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INTRODUCTION

INCOMING MESSAGE

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Duchess,

As per your request, I have prepared the following summation of the developments underway at the manufacturing and refit centers on Arc-Royal. Apparently, Grand Duke Kell and his son were on the level with everything they communicated to the Archon. Though output remains strained meeting the needs of the Hounds, Kell's private armies (including those triple-damned Wolf "pets" of his), and the shattered Dragoons, Arc-Royal's mercenary masters have upheld their end of the bargain in supporting the LAAF's war effort.

If Kell is planning for any future moves against Inarcs, such preparations are too subtle for our eyes on the ground to spot. Entirely too many resources have been earmarked for Lyran defense along the Clan front, and the commitments Adam made to Devlin Stone.

But what surprised me more were the "independent" projects the Grand Duke and his allies have been dabbling in. Even with their capacities strained, it seems, a collection of engineers and scientists have been diverted to a slew of development projects we can only define as "experimental" in nature. Evidently funded by a combination of family funds and "special investors" (read: a number of allied state and mercenary commands), a rash of prototype machines were witnessed undergoing field tests in several of Arc-Royal's more secluded assembly sites and refit centers.

The limited deployment of these designs, use of prototype technologies, and the secrecy surrounding their testing suggests more than a mere customization effort, presenting a possibility that we could be seeing the vanguard of Arc-Royal's next wave in technological innovation. And yet there seems to be no corresponding effort to upgrade the major factory complexes to accommodate such a surge—nothing even close to what we saw when the Kells had to retool to produce the *Mongoose II* and *Cygnus* 'Mechs a few years back.

In my evaluation, this surge in prototype production could be more an act of desperation than a preamble to a manufacturing upgrade. It could well be that the LAAF is hoping to test emergent technologies through their allies and any mercenaries who can be trusted. The sheer volume is simply not there to explain these Experimentals otherwise.

But it is a trend well worth watching as this war winds down and we await to see what's next.

—Strom Ashton, Director, Blackstone Diplomatic Corps
14 December 3076

INCOMING MESSAGE

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HOW TO USE THIS BOOK

The 'Mechs, combat vehicles, and fighters described in *Experimental Technical Readout: Mercenaries* provide players with a rare look at the development of technologies that have yet to hit the "mainstream" in the *BattleTech* universe. The designs featured in this book reflect limited-run prototypes and "one-offs" that have yet to reach full factory production—and most (if any) 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 and role-playing adventures.

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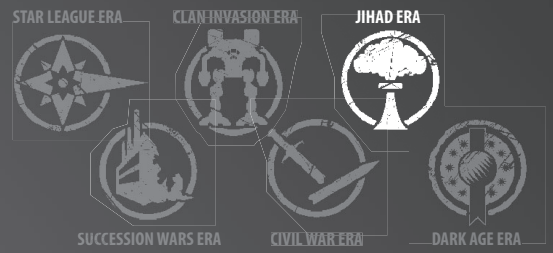


WLF-2X WOLFHOUND

Field Testing Summation:
Prototype WLF-2 Chassis Refit
Producer/Site: Arc-Royal MechWorks, Arc-Royal
Supervising Technician: Michael Bodien
Project Start Date: 3072
Non-Production Equipment Analysis:
Reflective Armor
Actuator Enhancement System
Engine Supercharger
PPC Capacitor

Overview

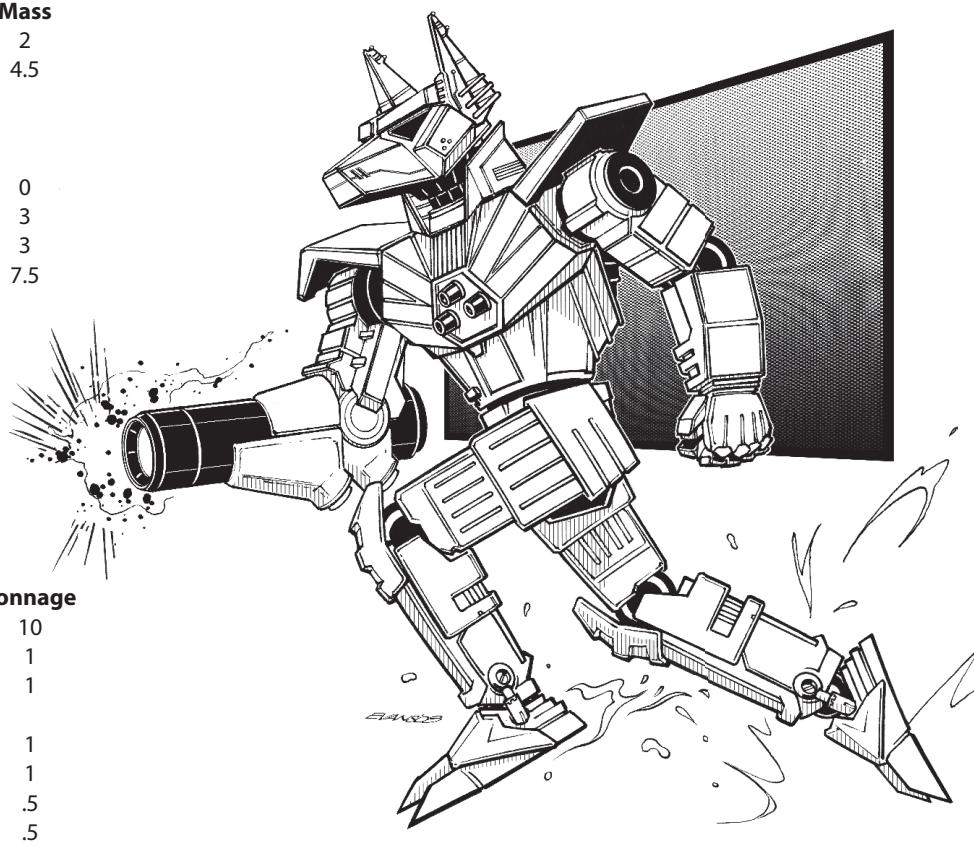
Imperiled by the latest wave of technological advances in BattleMech weapon designs (like most light 'Mechs), the *Wolfhound*—once a premier light 'Mech hunter-killer—was a natural choice for experimental upgrades. Yet despite abundant access to Clan technologies, ARM engineers apparently opted for a Spheroid-only approach, which suggests a possible long-term goal of marketing to cost-conscious Inner Sphere consumers. We estimate five prototype WLF-2X *Wolfhound*s are undergoing testing at this time.

