R10 MECHANIZED ICV

Mass: 45 tons

Movement Type: Wheeled

Power Plant: GM 205 XL Fusion

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Armor: Kallon FWL Special Ferro-Fibrous

Armament:

18 tons of pod space available
(maximum of 15 tons in turret)

Manufacturer: Exeter Organization

Primary Factory: Keystone

Communications System: Exeter Longscan

Targeting and Tracking System: Salamander
Systems Multi-Lock

A common complaint among infantrymen regarding run-of-the-mill armored personnel carriers is that they focus on a single goal: getting their cargo to a specific point by any means necessary. Once the delivery is made, deposited infantry often find themselves at the mercy of enemy fire without any true fire support. Exeter Organization's R10 Mechanized Infantry Combat Vehicle attempted to address this problem by creating what both battle-armored and conventional infantry platoons often refer to as an "APC with teeth." Given the choice between a standard APC or an R10, the average infantryman will choose the R10 every time.

The R10 ICV was born from Exeter's goal of marrying OmniVehicle technology with infantry support vehicles in a way that would make the hardware affordable for both well-funded infantry regiments and small planetary militias alike. The result far surpassed expectations in terms of firepower, flexibility, and overall satisfaction.

CAPABILITIES

Modular technology allows the R10 to take on a number of battlefield roles to supplement infantry operations. The most common R10 configuration's large infantry bay allows the ICV to carry far more infantry platoons or battle armor squads to trouble spots than many heavier troop carriers can. In addition to mounting adequate armor, all R10 configurations further protect both the crew and its sizeable infantry complement against battlefield catastrophes by incorporating CASE. Turret-mounted weaponry affords deployed infantry with a full range of offensive tactical options unavailable to most troop carriers.

DEPLOYMENT

Although originally developed for the defunct Army of the Marik-Stewart Commonwealth, the R10 has widely proliferated to several bordering nations. The Wolf Empire controls the primary factory, but the Wolves still permit export of the ICV.

The first notable test of the R10's efficiency came in 3101, when a Marian Hegemony raid by the IV Legio struck Romita in the Rim Commonality. The planetary militia, unable to blunt the attack, was forced to spread itself thin to avoid being overwhelmed. Attempting to cover civilian evacuation in the city of Ragno, militia troops used their recently acquired fleet of R10s to reach critical positions. During the evacuation, MHAF battle armor blockaded a major thoroughfare leading out of the city. While under fire, the R10s moved militia infantry to key positions to break the blockade. Once

the troops debarked and took cover, the R10s offered fire support, distracting the Marian battle armor away from the infantry's movements; this allowed the militia to blindside the enemy. Romita's militia was then able to hold out until a First Rim Commonality Guards company could arrive to eject Marian forces from the city.

VARIANTS

The R10 Coolant Truck is a non-Omni version that replaces the standard model's turret with more than twenty tons of liquid storage. On water-poor worlds, this variant often functions as a transport for potable water, which keeps troops hydrated.

NOTABLE UNITS

Sergeant Gunther Strauss: A member of the First Marik Protectors' Twenty-second Mechanized Infantry Battalion, Sergeant Strauss most often leads his R10 platoon on rescue missions. Unless mission parameters dictate otherwise, Strauss keeps his personal R10's infantry compartment empty while in the field, which allows him to take on as many refugees as the compartment will hold.

R10 MECHANIZED ICV

Type: **R10**
 Technology Base: Inner Sphere
 Movement Type: Wheeled
 Tonnage: 45
 Battle Value: 746

Notes: Features the following Design Quirks: Easy to Maintain, Poor Targeting (Long Range).

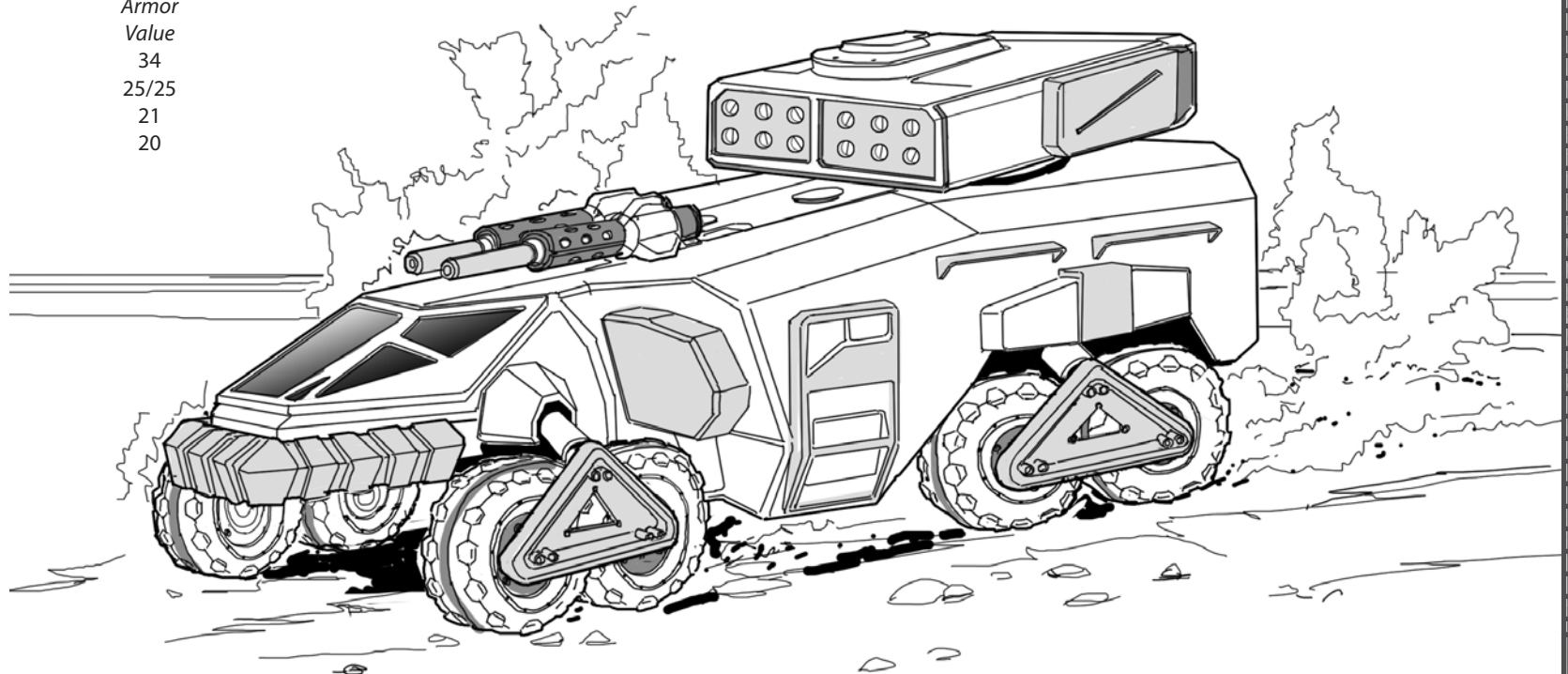
Equipment		Mass
Internal Structure:		4.5
Engine:	205	7
Type:	XL Fusion	
Cruise MP:	5	
Flank MP:	8	
Heat Sinks:	10	0
Control Equipment:		2.5
Lift Equipment:		0
Power Amplifier:		0
Turret:		1.5
Armor Factor (Ferro):	125	7
	<i>Armor Value</i>	
Front	34	
R/L Side	25/25	
Rear	21	
Turret	20	

Fixed Equipment	Location	Tonnage
CASE	Body	.5
Infantry Compartment	Body	4

Weapons and Ammo	Location	Tonnage
<i>Primary Configuration</i>		
2 SRM 6	Turret	6
Ammo (SRM) 30	Body	2
2 ER Medium Lasers	Front	2
Infantry Compartment	Body	8

Weapons and Ammo	Location	Tonnage
<i>Alternate Configuration A</i>		
2 Light AC/5	Turret	10
Ammo (Light AC) 40	Body	2
2 Medium Lasers	Turret	2
2 Medium Lasers	Front	2
2 Heat Sinks	Body	2
Battle Value: 839		

Weapons and Ammo	Location	Tonnage
<i>Alternate Configuration B</i>		
LB 10-X AC	Turret	11
Ammo (LB-X) 40	Body	2
2 Small Pulse Lasers	Front	2
Beagle Active Probe	Body	1.5
Guardian ECM Suite	Body	1.5
Battle Value: 756		



PARTISAN AA VEHICLE

Mass: 50 tons

Movement Type: Wheeled

Power Plant: Nissan 230 Fusion

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Armor: Kallon Unity Weave Ferro-Fibrous

Armament:

2 Defiance Shredder LB 5-X Autocannons

Manufacturer: Kallon Weapon Industries

Primary Factory: Loyalty

Communications System: JoLex Systems

Targeting and Tracking System: AntiAir
Flak Systems-1

The years after the end of the Jihad and the rise of the Republic of the Sphere saw many small weapons manufacturers disappear. With fewer major conflicts, many corporations were unable to maintain the expansion brought on by the brief rearmament after the Jihad or rebuild from its destruction. Kallon Industries was not immune, but was better able to deal with the changing military marketplace. Seeing the focus military quartermasters across the Inner Sphere were placing on inexpensive alternatives to BattleMechs, Kallon decided to re-engineer many of its vehicles. The "Cheap and Replaceable" media campaign that came along with the re-engineering effort was a disaster, with many tank crews already feeling that they played second string to BattleMechs. Kallon was forced to rush the release of the Partisan AA Vehicle to try and mitigate the damage to its image in 3110.

CAPABILITIES

Neither cheap nor easily replaceable, the new lighter and faster Partisan no longer had to rely on faster tanks and infantry for protection. Dedicated anti-aircraft targeting systems were linked into a dedicated turret control, allowing the Partisan's weapons to quickly track airborne targets and mitigate the motion of the tank at high speeds.

DEPLOYMENT

Mass produced and sold at a discount in bulk, Kallon ensured that the Partisan saw wide spread use in the decades after its introduction. The largest purchaser of the tank has been the Magistracy of Canopus, followed closely by the FWLM and the Duchy of Andurien. The expansion of Canopian aerospace forces in recent decades has forced the FWLM to strengthen its defensive anti-aircraft forces in both frontline formations as well as militias, whereas the Magistracy uses large numbers of Partisans in order to maintain air superiority on the battlefield.

Recent engagements between forces from the Magistracy and the Rim Commonality have used sizable formations of the Partisan on both sides with impressive results. One notable battle on Astrokaszy on 4 March 3145 between the Magistracy Cavaliers and the Fifth Rim Commonality Guards, known locally as the Battle of Hillock Falls, saw the largest numbers of Partisan vehicles deployed on a battlefield and also resulted in the most kills in a single battle, with Partisans from both sides being credited with a total of thirty-nine kills.

VARIANTS

In 3134 Kallon offered an upgraded Partisan, with longer-ranged hypervelocity autocannons and a targeting computer. The tank's close-in defenses were also improved.

NOTABLE UNITS

Staff Sergeant Hollister Bevedia: Staff Sergeant Bevedia considered his posting to the Fifth Rim Commonality Guards a punishment for disruptive behavior. When the Magistracy Cavaliers attacked Astrokaszy in March 3145, Bevedia commanded the Partisan named Inferiority Complex. Knowing the Cavaliers would take control of the skies over the Fifth's command post, Fort Paradise, Bevedia and his company took up positions at the top of one of the largest waterfalls on Astrokaszy, Hillock Falls. Overlooking Fort Paradise, the high position not only gave the company an ideal sniping location against low flying aerospace fighters, but the mist and large rocks near the falls confused the sensors of the Cavaliers' fighters.

Wishing to prove himself as a capable armor commander, Bevedia drove the men and women of his company to perform beyond expectations. The fire support provided by the Partisans prevented the Cavaliers from taking control of the skies over Fort Paradise. Inferiority Complex scored three kills during the three-day engagement, and as a reward for his spectacular defense Bevedia was given the command of an upgraded Partisan that he immediately named Dramatic Irony.

PARTISAN AA VEHICLE

Type: **Partisan**

Technology Base: Inner Sphere

Movement Type: Wheeled

Tonnage: 50

Battle Value: 597

Weapons and Ammo

2 LB 5-X AC

Ammo (LB-X) 60

Location

Turret

Body

Tonnage

16

3

Notes: Features the following Design Quirks: Anti-Aircraft Targeting.

Equipment

Internal Structure:

Engine:

Type:

Cruise MP:

Flank MP:

Heat Sinks:

Control Equipment:

Lift Equipment:

Power Amplifier:

Turret:

Armor Factor (Ferro):

Mass

5

16

230

Fusion

5

8

10

0

2.5

0

0

2

5.5

Armor

Value

24

Front

R/L Side

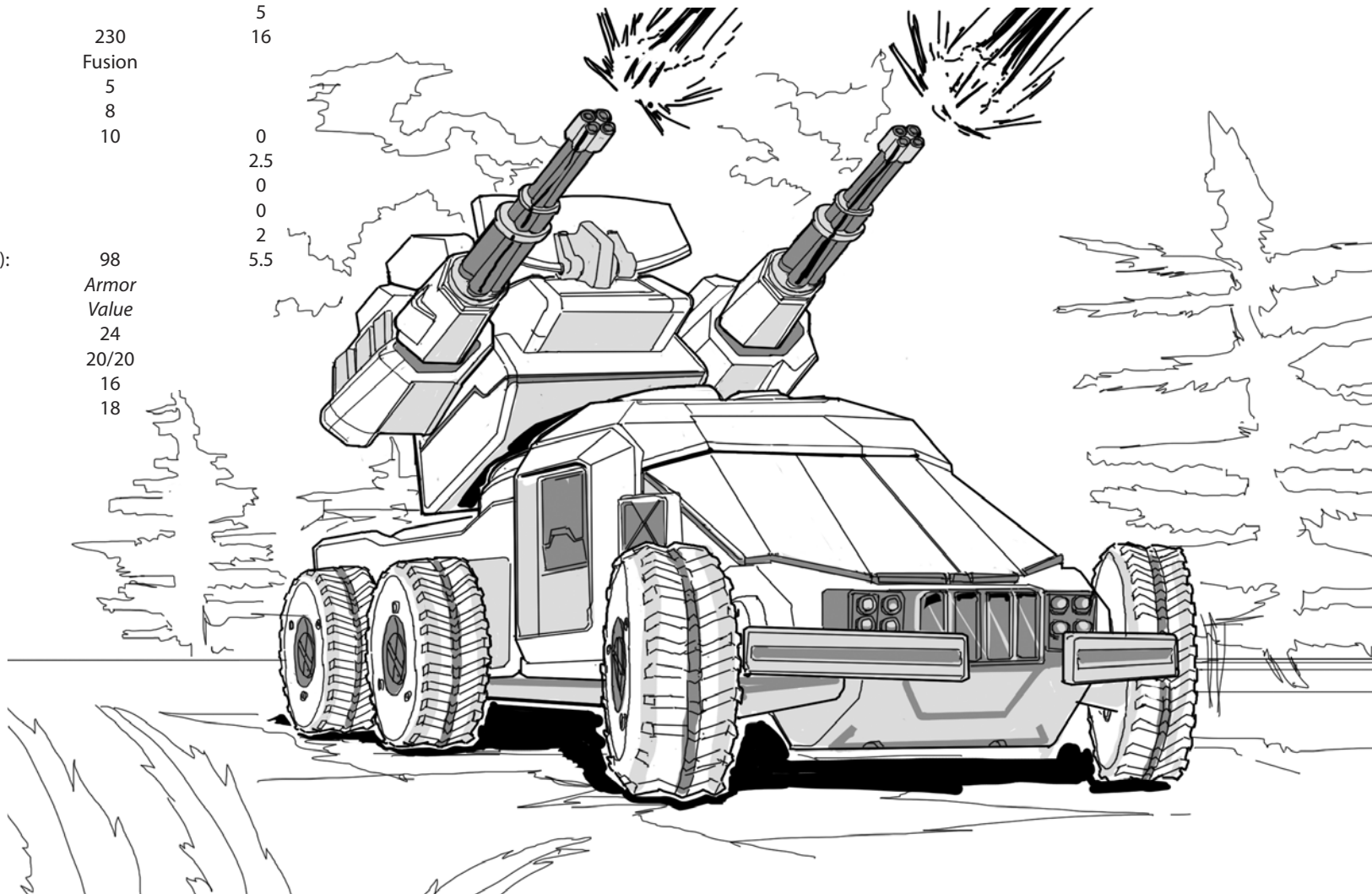
Rear

Turret

20/20

16

18



BARDICHE HEAVY STRIKE TANK

Mass: 70 tons

Movement Type: Wheeled

Power Plant: VOX 330 XL Fusion

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Armor: Riese 400 Reactive

Armament:

1 Octagon Siren iNarc Missile Beacon

1 Holly 7-Tube Multi-Missile Launcher

2 Fusigon Shorttooth Light Particle
Projection Cannons

4 Corean Magshot Gauss Rifles

2 Earthwerks Model 4 Mine Dispensers

Manufacturer: Earthwerks-FWL, Incorporated

Primary Factories: Calloway VI, Keystone

Communications System: Neil 6000

Targeting and Tracking System: Hartford
S2200T

The Bardiche was once described as the most expensive coffin ever purchased by the Marik-Stewart Commonwealth. Although the comparison was somewhat unfounded, it stuck, and the vehicle has never been popular. Too heavy and expensive for most infantry support roles, and too under-gunned to be a main battle tank, the Bardiche is still found in many militias and some line regiments, primarily due to a number of highly-incentivized deals Earthwerks-FWL offered in the 3120s.

CAPABILITIES

Meant to be an infantry support vehicle, the Bardiche fails with most other roles. Pushed into direct combat with equivalent opponents, its best feature is the Alice Z-20 transmission that enables flank speed in reverse. Since its introduction forty-four years ago the vehicle has received much criticism for its poor handling of hostile environments, and five separate field-serviceable upgrades have failed to satisfactorily address the

problem. Earthwerks-FWL issued a service bulletin in 3121 limiting its approved deployment scenarios to breathable-atmosphere worlds only.

DEPLOYMENT

In late 3139 Clan Wolf forces came to Keystone. Always a high-profile target due to its numerous factories, Keystone was particularly well-defended. The main action centered around the Earthwerks-FWL 'Mech production lines, however the Wolf forces sortied against all military targets including the Breckwind Combat Vehicle plant. The satellite facility was a secret research and development location during the Succession Wars, relegated to spare parts manufacturing after being discovered by Loki in 3001. A century later it was retooled to produce the Bardiche, along with parts for other Earthwerks-FWL vehicles.

Clan Wolf dispatched two Supernova Binaries to the Ries Mountains. Captain Brown was in charge of the defense. A veteran of the Victoria War, Brown was an amateur military historian with an almost obsessive interest in the Battle of Thermopylae. Styling his defenders as the 300 Spartans, Brown was certain that they could hold the narrow mountain roads against the attackers. He was dead within the first ten minutes of fighting, and his mixed cadre of modified MiningMechs and BattleMechs routed. Command passed to Sergeant Major Brooks, the senior NCO in the factory's armor contingent. Brooks ordered his complement of Bardiches to lay down a minefield to slow the Wolf advance and then take up hull down positions perpendicular to the expected line of advance and wait. He gathered the few remaining 'Mech forces in a ragged battle line to draw the Wolves into the trap.

As Brooks had predicted, when the Wolves encountered the minefield they didn't bother to slow down and clear it. Instead, they charged

pell-mell through it, intent on finishing off the defending 'Mechs. When the Wolves reached the center of the minefield, the Bardiches opened up. Two Wolf Omnis went down in the opening fusillade, along with two Points of battle armor. The Wolves would have carried the day if their commander had reorganized and devoted his efforts to rooting out the Bardiches, but the Wolves focused on the defending 'Mech forces, leaving their flank vulnerable to enfilade fire for the entire engagement.

Although Keystone still fell to the Wolves, the Breckwind CVP was the only Earthwerks-FWL location to repulse the Clan Wolf invaders. Despite the Clan Wolf conquest, Brooks received a Defensive Operations Ribbon for successfully defending Breckwind.

VARIANTS

The Minesweeper variant drops both Fusigon Shorttooths to install front-mounted minesweeper and additional mine dispensers. A Lords Light 3 replaces the iNarc, and the Holly 7-Tube is downgraded.

NOTABLE UNITS

Captain Edward Brooks: After the successful defense of Breckwind, Brooks was redeployed to New Olympia, where survivors of the Marik Militia joined with elements of the Second Free Worlds Legionnaires. Brooks was commissioned as a captain and given command of an armored platoon.

Skidplate: Skidplate is the name of a Bardiche assigned to the Thirtieth Marik Militia. She has been involved in at least fifteen battles since 3107. Skidplate has also had a different crew in each of these engagements, yet still scored at least one kill in every battle.

BARDICHE HEAVY STRIKE TANK

Type: **Bardiche**

Technology Base: Inner Sphere (Advanced)

Movement Type: Wheeled

Tonnage: 70

Battle Value: 1,305

Equipment

		Mass
Internal Structure:		7
Engine:	330	19
Type:	XL Fusion	
Cruise MP:	5	
Flank MP:	8	
Heat Sinks:	10	0
Control Equipment:		3.5
Lift Equipment:		0
Power Amplifier:		0
Turret:		1.5
Sponson Turrets:		.5
Armor Factor (Reactive):	160	10
	<i>Armor Value</i>	
Front	40	
R/L Side	30/30	
Rear	26	
Turret	34	

Weapons and Ammo

	Location	Tonnage
iNarc Launcher	Turret	5
Ammo (iNarc) 20	Body	5
2 Light PPC	Turret	6
MML 7	Front	4.5
Ammo (MML) 51/42	Body	3
2 Magshot Gauss Rifles	Right Sponson	1
2 Magshot Gauss Rifles	Left Sponson	1
Ammo (Magshot) 100	Body	2
2 Mine Dispensers	Rear	1

Notes: Features the following Design Quirks: Power Reverse, Poor Sealing.



BULWARK ASSAULT VEHICLE

Mass: 85 tons
Movement Type: Tracked
Power Plant: Strand 340 XL Fusion
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Armor: Durallex Special Heavy Ferro-Fibrous
Armament:
1 Fusigon Strongtooth Heavy Particle Projection Cannon
1 Imperator Titan's Wrath Improved Heavy Gauss Rifle
Manufacturer: Brooks Incorporated
Primary Factory: Kendall
Communications System: Maxell 700
Targeting and Tracking System: Maxell TA92

First prototyped in 3068, the Bulwark Assault Vehicle is a common sight in heavy armor formations across former and current Free Worlds League space. Heavy Gauss rifle shortages during the Jihad meant that none were built between 3073 and 3087, and the latest version didn't come to market until 3114.

CAPABILITIES

While the Bulwark can deal punishment to its enemy with its improved heavy Gauss rifle and heavy PPC, it can also take it. Its armor is thick enough to take multiple blows from any weapon, and its speed is sufficient to keep pace with most heavy and assault 'Mechs.

DEPLOYMENT

In 3138, during the Andurien-Oriente War, a Covenant Worlds Expeditionary Force (CWEF) landed on Deschenes with the intent

of seizing the world. Opposing them were the Third Andurien Guards, a unit well-known for its defensive skills. The Third placed a company of Bulwarks under the command of Force Captain Carson Bolling in Tsongas Pass, with orders to hold it against a CWEF thrust.

Bolling moved his Bulwarks to the narrowest part of the pass and dug in. The CWEF thrust, a combined-arms battalion, arrived three hours later and immediately attacked the Andurien line, only to lose two 'Mechs and four vehicles to the Bulwarks' firepower. Twice more the CWEF tried assaulting the defensive line, only to be beaten back with more losses. The CWEF called in artillery strikes, but the Bulwarks were protected by their emplacements, and suffered little damage. Frustrated, the CWEF commander ordered an all-out attack. At Bolling's command, the Bulwarks targeted the three heaviest CWEF 'Mechs and destroyed them in a single volley. Now badly mauled, and with reports of Andurien reinforcements on their way, the CWEF battalion retreated. The battle helped the Third Andurien Guards hold Deschenes and limit the Oriente gains.

The Bulwark has also found a home with mercenary units across the Inner Sphere. Hansen's Roughriders, well known for their use of heavy armor, has several platoons of Bulwarks. During the Jade Falcons' attack on Galatea, a Roughriders armored company known as the Old Guard was placed to defend Gilroy Crossing, a vital position in the defense of Galatean City. The Old Guard held the Crossing for three hours against two Falcon Trinaries, disrupting the Clan's attempt to seize Galatean City. Just as the

Falcons managed to push the Old Guard out of the town, Roughriders BattleMechs arrived and savaged the already-weakened Falcons, forcing them to retreat. The two platoons of Bulwarks in the Old Guard claimed nine Falcon 'Mech kills, for the loss of two Bulwarks and two others severely damaged.

VARIANTS

The original Bulwark, manufactured between 3087 and 3114, lacked the heavy ferro-fibrous armor, and had a first-generation heavy Gauss rifle and a turret-mounted Gauss rifle. It is not unusual to see both Bulwark models in the same company.

NOTABLE UNITS

Major Carson Bolling: Nicknamed the Professor, Bolling looks more like a university instructor than a combat officer. His defense of Tsongas Pass earned him a promotion to major and assignment to the Humphreys Training Academy as an armor instructor. His Bulwark remains with the Third Andurien Guards.

Captain Elaine DuVane: DuVane commands the Old Guard armor company of Hansen's Roughriders. DuVane is a fifth-generation Roughrider, and her modern Bulwark was one of the first to roll off the assembly line in 3114. Nicknamed Bromhead Remembrance, her Bulwark was heavily damaged in the battle of Gilroy Crossing, but was responsible for single-handedly destroying a Falcon *Jupiter* and a *Vulture Mk IV*.

BULWARK ASSAULT VEHICLE

Type: **Bulwark**
 Technology Base: Inner Sphere
 Movement Type: Tracked
 Tonnage: 85
 Battle Value: 1,737

Power Amplifier: 0
 Turret: 1
 Armor Factor (Heavy Ferro): 228
 Armor Value: 11.5

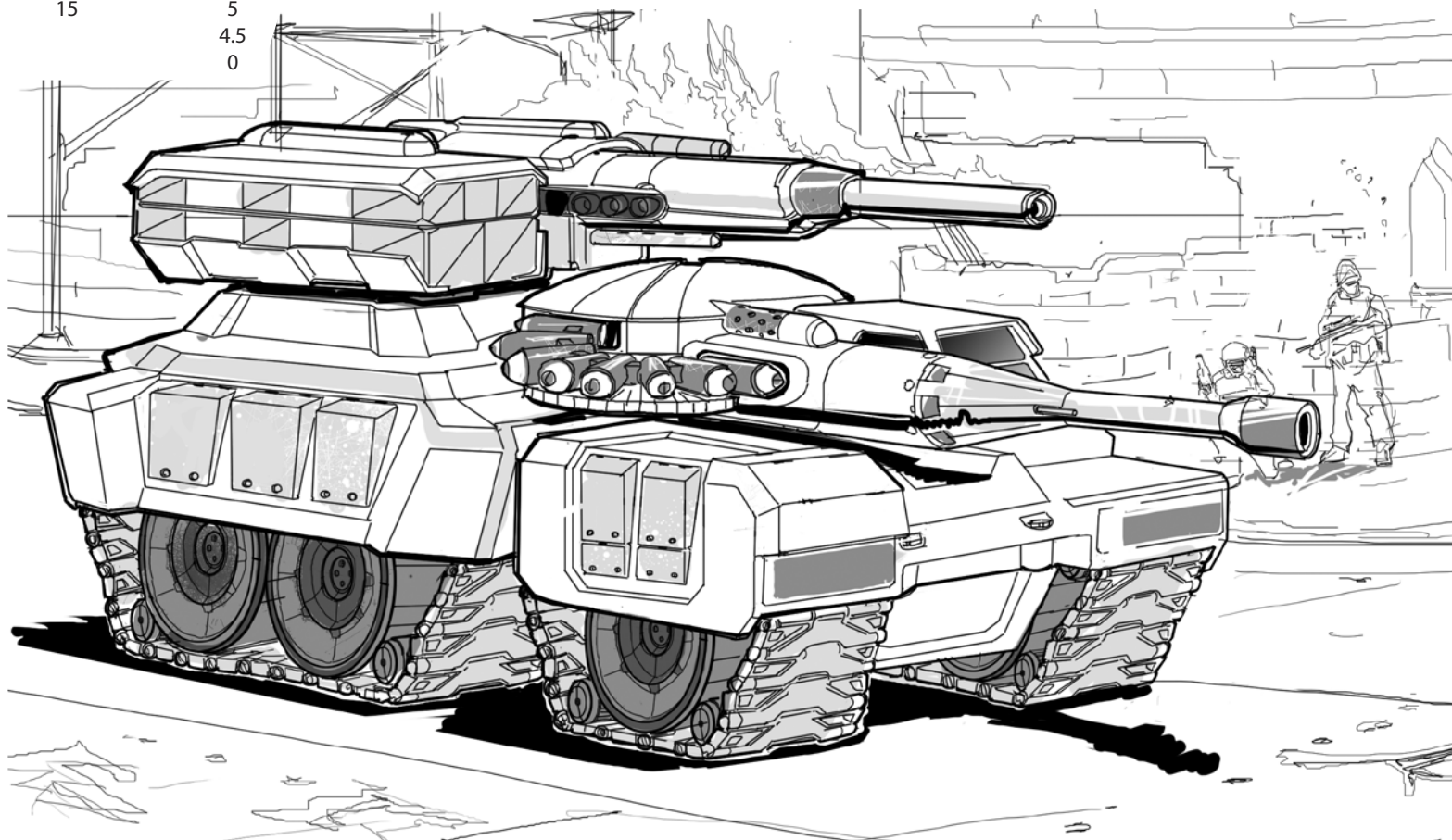
Weapons and Ammo	Location	Tonnage
Heavy PPC	Turret	10
Improved Heavy Gauss Rifle	Front	20
Ammo (iHeavy Gauss) 16	Body	4

Notes: Features the following Design Quirks: Accurate Weapon (iHGR), Exposed Weapon Linkage (iHGR).

Equipment

Equipment	Mass
Internal Structure:	8.5
Engine:	20.5
Type: XL Fusion	340
Cruise MP:	4
Flank MP:	6
Heat Sinks:	15
Control Equipment:	4.5
Lift Equipment:	0

Location	Armor Value
Front	63
R/L Side	45/45
Rear	30
Turret	45



GBT-1G GAMBIT

Mass: 25 tons
Chassis: X-G266 Endo Steel
Power Plant: Omni 175 Light
Cruising Speed: 75 kph
Maximum Speed: 118 kph
Jump Jets: None
Jump Capacity: None
Armor: Kallon Royalstar with CASE
Armament:
2 Fusigon Shorttooth Light Particle
Projection Cannons
1 Holly 3-Tube Multi-Missile Launcher
Manufacturer: Adam Tech Industries
Primary Factory: Abadan
Communications System: Garret T20-C
Targeting & Tracking System: Dynatec 1122

The second offering from a new player in the BattleMech market, the *Gambit* delivers a solid chassis, purpose-built for long range combat. The *Gambit* can bring its PPCs to bear on targets directly behind the 'Mech thanks to a revolutionary actuator system, and also features some of the most popular products on the market, including heat sinks, myomer bundles, and armor plating. Combined with straightforward maintenance, the *Gambit* has been winning over technicians since its introduction in 3136.

CAPABILITIES

The *Gambit* features a rugged and durable targeting system, popular with many MechWarriors for its fully customizable HUD. Married to the award-winning Garret comm system, the *Gambit's* electronics deliver reliability. Clearly designed for the modern battlefield, the cockpit ingress port is built to withstand most battle armor-scale weapons for a full ten seconds, yet still features a reliable emergency release system.

DEPLOYMENT

Lyons hired two different mercenary units to augment its defenses in August 3136. Cunningham's Cutthroats and Zelandia Unbound were two upstart company-sized outfits looking for an opportunity to settle scores with the Jade Falcons. They were preparing defenses near the Fedkirk Badlands when everything went sideways. Reports are contradictory regarding whether Cunningham or Samir of the Zelandia fired first, but within five minutes, Samir's *Ninja-To* was a smoking ruin and Cunningham's entire command lance had gone weapons free.

Both commands were spread over dozens of square kilometers, with Zelandia's recon lance the closest to the fighting, and also the least capable of intervening. At least, that's what Cunningham assumed. By the time Zelandia's scouts reached the battle, Cunningham's *Atlas* was the only 'Mech still fully functional. Although Samir's lancemates had fought valiantly, Zelandia's command lance had been decimated. Any notion Cunningham had that he could stand against Zelandia's recon lance was quickly disabused when a pair of *Gambits* and two *Havocs* engaged his *Atlas*.

Cunningham withdrew into the Badlands, where the exceptional heat and hostile environment limited his maneuverability but also forced his pursuers onto a narrow path surrounded by boiling mud lakes. This allowed Cunningham to bring all his weapons to bear and forced the Zelandia 'Mechs to approach one at a time. Cunningham stood his ground for nearly half an hour at the Colossus of Lyons mud geyser, trading long-range shots with the pursuing lance before retreating deeper into the badlands. After several hours of chase, one *Havoc* and one *Gambit* had been downed and Cunningham had exhausted the ammunition for his Gauss rifle.

Still armed with ER large lasers, Cunningham continued his fighting withdrawal.

The pursuing 'Mechs cornered him near the top of Mercy Falls—a towering hundred-meter drop into hot sulfurous water. Although Cunningham appeared to consider jumping several times, he ultimately held his ground, but finally surrendered when Zelandia's fire support lance joined the fray. After Cunningham's capture, he was convicted by a kangaroo court and left to rot in prison until the Jade Falcons conquered the world almost a decade later.

Many have speculated about the Lyons Incident, but only three command lance members (two from Zelandia and one from the Cutthroats) survived, and none have volunteered any useful explanations.

VARIANTS

The GBT-1L variant drops the Holly 3-Tube in favor of a targeting computer and TAG. The improved accuracy and lack of ammunition dependent systems has made it extremely popular.

NOTABLE UNITS

Captain Jenn Talcred: Talcred commanded the recon lance of Zelandia Unbound. She cut her teeth in the fighting after Gray Monday, and had been a staunch supporter of Samir until the conflict on Lyons. Her quick thinking and dogged determination in pursuing a superior foe ultimately saw Cunningham brought down. She split with Zelandia Unbound in '38, starting her own mercenary unit with one surviving member of her recon lance: Zelandia Gold. Slightly over a company in strength, Zelandia Gold saw action defending Republic worlds against Clan Wolf in 3137, and recently joined the Galatean Defense League.

