

# BATTLETECH



EXPERIMENTAL™  
TECHNICAL  
READOUT:

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# INTRODUCTION

INCOMING  
MESSAGE

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Here there be dragons.

Ancient Terran mapmakers would mark the edge of the known world with that warning, and in thousands of years no better method has been found to warn travelers that the unknown is dangerous. Outside the borders of the Inner Sphere (or even among the nameless dots within it), the dark space between worlds is filled with pirates, bandits—lawless men and women who will not hesitate to take what they want and leave your body floating along in the void for eternity.

Have we got your attention?

ComStar provides this dossier free of charge to any travelers moving beyond the recognized borders of the Inner Sphere. Our intention is not to encapsulate the sum of all dangers travelers can face in the Periphery but rather to illustrate examples. A thousand years of war and peace have made the average citizen of the Inner Sphere rightfully wary of life among the Successor States, but moving beyond the lines of the map doesn't make the danger go away.

If the long years of the Succession Wars made the economies of the Inner Sphere scavenger economies, then that same depredation has made the Periphery a realm of parasites. The lawless will take any scrap of technology or material and use it to their advantage. Travelers should be aware that contact with pirates can be unpredictable: standard vehicles, even BattleMechs and DropShips, have been modified by preference, custom, or necessity. Some of the most illustrative examples are included in this dossier, and updated recognition files for the standard warbook database are appended.

Just as with every army in existence, the BattleMech is the weapon of choice among ground-bound banditry, and there is no shortage of former soldiers, guns-for-hire, and criminals with the skills to procure and operate 'Mechs. The ravaging wars of the last half-century coupled with the rapid recovery of lost Star League knowledge has driven just as many highly-trained technicians into the dark as well—which means that men and women of questionable character can get their machines modified as they see fit. Combat vehicles are much more common—and even more unique—than expensive BattleMechs, and many piratical groups choose to follow the more romantic versions of piracy and operate in the void of space.

Mind the dragons.

—On behalf of Precentor Padraig O Bhaoil, ComStar Explorer Corps  
27 January 3077

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## HOW TO USE THIS BOOK

The 'Mechs, combat vehicles and fighters described in *Experimental Technical Readout: Pirates* provide players with a sampling of the various custom designs that have arisen from equipment stolen or scavenged by the renegade factions and forces of *BattleTech's* Periphery. 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.

## CREDITS

### Project Development

Herbert A. Beas II

### Development Assistance

Randall N. Bills and Jason Schmetzer

### BattleTech Line Developer

Herbert A. Beas II

### Primary Writing

Jason Schmetzer

### Writing Assistance

Herbert A. Beas II

### Production Staff

Cover Design and Layout  
Matt Heerd

### Illustrations

Doug Chaffee

Brent Evans

Chris Lewis

Jim Nelson

### Record Sheets

David L. McCulloch

### BattleTech Logo Design

Shane Hartley, Steve Walker and Matt Heerd

**Factchecking/Playtesting:** Joel Bancroft-Connors, Roland M. Boshnack, Johannes Heidler, Luke Robertson, Peter Smith, Patrick Wynne.

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# COM-7S2 COMMANDO FREYR

**Field Testing Summation:** Custom COM-7S Hybrid Refit

**Producer/Site:** Unknown, Hunter's Paradise?

**Supervising Technician:** Zvi Freyr

**Project Start Date:** 3070?

**Non-Production Equipment Analysis:**

- Hardened Armor
- Clan XL Engine
- Clan Streak SRM-4
- Clan ER Medium Laser

**Overview**

Until recently, Zvi Freyr passed himself as a guide on Hunter's Paradise, a world beyond the Rim Collection whose industry is mostly devoted to the tourist trade in hunting the Paradise's megafauna. A former member of the Arcturan Guards, he deserted from the Lyran Alliance Armed Forces just after the end of the FedCom Civil War, and fled into the Periphery with his COM-7S *Commando*. On the Paradise he was often seen on the edge of the Gladstone Wastes, taking gullible tourists on hunts for the elusive Gladstone dragon, a badlands-dwelling reptile that masses more than fifteen tons and can move almost twenty kilometers per hour in short bursts.

Freyr's typical method of operation was to lure tourists to hunts just inside the Wastes' edge, beyond the sight and sound of the frontier settlement of Gardner, where most of his "tours" begin. Since most tourists rent one of Gardner's modified ForestryMechs to hunt with, his battle-worn *Commando* was seen as a welcome escort. Few of his marks suspected that it was Freyr—not the dragon—who was most dangerous predator in the Wastes.

More than sixteen wealthy Lyran tourists disappeared in the Wastes since Freyr started offering his escort services in 3071. Nine of them were specifically reported as last being seen leaving Gardner in the company of Freyr's scarlet-painted *Commando*. The wreckage recovered by rescue teams after Freyr himself disappeared recently suggests that Freyr took his spoils from the ruined WorkMechs and purchased black-market materials to re-arm and equip his *Commando* into an even more deadly ambusher—materials that apparently included a batch of prototype hardened armor and Clan-made weapons.

As of the latest reports, Freyr's *Commando* sported a pair of four-tube Clan Streak launchers in its right arm,

and a pair of Clan-made ER medium lasers in the left. The 'Mech was further retrofitted with a smaller cockpit and gyro that freed enough mass to add Rawlings jump jets and a 180-meter jump capacity. These alterations and the knowledge of the 'Mech's hardened armor also gave away the use of a salvaged Clan extralight engine, which allows the modified *Commando* to maintain its deadly performance.

Type: **COM-7S2 Commando Freyr**

Technology Base: Mixed (Experimental)

Tonnage: 25

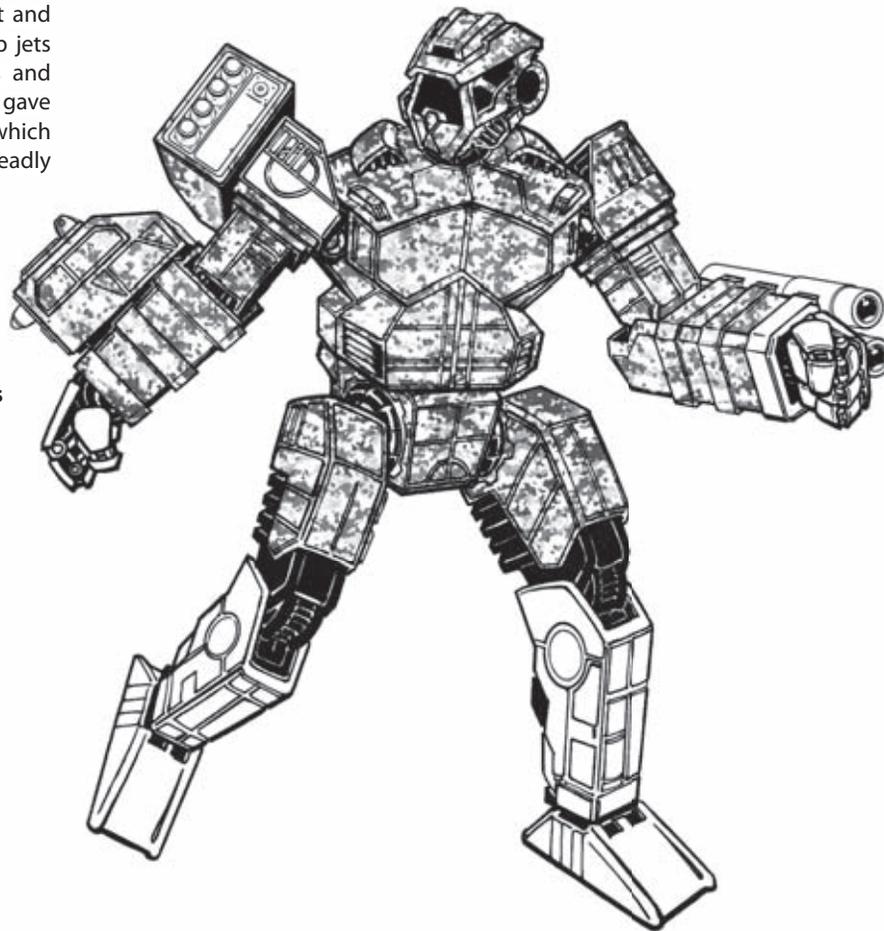
Battle Value: 1,155

**Equipment**

Internal Structure:	Endo Steel	1.5
Engine:	150 XL	3
Walking MP:	6	
Running MP:	8	
Jumping MP:	6	
Heat Sinks:	10 [20]	0
Gyro (XL):		1
Cockpit (Small):		2
Armor Factor (Hardened):	56	7
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	5
Center Torso	8	8
Center Torso (rear)		3
R/L Torso	6	7
R/L Torso (rear)		2
R/L Arm	4	5
R/L Leg	6	6

**Weapons and Ammo Location Critical Tonnage**

2 Streak SRM-4 (C)	RA	2	4
Ammo (Streak) 25	RT	1	1
CASE	RT	1	.5
3 Jump Jets	RT	3	1.5
3 Jump Jets	LT	3	1.5
2 ER Medium Laser (C)	LA	2	2



EXPERIMENTAL

# DMO-1K2 DAIMYO AL-SHAHAB

**Field Testing Summation:** Custom DMO-1K Chassis Refit

**Producer/Site:** Unknown, Antallos

**Supervising Technician:** Unknown

**Project Start Date:** 3066

**Non-Production Equipment Analysis:**

Engine Supercharger

PPC Capacitor

Small X-Pulse Lasers

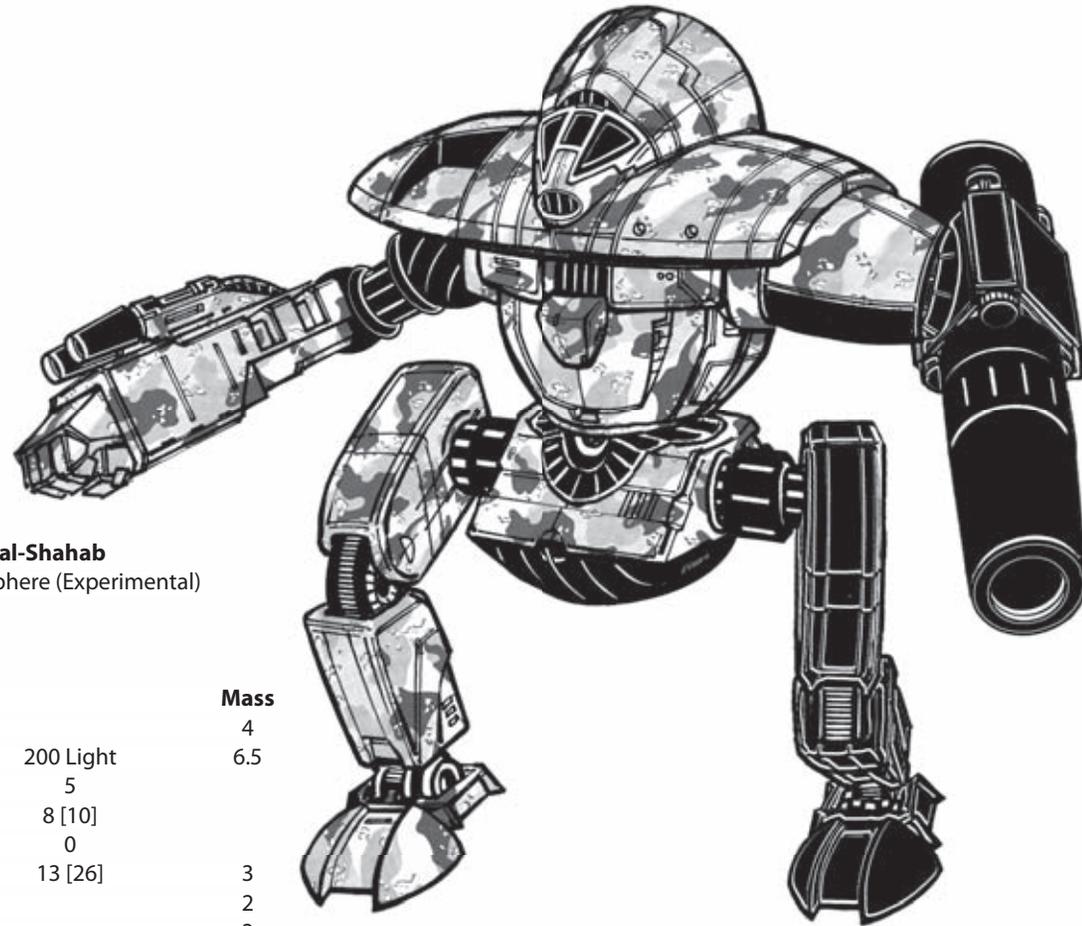
## Overview

In 3059, mercenaries under contract to the Draconis Combine rooted out and destroyed the pirates known as Corazon's Cossacks on an unmapped Periphery world known locally as "Isfahan". The Cossacks had been preying on surrounding systems, surviving mostly through slave trading in the Deep Periphery and sacking DCMS and ComStar bases established to support the search for the Clan homeworlds. These mercenaries, the Hessian Horsemen, then left "Isfahan" much as they had found it, contenting themselves only with salvaging the Cossacks' 'Mechs.

By 3067, a new band of pirates had taken over Kerman, Isfahan's only major settlement. Although nowhere near as powerful as the Cossacks were, their leader could more than match them in sheer ruthlessness and brutality. Hakim al-Shahab—once a member of Vance Rezak's Band of the Damned—currently rules Kerman, and holds his place by means of his specially modified *Daimyo*.

Reportedly, al-Shahab's windfall began with the capture of a small ComStar scientific expedition on the way to Columbus Station, a victory that netted him a small supply of prototype weaponry and a ComStar JumpShip. The weaponry he had retrofitted onto his 'Mech in one of the black-market tech shops on Antallos, shortly before the Snow Ravens seized that world. A high-powered heavy PPC—augmented by a capacitor unit—replaces the standard *Daimyo's* Lord's Light 2, while a pair of small X-pulse lasers gives his 'Mech improved firepower against the masses of infantry (usually mobs of protesters) al-Shahab normally faces at home. The use of a captured light fusion engine, supercharged for added speed, helps add to its lethality, while giving al-Shahab the means to escape a tough situation fairly quickly.

Although few travel to Isfahan, al-Shahab's capture of the *Magellan*-class *Purity of Purpose* gives him and his band a far-reaching grip and a convenient mask, as few people are unhappy to see a ComStar vessel in the deep dark. Travelers should be wary if they encounter a vessel claiming to be the *Purity*.