Beginning with the WLF-2 chassis, the extensive modifications seen on this experimental refit began with an endo steel internal frame wrapped around an extra-light engine enhanced by a supercharger. This allows the *Wolhound*-2X to maintain its current performance envelope (and even to achieve MASC-like bursts of speed) while freeing more weight for firepower. Protecting this chassis is a skin of laser reflective armor every bit as thick as the WLF-2's original (though the designers took some apparent liberties with the contours to give the new *Wolfhound* a little more menace). Finally, the payload retains the classic *Wolfhound*'s all-energy philosophy, but trades in the ER Large Laser for a heavy PPC augmented by an experimental PPC capacitor that sacrifices range and heat control for raw hitting power. An Actuator Enhancement System has been added to the right arm to provide greater accuracy for the 2X's main gun, while production-grade ER medium lasers and an ER Small replace the traditional triple-mediums of the original.

Type: **WLF-2X Wolfhound**
Technology Base: Inner sphere (Experimental)
Tonnage: 35
Battle Value: 2,017

Equipment			**Mass**
Internal Structure:	Endo Steel		2
Engine:	210 XL		4.5
Walking MP:	6		
Running MP:	9 (12)		
Jumping MP:	0		
Heat Sinks:	10 [20]		0
Gyro:			3
Cockpit:			3
Armor Factor (Reflective):	119		7.5
	Internal Structure	Armor Value	
Head	3	9	
Center Torso	11	16	
Center Torso (rear)		6	
R/L Torso	8	12	
R/L Torso (rear)		4	
R/L Arm	6	12	
R/L Leg	8	16	

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
Heavy PPC	RA	4	10
PPC Capacitor	RA	1	1
Actuator Enhancement System	RA	1	1
ER Medium Laser	RT	1	1
ER Medium Laser	LT	1	1
Supercharger	LT	1	.5
ER Small Laser	CT	1	.5



EXPERIMENTAL

HOP-4X HOPLITE

Field Testing Summation: Prototype HOP-2D Hybrid Refit
Producer/Site: Arc-Royal MechWorks, Arc-Royal
Supervising Technician: Scientist Janus (Clan Wolf in-Exile)
Project Start Date: 3075
Non-Production Equipment Analysis:

- Composite Internal Structure
- Clan Rotary Autocannon/5
- Clan Streak LRM-15 Launcher
- Clan Light Active Probe

Overview

The experimental *Hoplite* refit only hit the testing stage very recently, but this is actually considered quite a feat, as the design is actually an amalgamation of Clan and Inner Sphere experimental technologies. Based on a chassis best known as a unit of choice for the shattered Wolf's Dragoons mercenary command, this design underscores its origins with the former Clansmen who now take shelter on Arc-Royal with Phelan Kell's exiled Wolves. Yet, at the same time, only the manufacturing capabilities of ARM—with surprise aid from Coventry Metal Works—made this refit possible.

The entire structure and skin of this experimental *Hoplite* hails from Inner Sphere origins. Most of it—from the light fusion engine, standard gyros, double-strength freezers, and even the CASE-protected ammunition bins—is built to proven, off-the-shelf Spheroid design specs. But Coventry engineers apparently had a hand in the internal framework itself, as the brittle, but extra-light composite bones still bear CMW serial numbers. (This development is still under investigation.)

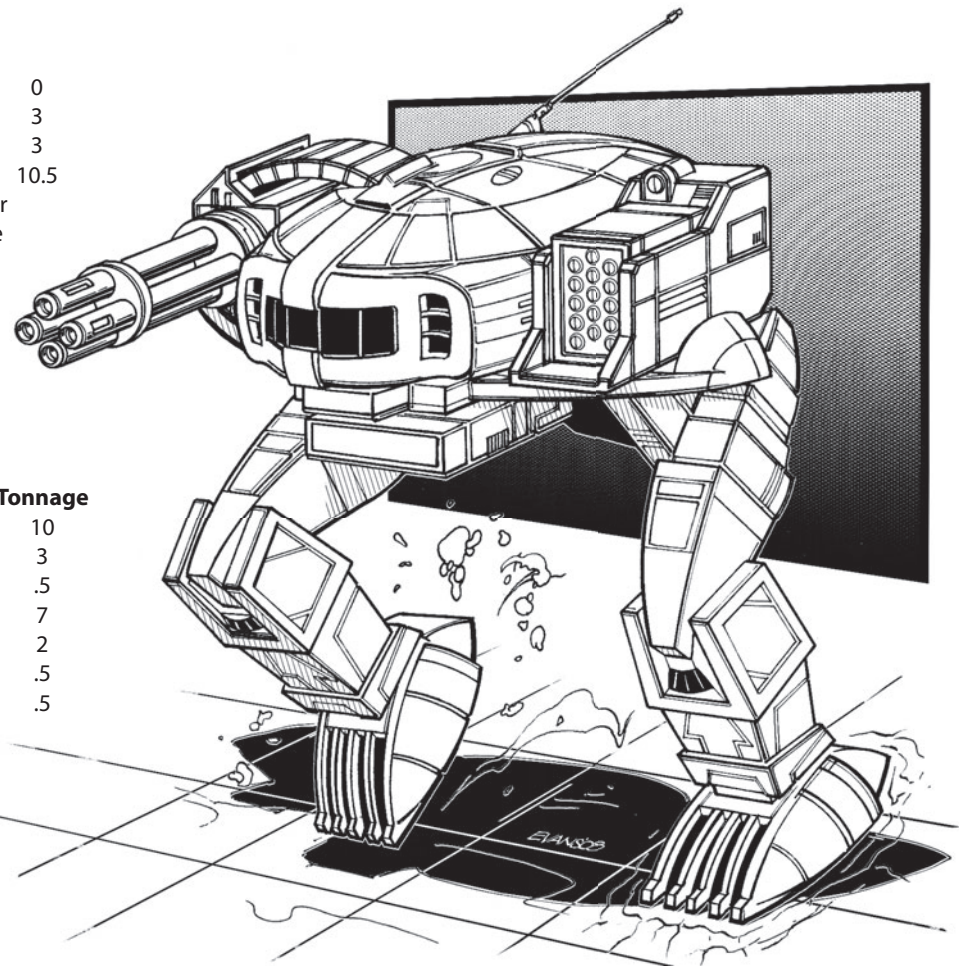
Where the Clan technology becomes apparent is the *Hoplite*'s weapons loadout—and virtually all of it is prototype. With the weight savings of the light engine and the composite structure, the *Hoplite*-4X gains enough space to trade in its LB 10-X for an experimental Clan-made Rotary AC/5 with three tons of ammunition. Its Spheroid LRM-5 launcher is also replaced by a 15-tube Clan-made Streak LRM system. Together, these weapons have the ability to rain massive ballistic and missile destruction down on enemy units at excellent ranges, while a Clan-made light active probe sweeps the nearby area for ambushes.