GBT-1G GAMBIT

Type: **Gambit**

Technology Base: Inner Sphere

Tonnage: 25

Battle Value: 777

Equipment

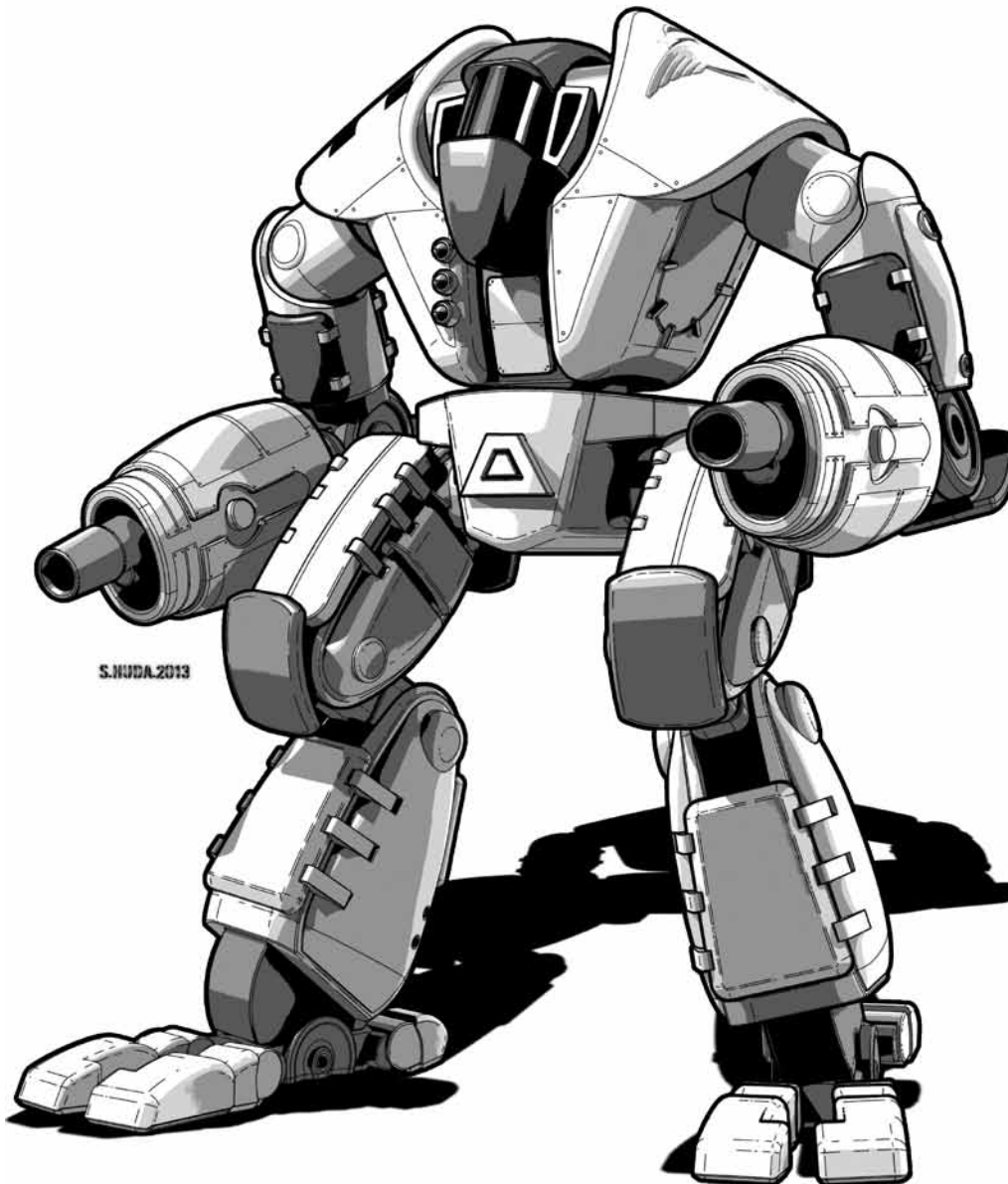
		Mass
Internal Structure:	Endo Steel	1.5
Engine:	175 Light	5.5
Walking MP:	7	
Running MP:	11	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro (XL):		1
Cockpit:		3
Armor Factor:	80	5

	Internal Structure	Armor Value
Head	3	6
Center Torso	8	13
Center Torso (rear)		3
R/L Torso	6	10
R/L Torso (rear)		2
R/L Arm	4	7
R/L Leg	6	10

Weapons and Ammo

	Location	Critical	Tonnage
Light PPC	RA	2	3
MML 3	RT	2	1.5
Ammo (MML) 40/33	RT	1	1
CASE	RT	1	.5
Light PPC	LA	2	3

Notes: Features the following Design Quirks: Hyper-extending Actuators.



HVC-P6 HAVOC

Mass: 35 tons
Chassis: X-H54 Endo Steel
Power Plant: Hermes 280 XL
Cruising Speed: 86 kph
Maximum Speed: 129 kph
Jump Jets: Chilton 360
Jump Capacity: 150 meters
Armor: Jolassa 328 Ferro-Fibrous with CASE II
Armament:
4 Diverse Optics Extended-Range
Medium Lasers
1 Hovertec Quad SRM 4 Launcher
Manufacturer: Adam Tech Industries
Primary Factory: Abadan
Communications System: Datacom 70
Targeting & Tracking System: Octagon
Tartrac System E

Inspired by the JR7-K *Jenner*, the *Havoc* is the logical progression of that 'Mech. The *Havoc* boasts almost a ten percent increase in speed over the *Jenner*, close to double the armor and is more than capable of mixing it up with 'Mechs that outweigh it. Adam Tech has marketed the 'Mech exclusively to light 'Mech pilots using the slogan, "In any battle, you only pilot one 'Mech." The slogan has led to MechWarriors nicknaming the *Havoc* as "the One."

CAPABILITIES

The heart of the *Havoc* is the Octagon Tartrac. The system is quite simply the best short-range target and tracking package currently on the market. Many experts have endorsed it as the Garret D2j of short-range combat. It identifies threats faster than competing packages, thanks in part to one of the most comprehensive databases ever developed.

Over 3,000 target profiles come stock, and the database is field-upgradable to include more. In trials, the Octagon distinguished between a TR-XB and TR-XJ *Trebaruna* faster than any other system tested.

DEPLOYMENT

The Marik-Stewart Commonwealth deployed several *Havocs* in the defense of Concord during skirmishes with the Lyran Commonwealth in early 3135. In one battle, a pair of *Havocs* squared off against a *Wolfhound* and two *Mjolnirs*. The five battled in a thickly-forested region known as the Western Wilderness. Early in the battle, one of the *Havocs* suffered a hit to its ammunition magazine, but the CASE II system not only prevented the destruction of the *Havoc*, but kept it combat-ready. In fifteen minutes of heated combat, the *Havocs* disabled both *Mjolnirs* and sent the *Wolfhound* running.

More recently, two *Havocs* participated in an unlikely battle on Lyons. The *Havocs* were part of Zelandia Unbound, a nascent mercenary company brought in to shore up defenses in expectation of hostilities. Reggie Cunningham, CO of another recently hired company, attacked and killed Samir Saddapli in an unexplained fit of rage that nearly consumed both units. *Havocs* were instrumental in bringing him to justice. MechWarrior Ryan Jaspers and Second Lieutenant Kevin Wyvern took turns making high speed runs at Cunningham's *Atlas* as he tried to lose his pursuers in the Badlands. Both used the exceptional speed of the *Havoc* to evade repeated shots from the *Atlas*' Gauss rifle. They moved in close, opened up with an alpha strike, and then jumped to safety while their lancemates made similar runs with a pair

of *Gambits*. The pursuit force concentrated their fire on Cunningham's legs, hoping to disable his 'Mech early in the engagement and avoid a lengthy battle, but his *Atlas* shrugged off a punishing amount of fire without slowing.

On the fourth run, Cunningham connected a Gauss shot with Wyvern's cockpit, killing the young lieutenant instantly. Undaunted, the lighter 'Mechs continue to harass him. Eventually, they cornered him atop a hundred-meter waterfall, where he later surrendered to the pursuit force.

NOTABLE UNITS

MechWarrior Ryan Jaspers: Jaspers is the only surviving member of Talcred's recon lance that did not become a member of Zelandia Gold. He stayed with Zelandia Unbound after the Lyons Incident, and saw significant action during the next ten years. Most recently he was involved in a 'Mech duel with a member of the Lyran Guard on Clinton. Jaspers has been arrested more than thirty times, mostly for barroom brawls and disorderly conduct. Only his skill as a MechWarrior has kept him employed.

Dog of War: Dog is the name of a *Havoc* assigned to the Seventh Donegal Guards. Dog has a peculiar problem with her left hip actuator that has never been corrected. The hip briefly locks on occasion, giving Dog a loping gait when pushed to full speed. The actuator malfunction saved the life of her MechWarrior during action on Tharkad, when a Clan Wolf Gauss rifle round scratched the canopy of her cockpit instead of smashing through it.

HVC-P6 HAVOC

Type: **Havoc**
 Technology Base: Inner Sphere
 Tonnage: 35
 Battle Value: 1,255

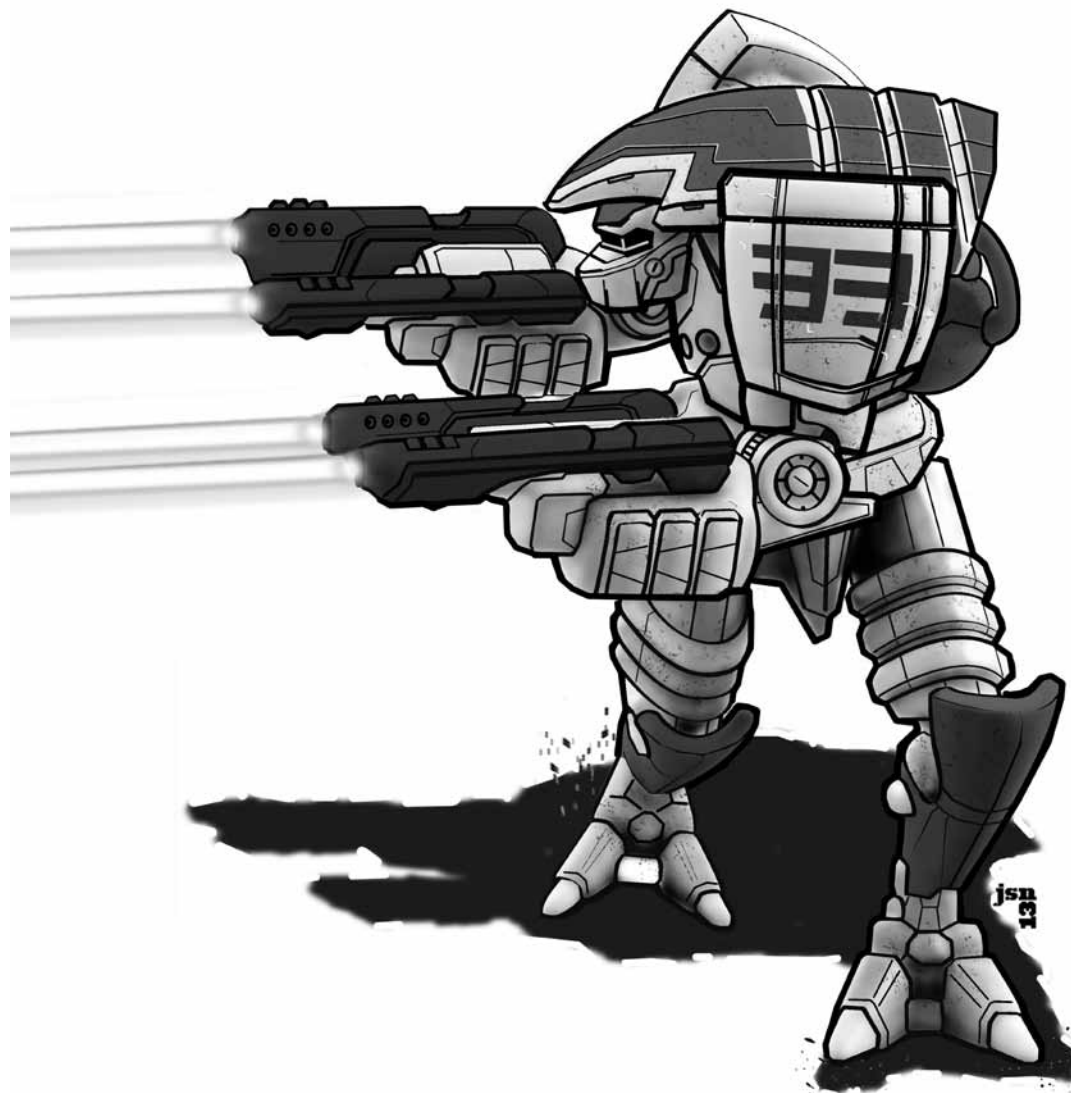
Equipment

		Mass
Internal Structure:	Endo Steel	2
Engine:	280 XL	8
Walking MP:	8	
Running MP:	12	
Jumping MP:	5	
Heat Sinks:	11 [22]	1
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	116	6.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	11	16
Center Torso (rear)		5
R/L Torso	8	13
R/L Torso (rear)		3
R/L Arm	6	12
R/L Leg	8	15

Weapons and Ammo

	Location	Critical	Tonnage
2 ER Medium Lasers	RA	2	2
SRM 4	CT	1	2
Ammo (SRM) 50	LT	2	2
CASE II	LT	1	1
2 ER Medium Lasers	LA	2	2
Jump Jets	RT	2	1
Jump Jet	CT	1	.5
Jump Jets	LT	2	1

Notes: Features the following Design Quirks: Improved Targeting: Short.



VT-U1 VIOLATOR

Mass: 45 tons
Chassis: Harmony VT Endo Steel
Power Plant: Pitban 225
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None
Armor: Durallex Heavy with CASE
Armament:
2 Shannon SH-88 MRM 10 Launchers
Manufacturer: Harmony MetalWorks
Primary Factory: Harmony
Communications System: Harmony Warshout
Targeting & Tracking System: Garret D5j with Apollo FCS

Designed for the arenas of Solaris VII, the *Violator* is an unusual BattleMech that many commanders find difficult to effectively employ, though the *Violator* remains a widely deployed 'Mech. Originally popularized by a band of Regular aces at the turn of the century, its reputation continues to be enhanced by the Regular Hussars as well as the Solaris arenas. When used properly the *Violator* is a deadly ambush predator, as many MechWarriors discover too late.

CAPABILITIES

The *Violator* is a hardy machine despite its origins as a flashy Solaris arena fighter. Its ease of repair and low-demand maintenance make it a popular 'Mech with many users who originally purchased it thanks to the Solaris holovids. The missile armament is secondary to its 'Mech scale mining drill and claws and the package as a whole is ideal for ambushes. The *Violator* carries heavy armor for its frame and its ammunition is protected by CASE, but it is a poor match for line combat.

DEPLOYMENT

The *Violator* is a common sight in the Regular Hussars. The First and Second Hussars both revel in physical combat and the brigade as a whole tends to follow their lead. *Violators* have been freely exported to mercenaries and Solaris gladiators, and sold to the Lyrans, Anduriens, and Capellans from time to time. Many *Violators* have fallen as *isarla* to the Clans.

During the pro-Regular coup on Elektrogli in 3141 *Violators* of the Fourteenth Regular Hussars were used in a series of urban ambushes to eliminate "questionable" militia officers. A *Violator* of the Sirius Star Company felled the militia commander's *Crusader* by breaking out of a parking garage on the emergency egress route for the planetary government. The *Violator* showered the *Crusader* with an MRM volley even as it charged in with its mining drill. Though the commander was killed, Elektrogli's president escaped and requested aid from Oriente.

When elements of the First Orloff Grenadiers joined the planetary militia to take back the capital they entered a battlefield tailor-made for the *Violator*. The lance of *Violators* in Sirius Star Company proved expert at striking from behind rubble and through buildings to stymie the advance of heavy Orloff 'Mech units. The superior numbers and iron discipline of the Orloff troops soon overcame the delaying tactics, and the militia's assistance helped them find alternative routes. After a couple of weeks of combat the Fourteenth began its retreat.

The loss of the Hussar's vaunted *Trebuchet* lance exposed Sirius Star Company to long-range fire in the relatively flat Casmanian lake country. This ultimately forced the Hussars to abandon their *Violators*, which lacked the range

to respond in kind or the speed to escape. Despite that humiliation, the lance was soon rebuilt with four more *Violators*.

VARIANTS

The VT-U3 *Violator* is less sophisticated, replacing the augmented MRMs with a mix of standard SRM and LRM missile launchers. It has found a market with users who value its higher damage potential.

NOTABLE UNITS

Alice Cartwright: A promising Solaris contender in the 3138 season, Cartwright was forced to flee offworld after an unsanctioned grudge match where she put her *Violator's* drill through the cockpit of her competitor's *Blade*. She has since worked as a freelance mercenary, joining and leaving small mercenary bands as opportunities arise. While there are no signs as to what drove her to cold-blooded murder on Solaris, there is circumstantial evidence that she hails from a noble family in the Federated Suns and that her "stage name" is an alias.

Subedar Rajiv Kumar: One of the first *Violator* aces, *Subedar* Kumar took part in the bitterly contested battles for Aitutaki until 3105. He racked up a dozen 'Mech kills in 3102, which helped to bring the *Violator* to prominence in the rest of the Inner Sphere. Kumar's luck ran out three years later when he stumbled while attempting to skewer a Marik Militia *Grand Titan* from behind. His fall allowed the *Grand Titan* to eliminate him.

VT-U1 VIOLATOR

Type: **Violator**

Technology Base: Inner Sphere (Advanced)

Tonnage: 45

Battle Value: 923

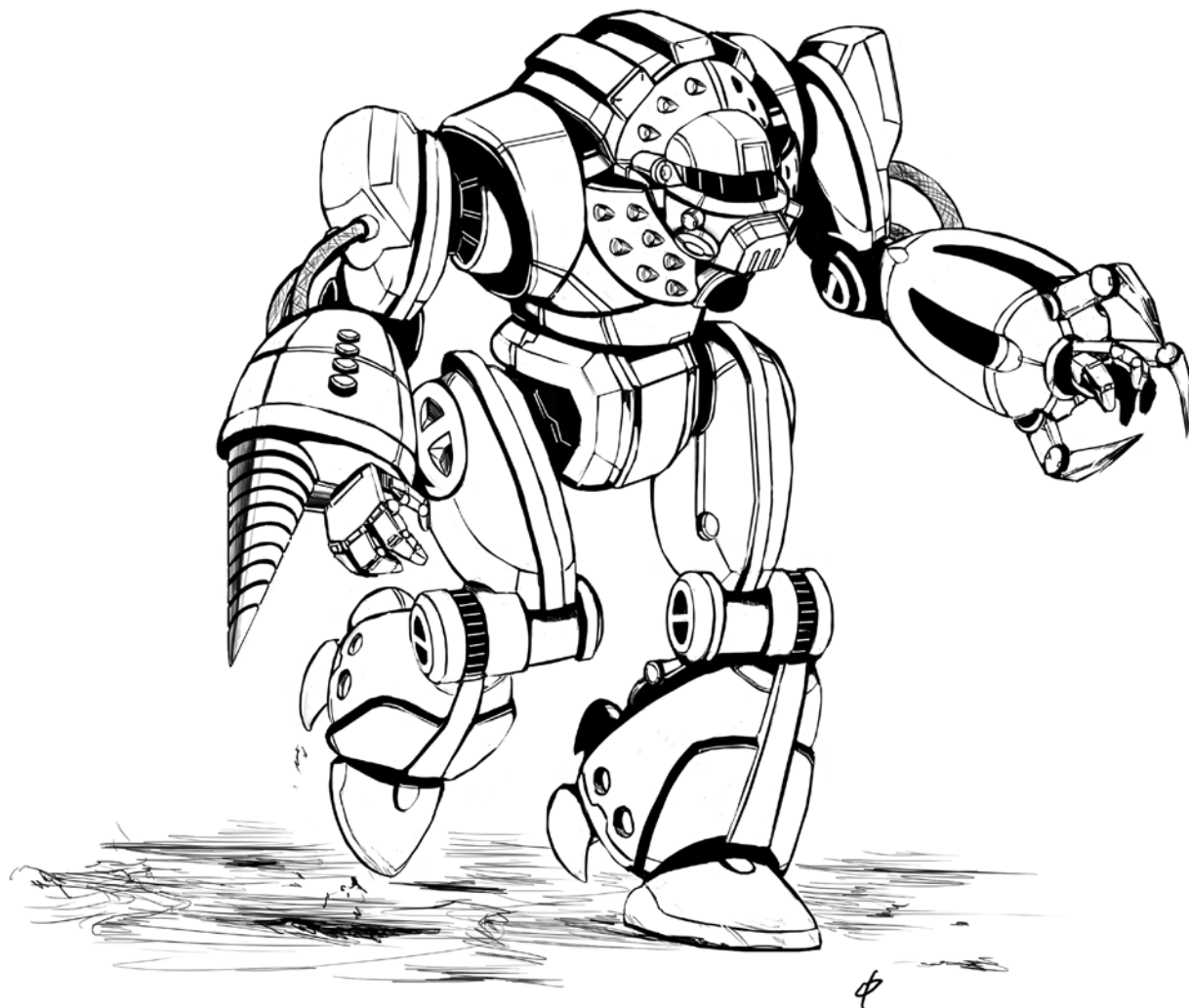
Equipment

		Mass
Internal Structure:	Endo Steel	2.5
Engine:	225	10
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit (Armored):		4
Armor Factor:	144	9
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	14	21
Center Torso (rear)		6
R/L Torso	11	17
R/L Torso (rear)		5
R/L Arm	7	14
R/L Leg	11	18

Weapons and Ammo

	Location	Critical	Tonnage
Mining Drill	RA	4	3
MRM 10	RT	2	3
Apollo FCS	RT	1	1
MRM 10	LT	2	3
Apollo FCS	LT	1	1
Ammo (MRM) 48	LT	2	2
CASE	LT	1	.5
Claw	LA	3	3

Notes: Features the following Design Quirks: Distracting, Easy to Maintain.



SRTH-10 SARATH

Mass: 50 tons
Chassis: RI-17p Vijaya
Power Plant: Magna 250 XL
Cruising Speed: 54 kph, 64 kph with TSM
Maximum Speed: 86 kph, 97 kph with TSM
Jump Jets: None
Jump Capacity: None
Armor: Durallex Heavy
Armament:
 1 Magna Mk.IV Extended Range
 Small Laser
 19 tons of pod space available
 (maximum of 15 tons in turret)
Manufacturer: Ronin, Inc.
Primary Factory: Wallis
Communications System: Barret Party
 Line-200
Targeting & Tracking System: Wasat Argent
 with OmniLink

Introduced with high hopes in 3122, the SRTH-10 *Sarath* is so far the only native Regular OmniMech. Regular expectations were encapsulated by its name, the guise adopted by the divine Krishna as the charioteer of the hero Arjuna in the *Mahabharata*. A series of operational missteps instead led to the *Sarath* being named a disappointment within the Regular Hussars.

CAPABILITIES

Regular engineers adopted a quad turret to deal with the space constraints on the *Sarath's* frame while retaining improved stability. However the turret controls proved counter-intuitive to many BattleMech pilots and contributed to the 'Mech's poor reception. Triple-strength myomer and excellent armor protection make the *Sarath* effective for the close-in assaults preferred by the Regular Hussars, though only the B configuration is specialized for them. The primary configuration's

PPCs make it an excellent skirmisher, while the Sea Fox-supplied missile launchers of the A configuration mark it for support missions.

DEPLOYMENT

Despite a lingering lack of affection for the *Sarath* in Regular military circles it has not been authorized for export. All production *Saraths* are assigned to the Regular Hussars. Originally most of the units went to the prestigious First, Second, and Fourth Hussars, but the unit's rapid fall in prestige has seen it distributed more evenly.

The combat debut of the *Sarath* in a 3124 assault on Aitutaki began promisingly. Taking a cue from the Capellans, the Fourth Regular Hussars overloaded a pair of *Union* class DropShips and dropped them near the planetary capital. The *Sarath's* compact frame let them fill one *Union* with two companies of the new 'Mech by disregarding practically all safety considerations. The planetary militia completely underestimated the size of the Regular invasion and, thinking it a raid, raced to engage the landings. The *Saraths* subsequently played a key role in defeating them and securing control of the planet.

Ultimately Marik-Stewart responded with the elite First Free Worlds Guards. Hussar *Saraths* performed relatively effectively, using their turrets to excellent effect warding off lighter Guards 'Mechs. In a famous incident captured on battleROM footage, a Guard *Locust* was obliterated by PPC fire from a *Sarath* while it tried to engage the OmniMech from the rear. However the Fourth Hussars were eventually ejected from Aitutaki and the defeat was seen as a bad omen for the new *Sarath*. A decision to abbreviate the training of *Sarath* pilots compounded the damage to its reputation, and soon led to a reinforcing loop of disappointed expectations being taken out on the unit.

NOTABLE UNITS

Captain Ellen Cameron-Jones: A great-granddaughter of famed Steel Hussars commander Gerald Cameron-Jones, Ellen Cameron-Jones is far removed from the palace on Regulus. She expressed some vague sentiments in favor of reunification with the Free Worlds League but has kept quiet since a rebuke by her distant cousin Lester. She has devoted her energies to rehabilitating the First Hussars and to improving the reputation of the *Sarath*, the 'Mech she has driven for her entire span of service.

Type: **Sarath**
 Technology Base: Inner Sphere (Advanced)
 Tonnage: 50
 Battle Value: 1,630

Equipment		Mass
Internal Structure:		5
Engine:	250 XL	6.5
Walking MP:	5 (6)	
Running MP:	8 (9)	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	184	11.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	8
Center Torso	16	25
Center Torso (rear)		7
R/L Torso	12	20
R/L Torso (rear)		4
R/L Front Leg	12	24
R/L Rear Leg	12	24

SRTH-10 SARATH

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	ER Small Laser	0
Center Torso	None	2
Right Torso	3 Engine	8
	1 Quad Turret (15 tons)	
Left Torso	3 Engine	3
	6 TSM	
Right Front Leg	None	2
Left Front Leg	None	2
Right Rear Leg	None	2
Left Rear Leg	None	2

Notes: *These weapons are mounted in a Quad BattleMech Turret.
 **Talons occupy 2 criticals in each leg. Features the following Design Quirks: Compact 'Mech, Distracting, Bad Reputation.

Fixed Equipment

Location	Critical	Tonnage
ER Small Laser	1	.5
Quad Turret (15 tons)	1	1.5

Weapons and Ammo

Primary Weapons Configuration

Location	Critical	Tonnage
Heavy PPC*	4	10
Light PPC*	2	3
ER Medium Laser*	1	1
Spikes	1	.5
ER Medium Laser	1	1
Spikes	1	.5
Beagle Active Probe	2	1.5
Spikes	1	.5
Spikes	1	.5
Spikes	1	.5

Weapons and Ammo

Configuration A—Mixed

Location	Critical	Tonnage
2 LRM 15 (C)*	4	7
2 MML 3*	4	3
ER Small Laser (C)	1	.5
Ammo (LRM) 16	2	2
Ammo (MML) 40/33	1	1
Ammo (MML) 40/33	1	1
Ammo (LRM) 8	1	1
Ammo (LRM) 8	1	1
Jump Jet	1	.5
Jump Jet	1	.5
Jump Jet	1	.5
Jump Jet	1	.5

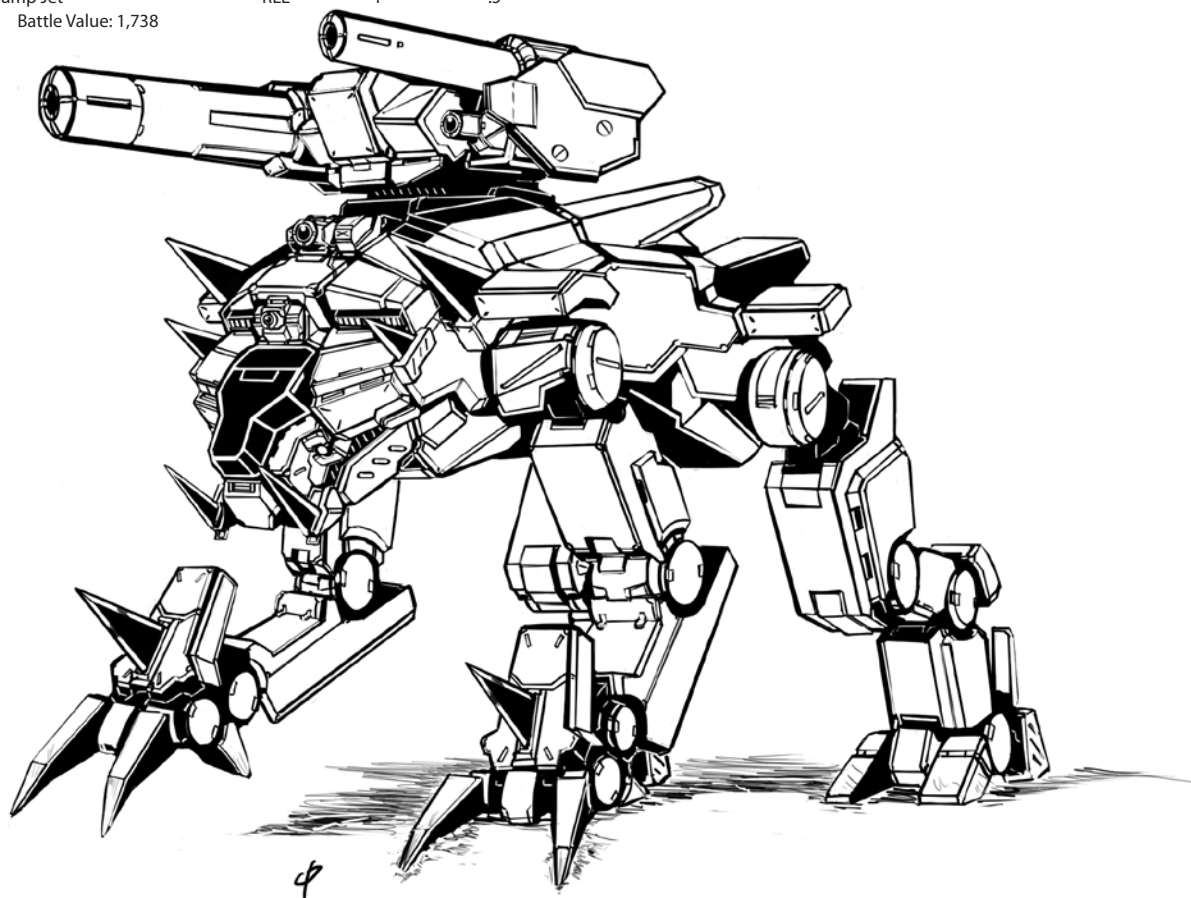
Battle Value: 1,738

Weapons and Ammo

Configuration B—Mixed

Location	Critical	Tonnage
Plasma Rifle*	2	6
2 Medium Lasers*	2	2
4 ER Flamers*	4	4
Ammo (Plasma) 20	2	2
Double Heat Sink	3	1
Talons (C)	**	**

Battle Value: 1,475



QSM-3D QUASIMODO

Mass: 55 tons

Chassis: Crucis Type V

Power Plant: Hermes 275 XL

Cruising Speed: 54 kph, 64 kph with TSM

Maximum Speed: 86 kph, 97 kph with TSM

Jump Jets: Rawlings 45

Jump Capacity: 150 meters

Armor: Durallex Tensile-4 with Kallon Nimbus
Blue Shield Particle Field Damper

Armament:

3 Diverse Optics Type 47V
Medium Variable-Speed Pulse Lasers

2 Magna Mk. VI Extended-Range
Medium Lasers

1 Magna Mk. IV Extended-Range
Small Laser

Manufacturer: Kali Yama/Alphard Trading Corp.

Primary Factory: Kendall

Communications System: Omicron 4002
Networking Channel

Targeting & Tracking System: TRSS Eagle Eye

With countless *Hunchbacks* named Quasimodo in the history of the Inner Sphere, Kali Yama and the Alphard Trading Company collaborated to rebuild a factory on the damaged world of Kendall that is producing the next generation *Hunchback*, the *Quasimodo*.

CAPABILITIES

Ten percent heavier than its predecessor, the *Quasimodo* is also twenty percent faster and is reminiscent of the 4P variant of the *Hunchback*, mounting solely laser weapons. Adding jump jets that aren't unheard of in a *Hunchback* improves the mobility of the *Quasimodo*, but the powerful triple-strength myomers and experimental blue shield help make the *Quasimodo* stand out as a brawler very different from its ancestor.

DEPLOYMENT

The first appearance of the *Quasimodo* wasn't in a demonstration or tradeshow, but rather in one of the biggest Solaris matches of 3140. Yuki "Black Razor" Saysangkhi had burst onto the Solaris scene earlier that year, showing up out of nowhere with a pristine *Hellstar* and obliterating nine straight opponents thanks to the firepower of the Clan 'Mech. Seeing a potential marketing coup, Kali Yama offered Sarah "Mortice" Ravenion a *Quasimodo* instead of her usual *Caesar*.

The match started off with Ravenion hiding behind cover as she advanced toward Saysangkhi's *Hellstar*. The combat seemed to be short-lived as she cleared a grove of trees to find the *Hellstar* directly in front of her, triggering all four particle cannons. Three hit, including one to the head of the *Quasimodo*. The momentum quickly shifted when she kept coming, unleashing a full barrage of her lasers. The thick armor of the assault 'Mech easily withstood that blast, but she slipped behind Saysangkhi and mauled his rear armor plating. He recovered and swung his 'Mech around to unleash a full barrage on her, but she leapt behind the tree line.

Rather than play a game of cat-and-mouse, Saysangkhi began systematically cutting down trees with his PPCs. Ravenion came sprinting back out, her armor breached in a few spots by her opponent, but a swift kick caved in the knee of the *Hellstar*. It fell, but Saysangkhi quickly brought it upright, only to have the *Quasimodo* use a combination of lasers and fists to rip into the back of his machine, shattering heat sinks, particle cannons and engine shielding. Saysangkhi surrendered to save his 'Mech, but his career never recovered. Forced to rely upon Inner Sphere-grade replacements, his *Hellstar* wasn't enough to overcome his lack of piloting talent.

NOTABLE UNITS

Sarah "Mortice" Ravenion: As the public face of the *Quasimodo* for a decade, Ravenion has been in and out of the Solaris Top 20 ever since her first time piloting Esmerelda, her *Quasimodo*. Her quantity of matches has decreased in the past few years, but she has become even more active in marketing the *Quasimodo*, even accompanying the Kali Yama sales team to prospective buyers in the Draconis Combine. Though they declined a contract, they were impressed with the 'Mech and Ravenion's inside knowledge of the machine.

Captain Lionel Willem-Alexander: Leading a company in the First Tamarind Regulars, Captain Willem-Alexander is best known for having sparred with Hauptmann Garrett Bruni of the Third Lyran Regulars on four different occasions within the past decade. The first two incidents were during raids, once by the Third and once by the First. Both times Lionel's skill at piloting his *Quasimodo* allowed him to defeat Bruni's larger *Götterdämmerung*. During Operation HAMMERFALL, the two met for a third time, fighting to a draw when the Third was forced to retreat to its DropShips. The final confrontation lasted nearly half an hour, with Willem-Alexander patiently waiting for a moment to quickly strike at Bruni and then jump behind cover or into water. Unfortunately, he underestimated the depth of one pond and ended up mired in water up to his waist. Bruni maneuvered behind and blew through the weak armor, shattering engine shielding and the gyroscope and forcing Willem-Alexander to surrender. The two finally met face to face and have become friends as Willem-Alexander has been a prisoner with the Third.

QSM-30 QUASIMODO

Type: **Quasimodo**

Technology Base: Inner Sphere (Experimental)

Tonnage: 55

Battle Value: 1,575

Equipment

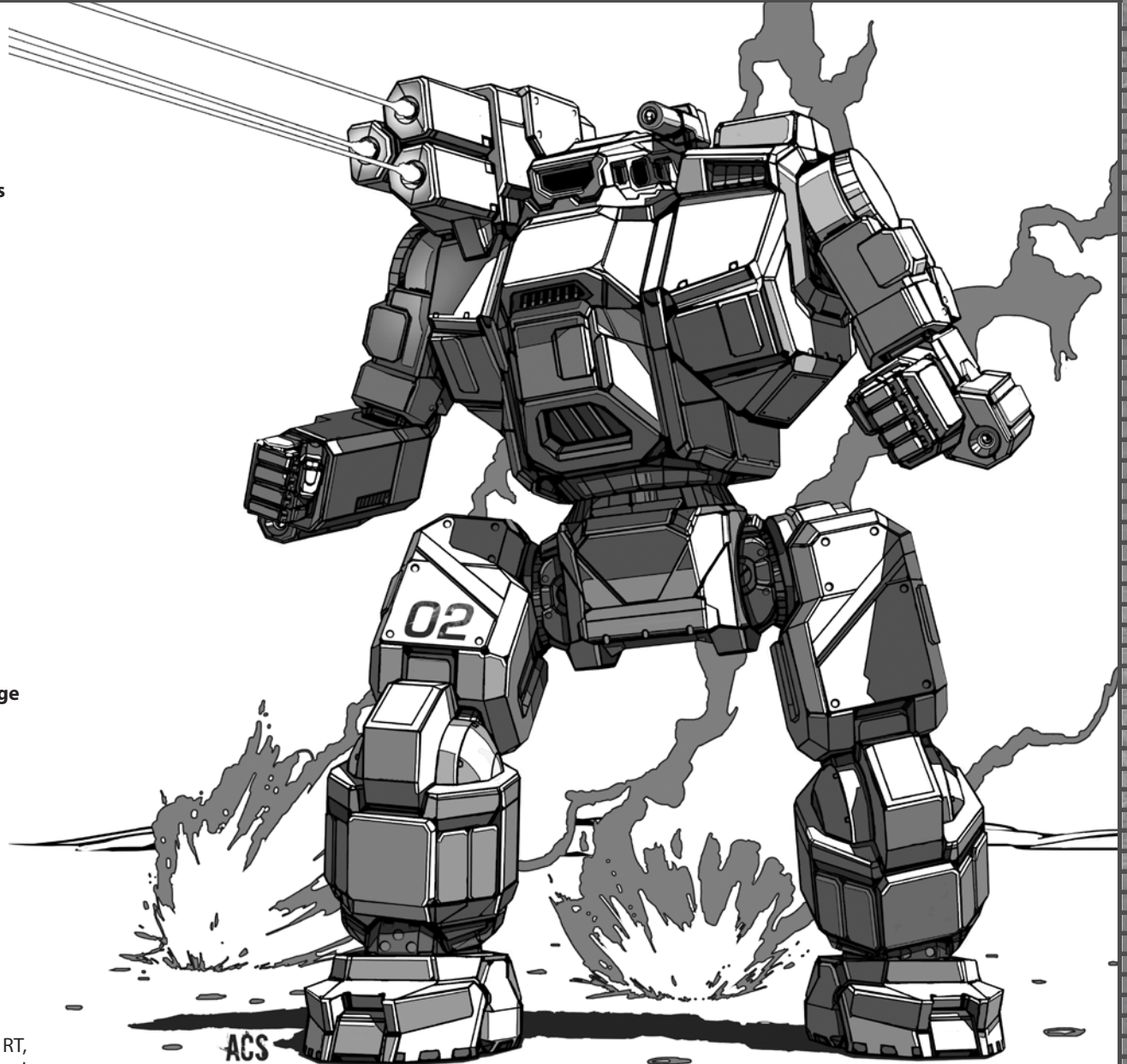
		Mass
Internal Structure:		5.5
Engine:	275 XL	8
Walking MP:	5 (6)	
Running MP:	8 (9)	
Jumping MP:	5	
Heat Sinks:	14 [28]	4
Gyro:		3
Cockpit:		3
Armor Factor:	184	11.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	18	27
Center Torso (rear)		8
R/L Torso	13	20
R/L Torso (rear)		6
R/L Arm	9	18
R/L Leg	13	26

Weapons and Ammo

	Location	Critical	Tonnage
ER Medium Laser	RA	1	1
3 Medium VSP Lasers	RT	6	12
ER Small Laser	H	1	.5
ER Medium Laser	LA	1	1
Triple-Strength Myomer	RA/LA	3/3	0
Blue Shield Particle Field Damper	*	7	3
Jump Jet	RL	1	.5
Jump Jet	RT	1	.5
Jump Jet	CT	1	.5
Jump Jet	LT	1	.5
Jump Jet	LL	1	.5

Notes: *Blue Shield PFD occupies 1 critical in the RA, RT, RL, CT, LL, LT, and LA locations. Features Full-Head Ejection System.