Type: **DMO-1K2 Daimyo al-Shahab**  
 Technology Base: Inner Sphere (Experimental)  
 Tonnage: 40  
 Battle Value: 1,338

## Equipment

		Mass
Internal Structure:		4
Engine:	200 Light	6.5
Walking MP:	5	
Running MP:	8 [10]	
Jumping MP:	0	
Heat Sinks:	13 [26]	3
Gyro:		2
Cockpit:		3
Armor Factor (Ferro-Fibrous):	134	7.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	12	16
Center Torso (rear)		7
R/L Torso	10	15
R/L Torso (rear)		5
R/L Arm	6	12
R/L Leg	10	19

Weapons and Ammo	Location	Critical	Tonnage
2 Small X-Pulse Lasers	RA	2	2
Heavy PPC	LA	4	10
PPC Capacitor	LA	1	1
Engine Supercharger	LT	1	1

# HSN-7D2 HELLSPAWN HALPERIN

**Field Testing Summation:** Custom HSN-7D Chassis Refit

**Producer/Site:** Unknown, Tortuga?

**Supervising Technician:** Unknown

**Project Start Date:** 3072?

**Non-Production Equipment Analysis:**

Coolant Pods

Angel ECM Suite

## Overview

A deserter from the Crucis March Militia, Greta Halperin is a deadly MechWarrior who often poses as a mercenary to infiltrate small garrison forces and attack them from within. She operates along the Federated Suns' Periphery border, often in concert with a bandit raiding force known as Rocky's Bloodhands. The Bloodhands, who often run in the shadow of the infamous Death's Consorts pirate band, are wanted in both the Crucis and Capellan Marches of the Federated Suns for turncoat raiding and piracy. On Malagrotta in 3074, Greta Halperin was personally instrumental in this band's success.

Posing as an independent MechWarrior, Halperin secured employment as a defensive cornerstone of the city of Hammond's bastion. While the Bloodhands demonstrated outside the city walls Halperin led the city garrison commander's *Quickdraw* into a position isolated from the rest of his lance and turned on him. Recovered ROMs have been examined to reveal exactly how she's modified her not-normally-imposing *Hellspawn*.

The analysis concludes that Halperin's 'Mech swaps out its usual long-range missile racks in favor of twin quick-firing rocket pods, which gives the *Hellspawn* a powerful opening barrage at close range. In addition, four arm-mounted ER medium lasers (replacing the 'Mech's usual trio of pulses) allowed for an instant follow up that could cripple an unsuspecting target if delivered just right. With prototype coolant pods keeping the *Hellspawn* cool and mobile even after such an alpha strike—and an experimental Angel-class ECM suite blanketing all communications to keep enemies from alerting their comrades or calling in help—Halperin can isolate her marks with deadly ease. (The origins of the experimental tech remain unclear, but there is a possibility that the pirates of Tortuga have tendrils that reach as far as Solaris VII.)

With their commander dead, Hammond's defenses quickly crumbled and the Bloodhands stormed the city,

killing more than two thousand civilians and slaughtering the entire Hammond Defense Force. By the time reinforcements arrived to save the city, the Bloodhands were already gone, lifting for orbit. Greta Halperin is believed to have lifted with them, and travelers are warned to be wary of any *Hellspawn* pilots offering their services as guards.

Type: **HSN-7D2 Hellspawn Halperin**

Technology Base: Inner Sphere (Experimental)

Tonnage: 45

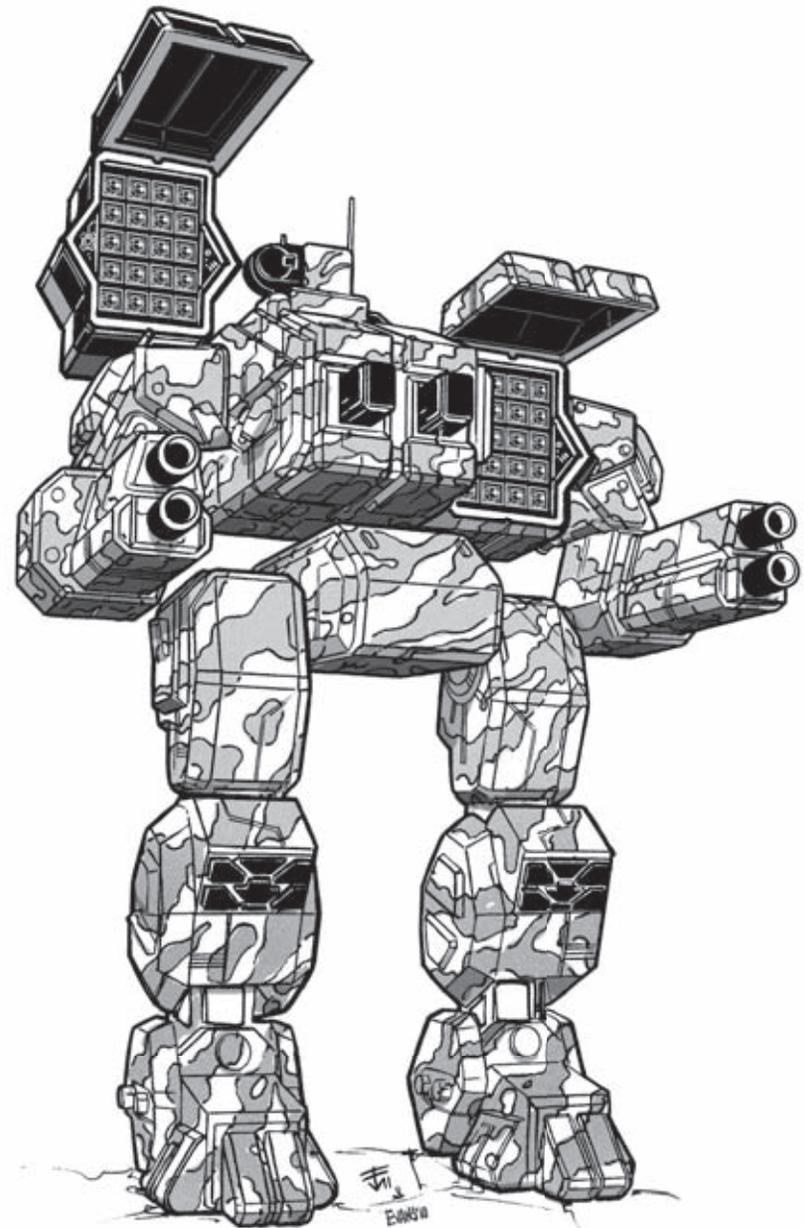
Battle Value: 1,415

## Equipment

		Mass
Internal Structure:	Endo Steel	2.5
Engine:	270 XL	7.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	12 [24]	2
Gyro (Compact):		4.5
Cockpit:		3
Armor Factor:	152	9.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	14	20
Center Torso (rear)		7
R/L Torso	11	16
R/L Torso (rear)		6
R/L Arm	7	14
R/L Leg	11	22

## Weapons and Ammo

	Location	Critical	Tonnage
Rocket Launcher 20	RA	3	1.5
2 ER Medium Lasers	RA	2	2
Coolant Pod	RT	1	1
ER Small Laser	RT (R)	1	.5
2 Jump Jets	RT	2	1
Rocket Launcher 20	LA	3	1.5
2 ER Medium Lasers	LA	2	2
2 Coolant Pods	LT	2	2
ER Small Laser	LT (R)	1	.5
2 Jump Jets	LT	2	1
Angel ECM Suite	CT	2	2
2 Jump Jets	CT	2	1



EXPERIMENTAL

# DV-8D2 DERVISH "LIGHTBRINGER"

**Field Testing Summation:** Custom DV-8D Chassis Refit

**Producer/Site:** Unknown, Sierra

**Supervising Technician:** Lori Shetland

**Project Start Date:** 3071

**Non-Production Equipment Analysis:**

Coolant Pods

BattleMech Spikes

## Overview

Solaris fans will recognize "Lightbringer", Nikos Matapoulous' modified *Dervish*, from the Medium Class circuit in Solaris City in 3067. A survivor of the arenas (and of the Word of Blake assault on Solaris), Matapoulous is a veteran of urban fighting, who has raised the concept of BattleMech-scale ambush fighting to an art. His *Dervish*—traditionally built as a support 'Mech—was, like many Solaris veteran machines, modified for close-in combat, with lasers and PPCs replacing its standard missile racks. Matapoulous was a highly regarded fighter in the arenas until one day a contract dispute led him to kill his stable master and flee the Game World for the distant Periphery.

Interviews with the few victims to survive encounters with Matapoulous' red and blue *Dervish* have given forensic psychologists enough data to determine that he is a MechWarrior motivated by the misguided sense that the strong take what they want—and that the weak exist only to offer those things. This mindset served him well on Solaris, where the best warriors advance, but when contractual obligations conflicted with what he saw as his due, he cracked.

Since leaving Solaris, Matapoulous has challenged his way across the Free Worlds, using the confusion of the Lyran invasion to hide in plain sight. Many Lyran and League MechWarriors, incensed at recent reverses on the battlefield, have let the Solarian bait them into duels—which the ferocious Matapoulous usually wins.

Along the way, Matapoulous has managed to upgrade his machine. After installing Lord's Light snub-nose PPCs obtained in a raid on Loric, a brief stay on Sierra with a tech squad marooned since the defeat of Swann's Cavaliers there made it possible for him to improve his jump jets for an extra 90 meters of distance. Still, the "Lightbringer" maintains some of its original Solaris flair, including prototype Coolant Pods and battle spikes arranged as a crown to protect the BattleMech's head against melee

attacks. The intense heat load of its weapons may be this *Dervish's* only weakness, however, and explains why Matapoulous prefers to fight only when there is ample cover to protect him as he cools down between volleys.

Type: **DV-8D2 Dervish "Lightbringer"**

Technology Base: Inner Sphere (Experimental)

Tonnage: 55

Battle Value: 1,658

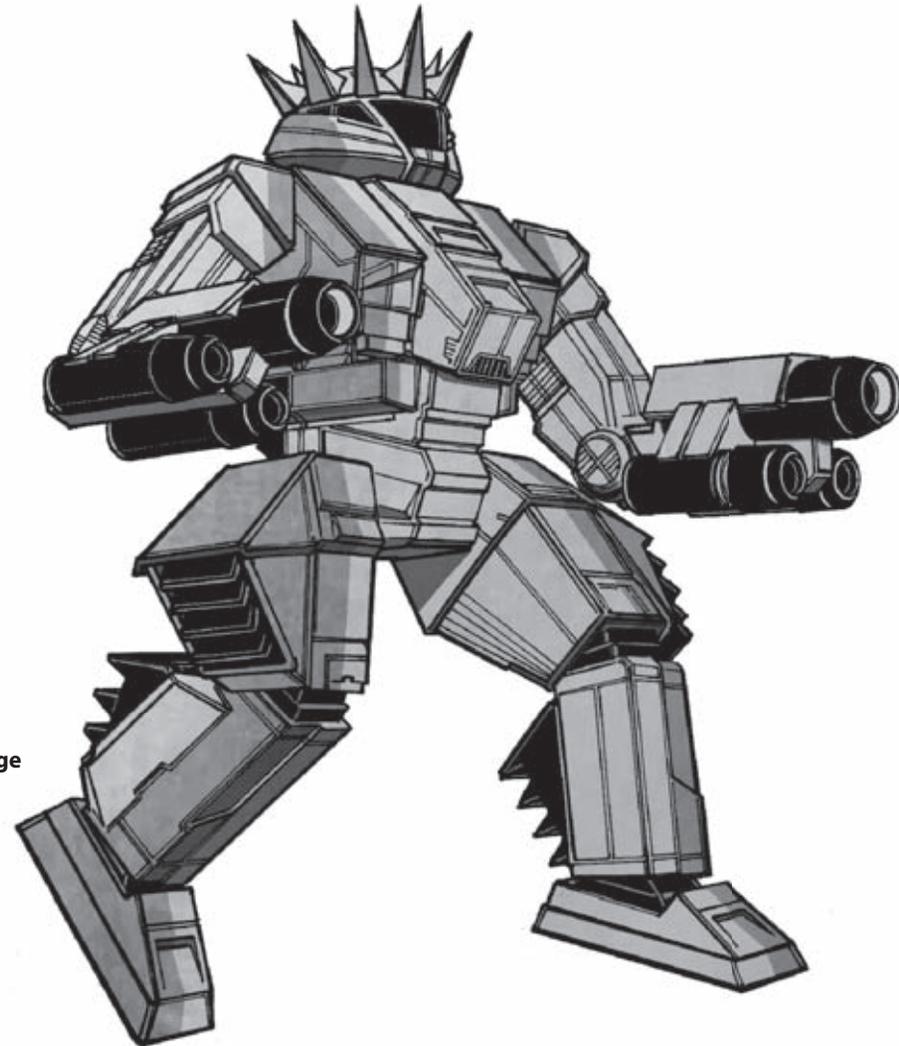
## Equipment

Equipment	Mass
Internal Structure:	5.5
Engine:	8
Walking MP:	5
Running MP:	8
Jumping MP:	8
Heat Sinks:	11 [22]
Gyro:	3
Cockpit:	3
Armor Factor (Ferro-Fibrous):	143

	Internal Structure	Armor Value
Head	3	9
Center Torso	18	21
Center Torso (rear)		5
R Torso	13	19
R Torso (rear)		5
R/L Arm	9	13
R/L Leg	13	17

## Weapons and Ammo

Weapons and Ammo	Location	Critical	Tonnage
Snub-Nose PPC	RA	2	6
2 ER Medium Lasers	RA	2	2
Coolant Pod	RT	1	1
3 Improved Jump Jets	RT	6	3
Snub-Nose PPC	LA	2	6
2 ER Medium Lasers	LA	2	2
Coolant Pod	LT	1	1
3 Improved Jump Jets	LT	6	3
Improved Jump Jet	RL	2	1
Improved Jump Jet	LL	2	1
Spikes	H	1	.5



EXPERIMENTAL

# VTR-9K2 VICTOR ST. JAMES

**Field Testing Summation:** Custom VTR-9K Refit

**Producer/Site:** Unknown, New Syrtis?

**Supervising Technician:** Unknown

**Project Start Date:** 3069?

**Non-Production Equipment Analysis:**

- Patchwork Standard/Ferro-Fibrous Armor
- Engine Supercharger
- Long Tom Artillery Cannon
- Medium X-Pulse Lasers

## Overview

When the Taurian Concordat invaded the Federated Suns, many young men and women on both sides were killed. Among them was Lieutenant Benjamin St. James, an AFFS lance commander, whose lance was surrounded and killed in 3069 by a company of Taurian Lancers. When the bitter news reached his retired father, Colonel Benedict St. James, on New Syrtis, friends of the family say the man simply snapped. Shortly thereafter, the elder St. James took his family *Victor* and headed toward the Suns-Concordat border, and was never heard from again.