Type: **HOP-4X Hoplite**
Technology Base: Mixed Tech (Experimental)
Tonnage: 55
Battle Value: 1,946

Equipment		Mass
Internal Structure	Composite	3
Engine:	275 Light	12
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro-Fibrous):	185	10.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	18	28
Center Torso (rear)		8
R/L Torso	13	18
R/L Torso (rear)		8
R/L Arm	9	18
R/L Leg	13	26

Weapons and Ammo	Location	Critical	Tonnage
Rotary AC/5 (C)	RA	8	10
Ammo (RAC) 60 (C)	RT	3	3
CASE	RT	1	.5
Streak LRM 15 (C)	LT	3	7
Ammo (Streak) 16 (C)	LT	2	2
CASE	LT	1	.5
Light Active Probe (C)	H	1	.5



EXPERIMENTAL

GHR-7X GRASSHOPPER

Field Testing Summation: Prototype GHR-5J Chassis Refit
Producer/Site: Arc-Royal MechWorks, Arc-Royal
Supervising Technician: Michael Bodien
Project Start Date: 3075
Non-Production Equipment Analysis:
Bombast Lasers
Torso-Mounted Cockpit System
Bloodhound Active Probe

Overview

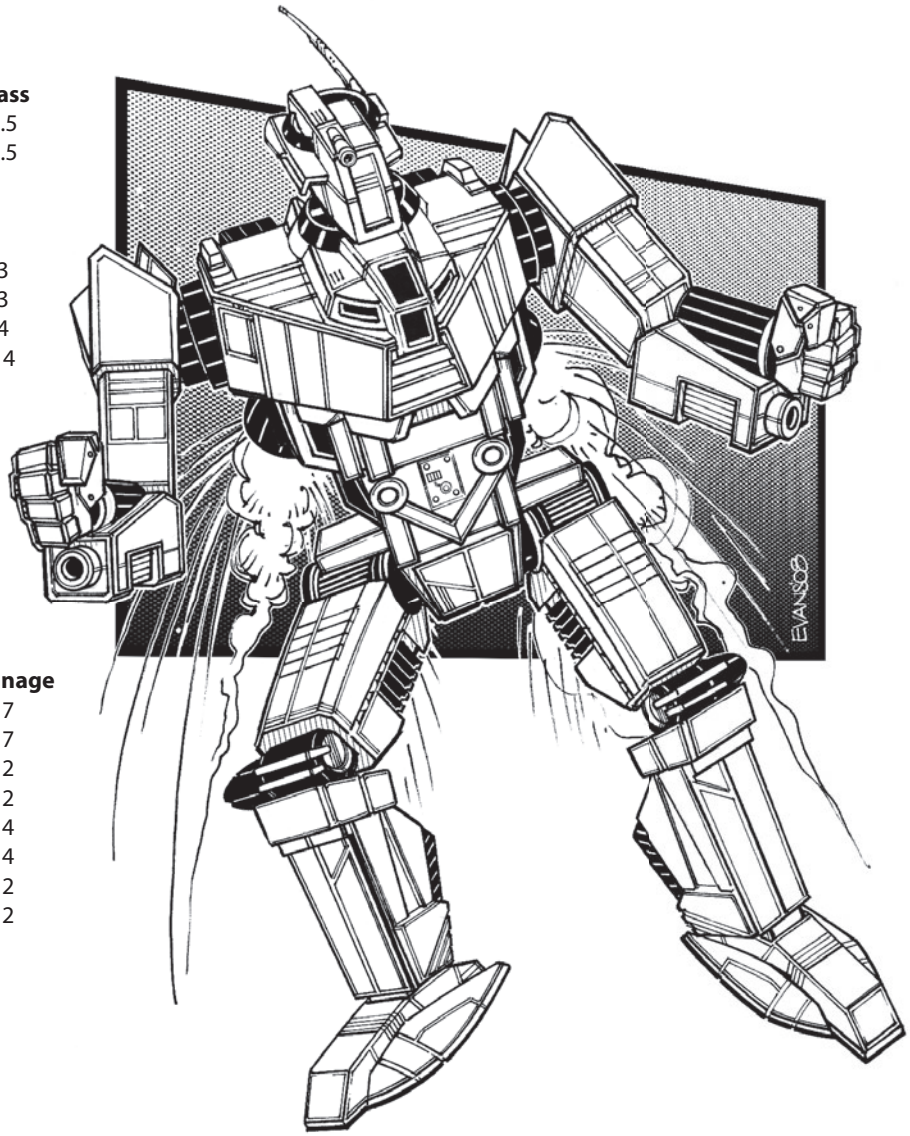
The venerable *Grasshopper*—a late first Star League era design orphaned by Kerensky's departure—has survived for centuries to become almost ubiquitous among any force that values heavy firepower and mobility in equal measure. This relative commonality may be why this particular chassis was chosen for prototype refit by ARM engineers over other machines produced out of Arc-Royal.