ZU-G60 ANZU

Mass: 60 tons
Chassis: Earthwerks ZU Endo Steel
Power Plant: Hermes 240 XL
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: Chilton 465
Jump Capacity: 120 meters

Armor: Starshield A with CASE II

Armament:

- 1 Imperator Automatic Ultra Class
10 Autocannon
- 1 Zeus LRM 10 Launcher
- 1 Fusigon Shorttooth Light Particle
Projection Cannon with Capacitor
- 1 Diverse Optics Sunfire Extended-Range
Medium Laser

Manufacturer: Earthwerks-FWL, Incorporated

Primary Factory: Calloway VI

Communications System: Irian Orator-5K

Targeting & Tracking System: RCA Instatrac
Mark X with TAG

The embodiment of AMSC combat doctrine, the *Anzu* has been widely adopted by the reformed Free Worlds League. Named for a griffin that snatched the tablets of destiny from the gods, the *Anzu* symbolizes the refusal of people of the Free Worlds to allow others to dictate their future.

CAPABILITIES

Armed with a medium autocannon backed up by a capacitor-linked PPC, the *Anzu* was designed by Earthwerks to fit the more direct, aggressive tactics developed by Marik-Stewart forces. Mechanically reliable and equipped with the same proven life support systems as the *Shadow Hawk*, the *Anzu* is well regarded by MechWarrior and technician alike. The BattleMech's powerful mid-range firepower and well-protected ammunition bins allow the *Anzu* to take the fight

directly to the enemy, but it is the 'Mech's ability to accurately engage multiple targets and designate for indirect fire that makes it an indispensable member of a fire lance.

DEPLOYMENT

In 3119 tensions among the Free Worlds states boiled over into open warfare. With battles raging up and down the Regular border, the AMSC ordered the Eleventh Atrean Dragoons to seize the key factory world of Harmony. The narrow, erratic streets and tightly packed buildings of the world's aging industrial city of Natus played to the strengths of the Regular defenders, and by the time the Dragoons had disembarked the planet's garrison was already well entrenched.

Pushing forward, mixed lances of Marik *Anzus* and *Thunderbolts* went head to head with Regular *Patriots* and *Ostwars*, pushing the defenders deeper into the urban sprawl. Baiting the Dragoons, the Regular Hussars split up and fell back, forcing the attackers to spread out. Intending to ambush and defeat the isolated invading lances, the defenders found their hopes quickly dashed. Rather than falter in Regular kill-zones, the Dragoons' *Anzus* turned the tables, leaping clear with their jump jets and summoning a rain of semi-guided missiles down on the Hussars' positions. Throughout the battle, *Anzu*-led Marik lances engaged the enemy at point-blank range, all the while delivering indirect support to nearby lances with no loss of accuracy. *Shockwaves* and *Griffins* poured in supporting fire from the flanks, running down Hussar 'Mechs flushed out by the *Anzus'* assault. The unexpectedly rapid fall of Harmony forced Regulus to suspend offensive operations against the Commonwealth. It would be two years of bitter fighting before the planet was restored to Regular control.

VARIANTS

Earthwerks developed the ZU-G70 to serve as a lancemate for the baseline *Anzu*. Swapping the class ten autocannon for a smaller rotary model allowed the particle cannon to be upgraded to a snub-nosed Fusigon Smarttooth. An MML-7 replaces the base version's long-range missile rack.

NOTABLE UNITS

Bondsman Erik Wolf: Born Erik Feraru on New Olympia, Erik was an eight-year veteran of the Marik Militia when he was captured by the Wolves during the invasion of Keystone. Abandoned by his fleeing lancemates, Erik found himself alone in his *Anzu* inside Earthwerks' large manufacturing complex, surrounded by an entire frontline Cluster of Wolf MechWarriors. In a desperate gambit, Erik confronted the nearest Clan Trinary and challenged it to a Trial for control of the factory. Bemused, the Star Commander accepted. Weaving through the interior of his own 'Mech's production lines, Erik took on one Clan warrior after another, dousing them in inferno missiles and hammering them with autocannon fire. Over the course of an hour, Erik defeated seven Wolf warriors before he passed out from the stifling heat in his nearly cored 'Mech, having torched much of the factory in the process. Saved only by the *Anzu's* resilient life support system, he was taken as a bondsman and his ZU-G70 was repaired for his use in a planned garrison Cluster.

ZU-G60 ANZU

Type: **Anzu**

Technology Base: Inner Sphere

Tonnage: 60

Battle Value: 1,503

Equipment

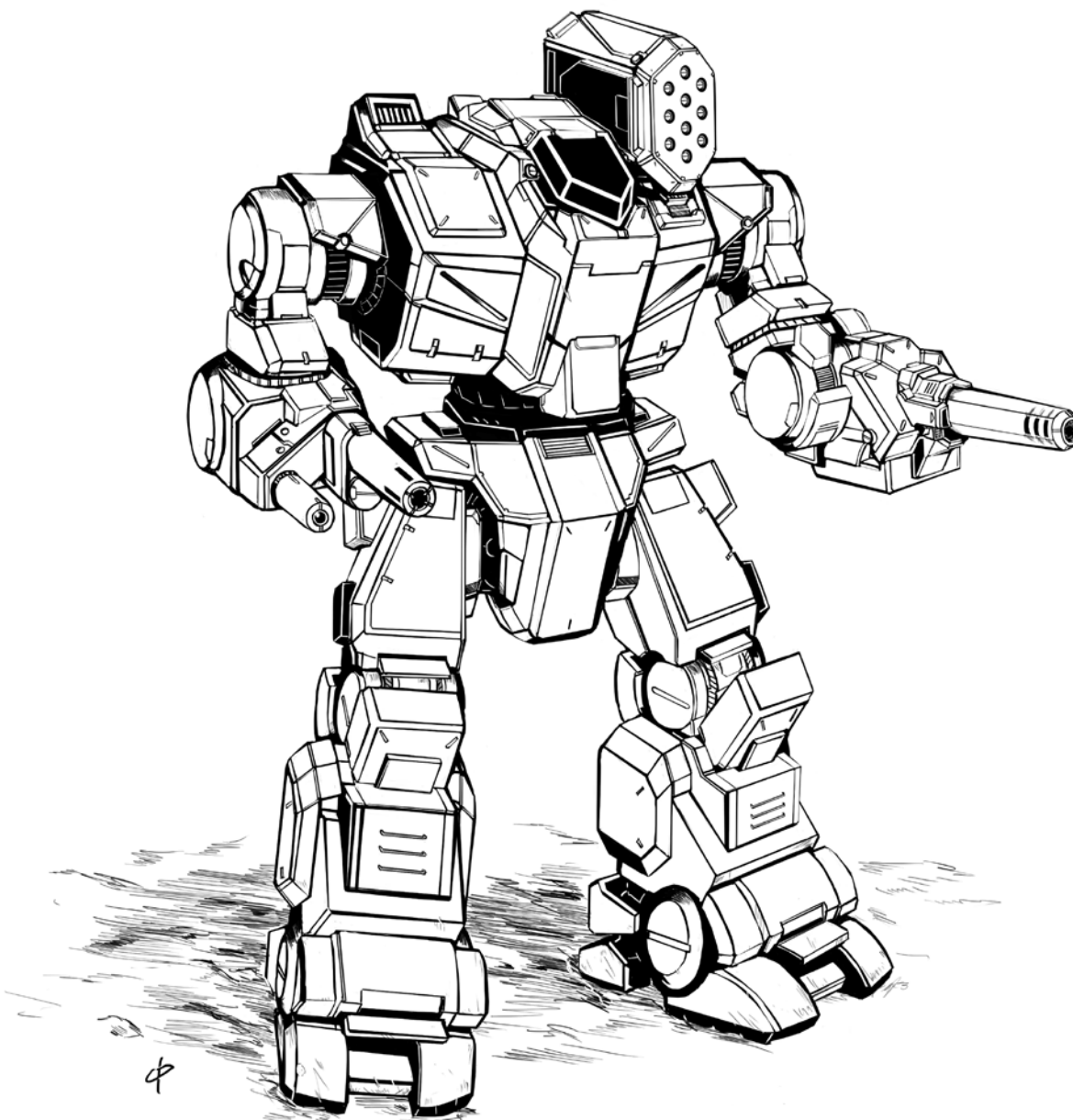
		Mass
Internal Structure:	Endo Steel	3
Engine:	240 XL	6
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	176	11

	Internal Structure	Armor Value
Head	3	9
Center Torso	20	26
Center Torso (rear)		7
R/L Torso	14	22
R/L Torso (rear)		6
R/L Arm	10	17
R/L Leg	14	22

Weapons and Ammo

	Location	Critical	Tonnage
Light PPC	RA	2	3
PPC Capacitor	RA	1	1
ER Medium Laser	RA	1	1
TAG	H	1	1
LRM 10	LT	2	5
Ammo (LRM) 24	LT	2	2
Ammo (Ultra) 30	LT	3	3
CASE II	LT	1	1
Ultra AC/10	LA	7	13
Jump Jets	RL	2	2
Jump Jets	LL	2	2

Notes: Features the following Design Quirks: Multi-Trac, Improved Life Support.



CRN-7M CARRONADE

Mass: 70 tons
Chassis: StarFrame Heavy Endo Steel
Power Plant: VOX 280 XL
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None
Armor: ArcShield VII Mk.5 with CASE II
Armament:

- 1 Oriente MagCoil Model M Gauss Rifle
- 1 Oriente MagCoil Model K Silver Bullet Gauss Rifle
- 3 Diverse Optics Sunfire Extended-Range Medium Lasers

Manufacturer: StarCorps Industries
Primary Factory: Emris IV
Communications System: Telestar Model XTD-67A1
Targeting & Tracking System: Starlight Seeker LX-4X

The *Carronade* barreled into the spotlight after its role in an Oriente raiding campaign in 3110. The *Carronade's* solo combat abilities built its popularity across the former Free Worlds League, with mercenary units, and in the arenas of Solaris VII, while the actions of its MechWarriors made it infamous among the Republic Armed Forces.

CAPABILITIES

Many effective lances combine 'Mechs that strip large chunks of enemy armor with 'Mechs firing lots of smaller weapons to exploit those holes. The *Carronade* uses both the standard and silver bullet Gauss rifles to do the same in a single 'Mech, all at long range.

DEPLOYMENT

In 3110, the Oriente Protectorate began a series of raids into the Republic to gain

experience for its troops as well as to show its strength as a warning to its restless neighbors. A battalion from the Second Oriente Hussars was detached to conduct the raids, supplemented by a company of *Carronades* sent for further field testing and evaluation. Early successes and a push from the most skilled *Carronade* pilot, Captain Marion Morrison, led Force Commander Gregory Nicklas to attach *Carronades* singly or in pairs to raiding lances. This freed the *Carronades* from normal lance duties to hunt down and capture or kill enemy lance and company commanders.

On Asuncion, two raiding lances ran into Major Edwin Rodgers and his command lance out to inspect the remote outpost the raiding force had targeted to destroy. A pair of *Carronades* challenged Major Rodgers and a lancemate to duels while the rest of the raiding force ganged up on the rest of the command lance. In short order the two *Carronade* pilots killed their opponents, one with a lucky shot piercing the cockpit of a Republic *Prefect*, the other after his *Thor A* was disabled. Already angry over the continuing raids into Republic space, the report of his officer's execution was the last straw for the Exarch. Devlin Stone promised a full invasion of the Oriente Protectorate if the raids didn't stop.

Gun camera footage of these duels and other *Carronade* raiding missions made its way back to StarCorps, who used the videos in their promotional material. The *Carronade* quickly became popular with mercenaries looking for an edge after seeing its expertise in duels. On Solaris VII the *Carronade* was in high demand by warriors with ties to the former Free Worlds League who wanted to emulate Captain Morrison's notoriety and combat prowess. Conversely, those among the Republic Armed Forces and Republic-affiliated stables made the

Carronade a priority target, which the Republic's enemies used setting traps.

NOTABLE UNITS

Captain Marion Morrison: The son of a militia captain who died on Acamar during the Capellan invasion of 3081, Captain Morrison blamed the Republic for the death of his father. Morrison fled to his father's native Duchy of Oriente and enlisted in the Duchy military. In combat against the Republic, Morrison would aim for headshots against 'Mechs that looked close to defeat, often killing the MechWarrior. While this tactic earned him reprimands and the scorn of many, his combat record was too impressive for him to be disciplined.

In the final mission of the raiding campaign, Morrison challenged Major Rodgers to a duel. Knowing his opponent, Major Rodgers accepted, eager to end Morrison's bloody campaign. Rodgers was quickly put on the defensive as a silver bullet Gauss rifle submunition found an opening in his *Thor's* armor, hitting his own Gauss rifle. As Rodgers closed the range, through-armor hits to the gyro left his *Thor* disabled, but still active. With a point-blank shot from the MagCoil Model M, Morrison executed Major Rodgers.

Heather "Sureshot" Mills: The number two warrior fighting for Galahad Stables, Mills' best performance came when she made it to the semifinals of the 3114 Grand Championship. Fighting from the cockpit of her *Carronade*, Seeing Eye, Mills had a knack for finding cracks in the armor of her enemies. In the quarterfinals, Mills defeated top contender Bernhard Müller's *Fafnir* when a single barrage from her silver bullet Gauss rifle destroyed both heavy Gauss rifles.

CRN-7M CARRONADE

Type: **Carronade**

Technology Base: Inner Sphere

Tonnage: 70

Battle Value: 1,799

Equipment

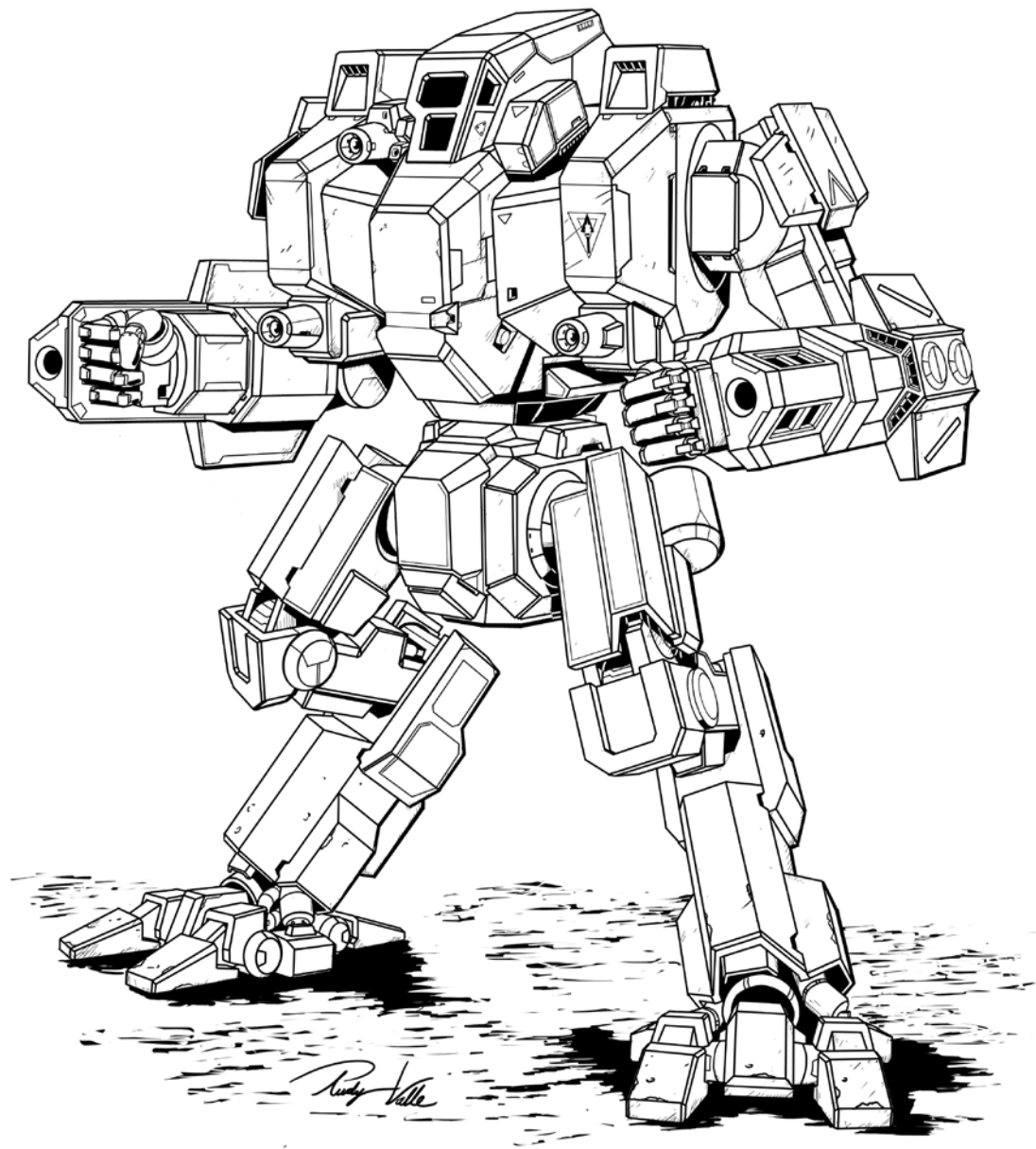
	Endo Steel	Mass
Internal Structure:	280 XL	3.5
Engine:	280 XL	8
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	216	13.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	22	33
Center Torso (rear)		10
R/L Torso	15	22
R/L Torso (rear)		8
R/L Arm	11	22
R/L Leg	15	30

Weapons and Ammo

Location	Critical	Tonnage
RA	7	15
RA	1	1
RT	1	1
RT	2	2
H	1	1
LT	1	1
LT	2	2
LA	7	15
LA	1	1

Notes: Features the following Design Quirks: Fast Reload.



NTL-AG NEANDERTHAL

Mass: 80 tons
Chassis: Advantage NTL
Power Plant: LTV 400 XL
Cruising Speed: 54 kph, 64 kph with TSM
Maximum Speed: 86 kph, 97 kph with TSM
Jump Jets: None
Jump Capacity: None
Armor: Durallex Super Medium Ferro-Fibrous
Armament:
2 Magna Flarestar Snub-Nose Particle Projection Cannons with Capacitors
3 TacShot Anti-'Mech Pods
Manufacturer: Tactical Advantage, LLC
Primary Factory: Regulus
Communications System: Garret C22A with Guardian ECM Suite
Targeting & Tracking System: Wasat Aggressor Type 12

Taking a cue from the Lyran Commonwealth's *Berserker* BattleMech, Tactical Advantage attempted to fit the 100-ton close brawler into an eighty-ton chassis. However, rather than simply create a smaller *Berserker*, the Regular manufacturer sought to re-envision the concept with traditional Regular flair. The *Neanderthal* was born from this process, and its impressive close-combat prowess has taught the Regular Fiefs' enemies to tremble whenever the 'Mech's distinctive, blocky silhouette appears on the horizon.

CAPABILITIES

Much like the *Berserker*, the *Neanderthal*'s battlefield presence and reputation has proven effective in shock tactics. However, a *Neanderthal* can keep going long after a *Berserker* has lagged behind after suffering frozen actuators from MASC overuse. A Guardian ECM suite's protective curtain makes the *Neanderthal* harder to hit, and

paired snub-nosed particle cannons allow the MechWarrior to maximize offensive effectiveness before reaching the range at which the 'Mech truly shines. Once within physical combat distance, the *Neanderthal*'s close-range weaponry can punch through all but the heaviest armor.

DEPLOYMENT

Neanderthals remain in service with the RSMC and various mercenary commands operating in the Free Worlds League region. However, the LCAF's fondness for the *Berserker* spurred the Army Supply Corps to purchase a significant quantity for deployment along the League border.

In 3130, the Twenty-first Regular Hussars put the latest *Neanderthal* variant through its paces when the Marik-Stewart Commonwealth's Twenty-fifth Marik Militia landed on Wallis. The Regulars intercepted the AMSC raiding force, but the Twenty-fifth, expecting the older *Neanderthal* variant, attempted to keep the Regulars at range rather than allow them to reach melee distance—a choice the raiding force paid dearly for. The Twenty-first concentrated on closing the distance as quickly as possible, taking shots of opportunity to trigger TSM. Once the Regulars engaged AMSC 'Mechs in physical combat, the *Neanderthals*' anti-'Mech M-Pods took the enemy by surprise, exploiting exposed weakness in armor.

Although most of the Twenty-fifth managed to escape the planet with a significant amount of Ronin, Inc.'s materiel stockpiles, the damage the Twenty-first's *Neanderthals* inflicted upon the Twenty-fifth nearly negated the AMSC's gains. Of the two lances of *Neanderthals* the Twenty-first deployed in defense of Wallis, only three remained combat worthy when the Twenty-fifth fled.

Since then, few raiders have underestimated *Neanderthals* in the field. An appearance of this 'Mech on the battlefield tends to prompt slower 'Mechs and tanks to pull back while other units concentrate fire in an effort to cripple the 'Mech before it reaches close-combat range.

VARIANTS

The outdated UG variant swaps the paired PPCs, capacitors, M-Pods, and a double heat sink for a large pulse laser and a pair each of large and small lasers. The UG model's peculiar overreliance on ranged weaponry led to the current AG model eventually supplanting it.

NOTABLE UNITS

Havaldar Lyell Harras: Cursed with a belligerent streak, Harras earned success in an illegal pit-fighting ring on his home planet of Clipperton. After the Regular Security Service cracked down following the investigation of a possible Blakist terror bombing in 3136, Harras was arrested in mid-3137. Due to his successful fighting record, he was given a choice between serving hard time or commuting his sentence by serving in the RSMC. Assigned to the Eighteenth Regular Hussars, Harras has proven a natural fit for the *Neanderthal*, which allows him to work out his anger and aggression.

Hauptmann Xandra Haas: A former *Berserker* pilot, Haas has served with distinction in the Eighth Lyran Regulars for many years. After getting her *Berserker* shot out from beneath her in 3137 during Operation HAMMERFALL, she requested assignment to a *Neanderthal* and has not looked back since. Second Battalion's Kommandant Schatz frowns on her battle tactics, as he worries Haas endangers herself by leading from the front as if she were a Clan commander.

NLT-AG NEANDERTHAL

Type: **Neanderthal**

Technology Base: Inner Sphere

Tonnage: 80

Battle Value: 2,024

Equipment

Internal Structure:

Engine:

Walking MP:

Running MP:

Jumping MP:

Heat Sinks:

Gyro:

Cockpit:

Armor Factor (Ferro):

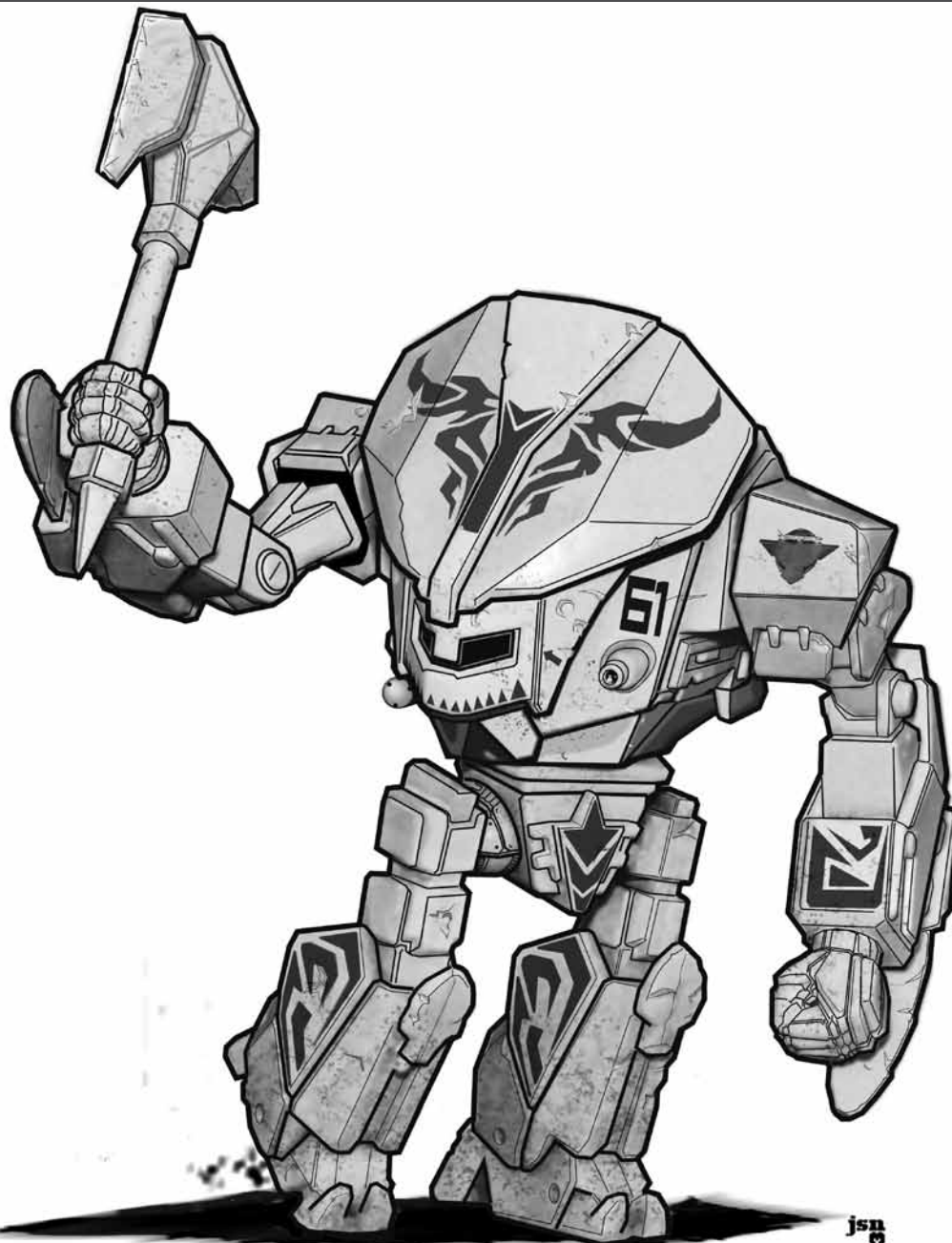
		Mass
		8
400 XL		26.5
5 (6)		
8 (9)		
0		
11 [22]		1
		4
		3
232		13

	Internal Structure	Armor Value
Head	3	9
Center Torso	25	32
Center Torso (rear)		15
R/L Torso	17	24
R/L Torso (rear)		10
R/L Arm	13	24
R/L Leg	17	30

Weapons and Ammo Location Critical Tonnage

Hatchet	RA	6	6
Snub-Nose PPC	RT	2	6
PPC Capacitor	RT	1	1
M-Pod	RT	1	1
M-Pod	H	1	1
Guardian ECM Suite	CT	2	1.5
Snub-Nose PPC	LT	2	6
PPC Capacitor	LT	1	1
M-Pod	LT	1	1
Triple-Strength Myomer	RA/LA	2/4	0

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



jsn
2

STK-9A STALKER II

Mass: 85 tons
Chassis: Irian Chassis Class 38 Endo Steel
Power Plant: Strand 255
Cruising Speed: 32 kph
Maximum Speed: 43 kph
Jump Jets: None
Jump Capacity: None
Armor: Riese-675 Hardened with CASE II
Armament:
2 Irian Weapon Works ELRM 10 Launchers
8 Magna Mk. II Medium Lasers
Manufacturer: Irian BattleMechs Unlimited
Primary Factory: Shiro III
Communications System: Irian E.A.R.
Targeting & Tracking System: Wasat Aggressor with Advanced Targeting Computer

Halfway through its sixth century of continuous production, the *Stalker* is one of the most well-known and feared assault BattleMechs in the Inner Sphere. Long known for its ability to absorb and deliver punishment, the *Stalker II* took an already deadly 'Mech and stripped it to its pure, deadly essence.

CAPABILITIES

Initial testing of a new *Stalker* began shortly after Gray Monday, with multiple variants simulated and occasionally tested at the proving grounds. None seemed to capture the original's pure menace and lethality. It wasn't until engineers, reviewing records of the 3030s Andurien Succession, re-discovered a forgotten nugget of history: the most feared *Stalkers* of the Succession Wars were the ones with their original Star League-era computers. Armed with a new outlook, the *Stalker II* was stripped to a minimal but effective weapons

array, linked to a modern targeting computer, and moved quickly from the drawing boards to the battlefields.

DEPLOYMENT

Introduced in 3137, the *Stalker II* was spread throughout Andurien units, and immediately found itself on the forefront of the 3138 invasion by the Duchy of Oriente. Needing hard currency, Andurien opened the *Stalker II* up to sales to its allies; *Stalker IIs* have fought in Capellan units on New Syrtis and with the MAC against the RAF, and the now-disbanded Marik-Stewart Commonwealth against both the Lyrans and Clan Wolf.

Originally considered nothing more than another *Stalker* variant, it was fighting against Clan Wolf on Rexburg that the *Stalker II* began to carve out its own reputation. A company of Thirteenth Atrean Dragoon survivors had retreated to Rexburg for refit, but was pursued by Wolf forces. Retreating to their DropShip, the two slowest BattleMechs were a pair of *Stalker IIs*, and they volunteered to fight as a rearguard and buy time. Cresting a hill amidst the cropland of a local distillery, they broadcast over an open channel their intent to fight the Wolf commander to a standstill, and asked what he would be attacking with. When Star Captain Bangalter said he would attack with his entire force of one Binary each of light BattleMechs and vehicles, there was a pause before MechWarrior Prestek cheerfully offered, "Well, we can wait if you want to bring up more 'Mechs."

Insulted, Bangalter immediately attacked, initiating what became known as "The Battle of Rum Ridge." Initially using their ELRMs to attack from ranges that even Clan weapons couldn't hit, the Dragoons conducted a textbook leapfrog

retrograde. Striking from tree lines bordering the sugarcane fields, or from behind small folds that allowed their 'Mechs to hide, the Dragoons quickly shattered the vehicle Binary and threw it back, awaiting the Clan BattleMechs. MechWarrior Prestek eventually fell, losing much armor and one leg of her *Stalker II*.

MechWarrior Klein continued to fight, making his last stand against the four remaining Clan BattleMechs in a huge warehouse, a battle marked by maturing rum casks exploding from stray shots. After the final light BattleMech was destroyed, Klein's *Stalker II* grew still. The surviving vehicles closed in to investigate, discovering a rarity on the modern battlefield: despite getting struck by two SRMs and five LRMs in five separate attacks, and a medium laser in the final barrage, the hardened cockpit armor was never breached. MechWarrior Klein had, however, been struck by spalling from the strikes—also suffering from neurohelmet feedbacks and shock, he had bled out in his command chair, hands still clenched around the controls.

NOTABLE UNITS

MechWarriors Krista and Lindsey: The Atrean Dragoon MechWarriors that fought the battle of Rum Ridge were both honored by Clan Wolf after the fight. MechWarrior Klein's body was recovered and returned under a flag of truce to the FWLM with full military honors, with a line added into *The Remembrance* describing his final battle. Prestek was adopted as a bondsman and quickly regained her warrior status; both *Stalker IIs* were salvaged and repaired by Clan Wolf, with MechWarrior Krista reportedly last seen fighting the Lyran defenders on Tharkad in 3143.

STK-9A STALKER II

Type: **Stalker II**

Technology Base: Inner Sphere (Advanced)

Tonnage: 85

Battle Value: 2,261

Equipment

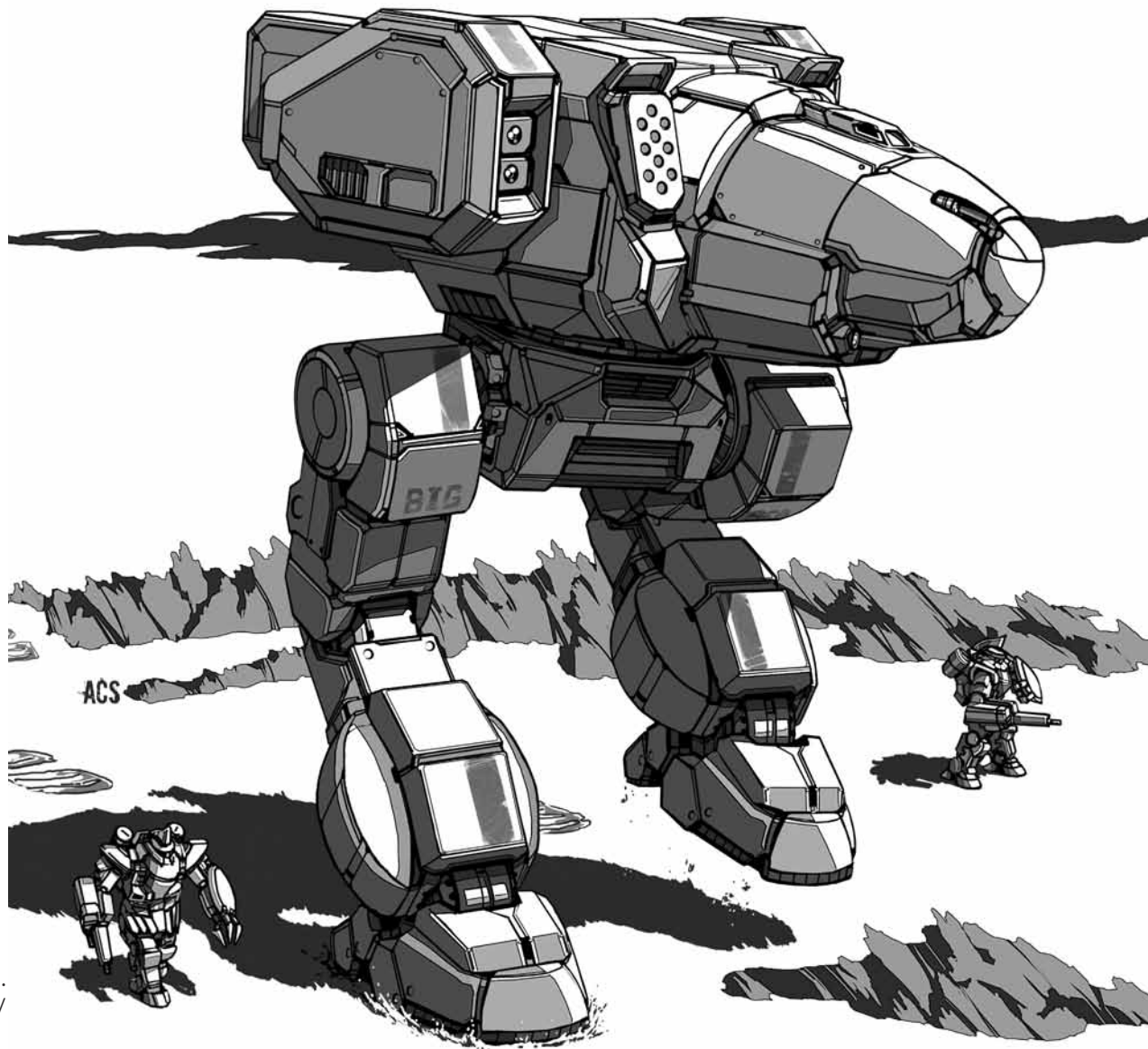
	Endo Steel	Mass
Internal Structure:	255	4.5
Engine:	3	13
Walking MP:	4	
Running MP:	0	
Jumping MP:		
Heat Sinks:	10 [20]	0
Gyro (Compact):		4.5
Cockpit (Torso-Mounted):		4
Armor Factor (Hardened):	216	27

	Internal Structure	Armor Value
Head	3	9
Center Torso	27	36
Center Torso (rear)		11
R/L Torso	18	25
R/L Torso (rear)		7
R/L Arm	14	23
R/L Leg	18	25

Weapons and Ammo

Location	Critical	Tonnage
2 Medium Lasers	2	2
Extended LRM 10	4	8
Ammo (ELRM) 18	2	2
CASE II	1	1
2 Medium Lasers	2	2
Targeting Computer	2	2
2 Medium Lasers	2	2
Extended LRM 10	4	8
Ammo (ELRM) 18	2	2
CASE II	1	1
2 Medium Lasers	2	2

Notes: Hardened Armor reduces Running MP by 1.
 Quirks: Combat Computer, Protected Actuators, No/Minimal Arms.