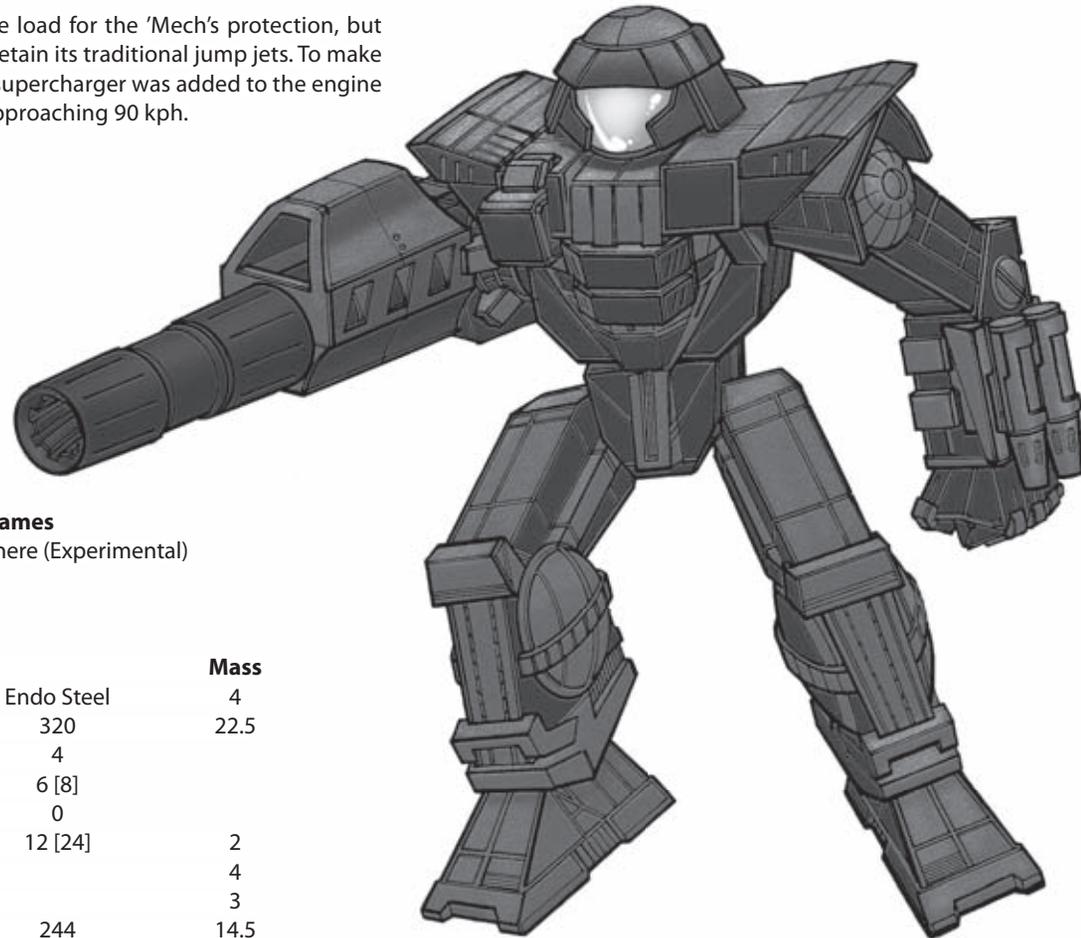
Or so the official story goes.

In 3070, a heavily modified *Victor* painted flat black was seen disembarking from a *Mule*-class DropShip on Organo. Two days later, the family home of Eulyses Hayes, a subaltern in the Taurian Lancers, was destroyed by the lone BattleMech. Records show that Hayes was the company commander whose force killed young Benji St. James.

Since then, the black-painted *Victor* has appeared on and around a number of Taurian worlds. It was holographed on Bromhead in 3070, stalking a pair of Taurian 'Mechs into the city of Reyes. All evidence since confirms that the black 'Mech is indeed Colonel St. James' *Victor*. Presumably modified through the benefit of the Colonel's still-active connections within the AFFS, the redesigned VTR-9K has become an instrument of death by a man driven to avenge his son.

And the modifications are extreme indeed. As if the stock model's Gauss rifle wasn't powerful enough, St. James had the primary weapon replaced with a massive Long Tom artillery cannon—possibly the most powerful weapon a BattleMech can mount. Battle ROMs have shown St. James using it on 'Mechs and walls alike as a siege cannon, forcing his way into fortified family estates within the Concordat, where the pair of experimental X-pulse lasers mounted in the 'Mech's other arm can sweep for stragglers on foot. A patchwork of standard and ferro-fibrous

armor lighten the tonnage load for the 'Mech's protection, but not enough to allow it to retain its traditional jump jets. To make up for the lost mobility, a supercharger was added to the engine to provide speed bursts approaching 90 kph.



Type: **VTR-9K2 Victor St. James**

Technology Base: Inner Sphere (Experimental)

Tonnage: 80

Battle Value: 2,006

## Equipment

	Endo Steel	Mass
Internal Structure:	4	4
Engine:	320	22.5
Walking MP:	4	
Running MP:	6 [8]	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		4
Cockpit:		3
Armor Factor (Patchwork):	244	14.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	25	34
Center Torso (rear)		15
R/L Torso	17	23
R/L Torso (rear)		10
R/L Arm*	13	26
R/L Leg*	17	34

\*These locations mount Ferro-Fibrous Armor; the others mount Standard Armor

Weapons and Ammo	Location	Critical	Tonnage
Long Tom Artillery Cannon	RA/RT	7/8	20
Ammo (Long Tom) 15	RT	3	3
CASE	RT	1	.5
2 Medium X-Pulse Lasers	LA	2	4
Engine Supercharger	CT	1	2.5



# ANHUR P-STEALTH

**Field Testing Summation:** Custom Anhur Hybrid Refit

**Producer/Site:** Unknown

**Supervising Technician:** Unknown

**Project Start Date:** Unknown (pre-3074)

**Non-Production Equipment Analysis:**

Inner Sphere Guardian ECM Suite

Inner Sphere Vehicular Stealth Armor

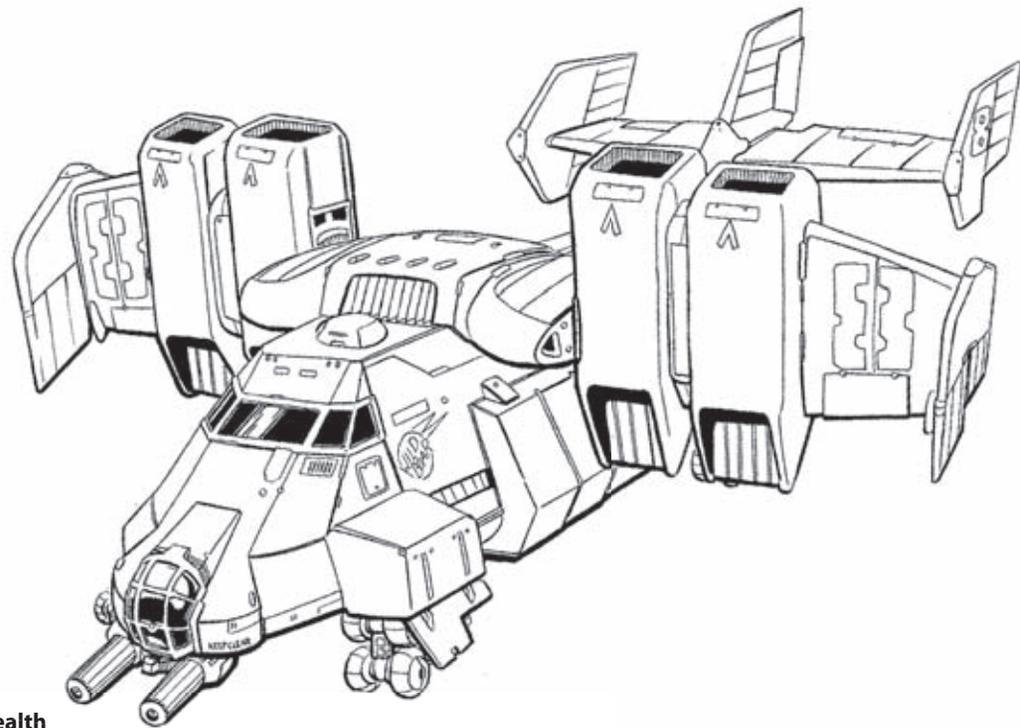
## Overview

Bandits who prey on the Clans are not as common as those that pillage the Inner Sphere, but they are no less deadly and no less skilled—indeed, to face Clan military defenses, these outlaws may be even more dangerous and fearless than their Inner Sphere brethren. The fact that such forces lead successful—if often short—careers against the Clans is a powerful testament to the theory of “pirate doesn’t mean stupid”.

One such (unnamed) band was seen in operation on Constance in 3074, raiding outlying Ghost Bear training and garrison stations. Although lacking BattleMechs, this force operates a fast-moving group of hovercraft and VTOLs, including one captured and highly modified Anhur transport. The Anhur’s operators—Bianca Bhindusura and Sherry Gable—are also rumored to be the band’s leaders.

ComStar has been unable to identify where they obtained the equipment—or the technical skill necessary—to convert their Anhur into its present configuration, but the results cannot be disputed. Sacrificing much of its cargo capacity for a pair of nose-mounted LRM-15 racks, the VTOL is a superb support craft or long-range raider. Its capabilities are significantly enhanced by the craft’s strictly-Inner Sphere stealth armor plating and Guardian ECM suite (which suggests a prior raid in Capellan space, or strong black market ties). The Ghost Bears, unaccustomed to fighting this technology, have been hard pressed to strike back. Since their defenses are usually under attack by the ground-bound hovertanks, however, the distraction is quite telling.

This pirate band disappeared in late 3074, after reportedly capturing a Ghost Bear *Broadsword*-class DropShip. ComStar has been unable to confirm this report, however, and no JumpShips operating in that area have reported carrying a *Broadsword* out of the Constance system.



Type: **Anhur P-Stealth**

Technology Base: Mixed (Experimental)

Movement Type: VTOL

Tonnage: 30

Battle Value: 930

### Equipment

Internal Structure:

Engine: 100  
Type: Fusion

Cruising MP: 8

Flank MP: 12

Heat Sinks: 10

Control Equipment: 1.5

Lift Equipment: 3

Power Amplifier: 0

### Mass

3

3

0

0

0

0

0

0

### Equipment

Armor Factor (V-Stealth):	48	<b>Mass</b>	3
		<i>Armor Value</i>	
Front	12		
R/L Side	12/12		
Rear	10		
Rotor	2		

### Weapons and Ammo

Weapons and Ammo	Location	Tonnage
2 LRM-15 (C)	Nose	7
Ammo (LRM) 8	Body	1
Guardian ECM Suite	Body	1.5
Cargo	Body	5.5

EXPERIMENTAL

# "WET STRIKER" LIGHT TANK

## Field Testing Summation:

Custom Striker Chassis Modification

**Producer/Site:** Unknown

**Supervising Technician:**

Heihachiro Koga and Allen Gillette

**Project Start Date:** circa 3070

**Non-Production Equipment Analysis:**

Vehicular Dual Turret

## Overview

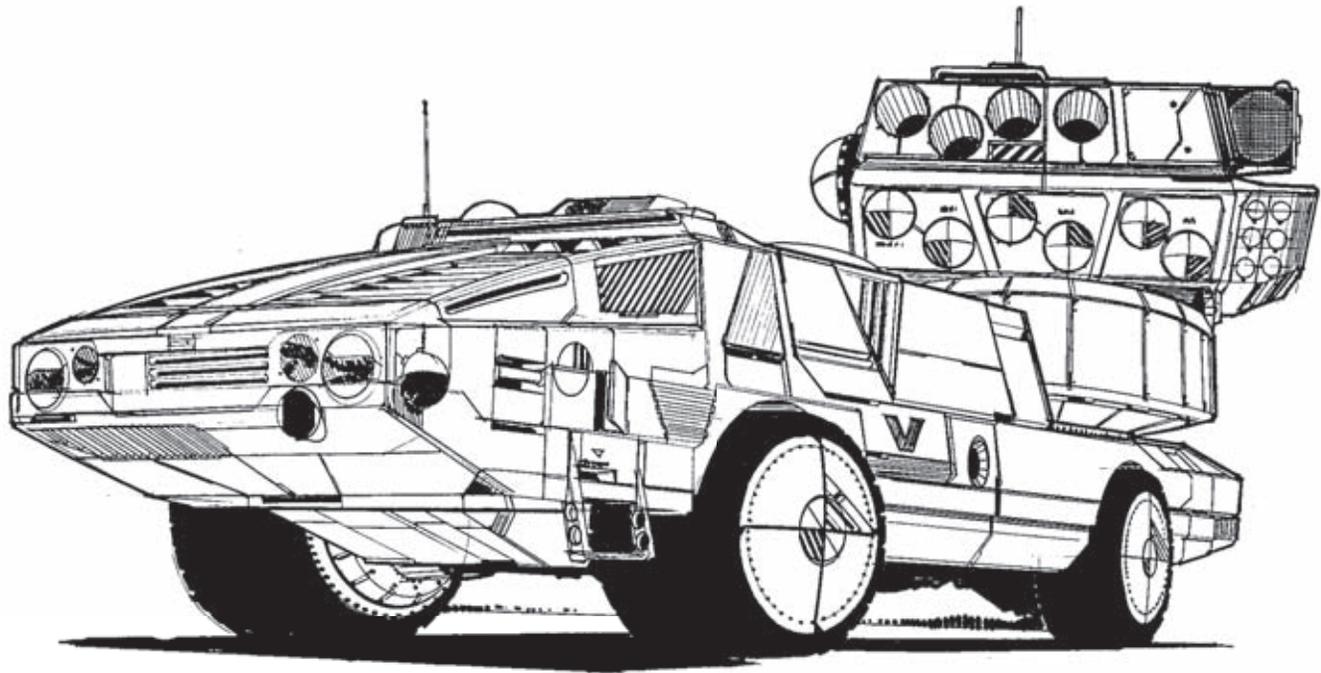
According to released curricula documents, the spring form of the Goshen War College now includes a scenario entitled "Two if by Sea" for third-year cadets. This scenario is a direct refighting of a pirate raid on Caldwell in 3073 by a small conventional-only raiding force in the Basin Sea, when the AFFS's Tinker Island depot was raided.

