EXPERIMENTAL™

TECHNICAL READOUT:

XTRO

DAVION

CATALYST game labs™

INTRODUCTION

INCOMING MESSAGE

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Highness,

Put into perspective, the events of the past two decades have exerted an almost-unbearable stress upon the combined strength and resolve of the Federated Suns. In a true testament of their indomitable fortitude, the men and women who serve our great nation—be they in uniform or not—have bowed but have not broken, and now stand ready to snap back to face our next challenge.

Unfortunately, the current state of readiness of the Armed Forces of the Federated Suns is at an all-time low, at least compared to the years since the end of the Third Succession War. The state of our military industry is in an even worse condition. Maintenance facilities and repair shops across the nation are working overtime to bring tens of millions of tons of materiel back into service while our largest suppliers work to salvage even a fraction of their once-great manufacturing capacities. It will likely be decades before the AFFS is able to return to pre-Civil War strengths, but in this we can perhaps enjoy a bit of a glimmer. Throughout the Jihad, persistence and innovation became the "secret" weapons that truly helped to win the war—engineers and field techs consistently found ways to accomplish the repairs and upgrades they needed without having to "return to the factory."

The Blakist war did, of course, impact our research and development capabilities, including nearly every ongoing project, though not to the same extent due to the simple fact that so much work has been spread out across scores of worlds and countless thousands of individual sites. While the loss of the NAIS will continue to be felt for years, it will not cripple our advanced research programs.

The most promising of these advanced research projects are outlined in this report. Most are AFFS-led and financed projects, though a handful are solely industry based. What you see here represents the absolute state of the art now available, though with this caveat: while our best researchers may be able to construct these advanced technologies under lab conditions, most of the systems remain far from able to progress to regular production—even with an industry mostly rebuilding from the ground up with the best technologies available now, it will require a new "leap" before general civil industry will be ready to produce them in mass quantity, likely only with significant assistance from outside entities, such as the Clans.

All of these projects are combat units, each of which is currently operational in some capacity and currently under AFFS review. Some have already progressed to an official demonstration/evaluation phase, while others remain in a prototype phase awaiting further testing. In any case, it will take little additional effort to expand any of these projects into very limited prototype runs to equip key formations with cutting edge military equipment, should the High Command authorize the funding and support necessary.

—Jon Davion, Marshal of the Armies, 14 June 3078

INCOMING MESSAGE

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HOW TO USE THIS BOOK

The 'Mechs, combat vehicles, and fighters described in *Experimental Technical Readout: Davion* provide players with a sampling of the various custom designs being worked on by the reconstituted New Avalon Institute of Science. The designs featured in this book reflect limited-run prototypes and "one-offs" that have yet to reach full factory production—and most likely never will.

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

Project Development: Herbert A. Beas II
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BattleTech Line Developer: Herbert A. Beas II
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Special Thanks: Chunga sez "To Bones, who one day asked me if I would like to be a Judge. Thank you." Bones sez "Thanks to all you fans who keep this game alive, fun and interesting; and to oxygen, because I like breathing."

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CAT35645

LGN-2X1 LEGIONNAIRE MUSE FIRE

Field Testing Summation: Custom LGN-2D Hybrid Refit
Producer/Site: Research and Testing facility 44-J2A, New Avalon
Supervising Technician: Major General Sandra Hall-Pujanauski
Project Start Date: 3077
Non-Production Equipment Analysis:
Clan Rotary Autocannon
Clan Reflective Armor
Torso Mounted Cockpit

Overview

Late last year, MIIO became aware of Clan Diamond Shark merchants offering a new Clan-tech rotary autocannon for sale. Amazed that the Clans could reverse engineer the design so quickly, the Department of Military Communications and Research desperately wanted to acquire a few of these weapons. Our field agents made discreet inquiries, and negotiated the purchase of a selection of different Clan technologies. The rotary autocannons purchased were destined for Project MUSE FIRE—which is tasked to design a suitable upgrade for the *Legionnaire*.

Engineers were stunned when they received the Clan RAC's technical specifications and saw what the Diamond Sharks had created. While the Clan version was no different in mass, its greater bulk shocked the designers, who expected Clan manufacturing to reduce the size of the weapon.

Technicians started by installing a full torso-mounted cockpit system to move the pilot out of the cramped head assembly. At first, there was resistance in the team to mounting the new RAC back on the Legionnaire as they felt they still did not have the space necessary, but General Hall-Pujanauski was determined to use the Clan replacement. It was a tight fit, but the designers shoehorned the new weapon into the *Legionnaire*'s right torso. With the 'Mech's head now mostly empty, save for its sensor package, designers moved the entire head assembly behind the cannon, filling it with the ammunition bay—which, though poorly armored, is a difficult target to hit. Should the ammunition suffer a catastrophic explosion, designers are confident that the explosive damage will be directed away from the 'Mech, its pilot, and the valuable cannon, all of which should remain operational.

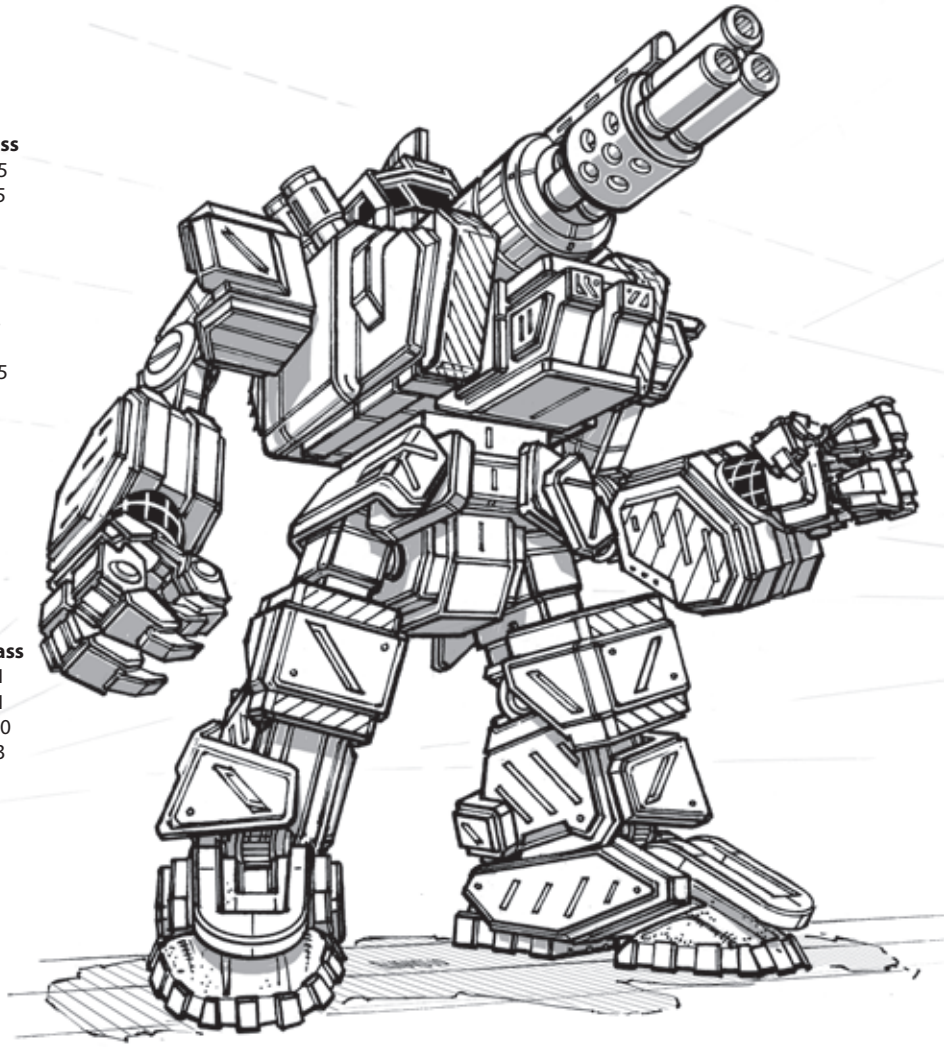
In addition to the RACs, Project MUSE FIRE received a sizable supply of Clan-spec energy dampening armor from the Diamond Sharks. Designers mounted this in a straight swap of the normal armor, confident that this will keep the machine operational an extra fifteen to twenty percent each engagement.

Two MUSE FIRE *Legionnaire*s have been assembled, though one is currently down after the autocannon jammed during trials. The gun has been torn down and inspected for damage, and the team is reports they are confident the weapon will be returned to service quickly.

Type: **LGN-2X1 Legionnaire MUSE FIRE**
Technology Base: Mixed (Experimental)
Tonnage: 50
Battle Value: 2,032

Equipment			**Mass**
Internal Structure:	Endo Steel		2.5
Engine:	350 XL		15
Walking MP:	7		
Running MP:	11		
Jumping MP:	0		
Heat Sinks:	10 [20]		
Gyro:			4
Cockpit:			3
Armor Factor (Reflective):	152 (C)		9.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	16	20	
Center Torso (rear)		7	
R/L Torso	12	16	
R/L Torso (rear)		6	
R/L Arm	8	14	
R/L Leg	12	22	

Weapons and Ammo	**Location**	**Critical**	**Mass**
ER Medium Laser	RA	1	1
ER Medium Laser	LA	1	1
Rotary AC/5 (C)	RT	8	10
Ammo (RAC) 60	H	3	3



EXPERIMENTAL

ENF-7X ENFORCER III MUSE COMPACT

Field Testing Summation: Custom ENF-6 Hybrid Refit
Producer/Site: Avalon City Yards, New Avalon
Supervising Technician: Major Terren Sepandreau
Project Start Date: 3074
Non-Production Equipment Analysis:

Clan Endo Steel Structure
Clan Extralight Fusion Engine
Clan Ferro-Fibrous Armor
Clan Double Heat Sinks
Binary Laser Cannon

Overview

Project MUSE COMPACT is proof positive that necessity is the mother of invention—as well as the answer to the problems and delays inherent to the bureaucratic process. During the Blakists' long and unsuccessful campaign for the control of New Avalon, the need for replacement equipment was never more evident. The commander of Avalon City's garrison, Major General Kimberly Severin, brought together a group of AFFS techs and Achernar BattleMechs engineers over the remains of a battered *Enforcer* to discuss better ways of returning battlefield salvage to service. In the name of national security and expediency, she also secured for them nearly complete access to any equipment and personnel they needed to carry out their mandate. The ensuing slew of wild ideas led to the basis for a much-upgraded *Enforcer*, as well as the official formation of Project MUSE COMPACT.

By marrying the ubiquitous and battle-proven *Enforcer*'s systems with advanced components built to Clan specifications, the project working group created a hardy and capable test bed upon which they could experiment with a number of different concepts. After more than a dozen options, the group ultimately settled upon a configuration that mounts a pair of hard-hitting binary laser cannon. Further, Major General Severin directed them to give the 'Mech the maximum jumping capacity possible—a task that stymied their efforts for months while they worked to both free the mass and physical space needed to mount improved jump jets.

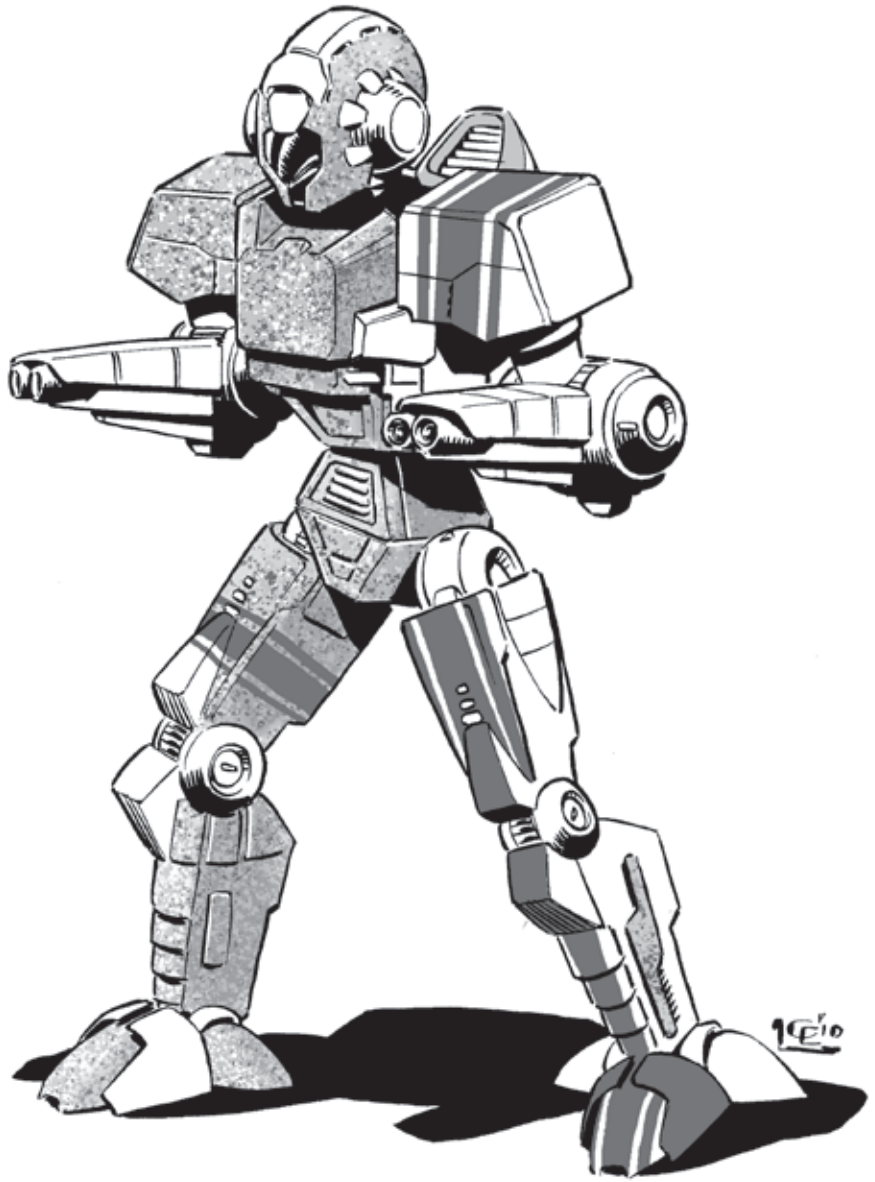
Under Major General Severin's direction, the group modified eleven *Enforcer*s to the ENF-7X standard, all of which saw some action against the Blakists; of the seven surviving models, four are fully operational, while three more require significant repair before returning to service. Based on the success of the ENF-7X, Project MUSE COMPACT was transferred to the Department of Military Communications and Research; the group now works directly with the AFFS, Achernar BattleMechs and other suppliers to develop a production model.

Given the current state of Achernar's factories and the loss of so many R&D facilities, there seems little chance that this 'Mech will see standard production unless contracted out to a Clan for construction. Nevertheless, the lessons learned have already proved valuable and have help set new standards for conducting major field refits and overhauls.

Type: **ENF-7X Enforcer MUSE COMPACT**
Technology Base: Mixed (Experimental)
Tonnage: 50
Battle Value: 1,670

Equipment			**Mass**
Internal Structure:	Endo Steel (C)		2.5
Engine:	250 XL (C)		6.5
Walking MP:	5		
Running MP:	8		
Jumping MP:	8		
Heat Sinks:	12 [24] (C)		2
Gyro (XL):			1.5
Cockpit:			3
Armor Factor (Ferro):	163 (C)		8.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	16	25	
Center Torso (rear)		7	
R/L Torso	12	19	
R/L Torso (rear)		5	
R/L Arm	8	16	
R/L Leg	12	21	

Weapons and Ammo	**Location**	**Critical**	**Mass**
Binary Laser Cannon	RA	4	9
Binary Laser Cannon	LA	4	9
Improved Jump Jets	RT	8	4
Improved Jump Jets	LT	8	4



EXPERIMENTAL

RFL-X3 RIFLEMAN MUSE WIND

Field Testing Summation: Custom RFL-8D Hybrid Refit
Producer/Site: GM Test Line 09, El Dorado
Supervising Technician: Colonel Nigel Griffin
Project Start Date: 3076
Non-Production Equipment Analysis:
Clan Ferro Fibrous Armor
Clan Hyper-Assault Gauss 20
Clan Medium Pulse Lasers

Overview

In addition to the rotary autocannons acquired for Project MUSE FIRE, the Diamond Sharks also made their Hyper Assault Gauss rifles (HAGs) available for purchase. With superior range and firepower to the rotary autocannon (RAC)—albeit at a significant increase in mass—the weapon's anti-air capabilities intrigued AFFS engineers and commanders alike. The AFFS purchased several of each class of weapon, designating Project MUSE WIND to evaluate their potential.

Directed by Colonel Nigel Griffin, the design team selected as a testbed the *Rifleman*, a 'Mech whose anti-air capabilities Griffin had long sought to increase—through use of various Clan-spec weapons. However, even the powerful Clan ER PPCs did little to improve the 'Mech's airspace denial abilities; pilots reported exceedingly poor heat management and continued to have difficulty in targeting fighters on ground support missions.