JLN-5A JULIANO

Mass: 90 tons

Chassis: Irian Tonans Endo-Composite

Power Plant: Hermes 360 XL

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Guardian II Light Ferro-Fibrous with CASE II

Armament:

- 3 Diverse Optics Sunbeam Extended-Range Large Lasers
- 3 Diverse Optics Sunfire Extended-Range Medium Lasers
- 4 Pattern J6 Streak-6 SRM Launchers

Manufacturer: Irian BattleMechs Unlimited

Primary Factory: Angell II

Communications System: Irian HMR 35s

Targeting & Tracking System: Omicron Alert

The *Juliano* was the culmination of the Marik-Stewart Commonwealth's longstanding attempt to develop a new native assault 'Mech. Named after the first captain-general of the Free Worlds League, it enjoyed twenty years of service in the AMSC and earned its place as a signature 'Mech of the realm. Following the fall of Marik-Stewart the *Juliano* has become a signature unit of the reborn FWLM, and is likely to spearhead any effort to reclaim the worlds it once defended.

CAPABILITIES

The *Juliano* has an excellent balance of armor and firepower that makes it deadly on the defensive or the offensive and retains sufficient mobility to react to opportunities. It can thus fill almost any tactical niche that calls for an assault 'Mech. Inexperienced pilots may

cause the *Juliano* to critically overheat by using its laser batteries too aggressively. A specialized heat management computer was installed on the advice of the prototype's pilots and has helped to mitigate the issue in FWLM service.

DEPLOYMENT

Export of the *Juliano* had been forbidden by Marik-Stewart, and remains forbidden by the reformed Free Worlds League. By 3140 new-build *Julianos* were being assigned in large numbers to the Tamarind Regulars to support their efforts against the LCAF. The *Juliano* is now rapidly becoming a mainstay of League assault lances. Outside the League only Clan Wolf fields substantial numbers of *Julianos*, assigning salvaged units from its invasion of Marik-Stewart to second-line Clusters.

The Eighth Tamarind Regulars benefited from the new League's largesse before their combat debut during the Fourth Battle of Tamarind in 3142. A number of the unit's assault lances were equipped with *Julianos*, usually paired with *Awesomes*. Those lances were committed to the Eighth's drive through the Harvison Flats toward the capital of Zanzibar. The largely open desert terrain favored long-range skirmishing between FWLM and Lyran assault 'Mechs while both sides committed lighter units to flanking maneuvers.

At first the *Juliano* disappointed. It had difficulties inflicting serious damage on the *Banshees*, *Zeuses*, and *Atlases* of the Eleventh Lyran Guards at the combat ranges dictated by the terrain. But as the first week of the campaign ended the ammunition efficiency of the *Juliano* began to tell. As Lyran assault machines withdrew from combat to rearm, the *Juliano* remained fighting and could savage heavy and medium 'Mechs left to their own devices.

The fording of the Zanzibar River at Point Bravo finally saw the *Juliano* truly shine. A mixed assault lance of the Eighth Regulars faced off against a Lyran Guards assault lance. The Lyrans were withdrawing to the far side of the river, trying to retreat to Zanzibar, when the Regulars intercepted them. Having been in sustained combat, the Lyran lance's *Banshee* was out of ammunition, while the commander's *Hauptmann* was on half-loads and the other two 'Mechs lacked missile rounds. The *Julianos* and their supporting *Awesomes* had no difficulty engaging them at long-range. Once the Lyrans shot off most of their remaining ammunition the *Julianos* closed on the lance and tore them apart in a flurry of laser and SRM fire.

NOTABLE UNITS

Minister-General Kenyon Marik: The disinherited heir to the defunct Marik-Stewart Commonwealth, Kenyon Marik took a salvaged *Juliano* from Operation HOMECOMING as his personal 'Mech. Kenyon named the machine Roman and keeps it painted in the parade colors of the Marik Militia. Following Kenyon's appointment as minister-general, its lasers have been upgraded to Clan models courtesy of the Sea Foxes.

MechWarrior Julie: Assigned a "second-rate Spheroid machine" by her Star Commander because he thought it was funny, MechWarrior Julie has since adjusted to the performance of her *Juliano*. Her skill in combat has notably improved, which has attracted attention following her defeat of two Spirit Cat 'Mechs in a recent Trial. She intends to challenge her Star Commander to a Trial of Grievance soon, and then test out to his old position.

JLN-5A JULIANO

Type: **Juliano**

Technology Base: Inner Sphere (Mixed)

Tonnage: 90

Battle Value: 2,105

Equipment

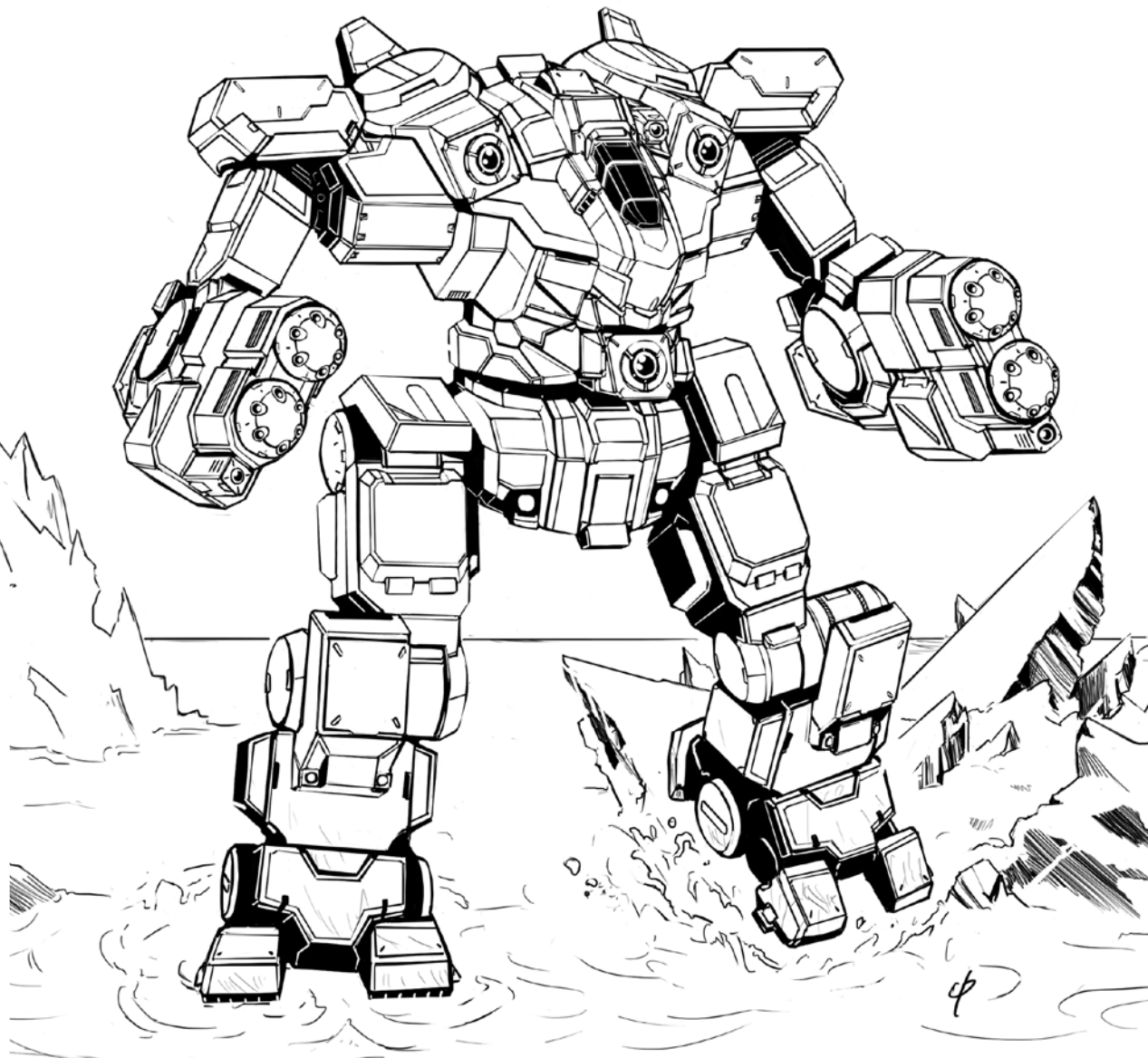
		Mass
Internal Structure:	Endo-Composite	7
Engine:	360 XL	16.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	16 [32]	6
Gyro:		4
Cockpit (Armored):		4
Armor Factor (Light Ferro):	279	16.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	29	47
Center Torso (rear)		11
R/L Torso	19	30
R/L Torso (rear)		8
R/L Arm	15	30
R/L Leg	19	38

Weapons and Ammo

Location	Critical	Tonnage
2 Streak SRM 6 (C)	4	6
Ammo (Streak) 30	2	2
ER Medium Laser	1	1
CASE II	1	1
ER Large Laser	2	5
ER Medium Laser	1	1
ER Large Laser	2	5
ER Large Laser	2	5
2 Streak SRM 6 (C)	4	6
Ammo (Streak) 30	2	2
ER Medium Laser	1	1
CASE II	1	1

Notes: Features the following Design Quirks: Combat Computer.



CSR-F100 PICAROON

Mass: 35 tons

Frame: P Standard

Power Plant: Magna 210 XL

Armor: Durallex Aviator Ferro-Aluminum

Armament:

- 1 Magna Supernova Heavy Particle Projection Cannon

Manufacturer: Gutierrez Aerospace

Primary Factory: Ellsworth

Communications System: Telestar H-9

Targeting & Tracking System: SynComDEC

The Regular Fiefs' first foray into fighter design, the *Picaroon* was seemingly developed specifically to counter the growing use of Pocket WarShips. Fast, heavily armored and sporting a single massive weapon, the *Picaroon* is reminiscent of other purpose-built ship-killing fighters like the legendary *Hammerhead*.

CAPABILITIES

Despite its lack of secondary weapons, the *Picaroon's* nose-mounted heavy PPC is a very powerful weapon with the ability to destroy most opponents with only a few blasts. When employed as a proper pack hunter, there are few vessels that can withstand the barrage a group of *Picaroons* unleashes. As a result, *Picaroon* pilots quickly become overconfident with the fighter's apparent invulnerability and rely too much on the fighter's heavy armor to protect them. Smart opponents will lure individual *Picaroons* out of formation so that multiple attackers can isolate and overwhelm them.

DEPLOYMENT

A devastating example of the *Picaroon* in action occurred early in the Victoria War, when the First Andurien Cavalry invaded the world of Fronde, defended by the Kraken Unleashed.

Mercenary *Picaroons* met the Andurien DropShips head on, using their speed and heavy armor to make sweeping attacks against the invaders. Overwhelmed by the tenacious mercenaries, the Andurien Cavalry fighters were unable to stop the Kraken *Picaroons* from eviscerating their transports. The Cavalry lost its entire conventional complement before reaching orbit.

The first reported clash between two *Picaroons* occurred in 3115 when a raid by the Duchy of Tamarind-Abbey struck the Lyran world of Finsterwalde. Known as the "Finsterwalde Folly," a *Picaroon* flight from the defunct Fifth Tamarind Regulars faced off against an identical fighter group from the Flying Tomkats mercenary company. The Tomkats, a new mercenary command hired by Finsterwalde to support their planetary militia, met the Duchy forces during their transit to the planet. As the two groups closed, both launched their *Picaroons* with orders to disable or destroy the other's DropShip. Ignoring each other to attack their assigned target, both *Picaroon* flights were successful. Unfortunately, the Tomkat and Duchy pilots became stranded in deep space without transport. There were no survivors.

NOTABLE UNITS

Lieutenant Anton Sejvac: One of the Fifteenth Regular Hussars' most celebrated pilots, Lieutenant Anton Sejvac made a name for himself when the Sixth Oriente Hussars and Second Loyalty Defenders struck the Fifteenth in preparation for Operation HOMECOMING. Engaging the large enemy flotilla in orbit while the rest of the Regulans scrambled, Sejvac managed to destroy five enemy fighters before damage ruined his PPC. Low on fuel and now defenseless, Sejvac drove his *Picaroon* into an Oriente

Union, destroying both. For his heroic sacrifice, Anton Sejvac was posthumously awarded the Regular Ankh by Captain-General Lester Cameron-Jones.

Captain Cynthia Moore: Captain Moore pilots Dead Eagle, the same *Picaroon* her mother used in the battle for Fronde during the Victoria War. A talented pilot, Moore has racked up a considerable kill total, becoming an ace pilot in the Kraken Unleashed mercenary command after having shot down League, Regular, Canopian and Capellan fighters throughout the past three years. Her skill has earned her both the respect and the enmity of the RSMC, who resent the mercenary's use of "their" fighter.

Hauptmann Angus Hamilton: A pilot in the Second Bolan Guards' fighter wing, Hamilton took command of his fighter squadron in February 3143, when his former squadron leader was killed during the LCAF's withdrawal from Tamarind-Abbey. In the last battle against Duchy forces, Hamilton claimed eight kills against the First Tamarind Regulars before the Guards withdrew to their JumpShips. Now garrisoning Bolan, Hamilton survived Colonel Colt's purge of the regiment following the Second's retreat from Epsilon. Since then, Hamilton has repeatedly petitioned his commander to raid the reformed Free Worlds League.

CSR-F100 PICAROON

Type: **Picaroon**

Technology Base: Inner Sphere

Tonnage: 35

Battle Value: 1,290

Weapons and Ammo

Heavy PPC

Location

Nose

Tonnage

10

Heat

15

SRV

15

MRV

15

LRV

—

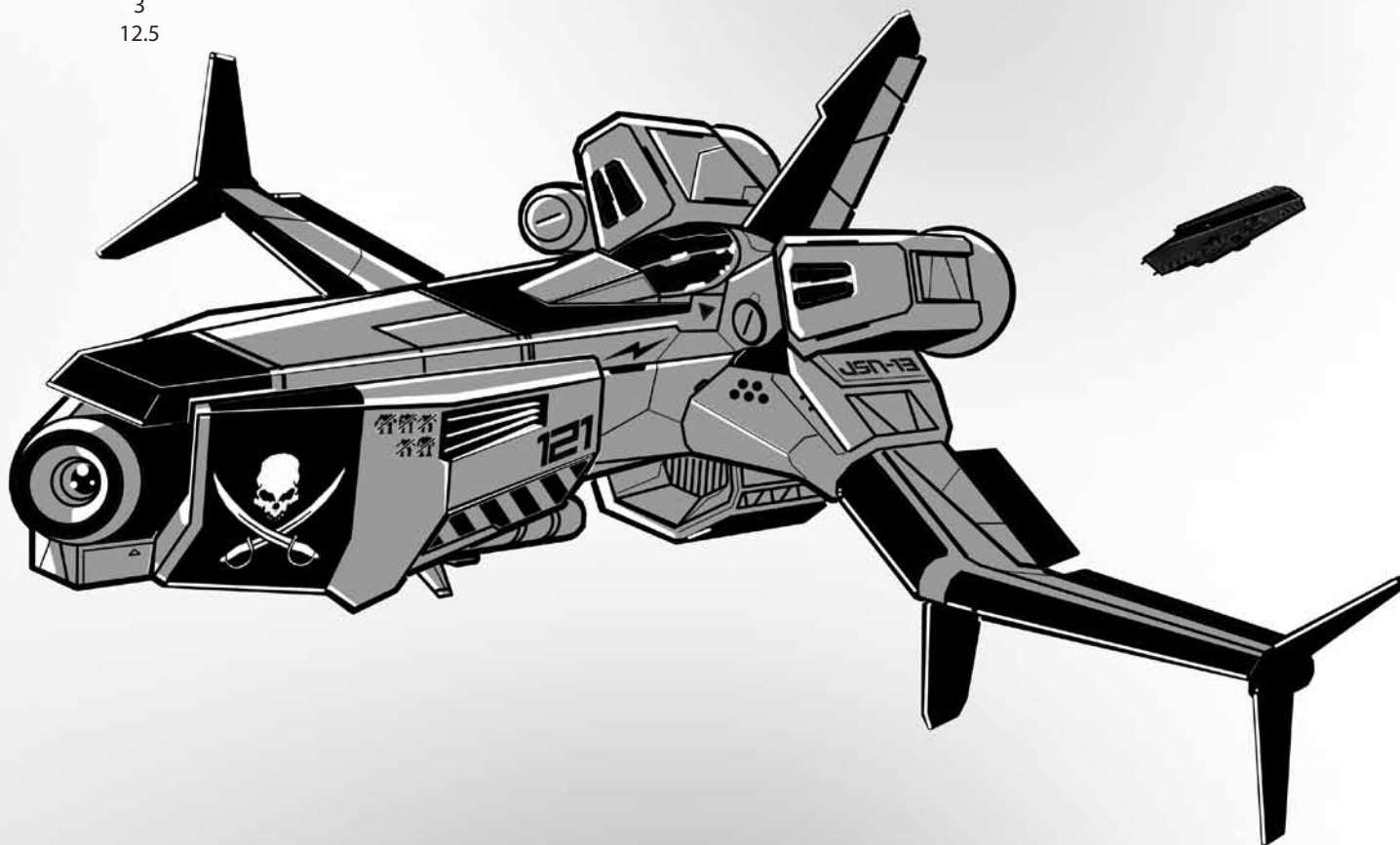
ERV

—

Notes: Features the following Design Quirks: Easy to Maintain, Atmospheric Flight Instability.

Equipment

		Mass
Engine:	210 XL	4.5
Safe Thrust:	8	
Maximum Thrust:	12	
Structural Integrity:	8	
Heat Sinks:	10 [20]	0
Fuel:	400	5
Cockpit:		3
Armor Factor (Ferro):	224	12.5
	<i>Armor Value</i>	
Nose	75	
Wings	52/52	
Aft	45	



AQA-1M AQUILA

Mass: 55 tons

Frame: Nimakachi Model IC

Power Plant: Hermes 275 XL

Armor: ArcShield IX AO Ferro-Aluminum

Armament:

2 Oriente MagCoil Model E Light Gauss Rifles

2 Diverse Optics Extended-Range Medium Lasers

Manufacturer: Nimakachi Fusion Products Ltd.

Primary Factory: Dalton

Communications System: Lassitor-5A

Targeting & Tracking System: Garret S6g

The *Aquila* was rushed into service for the Victoria War, where the fighter exceeded expectations and has proliferated for forty years without modification.

CAPABILITIES

This joint venture of the Rim Commonality and Oriente Protectorate combines speed, agility, and excellent long-range accuracy to great effect. A lack of rear-firing weaponry is a concern to some pilots, but it's a rare circumstance when the speedy *Aquila* cannot evade or outrun an enemy on its six. The *Aquila* excels in both space and atmospheric operations, terrorizing ground units or slow moving DropShips without fighter escorts. The *Aquila* is renowned as a sniper, using its speed and maneuverability to get behind enemy fighters and take out their engines.

DEPLOYMENT

Ipswich has been the scene of many engagements where the *Aquila* faced CCAF invaders. The first was in the Victoria War, when the Red Lancers and Roman's Mounted Fusiliers arrived after taking Shuen Wan from the Protectorate. The First and Sixth Oriente Hussars mounted

a desperate defense, including a squadron of *Aquilas*. The unknown fighter surprised the CCAF attackers with precise fire at tremendous range, departing the area before return fire could clear them from the skies. Despite the fighter's capabilities, only one of the pilots survived the assault. Captain Sergio Melendez joined the chase as the Capellans retreated, claiming the final kill of the battle as he shot down an enemy *Poignard* escorting the enemy DropShips.

The elite Ducal Guard Air Wing was on training maneuvers in the Ipswich system in 3141 when the First Capellan Defense Force attempted to raid the border world. The First CDF Aerospace Wing was commanded by *Kong-zhong-shao* Mik Zheming. Zheming's escort formation was scattered when the Guards slashed through at nearly right angles midway between the Capellan JumpShip and the planet. *Aquilas* led the attack, firing on the enemy at extreme range with their paired light Gauss rifles. The First's light fighters withered under the concentrated fire, and their pilots were left drifting in wreckage trailing the assault force. The Guard eliminated most of the escort before dogfighting distracted them long enough for the raiders to reach the surface. The nimble *Aquilas* pursued the enemy and engaged in ground attacks. The First's 'Mechs were unable to target the speedy fighters while also engaging the Eighth Oriente Hussars and Thirty-second Oriente Heavy Armor. When the Eighth Hussars Aerospace Wing added their fighters to the repulsion effort, the raiders withdrew. The Hussars and Guard *Aquilas* pursued the Capellans all the way back to their JumpShips, disabling two *Unions* which were captured only after a difficult boarding operation three days later. Zheming was among those killed in the engagement, leaving command to his XO, *Kong-sang-wei* Tak Cheung Sin.

NOTABLE UNITS

Lieutenant Colonel Ana Maria Melendez: Lieutenant Colonel Melendez pilots Cap Killer, the same *Aquila* her father used in the battle for Ipswich in the Victoria War. She has racked up a considerable kill total, becoming the top ace of the Eighth Hussars Aerospace Wing after shooting down an entire wing of Capellan fighters over the past six years. Her status has earned her the respect and enmity of the CCAF, which has labeled her a primary target of any Capellan pilot to encounter her regardless of current mission.

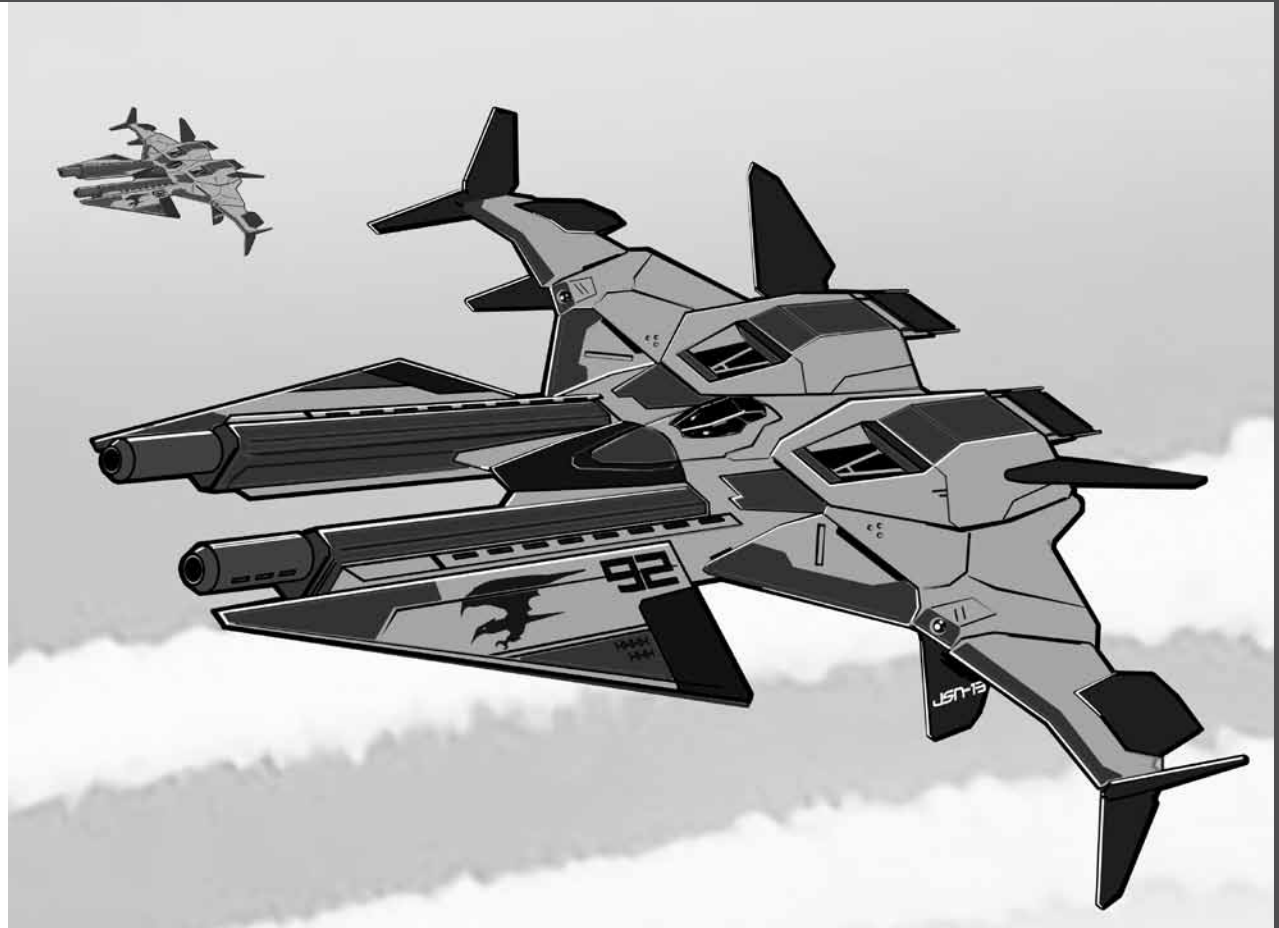
Captain James "Owl" Hamrahan: Captain Hamrahan commands Holt's Hilltoppers' fighter wing. As the chief pilot on Portland, he reports directly to Governor Holt. A third-generation Hilltopper and pilot, Hamrahan enjoys great status in the social scene of the Hilltoppers' homeworld, earning him the nickname Owl for his profligate late-night partying. Despite often being hung over, Hamrahan has never been derelict in his duties. He has sixteen kills to his credit, including a pirate *Leopard*-class DropShip from a foolish raid attempt in 3142. The lack of pirate activity since motivated Hamrahan to institute a hellish training program, where the wing splits and engages one another in live—though reduced power—fire exercises six days a week.

AQA-1M AQUILA

Type: **Aquila**
 Technology Base: Inner Sphere
 Tonnage: 55
 Battle Value: 1,489

Equipment

		Mass
Engine:	275 XL	8
Safe Thrust:	7	
Maximum Thrust:	11	
Structural Integrity:	7	
Heat Sinks:	10 [20]	0
Fuel:	320	4
Cockpit:		3
Armor Factor (Ferro):	197	11
	<i>Armor Value</i>	
Nose	60	
Wings	48/48	
Aft	41	



Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
2 Light Gauss Rifles	Nose	24	2	8	8	8	8
Ammo (Light Gauss) 48	—	3					
ER Medium Laser	RW	1	5	5	5	—	—
ER Medium Laser	LW	1	5	5	5	—	—

Notes: Features the following Design Quirks: Accurate Weapons (Light Gauss Rifles).

SKR-4M SHIKRA

Mass: 90 tons

Frame: AA Heavy Raptor 3

Power Plant: Pitban 360 XL

Armor: Andurien Composition 5 Heavy
Ferro-Aluminum

Armament:

1 Kali Yama Weapons Industries

Grand Slam Gauss Rifle

2 Type 9 Ultra Class 10 Autocannons

1 Intek Medium Pulse Laser

2 Wasat Dazzle Chaff Pods

Manufacturer: Andurien AeroTech

Primary Factory: Westover

Communications System: Lassitor-6SQ

Targeting & Tracking System: Wasat Snipe
Type 2

Andurien Aerotech built the *Shikra* for years while Westover was an unaffiliated world. They profited greatly selling the fighter to all buyers, from the former League states to free-booting mercenaries. Since Westover became part of the reformed League, availability on the open market has dropped off. The factory's production is now funneled directly to the FWLM as part of the rebuilding effort following the Lyran and Wolf invasions.

CAPABILITIES

For a heavy fighter, the *Shikra* has considerable acceleration. The thick slab of armor garnered it a reputation as a flying brick early on, but engineering refinements improved the fighter's handling in all environments. Anemic rear weaponry goes far to motivate pilots not to allow enemies into their six. The powerful fore-mounted ballistic weaponry is a threat to most fighters and a number of DropShips, especially when *Shikras* are massed in formation. Only when its pilot loses awareness of his

surroundings does the *Shikra* suffer in combat. Many have been lost to careless pilots suffering target fixation.

DEPLOYMENT

Alpha Galaxy's invasion of Gannett was a mismatch in all ways. Elements of the Ninth Wolf Battle Cluster and the 328th Wolf Assault Cluster rolled over the defenders in all ways but one. The Gannett Planetary Defense League had a squadron of *Shikras* piloted by Atrean Hussars retirees. The fighters had only one allied base for refueling and rearming, but their sorties against the invaders quickly garnered them attention.

The Ninth's warriors outbid the 328th's for the privilege of destroying the brave defenders. A trio of Wolf fighters pursued and engaged the six Gannett *Shikras* in the skies over their camouflaged airbase. Despite the advantages in weapons range, the Clan pilots were hard-put to overcome the speed and thick armor of the *Shikras*. When two of her pilots were downed for only three of the *Shikras*, Star Captain Amber Lankenau called in the rest of her bid to avoid defeat. With the *Shikras* now outnumbered four to three, Star Captain Lankenau expected a quick surrender. Instead, she watched two more of her pilots die before the final *Shikra* was sent burning into the ground. In anger, she and her last wingman destroyed the enemy airbase before returning to their staging area.

The Cumberland Missiliers formed the core of their homeworld's defense against the invading Fourth McCarron's Armored Cavalry in March 3145. The Missiliers had grown to a combined-arms regiment since the Jihad ended, but most of that strength was spent futilely attempting to stem the McCarron tide. The Missilier fighters included a pair of *Shikras*, which demonstrated the fighter's durability. The pair made dozens of

passes over the McCarron staging areas, destroying several formations on the ground and countless supply depots. They finally drew the attention of the entire Eclipse Wing. As the enemy fighters picked them apart, the surviving Missiliers used the diversion to evacuate their families and over 100 planetary officials, and withdrew to Wernke. The brave *Shikras* both went down to enemy fire. Captain Jebediah "Surefire" Cooper survived and is currently leading a resistance cell from the wilds.

NOTABLE UNITS

Flight Commander Rennik Snorissen: Commander Snorissen took command of the aerospace mercenary unit Flying Buttresses in March 3139, when former CO Harald Stormsign was killed in the Wolf invasion. Snorissen claimed seven kills against the Thirty-fifth Wolf Battle Cluster before the mercenaries withdrew to their JumpShip. Tongatapu was lost, but the Buttresses had left their mark.

Lieutenant Scott Knockando: Lieutenant Knockando of the Third Marik Aerospace Wing was patrolling the Eleusis system when a joint Canopian-Andurien raiding force arrived at a pirate point. Knockando and his wingman reported the sighting and engaged the small DropShip flotilla of two *Leopards* and two *Unions*, all of which quickly disgorged their own fighters. After seventy minutes of desperate combat, Knockando was out of ammo and his wingman was dead, but both *Leopards* were crippled and three of the enemy fighters were destroyed. The *Unions* made planetfall, but the delay gave the Third Marik Protectors and Third Marik Heavy Armor sufficient time to prepare a welcome. The raiders left in defeat, a refueled and battered Knockando in pursuit.

SKR-4M SHIKRA

Type: **Shikra**

Technology Base: Mixed Inner Sphere

Tonnage: 90

Battle Value: 2,649

Equipment

		Mass
Engine:	360 XL	16.5
Safe Thrust:	6	
Maximum Thrust:	9	
Structural Integrity:	9	
Heat Sinks:	10 [20]	0
Fuel:	400	5
Cockpit:		3
Armor Factor (Heavy Ferro):	347	17.5
	<i>Armor Value</i>	
Nose	111	
Wings	83/83	
Aft	70	

Weapons and Ammo

	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Gauss Rifle	Nose	15	1	15	15	15	—
Ammo (Gauss) 24	—	3					
Ultra AC/10 (C)	RW	10	6	15	15	—	—
Ammo (Ultra) 30	—	3					
Ultra AC/10 (C)	LW	10	6	15	15	—	—
Ammo (Ultra) 30	—	3					
Medium Pulse Laser	Aft	2	4	6	—	—	—
2 Chaff Pods	Aft	2	0	—	—	—	—

Notes: Features the following Design Quirks: Difficult to Maintain, Non-Standard Parts.



Named for a fortress associated with the legendary King Arthur, the *Caerleon* is regarded as just that by the battlesuit platoon it transports. Since its 3093 introduction, the *Caerleon* spread throughout the former Free Worlds League and into the mercenary market. It's been used for a variety of missions, but two primary applications stand out as the most common: boarding operations and battlefield support.

CAPABILITIES

The *Caerleon* has fared well in its many battles thanks to its heavy armor, often weathering punishing fire to deliver its platoon of battlesuit troopers. Some critics in the mercenary market complain that the craft needs a larger engine to improve its survivability, while others suggest that an assault craft needs greater firepower. Nimakachi has ignored these, because the important analysis—from the troopers—has been unflinching positive. Only difficult atmospheric handling has truly plagued the *Caerleon*, causing a number of combat losses.

DEPLOYMENT

A daring boarding action during the Victoria War highlighted the optimal tactics for the *Caerleon*. As the Sixth Oriente Hussars moved on Bentley from their JumpShips, aerospace CO Commander Bharata Suess spotted a Capellan *Seeker*-class Dropship breaking orbit. While he led the escort to the surface, he ordered Interdiction Flight to prevent the DropShip from escaping. Interdiction Flight's two *Caerleons* oriented on the *Seeker* but had little chance of catching the speedy DropShip even at maximum thrust. Instead, they concentrated fire from their

light Gauss rifles on the Capellan's engines. They inflicted enough damage that the *Seeker* was soon overtaken. The *Caerleons'* armor weathered the DropShip's aft lasers and the Hussars marines deployed. The two platoons breached the DropShip from two points while the *Caerleons* withdrew. Once the DropShip was secured, the Hussars discovered the planetary governor and his family on board. As the prize crew guided the DropShip back to the surface, the captured politician was forced to watch his world fall into the clutches of the enemy.

When the Red Lancers and Roman's Mounted Fusiliers counterattacked the Eighth Orloff Grenadiers on Pella II in February 3104, the Eighth Orloff Aerospace was hard-put to hold off the Lancers' Fourth Sian Defense Wing. As the fighters dueled in the skies above the capital, Theodora, a savage ground battle was being waged. The Eighth's *Caerleons* were constantly shuttling through antiaircraft fire to drop platoons of battle armor wherever they were most needed. More so than any other battle, this one highlighted the difficulty of piloting the craft atmospherically. Seven of the ungainly *Caerleons* went down in the battle, though three of those diverted their course into the advancing Capellan 'Mechs. Still, it was the durability of the craft was demonstrated as the crews bravely landed in the midst of terrible fire to drop their troops, which prevented the wholesale slaughter of the Eighth and allowed the DDOCFH command to retreat in some semblance of order. *Caerleons* then led the way back to the Eighth's JumpShips, mainly because so few of the Eighth Orloff Aerospace had survived.

NOTABLE UNITS

The Phantom: This *Caerleon's* actual name and affiliation is unknown. It appears periodically on the fringes of battles throughout League and Periphery space and opportunistically targets damaged or disabled DropShips. Its mismatched battle armor squads secure the target, and soon the DropShip is being escorted to the Phantom's *Invader*-class JumpShip. In August 3144, a *Union*-class DropShip of the Third Oriente Hussars was captured in the Mansu-ri system along with its company of 'Mechs and personnel as it returned from a raid on Deschenes. No word from any of those captured has been received and the Phantom has not been spotted since.