The Tinker Island defenses were mostly air-defense emplacements, since AFFS planners predicted airborne threats rather than seaborne. Most of the facing coast is an AFFS military reservation and rocky coastline for more than a hundred kilometers in each direction. When Koga and Gillette's force struck, they were very nearly undetected, and it was only a scramble by the meager ground defenses that halted them before they reached the warehouses.

Koga and Gillette—who had been AFFS mechanics until 3069 (when they mustered out after the ill-fated Capellan invasion)—converted a half-dozen vintage Striker Light Tanks to amphibious use. Removing the internal combustion engines in favor of salvaged IndustrialMech fuel cells, they sealed the vehicles' hulls, installed a water drive, then traded in the LRMs for a quartet of ten-tube bombardment rocket launchers on a secondary turret system. The saved mass produced by all of these changes was then allocated to cargo space to help carry off their booty.

The "Wet Strikers" (as they were dubbed in after-action reports) were a huge success. The AFFS defenders were only alerted by the spray blown up by the drive fans of the dozen or so hovercraft that accompanied them. Although three of the "Wet Strikers" were destroyed, both Koga and Gillette escaped. Both men remain wanted and at large, with 300,000-pound bounties on each of their heads.

One of the "Wet Strikers" was captured when its engine failed. The modified vehicle is currently on display at the Goshen War College, where a small plaque reminds students not to underestimate their enemies—even when they're the so-called dregs of society.



Type: "Wet Striker" Light Tank  
 Technology Base: Inner Sphere (Experimental)  
 Movement Type: Wheeled (Limited Amphibious)  
 Tonnage: 35  
 Battle Value: 573

Equipment	Mass
Internal Structure:	3.5
Engine:	9
Type: Fuel Cell	190
Cruising MP:	6
Flank MP:	9
Heat Sinks:	1
Control Equipment:	2
Limited Amphibious Eqpt:	1.5
Power Amplifier:	0
Turrets:	1

Equipment	Mass
Armor Factor (Standard):	104
	<i>Armor Value</i>
Front	20
R/L Side	18/18
Rear	18
Turret 1	15
Turret 2	15

Weapons and Ammo	Location	Tonnage
SRM-6	Turret 1	3
Ammo (SRM) 15	Body	1
4 Rocket Launcher-10	Turret 2	2
Cargo	Body	5.5

EXPERIMENTAL

# MYRMIDON P (TATE)

**Field Testing Summation:** Custom Myrmidon Refit

**Producer/Site:** Unknown

**Supervising Technician:** Unknown

**Project Start Date:** Unknown (post-3069)

**Non-Production Equipment Analysis:**

Sponson Turrets

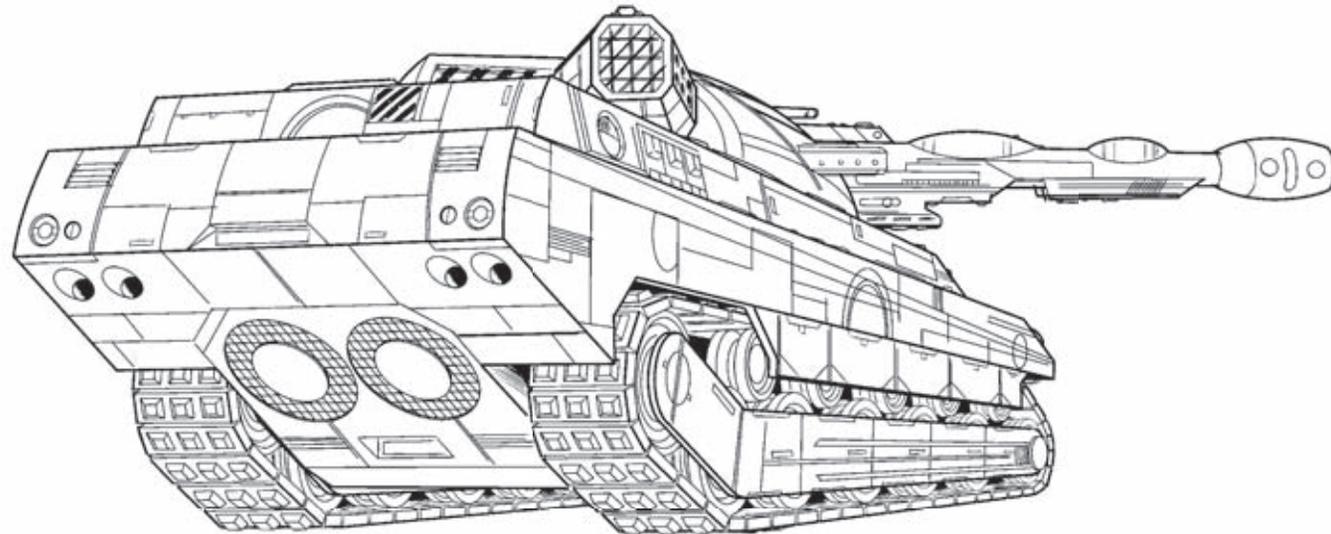
## Overview

Part of a small pirate band that goes by the moniker Breed's Brawlers, the crew of this modified Myrmidon is infamous for destroying three hospitals in Paxton on Kolovraty during a 3075 raid by the Brawlers. Tate, the tank commander, and his gunner Mostow and driver Horner were part of a company-sized force that entered Paxton after the 'Mech-equipped Brawlers drew the city's defenders away.

The Brawlers' target was a cache of refined metals produced by Baxter Metals for off-world shipment. The warehouse was guarded by a short platoon of city militia tanks and an infantry company. The Brawlers probably could have destroyed the garrison in a stand-up fight, but instead Tate and his crew chose to draw them off with a "small diversion".

The first hospital they encountered was mostly deserted—it was near the city's small spaceport, which hadn't seen any significant landings in six months. The second, however, was a full-service intensive care facility. Using their custom Myrmidon's snub-nose PPC to shatter the building's structure, Tate and his crew then slaughtered anyone who escaped using its secondary weapons. Installed on side-mounted sponsons, these arrayed machine guns enabled Tate's crew to attack fleeing innocents at every angle. The third hospital was treated to the same prescription—which finally drew the warehouse's garrison away.

By the time the slow-moving garrison forces arrived, Tate's Myrmidon was six kilometers away, on its way back to the pirate DropShip. Behind them the Brawlers' other conventional forces removed the warehouse's contents and escaped, costing Baxter Metals billions of kroner. The LAAF has set a bounty on Tate's crew of more than two million kroner, and ComStar has matched that in C-bills.



Type: **Myrmidon P (Tate)**

Technology Base: Inner Sphere (Experimental)

Movement Type: Tracked

Tonnage: 40

Battle Value: 780

### Equipment

Internal Structure:

Engine:	200	13
---------	-----	----

Type:	Fusion	
-------	--------	--

Cruising MP:	5	
--------------	---	--

Flank MP:	8	
-----------	---	--

Heat Sinks:	10	0
-------------	----	---

Control Equipment:		2
--------------------	--	---

Lift Equipment:		0
-----------------	--	---

Power Amplifier:		0
------------------	--	---

Turret:		1
---------	--	---

Sponson Turrets:		.5
------------------	--	----

### Equipment

Armor Factor (Light FF):	144	<b>Mass</b>	8.5
--------------------------	-----	-------------	-----

Armor Value

Front	35
-------	----

R/L Side	25/25
----------	-------

Rear	24
------	----

Turret	35
--------	----

### Weapons and Ammo

Snub-Nose PPC	Turret	6
---------------	--------	---

3 Light Machine Guns	Left Sponson	1.5
----------------------	--------------	-----

Machine Gun Array	Left Sponson	.5
-------------------	--------------	----

3 Light Machine Guns	Right Sponson	1.5
----------------------	---------------	-----

Machine Gun Array	Right Sponson	.5
-------------------	---------------	----

Ammo (LMG) 200	Body	1
----------------	------	---

### Location

### Tonnage

EXPERIMENTAL

# ONTOS X ALL-ASPECT ASSAULT TANK

## Field Testing Summation:

Prototype Ontos Chassis Modification

**Producer/Site:** Point Black Landing Center, Despair

**Supervising Technician:** Callie Gerschwin

**Project Start Date:** 3072

## Non-Production Equipment Analysis:

Combat Vehicle Escape Pod

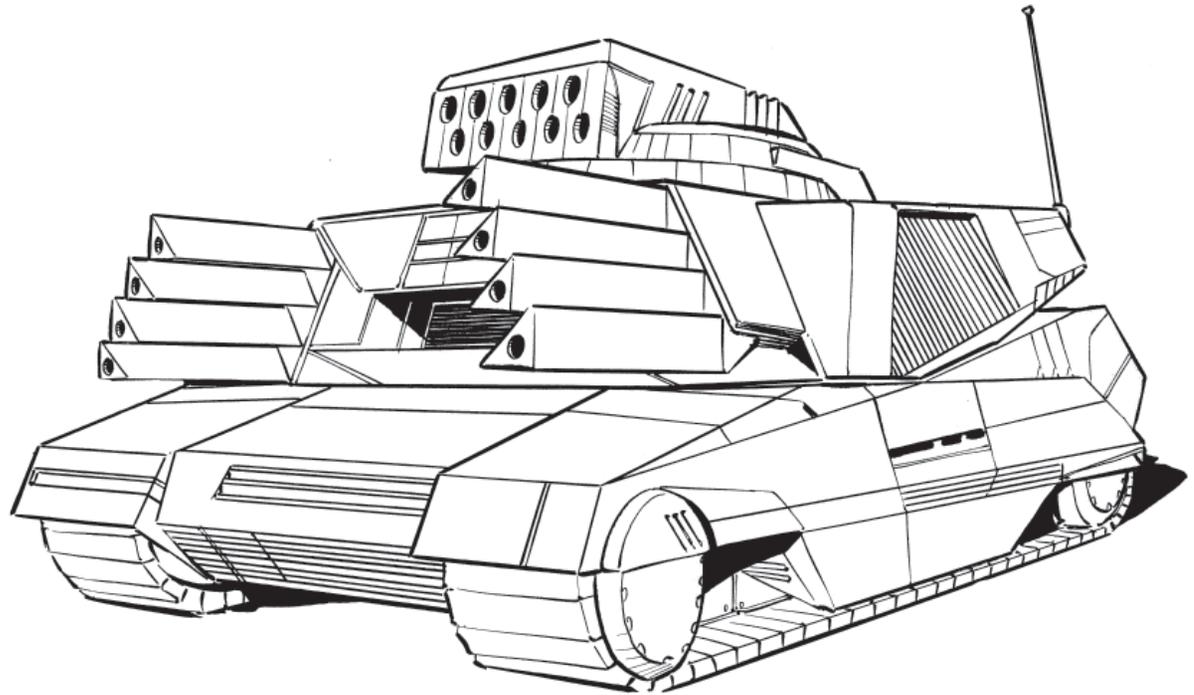
Enhanced LRM-15

## Overview

Although the world of Despair in Ender's Cluster has been mostly abandoned since 3057, opportunists sometimes return there: scientific companies, big-game hunters, and extreme-environment enthusiasts. While Despair's isolation alone is usually enough protection from the predations of those outside the law, mere stellar geography will not dissuade those ruthless enough to seize any opportunity.

A consortium of Lyran corporations financed a small scientific outpost on Despair in early 3072, designed to experiment on the planet's unique atmosphere, and to test a new generation of hostile-environment sealants and combat vehicle-sealing technology. A very small garrison was included, but the centerpiece was a custom-converted Ontos tank that had been sealed for hostile-environment use. The consortium intended to put the vehicle through its paces and then offer it for sale to the Lyran Alliance Armed Forces. With the Jihad raging across the Inner Sphere, no one could predict where and when the Word of Blake might strike, and even settlements deemed safe because of their inhospitable approaches might be targets.

With an octet of medium lasers, backed up by a prototype enhanced LRM system, the design team rebuilt the Ontos' armor protection, sealed the interior for vacuum-rated use, and even fitted the unit with an experimental combat vehicle ejection pod. The tests were going very well, until the senior garrison officer, Captain Theobald West, and his crew commandeered the Ontos and destroyed the other fragile vacuum-rated vehicles defending the outpost. They then proceeded to ransom the three most senior scientists back to their parent corporations before disappearing into Despair's wasteland. ComStar cannot say whether or not West and his crew have abandoned the world, but no further attacks have been logged, and both the crew and their modified Ontos are believed to remain at large.