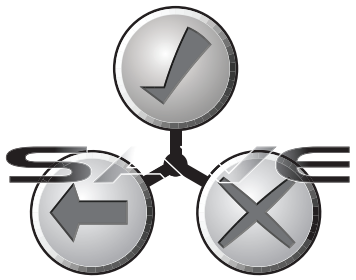
Compared to the *Wolfhound* and *Hoplite* rebuilds, the heavy *Grasshopper* is a far less radical modification—a fact that suggests a greater emphasis on developing a production-ready prototype. The use of endo steel, a light engine, and a heat sink upgrade to double strength freezers frees up enough tonnage for the 7X to replace its standard Leviathan Lifters with improved jump jets, boosting its flight distance by fifty percent. In addition, ARM engineers chose to augment the 'Mech's protection with another ton of standard armor and took the unexpected step of moving the cockpit systems into the more heavily armored torso. In addition to these changes, the *Grasshopper*'s payload was completely replaced with a pair of experimental bombast lasers (one in each arm), and a head-mounted medium pulse laser. In the head space cleared away by the cockpit's relocation, the tinkers placed a prototype Bloodhound active probe, granting their new and improved *'Hopper* the ability to sniff out even the most well-hidden enemies.

Type: **GHR-7X Grasshopper**
Technology Base: Inner sphere (Experimental)
Tonnage: 70
Battle Value: 1,587

Equipment			Mass
Internal Structure:	Endo Steel		3.5
Engine:	280 Light		8.5
Walking MP:	4		
Running MP:	6		
Jumping MP:	6		
Heat Sinks:	13 [26]		3
Gyro:			3
Cockpit (Torso-Mounted):			4
Armor Factor:	217		14
	Internal Structure	Armor Value	
Head	3	9	
Center Torso	22	33	
Center Torso (rear)		11	
R/L Torso	15	22	
R/L Torso (rear)		8	
R/L Arm	11	22	
R/L Leg	15	30	

Weapons and Ammo	Location	Critical	Tonnage
Bombast Laser	RA	3	7
Bombast Laser	LA	3	7
Bloodhound Active Probe	H	3	2
Medium Pulse Laser	H	1	2
Improved Jump Jets	RT	4	4
Improved Jump Jets	LT	4	4
Improved Jump Jet	LL	2	2
Improved Jump Jet	RL	2	2





EXPERIMENTAL

ANH-2AX ANNIHILATOR

Field Testing Summation: Prototype ANH-2A Chassis Refit
Producer/Site: Arc-Royal MechWorks, Arc-Royal
Supervising Technician: Michael Bodien
Project Start Date: 3074
Non-Production Equipment Analysis:
Armored Components (Sensors, Life Support, Cockpit)
Laser Reflective Armor
Improved Heavy Gauss Rifles

Overview

Another experimental refit that draws from iconic Wolf's Dragoons stock, only two of the so-called *Annihilator*-2AX refits have been spotted on Arc-Royal's proving grounds to date. (A third was reportedly destroyed in a freak accident earlier this year.) Another brainchild of Michael Bodien, ARM's "chief tinker", this chassis—like that of the *Wolfhound*-2X—emphasizes Inner Sphere-only refit equipment with a possible eye toward facilitating future production runs.

The chassis, engine, gyro and cockpit systems of this *Annihilator* refit all use technologies currently in mass production, although the compact engine and gyro represent innovations of much more recent vintage. As with the 2A model, this experimental configuration still uses standard heat sinks, and even removes several of them thanks to the machine's lighter heat load. Protecting all of this is nineteen tons of laser-reflective armor, a hide that provides more protection than the 2A's standard plating—especially against energy weapons, as well as heavy component armor on all of the cockpit, sensor, and life support systems.

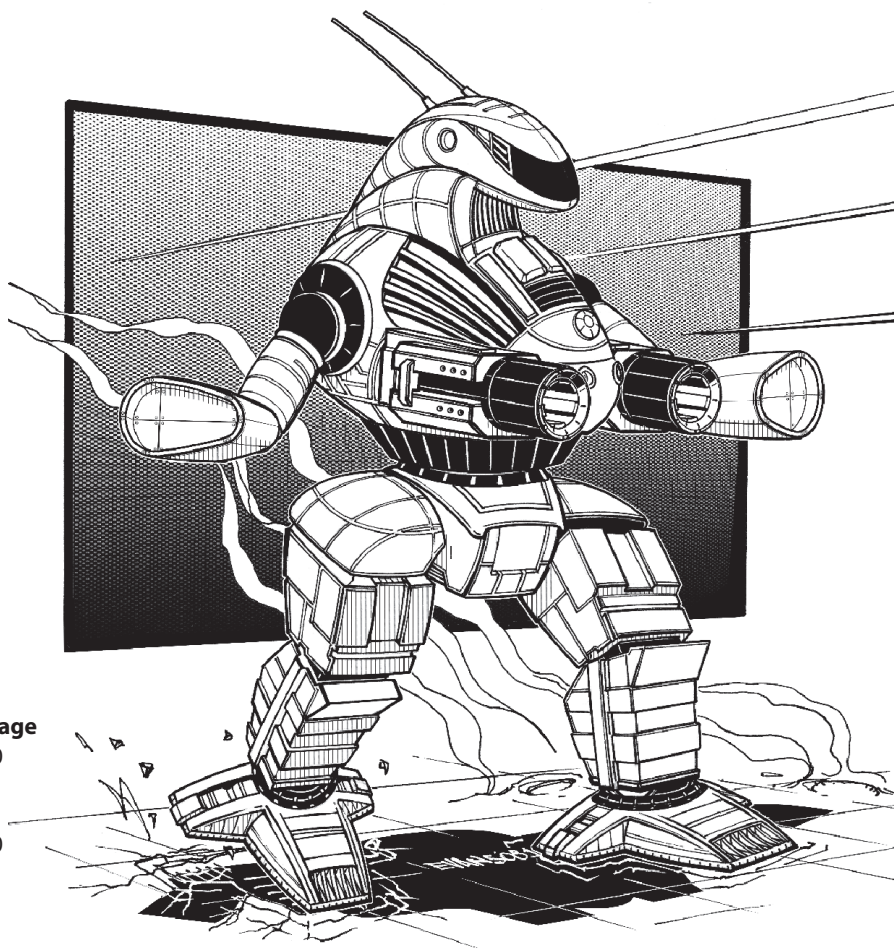
The weapons load consists of two experimental improved heavy Gauss rifles, with the ammunition bins moved into the truncated arms. This is noteworthy because both of these powerful cannons hail from Defiance Industries' manufacturing centers, despite strained relations between Defiance and their competitors on Arc-Royal. Apparently, this "contribution" to the 2AX's design took a fair amount of wrangling, including—according to some rumors—a direct order from the Archon himself.