Chatelain: Captain Daniel Gallery's *Chatelain* has served the aerospace-heavy Second Andurien Guard for seventeen years. As the commander of Escort Group Three, his *Caerleon* often leads the advance into enemy territory on raids. Master Banner Jillian Leigh Foley commands the marine platoon. Under her command, the Chatelain Boarders have captured six enemy vessels since 3138.

SELEUCUS INFANTRY TRANSPORT

The *Seleucus* is one of the few dedicated battle armor transports in the Inner Sphere. As such, it has become a major money earner for Kallon Weapon Industries. The Marik-Stewart Commonwealth authorized the *Seleucus*' sale to any non-hostile party, making it a popular choice for anyone looking to take battle armor into a combat zone.

CAPABILITIES

Other than poorly arranged variants of existing transports, the only option available for battlesuit transport was combined-arms platforms like the *Assault Triumph*. The *Seleucus* changed the equation by being small and specifically designed for battle armor. The only real competition at its size is the *Aurora*, with its cramped cargo pods. Instead the *Seleucus* offers a Free Worlds-size company of battle armor, a full company of transport assets and more cargo space to keep them fighting.

DEPLOYMENT

In the 3120s raiding was all the rage between the states of the Free Worlds League. A *Seleucus* as payment was all that was needed to convince Hector's Hooligans to raid Brigadier Corporation on Mackenzie. Certain that Brigadier's orbital facilities lacked fighter cover, the Hooligans burned in with their new *Seleucus* and a *Leopard CV*. At the last moment the *Seleucus* reversed thrust and deployed the Hooligans' battle armor in an extravehicular boarding attempt. That was when Brigadier's fighters arrived.

The Hooligans' *Leopard* only managed to launch four fighters before it was sent spinning

into the atmosphere. The *Seleucus* and fighters fought for their lives against the squadron of defenders, while the mercenaries' battle armor fought to seal off Brigadier's construction yard. With its heavy armor the *Seleucus* served as an anvil the Hooligans' fighters could smash the defenders on. With aerospace superiority achieved, the Hooligans stole two brand new *Behemoths* and retreated back to their JumpShip.

After the collapse of the Marik-Stewart Commonwealth, the nation's remnants began looking for a new protector. With the Wolves howling on the border and the Regular Fiefs already seizing worlds, Jessica Marik's alliance seemed their only hope. With the Commonwealth troops pinned down fighting the Wolves and Lyrans, the Commonwealth's aerospace assets were free to join Jessica Marik's growing armada. When Operation HOMECOMING was launched in April 3139, *Seleucuses* were at the heart of the assault on Atreus.

Coming in behind Clan Sea Fox's assault assets, the four *Seleucuses* of the Silver Hawk Irregulars combat-dropped two companies of battle armor on the Atreus City spaceport. After orbiting Atreus while the spaceport was secured, the four ships grounded and deployed their remaining battle armor and transport assets. The Silver Hawk's battle armor would rely on the *Seleucuses* to keep them fighting as they liberated the city and the Emperor Auto Weapons plant from the First Regular Hussars. This included repairing and rearming damaged suits and providing safe lodgings for the soldiers. It wouldn't be until a week later that it was deemed safe enough for the supply ships to land.

NOTABLE UNITS

Arundel: The end for the Marik-Stewart Commonwealth began in 3136 when a Cluster of Spirit Cats landed and claimed Marik. The Commonwealth might have hoped for relief when the Oriente Protectorate launched Operation VAQUERO, but the Cats and Oriente were able to come to an agreement. After nine months of hard fighting, Dormuth finally fell. All that remained was to save what might be saved.

Crammed with Commonwealth soldiers, *Arundel* lifted off Marik as part of a small flotilla trying to escape the chaos, with *Cockchafer* and *Washburn*, a *Hannibal* and a *Kuan Ti*. As they cleared the atmosphere they came under fire from a Star of Sea Fox aerospace fighters. *Washburn* turned back to sell itself dearly while *Arundel* maneuvered to shield the already venting *Cockchafer*. With its living cargo hanging on as best they could, *Arundel* went through a series of gut wrenching turns as it forced two Points of *Ammons* into combat. Ten minutes later the fighters were retreating with heavy damage. With its own armor in tatters, *Arundel* opened its throttles following the rapidly retreating *Cockchafer* and leaving *Washburn* to its fate. Picked up by a friendly JumpShip a week later, *Arundel* would survive to take part in Operation HOMECOMING.

SELEUCUS INFANTRY TRANSPORT

Type: Military Aerodyne

Use: Troop Transport

Tech: Inner Sphere

Introduced: 3113

Mass: 2,600 tons

Battle Value: 7,306

Dimensions

Length: 69 meters

Width: 45 meters

Height: 42 meters

Fuel: 150 tons (6,000 points)

Tons/Burn-day: 1.84

Safe Thrust: 4

Maximum Thrust: 6

Heat Sinks: 102 (204)

Structural Integrity: 12

Armor

Nose: 251

Wings: 230

Aft: 201

Cargo

Bay 1: Battle Armor Cubicles (20 Squads [80 troops]) 5 Doors

Bay 2: Light Vehicle Cubicles (12) 1 Door

Bay 3: Cargo (217 tons) 1 Door

Life Boats: 4

Escape Pods: 4

Crew: 5 officers, 10 enlisted/non-rated, 6 gunners, 180 bay personnel

Notes: Equipped with 54 tons of standard armor.

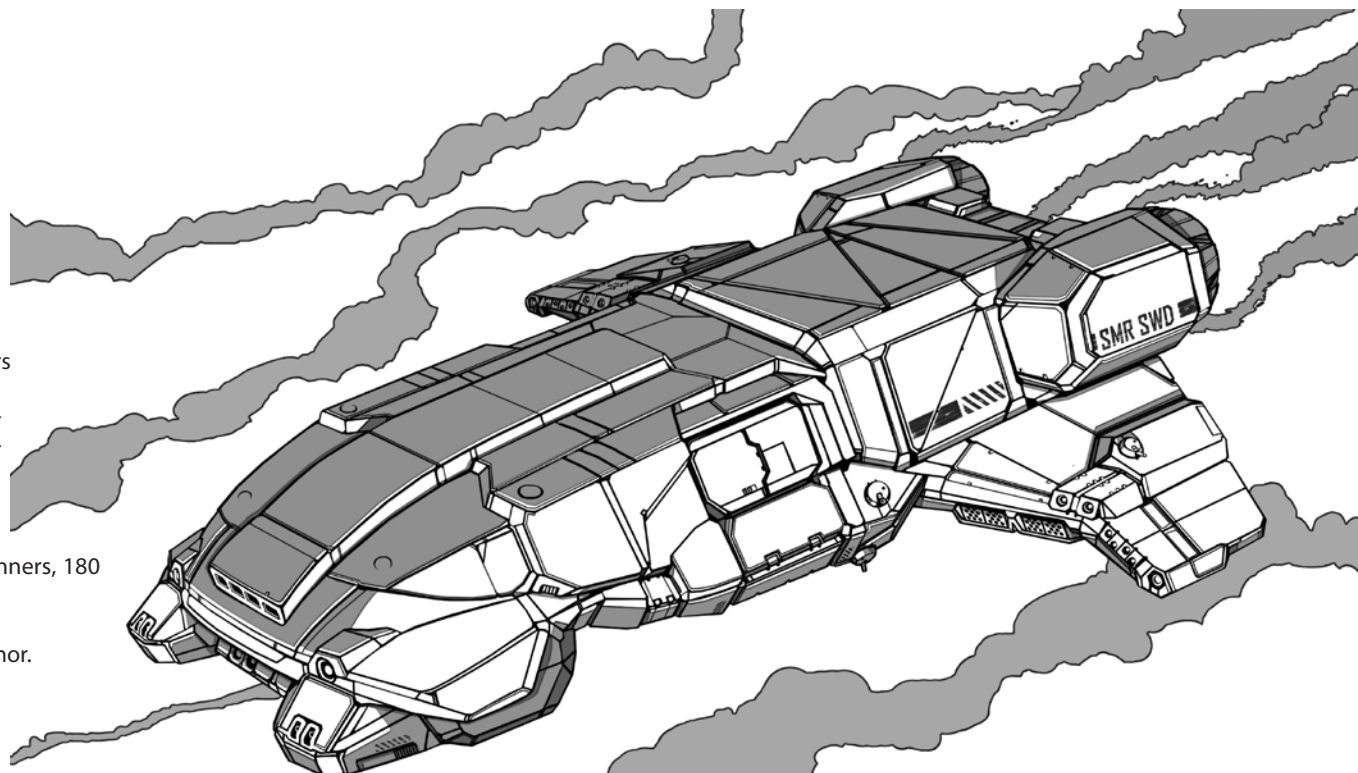
Weapons: Capital Attack Values (Standard)

Arc (Heat) Type	Short	Medium	Long	Extreme	Class
Nose (68 Heat)					
2 ER PPC	2 (20)	2 (20)	2 (20)	—	PPC
4 Light Gauss Rifles (64 rounds)	3 (32)	3 (32)	3 (32)	3 (32)	Autocannon
2 ER Large Lasers	3 (26)	2 (26)	2 (16)	—	Laser
2 ER Medium Lasers	—	—	—	—	—
RW/LW (82 Heat)					
1 ER PPC	1 (10)	1 (10)	1 (10)	—	PPC
2 ELRM 20 (32 rounds)	2 (24)	2 (24)	2 (24)	2 (24)	LRM
2 ER Large Lasers	4 (36)	4 (36)	2 (16)	—	Laser
4 ER Medium Lasers	—	—	—	—	—
3 AMS (72 rounds)	1 (9)†	—	—	—	Point Defense

Weapons: Capital Attack Values (Standard)

Arc (Heat) Type	Short	Medium	Long	Extreme	Class
RW/LW Aft (3 Heat)					
3 AMS (72 rounds)	1 (9)†	—	—	—	Point Defense
Aft (46 Heat)					
2 LRM 20 + Artemis IV (30 rounds)	3 (32)	3 (32)	3 (32)	—	LRM
2 ER Large Lasers	3 (26)	2 (26)	2 (16)	—	Laser
2 ER Medium Lasers	—	—	—	—	—

Notes: Features the following Design Quirks: Atmospheric Flyer, Difficult to Maintain, Non-Standard Parts.



GORGON CARRIER

Built as a modern incarnation of the SLDF *Titan*-class fighter carrier, the *Gorgon* fills a niche in the force-projection market where assault DropShips and Pocket WarShips reign supreme. Instead of augmenting these craft, the *Gorgon* is often deployed in place of them as an interdicator, a role it often struggles at due to its acceleration profile. Although often thought of as a “better than nothing” solution, the *Gorgon* has shown time and again to be effective when an experienced commanding officer is at the conn.

CAPABILITIES

Of all the *Gorgon*'s features, the most unique was entirely unintended. The *Gorgon*'s cargo bay runs most of the length of the ship. There are a number of ventral personnel doors in the cargo bay, intended to speed loading operations. These doors readily lend themselves to field modifications as internal bomb bays, and the *Gorgon* is frequently employed in traditional ground-support bombing roles. On at least two documented occasions (including the defense of Helm) *Gorgons* have been used as space-bombers.

DEPLOYMENT

In February 3138, a joint Lyran Commonwealth and Clan Wolf force jumped to the Helm system on their way to oust Anson Marik at Stewart. Marik hoped to use Stewart to gather his forces, but he had to hold onto the world long enough for it to be a rallying point. Helm was critical to this. Marik sent the best forces he could spare to hold a battle line at Helm and stop the ravenous Wolf advance.

Typical of the invasion, the LCAF deployed in reserve, letting the Wolves form the vanguard of the assault force. The Clan force included *Sharp Paw*, an *Overlord* C-class DropShip, and *Bright Fang* and *Cold Hearth*, both *Union* C-class DropShips. The defending force consisted of elements of the Silver Hawk Irregulars, including the FWS *Wanda Marik*, a *Gorgon*-class carrier.

Wanda was lying in wait near the zenith jump point and moved to engage the Wolf DropShips when they were still only a few hundred thousand kilometers from their JumpShips. Using tactics developed during the Jihad, *Wanda*'s fighters made a high-speed pass against the Wolf DropShips and deployed anti-ship missiles. A lucky shot severely damaged *Sharp Paw*'s engines, effectively putting it out of the fight. The Wolves called on their Lyran allies to provide fighter support, but the Lyrans refused, citing orders that required them to provide aerospace support for the assault on Helm, not while in-transit from the jump point.

Outgunned by *Wanda* and her fighters, first *Bright Fang*, then *Cold Hearth* resorted to deploying 'Mechs for space combat. After three hours of heavy fighting, *Wanda* and her fighter complement had destroyed a full Trianary of Clan Wolf 'Mechs and significantly damaged *Sharp Paw*. With two of their three DropShips battered, the Wolves began withdrawing to their transport JumpShips. *Wanda*, having accomplished her objective, initiated a three-G burn for Helm. Although her actions delayed the Clan Wolf invasion for several days, the Wolves ultimately conquered Helm and massacred a contingent of Silver Hawk Irregulars when they were forced to surrender in late April.

NOTABLE UNITS

FWS *Wanda Marik*: *Wanda* is named for the wife of Reginald Marik, younger brother of the Marion Marik of Reunification War renown. Her crew served with distinction during the Marik resistance to Operation Hammerfall and took place in several pivotal battles. She was stationed at Atreus when Hammerfall brought Clan Wolf invaders, and was the first ship to scramble her fighters.

FWS *Reginald Marik*: *Reginald* is *Wanda*'s sister ship, though the two have never been deployed together. *Reginald* was captured by the Capellan Confederation during the Victoria War and has remained in the CCAF ever since. Until Anson Marik's death in 3138, he had offered a bounty for her safe return to the Free Worlds League. Strangely, Nikol Marik reinstated and doubled the reward in 3138, leading to rumors that the ship must be important somehow. Numerous theories abound, with the most popular—given the nature of Free Worlds politics—often featuring clandestine secrets hidden aboard the vessel. If the Capellan Confederation is aware of the bounty, they have not acknowledged it, preferring instead to retain *Reginald*—renamed the *Franco Liao*—as a spoil of war.

GORGON CARRIER

Type: Military Aerodyne
Use: Aerospace Carrier
Tech: Inner Sphere
Introduced: 3096
Mass: 6,800 tons
Battle Value: 6,133

Dimensions

Length: 103 meters
Width: 86 meters
Height: 39 meters

Fuel: 500 tons (15,000 points)
Tons/Burn-day: 1.84
Safe Thrust: 4
Maximum Thrust: 6
Heat Sinks: 88 (176)
Structural Integrity: 12

Armor

Nose: 231
Wings: 211
Aft: 202

Cargo

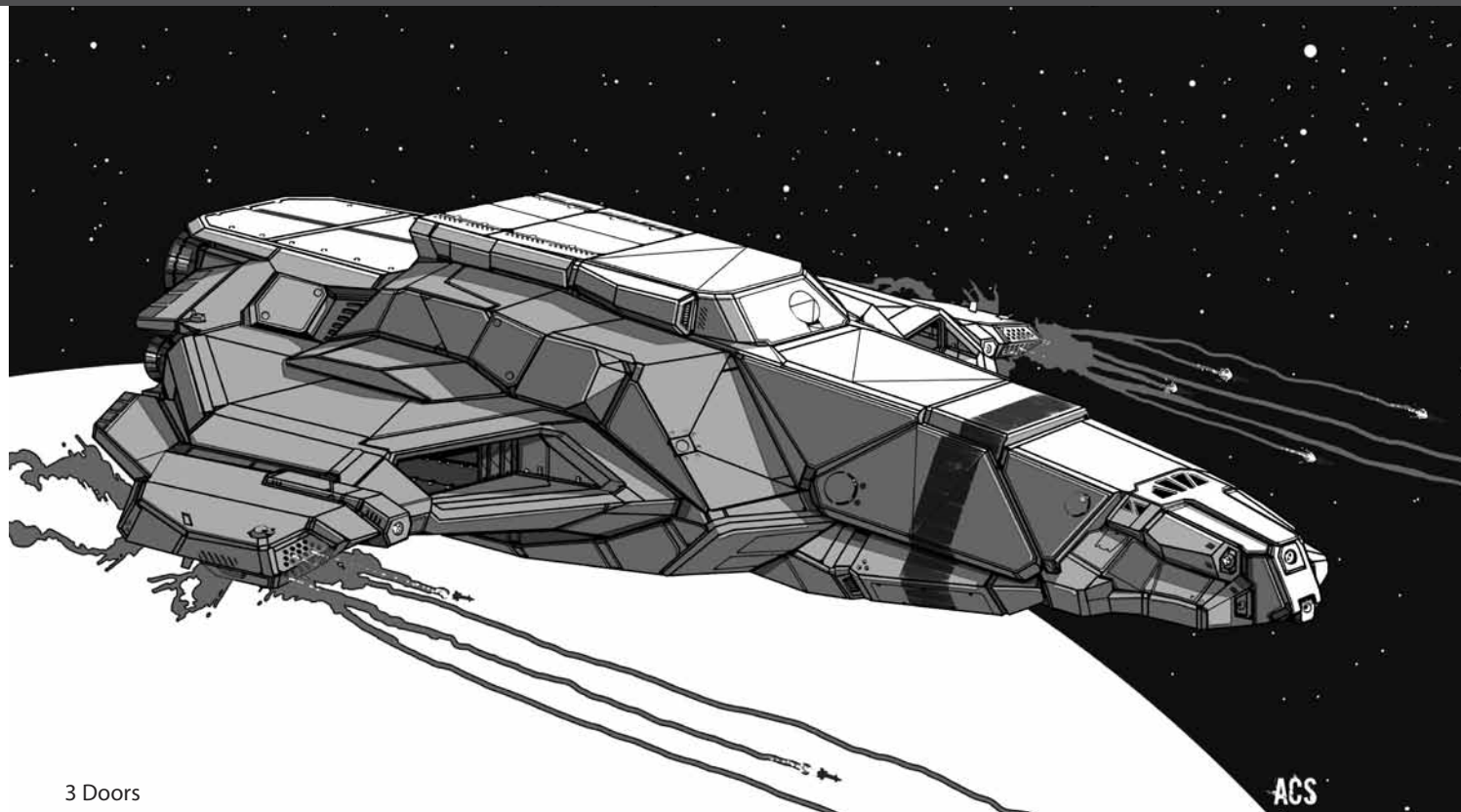
Bay 1: Fighter Cubicles (18) 3 Doors
 Bay 2: Cargo (1,002 tons) 1 Door

Life Boats: 3

Escape Pods: 3

Crew: 3 officers, 3 enlisted/non-rated, 4 gunners, 36 bay personnel

Notes: Equipped with 51.5 tons of Ferro-aluminum armor.



Weapons: Capital Attack Values (Standard)

Arc (Heat) Type	Short	Medium	Long	Extreme	Class
Nose (48 Heat)					
3 ER PPC	3 (30)	3 (30)	3 (30)	—	PPC
3 Gauss Rifles (48 rounds)	5 (45)	5 (45)	5 (45)	—	Autocannon
RW/LW (28 Heat)					
2 LRM 15 + Artemis IV (32 rounds)	2 (24)	2 (24)	2 (24)	—	LRM
1 Heavy PPC	2 (15)	2 (15)	—	—	PPC
3 AMS (72 rounds)	1 (9)†	—	—	—	Point Defense
Aft (33 Heat)					
2 LRM 15 + Artemis IV (32 rounds)	2 (24)	2 (24)	2 (24)	—	LRM
2 Large Pulse Lasers	2 (18)	2 (18)	—	—	Pulse Laser
3 AMS (72 rounds)	1 (9)†	—	—	—	Point Defense

Notes: Features the following Design Quirks: Internal Bomb Bay.

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Leonidas [David] Era: Dark Age

Gunnery Skill: _____ Anti-'Mech Skill: _____

Ground MP: 3

Weapons & Equip.

Angel ECM Suite
David Light Gauss Rifle
Heavy Battle Claw

Dmg	Min	Sht	Med	Lng
[E]	-	-	-	2
1 [DB]	-	3	5	8
[E]	-	-	-	-

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

Armor: Standard Stealth [+1/+1/+2]

Mechanized: Swarm: Leg: AP:

BV: 187/36

BATTLE ARMOR: SQUAD 2

Type: Leonidas [David] Era: Dark Age

Gunnery Skill: _____ Anti-'Mech Skill: _____

Ground MP: 3

Weapons & Equip.

Angel ECM Suite
David Light Gauss Rifle
Heavy Battle Claw

Dmg	Min	Sht	Med	Lng
[E]	-	-	-	2
1 [DB]	-	3	5	8
[E]	-	-	-	-

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

Armor: Standard Stealth [+1/+1/+2]

Mechanized: Swarm: Leg: AP:

BV: 187/36

BATTLE ARMOR: SQUAD 3

Type: Leonidas [David] Era: Dark Age

Gunnery Skill: _____ Anti-'Mech Skill: _____

Ground MP: 3

Weapons & Equip.

Angel ECM Suite
David Light Gauss Rifle
Heavy Battle Claw

Dmg	Min	Sht	Med	Lng
[E]	-	-	-	2
1 [DB]	-	3	5	8
[E]	-	-	-	-

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

Armor: Standard Stealth [+1/+1/+2]

Mechanized: Swarm: Leg: AP:

BV: 187/36

BATTLE ARMOR: SQUAD 4

Type: Leonidas [David] Era: Dark Age

Gunnery Skill: _____ Anti-'Mech Skill: _____

Ground MP: 3

Weapons & Equip.

Angel ECM Suite
David Light Gauss Rifle
Heavy Battle Claw

Dmg	Min	Sht	Med	Lng
[E]	-	-	-	2
1 [DB]	-	3	5	8
[E]	-	-	-	-

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

Armor: Standard Stealth [+1/+1/+2]

Mechanized: Swarm: Leg: AP:

BV: 187/36

BATTLE ARMOR: SQUAD 5

Type: Leonidas [David] Era: Dark Age

Gunnery Skill: _____ Anti-'Mech Skill: _____

Ground MP: 3

Weapons & Equip.

Angel ECM Suite
David Light Gauss Rifle
Heavy Battle Claw

Dmg	Min	Sht	Med	Lng
[E]	-	-	-	2
1 [DB]	-	3	5	8
[E]	-	-	-	-

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

Armor: Standard Stealth [+1/+1/+2]

Mechanized: Swarm: Leg: AP:

BV: 187/36

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE	1	2	3	4	5	6
6		+0	+0	+0	+0	+1	+2
5		+0	+0	+0	+1	+2	+3
4		+0	+0	+1	+2	+3	+4
3		+0	+1	+2	+3	+4	+5
2		+1	+2	+3	+4	+5	+6
1		+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

'Mech prone -2
'Mech or vehicle immobile -4
Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Leonidas [MG] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
 Angel ECM Suite [E] - - - 2
 Heavy Battle Claw [E] - - - -
 Machine Gun 2 [DB,AI] - 1 2 3

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

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

BV: 171/33

BATTLE ARMOR: SQUAD 2

Type: Leonidas [MG] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
 Angel ECM Suite [E] - - - 2
 Heavy Battle Claw [E] - - - -
 Machine Gun 2 [DB,AI] - 1 2 3

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

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

BV: 171/33

BATTLE ARMOR: SQUAD 3

Type: Leonidas [MG] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
 Angel ECM Suite [E] - - - 2
 Heavy Battle Claw [E] - - - -
 Machine Gun 2 [DB,AI] - 1 2 3

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

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

BV: 171/33

BATTLE ARMOR: SQUAD 4

Type: Leonidas [MG] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
 Angel ECM Suite [E] - - - 2
 Heavy Battle Claw [E] - - - -
 Machine Gun 2 [DB,AI] - 1 2 3

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

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

BV: 171/33

BATTLE ARMOR: SQUAD 5

Type: Leonidas [MG] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
 Angel ECM Suite [E] - - - 2
 Heavy Battle Claw [E] - - - -
 Machine Gun 2 [DB,AI] - 1 2 3

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

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

BV: 171/33

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: Leonidas [Firedrake] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip.
 Angel ECM Suite [E] — — — 2
 Firedrake Needler 1 [DB,AI] — 1 2 3
 Heavy Battle Claw [E] — — — —

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

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

BV: 147/28

BATTLE ARMOR: SQUAD 2

Type: Leonidas [Firedrake] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip.
 Angel ECM Suite [E] — — — 2
 Firedrake Needler 1 [DB,AI] — 1 2 3
 Heavy Battle Claw [E] — — — —

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

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

BV: 147/28

BATTLE ARMOR: SQUAD 3

Type: Leonidas [Firedrake] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip.
 Angel ECM Suite [E] — — — 2
 Firedrake Needler 1 [DB,AI] — 1 2 3
 Heavy Battle Claw [E] — — — —

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

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

BV: 147/28

BATTLE ARMOR: SQUAD 4

Type: Leonidas [Firedrake] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip.
 Angel ECM Suite [E] — — — 2
 Firedrake Needler 1 [DB,AI] — 1 2 3
 Heavy Battle Claw [E] — — — —

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

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

BV: 147/28

BATTLE ARMOR: SQUAD 5

Type: Leonidas [Firedrake] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip.
 Angel ECM Suite [E] — — — 2
 Firedrake Needler 1 [DB,AI] — 1 2 3
 Heavy Battle Claw [E] — — — —

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

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

BV: 147/28

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

'Mech prone -2
 'Mech or vehicle immobile -4
 Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Leonidas [TAG] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
 Angel ECM Suite [E] - - - 2
 Heavy Battle Claw [E] - - - -
 IS Light TAG [E] - 3 6 9

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

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

BV: 131/25

BATTLE ARMOR: SQUAD 2

Type: Leonidas [TAG] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
 Angel ECM Suite [E] - - - 2
 Heavy Battle Claw [E] - - - -
 IS Light TAG [E] - 3 6 9

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

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

BV: 131/25

BATTLE ARMOR: SQUAD 3

Type: Leonidas [TAG] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
 Angel ECM Suite [E] - - - 2
 Heavy Battle Claw [E] - - - -
 IS Light TAG [E] - 3 6 9

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

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

BV: 131/25

BATTLE ARMOR: SQUAD 4

Type: Leonidas [TAG] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
 Angel ECM Suite [E] - - - 2
 Heavy Battle Claw [E] - - - -
 IS Light TAG [E] - 3 6 9

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

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

BV: 131/25

BATTLE ARMOR: SQUAD 5

Type: Leonidas [TAG] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
 Angel ECM Suite [E] - - - 2
 Heavy Battle Claw [E] - - - -
 IS Light TAG [E] - 3 6 9

1 ○○○○○○○

2 ○○○○○○○

3 ○○○○○○○

4 ○○○○○○○

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

BV: 131/25

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: Leonidas [Sensors] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
 Angel ECM Suite [E] - - - 2
 Heavy Battle Claw [E] - - - -
 Improved Sensors [E] - - - 2

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

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

BV: 138/27

BATTLE ARMOR: SQUAD 2

Type: Leonidas [Sensors] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
 Angel ECM Suite [E] - - - 2
 Heavy Battle Claw [E] - - - -
 Improved Sensors [E] - - - 2

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

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

BV: 138/27

BATTLE ARMOR: SQUAD 3

Type: Leonidas [Sensors] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
 Angel ECM Suite [E] - - - 2
 Heavy Battle Claw [E] - - - -
 Improved Sensors [E] - - - 2

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

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

BV: 138/27

BATTLE ARMOR: SQUAD 4

Type: Leonidas [Sensors] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
 Angel ECM Suite [E] - - - 2
 Heavy Battle Claw [E] - - - -
 Improved Sensors [E] - - - 2

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

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

BV: 138/27

BATTLE ARMOR: SQUAD 5

Type: Leonidas [Sensors] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
 Angel ECM Suite [E] - - - 2
 Heavy Battle Claw [E] - - - -
 Improved Sensors [E] - - - 2

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

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

BV: 138/27

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: Ogre Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip. Dmg Min Sht Med Lng
 Heavy Battle Claw (2) [E] - - - -
 SRM 2 (Body) 2/Msl [M.C.S.] - 3 6 9
 Ammo 00000000000000

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

Mechanized: Swarm: Leg: AP:

BV: 280/54

BATTLE ARMOR: SQUAD 2

Type: Ogre Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip. Dmg Min Sht Med Lng
 Heavy Battle Claw (2) [E] - - - -
 SRM 2 (Body) 2/Msl [M.C.S.] - 3 6 9
 Ammo 00000000000000

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

Mechanized: Swarm: Leg: AP:

BV: 280/54

BATTLE ARMOR: SQUAD 3

Type: Ogre Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip. Dmg Min Sht Med Lng
 Heavy Battle Claw (2) [E] - - - -
 SRM 2 (Body) 2/Msl [M.C.S.] - 3 6 9
 Ammo 00000000000000

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

Mechanized: Swarm: Leg: AP:

BV: 280/54

BATTLE ARMOR: SQUAD 4

Type: Ogre Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip. Dmg Min Sht Med Lng
 Heavy Battle Claw (2) [E] - - - -
 SRM 2 (Body) 2/Msl [M.C.S.] - 3 6 9
 Ammo 00000000000000

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

Mechanized: Swarm: Leg: AP:

BV: 280/54

BATTLE ARMOR: SQUAD 5

Type: Ogre Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip. Dmg Min Sht Med Lng
 Heavy Battle Claw (2) [E] - - - -
 SRM 2 (Body) 2/Msl [M.C.S.] - 3 6 9
 Ammo 00000000000000

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

Mechanized: Swarm: Leg: AP:

BV: 280/54

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 (ADVANCED)

BATTLE ARMOR: SQUAD 1

Type: Xiphos C Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Heat Sensor [E] — — — —
 Heavy Flamer 4 [DE,H,AI] — 2 3 4

Armor: Reactive
 Mechanized: Swarm: Leg: AP:

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

BV: 357/69

BATTLE ARMOR: SQUAD 2

Type: Xiphos C Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Heat Sensor [E] — — — —
 Heavy Flamer 4 [DE,H,AI] — 2 3 4

Armor: Reactive
 Mechanized: Swarm: Leg: AP:

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

BV: 357/69

BATTLE ARMOR: SQUAD 3

Type: Xiphos C Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Heat Sensor [E] — — — —
 Heavy Flamer 4 [DE,H,AI] — 2 3 4

Armor: Reactive
 Mechanized: Swarm: Leg: AP:

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

BV: 357/69

BATTLE ARMOR: SQUAD 4

Type: Xiphos C Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Heat Sensor [E] — — — —
 Heavy Flamer 4 [DE,H,AI] — 2 3 4

Armor: Reactive
 Mechanized: Swarm: Leg: AP:

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

BV: 357/69

BATTLE ARMOR: SQUAD 5

Type: Xiphos C Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 2
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Heat Sensor [E] — — — —
 Heavy Flamer 4 [DE,H,AI] — 2 3 4

Armor: Reactive
 Mechanized: Swarm: Leg: AP:

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

BV: 357/69

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

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Thang-Ta APC

Movement Points: **Tonnage:** 10
Cruising: 9 **Tech Base:** Inner Sphere
Flank: 14 **Era:** Civil War
Movement Type: Wheeled
Engine Type: Fusion Engine

Weapons & Equipment Inventory (hexes)

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

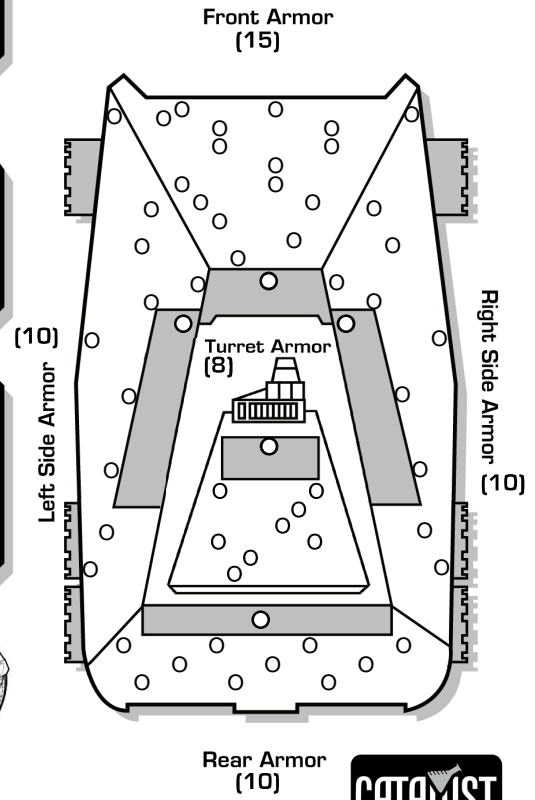
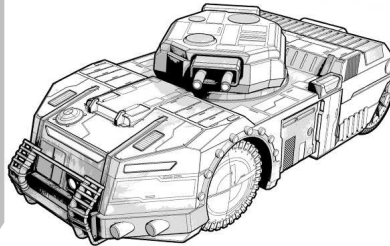
Infantry Compartment [1 ton]

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



BV: 241



© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

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.

© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH

ADVANCED V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Red Kite Attack VTOL

Movement Points: _____ Tonnage: 25
 Cruising: 11 Tech Base: Mixed Tech (I.S.)
 Flank: 17 Era: Dark Age
 Engine Type: Fuel Cell

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Medium Chem Laser (Clan)	FR	5 [DE.S]	-	3	6	9
4	Medium Chem Laser (Clan)	T	5 [DE.S]	-	3	6	9

Ammo: (Medium Chemical Laser) 90

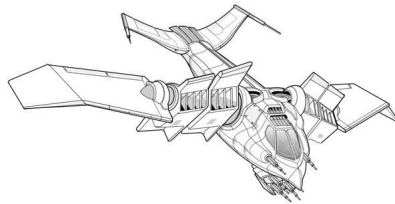
BV: 835

CREW DATA

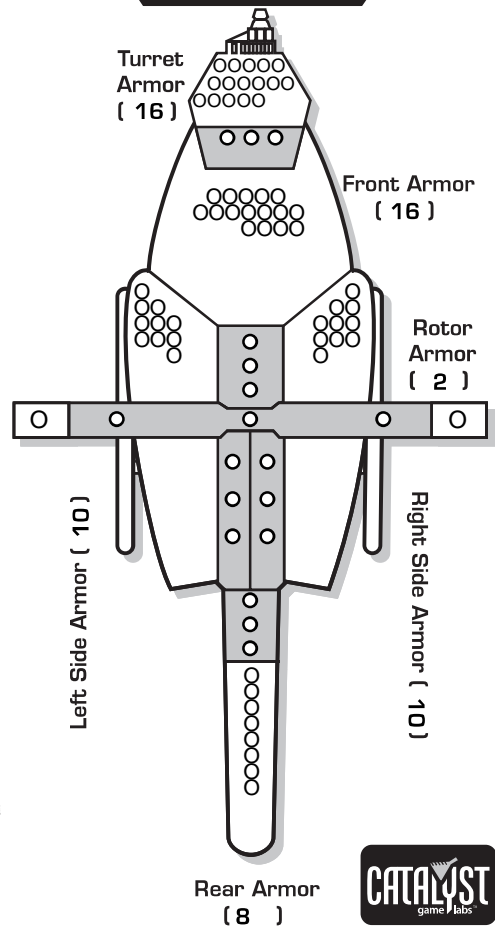
Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Co-Pilot Hit +1 Pilot Hit +2
Modifier to all To-Hit rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



VTOL COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

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

VTOL ELEVATION TRACK

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

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

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

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: R10 Mechanized ICV Prime

Movement Points: **Tonnage:** 45
 Cruising: 5 **Tech Base:** Inner Sphere
 Flank: 8 **Era:** Dark Age
Movement Type: Wheeled
Engine Type: XL Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	FR	5 [DE]	-	4	8	12
2	SRM 6	T	2/Ms [M,C,S]	-	3	6	9

Infantry Compartment (12 tons)

Ammo (CASE): (SRM 6) 30

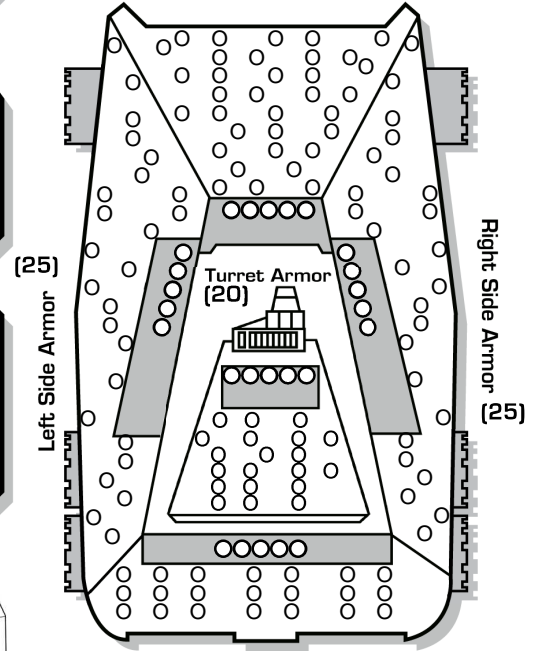
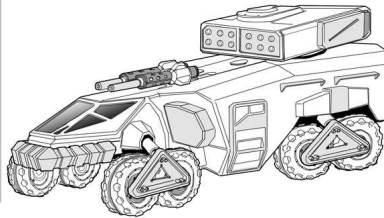
BV: 746

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



Rear Armor (21)



© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	+1	Tracked, Naval +0
Hit from the sides	+2	Wheeled +2
		Hovercraft, Hydrofoil +3
		WICE +4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: R10 Mechanized ICV A

Movement Points: **Tonnage:** 45
Cruising: 5 **Tech Base:** Inner Sphere
Flank: 8 **Era:** Dark Age
Movement Type: Wheeled
Engine Type: XL Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Medium Laser	FR	5 [DE]	-	3	6	9
2	LAC/5	T	5 [DB,S]	-	5	10	15
2	Medium Laser	T	5 [DE]	-	3	6	9

Infantry Compartment (4 tons)

Ammo (CASE): [LAC/5] 40

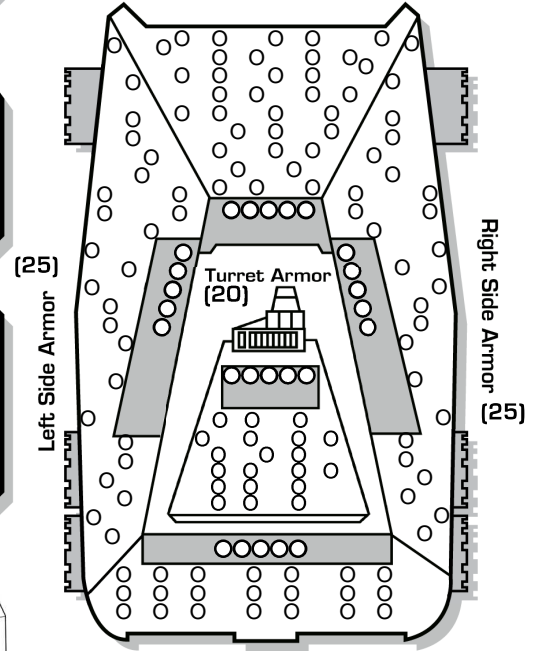
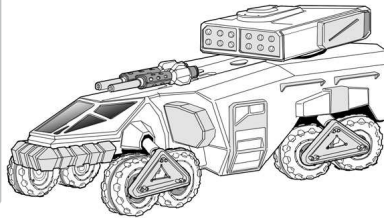
BV: 839

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



Rear Armor (21)



© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	+1	Tracked, Naval +0
Hit from the sides	+2	Wheeled +2
		Hovercraft, Hydrofoil +3
		WICE +4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: R10 Mechanized ICV B

Movement Points: **Tonnage:** 45
Cruising: 5 **Tech Base:** Inner Sphere
Flank: 8 **Era:** Dark Age
Movement Type: Wheeled
Engine Type: XL Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	BD	[E]	-	-	-	4
1	Guardian ECM Suite	BD	[E]	-	-	-	6
2	Small Pulse Laser	FR	3 [P,A]	-	1	2	3
1	LB 10-X AC	T	10	-	6	12	18

[DB,C/F/S]

Infantry Compartment (4 tons)

Ammo (CASE): (LB 10-X Cluster) 10, (LB 10-X) 10

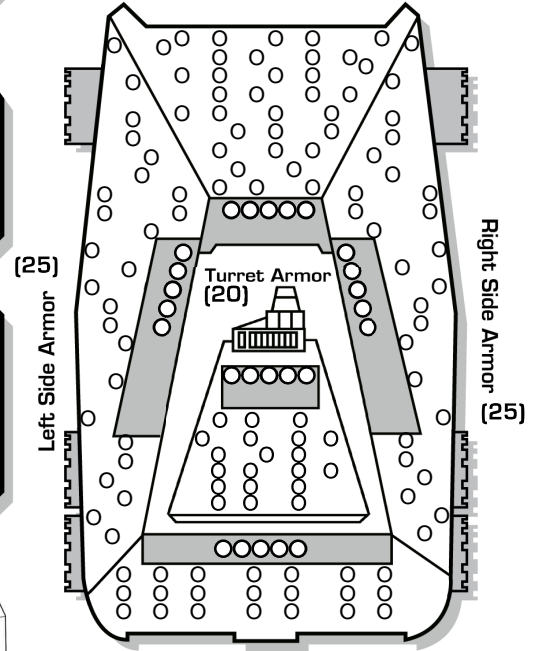
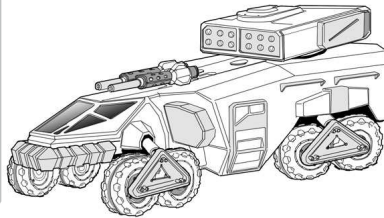
BV: 756

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



Rear Armor (21)



© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

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.

© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: R10 Mechanized ICV (Coolant Truck)

Movement Points: **Tonnage:** 45
Cruising: 5 **Tech Base:** Inner Sphere
Flank: 8 **Era:** Dark Age
Movement Type: Wheeled
Engine Type: XL Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Vehicle Flamer	FR	2	-	1	2	3
[D,E,H,A,I]							

Liquid Cargo Space - 20.93 tons

Ammo: [Flamer] 20

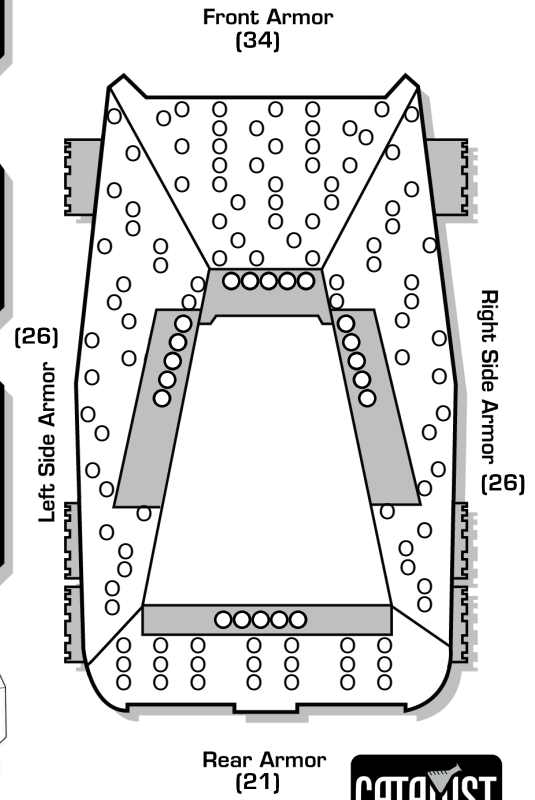
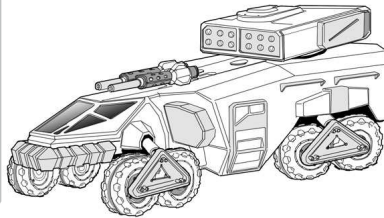
BV: 355

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



© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:		
Hit from rear	+1	Tracked, Naval	+0
Hit from the sides	+2	Wheeled	+2
		Hovercraft, Hydrofoil	+3
		WICE	+4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Partisan AA Vehicle

Movement Points: **Tonnage:** 50
 Cruising: 5 **Tech Base:** Inner Sphere
 Flank: 8 **Era:** Dark Age
Movement Type: Wheeled
Engine Type: Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	LB 5-X AC	T	5	3	7	14	21
[D,B,C/F/S]							

Ammo: [LB 5-X Cluster] 20, [LB 5-X] 40

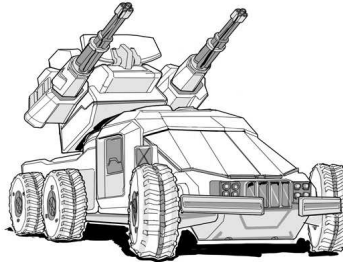
BV: 597

CREW DATA

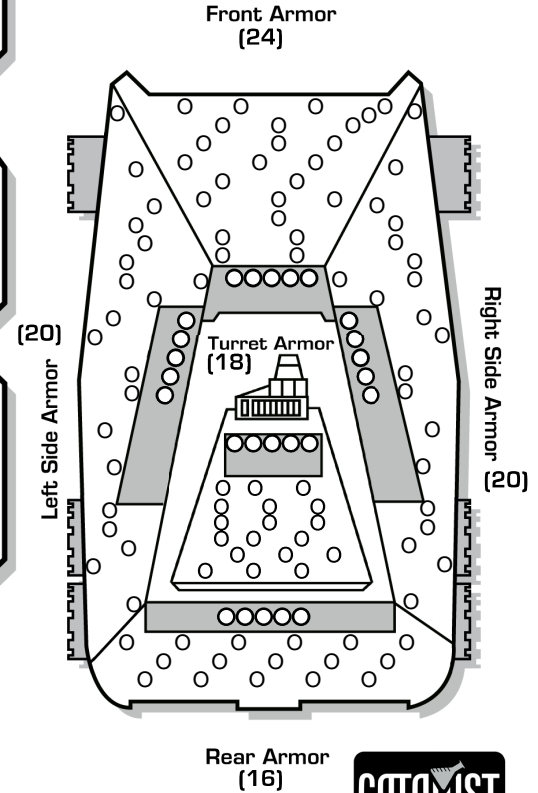
Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
 Commander Hit [+1] Driver Hit [+2]
Modifier to all Skill rolls Modifier to Driving Skill rolls

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



© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:		
Hit from rear	+1	Tracked, Naval	+0
Hit from the sides	+2	Wheeled	+2
		Hovercraft, Hydrofoil	+3
		WICE	+4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Partisan AA Vehicle (3134 Upgrade)

Movement Points: **Tonnage:** 50
Cruising: 5 **Tech Base:** Inner Sphere (Advanced)
Flank: 8 **Era:** Dark Age
Movement Type: Wheeled
Engine Type: Light Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	BD	[E]	-	-	-	-
2	HVAC/2	T	2 [DB]	3	10	20	35
1	Rocket Launcher 10	T	1/[M]	-	5	11	18

Ammo (CASE): (HVAC/2) 60

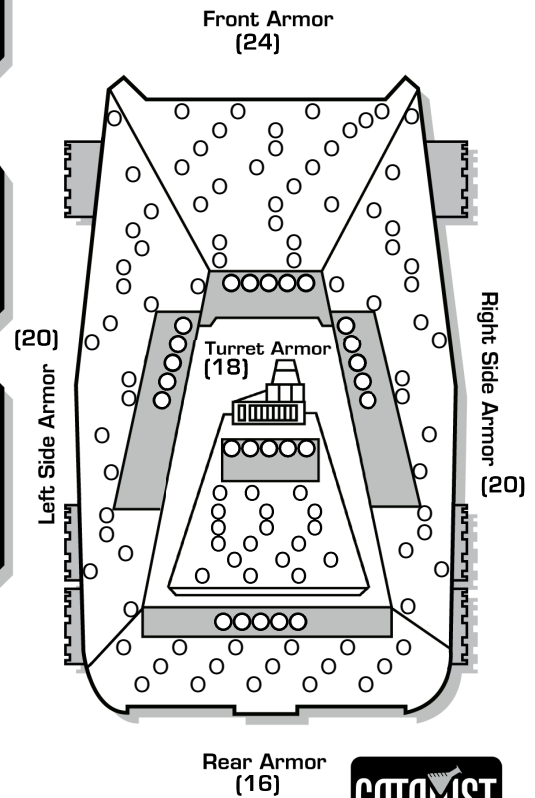
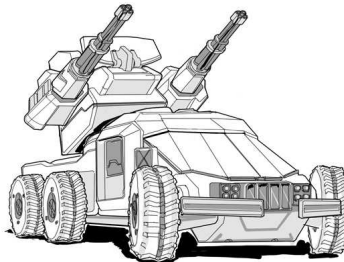
BV: 553

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



© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:		
Hit from rear	+1	Tracked, Naval	+0
Hit from the sides	+2	Wheeled	+2
		Hovercraft, Hydrofoil	+3
		WICE	+4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Bardiche Heavy Strike Tank

Movement Points: **Cruising:** 5 **Flank:** 8 **Movement Type:** Wheeled **Engine Type:** XL Fusion Engine

Tonnage: 70 **Tech Base:** Inner Sphere (Advanced) **Era:** Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	MML 7 LRM	FR [M,SC]	1/Msl	6	7	14	21
2	MagShot SRM	RSp0 2 [DB,X]	2/Msl	3	3	6	9
2	MagShot	LSp0 2 [DB,X]	2	3	3	6	9
2	Vehicular Mine Dispenser	RR [E]					
1	iNarc	T [M]		4	9	15	
2	Light PPC	T 5 [DE]		3	6	12	18

Ammo: [MML 7 LRM Narc] 17, [Magshot] 100, [iNarc] 20
[MML 7 SRM Narc] 28

BV: 1,305

CREW DATA

Crew: _____

Gunnery Skill: _____ Driving Skill: _____

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

CRITICAL DAMAGE

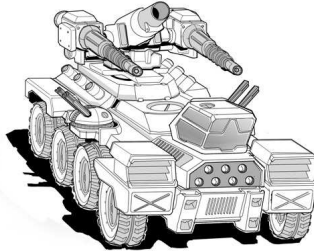
Turret Locked Engine Hit

Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

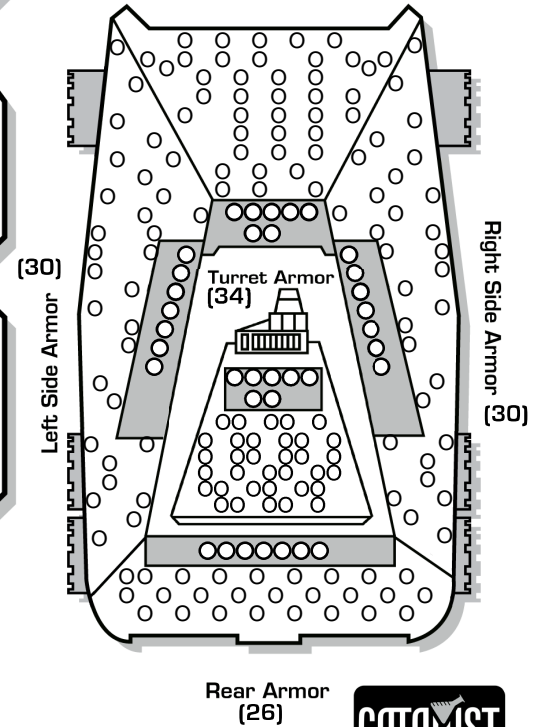
Stabilizers
Front Left Right

Rear Turret



ARMOR DIAGRAM

Reactive Front Armor (40)



© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

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.

© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Bardiche Heavy Strike Tank (Minesweeper)

Movement Points: **Tonnage:** 70
 Cruising: 4 **Tech Base:** Inner Sphere
 Flank: 6 (Advanced)
Movement Type: Wheeled **Era:** Dark Age
Engine Type: Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Mine Sweeper	FR [E]	—	—	—	—	—
1	MML 3	FR [M,S,C]	—	—	—	—	—
	LRM	1/Msl	6	7	14	21	
	SRM	2/Msl	—	3	6	9	
2	MagShot	RSp0 2 [DB,X]	—	3	6	9	
2	MagShot	LSp0 2 [DB,X]	—	3	6	9	
4	Vehicular Mine Dispenser	RR [E]	—	—	—	—	
1	Heavy PPC	T 15 [DE]	3	6	12	18	

Ammo: [MML 3/SRM] 33, [Magshot] 100
 [MML 3/LRM] 40

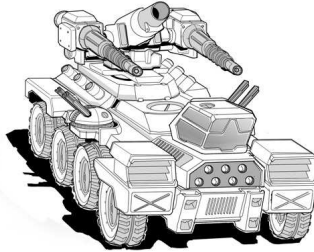
BV: 1,198

CREW DATA

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

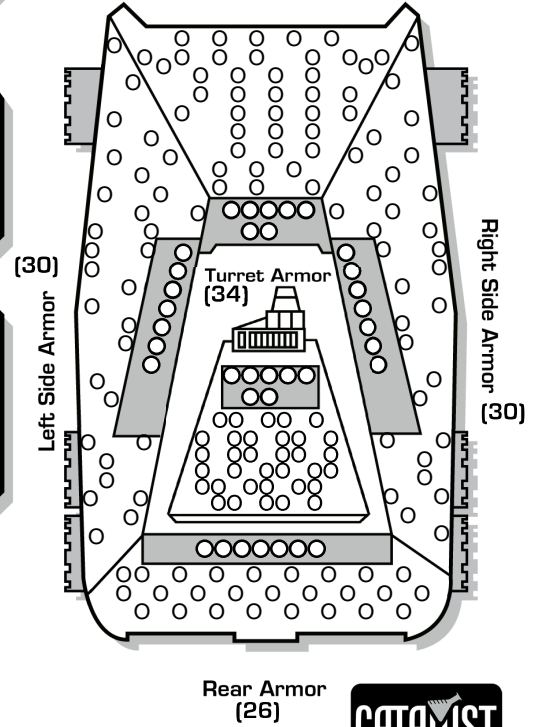
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Reactive Front Armor (40)



Rear Armor (26)

© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	+1	Tracked, Naval +0
Hit from the sides	+2	Wheeled +2
		Hovercraft, Hydrofoil +3
		WICE +4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Bulwark Assault Vehicle

Movement Points: **Tonnage:** 85
Cruising: 4 **Tech Base:** Inner Sphere
Flank: 6 **Era:** Dark Age
Movement Type: Tracked
Engine Type: XL Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lgr
1	Improved Heavy Gauss Rifle	FR	22 [DB,X]	3	6	12	19
1	Heavy PPC	T	15 [DE]	3	6	12	18

Ammo: [Heavy Gauss] 16

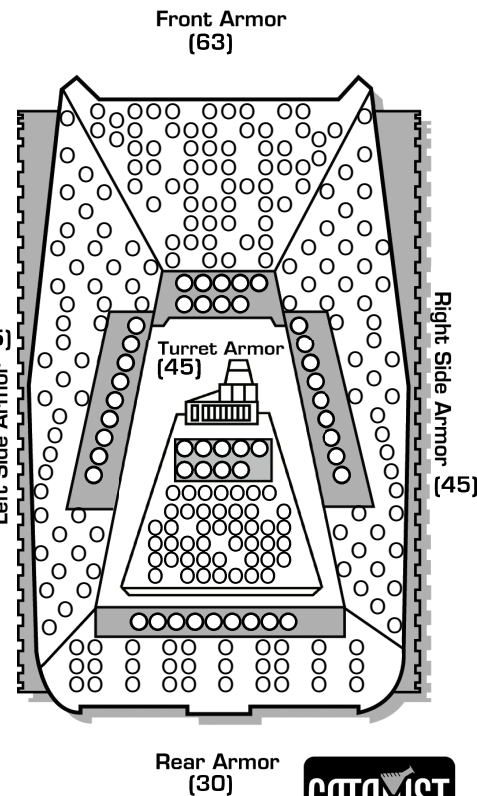
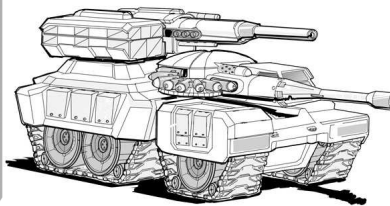
BV: 1,737

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



© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

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.

© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Bulwark Assault Vehicle (Original)

Movement Points: _____ **Tonnage:** 85
Cruising: 4 **Tech Base:** Inner Sphere
Flank: 6 **Era:** Dark Age
Movement Type: Tracked
Engine Type: XL Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Heavy Gauss Rifle	FR25/20/10	4	6	13	20	
		[DB,X]					
1	Gauss Rifle	T	15	2	7	15	22
		[DB,X]					

Ammo: [Gauss] 16, [Heavy Gauss] 16

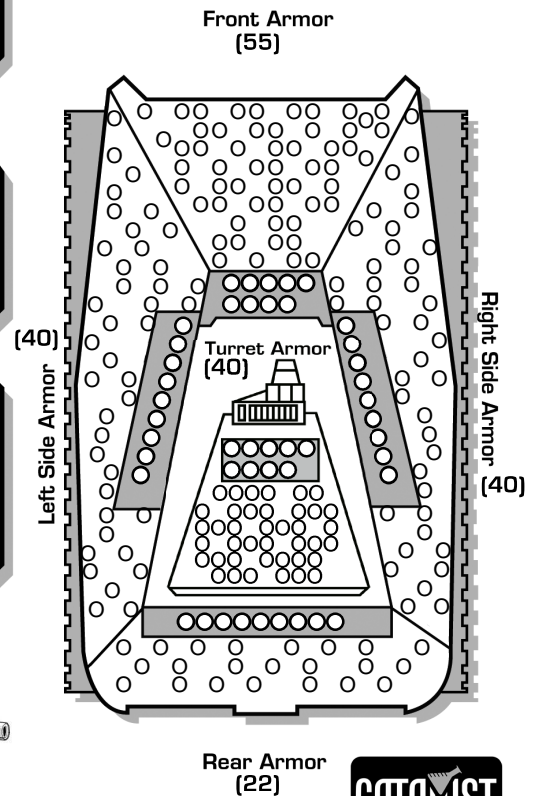
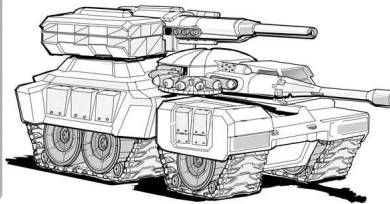
BV: 1,681

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**



© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	+1	Tracked, Naval +0
Hit from the sides	+2	Wheeled +2
		Hovercraft, Hydrofoil +3
		WICE +4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Gambit GBT-1G

Movement Points: **Tonnage:** 25
 Walking: 7 **Tech Base:** Inner Sphere
 Running: 11 **Era:** Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MIML 3	RT	2	[M.C.S]	6	7	14	21
	LRM			1/Msl	-	3	6	9
	SRM			2/Msl				
1	Light PPC	RA	5	5 [DE]	3	6	12	18
1	Light PPC	LA	5	5 [DE]	3	6	12	18

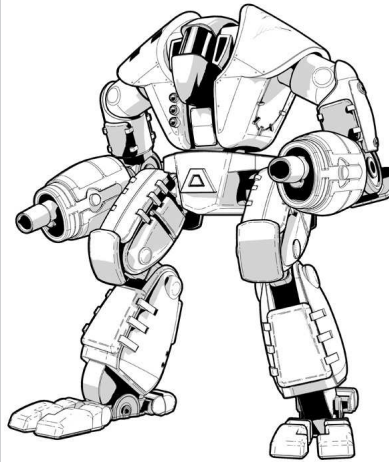
BV: 777

WARRIOR DATA

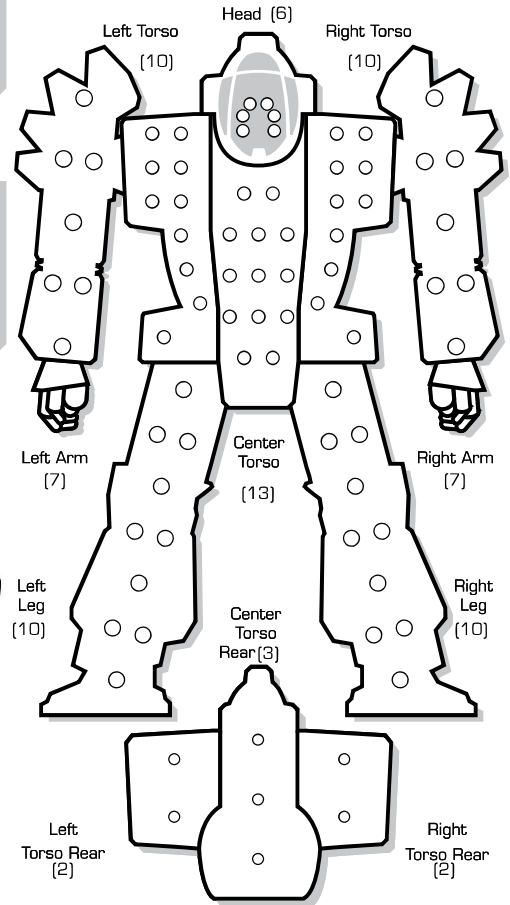
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Light PPC
- Light PPC
- Endo Steel

1-3

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

4-6

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

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

1-3

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

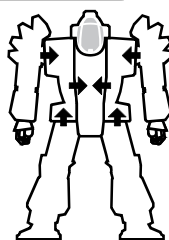
4-6

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Light PPC
- Light PPC
- Endo Steel

1-3

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

4-6

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- MML 3

1-3

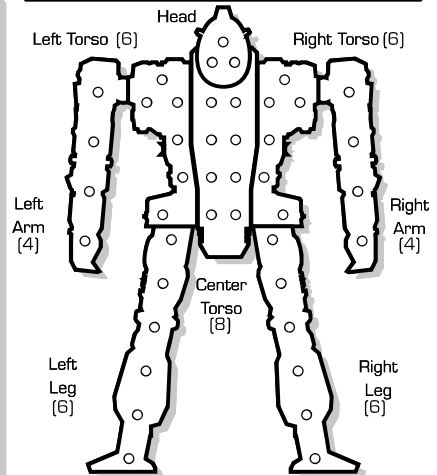
- MML 3
- Ammo [MML 3/LRM] 40
- CASE
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	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
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: Gambit GBT-1L

Movement Points: **Walking:** 7 **Running:** 11
Tonnage: 25 **Tech Base:** Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	RT	0	[E]	—	5	9	15
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Light PPC	RA	5	5 [DE]	3	6	12	18
1	Light PPC	LA	5	5 [DE]	3	6	12	18

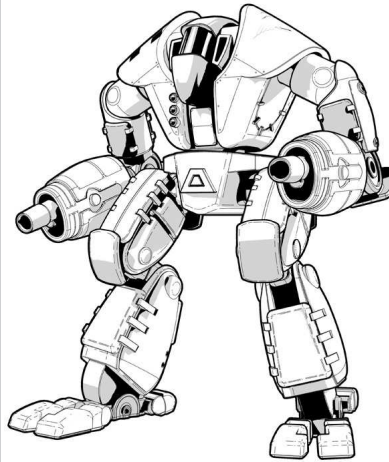
BV: 796

WARRIOR DATA

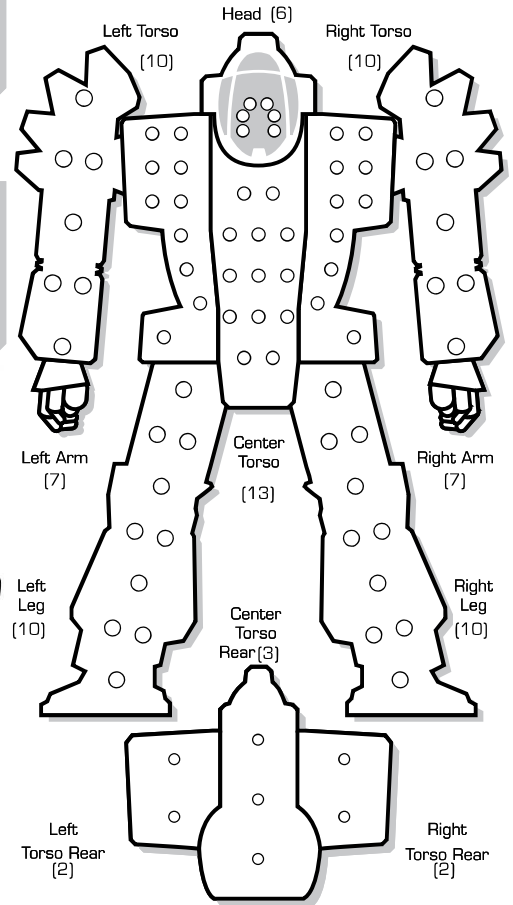
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Light PPC
- 1-3 Light PPC
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Light PPC
- 1-3 Light PPC
- Endo Steel

Center Torso

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

Right Torso

- 1-3 Light Fusion Engine
- 1-3 Light Fusion Engine
- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- 1-3 Targeting Computer

Left Torso

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

- 4-6 XL Gyro
- 4-6 XL Gyro
- 4-6 Light Fusion Engine
- 4-6 Light Fusion Engine
- 4-6 Light Fusion Engine
- 4-6 Light Fusion Engine

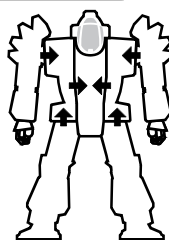
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

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

Right Leg

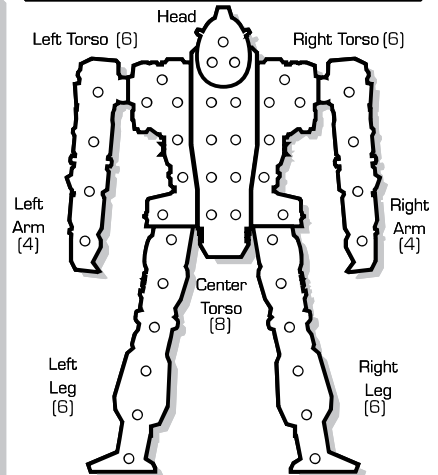
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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: Havoc HVC-P6

Movement Points: **Walking:** 8 **Running:** 12 **Jumping:** 5
Tonnage: 35 **Tech Base:** Inner Sphere **Era:** Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	CT	3	2/Msl [M,C,S]	-	3	6	9
2	ER Medium Laser	RA	5	5 [DE]	-	4	8	12
2	ER Medium Laser	LA	5	5 [DE]	-	4	8	12

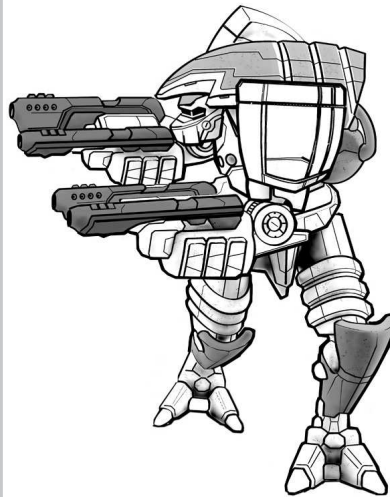
BV: 1,255

WARRIOR DATA

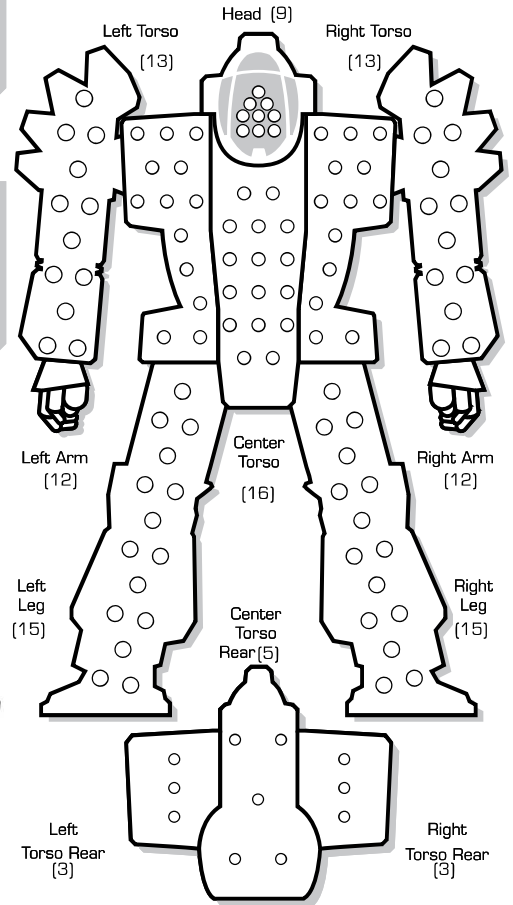
Name: _____

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
- ER Medium Laser
- ER Medium Laser

1-3

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

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Ammo (SRM 4) 25

1-3

- Ammo (SRM 4) 25
- CASE II
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

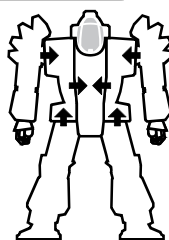
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- SRM 4

4-6

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



Damage Transfer Diagram

Right Arm

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

1-3

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

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Endo Steel

1-3

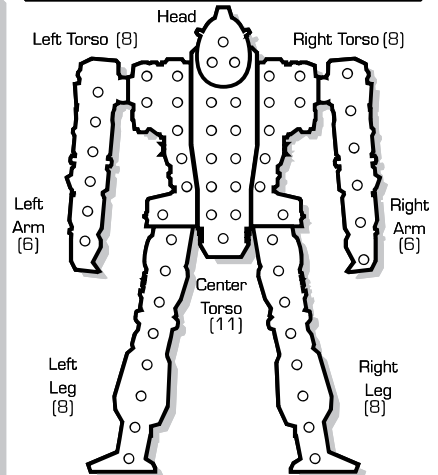
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- 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 Level	Effects
30*	Shutdown
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: Violator VT-U1

Movement Points: **Tonnage:** 45
 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	MRM 10 w/Apollo FCS	RT	4	1/Msl [M,C]	-	3	8	15
1	MRM 10 w/Apollo FCS	LT	4	1/Msl [M,C]	-	3	8	15
1	Mining Drill	RA	-	4	-	-	-	-
1	Claw	LA	-	7	-	-	-	-

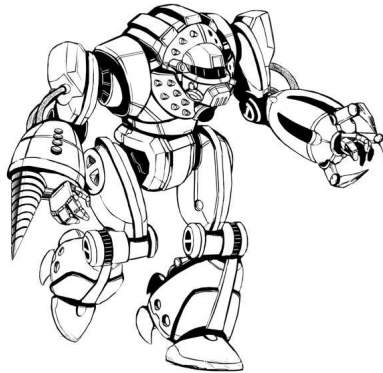
BV: 928

WARRIOR DATA

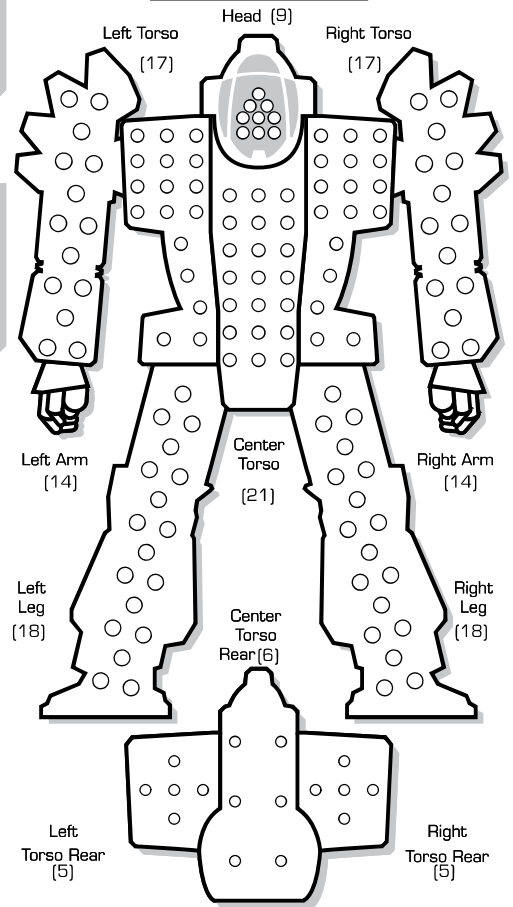
Name: _____

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 [Claw
- Claw
- Claw

Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Roll Again
- Roll Again

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 [MRM 10
- MRM 10
- MRM Apollo FCS

Ammo [MRM 10] 24

- Ammo [MRM 10] 24
- CASE
- 4-6 Endo Steel
- Roll Again
- Roll Again

Left Leg

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

Head

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

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- 1-3 4. Gyro
- Gyro
- Gyro

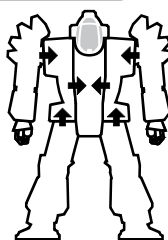
- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 4. Fusion Engine
- Roll Again
- Roll Again

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 4. Mining Drill
- Mining Drill
- Mining Drill

Mining Drill

- Mining Drill
- Endo Steel
- Endo Steel
- 4-6 3. Endo Steel
- Endo Steel
- Roll Again

Right Torso

- MRM 10
- MRM 10
- 1-3 3. MRM Apollo FCS
- Endo Steel
- Roll Again
- Roll Again

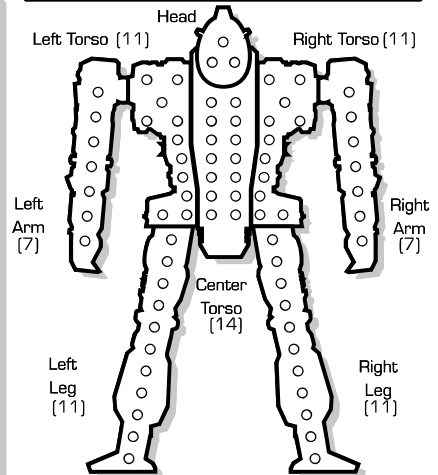
Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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: Violator VT-U3