With the acquisition of the HAGs, Griffin's quest took a dramatic turn. Initially, his team mounted one of the largest HAGs in each arm. In the end, however, that configuration harkened back to the *Rifleman* of fifty years ago—paper-thin armor, insufficient ammunition stores, and poor heat management. They quickly scrapped that configuration and tried again with a pair of the medium HAGs, but that provided little better of a design, with only slight improvements in each area.

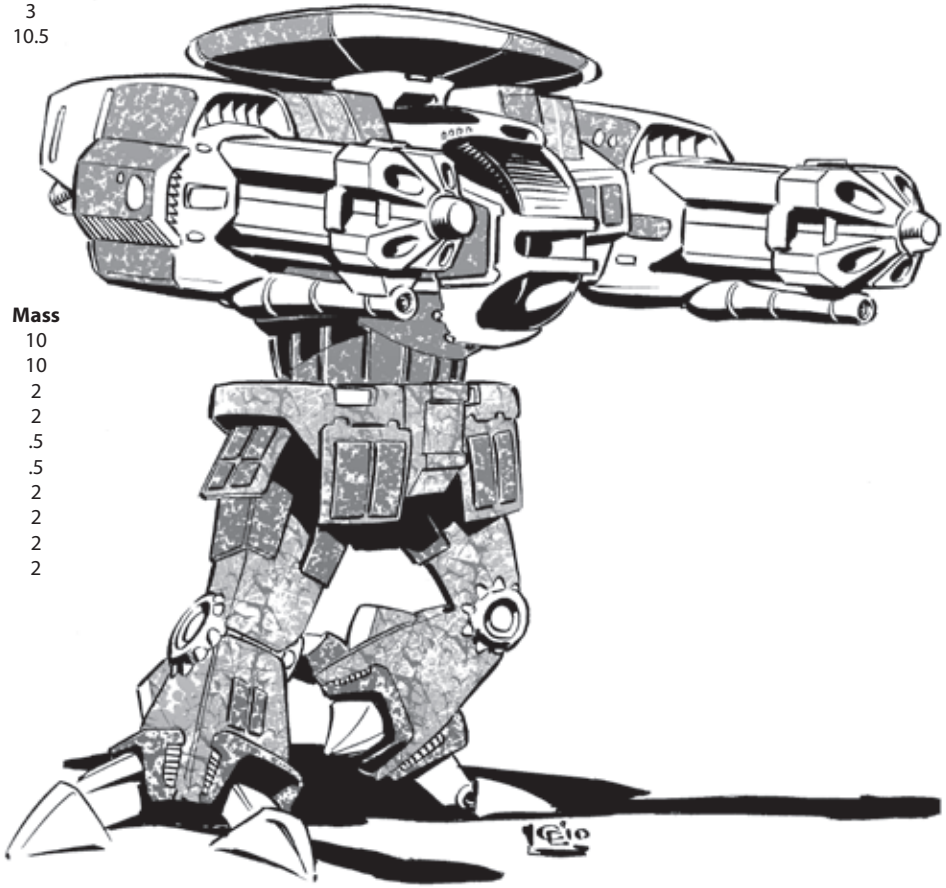
Griffin may have achieved a viable configuration with two of the lightest HAGs. While on average the weapon's damage potential is slightly lower than the RAC's, it shows a significant range increase; as a result the *Rifleman* X3's zone of control in both anti-air and anti-'Mech modes is much greater than nearly any other model. Griffin's team also replaced the Inner Sphere standard ER medium lasers with Clan medium pulse lasers, further increasing the 'Mech's punch. Protecting these valuable weapons is ten and one-half tons of Clan ferro-fibrous armor—the maximum armor currently possible on a chassis this size. The team also made drastic changes in the 'Mech's structure, removing the endo steel frame of the production -8D, but utilizing an extralight model in place of the standard gyroscope. They also installed CASE in each torso, better protecting the 'Mech against total destruction should either HAG suffer catastrophic damage.

Three prototypes are currently undergoing trials, reports from which have been very promising. The *Rifleman*-X3's improved threat radius seems to better discourage incoming aerospace fighter ground-attack runs, with deadly results for those that try to push through.

Type: **RFL-X3 Rifleman MUSE WIND**
Technology Base: Mixed (Experimental)
Tonnage: 60
Battle Value: 2,012

Equipment			**Mass**
Internal Structure:			6
Engine:	240 XL		6
Walking MP:	4		
Running MP:	6		
Jumping MP:	4		
Heat Sinks:	10 [20]		0
Gyro (XL):			1.5
Cockpit:			3
Armor Factor (Ferro):	201 (C)		10.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	20	31	
Center Torso (rear)		9	
R/L Torso	14	22	
R/L Torso (rear)		6	
R/L Arm	10	20	
R/L Leg	14	28	

Weapons and Ammo	**Location**	**Critical**	**Mass**
HAG/20 (C)	RA	6	10
HAG/20 (C)	LA	6	10
Ammo (HAG) 12	LT	2	2
Ammo (HAG) 12	RT	2	2
CASE	RT	1	.5
CASE	LT	1	.5
Medium Pulse Laser (C)	RA	1	2
Medium Pulse Laser (C)	LA	1	2
Jump Jets	RL	2	2
Jump Jets	LL	2	2



EXPERIMENTAL

DVS-X10 DEVASTATOR MUSE EARTH

Field Testing Summation: Custom DVS-2 Hybrid Refit
Producer/Site: Corean Enterprises Test Annex, Novaya Zemlya
Supervising Technician: Dr. Ned Morgan
Project Start Date: 3075
Non-Production Equipment Analysis:

Endo Composite Structure
Armored Components (Gyro, Supercharger, Shoulders, Hips)
XXL Engine
Supercharger
PPC Capacitor
Reactive Armor

Overview

Project MUSE EARTH (initially authorized in 3056 as Project CAPTION DEVOUT) started very slowly, and has now gone through numerous incarnations. For more than two decades now, AFFS engineers have been tasked with researching innovations or improvements in the *Devastator* platform. With a 'Mech designed by General Kerensky himself, this proved to be a daunting task. Multiple designs were submitted and rejected over the years as various teams focused on a new weapons package or improved defenses. Most recently, they tried everything from hyper velocity autocannons to specialty Gauss rifles and PPCs, but none resulted in a marked improvement upon the base design. The *Devastator* is simply a *good* 'Mech.

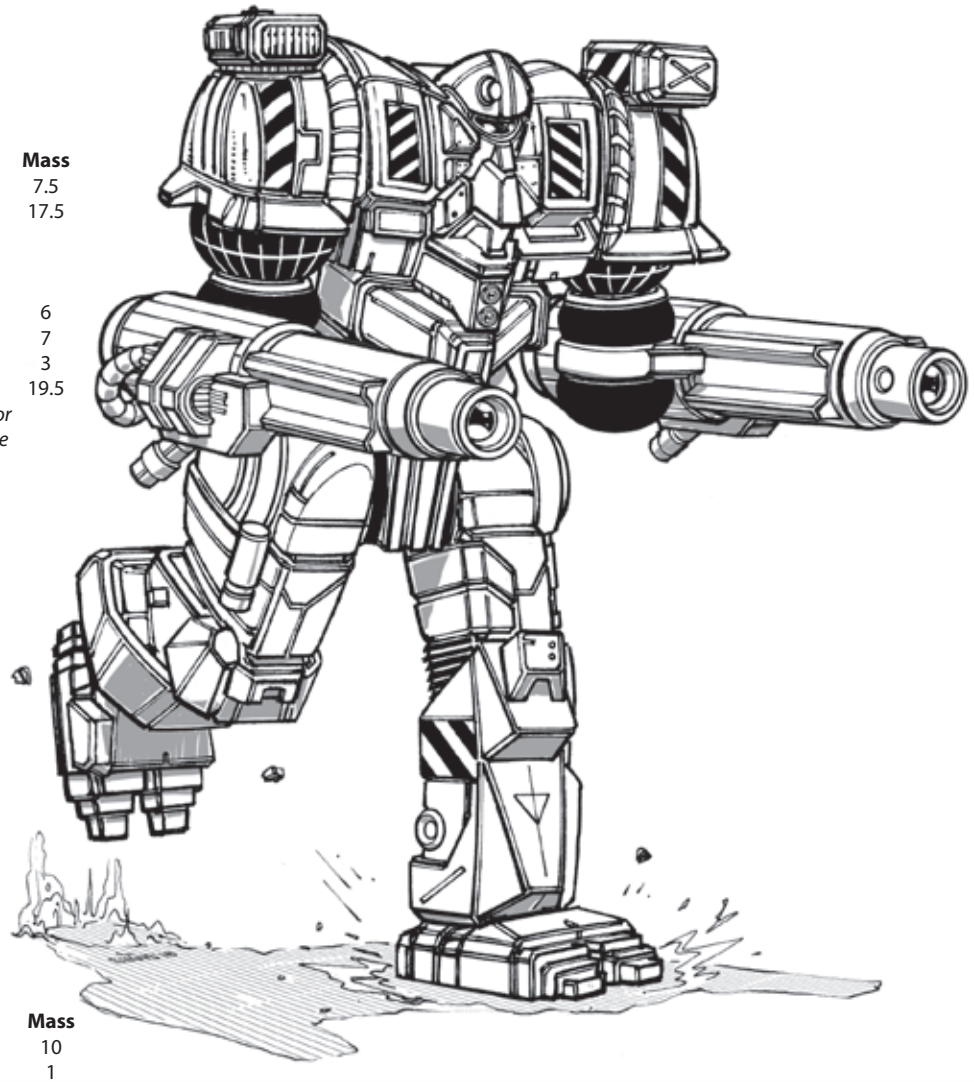
The breakthrough came when a research assistant named John Heidl quipped, "what if we put the biggest engine possible in there and slapped a supercharger on it?" With nowhere else to go, project engineers took the comment to heart and rebuilt the 'Mech entirely from the ground up. Starting with a cutting-edge endo-composite structure and a MASC musculature, they installed a massive 400 XXL engine with an experimental supercharger, resulting in a positively surprising speed boost.

Dr. Ned Morgan, project director, settled upon a weapons loadout consisting of a heavy PPC and accompanying experimental capacitor in each arm, and two new torso-mounted medium variable speed pulse lasers (pilots will have to be judicious as excess heat buildup is a very real concern if all weapons are fired at once). A full ton of additional armor over the DVS-2 is mounted, and protection is further increased through the use of reactive armor produced by Gruber Armor Works. Even with this increased protection, the design team protected most of the motive system's major components with additional armoring to ensure the -X10 would be able to leave the battlefield under its own power.

By all accounts this *Devastator*'s first combat test run was quite thrilling. After a brief warm up, test pilot Kate Repinski engaged both the MASC and the supercharger at once; moving directly at a target the *Devastator* topped out at over 100kph. Unfortunately, her shots barely hit the target at that speed. Dr. Morgan was heard to say out loud at the test, "I wonder if 'Mechs that size were meant to move that fast?" The budget for MUSE EARTH has been expanded enough that two additional chassis can be assembled for further testing.

Type: **DVS-X10 Devastator MUSE EARTH**
Technology Base: Inner Sphere (Experimental)
Tonnage: 100
Battle Value: 3,344

Equipment			**Mass**
Internal Structure:	Endo Composite		7.5
Engine:	400 XXL		17.5
Walking MP:	4		
Running MP:	6 [10]		
Jumping MP:	0		
Heat Sinks:	16 [32]		6
Gyro (Compact):	(Armored)		7
Cockpit:			3
Armor Factor (Reactive):	307		19.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	31	50	
Center Torso (rear)		12	
R/L Torso	21	32	
R/L Torso (rear)		10	
R/L Arm	17	34	
R/L Leg	21	42	



Weapons and Ammo	**Location**	**Critical**	**Mass**
Heavy PPC	RA	4	10
PPC Capacitor	RA	1	1
Heavy PPC	LA	4	10
PPC Capacitor	LA	1	1
Supercharger	RT	1	2
MASC	LT	5	5
2 Medium VSP Laser	CT	4	8

Note: Armored Shoulder Actuators, Hip Actuators, and Supercharger (2.5 tons)

EXPERIMENTAL

PDG-1X PENDRAGON MUSE RED

Field Testing Summation: Custom TLR1-0 Hybrid Chassis
Producer/Site: GM, New Valencia
Supervising Technician: Dr. Selana Tarq
Project Start Date: 3072
Non-Production Equipment Analysis:
Composite Structure
Clan Ferro-Fibrous Armor
Clan XL Fusion Engine
Clan Double Heat Sinks
Clan ER Medium Lasers
CASE II
Extended Long Range Missile 20 Racks
PPC Capacitor

Overview

Operating under AFFS authorization as Operation MUSE RED, a team of engineers have been designing and prototyping the next generation Federated Suns fire support BattleMech. Based loosely upon the *Templar* OmniMech, MUSE RED—tentatively code-named *Pendragon*—utilizes a standard extralight fusion engine, an experimental composite frame and Clan-tech heat sinks and ferro-fibrous armor, all married to off-the-shelf subsystems, to form the 'Mech's basis.

Primary striking power is supplied by a pair of prototype Holly twenty-tube extended long-range missile launchers. An off-the-shelf Johnston High Speed ER PPC provides for a powerful deterrent to advancing opponents, especially after coupling an experimental PPC capacitor; any attempt to close within the missile launchers' minimum ranges will face a trio of devastating Clan-spec ER medium lasers, custom manufactured within Department of Military Communications and Research laboratories.

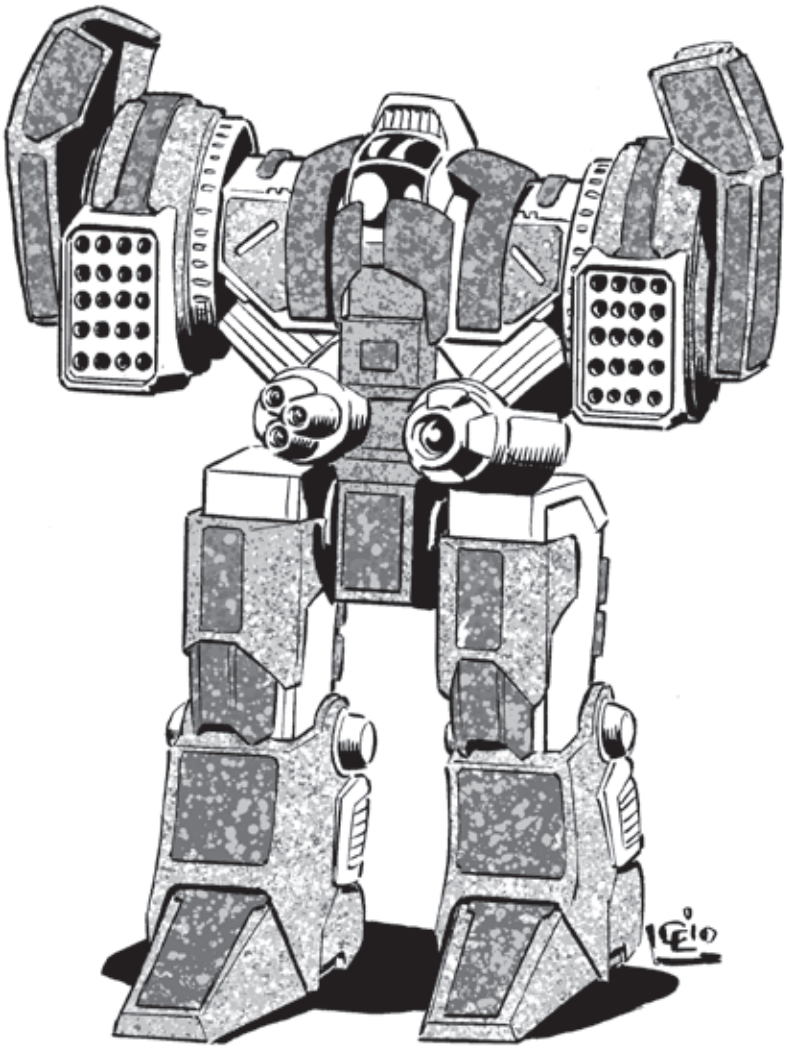
Simulations and initial trials proved the MUSE RED 'Mech was highly susceptible to penetrating attacks, which prompted the use of Clan-tech armor. Additionally, designers added CASE II to better protect the offensive systems and especially the eight full tons of ammunition in the *Pendragon*'s side torsos. Though these features only mitigate the potentially critical damage an enemy unit can nevertheless inflict at close ranges, the designers are confident the 'Mech's extreme stand-off capabilities—enhanced dramatically when the *Pendragon* operates as a part of a C^3 network (via its head-mounted C^3 slave module)—will provide all the defense necessary under typical battlefield conditions.

A total of six MUSE RED prototypes were constructed for extended demonstration/evaluation trials; only three prototypes are currently operational; the three others were damaged in accidents, including one completely destroyed by a catastrophic failure of an incorrectly installed CASE II system. The MUSE RED shows potential, but is still far from operational. Two of the prototypes are experiencing an ongoing series of problems within their electrical and mechanical subsystems, while all of the prototypes exhibit apparent software glitches within their targeting and tracking systems. The chassis for a second group of four MUSE RED prototypes are currently being assembled with the intent of determining the viability for production; these additional prototype chassis may then be available for additional engineering tests or other purposes as directed by the High Command.