Type: **Ontos X AAAT**

Technology Base: Inner Sphere (Experimental)

Movement Type: Tracked

Tonnage: 95

Battle Value: 962

## Equipment

Internal Structure:

Engine: 285

Type: Fusion

Cruising MP: 3

Flank MP: 5

Heat Sinks: 24

Control Equipment: 5

Environmental Sealing: 9.5

Lift Equipment: 0

Power Amplifier: 0

Turret: 2

## Mass

9.5

25

14

5

9.5

0

0

2

## Equipment

Armor Factor (Ferro-Fibrous): 125

Armor Value

Front 30

R/L Side 25/25

Rear 25

Turret 20

## Weapons and Ammo

8 Medium Laser Turret

Enhanced LRM-15 Turret

Ammo (NLRM) 16 Body

Combat Vehicle Escape Pod Rear

## Mass

7

Armor Value

30

25/25

25

20

## Tonnage

8

9

2

4

# LTN-G16-P LIGHTNING BRANSON

**Field Testing Summation:** Custom LTN Hybrid Refit

**Producer/Site:** Unknown, Valasha?

**Supervising Technician:** Unknown

**Project Start Date:** Unknown (pre-3071)

**Non-Production Equipment Analysis:**

Clan Ferro-Lamellor Armor

Hyper-Velocity Autocannon/10

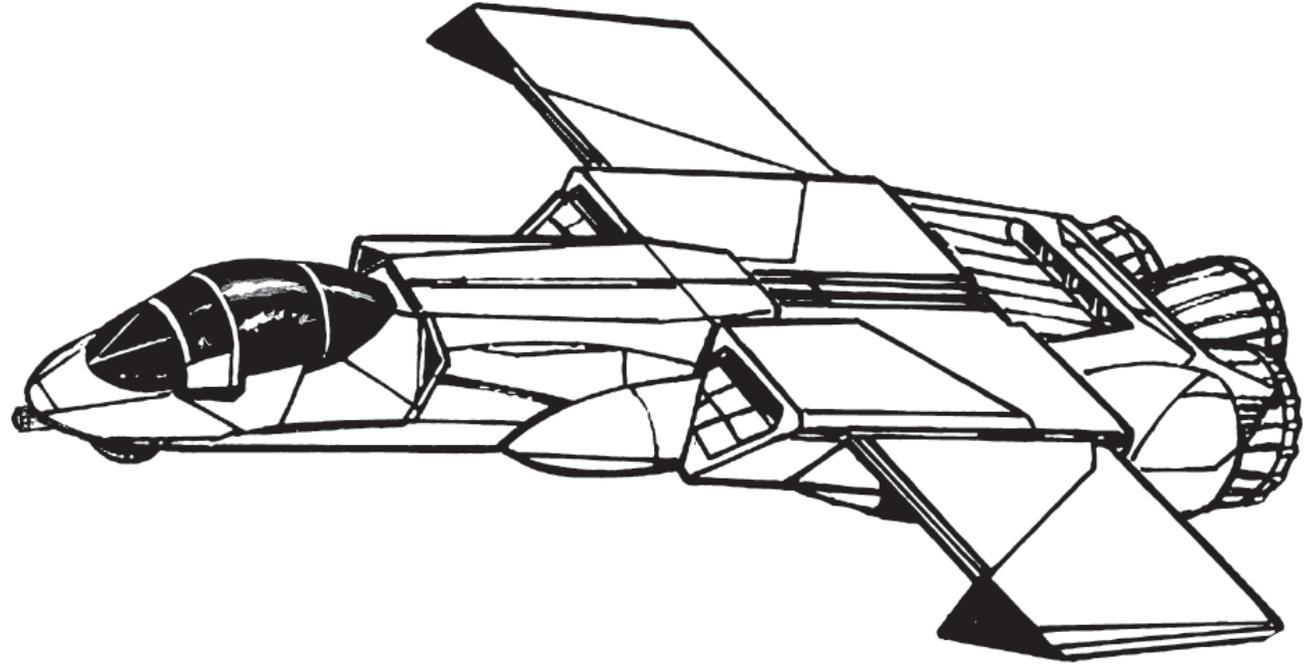
## Overview

The Snow Ravens' arrival in the Outworlds Alliance has done miracles in reducing and eliminating the pirate presence in that area of space, but it has also created new problems to replace them. A number of disaffected pilots—mostly Alliance Military Corps, but also the odd Snow Raven, disillusioned for whatever reason—have broken with the alliance and turned to their own fortunes. Why they choose this course is as varied as any of the other reasons for piracy throughout history, but no one can discount their efficacy.

At Valasha, a former Snow Raven named Branson "went dark" around 3070 and become a bandit in the eyes of the Clan and the Alliance authorities. His stated manifesto—his and those former AMC pilots who have joined him—claims they're keeping themselves "pure" while the rest of the Clan and the Outworlds are sullying themselves, but their actions mark them as little more than pirates. Preying on any AMC or Snow Raven naval traffic in the Valasha system (of which there is little), these fighters have been known to attack or at least challenge unaffiliated passersby as well.

Branson leads this band in his modified *Lightning*, upgraded using technology stolen from a "goodwill" convoy headed toward Ramora from the Federated Suns, including an experimental hyper-velocity autocannon. (Our people remain intrigued that the Suns is willing to trade experimental technology with the Ravens in the Outworlds, but the Jihad has made for strange bedfellows indeed!) Branson replaced his fighter's assault autocannon with this prototype weapon, which gives his *Lightning* unprecedented range. Extended-range medium lasers of Spheroid manufacture also replace his aging fighter's normal lasers. Double heat sinks give him the freedom to use this powerful array effectively while deflecting incoming damage—two added facts that have taken several Clan pilots unaware when facing Branson's "relic."

ComStar had intercepted signals indicating that bidding has begun for the right to "root out the Dark Caste outpost" over Valasha, but the AMC is insisting on involvement because of



the former AMC pilots who fly with Branson. Until the problem is sorted out, ComStar advises all travelers to avoid the Valasha system. There are rumors that Branson's band has captured at least one JumpShip, but those are unsubstantiated. No JumpShips have been reported lost in the Valasha system, but if they took the vessel from an unlucky pirate there would be no report.

Type: **LTN-G16-P Lightning Branson**

Technology Base: Mixed (Experimental)

Tonnage: 50

Battle Value: 982

### Equipment

Engine:	200	Mass	8.5
Type:	Fusion		
Safe Thrust:	6		
Maximum Thrust:	9		
Structural Integrity:	6		0
Heat Sinks:	13 [26]		3

### Equipment

Fuel:	400	Mass	5
Cockpit:			3
Armor Factor (Ferro-Lamellor):	147		10.5
	<i>Armor Value</i>		
Nose			44
Wings	35/35		
Aft			33

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Hyper-Velocity AC/10	Nose	14	7	10	10	10	—
Ammo (HVAC) 16	Nose	2	—	—	—	—	—
ER Medium Laser	Nose	1	5	5	5	—	—
ER Medium Laser	LW	1	5	5	5	—	—
ER Medium Laser	RW	1	5	5	5	—	—
2 ER Small Laser	Aft	1	2	3	—	—	—

# CHP-X-P CHIPPEWA GLADSTONE

**Field Testing Summation:** Custom CHP Airframe Refit

**Producer/Site:** Unknown

**Supervising Technician:** Unknown

**Project Start Date:** 3074?

**Non-Production Equipment Analysis:**

Laser Reflective Armor

Extended LRM-15 Launchers

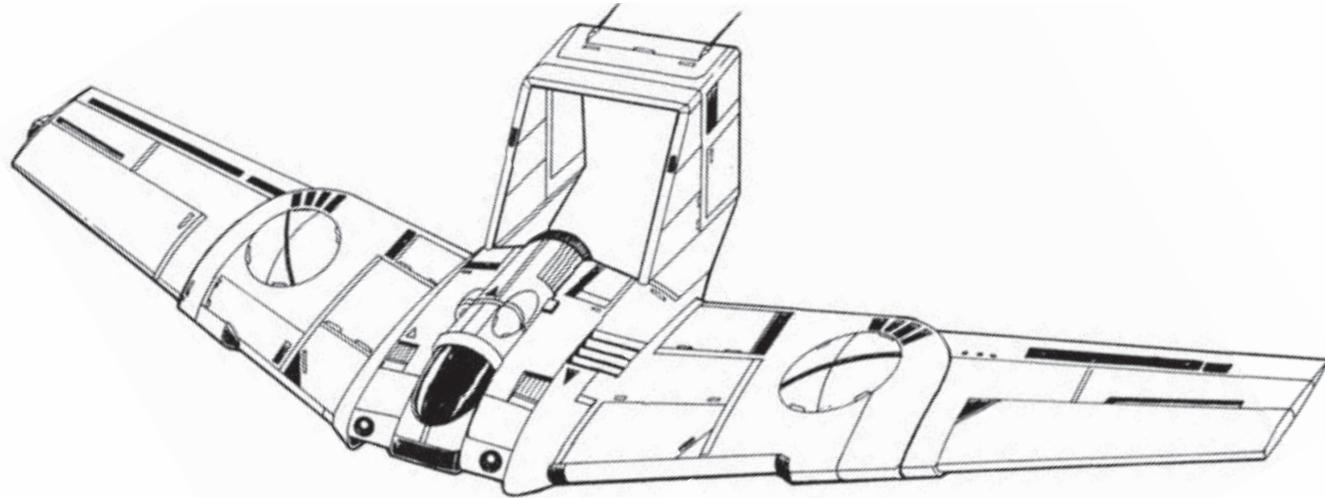
## Overview

The battles along the Marik-Steiner border have disillusioned many soldiers on both sides of the Lyran-Free Worlds line. For some, desertion and banditry have become a method of dealing with their own personal demons. Unwilling to let go of the rage that set them against each other, for these bitter souls, combat and slaughter have become their only reality.

Michael Gladstone deserted the Lyran Regulars in 3074 and made his way toward the Rim Collection by offering himself and his *Chippewa* as escorts for merchant JumpShips and DropShips. By the time he reached the Collection's border, Gladstone had managed to acquire enough advanced and experimental technology (by hook or by crook) to make his fighter all-but-invincible in the technology-starved Rim Collection. His last escort mission, with the now-piratical mercenary band Gordie's Guillotines, became a permanent gig when the Guillotines became the scourge of Caldarium and Otisberg.

Gladstone's *Chippewa* is the premier space-fighting asset in the Guillotines' arsenal. A pair of extended long-range missile batteries replaces the *Chippewa's* standard LRMs, giving Gladstone a reach that few, if any, of the Collection's meager aerospace assets can match. Even if they do, however, they'll find a veteran pilot with a fearsome bevy of extended-range medium lasers at his disposal when they close in, with the heat sinks to use them. Laser-reflective armor also makes the fighter harder to damage, particularly in space combat where energy weapons are often favored.

Gladstone and his *Chippewa* were reputed to be the linchpin during a recent Guillotines raid on a *Merchant*-class JumpShip near Caldarium's zenith jump point. Although the DropShips she carried had several defending aerospace fighters, Gladstone's extreme-range advantage and devastating close-in firepower enabled him to splash both *Seydlitz* fighters before bombarding the *Merchant* herself into submission. The Guillotines captured the JumpShip and both of the *Mule*-class DropShips she was transporting, netting the pirates billions in vessel, ransom, and cargo. The LAAF has placed a two-million-kroner bounty on Gladstone's head for his role in the action.



Type: **CHP-X-P Chippewa Gladstone**  
 Technology Base: Inner Sphere (Experimental)  
 Tonnage: 90  
 Battle Value: 1,635

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
2 Extended LRM-15	Nose	24	8	9	9	9	9
Ammo (Extended LRM)	32Nose	6	—	—	—	—	—
2 ER Medium Laser	Nose	2	5	5	5	—	—
4 ER Medium Laser	LW	4	5	5	5	—	—
4 ER Medium Laser	RW	4	5	5	5	—	—

Equipment		Mass
Engine:	270	14.5
Type:	Fusion	
Safe Thrust:	5	
Maximum Thrust:	8	
Structural Integrity:	9	0
Heat Sinks:	25 [50]	15
Fuel:800		10
Cockpit:		3
Armor Factor (Reflec):	120	7.5
	Armor	
	Value	
Nose	43	
Wings	24/24	
Aft	29	

EXPERIMENTAL

# S7-P "SCARAB"

**Field Testing Summation:** Modified S7-A Bus Chassis

**Producer/Site:** Unknown, Tortuga?

**Supervising Technician:** Unknown

**Project Start Date:** Unknown

**Non-Production Equipment Analysis:**

Booby Trap

## Overview

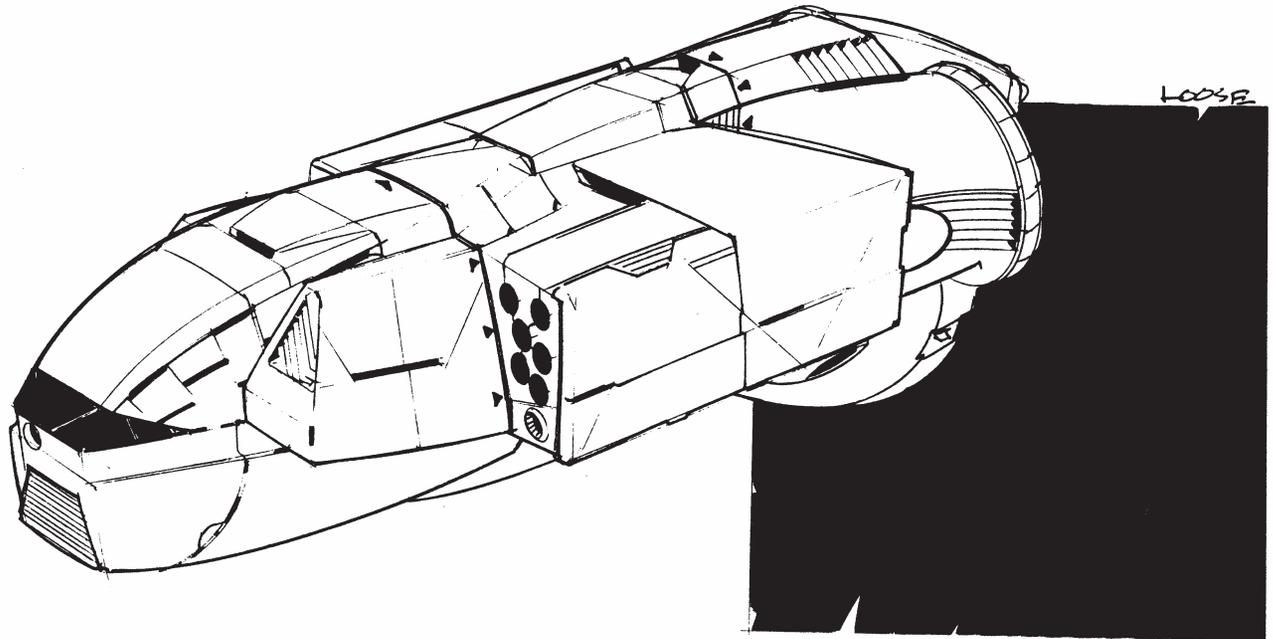
Pirates—like most other criminals—have as their most powerful weapon the fear of ordinary citizens. This fear is based largely on the impression that pirates, not being constrained by the same laws and values that civilians live by, will use pain, terror, or cold-blooded murder to get what they want, without the slightest hesitation or remorse. Piracy is often murder writ wholesale, but without the conventions of warfare or any chance at response.

Oftentimes, the most terrifying concept for the victims of piracy is the pirates' apparent lack of concern for their own lives.

While vessels like the S7-A bus have been used for millennia, the "Scarab" intrasystem shuttle is a modification recently used to terrifying effect over Erod's Escape, with corroborating evidence to suggest that more of these vessels exist, defining it as a class. In this first recorded use of the "Scarab", a commercial *Invader*-class JumpShip at the star's zenith jump point responded to a distress call from a *Buccaneer*-class cargo DropShip nearby and accepted a shuttle with the bulk of the DropShip's crew while a few of their number remained behind to bring their runaway craft under control. At least, that was the story the *Invader* was given.

When they opened the locks, a pirate boarding party erupted from the reconfigured shuttle and quickly secured a beachhead in and around the JumpShip's shuttle bays. As the *Buccaneer* suddenly "recovered" and moved toward one of the *Invader*'s vacant docking collars, the pirate leader—who never gave a name and has not been recognized from ComStar records—declared that a powerful "booby trap" charge on the Scarab's engine would be detonated unless the JumpShip's captain surrendered his vessel and all attached DropShips immediately.