Type: **ANH-2AX Annihilator**
Technology Base: Inner Sphere (Experimental)
Tonnage: 100
Battle Value: 2,542

Equipment		Mass
Internal Structure:		10
Engine:	200 Compact	13
Walking MP:	2	
Running MP:	3	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro (Compact):		3
Cockpit (Armored):		4
Armor Factor (Reflective):	304	19

	Internal Structure	Armor Value
Head	3	9
Center Torso	31	44
Center Torso (rear)		15
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	Tonnage
Improved Heavy Gauss Rifle	RT	11	20
Ammo (iHeavy Gauss) 16	RA	4	4
CASE	RT	1	.5
Improved Heavy Gauss Rifle	LT	11	20
Ammo (iHeavy Gauss) 16	LA	4	4
CASE	LT	1	.5
Armored Comp. (Sensors)	H	0	1
Armored Comp. (Life Support)	H	0	1



"SCHWERER GUSTAV"

Field Testing Summation: Custom Hybrid Chassis
Producer/Site: Field Center Bravo-613, Arc-Royal
Supervising Technician: Sergi Ivanovich, Chief Tech, Tooth of Ymir Mercenary Regiment
Project Start Date: 3073
Non-Production Equipment Analysis:
Hybrid Chassis (Standard/Endo Steel)
Command Console
Bloodhound Active Probe
Binary Laser Cannon
Clan Rotary AC/5
Thumper Artillery Cannon

Overview

According to the rumors, the birth of the "Schwerer Gustav" began when the Tooth of Ymir mercenary command's chief technician, Sergi Ivanovich, bet Kell Hounds chief tech Daniel Holstein that he could get the discarded hulk of a particularly savaged Wolf's Dragoons *Annihilator* operational in less than six months. The barroom wager quickly gained a life of its own when Ivanovich revealed some of his plans, and received a boon from Grand Duke Kell himself, who saw to it that he received additional support for his "inspiration" in the form of several experimental weapon systems.

The final form of the 'Mech that resulted was a hodgepodge of proven and prototype technologies from Inner Sphere and Clan origins, the very definition of a "FrankenMech". Dubbed the "Schwerer Gustav" (an obscure reference to a heavy artillery platform from Terra's second World War), the hybrid design is dominated by parts cobbled together from at least six different chasses, particularly the demolished *Annihilator*, a wrecked *Verfolger*, and a scrapped *Berserker*.

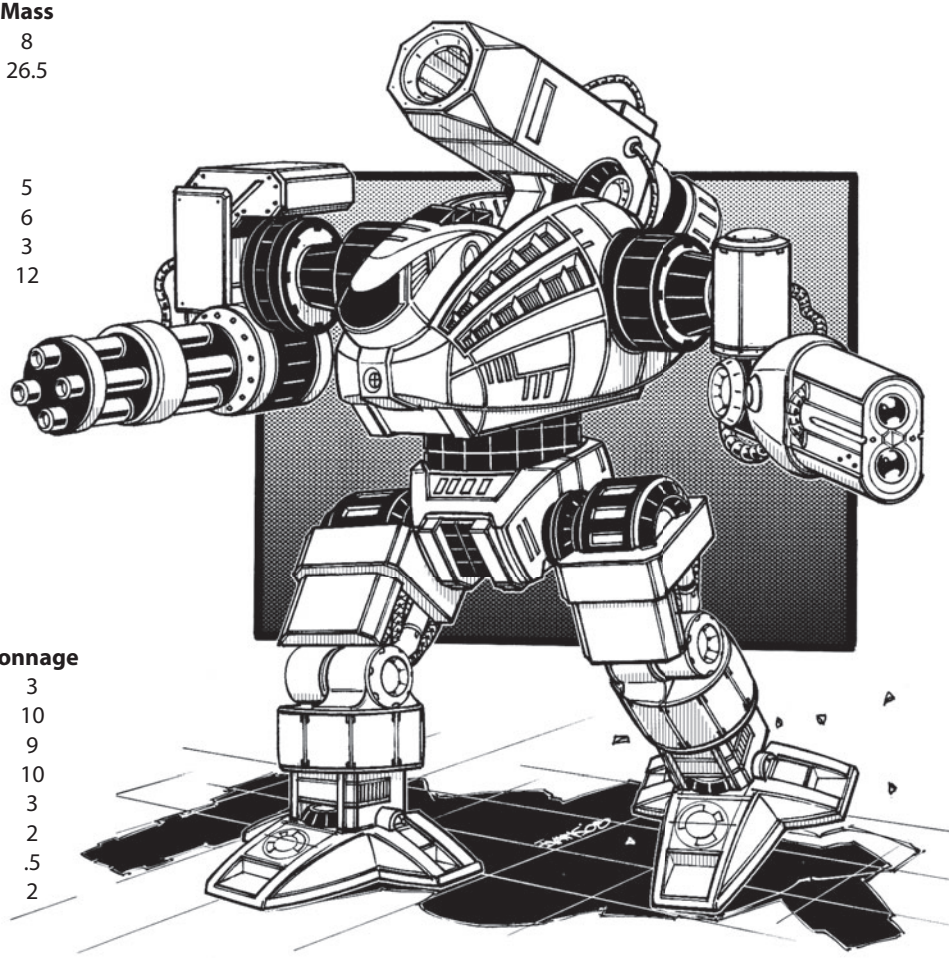
But though it looks makeshift, packed within this 'Mech's surprisingly sturdy frame are a host of newer parts. A compact gyro provides stability with minimal use of space, while a command console makes it possible to employ this unit as a tactical officer's ride. A Bloodhound active probe provides the ability to detect any hidden enemies in close proximity, while its firepower includes a Clan-made Rotary AC/5, a binary laser cannon, and a Thumper artillery cannon.