Type: **PDG-1X Pendragon MUSE RED**
Technology Base: Mixed (Experimental)
Tonnage: 95
Battle Value: 2,296

Equipment			**Mass**
Internal Structure:	Composite		5
Engine:	285 XL		8.5
Walking MP:	3		
Running MP:	5		
Jumping MP:	0		
Heat Sinks:	13 [26] (C)		3
Gyro:			3
Cockpit:			3
Armor Factor (Ferro):	278 (C)		14.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	30	45	
Center Torso (rear)		10	
R/L Torso	20	30	
R/L Torso (rear)		10	
R/L Arm	16	32	
R/L Leg	20	35	

Weapons and Ammo	**Location**	**Critical**	**Mass**
ELRM 20	RA	8	18
ELRM 20	LA	8	18
3 ER Medium Lasers (C)	RT	3	3
Ammo (ELRM) 16	RT	4	4
CASE II	RT	1	1
ER PPC	LT	3	7
PPC Capacitor	LT	1	1
Ammo (ERLM) 16	LT	4	4
CASE II	LT	1	1
C^3 Slave	H	1	1



EXPERIMENTAL

CAVALRY CADENCE RAIN

Field Testing Summation: Custom Cavalry Hybrid Refit
Producer/Site: Cal-Boeing, Belladonna
Supervising Technician: Major Jean Paul Quenano
Project Start Date: 3075
Non-Production Equipment Analysis:
Vehicular Stealth Armor
VTOL Jet Booster

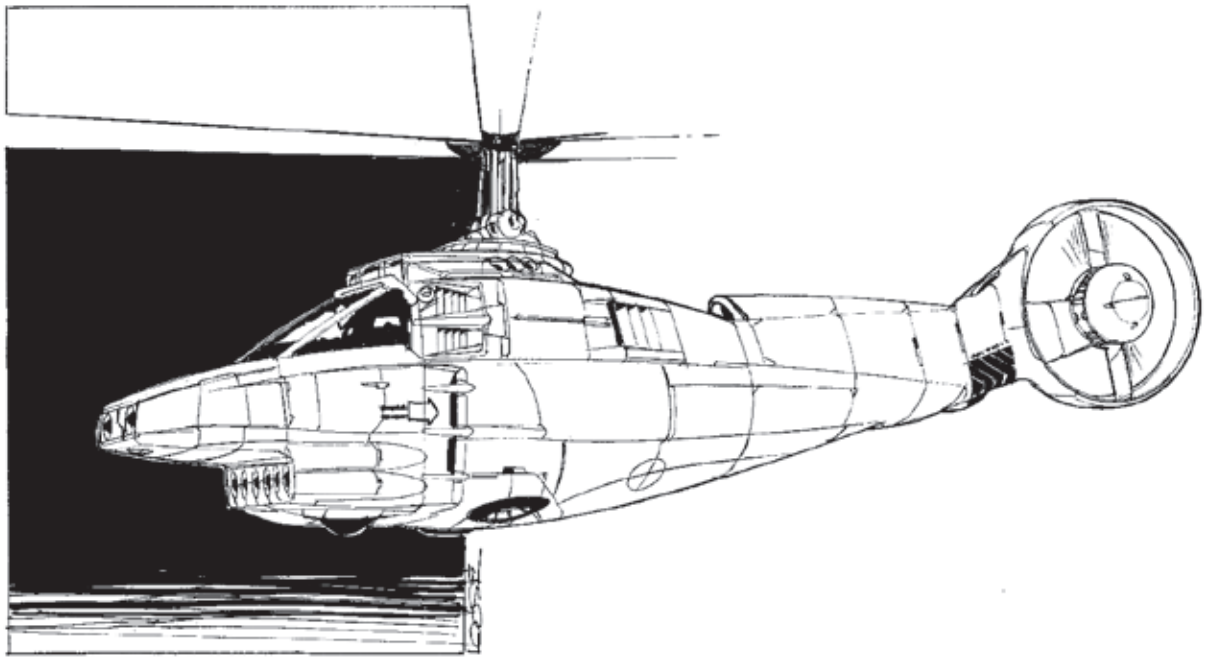
Overview

The Capellans developed Stealth Armor for 'Mechs some time ago, but it has only been in the past few years that the same system has been adapted for vehicles—first with the Word of Blake Bolla tank, and more recently in the Kell Hounds' experimental Warrior helicopter <*see attached Document* XTRO:Mercs>. With this information in hand, several companies have begun the process of developing stealth armor specifically for vehicular use.

The Cavalry attack helicopter has been the AFFS' premiere battle armor delivery VTOL for some fifteen years. With an impressive top speed and rugged airframe, it has hot dropped thousands of battle-armored soldiers into combat. Project CADENCE RAIN is tasked with producing a Cavalry that can deliver the new C3-equipped Infiltrator II suits closer to enemy HQ and support elements than any previous.

Designers began by removing all armor and weaponry from the airframe, keeping only the infantry bay and power plant. Next, they installed a prototype jet booster system, able to provide a temporary 33-percent increase in speed. A Guardian ECM suite, linked to the new prototype vehicular stealth armor, was then installed. All of this work has radically changed the look of the aircraft, giving it long, bulky and angled lines, much like the WoB stealth tank. (Project engineers are baffled at the Kell Hounds' ability to wrap the Warrior in this armor and still maintain sleek aerodynamic lines; current intelligence suggests the Kell Hounds received technical assistance from the Wolves in Exile in designing and manufacturing this helicopter.) Finally, three MagShot Gauss rifles, ideal for clearing drop-zones and engaging lightly armored targets, were mounted.

The subcontractor, Kimble Metals, is currently able to produce only enough vehicular stealth armor for one airframe at this time, but test results to date have been very promising. Even under ideal laboratory conditions, the craft is difficult to detect, and in actual battlefield conditions elite test pilots have trouble targeting it at ranges over 300 meters. Based on projected stealth armor manufacturing rates, a total of four of these aircraft will be operational within a month; infantry test drops will begin at that time.



Type: **Cavalry CADENCE RAIN**
Technology Base: Inner Sphere (Experimental)
Movement Type: VTOL
Tonnage: 25
Battle Value: 568

Equipment		Mass
Internal Structure:		2.5
Engine:	110	5.5
Type:	Fusion	
Cruising MP:	10	
Flank MP:	15 [20]	
Heat Sinks:	10	0
Control Equipment:		1.5
Lift Equipment:		2.5
Armor Factor (Vehicular Stealth):	64	4
	Armor Value	
Front	23	
R/L Side	15/15	
Rear	9	
Rotor	2	

Weapons and Ammo	Location	Mass
3 MagShot Gauss Rifles	Front	1.5
Ammo (Magshot) 50	Body	1
Guardian ECM	Body	1.5
Infantry Bay	Body	4
VTOL Jet Booster	Body	1

EXPERIMENTAL

FULCRUM X

Field Testing Summation: Custom Fulcrum Hybrid Refit
Producer/Site: Gerard Barracks, New Syrtis
Supervising Technician: Soong Garmen
Project Start Date: 3075
Non-Production Equipment Analysis:
Armored Motive System
Reactive Armor
Supercharger
Angel ECM Suite
Clan Medium Pulse Lasers

Overview

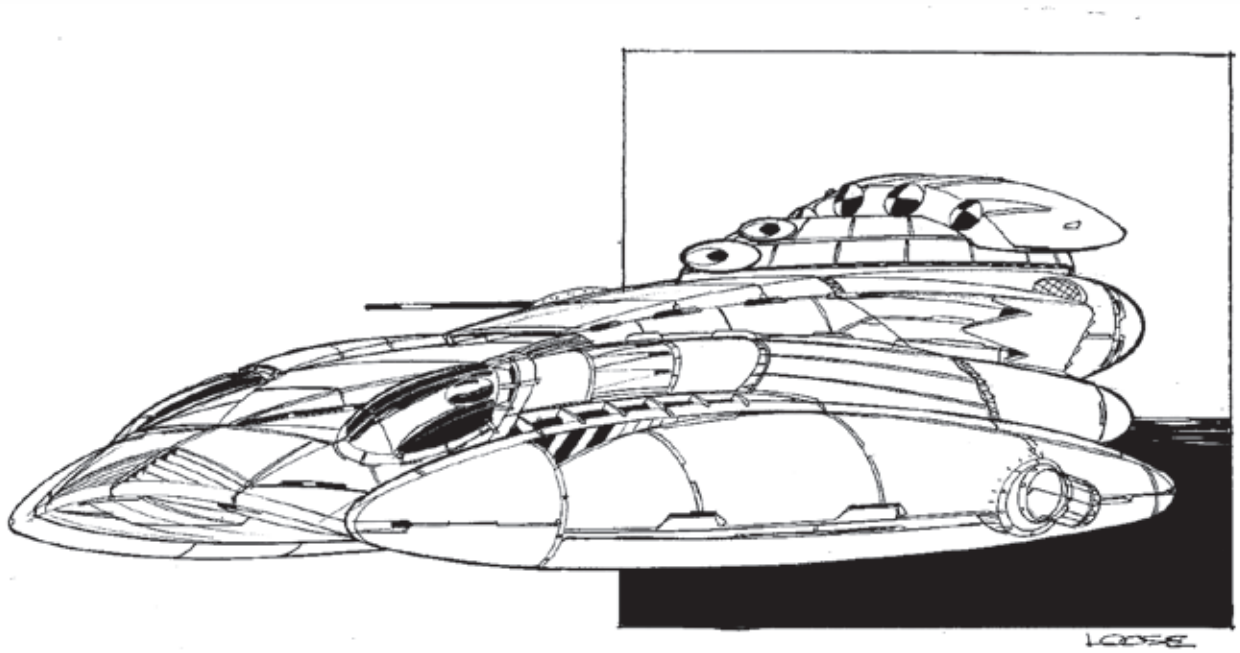
Drawing from the lessons learned on the battlefields of New Syrtis and the rest of the Capellan March, Johnston Industries assigned its R&D division to develop a new prototype variant of the popular Fulcrum hovertank. Given the mandate to produce a competitive and survivable tank—despite utilizing the most inherently fragile motive system in common use—the designers incorporated both new technologies as well as existing technologies in unique ways to achieve their goal. First and foremost, they installed heavy skirt protection and armored the Fulcrum's hover drives. Though this reduced both the mass and space available for weapons and other equipment to some half of that available on the stock Fulcrum, it significantly increased survivability: Johnston Industries claims this has reduced the change for catastrophic damage to the hover drives by some thirty percent.

This new Fulcrum possesses several other unique features designed to make the tank more survivable. Working from the principle that speed is life, the designers added an engine supercharger, allowing brief bursts of speed in excess of 215 kph. Johnston Industries also incorporated reactive armor into the design, further immunizing the Fulcrum from heavy weapons fire. With all of these improvements, the company claims that this new prototype is 50 percent more survivable than its predecessor

Two turret-mounted Clan-tech medium pulse lasers comprise this Fulcrum's main hitting power (there is a question as to whether these will be production standards—and if so, what the source will be—or if they are included solely on prototype models to help boost orders). A pair of MagShot Gauss rifles provides an extra measure of anti-personnel and light anti-armor force. A prototype Angel ECM suite is perhaps the Fulcrum's most intriguing feature, placing an additional layer of defense upon both itself and its battlefield compatriots.

Johnston Industries wholly financed this project (constructing it within AFFS repair facilities on New Syrtis), hoping to make it attractive to a rebuilding AFFS tank corps. Its speed and innovative armor systems create as well protected a hover tank as possible. Its weapon systems, coupled with its electronics, imply using this tank in "backstabber" and disruption roles; however its cost, combined with its relative fragility, do not yet guarantee Johnston a contract.

Some eight to ten advanced Fulcrums have been produced, with one platoon apparently serving on-loan to Duchess Hasek within the Capellan March.



Type: **Fulcrum X**
Technology Base: Mixed (Experimental)
Movement Type: Hover
Tonnage: 50
Battle Value: 1,686

Equipment		**Mass**
Internal Structure:		5
Engine:	265	10.5
Type:	XL Fusion	
Cruising MP:	10	
Flank MP:	15 (20)	
Heat Sinks:	10	0
Control Equipment:		2.5
Lift Equipment:		5
Power Amplifier:		0
Turret:		.5
Armor Factor (Reactive):	152	9.5
	Armor Value	
Front	40	
R/L Side	27/27	
Rear	20	
Rotor (Turret)	38	

Weapons and Ammo	**Location**	**Mass**
MagShot Gauss Rifle	Front	.5
2 Medium Pulse Lasers (C)	Turret	4
MagShot Gauss Rifle	Turret	.5
Angel ECM Suite	Body	2
Ammo (MagShot) 50	Body	1
Armored Motive System	Body	7.5
Supercharger	Body	1.5

EXPERIMENTAL

CHALLENGER MK. XVC

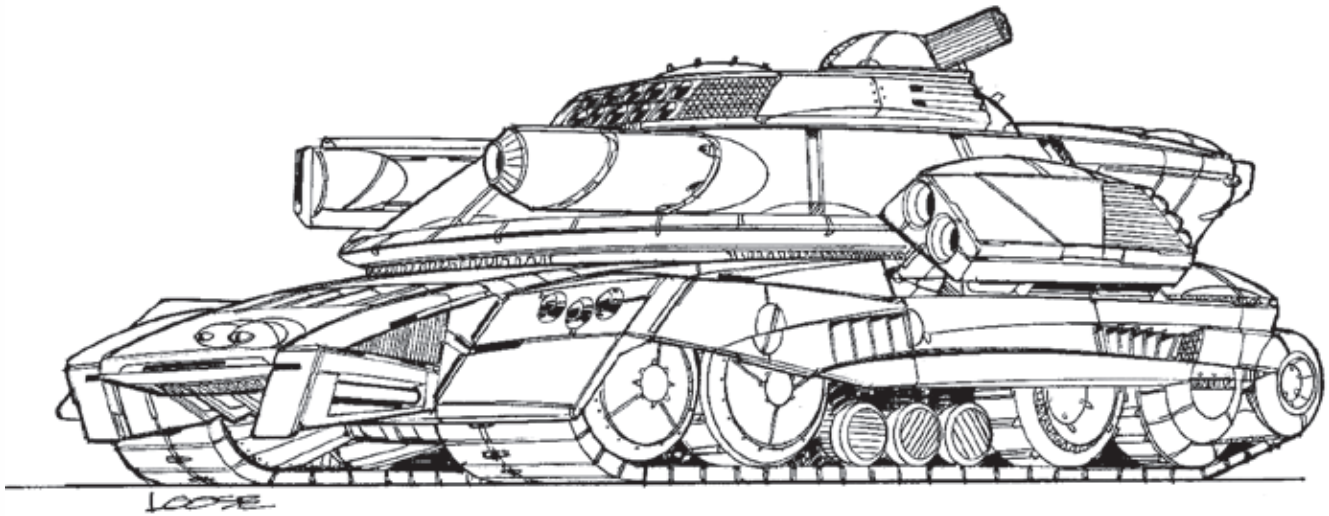
Field Testing Summation: Custom Challenger Hybrid Refit
Producer/Site: GM Test Labs, Salem
Supervising Technician: Major Jymm Sortek
Project Start Date: 3075
Non-Production Equipment Analysis:
Heavy Ferro-Fibrous Armor
XXL Fusion Engine
Sponson Turrets
Silver Bullet Gauss Rifle

Overview

The Challenger Mk. XVc is a unique design concept, overseen by Major Jymm Sortek. A former Davion Heavy Guards company commander, Major Sortek used personal and professional connections to secure authorization to design and build what he (and his tank company survivors) consider the ideal main battle tank. A standard Gauss rifle, fed by two tons of ammunition, remains the tank's main gun, though the LB-X autocannon is replaced with a Silver Bullet Gauss rifle (a weapon manufactured jointly by Federated-Barrett and Johnston Industries). A single Thunderbolt 15 launcher replaces all of the missile systems. Two pairs of MagShot Gauss rifles—mounted in side sponson turrets—take the place of all of the other secondary weapons. However, all of this is possible only through the use of an experimental XXL fusion power plant, consigned to the AFFS on an "extended operational trial" by GM. Overall armor protection is slightly higher than typical through the use of heavy Ferro-Fibrous armor.

Certainly an interesting concept, the Mk. XVc Challenger retains the heavy firepower capacity of its cousin designs, though with some significant drawbacks. While the Silver Bullet Gauss rifle at first seems a logical replacement for the original LB 10-X autocannon, it lacks the flexibility that the LB-X autocannon possesses with the ability to select different ammunition types. On the other hand, the Thunderbolt launcher does provide an undeniably powerful mid-range punch. Likewise, the secondary armament provides a far superior coverage than any previously available, and is equally potent in both anti-armor and anti-infantry roles. Nevertheless, the use of an XXL engine likely makes the Mk. XVc a design currently far too expensive for regular production.

Major Sortek is in command of the 3798th Provisional Test Battalion, in which he oversees a staff of 483. He is authorized to refit of a maximum of eight of these tanks at GM's Salem factory complex; once refit of those tanks is complete, Sortek's Alpha provisional test company will operate the Challengers during a shortened demonstration/evaluation phase.