The *Invader*'s captain refused to deal with pirates and began to evacuate the air from the areas the pirates had captured. The pirates quickly boarded and captured a *Trojan*-class DropShip still docked to the JumpShip and decoupled her. As soon as the *Trojan* was clear the pirate leader contacted the *Invader*'s bridge, smiled into the camera, and triggered the booby trap. The resulting explosion broke the *Invader*'s spine and killed all but two of her crew, as well as a pirate who'd been left aboard. The remaining bandits made off with their captured DropShip, as well as



recordings of their actions. Since then, two other JumpShips have been captured after having similar shuttles limped to their hulls and being warned of similar fates using those ROM playbacks.

## S7-P "Scarab" Bus

**Type:** Civilian Aerodyne

**Use:** Boarding Shuttle

**Tech:** Inner Sphere (Experimental)

**Introduced:** 3073

**Tonnage:** 100

**Battle Value:** 412

## Dimensions

**Length:** 20 meters

**Width:** 7 meters

**Height:** 7 meters

**Fuel:** 2 tons (160)

**Safe Thrust:** 3

**Maximum Thrust:** 5

**Heat Sinks:** 10

**Structural Integrity:** 6

## Armor

**Nose:** 80

**Sides:** 24

**Aft:** 32

**Crew:** 1 officer, 2 crew, 21 jump infantry

## Cargo

Bay 1: Booby Trap (10 tons)

Bay 2: Cargo (19 tons)

Bay 3: Jump Infantry Platoon (6 tons)

## Weapons

None

**Note:** Uses 9 tons of standard armor. Features 4 Steerage Passenger Quarters for crew (20 tons)

# LEOPARD-PA ASSAULT SHIP

**Field Testing Summation:** Custom Leopard-class Refit

**Producer/Site:** Unknown

**Supervising Technician:** Unknown

**Project Start Date:** 3073?

**Non-Production Equipment Analysis:**

PPC Capacitors

Binary Laser Cannons

## Overview

As a class of DropShip that's been in continuous service for more than 500 years, the modifications of the *Leopard* DropShip hull are too innumerable to list. In that time there has been at least one hull for nearly every possible use of a DropShip, and piracy is no exception. The vessel observed over Repulse in 3075, however, may be the ultimate example of a *Leopard* optimized as an assault ship.

A Capellan Science Foundation convoy comprised of three commercial JumpShips and escorted by a single *Leopard CV* was in transit from a training mission in the Magistracy of Canopus when they were attacked at Repulse's nadir jump point. The pirate flotilla included a never-before-observed *Leopard* configuration that closed with and quickly dispatched the Capellans' escort with a devastating nose-on PPC attack.

Recordings of the attack showed that the pirate *Leopard* retained its paired aerospace fighter bays, but traded in its 'Mech cubicles for a second pair of small craft bays, each of which held battle taxis. As both taxis delivered pirate boarders to the CSF vessels they captured, our analysts surmise that the DropShip maintains infantry bays to house the boarding parties. This capability alone would make the *Leopard PA* a dangerous opponent in space battles, but the pirates have heavily modified the *Leopard's* arsenal, as well.

Five ER PPCs, augmented with captured PPC Capacitors, replace the standard dual-mount on the classic *Leopard*, giving the *PA* variant a forward battery that even small WarShips would respect. The LRM launchers have been upgraded to use Artemis IV fire control systems, and the laser weaponry uses pulse weapons as close-in guns, backed up by old-tech binary laser cannons of unknown origins. From observed use, the *Leopard PA* has the heat sinks enough to fire most all of its weapons, and visual scans show additional armor has been added. Such a modification would also call for the vessel's structure to be reinforced to bear the additional load, but this remains unconfirmed as of this writing.

Most disturbing to our analysts is the obvious extent of the modifications—the *Leopard PA* would obviously have spent some time in a dedicated shipyard being modified, and none of the major yards currently in operation have records of such an upgrade package. That pirates can gain access to such shipyards is disconcerting, and resources are being directed to discover exactly where this conversion was completed.

**Leopard PA**-Class DropShip

**Tech:** Inner Sphere

**Introduced:** 3073

**Mass:** 1,900 tons

**Dimensions**

**Length:** 65.5 meters

**Width:** 51.6 meters

**Height:** 22.4 meters

**Fuel:** 128 tons (5,120)

**Tons/Burn-day:** 1.84

**Safe Thrust:** 4

**Maximum Thrust:** 6

**Heat Sinks:** 129 [258]

**Structural Integrity:** 10

**Battle Value:** 6,220

**Armor**

**Nose:** 230

**Sides:** 180

**Aft:** 130

**Cargo**

Bay 1: Small Craft (2)    2 Doors

Bay 2: Fighters (2)    2 Doors

Bay 3: Jump Infantry Platoons (4)    0 Doors

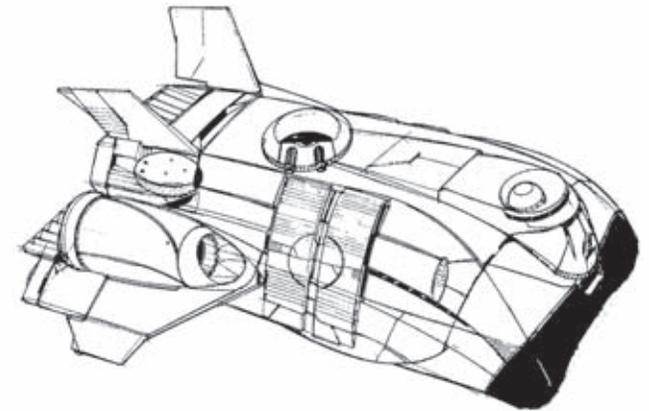
**Escape Pods:** 2

**Life Boats:** 0

**Crew:** 2 officers, 2 enlisted/non-rated, 8 gunners, 98 bay personnel

**Ammunition:** 60 rounds LRM ammunition (10 tons)

**Notes:** Equipped with 38 tons of ferro-aluminum armor.



Weapons: Arc (Heat) Type Nose (116 Heat)	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
5 ER PPCs + Capacitors	8 (75)	8 (75)	8 (75)	—	PPC
2 LRM 20s w/ Artemis IV (24 Rounds)	3 (32)	3 (32)	3 (32)	—	LRM
2 Small Pulse Lasers	1 (6)	—	—	—	Point
<b>L/RW (96 Heat)</b>					
2 LRM 20s w/ Artemis IV (36 rounds)	3 (32)	3 (32)	3 (32)	—	LRM
2 Binary Laser Cannons	2 (24)	2 (24)	—	—	Laser
<b>L/RW (Aft) (8 Heat)</b>					
2 Small Pulse Lasers	1 (6)	—	—	—	Point
<b>Aft (48 Heat)</b>					
2 Binary Laser Cannons	2 (24)	2 (24)	—	—	Laser
4 Medium Pulse Lasers	2 (24)	—	—	—	Pulse



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **COM-7S2 COMMANDO FREYR**

Movement Points: **Tonnage: 25**  
 Walking: 6 **Tech Base: Mixed Tech (IS)**  
 Running: 8 **(Experimental)**  
 Jumping: 6 **Jihad**

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Streak SRM 4 (Clan)	RA	3	2/[Msl]	—	4	8	12
2	ER Medium Laser (Clan)	LA	5	7 [DE]	—	5	10	15

Hardened Armor

Cost: 3,598,750 C-bills

BV: 1,155

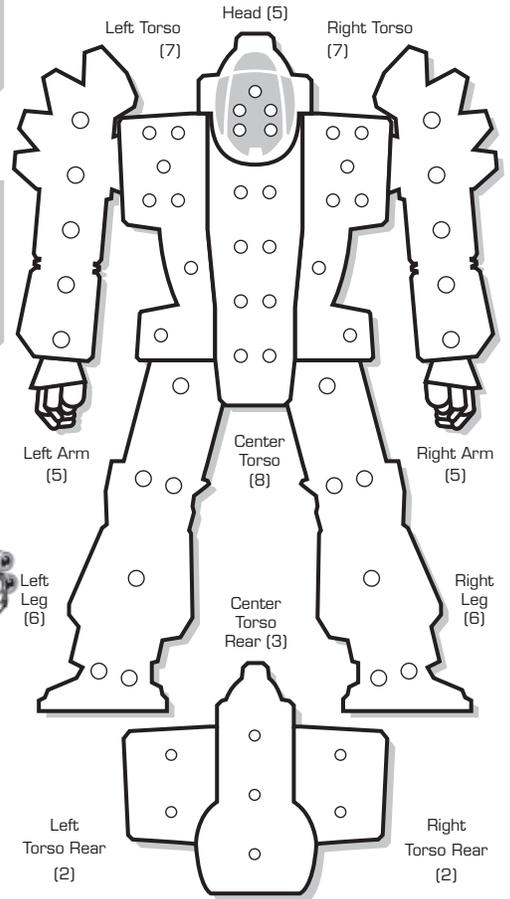
### WARRIOR DATA

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

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

#### Head

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

#### Right Arm

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

#### Center Torso

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

#### Right Torso

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

#### Left Torso

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

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

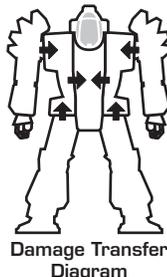
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

#### Right Leg

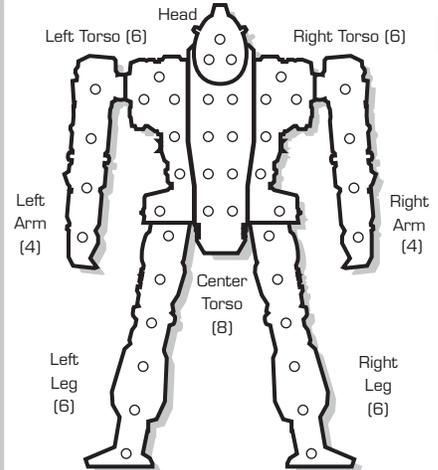
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

#### Left Leg

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



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







# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: VTR-9K2 VICTOR ST. JAMES

Movement Points: **Tonnage:** 80  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 [8] (Experimental)  
 Jumping: 0 Jihad

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Long Tom Cannon	RT/RA	20	20	4	6	13	20
[DB, AE, S]								
2	Med. X-Pulse Laser	LA	6	6 [P]	—	3	6	9

Cost: 14,189,492 C-bills **BV:** 2,006

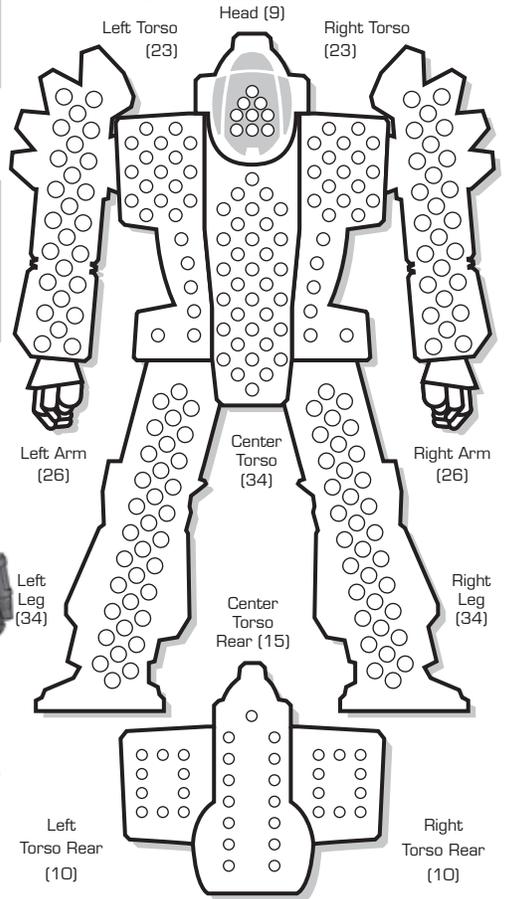
### WARRIOR DATA

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

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium X-Pulse Laser
- Medium X-Pulse Laser

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

#### Left Torso

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

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

#### Left Leg

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

#### Head

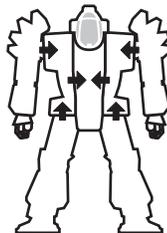
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Supercharger
- Roll Again

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Long Tom Cannon
- Long Tom Cannon
- Long Tom Cannon

- Long Tom Cannon
- Long Tom Cannon
- Long Tom Cannon
- Long Tom Cannon
- Ferro-Fibrous
- Ferro-Fibrous

#### Right Torso

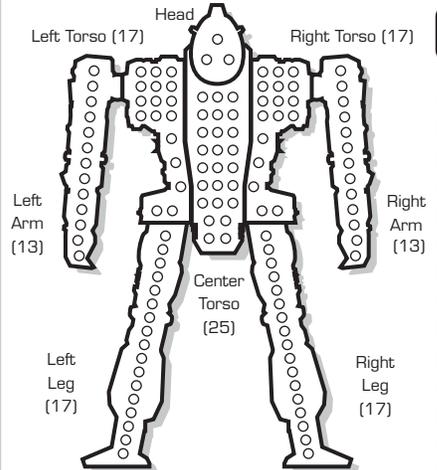
- Long Tom Cannon
- Long Tom Cannon
- Long Tom Cannon
- Long Tom Cannon
- Long Tom Cannon
- Long Tom Cannon

- Long Tom Cannon
- Long Tom Cannon
- Ammo (Long Tom) 5
- Ammo (Long Tom) 5
- Ammo (Long Tom) 5
- CASE

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### 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	○

### Heat Scale

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

# BATTLETECH

## V.T.O.L. VEHICLE RECORD SHEET

### VEHICLE DATA

Type: ANHUR P-STEALTH

Movement Points: **Tonnage:** 30  
 Cruising: 8 **Tech Base:** Mixed Tech (IS)  
 Flank: 12 (Experimental)  
**Movement Type:** VTOL Jihad  
**Engine Type:** Fusion

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	LRM 15 (Clan)	F	1/Msl [M,C]	—	7	14	21
1	Guardian ECM	B	[E]	—	—	—	4