All told, Ivanovich won his wager with Holstein; completing the "Schwerer Gustav" in just two months, his prize—beyond bragging rights and heaps of commendations from his superiors—was said to be six cases of Lachan County Ale. The one-of-a-kind "Gustav", meanwhile, has joined the Tooth of Ymir's depleted ranks as a part of the unit's command lance.

Type: **"Schwerer Gustav"**
Technology Base: Mixed Tech (Experimental - FrankenMech)
Tonnage: 100
Battle Value: 1,796

Equipment			Mass
Internal Structure: Standard/Endo Steel Hybrid			8
Engine:	400 XL		26.5
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Heat Sinks:	15 [30]		5
Gyro (Compact):			6
Cockpit:			3
Armor Factor:	192		12
	Internal Structure	Armor Value	
Head	3	9	
Center Torso	31	25	
Center Torso (rear)		10	
R Torso	15	24	
R Torso (rear)		6	
L Torso	21	21	
L Torso (rear)		9	
R/L Arm	10	20	
R/L Leg	21	24	

Weapons and Ammo	Location	Critical	Tonnage
Cockpit Command Console	H	1	3
Thumper Artillery Cannon	LT	7	10
Binary Laser Cannon	LA	4	9
Rotary AC/5 (C)	RA	8	10
Ammo (RAC) 60 (C)	RT	3	3
Ammo (Thumper) 40	RT	2	2
CASE	RT	1	.5
Bloodhound Active Probe	CT	3	2



EXPERIMENTAL

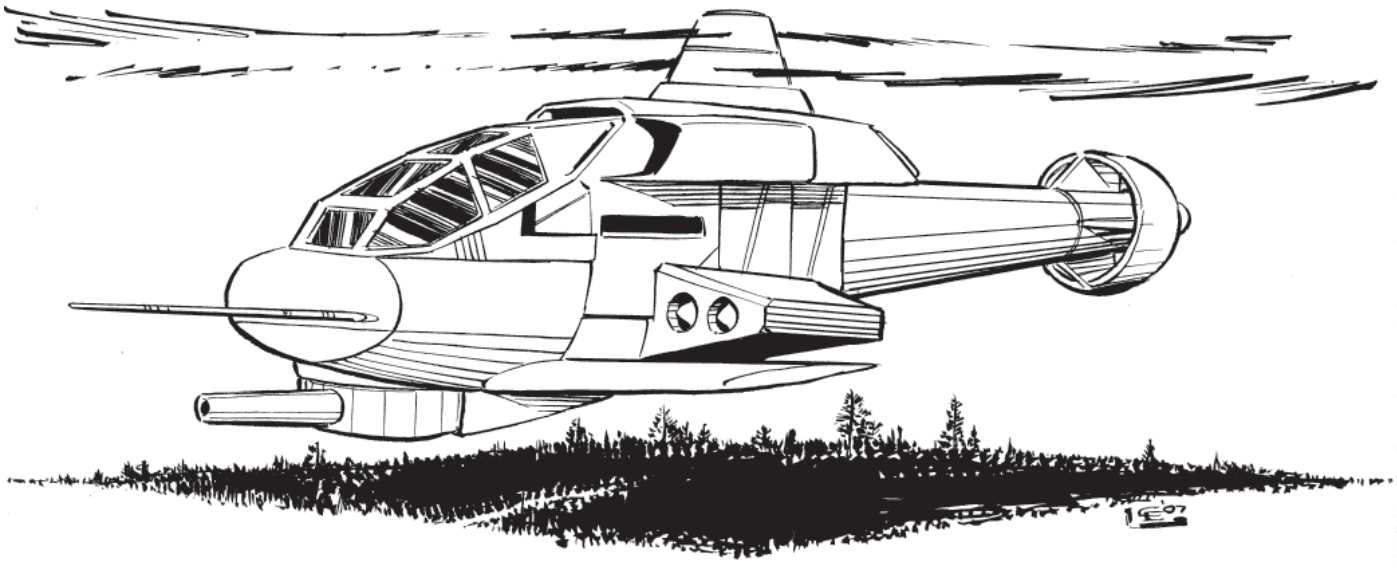
WARRIOR HX-9 HELICOPTER

Field Testing Summation: Prototype(?) H-7 Chassis Refit
Producer/Site: Unknown
Supervising Technician: Unknown
Project Start Date: Unknown (post-3073)
Non-Production Equipment Analysis:
Vehicular Stealth Armor
VTOL Jet Booster System
Hyper-Velocity Autocannon/2

Overview

A venerable attack vehicle, known for its maneuverability, long reach, cost-effectiveness, and reliability, it only stands to reason that the Warrior class attack helicopter would be the focus of some experimentation. But the mystery of the so-dubbed HX-9 Warrior attack helicopter spotted on Arc-Royal's proving grounds in Kell Hound livery has many of our people scratching their heads. Although the helicopter is of local origins, being manufactured on Furillo for centuries, the modifications seen on the HX-9 all seem to hail from the opposite side of the Inner Sphere. We therefore believe this prototype—duplicated at least once by Arc Royal technicians (though their parts supply sources are somewhat dubious)—was actually imported from Capellan space, likely by expatriate mercenaries flocking to the relative safe haven of Duke Kell's world.