Type: **Challenger XVc**
Technology Base: Inner Sphere (Experimental)
Movement Type: Tracked
Tonnage: 90
Battle Value: 1,894

Equipment		**Mass**
Internal Structure:		9
Engine:	270	7.5
Type:	XXL Fusion	
Cruising MP:	3	
Flank MP:	5	
Heat Sinks:	10	0
Control Equipment:		4.5
Lift Equipment:		0
Power Amplifier:		0
Main Turret:		3
Sponson Turret:		.5
Armor Factor (Heavy Ferro):	267	13.5
	Armor Value	
Front	57	
R/L Side	57/57	
Rear	39	
Rotor (Turret)	57	

Weapons and Ammo	**Location**	**Mass**
Thunderbolt 15	Front	11
Gauss Rifle	Turret	15
Silver Bullet Gauss Rifle	Turret	15
2 MagShot Gauss Rifles	Left Sponson	1
2 MagShot Gauss Rifles	Right Sponson	1
Ammo (Thunderbolt) 16	Body	4
Ammo (Gauss) 16	Body	2
Ammo (Silver Bullet) 16	Body	2
Ammo (MagShot) 50	Body	1

EXPERIMENTAL

DAR4-XP DAGGER

Field Testing Summation: Custom Dagger Hybrid Refit
Producer/Site: Johnston Auxiliary Field, New Syrtis
Supervising Technician: Leftenant General Jaqueline "Flaq Jaq" Mueller (AFFS, Ret.)
Project Start Date: 3070
Non-Production Equipment Analysis:
XXL Fusion Engine
Binary Laser Cannon

Overview

Johnston Industries has been actively producing and marketing different variants of the *Dagger* OmniFighter since it debuted in 3061. But despite their best efforts, the great majority of *Dagger*s in service fall into one of three standard configurations. Nevertheless, Johnston engineers continued to design upgraded *Dagger*s even as they tweaked the base model to incorporate improvements and fixes based on reports from the field.

One of those upgrades, the DAR4-XP, saw extremely limited use during the Capellan siege on New Syrtis. By upgrading the power plant to the GM 270 XXL, Johnston increased maximum acceleration by some 10 percent without impacting the offensive payload (which, at that time, still consisted of traditional configurations). Unfortunately, using the still-experimental XXL fusion engine in a prototype that had not been through a complete operational testing phase led to a number of problems in combat. In many exercises, the engines did not produce full power, and under certain circumstances would even flame out. Jury-rigged fixes kept the planes flying until the engines could be completely overhauled and the *Dagger*'s control systems reengineered.

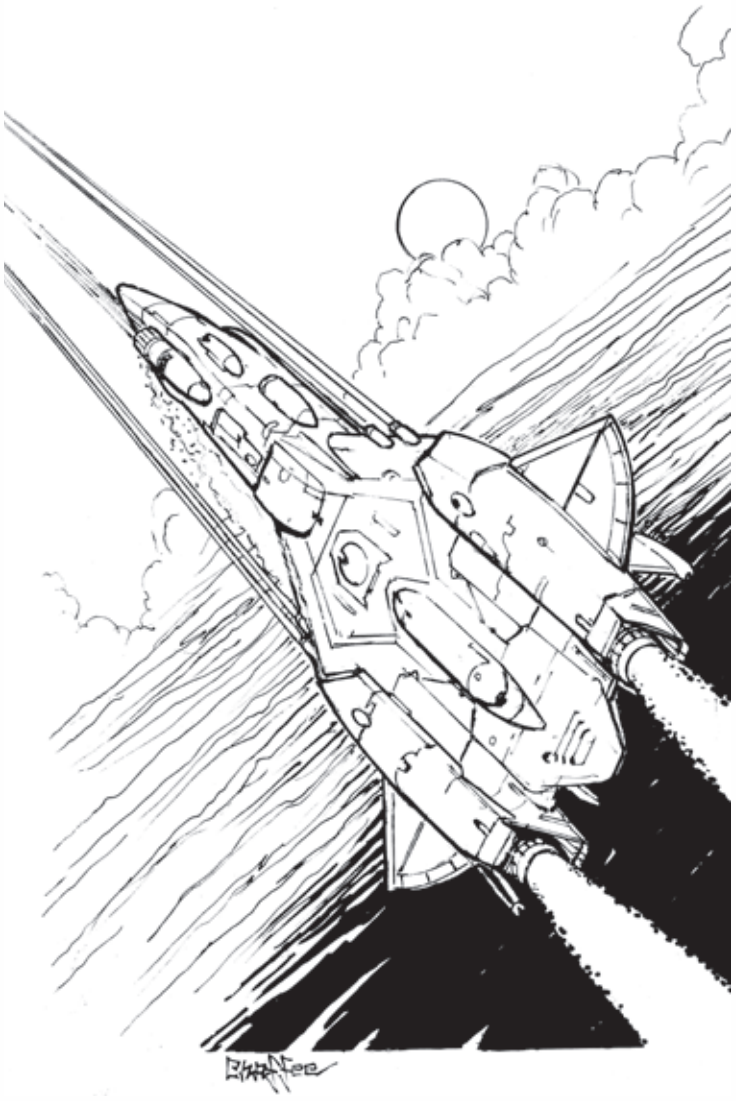
Of the squadron of *Dagger* XPs that participated in the New Syrtis campaign, four survived—attesting to the hardiness of the base design (as well as the skill of Johnston's test pilots). Johnston continued to improve upon the DAR4-XP in the months and years after the siege, ultimately choosing to marry the design with two additional pieces of new (or, depending on perspective, old) technologies—the binary laser cannon, which took position as the *Dagger*'s primary nose-mounted weapon, and the variable-speed pulse laser, with one mounted in each wing. The result was a fighter completely free of dependence upon ammunition, but with a powerful damage profile (albeit with a rather high waste heat curve).

Johnston still has a number of lingering problems to correct with the *Dagger* XP design before it can be accepted for trials by the AFFS, but based on its combat performance on New Syrtis, it does seem to be a promising upgrade of a key (and popular) combat platform. In fact, interest in this upgraded model is high throughout the Federated Suns, thanks to the propagation of combat footage and after-action reports from New Syrtis. Johnston has certainly played into this popularity, and has reconfigured two additional standard *Dagger*s to the –XP standard, bringing its *Dagger* test squadron—which it now features in all press releases and corporate correspondence—up to full strength.

Type: **DAR4-XP Dagger**
Technology Base: Inner Sphere (Experimental)
Tonnage: 45
Battle Value: 1,543

Equipment		**Mass**
Engine:	270 XXL	5
Safe Thrust:	8	
Maximum Thrust:	12	
Structural Integrity:	8	
Heat Sinks:	11 [22]	1
Fuel:	400	5
Cockpit:		3
Armor Factor (Ferro-Aluminum):	251	14
	Armor Value	
Nose	77	
Wings	62/62	
Aft	50	

Weapons and Ammo	**Location**	**Tonnage**	**Heat**	**SRV**	**MRV**	**LRV**	**ERV**
Binary Laser Cannon	Nose	9	16	12	12	—	—
Medium VSP Laser	RW	4	10	9	—	—	—
Medium VSP Laser	LW	4	10	9	—	—	—



EXPERIMENTAL

CORSAIR RIGID NIGHT

Field Testing Summation: Custom Corsair Hybrid Refit
Producer/Site: Wangker Aerospace, Axton
Supervising Technician: Colonel Paul Snell
Project Start Date: 3074
Non-Production Equipment Analysis:
XXL Fusion Engine
Clan Medium Pulse Lasers
Clan Small Pulse Lasers

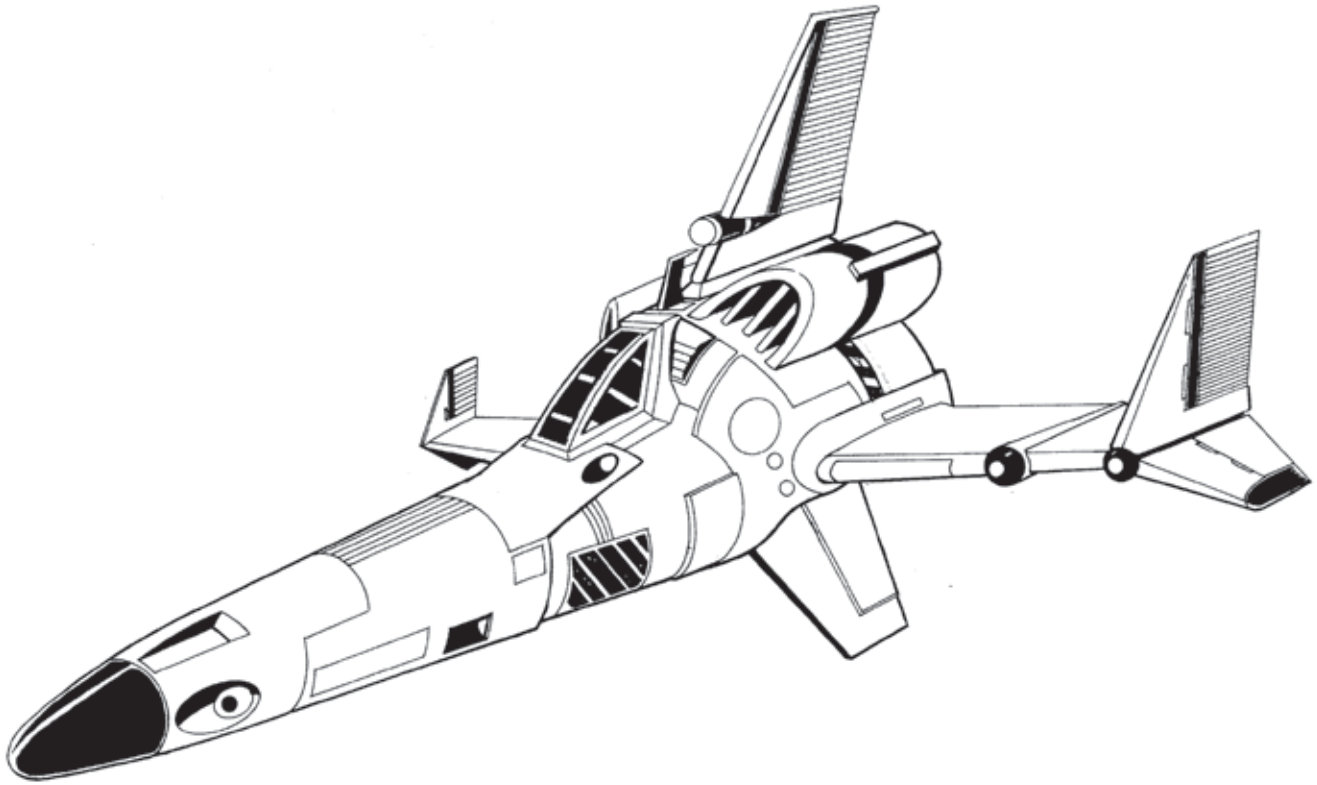
Overview

As part of the AFFS' umbrella of advanced research projects, a small budget was allocated to investigate upgrading the *Corsair* aerospace fighter with Clan equipment. RIGID NIGHT formed with a simple instruction: create a simple design that could move to production with relative ease. Clan-tech weapons for the prototypes were custom-manufactured within R&D labs, though with the Diamond Sharks and other Clans more and more willing to sell their technologies to the Inner Sphere, these weapons are also much more readily available than ever before.

The design team selected a mixture of Clan-design medium and small pulse lasers—the deadliness of both of which is well documented—for the fighter's a weapons package. Both weapons are also very familiar to tech crews throughout the AFFS, many of whom have been servicing and installing them since the Twycross campaign more than twenty five years ago. As an additional design feature, use of these weapons requires no outward changes to the *Corsair*'s airframe; in fact, the only way to tell there are Clan weapons on this model is to open the service bays. For all intents and purposes, the X12 looks exactly like a production V14.

One small deficiency with this package is the loss of hitting power at range; Pilots must now engage at a much closer range than before. With this in mind, the team replaced the old 200 series power plant with a cutting-edge XXL engine, which increased power by over thirty percent. With the mass saved in using this engine, the engineering team was added nearly five tons of armor to the design (though for the sake of simplicity, they continued to use standard armor rather than reengineering the airframe to utilize ferro-aluminum or other armor).

Three fighters are already flying in a preliminary test phase; a fourth was lost in an electrical fire, due to a faulty power coupling that fed the nose-mounted weapon systems. Evaluation reports suggest the craft is a joy to fly, especially with the added thrust available from the new power plant.



Type: **CSR-X12 Corsair**
Technology Base: Mixed (Experimental)
Tonnage: 50
Battle Value: 2,000

Equipment		**Mass**
Engine:	450 XXL	10
Safe Thrust:	9	
Maximum Thrust:	14	
Structural Integrity:	9	
Heat Sinks:	12 [24]	2
Fuel:	400	5
Cockpit:		3
Armor Factor:	288	18
	Armor Value	
Nose	96	
Wings	72/72	
Aft	48	

Weapons and Ammo	**Location**	**Tonnage**	**Heat**	**SRV**	**MRV**	**LRV**	**ERV**
2 Medium Pulse Laser (C)	Nose	4	8	14	14	—	—
2 Small Pulse Laser (C)	Nose	2	4	6	—	—	—
Medium Pulse Laser (C)	RW	2	4	7	7	—	—
Medium Pulse Laser (C)	LW	2	4	7	7	—	—
2 Small Pulse Laser (C)	Aft	2	4	6	—	—	—

EXPERIMENTAL

CONQUISTADOR "BLOCKADE RUNNER"

Field Testing Summation: Custom Conquistador Hybrid Refit
Producer/Site: Dynamico, LTD., Delavan
Supervising Technician: Vice Admiral Namett Vance-Woods
Project Start Date: 3074
Non-Production Equipment Analysis:
PPC Capacitor
Laser AMS

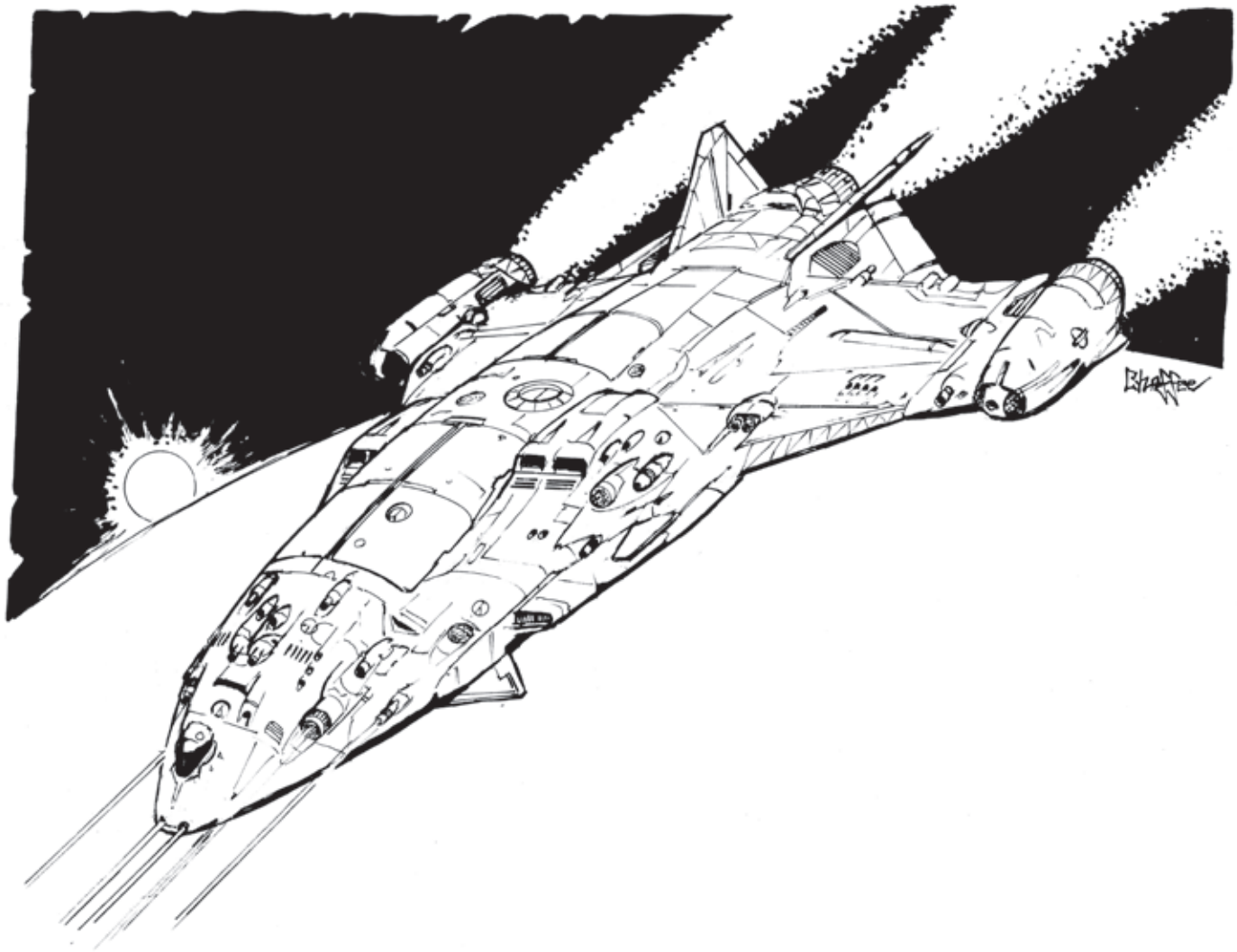
Overview

At the outset of the Jihad, with the WarShip fleet in a shambles, AFFS admirals rushed to somehow fill the void. One answer included refitting many of the military DropShips throughout the nation with additional weapons to turn them into makeshift "pocket WarShips." Unfortunately, this option often met with mixed results, especially when these ships faced the ranged weapons of multiple enemy WarShips. It was clear that dedicated heavy assault ships were required.