Movement Points: **Tonnage:** 45
 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	LRM 5	CT	2	1/Msl [M.C.S]	6	7	14	21
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	Mining Drill	RA	-	4	-	-	-	-
1	Claw	LA	-	7	-	-	-	-

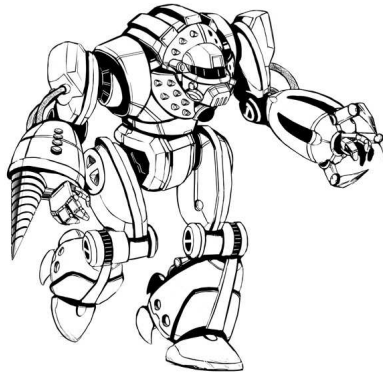
BV: 973

WARRIOR DATA

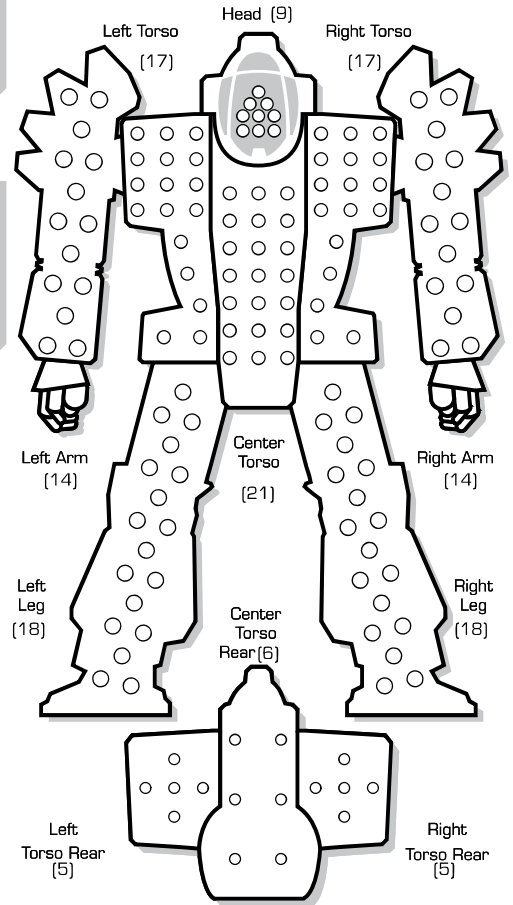
Name: _____

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 [Claw
- Claw
- Claw

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Roll Again
- Roll Again

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 SRM 6
- SRM 6
- Ammo (SRM 6) 15

- Ammo (LRM 5) 24
- CASE
- 4-6 Endo Steel
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

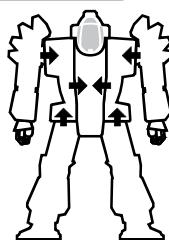
- Life Support
- Sensors
- O Cockpit
- Roll Again
5. Sensors
6. Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- LRM 5
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Mining Drill
- Mining Drill
- Mining Drill

- Mining Drill
2. Endo Steel
3. Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Roll Again

Right Torso

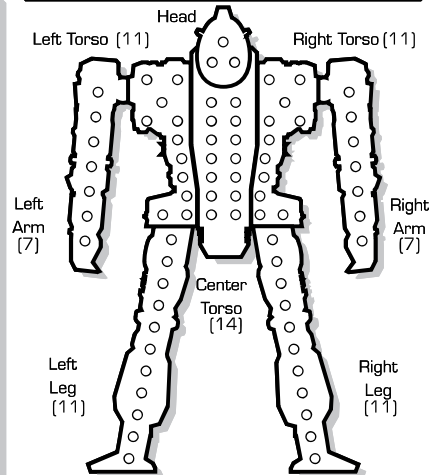
1. SRM 6
2. SRM 6
3. Endo Steel
- 1-3 Roll Again
- Roll Again
- Roll Again

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

Right Leg

- Hip
- Upper Leg Actuator
- 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

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Sarath SRTH-10

Movement Points: **Tonnage:** 50
 Walking: 5 [6] **Tech Base:** Inner Sphere (Advanced)
 Running: 8 [9] **Era:** Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	3 [DE]	—	2	4	5
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	Spikes	CT	—	[E]	—	—	—	—
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Heavy PPC	RT	15	15 [DE]	3	6	12	18
1	Light PPC	RT	5	5 [DE]	3	6	12	18
1	Quad Turret	RT	—	[E]	—	—	—	—
1	Spikes	RT	—	[E]	—	—	—	—
1	Beagle Active Probe	LT	—	[E]	—	—	—	4
1	Spikes	LT	—	[E]	—	—	—	—
1	Spikes	FRL	—	[E]	—	—	—	—
1	Spikes	FLL	—	[E]	—	—	—	—

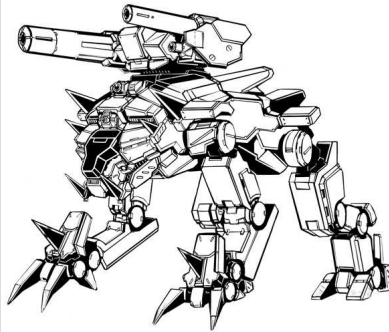
BV: 1,630

WARRIOR DATA

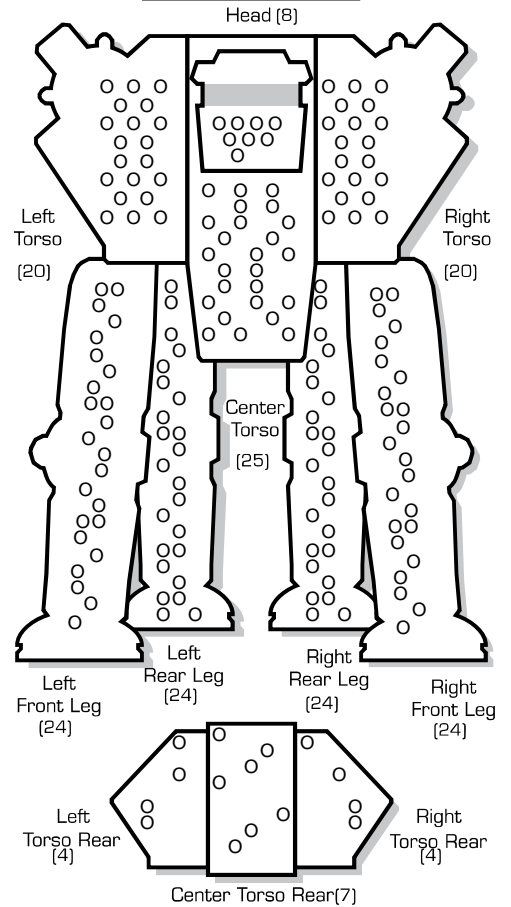
Name: _____

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
- Cockpit
- ER Small Laser
- Sensors
- Life Support

Left Front Leg

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

Right Front Leg

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

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
- ER Medium Laser
- Spikes

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Heavy PPC (T)
- Heavy PPC (T)
- Heavy PPC (T)

1-3

- Heavy PPC (T)
- Light PPC (T)
- Light PPC (T)
- ER Medium Laser (T)
- Quad Turret
- Spikes

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Beagle Active Probe
- Beagle Active Probe
- Spikes

1-3

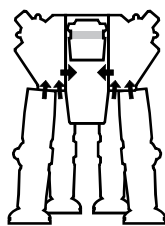
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer

4-6

Left Rear Leg

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

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

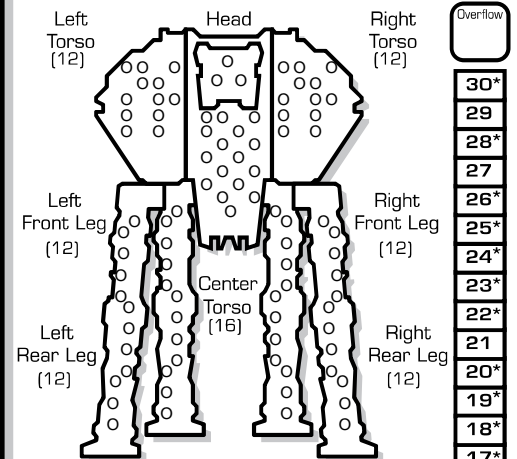


Damage Transfer Diagram

Right Rear Leg

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

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: Sarath SRTH-10A

Movement Points: **Tonnage:** 50
 Walking: 5 [6] **Tech Base:** Mixed Tech (I.S.)
 Running: 8 [9] (Advanced)
 Jumping: 5 Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	3 [DE]	—	2	4	5
1	ER Small Laser (Clan)	CT	2	5 [DE]	—	2	4	6
2	LRM 15 (Clan)	RT	5	1/Msl [M.C.S]	—	7	14	21
2	MML 3	RT	2	[M.C.S]	6	7	14	21
	LRM			1/Msl	—	3	6	9
	SRM			2/Msl	—	—	—	—
1	Quad Turret	RT	—	[E]	—	—	—	—

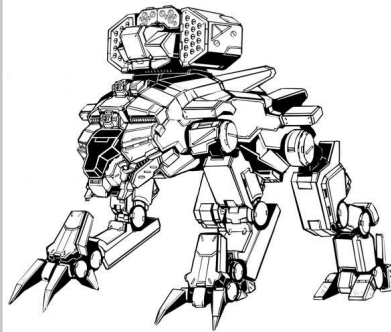
BV: 1,738

WARRIOR DATA

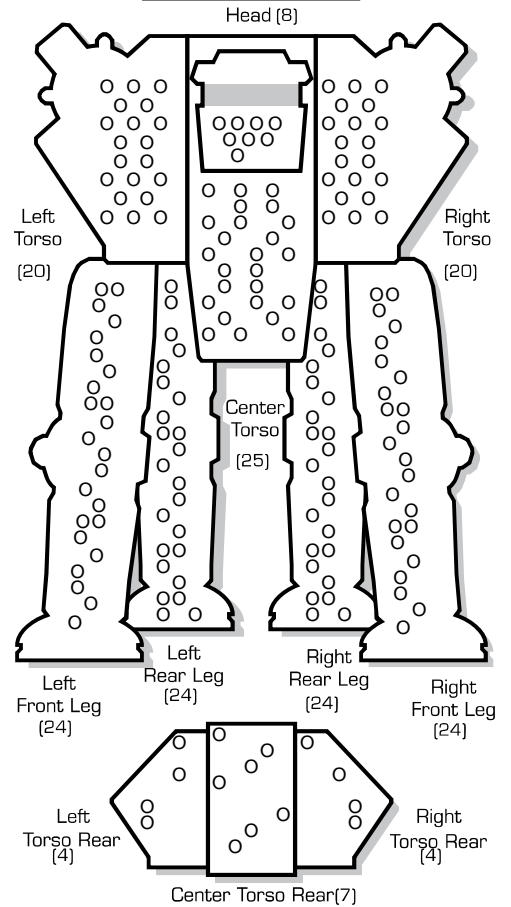
Name: _____

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
- Cockpit
- ER Small Laser
- Sensors
- Life Support

Left Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Ammo (MML 3/LRM) 40

Right Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Ammo (MML 3/SRM) 33

Center Torso

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

1-3

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Triple-Strength Myomer

1-3

- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer
- Roll Again

4-6

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- ER Small Laser (Clan)

Right Torso

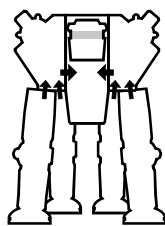
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM 15 (Clan) (T)
- LRM 15 (Clan) (T)
- LRM 15 (Clan) (T)

1-3

- LRM 15 (Clan) (T)
- MML 3 (T)
- MML 3 (T)
- MML 3 (T)
- MML 3 (T)
- Quad Turret

4-6

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



Damage Transfer Diagram

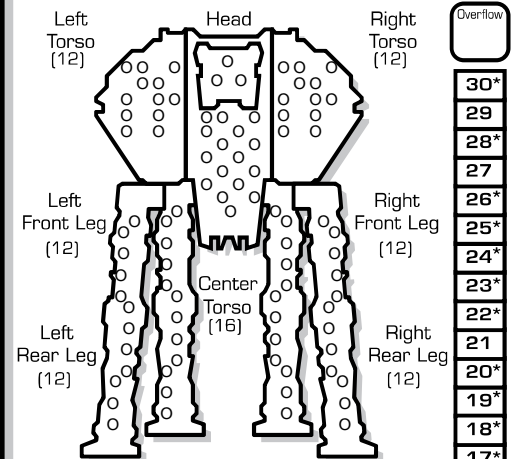
Left Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Ammo (LRM 15) 8

Right Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Ammo (LRM 15) 8

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

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Sarath SRTH-10B

Movement Points: **Tonnage:** 50
 Walking: 5 [6] **Tech Base:** Mixed Tech (I.S.)
 Running: 8 [9] **Era:** (Advanced) Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	3 [DE]	-	2	4	5
4	ER Flamer	RT	4	2 [DE,H,AI]	-	3	5	7
2	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Plasma Rifle	RT	10	10 [DE,H]	-	5	10	15
1	Quad Turret	RT	-	[E]	-	-	-	-
1	Talons (Clan)	Legs	-	15	-	-	-	-

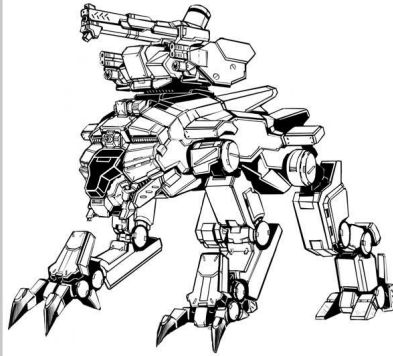
BV: 1,475

WARRIOR DATA

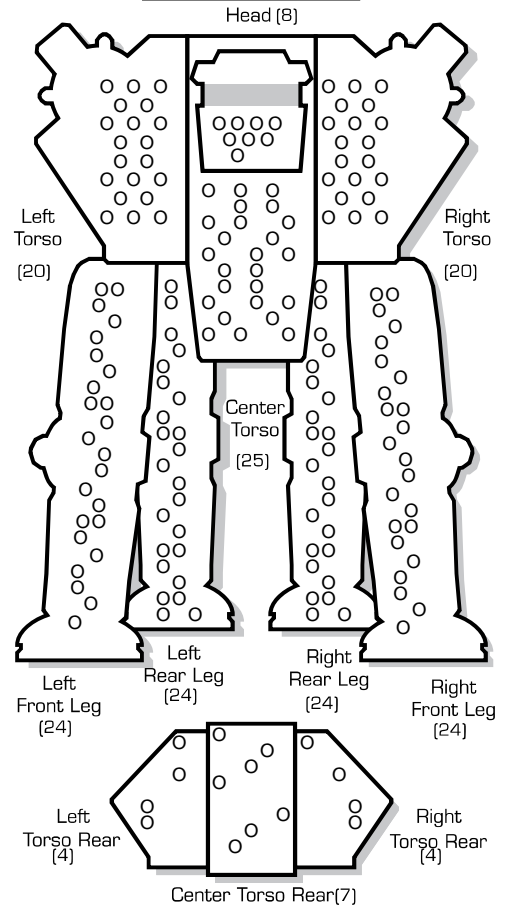
Name: _____

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
- Cockpit
- ER Small Laser
- Sensors
- Life Support

Left Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Talons (Clan)
- Talons (Clan)

Right Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Talons (Clan)
- Talons (Clan)

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 (Plasma Rifle) 10
 - Ammo (Plasma Rifle) 10
- 4-6

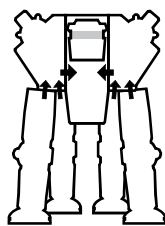
Left Torso

- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Triple-Strength Myomer
 - Triple-Strength Myomer
 - Triple-Strength Myomer
 - Triple-Strength Myomer
 - Triple-Strength Myomer
 - Triple-Strength Myomer
- 4-6

Right Torso

- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Plasma Rifle (T)
 - Plasma Rifle (T)
 - Medium Laser (T)
- 1-3
- Medium Laser (T)
 - ER Flamer (T)
 - ER Flamer (T)
 - ER Flamer (T)
 - ER Flamer (T)
 - Quad Turret
- 4-6

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



Damage Transfer Diagram

Left Rear Leg

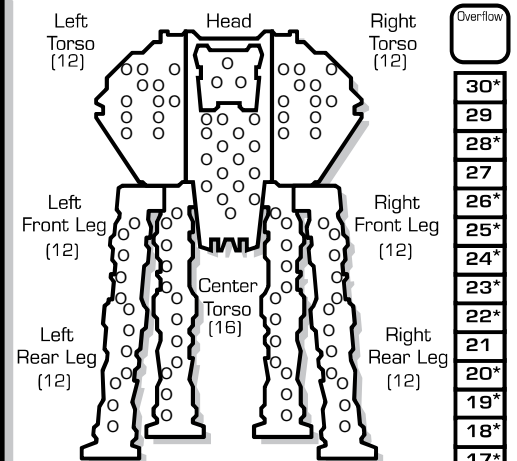
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Talons (Clan)
- Talons (Clan)

Right Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Talons (Clan)
- Talons (Clan)



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

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: Quasimodo QSM-3D

Movement Points: **Tonnage:** 55
Walking: 5 [6] **Tech Base:** Inner Sphere
Running: 8 [9] (Experimental)
Jumping: 5 **Era:** Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	3 [DE]	-	2	4	5
3	Medium VSP Laser	RT	7	9/7/5 [P,V]	-	2	5	9
1	ER Medium Laser	RA	5	5 [DE]	-	4	8	12
1	ER Medium Laser	LA	5	5 [DE]	-	4	8	12
1	Blue Shield Particle Field Damper	LL	-	[E]	-	-	-	-

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

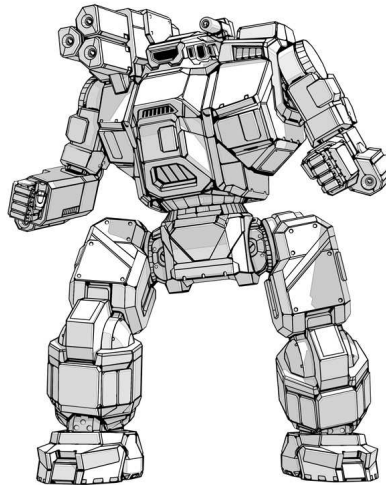
BV: 1,575

WARRIOR DATA

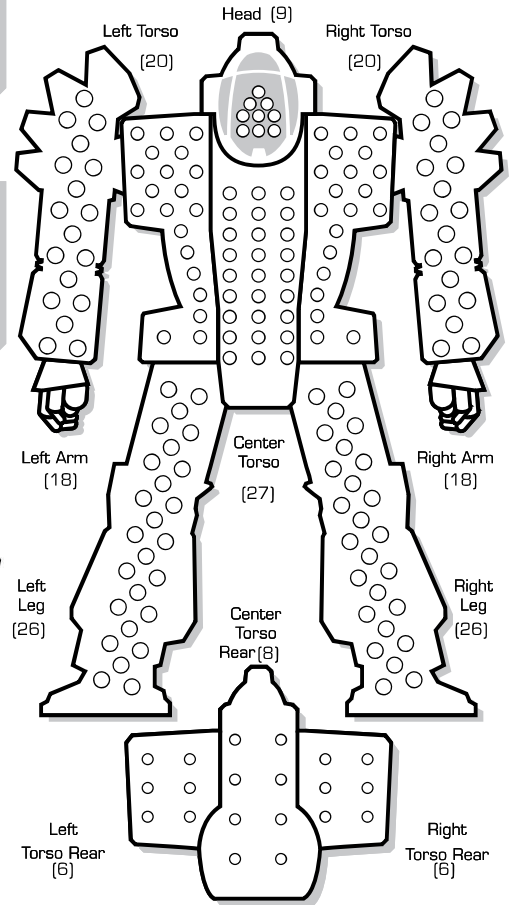
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- ER Medium Laser
- Triple-Strength Myomer

- Triple-Strength Myomer
- Triple-Strength Myomer
- Blue Shield Particle Field Damper
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso

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

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 Jump Jet
- Blue Shield Particle Field Damper
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Blue Shield Particle Field Damper

Head

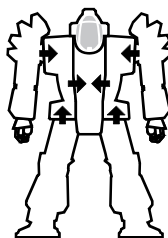
- Life Support
- Sensors
- Cockpit
- ER Small Laser
- 4 Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- 4-6 Blue Shield Particle Field Damper

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- ER Medium Laser
- Triple-Strength Myomer
- 4-6 Triple-Strength Myomer
- Triple-Strength Myomer
- Blue Shield Particle Field Damper

Right Torso

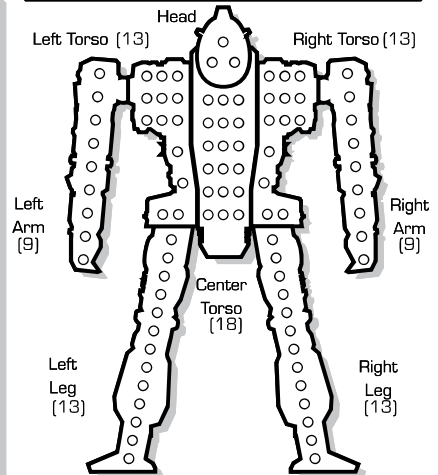
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Jump Jet
- Medium VSP Laser
- Medium VSP Laser

- Medium VSP Laser
- Medium VSP Laser
- Medium VSP Laser
- 4-6 Medium VSP Laser
- Blue Shield Particle Field Damper
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Blue Shield Particle Field Damper

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow	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: Anzu ZU-G60

Movement Points: **Tonnage:** 60
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 **Era:** Dark Age
 Jumping: 4

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	HD	0	[E]	—	5	9	15
1	LRM 10	LT	4	1/Msl [M,C,S]	6	7	14	21
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Light PPC	RA	5	5 [DE]	3	6	12	18
1	PPC Capacitor	RA	5	[E]	—	—	—	—
1	Ultra AC/10	LA	4	10/Sht [DB,R/C]	—	6	12	18

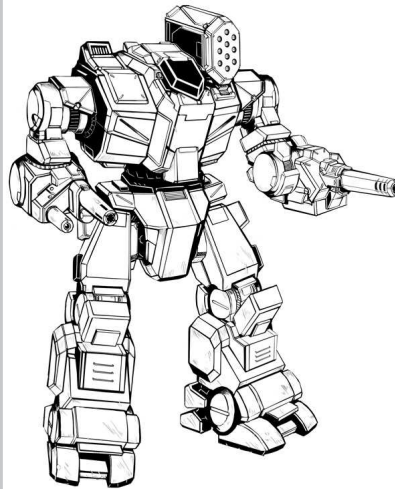
BV: 1,486

WARRIOR DATA

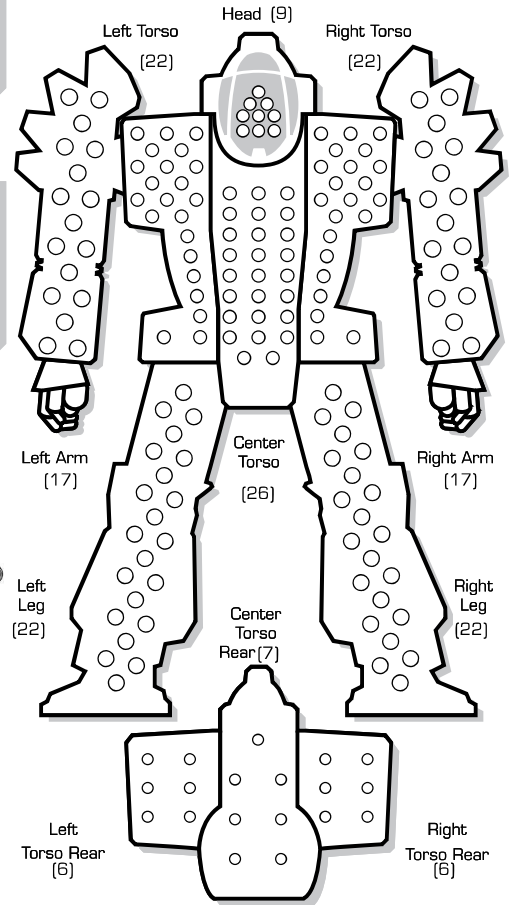
Name: _____

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 Ultra AC/10
- Ultra AC/10
- Ultra AC/10

- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- 4-6 Ultra AC/10
- Endo Steel
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 LRM 10
- LRM 10
- Ammo [LRM 10] 12

- Ammo [LRM 10] 12
- Ammo [Ultra AC/10] 10
- Ammo [Ultra AC/10] 10
- 4-6 Ammo [Ultra AC/10] 10
- CASE II
- Endo Steel

Left Leg

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

Head

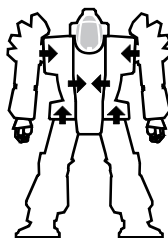
- Life Support
- Sensors
- Cockpit
- TAG
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro

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

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Light PPC
- Light PPC
- PPC Capacitor

- ER Medium Laser
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Roll Again

Right Torso

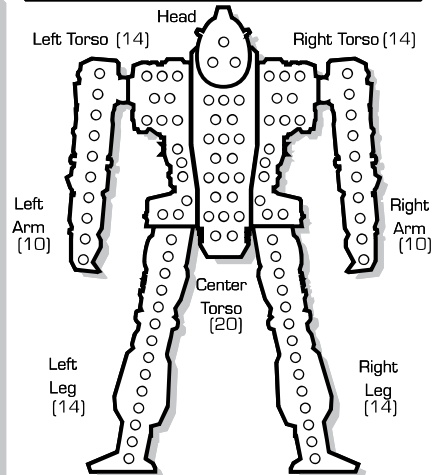
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Endo Steel

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

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: Anzu ZU-J70

Movement Points: **Tonnage:** 60
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 **Era:** Dark Age
 Jumping: 4

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	3 [DE]	-	2	4	5
1	MML 7 LRM SRM	LT	4	1 [M,C,S] 2 [Msl]	6	7	14	21
1	ER Medium Laser	RA	5	5 [DE]	-	4	8	12
1	Snub-Nose PPC	RA	10	10 [B/5 [DE,V]	-	9	13	15
1	Rotary AC/5	LA	1	5 [Sht [DB,R/C]	-	5	10	15

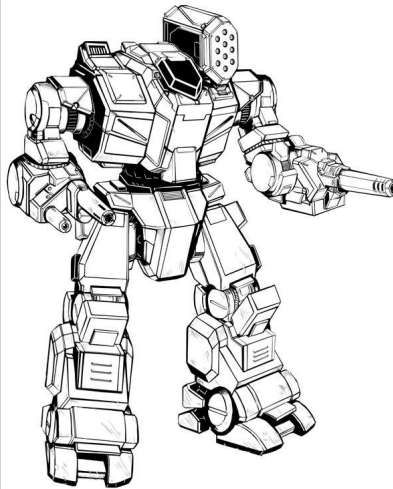
BV: 1,680

WARRIOR DATA

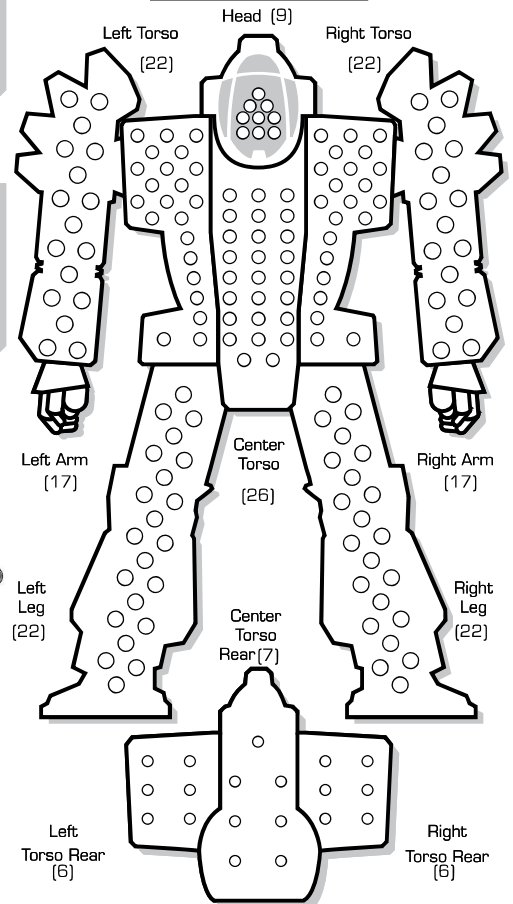
Name: _____

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. Rotary AC/5
- 5. Rotary AC/5
- 6. Rotary AC/5
- 1. Rotary AC/5
- 2. Rotary AC/5
- 3. Rotary AC/5
- 4-6 4. Ammo [RAC/5] 20
- 5. Ammo [RAC/5] 20
- 6. CASE II

Left Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 1-3 4. MML 7
- 5. MML 7
- 6. MML 7
- 1. MML 7
- 2. Ammo [MML 7/LRM] 17
- 3. Ammo [MML 7/SRM] 14
- 4-6 4. Ammo [RAC/5] 20
- 5. Ammo [RAC/5] 20
- 6. CASE II

Left Leg

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

Head

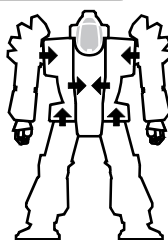
- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. ER Small Laser
- 5. Sensors
- 6. Life Support

Center Torso

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

4-6

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. Snub-Nose PPC
- 5. Snub-Nose PPC
- 6. ER Medium Laser
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4-6 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

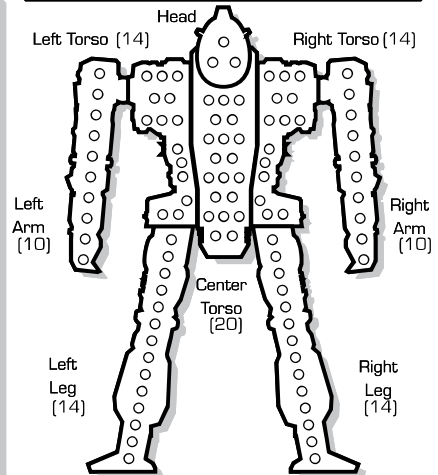
Right Torso

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Carronade CRN-7M

Movement Points: **Walking:** 4 **Running:** 6
Tonnage: 70 **Tech Base:** Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Silver Bullet Gauss Rifle	LA	1	15 [DB,C/F/X]	2	7	15	22

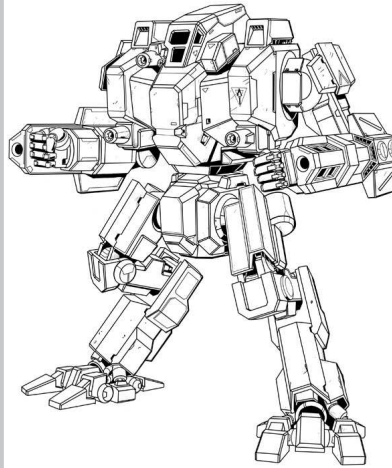
BV: 1,799

WARRIOR DATA

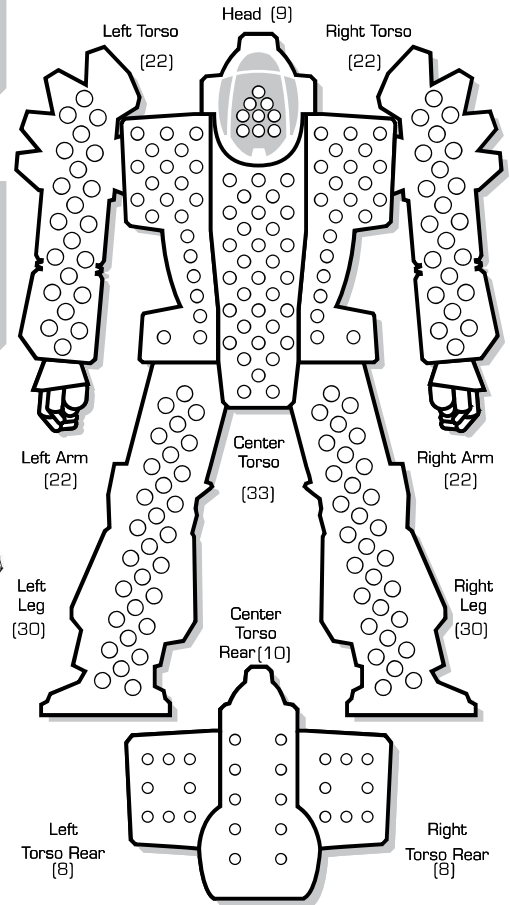
Name: _____

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. Silver Bullet Gauss Rifle
- 6. Silver Bullet Gauss Rifle
- 1. Silver Bullet Gauss Rifle
- 2. Silver Bullet Gauss Rifle
- 3. Silver Bullet Gauss Rifle
- 4-6 4. Silver Bullet Gauss Rifle
- 5. Silver Bullet Gauss Rifle
- 6. CASE II

Left Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 1-3 4. ER Medium Laser
- 5. Ammo [Silver Bullet] 8
- 6. Ammo [Silver Bullet] 8
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4-6 4. Endo Steel
- 5. Roll Again
- 6. Roll Again

Left Leg

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

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. ER Medium Laser
- 5. Sensors
- 6. Life Support

Center Torso

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

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
- 5. Gauss Rifle
- 6. Gauss Rifle
- 1. Gauss Rifle
- 2. Gauss Rifle
- 3. Gauss Rifle
- 4-6 4. Gauss Rifle
- 5. Gauss Rifle
- 6. CASE II

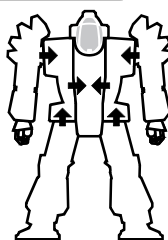
Right Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 1-3 4. ER Medium Laser
- 5. Ammo [Gauss] 8
- 6. Ammo [Gauss] 8
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4-6 4. Endo Steel
- 5. Roll Again
- 6. Roll Again

Right Leg

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

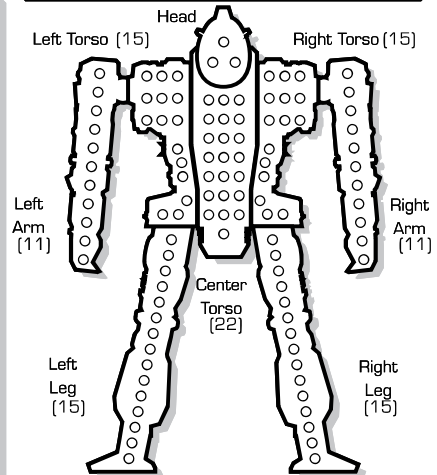
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow
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: Neanderthal NTL-AG

Movement Points: **Tonnage:** 80
 Walking: 5 [6] **Tech Base:** Inner Sphere
 Running: 8 [9] **Era:** Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	M-Pod	HD	0	15 [DB,X,OS]	-	1	2	3
1	Guardian ECM Suite	CT	-	[E]	-	-	-	6
1	M-Pod	RT	0	15 [DB,X,OS]	-	1	2	3
1	PPC Capacitor	RT	5	[E]	-	-	-	-
1	Snub-Nose PPC	RT	10	10/8/5 [DE,V]	-	9	13	15
1	M-Pod	LT	0	15 [DB,X,OS]	-	1	2	3
1	PPC Capacitor	LT	5	[E]	-	-	-	-
1	Snub-Nose PPC	LT	10	10/8/5 [DE,V]	-	9	13	15
1	Hatchet	RA	-	16	-	-	-	-