Though outwardly similar to the H-7 model, the HX-9 swaps out the Warrior's classic internal combustion engine for a slightly more powerful extra-light fusion plant, increasing its cruising speed by just over ten percent, while a jet booster system allows for speed bursts of almost 220 kph. In addition, experimental stealth armor and a Guardian ECM now protect this craft, rendering it harder to see on enemy radar. A prototype hyper-velocity light autocannon (presumed, like the armor, to be of Capellan origins), provides the HX-9 its only offensive bite, albeit at ranges the classic SarLon AC/2 could only dream of. All of this combines to make the HX-9 an ideal scout chopper and long-range harasser.



Type: **Warrior HX-9 Helicopter**
Technology Base: Inner sphere (Experimental)
Movement Type: VTOL
Tonnage: 21
Battle Value: 392

Equipment		Mass
Internal Structure:		2.5
Engine:	70	1.5
Type:	XL Fusion	
Cruising MP:	10	
Flank MP:	15 [20]	
Heat Sinks:	10	0
Control Equipment:		1.5
Lift Equipment:		2.5
Power Amplifier:		0
Turret:		0
Armor Factor (V-Stealth):	24	1.5

	Armor Value
Front	6
R/L Side	6/6
Rear	6
Rotor	2

Weapons and Ammo	Location	Tonnage
Hyper-Velocity AC/2	Nose	8
Ammo (HVAC) 30	Body	1
Guardian ECM Suite	Nose	1.5
CASE	Body	.5
VTOL Jet Booster	Body	.5

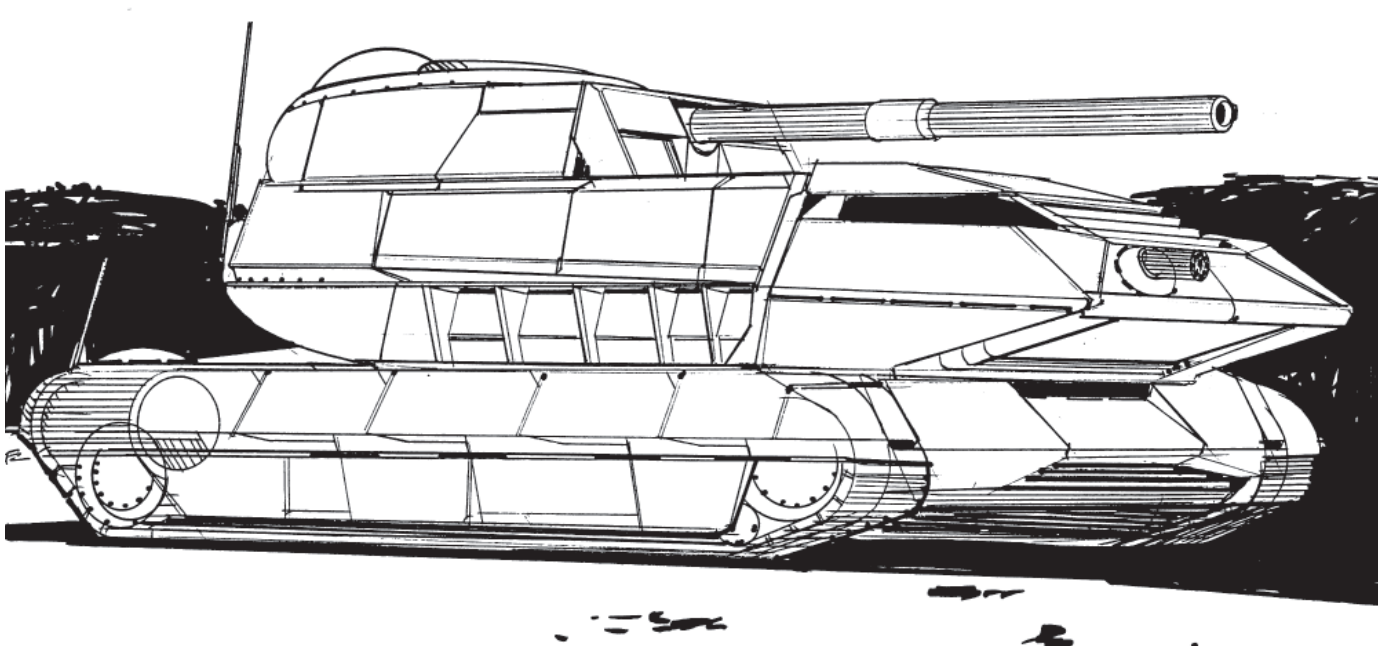
VEDETTE V-G7X

Field Testing Summation:
Prototype Vedette-series Chassis Refit
Producer/Site: Field Center ARCT Gemini 7, Arcturus
Supervising Technician: Sgt Major Rolf Kalaska
Project Start Date: 3074
Non-Production Equipment Analysis:
Reactive Armor
Engine Supercharger
Bombast Laser
MagShot Gauss Rifles

Overview

A simple and economical design, the Vedette has served House armies and mercenary forces alike as the "reliable old standby" for centuries. But with the post-Fourth War technological renaissance and the flood of innovations since, a simple combination of standard armor, standard autocannon, and a standard machine gun has about as much life expectancy in a serious battle as a one-legged *Locust*. Such is the apparent thinking behind this experimental upgrade, first sighted at the refit centers on Arcturus. Although not one of the designs being tested by Kell and his allies, Arcturus' proximity and willingness to earmark refit yard test beds to local mercenaries has earned this experimental venture a closer look.