The *Conquistador* "Blockade Runner" was one answer that came about after a brilliant covert operation that netted significant Blakist technical data, including complete engineering and manufacturing data on the new sub-capital cannon. While AFFS military suppliers rushed these weapons into production, a squadron of *Conquistador*s was sent to Delavan for major refit. The engines, armor, most of the weaponry, and all of the BattleMech, vehicle and standard infantry berths were stripped from the ship. Internally, six additional aerospace bays were added, for a total of twenty fighters and another four small craft, while the decks once occupied by ground assets now house ten of the Blakists' light sub-capital cannon and their ammunition bays. Supporting those cannon is an arsenal of Gauss rifles, PPCs and missile launchers designed to engage an enemy at the longest ranges possible, backed up by a withering array of laser anti-missile systems for close-in defense.

The most significant change to the *Conquistador* comes in the mounting of two massive prototype Dynamico engines that provide the ship 60 percent more acceleration than before, now providing the *Conquistador* the maneuverability of a fighter in zero-G combat. Heavy ferro-aluminum armor rounds out the improvements, making the ship an even tougher nut to crack.

Only two of these ships are complete, but initial reports are promising. Operating as a team within a naval strike squadron, they have proven quite valuable. As with any other weapon system rushed into service, though, these ships are experiencing many equipment breakdowns and computer glitches. Moreover, because of the rushed nature of these upgrades, no two *Conquistador*s have exactly the same systems installed or the same internal configuration, which will ultimately lead to difficulties in making future repairs and upgrades.



CONQUISTADOR "BLOCKADE RUNNER"

Conquistador "Blockade Runner"-Class Dropship
Tech: Inner Sphere
Introduced: 3064
Mass: 17,400 Tons
Dimensions
Length: 182 meters
Width: 150 meters
Height: 42 meters

Fuel: 500 tons (15,000)
Tons/Burn-day: 1.84
Safe Thrust: 5
Maximum Thrust: 8
Heat Sinks: 329 [658]
Structural Integrity: 30
Battle Value: 31,724

Armor
Fore: 524
Sides: 460
Aft: 350

Cargo:

Bay 1: Fighters (20)	8 Doors
	Small Craft (4)
Bay 2: Battle Armor (20 Squads)	2 Doors
Bay 3: Cargo (660 tons)	2 Doors

Escape Pods: 12
Lifeboats: 12
Crew: 5 officers, 24 enlisted/non-rated

Ammunition: 200 rounds Light Sub-Capital Cannon rounds (100 tons), 480 rounds Gauss Rifle ammunition (60 tons), 480 rounds Light Gauss Rifle ammunition (30 tons), 288 rounds LRM 20 ammunition (48 tons).

Notes: Equipped with 135 tons of Heavy Ferro-Aluminum armor

Weapons:	**Capital Attack Values (Standard)**				
Arc (Heat) Type	**SRV**	**MRV**	**LRV**	**ERV**	**Class**
Nose (162 Heat)					
4 Light Sub-Capital Cannon (80 Ammo)	8	8	8	—	Capital Autocannon
2 Gauss Rifles (64 Ammo)	5(46)	5(46)	5(46)	2(16)	Autocannon
2 Light Gauss Rifles (80 Ammo)					
2 Gauss Rifles (64 Ammo)	5(46)	5(46)	5(46)	2(16)	Autocannon
2 Light Gauss Rifles (80 Ammo)					
2 ER PPCs	3(30)	3(30)	3(30)	—	PPC
2 PPC Capacitors					
4 LRM 20+Artemis (144 Ammo)	6(64)	6(64)	6(64)	—	LRM
6 Laser Anti-Missile Systems	2(18)†	—	—	—	AMS
L/RW (276 Heat)					
3 Light Sub-Capital Cannon (60 Ammo)	6	6	6	—	Capital Autocannon
2 Gauss Rifles (64 Ammo)	5(46)	5(46)	5(46)	2(16)	Autocannon
2 Light Gauss Rifles (80 Ammo)					
2 Gauss Rifles (64 Ammo)	5(46)	5(46)	5(46)	2(16)	Autocannon
2 Light Gauss Rifles (80 Ammo)					
2 ER PPCs	3(30)	3(30)	3(30)	—	PPC
2 PPC Capacitors					
2 LRM 20+Artemis (72 Ammo)	3(32)	3(32)	3(32)	—	LRM
6 Laser Anti-Missile Systems	2(18)†	—	—	—	AMS
L/RW Aft (188 Heat)					
2 Gauss Rifles (32 Ammo)	3(30)	3(30)	3(30)	—	Autocannon
2 ER PPCs	2(20)	2(20)	2(20)	—	PPC
2 Large Pulse Lasers	2(18)	2(18)	—	—	Pulse
6 Laser Anti-Missile Systems	2(18)†	—	—	—	AMS
Aft (77 Heat)					
2 Gauss Rifles (32 Ammo)	3(30)	3(30)	3(30)	—	Autocannon
2 ER PPCs	2(20)	2(20)	2(20)	—	PPC
2 Large Pulse Lasers	2(18)	2(18)	—	—	Pulse
6 Laser Anti-Missile Systems	2(18)†	—	—	—	AMS

†Damage factor only against incoming missiles

EXPERIMENTAL

INFILTRATOR MK. II CORAL INTENT

Field Testing Summation: Custom Infiltrator Mk. II Hybrid Refit
Producer/Site: Achernar BattleMechs, New Avalon
Supervising Technician: Leftenant General Kel Senn
Project Start Date: 3074
Non-Production Equipment Analysis:
Battle Armor C3 System

Overview

Reverse-engineering the Blakist Purifier battlesuits captured during the New Avalon assaults was a high priority to the AFFS. This task proved difficult, but ultimately not impossible for the combined resources of the AFFS Department of Military Communications and Research and Achernar BattleMechs. For this project, Achernar constructed a group of Infiltrator Mk. II suits upon which the experimental mimetic armor could be mounted. Preliminary trials suggested that the standard Mk. II's stealth armor was still a more effective option based on standard AFFS battle armor tactics, and so the concept was abandoned, with the existing suits and mimetic armor shelved. Only the acquisition of several prototype Combine battle armor C^3 systems from undisclosed sources prompted the re-evaluation of the concept.

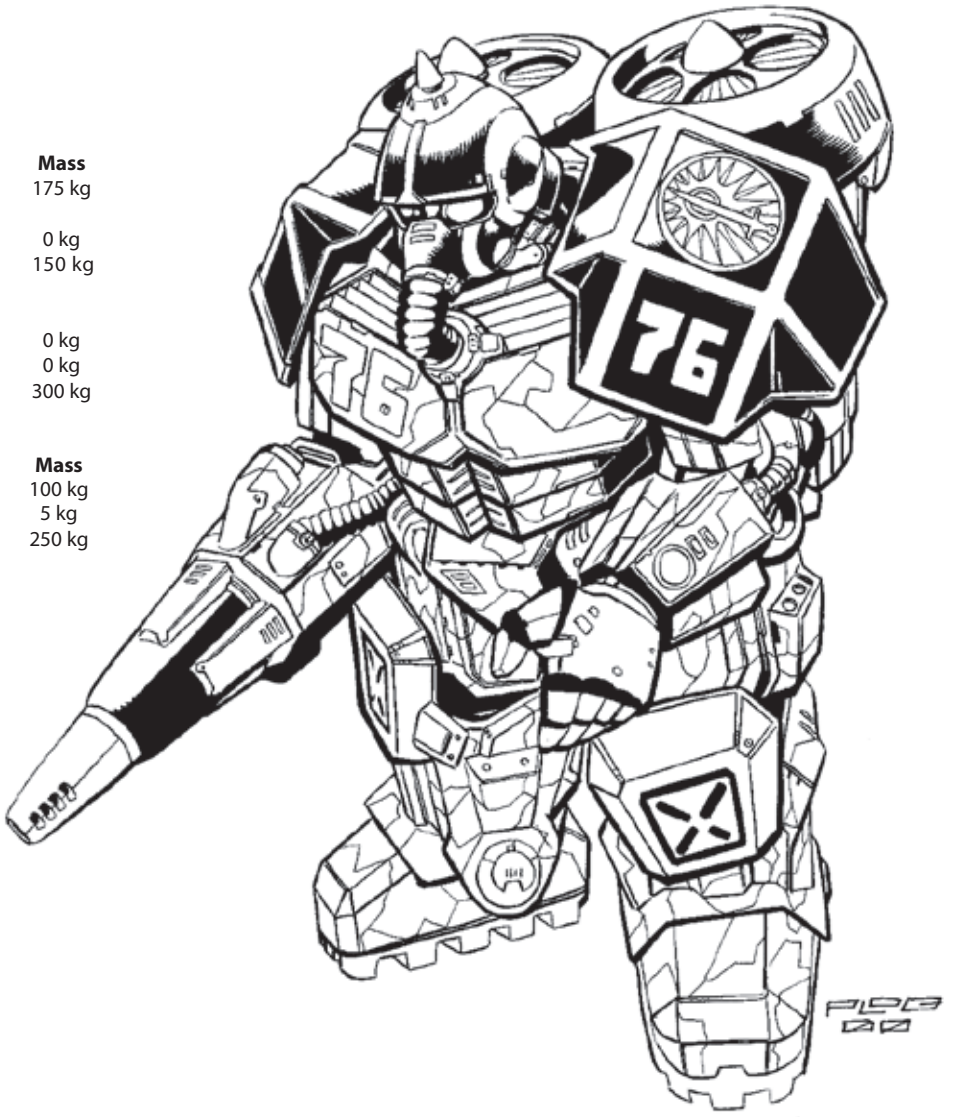
Project CORAL INTENT took charge of the mimetic Infiltrator prototypes, which was an ideal chassis for the battlesuit C^3 system (especially as project engineers could not modify the C^3 to work alongside the standard Mk. II's integral ECM suite). Though the C^3 system is considered this battlesuit's primary "weapon," the AFFS Director of the Regular Army required a ranged weapon of some sort (without sacrificing the current level of armor protection). As the MagShot ultimately proved too massive, a team of Federated-Barrett engineers detached to CORAL INTENT recognized the possibility of tweaking the Thunderstroke II Gauss rifle to match the David light Gauss rifle's performance specifications; the resulting "Thunderstick" even surpasses the David in overall range, though at five times the price (F-B executives indicate that price will decrease rapidly once R&D costs are absorbed by full-scale production).

Moving from the drawing board to operational prototype took more than three years; project engineers continually ran into difficulties both in providing enough processor "power" for all of the battlesuit's systems as well as excessive ambient electromagnetic interference that interfered with multiple subsystems and made the battlesuit far more detectable than desired. Project CORAL INTENT is currently engaged in extended field-testing, with a goal of moving to the Demonstration/Evaluation phase later this year.

Type: Infiltrator Mk. II CORAL INTENT
Technology Base: Inner Sphere (Experimental)
Chassis Type: Humanoid
Weight Class: Medium
Maximum Weight: 1,000 kg
Battle Value: 36
Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/Yes
Notes: None

Equipment		Slots	Mass
Chassis:			175 kg
Motive System:			
Ground MP:		1	0 kg
Jump MP:		3	150 kg
Manipulators:			
Left Arm:	Basic Manipulator		0 kg
Right Arm:	Basic Manipulator		0 kg
Armor:	Mimetic	7	300 kg
Armor Value:	6 + 1 (Trooper)		

Weapons and Equipment	Location	Capacity	Mass
David Light Gauss Rifle (15)	RA	1	100 kg
Anti-Personnel Weapon Mount	LA	1	5 kg
Battle Armor C^3 System	Body	1	250 kg



EXPERIMENTAL

HAUBERK U15

Field Testing Summation: Custom Hauberk Hybrid Refit
Producer/Site: Stevens Barracks, New Avalon
Supervising Technician: Tech Sergeant Tim Balke
Project Start Date: 3076
Non-Production Equipment Analysis:
Clan ECM Suite
Clan ER Small Laser
Clan Micro Pulse Laser
Clan SRM 2

Overview

The development of the Hauberk U15 started in a most abnormal fashion. The days after the Blakists were driven from New Avalon were very chaotic. Even as the immense salvage operation to clear the world of wreckage pushed on, relief supplies and spare parts flooded in. During this rather confusing time a misrouted shipment of salvaged battle armor was sent to a supply and repair depot that also housed some salvaged Clan-tech weaponry.

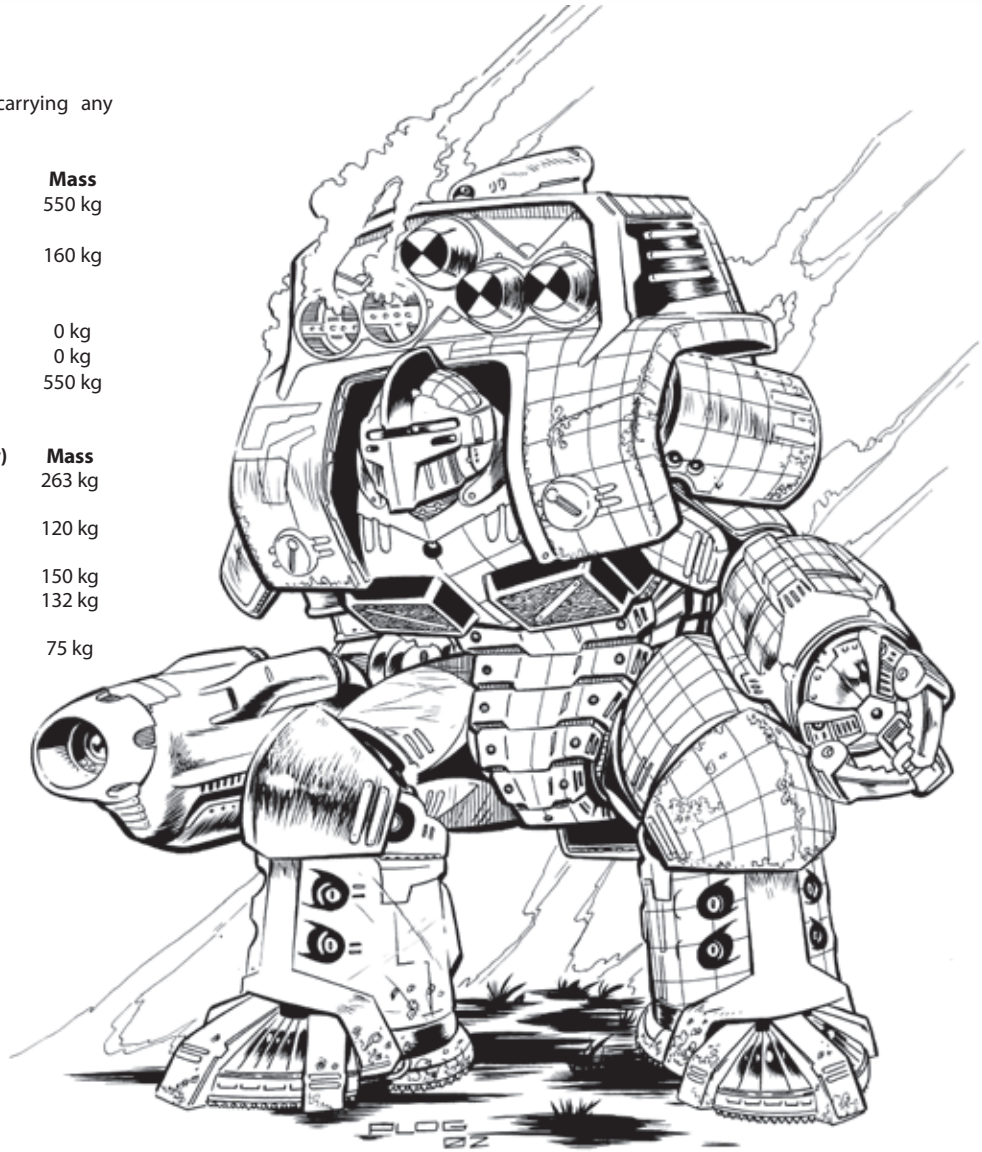
There, Tech Sergeant Timothy Balke categorized the shipment and found a wide range of items. Wreckage of Hauberk and Infiltrator II suits were mixed in and among the hulks of Blakist Purifier and Demon battle armor. After a few weeks, when no one came looking for the salvage, Sergeant Balke started to tinker with it. The detachable weapon packs (DWPs) from the Blakist suits were something he'd never seen before. He took a *Hauberk* frame and mounted a MagShot Gauss rifle in one DWP over the shoulder. Next, he mounted a DWP in each arm, attaching a Clan ER small laser in one arm and a Clan micro pulse laser in the other. Realized he could still mount some additional equipment, he continued to add to the design. He managed to squeeze a Clan SRM 2 pack with 8 missiles and a Clan ECM suite onto the frame. Balke then encased the entire suit in mimetic armor pulled from the Purifier adaptive suits (though he required some engineering support to make the mimetic armor work correctly). On top of all that, he rewrote the suit's firmware to handle the five different combat systems at once.