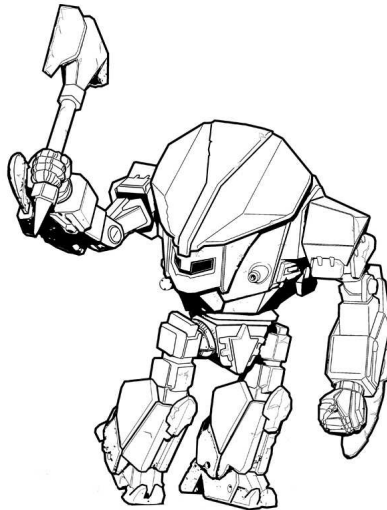
BV: 2,024

WARRIOR DATA

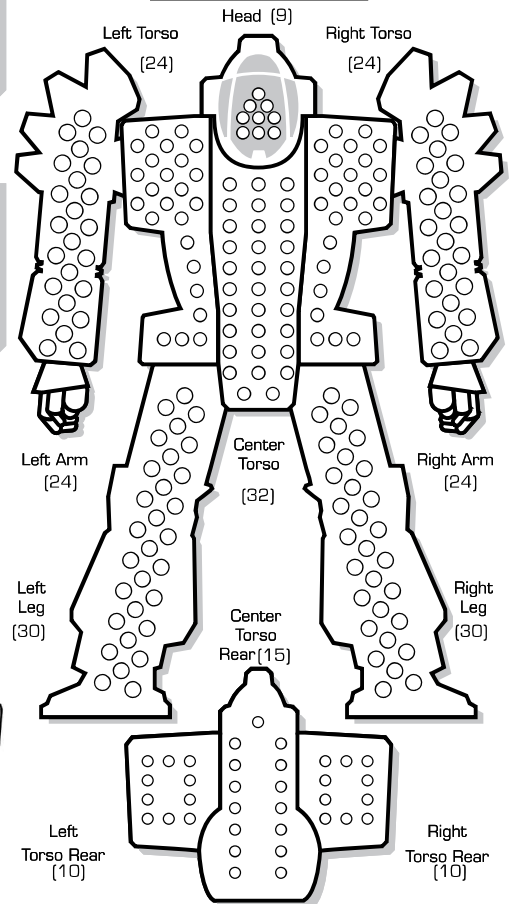
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Snub-Nose PPC
5. Snub-Nose PPC
6. PPC Capacitor
1. M-Pod
2. Ferro-Fibrous
3. Ferro-Fibrous
- 4-6 4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head

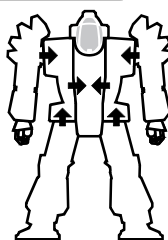
- Life Support
- Sensors
- Cockpit
- M-Pod
- Sensors
6. Life Support

Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- 4-6 XL Fusion Engine
5. Guardian ECM Suite
6. Guardian ECM Suite

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
5. Hatchet
6. Hatchet
1. Hatchet
2. Hatchet
3. Hatchet
- 4-6 4. Hatchet
5. Triple-Strength Myomer
6. Triple-Strength Myomer

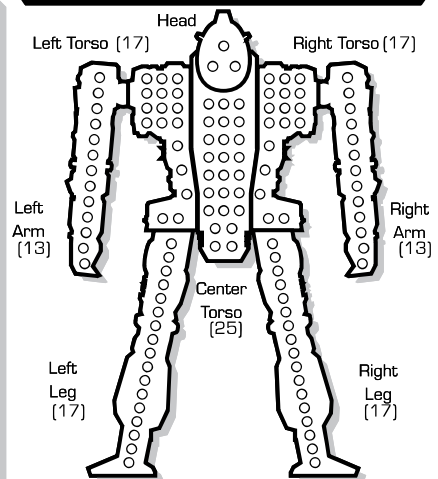
Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 4. Snub-Nose PPC
5. Snub-Nose PPC
6. PPC Capacitor
1. M-Pod
2. Ferro-Fibrous
3. Ferro-Fibrous
- 4-6 4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
5. Ferro-Fibrous
6. 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

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: Neanderthal NTL-UG

Movement Points: **Tonnage:** 80
 Walking: 5 [6] **Tech Base:** Inner Sphere
 Running: 8 [9] **Era:** Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	Large Laser	RT	8	8 [DE]	—	5	10	15
1	Small Laser	RT	1	3 [DE]	—	1	2	3
1	Large Laser	LT	8	8 [DE]	—	5	10	15
1	Small Laser	LT	1	3 [DE]	—	1	2	3
1	Hatchet	RA	—	16	—	—	—	—
1	Large Pulse Laser	LA	10	9 [P]	—	3	7	10

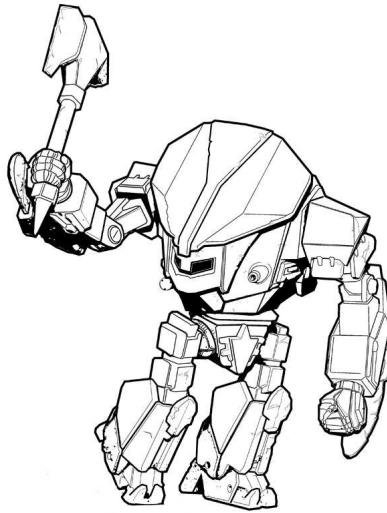
BV: 1,817

WARRIOR DATA

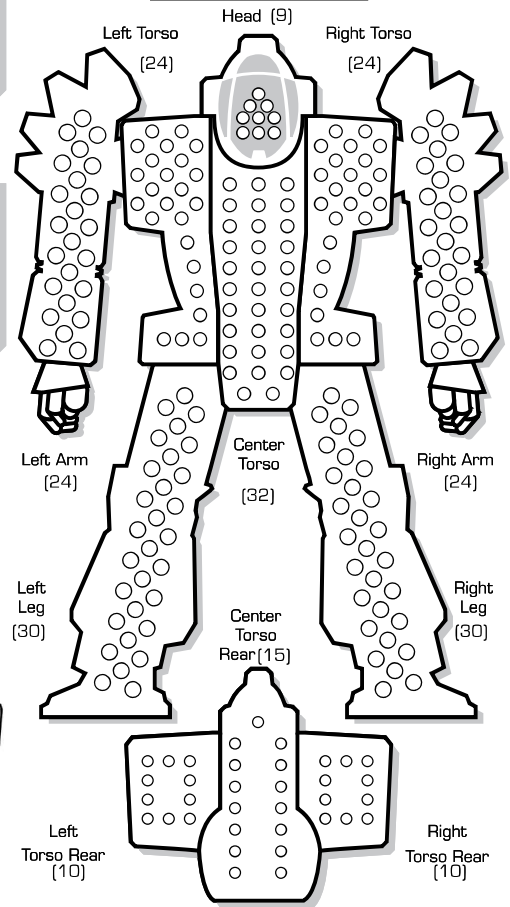
Name: _____

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. Large Pulse Laser
- 6. Large Pulse Laser

Head

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

Right Arm

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

Center Torso

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

- 1. Hatchet
- 2. Hatchet
- 3. Hatchet
- 4-6 4. Hatchet
- 5. Triple-Strength Myomer
- 6. Triple-Strength Myomer

Left Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 1-3 4. Large Laser
- 5. Large Laser
- 6. Small Laser

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

Right Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 1-3 4. Large Laser
- 5. Large Laser
- 6. Small Laser

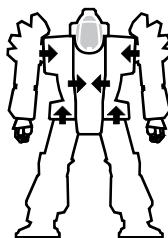
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

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

Right Leg

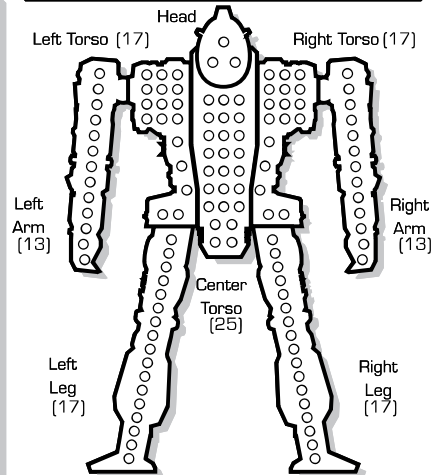
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



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: Stalker II STK-9A

Movement Points: **Walking:** 3 **Running:** 4
Tonnage: 85 **Tech Base:** Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	HD	3	5 [DE]	—	3	6	9
1	Targeting Computer	HD	—	[E]	—	—	—	—
2	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Extended LRM 10	RT	6	1/Msl [M.C.S]	10	12	22	38
1	Extended LRM 10	LT	6	1/Msl [M.C.S]	10	12	22	38
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
2	Medium Laser	LA	3	5 [DE]	—	3	6	9

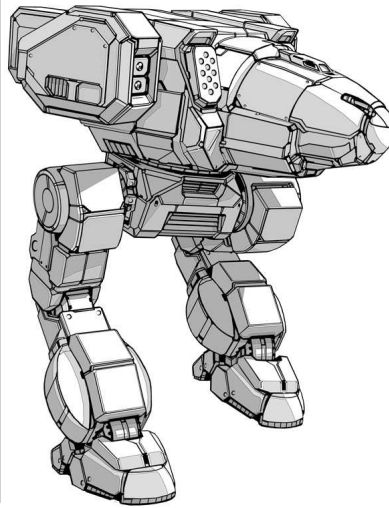
BV: 2,261

WARRIOR DATA

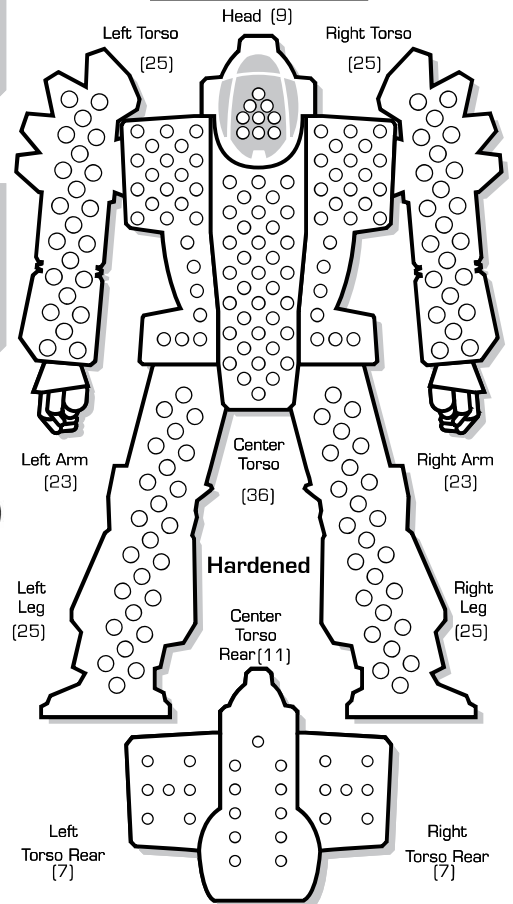
Name: _____

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
- Medium Laser
- Medium Laser
- Endo Steel
- Endo Steel

Head

- Sensors
- Sensors
- Medium Laser
- Medium Laser
- Targeting Computer
- Targeting Computer

Right Arm

- Shoulder
- Upper Arm Actuator
- Medium Laser
- Medium Laser
- Endo Steel
- Endo Steel

Center Torso

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

Right Torso

- Life Support
- Extended LRM 10
- Extended LRM 10
- Extended LRM 10
- Extended LRM 10
- Ammo [ELRM 10] 9

Left Torso

- Life Support
- Extended LRM 10
- Extended LRM 10
- Extended LRM 10
- Extended LRM 10
- Ammo [ELRM 10] 9

- Fusion Engine
- Fusion Engine
- Torso-Mounted Cockpit
- Sensors
- Medium Laser
- Medium Laser

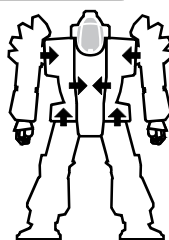
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

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

Right Leg

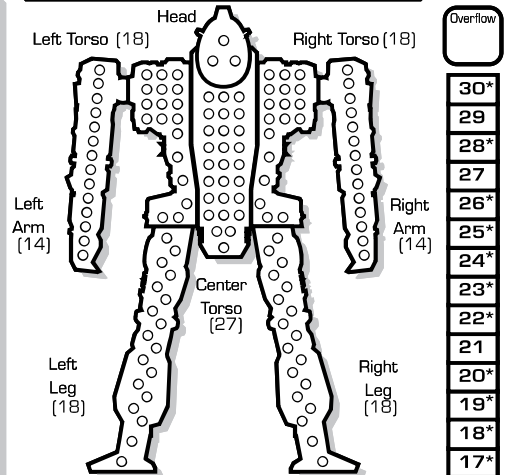
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: **Picaroon CSR-F100**

Thrust: _____ Tonnage: 35
 Safe Thrust: 8 Tech Base: Inner Sphere
 Maximum Thrust: 12 Era: Dark Age

Weapons & Equipment Inventory

Standard Scale	(0-6)	(6-12)	(13-20)	(21-25)			
Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
1	Heavy PPC [DE]	N	15	15	15	-	-

Fuel: 400 Points

BV: 1,290

ARMOR DIAGRAM

Nose Damage Threshold (Total Armor) 8 (75)

Left Wing Damage Threshold (Total Armor) 6 (52)

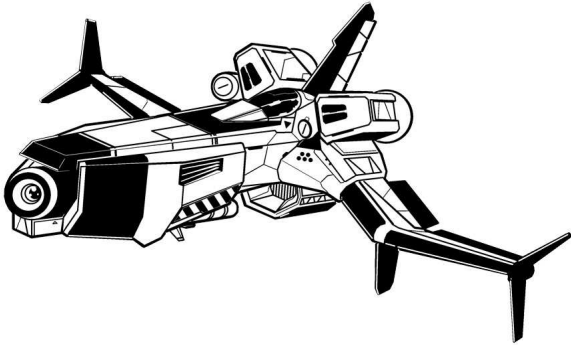
Right Wing Damage Threshold (Total Armor) 6 (52)

Structural Integrity: 8

Aft Damage Threshold (Total Armor) 5 (45)

EXTERNAL STORES/BOMBS

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



Heat Scale

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

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT DATA

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

VELOCITY RECORD

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

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Aquila AQA-1M

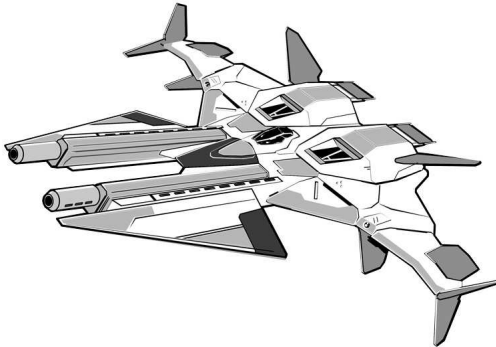
Thrust: Tonnage: 55
 Safe Thrust: 7 Tech Base: Inner Sphere
 Maximum Thrust: 11 Era: Dark Age

Weapons & Equipment Inventory

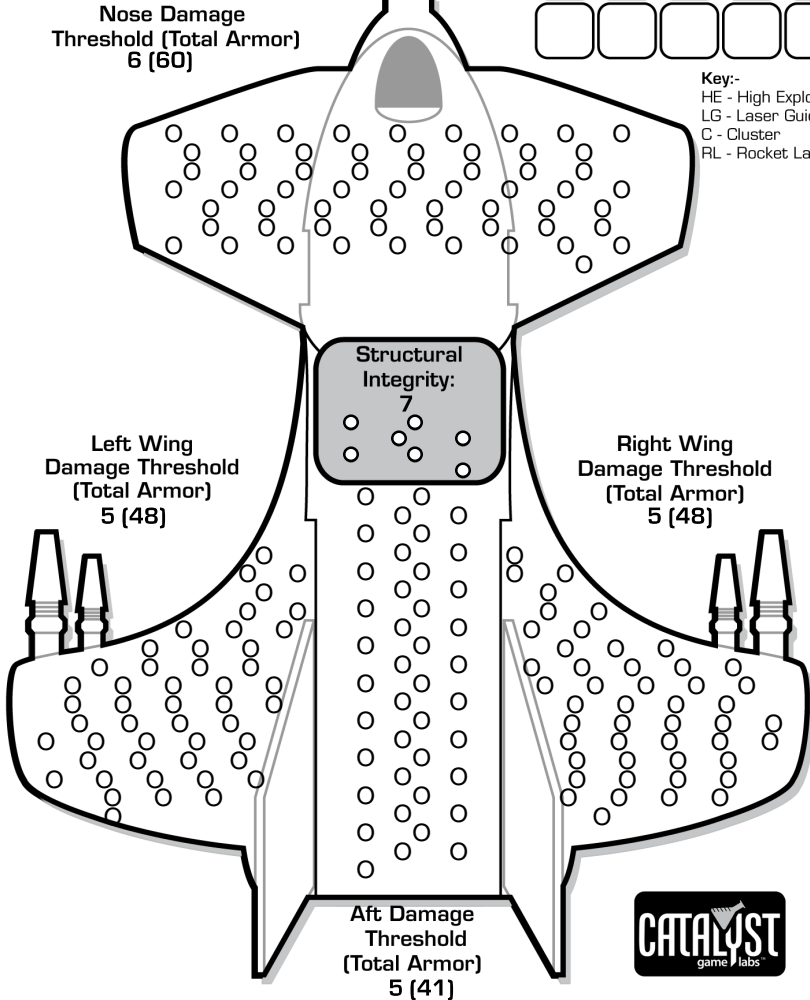
Standard Scale		(0-6)	(6-12)	(13-20)	(21-25)		
Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
2	Light Gauss Rifle (DB,X)	N	1	8	8	8	8
1	ER Medium Laser (DE)	LW	5	5	5	-	-
1	ER Medium Laser (DE)	RW	5	5	5	-	-

Ammo: (Light Gauss) 48
 Fuel: 320 Points

BV: 1,489



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

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

Heat Scale

Overflow

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

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT DATA

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

VELOCITY RECORD

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

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Shikra SKR-4M

Thrust: Tonnage: 90
 Safe Thrust: 6 Tech Base: Mixed Tech (I.S.
 Maximum Thrust: 9 (Advanced)
Era: Dark Age

Weapons & Equipment Inventory

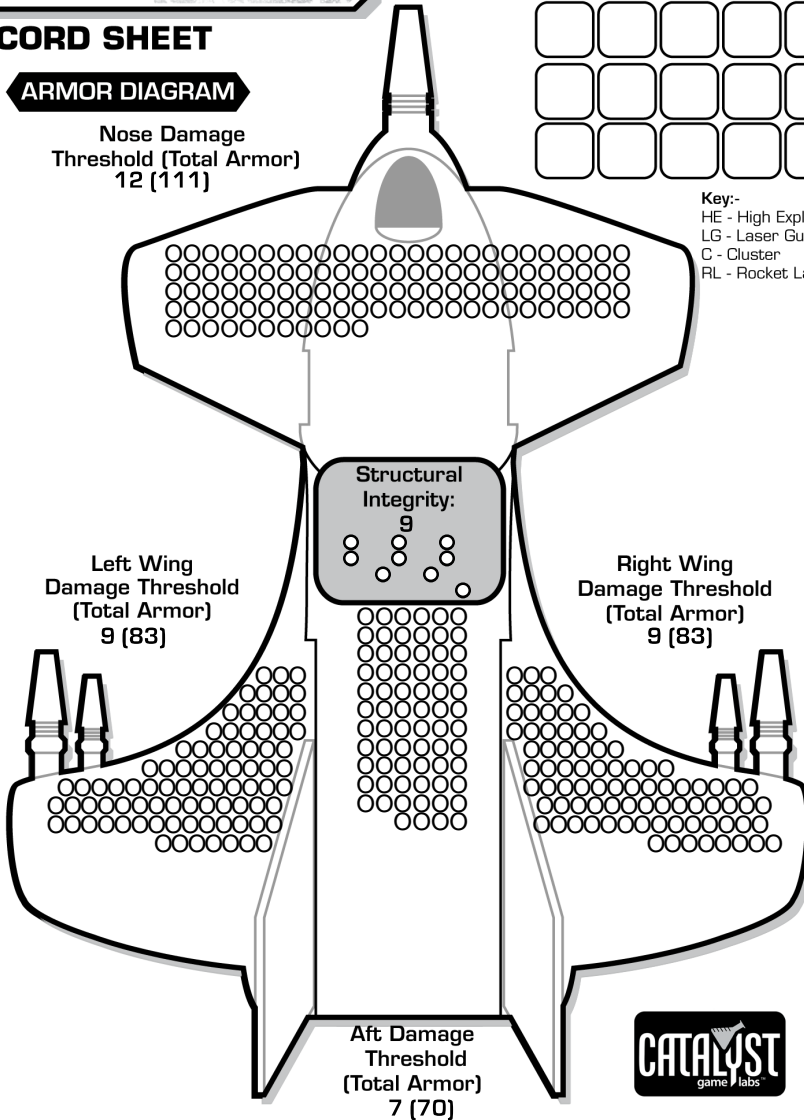
Standard Scale				(0-6)	(6-12)	(13-20)	(21-25)
Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
1	Gauss Rifle [DB,X]	N	1	15	15	15	-
1	Ultra AC/10 (Clan) [DB,R/C]	LW	3	15	15	-	-
1	Ultra AC/10 (Clan) [DB,R/C]	RW	3	15	15	-	-
2	Chaff Pod [E]	A	0	-	-	-	-
1	Medium Pulse Laser [P]	A	4	6	-	-	-

Ammo: (Ultra AC/10) 60, (Gauss) 24
 Fuel: 400 Points

BV: 2,649

ARMOR DIAGRAM

Nose Damage
 Threshold (Total Armor)
 12 (111)



Left Wing
 Damage Threshold
 (Total Armor)
 9 (83)

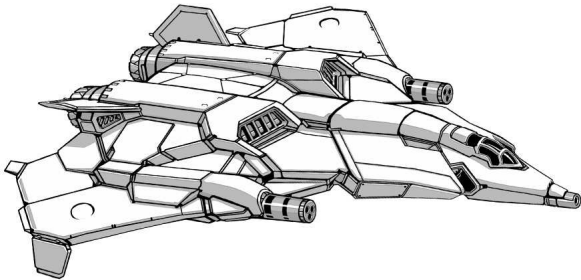
Right Wing
 Damage Threshold
 (Total Armor)
 9 (83)

Aft Damage
 Threshold
 (Total Armor)
 7 (70)

Structural
 Integrity:
 9

EXTERNAL STORES/BOMBS

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



Heat
 Scale
 Overflow

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

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT DATA

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

VELOCITY RECORD

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

BATTLETECH

ARMOR DIAGRAM

Standard Scale



AERODYNE SMALL CRAFT RECORD SHEET

CRAFT DATA

Type: **Caerleon**

Thrust:
 Safe Thrust: 4
 Maximum Thrust: 6
 Tonnage: 195
 Tech Base: Inner Sphere
 Era: Dark Age

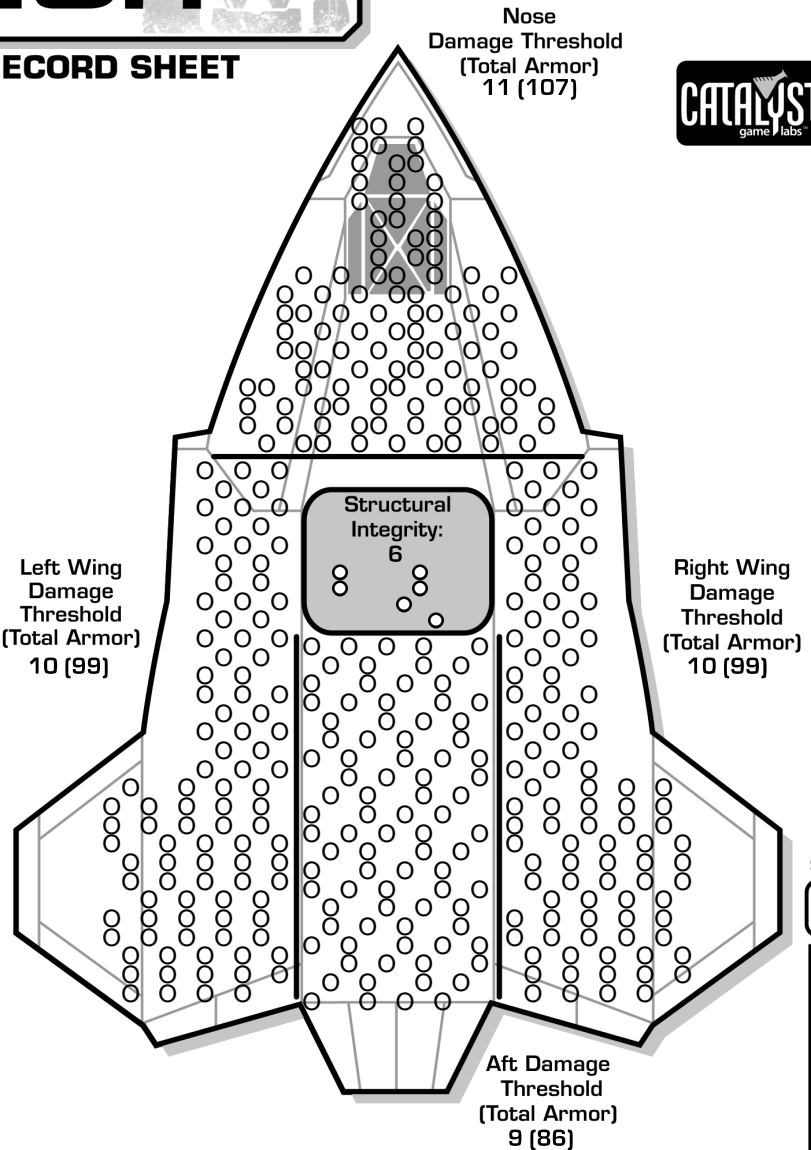
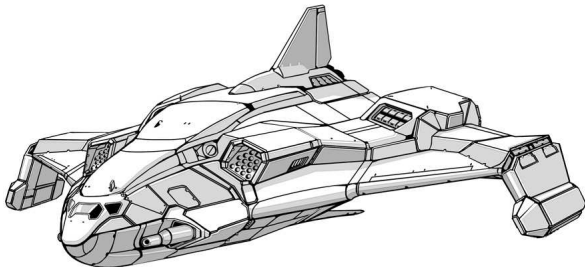
Weapons & Equipment Inventory

Qty	Type	Loc.	Ht	(0-6) SRV	(6-12) MRV	(13-20) LRV	(21-25) ERV
2	Light Gauss Rifle (DB,X)	N	1	8	8	8	8
2	LRM 15 (M,C,S) w/ Artemis IV FCS	N	5	12	12	12	-
2	ER Medium Laser (DE)	A	5	5	5	-	-

Cargo:
 Infantry Compartment (20 tons)
 Cargo Space - 4.50 tons (1 door)

Ammo: (Light Gauss) 32, (LRM 15 Artemis) 32
 Fuel: 1200 Points

BV: 1,885



Heat Scale
 Overflow

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

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT DATA

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

VELOCITY RECORD

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

BATTLETECH



Nose Damage Threshold (Total Armor) 26 (251)

ARMOR DIAGRAM

Standard Scale



AERODYNE DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: Seleucus Infantry Transport

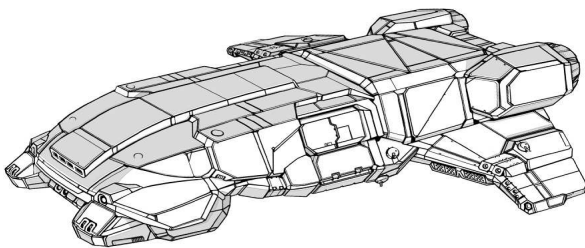
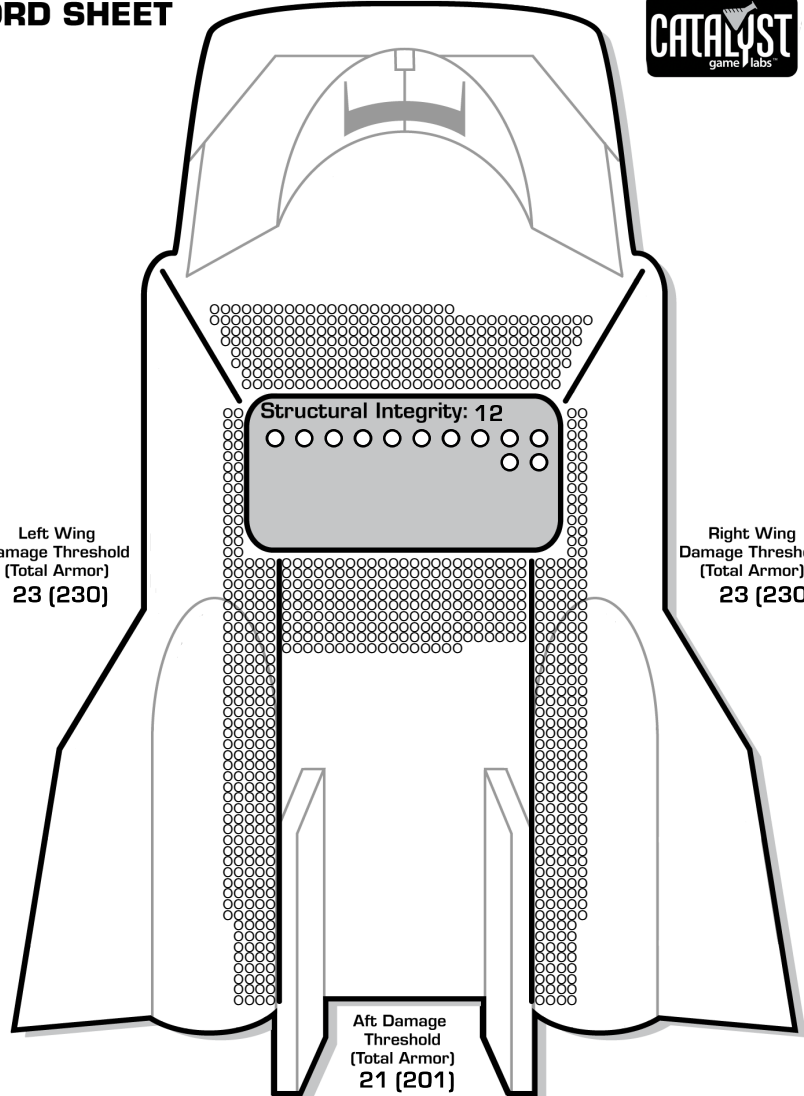
Name:
 Thrust:
 Safe Thrust: 4
 Maximum Thrust: 6
 Tonnage: 2,600
 Tech Base: Inner Sphere
 Era: Dark Age

Weapons & Equipment Inventory

Standard Scale	Bay	Loc	Ht	(1-6)	(7-12)	(13-20)	(21-25)
				SRV	MRV	LRV	ERV
2	ER PPC	N	30	2 (20)	2 (20)	2 (20)	—
4	Light Gauss Rifle [64 rnds]	N	4	3 (32)	3 (32)	3 (32)	3 (32)
2	ER Large Laser	N	34	3 (26)	3 (26)	2 (16)	—
2	ER Medium Laser	N	—	—	—	—	—
1	ER PPC	FL/FR	15	1 (10)	1 (10)	1 (10)	—
2	Extended LRM 20 [32 rnds]	FL/FR	20	2 (24)	2 (24)	2 (24)	2 (24)
2	ER Large Laser	FL/FR	44	4 (36)	4 (36)	2 (16)	—
4	ER Medium Laser	FL/FR	—	—	—	—	—
3	AMS [72 rnds]	FL/FR	3	1 (9)	Point Defense	—	—
3	AMS [72 rnds]	AL/AR	3	1 (9)	Point Defense	—	—
2	LRM 20 w/ Artemis IV FCS [30 rnds]	A	12	3 (32)	3 (32)	3 (32)	—
2	ER Large Laser	A	34	3 (26)	3 (26)	2 (16)	—
2	ER Medium Laser	A	—	—	—	—	—

Cargo:
 Bay 1: Battle Armor Bay - 20 Squads (5 doors)
 Bay 2: Light Vehicle Bay - 12 units (1 door)
 Bay 3: Cargo Space - 217 tons (1 door)

BV: 7,306 Fuel: 6,000



CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

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

Crew: 21 Marines: 0
 Passengers: 0
 Other: 180 Battle Armor: 0
 Life Boats/Escape Pods: 4/4

CRITICAL DAMAGE

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

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: 102 (204) Double

Heat Generation Per Arc

Nose:	68	Aft:	46
Left Wing:		Right Wing:	
Fwd:	82	Fwd:	82
Aft:	3	Aft:	3

BATTLETECH



Nose Damage Threshold (Total Armor) 24 (231)

ARMOR DIAGRAM

Standard Scale



AERODYNE DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: Gorgon Carrier

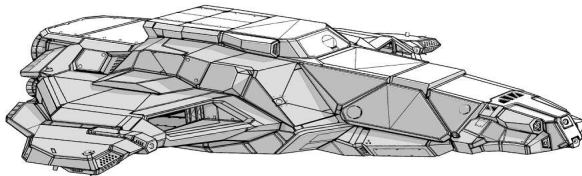
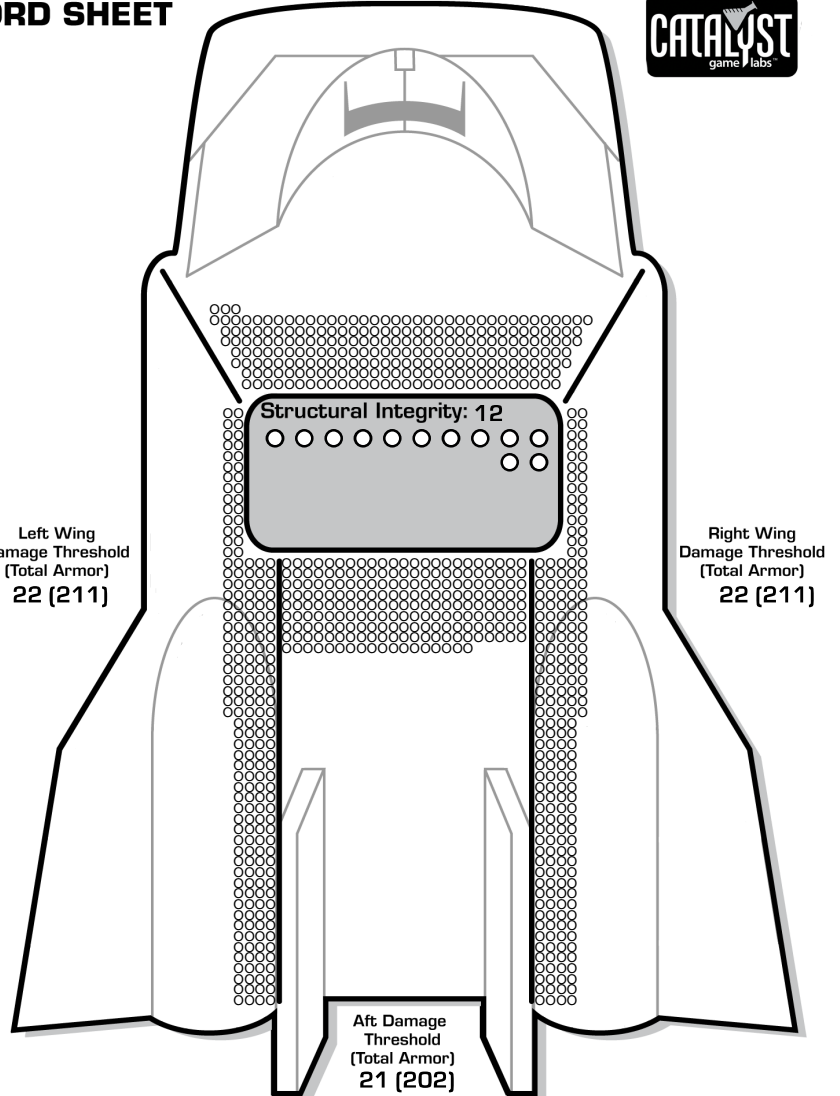
Name:
 Thrust:
 Safe Thrust: 4
 Maximum Thrust: 6
 Tonnage: 6,800
 Tech Base: Inner Sphere
 Era: Dark Age

Weapons & Equipment Inventory

Standard Scale		(1-6) (7-12) (13-20) (21-25)				
Bay	Loc	Ht	SRV	MRV	LRV	ERV
3	ER PPC	N	45	3 (30)	3 (30)	3 (30) -
3	Gauss Rifle	N	3	5 (45)	5 (45)	5 (45) -
[48 mds]						
2	LRM 15 w/ Artemis IV FCS	FL/FR	10	2 (24)	2 (24)	2 (24) -
[32 mds]						
1	Heavy PPC	FL/FR	15	2 (15)	2 (15)	- -
3	AMS	FL/FR	3	1 (9)	Point Defense	
[72 mds]						
2	LRM 15 w/ Artemis IV FCS	A	10	2 (24)	2 (24)	2 (24) -
[32 mds]						
2	Large Pulse Laser	A	20	2 (18)	2 (18)	- -
3	AMS	A	3	1 (9)	Point Defense	
[72 mds]						

Cargo:
 Bay 1: Aerospace Fighter Bay - 18 units (3 doors)
 Bay 2: Cargo Space - 1,002 tons (1 door)

BV: 6,133 Fuel: 15,000



CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

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

Crew: 10 Marines: 0
 Passengers: 0
 Other: 36 Battle Armor: 0
 Life Boats/Escape Pods: 3/3

CRITICAL DAMAGE

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

VELOCITY RECORD

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

HEAT DATA

Heat Sinks: 88 (176) Double
 Heat Generation Per Arc
 Nose: 48 Aft: 33
 Left Wing: Fwd: 28 Aft: 0
 Right Wing: Fwd: 28 Aft: 0