Stealth Armor

Cargo: 5.5 Tons  
 Ammo: (LRM) 8

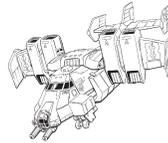
Cost: 1,650,000 C-bills **BV:** 930

### CREW DATA

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

### CRITICAL DAMAGE

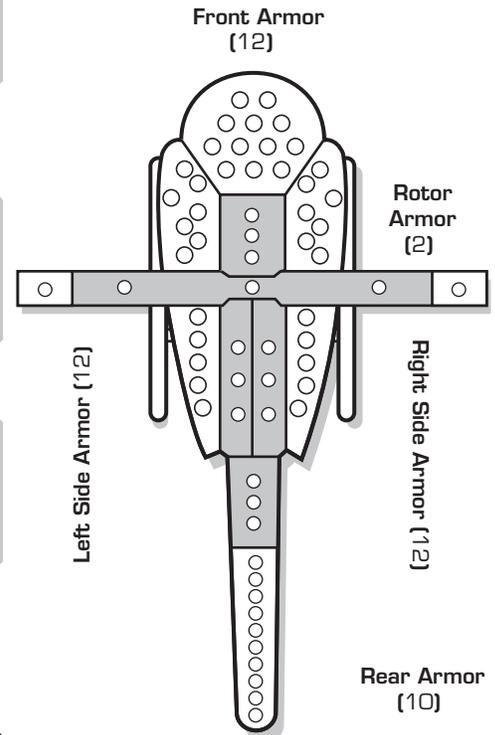
Flight Stabilizer\*  +3 Engine Hit   
 Sensor Hits  +1  +2  +3  D  
 Stabilizers  
 Front  Left  Right  Rear   
\*Move at Cruising speed only



### 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



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# BATTLETECH

## TRACKED VEHICLE RECORD SHEET

### VEHICLE DATA

Type: "WET STRIKER" LIGHT TANK

Movement Points: **Tonnage:** 35  
 Cruising: 6 **Tech Base:** Inner Sphere  
 Flank: 9 (Experimental)  
**Movement Type:** Wheeled (Limited Amphib) Jihad  
**Engine Type:** Fuel Cell

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	SRM 6	T1	2/Msl [M,C]	—	3	6	9
4	Rocket Launcher-10	T2	1/Msl [M,C,OS]	—	5	11	18

Cargo: 5.5 tons  
 Ammo: (SRM) 15

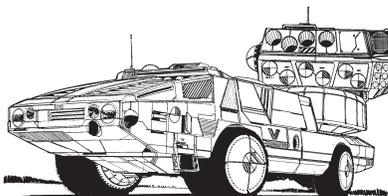
Cost: 1,905,850 C-bills **BV:** 573

### CREW DATA

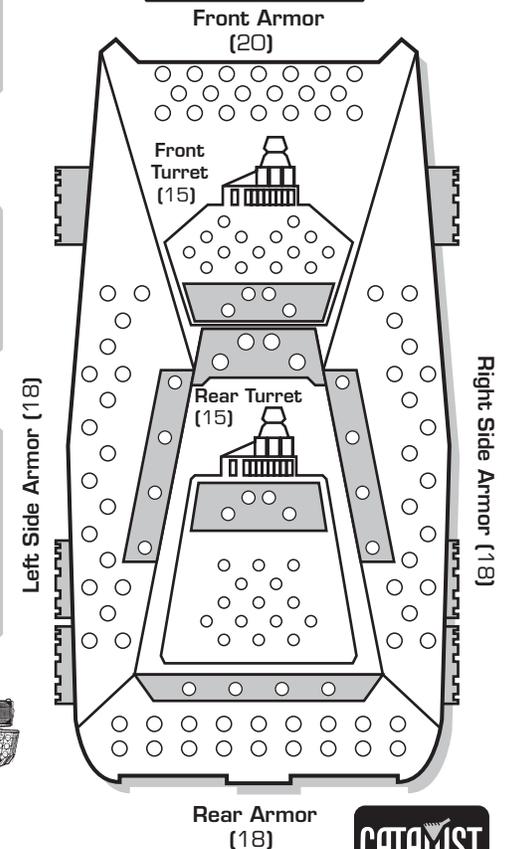
Crew: 3  
 Gunnery Skill: \_\_\_ Driving Skill: \_\_\_  
 Commander Hit  +1 Driver Hit  +2  
Modifier to all Skill rolls Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



### ARMOR DIAGRAM



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# BATTLETECH

## TRACKED VEHICLE RECORD SHEET

### VEHICLE DATA

Type: MYRMIDON P (TATE)

Movement Points: **Tonnage:** 40  
 Cruising: 5 **Tech Base:** Inner Sphere  
 Flank: 8 (Experimental)  
**Movement Type:** Tracked Jihad  
**Engine Type:** Fusion

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Snub-Nose PPC	T	10/8/5 [DE,V]	—	9	13	15
3	Light MG	LSpo	1 [DB,AI]	—	2	4	6
1	Machine Gun Array	LSpo	[E]	—	—	—	—
3	Light MG	RSpo	1 [DB,AI]	—	2	4	6
1	Machine Gun Array	RSpo	[E]	—	—	—	—

Ammo: (Light MG) 200

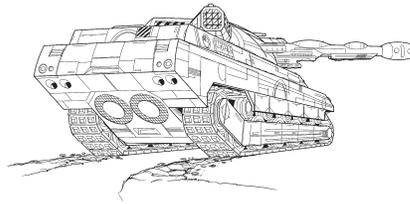
Cost: 1,485,167 C-bills **BV:** 780

### CREW DATA

Crew: 3  
 Gunnery Skill: \_\_\_ Driving Skill: \_\_\_  
 Commander Hit  +1 Driver Hit  +2  
Modifier to all Skill rolls Modifier to Driving Skill rolls

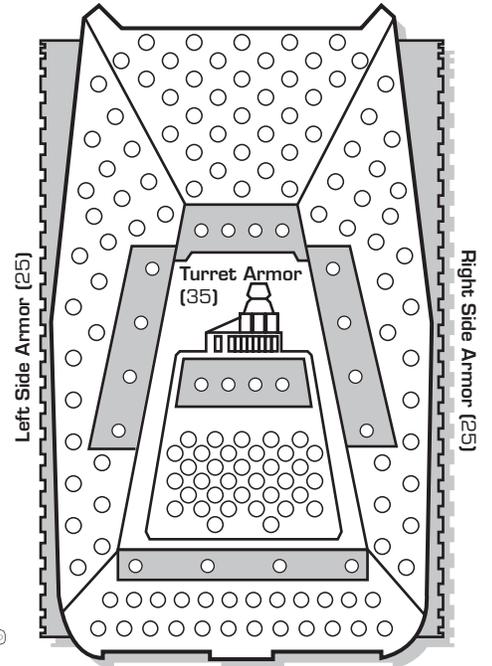
### CRITICAL DAMAGE

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



### ARMOR DIAGRAM

Front Armor (35)



Rear Armor (24)



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# BATTLETECH

## TRACKED VEHICLE RECORD SHEET

### VEHICLE DATA

Type: ONTOS X ALL-ASPECT ASSAULT TANK

Movement Points: **Tonnage:** 95  
 Cruising: 3 **Tech Base:** Inner Sphere  
 Flank: 5 (Experimental)  
**Movement Type:** Tracked Jihad  
**Engine Type:** Fusion

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
8	Medium Laser	T	5 [DE]	—	3	6	9
1	Enhanced LRM 15	T	1/Msl [M,C]	3	7	14	21
1	Combat Vehicle	—	[E]	—	—	—	—
	Escape Pod						

Ammo: (Enhanced LRM) 16

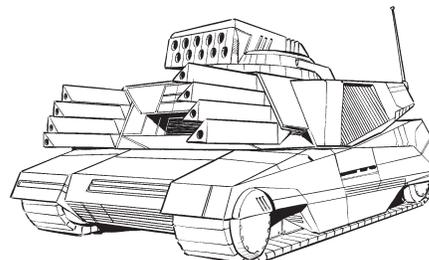
Cost: 5,200,650 C-bills **BV:** 962

### CREW DATA

Crew: 7  
 Gunnery Skill: \_\_\_ Driving Skill: \_\_\_  
 Commander Hit  +1 Driver Hit  +2  
Modifier to all Skill rolls Modifier to Driving Skill rolls

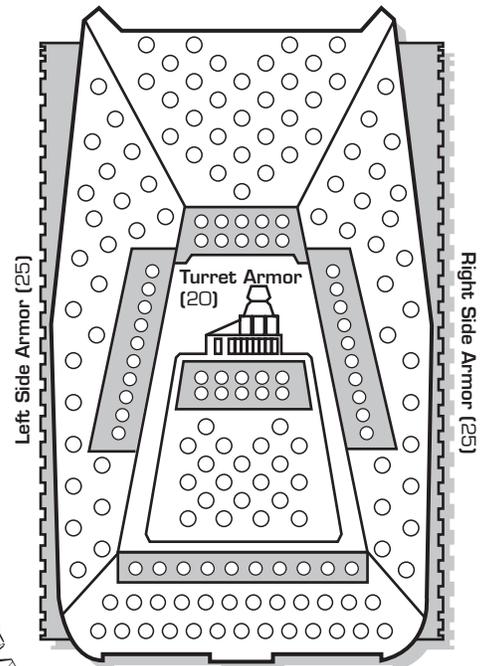
### CRITICAL DAMAGE

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



### ARMOR DIAGRAM

Front Armor (30)



Rear Armor (25)



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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

Type: LTN-G16-P LIGHTNING BRANSON

Thrust: \_\_\_\_\_ Tonnage: 50  
 Safe Thrust: 6 Tech Base: Inner Sphere (Experimental) Jihad  
 Maximum Thrust: 9

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	Hyper-Velocity AC/10 [DB,S,X]	N	7	10	10	10	—
Ammo (HVAC) 16							
1	ER Medium Laser [DE]	N	5	5	5	—	—
1	ER Medium Laser [DE]	L/RW	5	5	5	—	—
2	ER Small Laser [DE]	A	2	3	—	—	—

Note: Ferro-Aluminum Armor

Fuel: 400 Points

Cost: 3,063,958

BV: 982

### ARMOR DIAGRAM

Nose Damage Threshold (Total Armor) 5 (44)

Left Wing Damage Threshold (Total Armor) 4 (35)

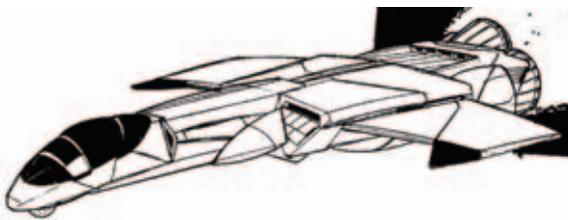
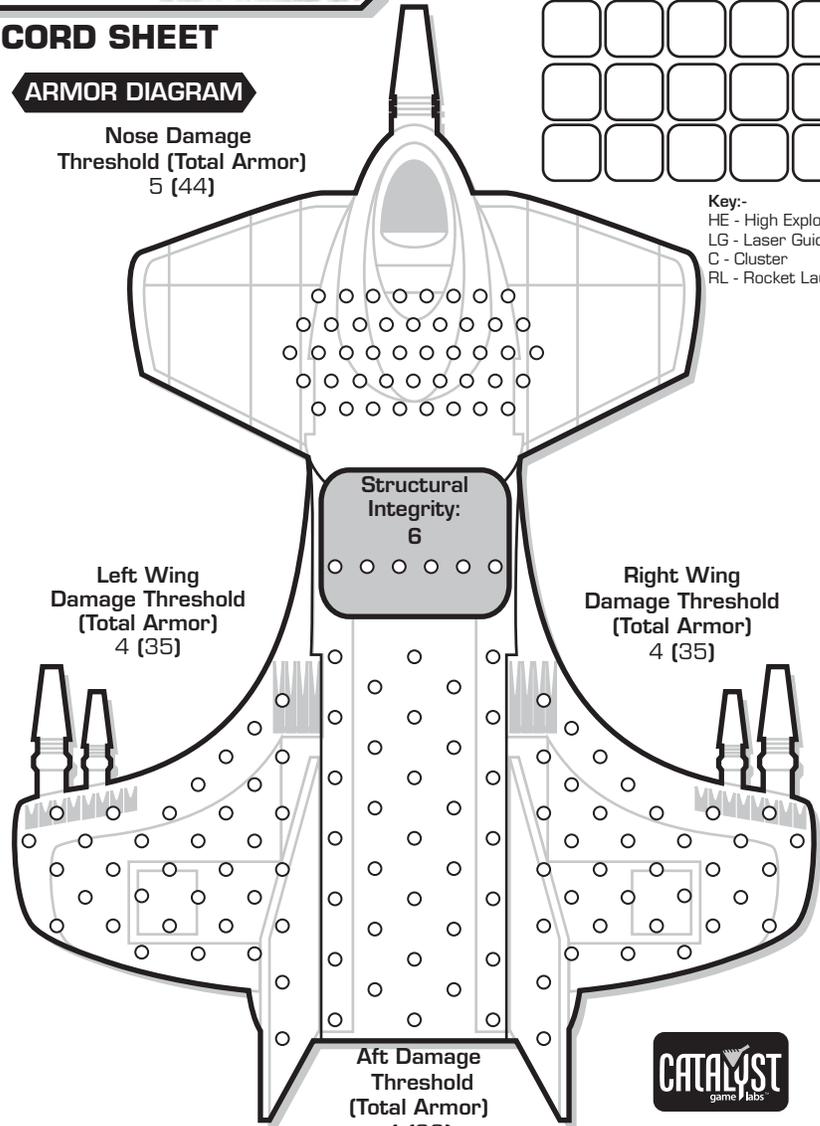
Structural Integrity: 6

Right Wing Damage Threshold (Total Armor) 4 (35)

Aft Damage Threshold (Total Armor) 4 (33)

### EXTERNAL STORES/BOMBS


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



### Heat Scale

Overflow

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

### CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

### PILOT DATA

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

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

### HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (26) Double
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+	

### 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: **CHP-X-P CHIPPEWA GLADSTONE**

Thrust: \_\_\_\_\_ Tonnage: 90  
 Safe Thrust: 5 Tech Base: Inner Sphere (Experimental) Jihad  
 Maximum Thrust: 8

### Weapons & Equipment Inventory

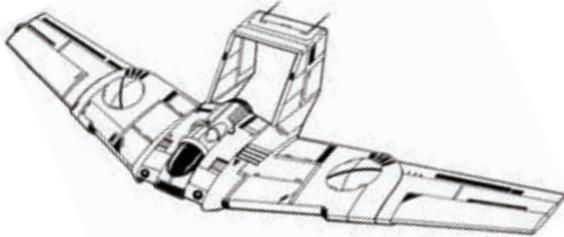
Standard Scale	(1-6)	(7-12)	(13-20)	(21-25)			
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
2	Extended LRM 15 [M,C]	N	8	9	9	9	9
Ammo (Extended LRM) 32							
2	ER Medium Laser [DE]	N	5	5	5	—	—
4	ER Medium Laser [DE]	L/RW	5	5	5	—	—