What he created was quite the urban defense power armor suit—one that can all but disappear from the battlefield—while the weapons provide a wide array of combat options. Balke has since built three additional suits; a battle armor unit stationed nearby has taken them onto an urban training course where, in one exercise, a *Valkryie* pilot caught in a tight spot less than thirty meters from the squad found herself disabled in under ten seconds. The squad has since repeated this tactic in two subsequent tests, calling it the "Balke Method of Superior Combat."

Type: **Hauberk U15**
Technology Base: Mixed (Experimental)
Chassis Type: Humanoid
Weight Class: Assault
Maximum Weight: 2,000
Battle Value: 93
Swarm/Leg Attack/Mechanized/AP: No/No/No/No
Note: May only move at 1 Ground MP while carrying any Detachable Weapon Pack weapons.

Equipment		Slots	Mass
Chassis:			550 kg
Motive System:			
Ground MP:	1 (2)		160 kg
Manipulators:			
Left Arm:	None		0 kg
Right Arm:	None		0 kg
Armor:	Mimetic	7	550 kg
Armor Value:	11+1		

Weapons and Equipment	Location	(Capacity)	Mass
ER Small Laser (C)	LA	1	263 kg
	(Detachable Weapon Pack)		
Micro Pulse Laser (C)	RA	1	120 kg
	(Detachable Weapon Pack)		
SRM2 4 shots (C)	Body	3	150 kg
MagShot	Body	1	132 kg
	(Detachable Weapon Pack)		
ECM Suite (C)	Body	1	75 kg



EXPERIMENTAL

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: LGN-2X1 LEGIONNAIRE MUSE FIRE

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

Tonnage: 50
Tech Base: Mixed Tech (IS) (Experimental) Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Rotary AC/5 (C)	H	1/sht.	5/sht. [DB,RC]	—	7	14	21

BV: 2,032

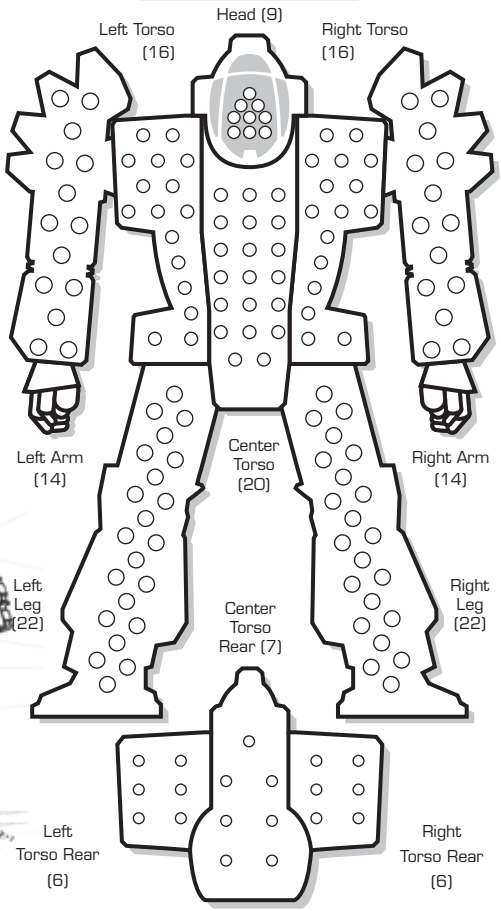
WARRIOR DATA

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
4. Hand Actuator
5. ER Medium Laser
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Laser-Reflective (C)
5. Laser-Reflective (C)
6. Roll Again

4-6

Left Torso

1. Life Support
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Laser-Reflective (C)
4. Laser-Reflective (C)
5. Laser-Reflective (C)
6. Roll Again

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Laser-Reflective (C)

Head

1. Sensors
2. Sensors
3. Ammo (RAC) 20
4. Ammo (RAC) 20
5. Ammo (RAC) 20
6. Laser-Reflective (C)

Center Torso

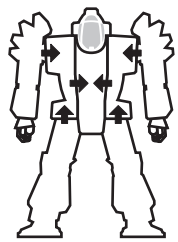
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Cockpit
6. Sensors

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

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

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Laser-Reflective (C)
5. Laser-Reflective (C)
6. Roll Again

4-6

Right Torso

1. Life Support
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Rotary AC/5 (C)
6. Rotary AC/5 (C)

1-3

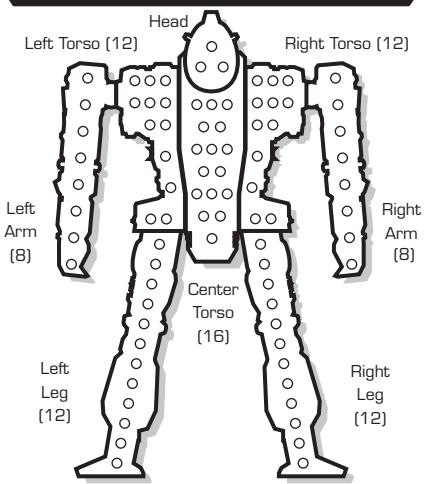
1. Rotary AC/5 (C)
2. Rotary AC/5 (C)
3. Rotary AC/5 (C)
4. Rotary AC/5 (C)
5. Rotary AC/5 (C)
6. Rotary AC/5 (C)

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Laser-Reflective (C)

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects
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 Sinks: 10 (20) Double

O O O O O O O O O O O O O O

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: ENF-7X ENFORCER III MUSE COMPACT

Movement Points:
Walking: 5
Running: 8
Jumping: 8

Tonnage: 50
Tech Base: Mixed Tech (IS) (Experimental) Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Binary Las. Cannon	RA	16	12 [DE]	—	5	10	15
1	Binary Las. Cannon	LA	16	12 [DE]	—	5	10	15

BV: 1,670

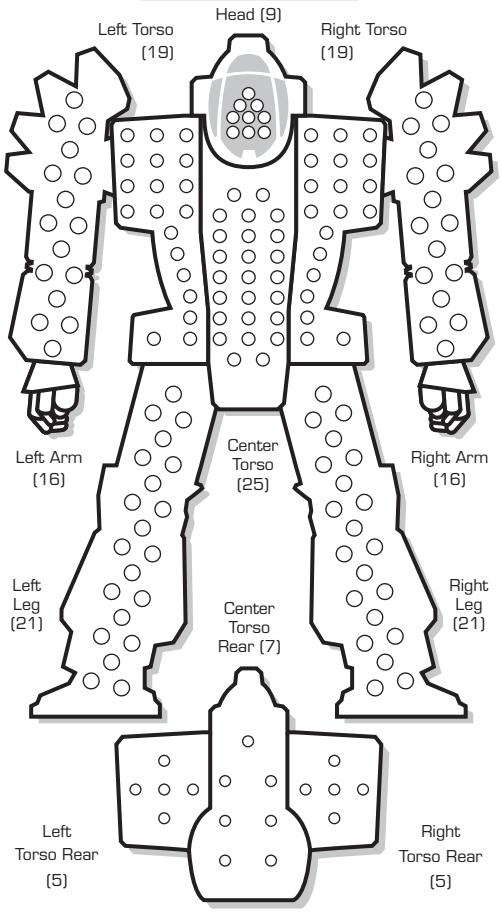
WARRIOR DATA

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
4. Binary Laser Cannon
5. Binary Laser Cannon
6. Binary Laser Cannon

1-3

1. Binary Laser Cannon
2. Endo Steel (C)
3. Endo Steel (C)
4. Ferro-Fibrous (C)
5. Ferro-Fibrous (C)
6. Roll Again

4-6

Left Torso

1. XL Fusion Engine (C)
2. XL Fusion Engine (C)
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

1-3

1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. Endo Steel (C)
6. Ferro-Fibrous (C)

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink (C)
6. Double Heat Sink (C)

Head

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

Center Torso

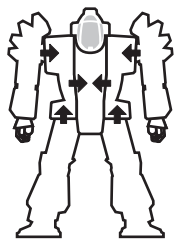
1. XL Fusion Engine (C)
2. XL Fusion Engine (C)
3. XL Fusion Engine (C)
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine (C)
3. XL Fusion Engine (C)
4. XL Fusion Engine (C)
5. Endo Steel (C)
6. Ferro-Fibrous (C)

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Binary Laser Cannon
5. Binary Laser Cannon
6. Binary Laser Cannon

1-3

1. Binary Laser Cannon
2. Endo Steel (C)
3. Endo Steel (C)
4. Ferro-Fibrous (C)
5. Ferro-Fibrous (C)
6. Roll Again

4-6

Right Torso

1. XL Fusion Engine (C)
2. XL Fusion Engine (C)
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

1-3

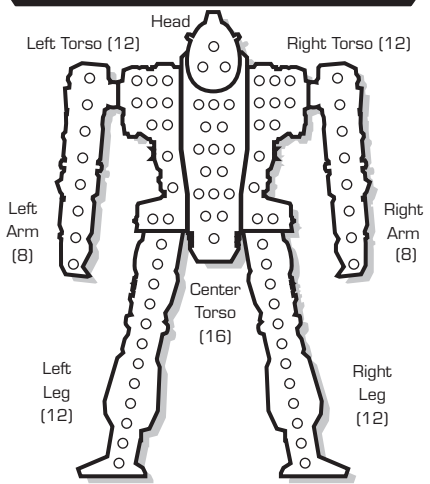
1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. Endo Steel (C)
6. Ferro-Fibrous (C)

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink (C)
6. Double Heat Sink (C)

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: RFL-X3 RIFLEMAN MUSE WIND

Movement Points:
- **Walking:** 4
- **Running:** 6
- **Jumping:** 4

Tonnage: 60

Tech Base: Mixed Tech (IS) (Experimental) Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HAG/20 (C)	RA	4	20 [DB,X,C,F]	2	8	16	24
1	HAG/20 (C)	LA	4	20 [DB,X,C,F]	2	8	16	24
1	Med. Pulse Laser (C)	RA	4	7 [P]	—	4	8	12
1	Med. Pulse Laser (C)	LA	4	7 [P]	—	4	8	12

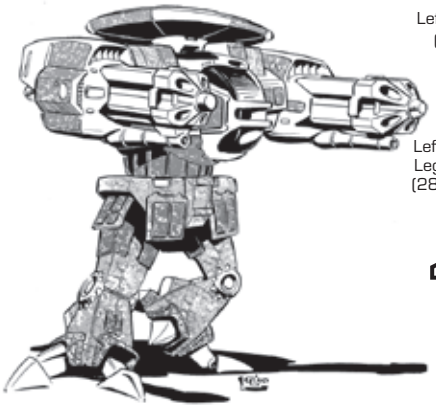
BV: 2,012

WARRIOR DATA

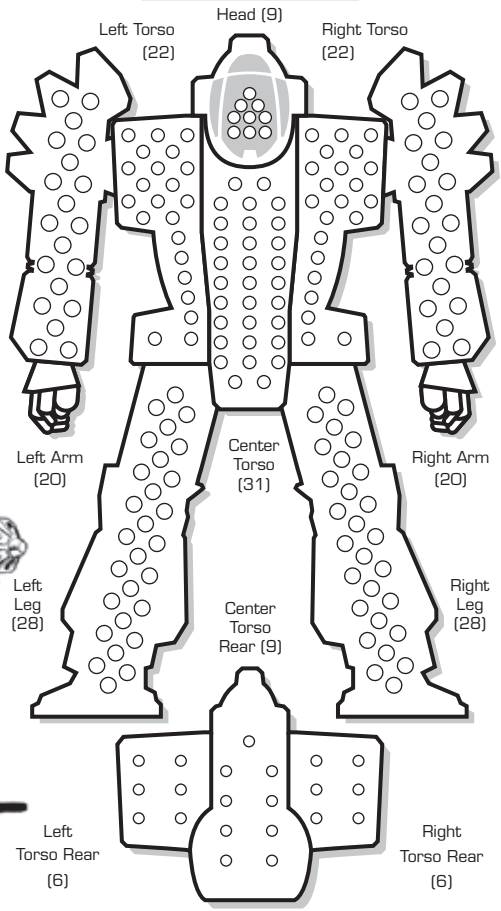
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator

1-3:
3. HAG/20 (C)
4. HAG/20 (C)
5. HAG/20 (C)
6. HAG/20 (C)

4-6:
1. HAG/20 (C)
2. HAG/20 (C)
3. Medium Pulse Laser (C)
4. Ferro-Fibrous (C)
5. Roll Again
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3:
3. XL Fusion Engine
4. Ammo (HAG) 6
5. Ammo (HAG) 6
6. CASE

4-6:
1. Ferro-Fibrous (C)
2. Ferro-Fibrous (C)
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

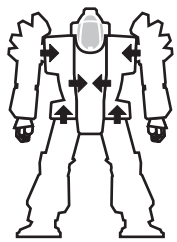
Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous (C)
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine

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

4-6:
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ferro-Fibrous (C)
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator

1-3:
3. HAG/20 (C)
4. HAG/20 (C)
5. HAG/20 (C)
6. HAG/20 (C)

4-6:
1. HAG/20 (C)
2. HAG/20 (C)
3. Medium Pulse Laser (C)
4. Ferro-Fibrous (C)
5. Roll Again
6. Roll Again

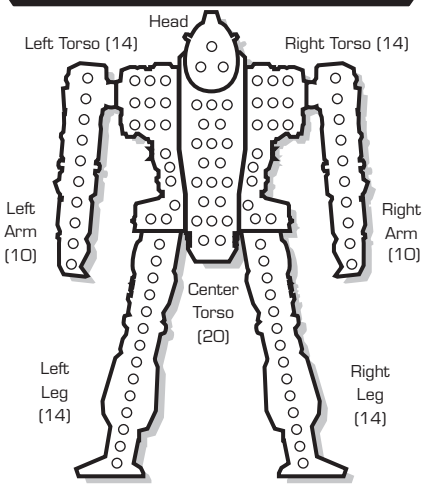
Right Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3:
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6:
1. Ammo (HAG) 6
2. Ammo (HAG) 6
3. CASE
4. Ferro-Fibrous (C)
5. Roll Again
6. Roll Again

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 Scale

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

HEAT DATA

Heat Level*	Effects
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 Sinks: 10 (20) Double

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: DVS X10 DEVASTATOR MUSE EARTH

Movement Points:
Walking: 4
Running: 6 [10]
Jumping: 0

Tonnage: 100
Tech Base: Inner Sphere (Experimental)
Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
1	PPC Capacitor	RA	+5	+5 [DE]	—	—	—	—
1	Heavy PPC	LA	15	15 [DE]	3	6	12	18
1	PPC Capacitor	LA	+5	+5 [DE]	—	—	—	—
2	Medium VSP Laser	CT	7	9/7/5 [P,V,AI]	—	2	5	9
1	Supercharger	RT	—	[E]	—	—	—	—
1	MASC	LT	—	[E]	—	—	—	—

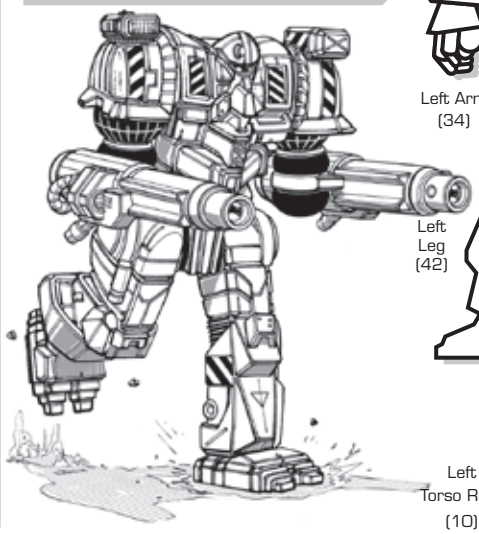
BV: 3,334

WARRIOR DATA

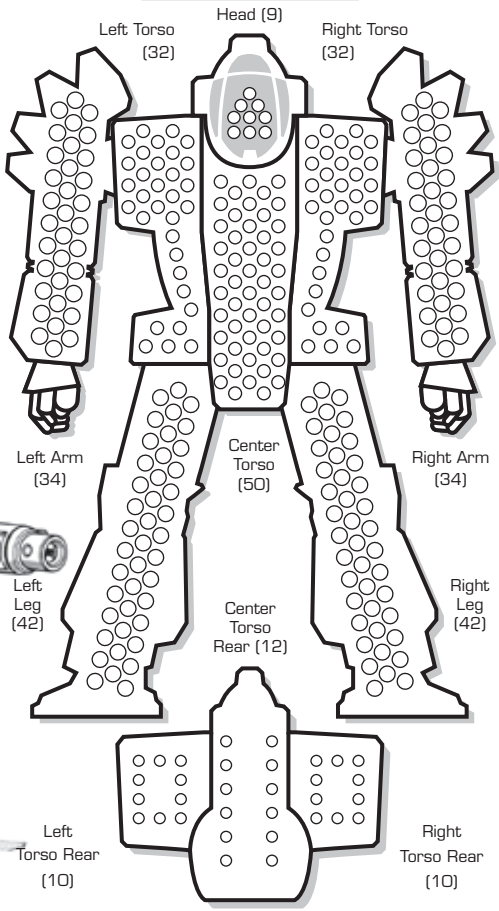
Name: _____

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. Heavy PPC
4. Heavy PPC
5. Heavy PPC
6. Heavy PPC

1. PPC Capacitor
2. Endo Composite
3. Reactive
4. Reactive
5. Reactive
6. Reactive

Left Torso
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL Fusion Engine

1. MASC
2. MASC
3. MASC
4. MASC
5. MASC
6. Endo Composite

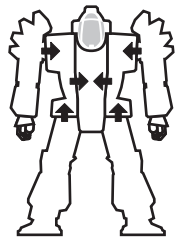
Left Leg
1. ○ Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Composite
6. Reactive

Head
1. Life Support
2. Sensors
3. Cockpit
4. Reactive
5. Sensors
6. Life Support

Center Torso
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. ○ Compact Gyro
5. ○ Compact Gyro
6. XXL Fusion Engine

1. XXL Fusion Engine
2. XXL Fusion Engine
3. Medium VSP Laser
4. Medium VSP Laser
5. Medium VSP Laser
6. Medium VSP Laser

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



Damage Transfer Diagram

Right Arm
1. ○ Shoulder
2. Upper Arm Actuator
3. Heavy PPC
4. Heavy PPC
5. Heavy PPC
6. Heavy PPC

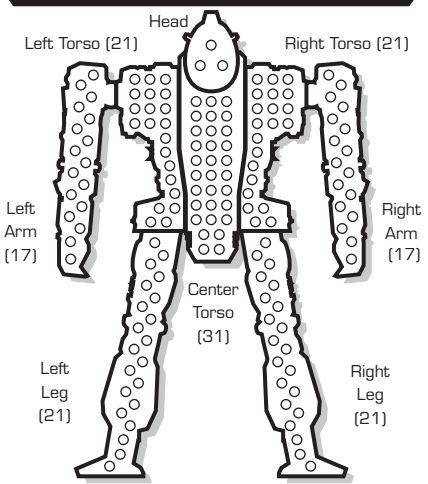
1. PPC Capacitor
2. Endo Composite
3. Reactive
4. Reactive
5. Reactive
6. Reactive

Right Torso
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL Fusion Engine

1. ○ Supercharger
2. Endo Composite
3. Endo Composite
4. Reactive
5. Reactive
6. Reactive

Right Leg
1. ○ Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Composite
6. Reactive

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects
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 Sinks:
16 (32)
Double

○○
○○
○○
○○
○○
○○
○
○
○
○

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: PDG-1X PENDRAGON MUSE RED

Movement Points:
- **Walking:** 3
- **Running:** 5
- **Jumping:** 0

Tonnage: 95

Tech Base: Mixed Tech (IS) (Experimental) Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ELRM 20	RA	12	1/Msl. [M,C,S]	10	12	22	38
1	ELRM 20	LA	12	1/Msl. [M,C,S]	10	12	22	28
3	ER Med. Laser (C)	RT	5	7 [DE]	—	5	10	15
1	ER PPC	LT	15	10 [DE]	—	7	14	23
1	PPC Capacitor	LT	+5	+5 [DE]	—	—	—	—
1	C³ Slave	H	—	[E]	—	—	—	—

Notes: Composite Internal Structure, CASE II

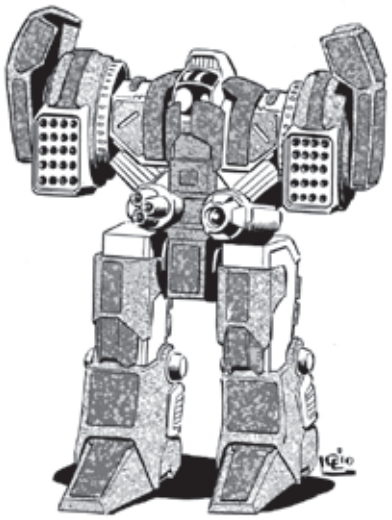
BV: 2,296

WARRIOR DATA

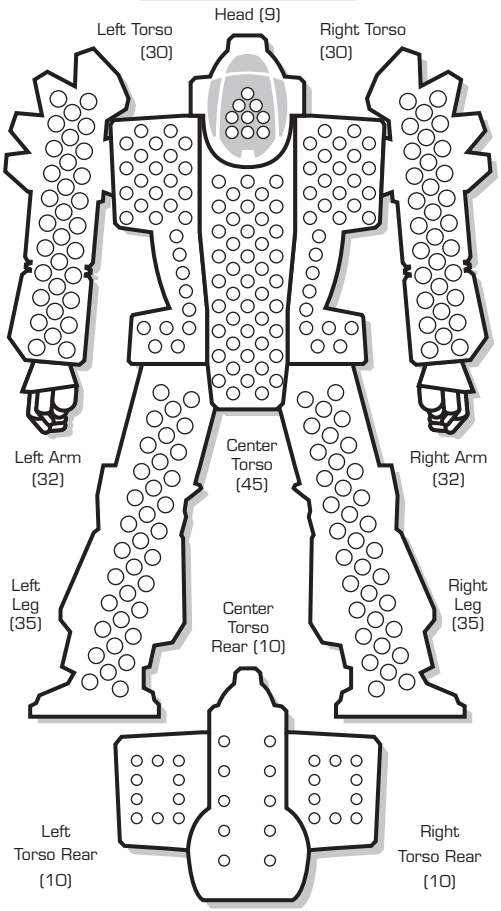
Name: _____

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. ELRM 20
4. ELRM 20
5. ELRM 20
6. ELRM 20

1-3

1. ELRM 20
2. ELRM 20
3. ELRM 20
4. ELRM 20
5. Roll Again
6. Roll Again

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. ER PPC
5. ER PPC
6. ER PPC

1-3

1. PPC Capacitor
2. Ammo (ELRM) 4
3. Ammo (ELRM) 4
4. Ammo (ELRM) 4
5. Ammo (ELRM) 4
6. CASE II

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink (C)
6. Double Heat Sink (C)

Head
1. Life Support
2. Sensors
3. Cockpit
4. C³ Slave
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

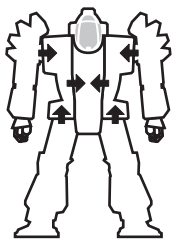
1-3

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

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. ELRM 20
4. ELRM 20
5. ELRM 20
6. ELRM 20

1-3

1. ELRM 20
2. ELRM 20
3. ELRM 20
4. ELRM 20
5. Roll Again
6. Roll Again

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. ER Medium Laser (C)
5. ER Medium Laser (C)
6. ER Medium Laser (C)

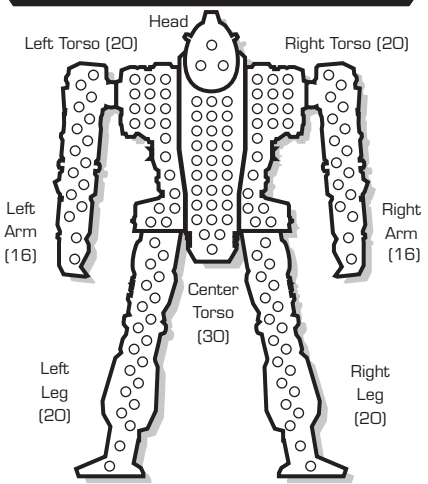
1-3

1. Ammo (ELRM) 4
2. Ammo (ELRM) 4
3. Ammo (ELRM) 4
4. Ammo (ELRM) 4
5. CASE II
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink (C)
6. Double Heat Sink (C)

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

BATTLETECH™

V.T.O.L. VEHICLE RECORD SHEET

VEHICLE DATA

Type: CAVALRY CADENCE RAIN

Movement Points:
Cruising: 10
Flank: 15 [20]
Movement Type: VTOL
Engine Type: Fusion

Tonnage: 25
Tech Base: Inner Sphere (Experimental) Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
3	MagShot Gauss Rifle	F	2 [DB,X]	—	3	6	9
1	Guardian ECM Suite	B	[E]	—	—	—	6
1	VTOl Jet Booster	B	[E]	—	—	—	—

Infantry Bay (4 tons)

Notes: Vehicular Stealth Armor

Ammo: (Magshot) 50

BV: 568

CREW DATA

Crew: 2

Gunnery Skill: ___ **Driving Skill:** ___

Co-Pilot Hit +1 — Modifier to all Skill rolls

Pilot Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

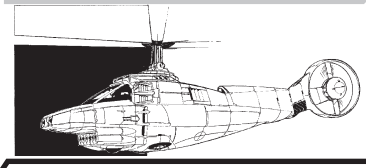
Flight Stabilizer* +3 Engine Hit ☐

Sensor Hits +1 +2 +3 D

Stabilizers

Front ☐ Left ☐ Right ☐ Rear ☐

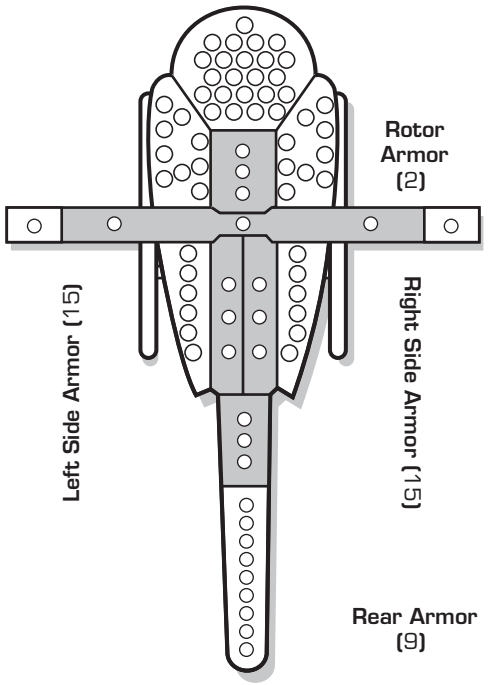
*Move at Cruising speed only



VTOL ELEVATION TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Elevation																				

ARMOR DIAGRAM



BATTLETECH™

HOVER VEHICLE RECORD SHEET

VEHICLE DATA

Type: FULCRUM X

Movement Points:
Cruising: 10
Flank: 15 [20]
Movement Type: Hover
Engine Type: Fusion

Tonnage: 50
Tech Base: Mixed Tech (IS) (Experimental) Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Magshot Gauss Rifle	F	2 [DB,X]	—	3	6	9
2	Med Pulse Laser (C)	T	7 [P]	—	4	8	12
1	MagShot Gauss Rifle	T	2 [DB,X]	—	3	6	9
1	Angel ECM Suite	B	[E]	—	—	—	6
1	Supercharger	B	[E]	—	—	—	—

Notes: Reactive Armor, Armored Motive System

Ammo: (MagShot) 50

BV: 1,686

CREW DATA

Crew: 4

Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

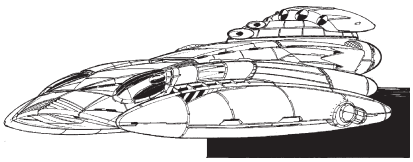
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

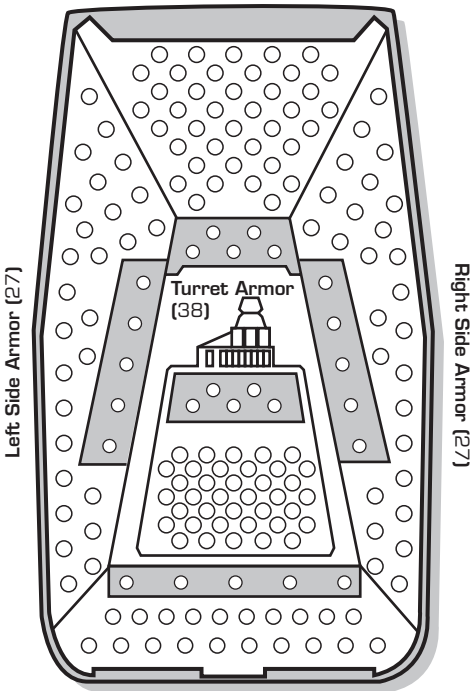
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



ARMOR DIAGRAM



BATTLETECH™

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: CHALLENGER MK. XVC

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Tracked
Engine Type: Fusion

Tonnage: 90
Tech Base: Inner Sphere (Experimental) Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Thunderbolt 15	F	15 [M]	5	6	12	18
1	Gauss Rifle	T	15 [DB,X]	2	7	15	22
1	SB Gauss Rifle	T	15 [DB,C,F,X]	2	7	15	22
2	MagShot Gauss Rifle	LSp	2 [DB,X]	—	3	6	9
2	MagShot Gauss Rifle	RSp	2 [DB,X]	—	3	6	9

Ammo: (Thunderbolt 15) 16, (Gauss) 16, (SB Gauss) 16 (MagShot) 50

BV: 1,894

CREW DATA

Crew: 6

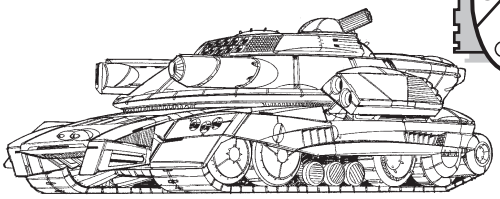
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

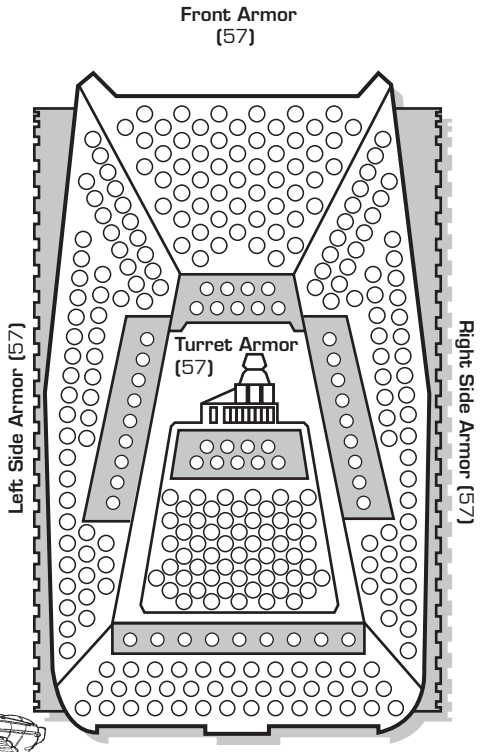
Driver Hit +2
Modifier to Driving Skill rolls

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



GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict 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
WiGE	+4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
** If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: DAR4-XP DAGGER

Thrust:
Safe Thrust: 8
Maximum Thrust: 12

Tonnage: 45
Tech Base: Inner Sphere (Experimental) Jihad

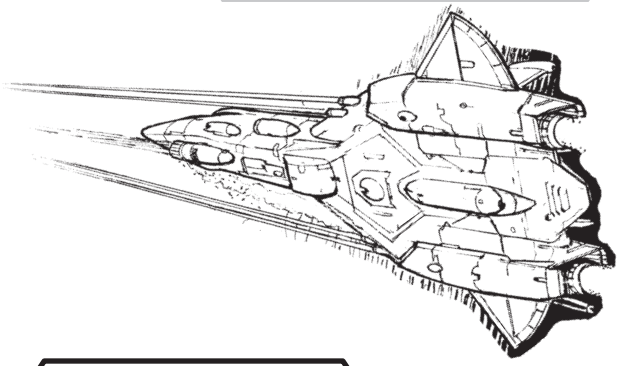
Weapons & Equipment Inventory

Standard Scale

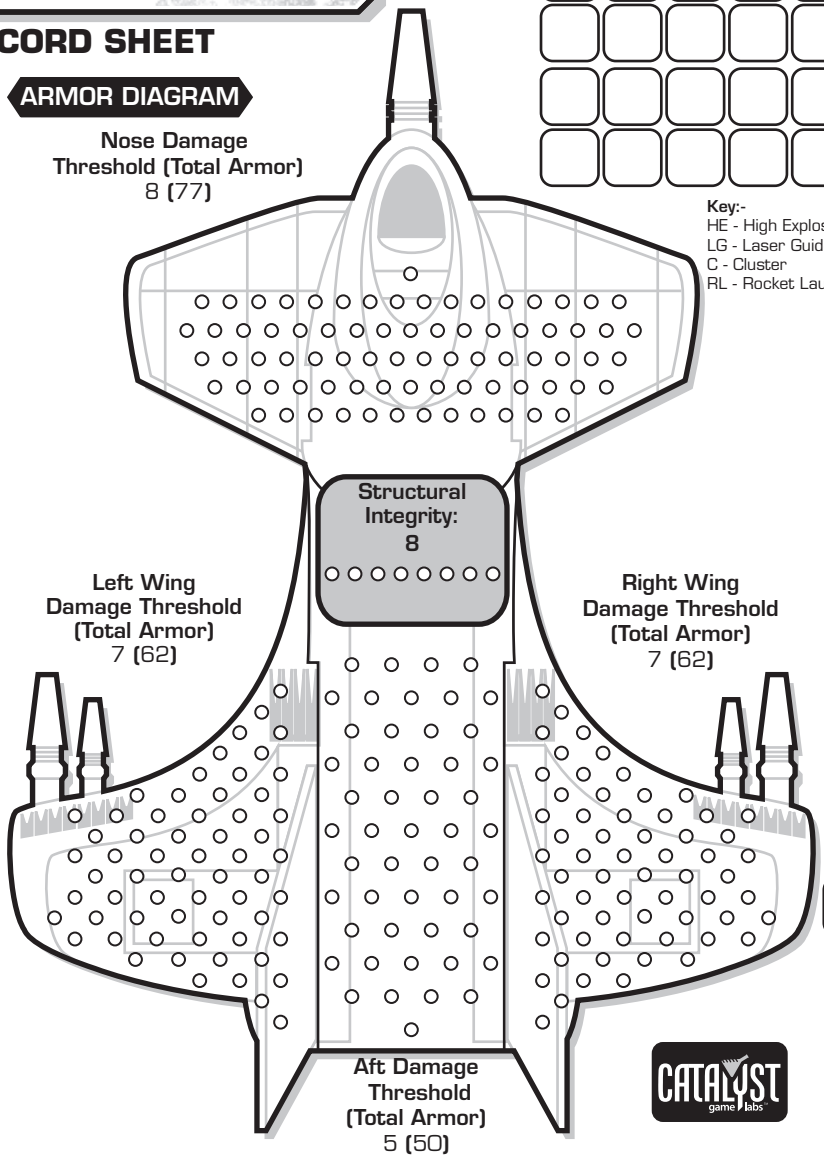
Qty	Type	Loc	Ht	(1–6) SRV	(7–12) MRV	(13–20) LRV	(21–25) ERV
1	Binary Laser Cannon [E]	N	16	12	12	—	—
1	Med. VSP Laser [P,V]	L/RW	10	11	11	—	—