Note: Laser Reflec Armor

Fuel: 800 Points

Cost: 7,167,205

BV: 1,635



### ARMOR DIAGRAM

Nose Damage Threshold (Total Armor) 5 (43)

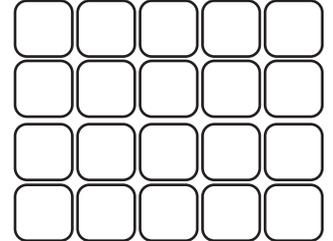
Left Wing Damage Threshold (Total Armor) 3 (24)

Structural Integrity: 9

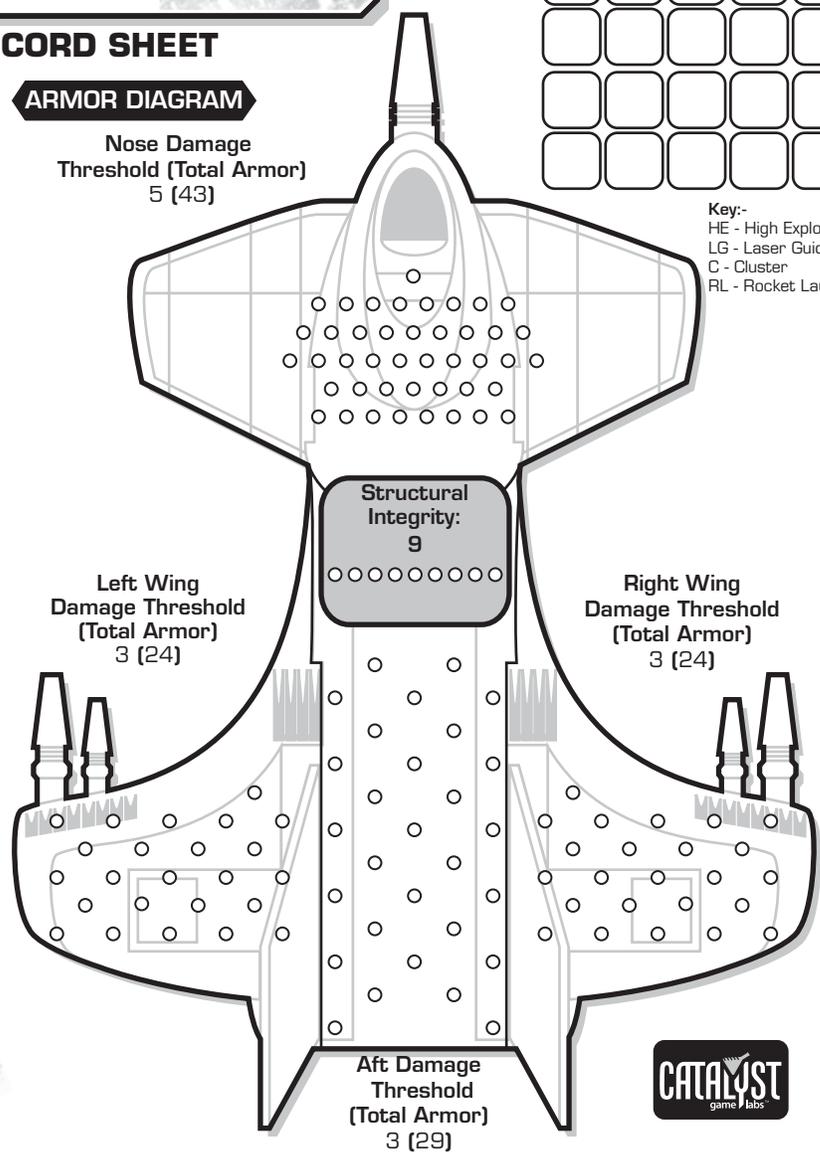
Right Wing Damage Threshold (Total Armor) 3 (24)

Aft Damage Threshold (Total Armor) 3 (29)

### EXTERNAL STORES/BOMBS



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



### Heat Scale

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

### CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

### PILOT DATA

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

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

### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	25 (50) Double
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+	

### VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

# BATTLETECH™

## ARMOR DIAGRAM

Standard Scale



### AERODYNE SMALL CRAFT RECORD SHEET

#### CRAFT DATA

Type: **S7-P "SCARAB" BUS**

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

#### Weapons & Equipment Inventory

Standard Scale [1-6] [7-12] [13-20] [21-25]  
 Qty Type Loc Ht SRV MRV LRV ERV  
 None

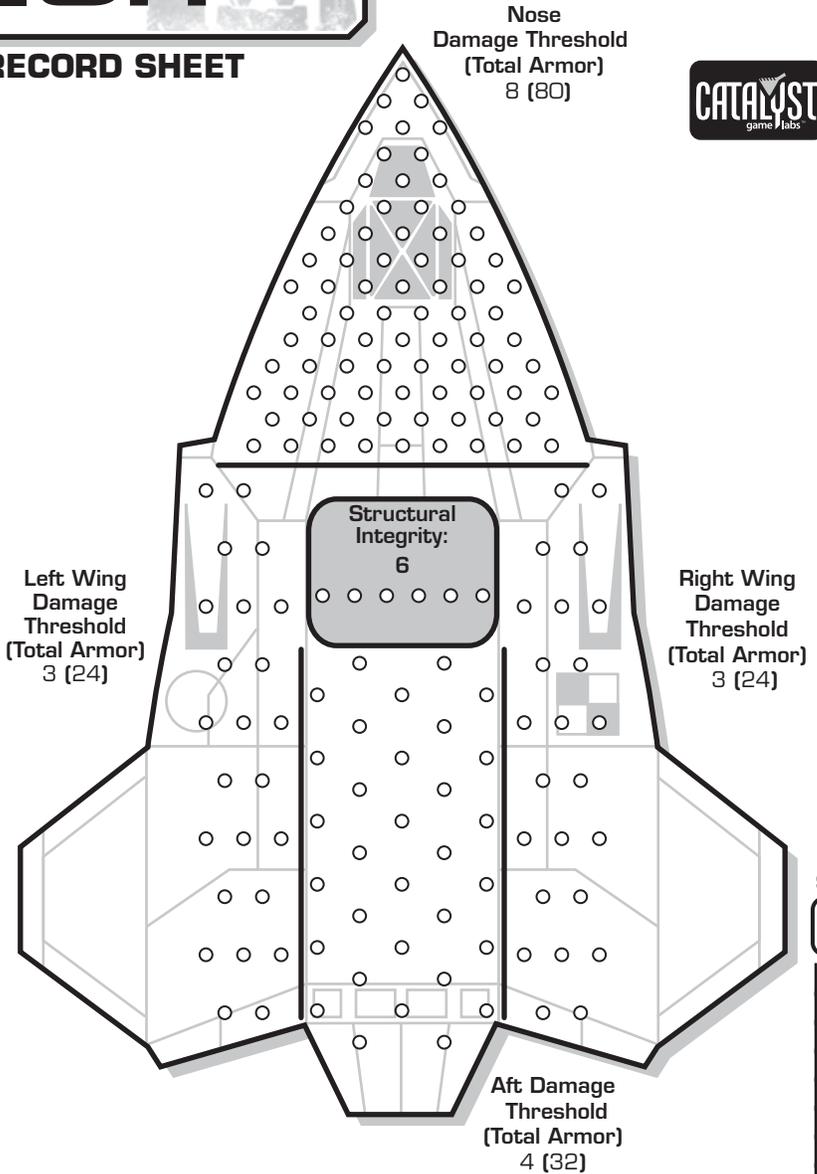
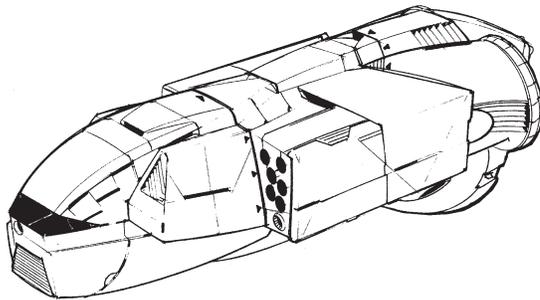
#### Cargo:

Bay 1: Booby Trap (10 tons)  
 Bay 2: Cargo (19 tons)  
 Bay 3: Jump Infantry Platoon

Fuel: 160 Points

Cost: 3,838,224

BV: 412



Heat Scale

Overflow

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

#### CRITICAL DAMAGE

Avionics (+1) (+2) (+5) Engine (2) (4) (D)  
 FCS (+2) (+4) (D) Gear (+5)  
 Sensors (+1) (+2) (+5) Life Support (+2)

#### PILOT DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken: 

1	2	3	4	5	6
---	---	---	---	---	---

  
 Consciousness #: 

3	5	7	10	11	Dead
---	---	---	----	----	------

  
 Modifier: (+1) (+2) (+3) (+4) (+5)

#### HEAT DATA

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

#### VELOCITY RECORD

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

# BATTLETECH

Nose Damage Threshold (Total Armor) 23 (230)

## ARMOR DIAGRAM

Standard Scale



## AERODYNE DROPSHIP RECORD SHEET

### DROPSHIP DATA

Type: LEOPARD PA-CLASS DROPSHIP

Name: \_\_\_\_\_ Tonnage: 1,900  
 Thrust: \_\_\_\_\_ Tech Base: Inner Sphere (Experimental) Jihad  
 Safe Thrust: 4  
 Maximum Thrust: 6  
 Fighters/Small Craft: 2 / 2 Launch Rate: 8

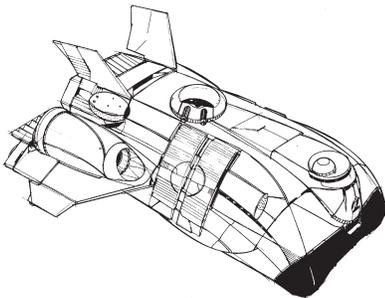
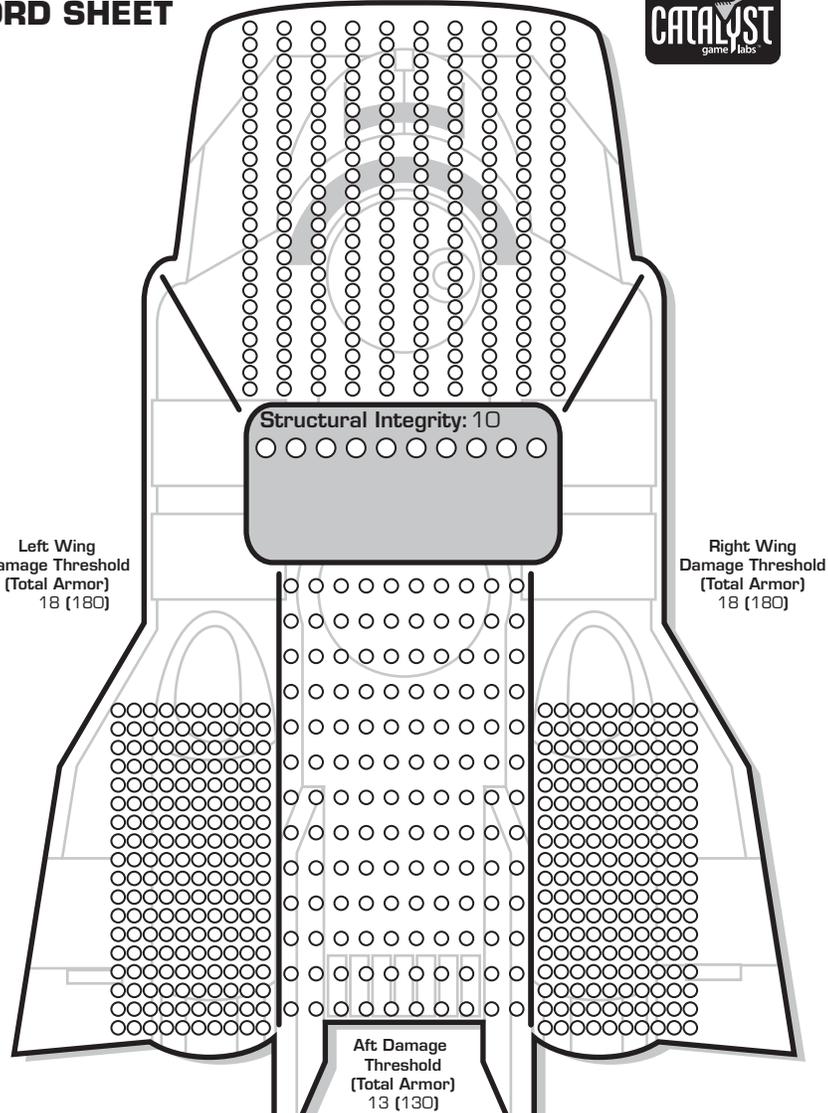
### Weapons & Equipment Inventory

Standard Scale		(1-6)	(7-12)	(13-20)	(21-25)	
Bay	Loc	Ht	SRV	MRV	LRV	ERV
5 ER PPC + Capacitors	Nose	100	8(75)	8(75)	8(75)	—
2 LRM 20 + Artemis IV	Nose	12	3(32)	3(32)	3(32)	—
2 Small Pulse Laser	Nose	4	1(6)	Point Defense		
2 LRM 20 + Artemis IV	L/RW	12	3(32)	3(32)	3(32)	—
2 Binary Laser Cannon	L/RW	32	2(24)	2(24)	—	—
2 Small Pulse Laser	L/RW	4	1(6)	Point Defense		
2 Small Pulse Laser	L/RW(A)	4	1(6)	Point Defense		
2 Binary Laser Cannon	Aft	32	2(24)	2(24)	—	—
4 Medium Pulse Laser	Aft	16	2(24)	—	—	—

Cargo:  
 Bay 1: Small Craft (2) (2 doors)  
 Bay 2: Fighters (2) (2 doors)  
 Bay 3: Jump Infantry Platoons (4) (0 door)

Ammunition:  
 (LRM 20 Artemis IV): 60

Cost: 408,964,032 C-bills BV: 6,220



### CREW DATA

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

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

Crew: 12 Marines: 0  
 Passengers: 0 Elementals: 0  
 Other: 98 Battle Armor: 0  
 Life Boats/Escape Pods: 0 / 2

### CRITICAL DAMAGE

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

### VELOCITY RECORD

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

### HEAT DATA

Heat Sinks: 129 (258) Double

Heat Generation Per Arc

Nose:	116	Aft:	48
Left Wing:		Right Wing:	
Fwd:	48	Fwd:	48
Aft:	4	Aft:	4