Fuel: 400 Points

BV: 1,543



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

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

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

Heat Sinks: 11 (22) Double

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

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: CORSAIR RIGID NIGHT

Thrust:
Safe Thrust: 9
Maximum Thrust: 14

Tonnage: 50
Tech Base: Mixed Tech (IS) (Experimental) Jihad

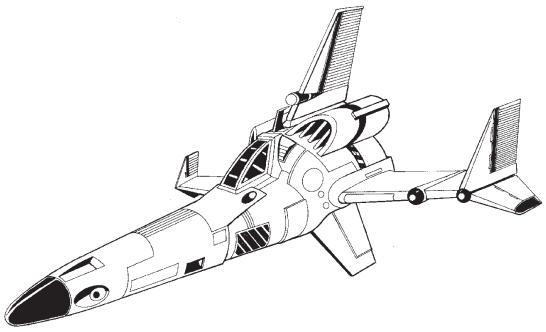
Weapons & Equipment Inventory

Standard Scale

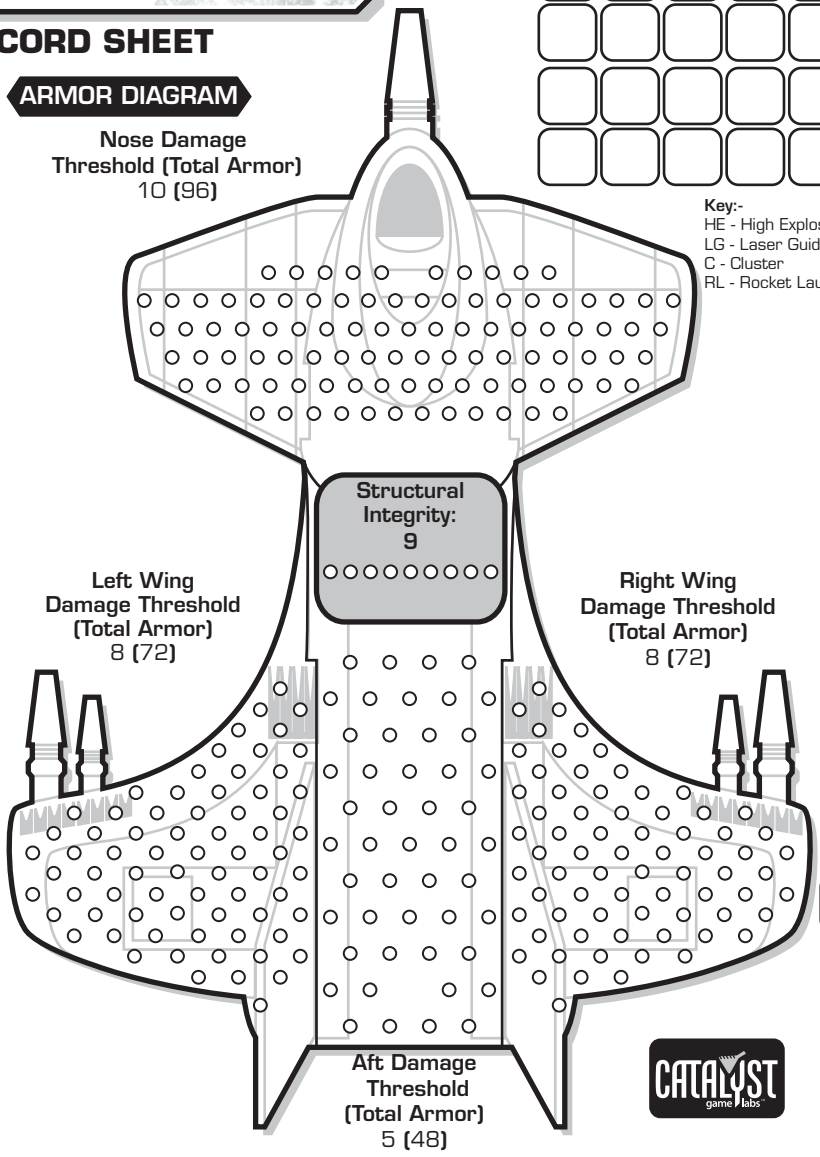
Qty	Type	Loc	Ht	SRV (1–6)	MRV (7–12)	LRV (13–20)	ERV (21–25)
2	Med. Pusle Laser (C) [P]	N	4	7	7	—	—
2	Sml. Pusle Laser (C) [P]	N	2	6	—	—	—
1	Med. Pulse Laser (C) [P]	L/RW	4	7	7	—	—
2	Sml. Pulse Laser (C) [P]	A	2	6	—	—	—

Fuel: 400 Points

BV: 2,000



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

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

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

Heat Sinks: 12 (24) Double

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

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™

AERODYNE DROPSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
53 (524)

ARMOR DIAGRAM
Standard Scale

DROPSHIP DATA

Type: CONQUISTADOR "BLOCKADE RUNNER"

Name: _____ **Tonnage:** 17,400

Thrust: **Tech Base:** Inner Sphere Jihad

Safe Thrust: 5

Maximum Thrust: 8

Fighters/Small Craft: 20 / 4 **Launch Rate:** 16

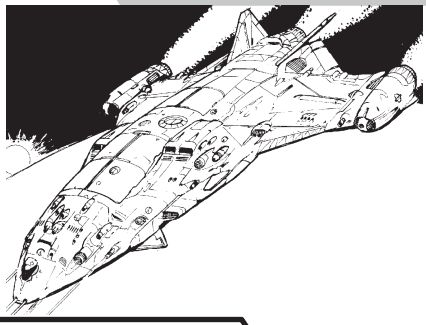
Weapons & Equipment Inventory

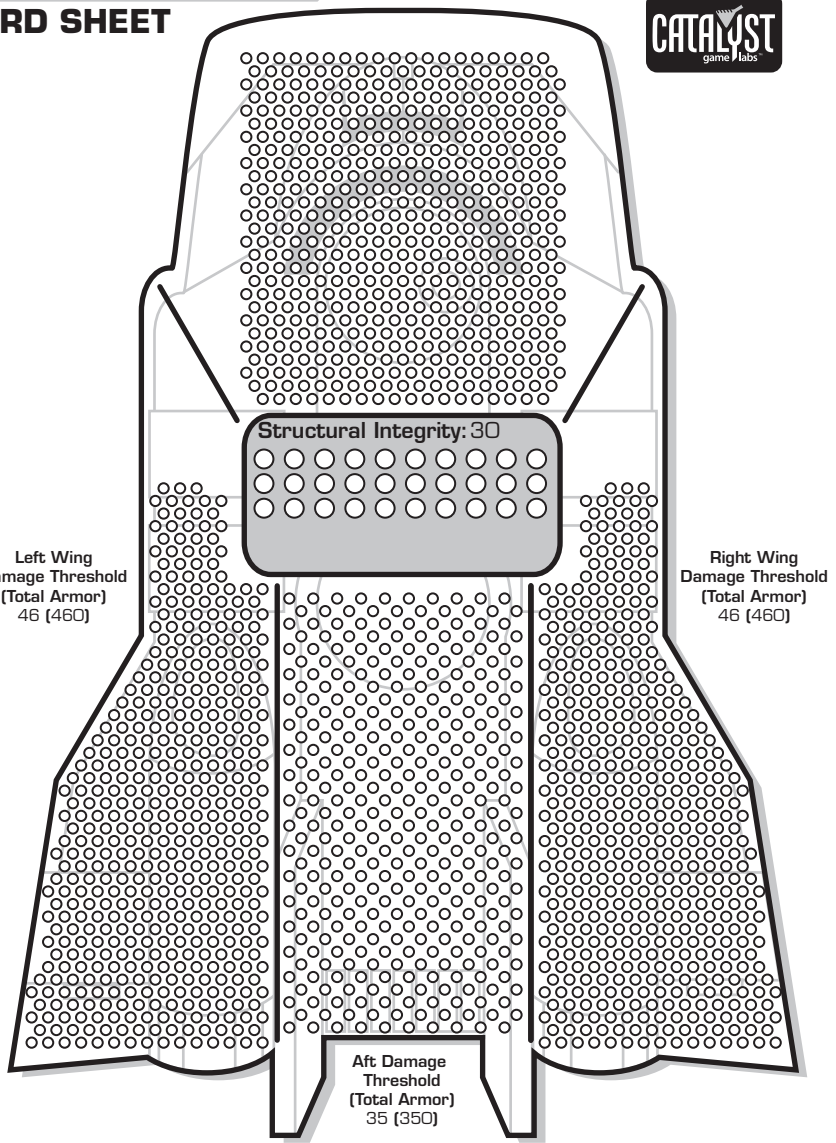
Capital Scale			(1–12)	(13–24)	(25–40)	(41–50)
Bay	**Loc**	**Ht**	**SRV**	**MRV**	**LRV**	**ERV**
4 Light Sub-Capital Cannon (80 rnds)	N	Ht	8	8	8	—
3 Light Sub-Capital Cnnon (60 rnds)	L/RW	Ht	6	6	6	—

Standard Scale			(1–6)	(7–12)	(13–20)	(21–25)
Bay	**Loc**	**Ht**	**SRV**	**MRV**	**LRV**	**ERV**
2 Gauss Rifle (64 rnds) 2 Light Gauss Rifle (80 rnds)	N	4	5(46)	5(46)	5(46)	2(16)
2 Gauss Rifle (64 rnds) 2 Light Gauss Rifle (80 rnds)	N	4	5(46)	5(46)	5(46)	2(16)
2 ER PPC 2 PPC Capacitor	N	40	3(30)	3(30)	3(30)	—
4 LRM 20_Artemis (144 salvo)	N	24	6(64)	6(64)	6(64)	—
6 Laser AMS	N	6	2(18)	Point Defense		
2 Gauss Rifle (64 rnds) 2 Light Gauss Rifle (80 rnds)	L/RW	4	5(46)	5(46)	5(46)	2(16)
2 Gauss Rifle (64 rnds) 2 Light Gauss Rifle (80 rnds)	L/RW	4	5(46)	5(46)	5(46)	2(16)
2 ER PPC 2 PPC Capacitor	L/RW	40	3(30)	3(30)	3(30)	—
2 LRM 20_Artemis (72 salvo)	L/RW	12	3(32)	3(32)	3(32)	—
6 Laser AMS	L/RW	6	2(18)	Point Defense		
2 Gauss Rifle (32 rnds)	L/RWA	2	3(30)	3(30)	3(30)	—
2 ER PPC	L/RWA	30	2(20)	2(20)	2(20)	—
2 Large Pulse Laser	L/RWA	20	2(18)	—	—	—
6 Laser AMS	L/RWA	6	2(18)	Point Defense		
2 Gauss Rifle (32 rnds)	A	2	3(30)	3(30)	3(30)	—
2 ER PPC	A	30	2(20)	2(20)	2(20)	—
2 Large Pulse Laser	A	20	2(18)	—	—	—
6 Laser AMS	A	6	2(18)	Point Defense		

Cargo:
Bay 1: Fighters (20) (8 doors)
Small Craft (4)
Bay 2: Battle Armor (20 squads) (2 doors)
Bay 3: Cargo (660 Tons) (2 doors)

BV: 31,724





CREW DATA

Gunnery Skill: ___ **Piloting Skill:** ___

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

Crew: 29 **Marines:** 0
Passengers: 0 **Elementals:** 0
Other: 0 **Battle Armor:** 0
Life Boats/Escape Pods: 12/12

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:
329 (658)
Double

Heat Generation Per Arc

Nose:	162	Aft:	77
Left Wing:		Right Wing:	
Fwd:	276	Fwd:	276
Aft:	188	Aft:	188

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: INFILTRATOR MK. II COREL INTENT

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 **Jump MP:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
David Lt. Gauss Rifle (C)	1 [DB]	—	3	6	9
Battle Armor C³ System	—	—	—	—	—

Armor: Mimetic Armor

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 36

BATTLE ARMOR: SQUAD 2

Type: INFILTRATOR MK. II COREL INTENT

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 **Jump MP:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
David Lt. Gauss Rifle (C)	1 [DB]	—	3	6	9
Battle Armor C³ System	—	—	—	—	—

Armor: Mimetic Armor

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 36

BATTLE ARMOR: SQUAD 3

Type: INFILTRATOR MK. II COREL INTENT

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 **Jump MP:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
David Lt. Gauss Rifle (C)	1 [DB]	—	3	6	9
Battle Armor C³ System	—	—	—	—	—

Armor: Mimetic Armor

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 36

BATTLE ARMOR: SQUAD 4

Type: INFILTRATOR MK. II COREL INTENT

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 **Jump MP:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
David Lt. Gauss Rifle (C)	1 [DB]	—	3	6	9
Battle Armor C³ System	—	—	—	—	—

Armor: Mimetic Armor

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 36

BATTLE ARMOR: SQUAD 5

Type: INFILTRATOR MK. II COREL INTENT

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 **Jump MP:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
David Lt. Gauss Rifle (C)	1 [DB]	—	3	6	9
Battle Armor C³ System	—	—	—	—	—

Armor: Mimetic Armor

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 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: HAUBERK U15

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ER Small Laser (C)	5 [DE]	—	2	4	6
Micro Pulse Laser (C)	3 [P]	—	1	2	3
SRM 2 (C) (4 salvos)	2/Msl. [M,C,S]	—	3	6	9
Magshot	2 [DB]	—	3	6	9
ECM Suit (C)	[E]	—	—	—	6

Armor: Mimetic Armor

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○

2 ○○○○○○○○○○○○

3 ○○○○○○○○○○○○

4 ○○○○○○○○○○○○

BV: 93

BATTLE ARMOR: SQUAD 2

Type: HAUBERK U15

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ER Small Laser (C)	5 [DE]	—	2	4	6
Micro Pulse Laser (C)	3 [P]	—	1	2	3
SRM 2 (C) (4 salvos)	2/Msl. [M,C,S]	—	3	6	9
Magshot	2 [DB]	—	3	6	9
ECM Suit (C)	[E]	—	—	—	6

Armor: Mimetic Armor

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○

2 ○○○○○○○○○○○○

3 ○○○○○○○○○○○○

4 ○○○○○○○○○○○○

BV: 93

BATTLE ARMOR: SQUAD 3

Type: HAUBERK U15

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ER Small Laser (C)	5 [DE]	—	2	4	6
Micro Pulse Laser (C)	3 [P]	—	1	2	3
SRM 2 (C) (4 salvos)	2/Msl. [M,C,S]	—	3	6	9
Magshot	2 [DB]	—	3	6	9
ECM Suit (C)	[E]	—	—	—	6

Armor: Mimetic Armor

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○

2 ○○○○○○○○○○○○

3 ○○○○○○○○○○○○

4 ○○○○○○○○○○○○

BV: 93

BATTLE ARMOR: SQUAD 4

Type: HAUBERK U15

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ER Small Laser (C)	5 [DE]	—	2	4	6
Micro Pulse Laser (C)	3 [P]	—	1	2	3
SRM 2 (C) (4 salvos)	2/Msl. [M,C,S]	—	3	6	9
Magshot	2 [DB]	—	3	6	9
ECM Suit (C)	[E]	—	—	—	6

Armor: Mimetic Armor

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○

2 ○○○○○○○○○○○○

3 ○○○○○○○○○○○○

4 ○○○○○○○○○○○○

BV: 93

BATTLE ARMOR: SQUAD 5

Type: HAUBERK U15

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ER Small Laser (C)	5 [DE]	—	2	4	6
Micro Pulse Laser (C)	3 [P]	—	1	2	3
SRM 2 (C) (4 salvos)	2/Msl. [M,C,S]	—	3	6	9
Magshot	2 [DB]	—	3	6	9
ECM Suit (C)	[E]	—	—	—	6

Armor: Mimetic Armor

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○

2 ○○○○○○○○○○○○

3 ○○○○○○○○○○○○

4 ○○○○○○○○○○○○

BV: 93

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
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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
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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
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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