Trading in the Vedette's classic combustion engine for a supercharged extralight fusion provides this prototype with the same mobility as the original, plus an occasional speed boost to hit 108 kph on open ground. Over eight tons of reactive armor provides solid protection from enemy fire that is especially effective against ballistic weapons. But the most radical chassis alteration is the dual-turret configuration that allows this vehicle's two main guns—a prototype bombast laser, and a light AC/5—two swivel against two targets independently. Backed up by a pair of forward-set MagShot Gauss rifles and a targeting computer for enhanced accuracy, this experimental Vedette refit is far more costly than its progenitors, but can be a nasty shock to any unsuspecting opponent.



Type: **Vedette V-7X Medium Tank**
Technology Base: Inner sphere (Experimental)
Movement Type: Tracked
Tonnage: 50
Battle Value: 1,223

Equipment		Mass
Internal Structure:		5
Engine:	250	10
Type:	XL Fusion	
Cruising MP:	5	
Flank MP:	8 (10)	
Heat Sinks:	12	2
Control Equipment:		2.5
Lift Equipment:		0
Power Amplifier:		0
Turret 1:		1
Turret 2:		.5

Armor Factor (Reactive):	136	8.5
	Armor Value	
Front	25	
R/L Side	23/23	
Rear	23	
Turret 1	21	
Turret 2	21	

Weapons and Ammo	Location	Tonnage
Supercharger	Body	1
Bombast Laser	Turret 1	7
Light Autocannon/5	Turret 2	5
Ammo (LAC) 20	Body	1
2 MagShot Gauss Rifles	Front	1
Ammo (MagShot) 50	Body	1
Targeting Computer	Body	4
CASE	Body	.5

KANGA-X JUMPTANK

Field Testing Summation: Experimental Chassis Prototype
Producer/Site: Wolf City Auxiliary Factory Epsilon, Arc-Royal
Supervising Technician: Senior Technician Ansom
Project Start Date: 3075
Non-Production Equipment Analysis:
Vehicular Jump Jets
Large Chemical Laser
Streak LRM 10

Overview

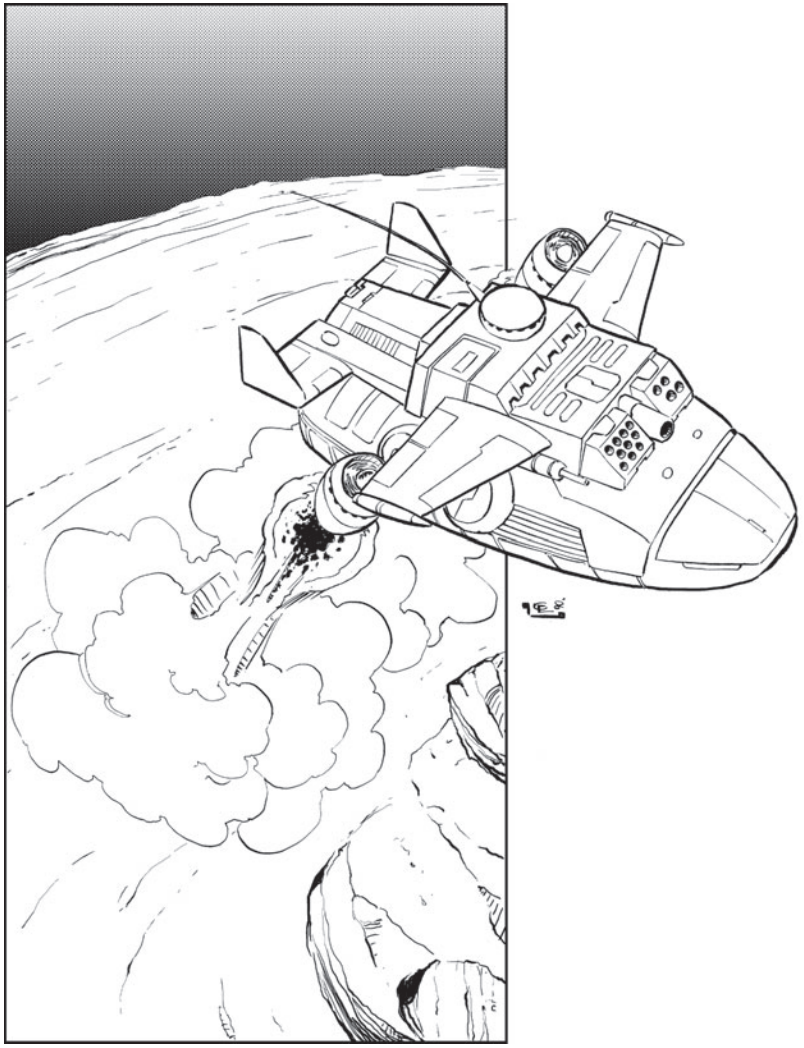
Once considered a boondoggle so expensive even the Clans would not waste the technology and resources on it, the long lost Kanga-class hovertank, unique for being the only such vehicle in history to pack jump jets, found a new lease on life in a most unusual place. The strange manufacturing and trade alliance between Clans Hell's Horses and the exiled Wolves on Arc-Royal, combined with the desperate bid for new weapons to join in the fight against the Word of Blake, has apparently led a small cadre of Hell's Horses and Exile technicians to tinker with a prototype new-generation Kanga, this time drawing on the benefits of recent Clantech advances.

Rather than tackling the sophisticated computer problems that plagued past efforts to produce a jump tank, the allied engineering team clearly opted to simply copycat the original Kanga's frame and computer combination as much as possible. Drawing on the latest in experimental Clan tech, the so-named Kanga-X swaps its autocannon and LRM for a prototype chemical laser and Streak LRM launcher, while trading in its SRM for a Clan Streak-4 and its machine gun for additional armor. The addition of a rotating turret mechanism may have caused balance issues for this vehicle, however. As of this writing, at least three of the five test beds built to date have suffered fatal accidents during trial runs, with one of the prototypes completely destroyed during a simply obstacle course exercise. It therefore remains to be seen if these Clan-made vehicles will ever see full production and deployment.

Type: **Kanga-X Jump Tank**
Technology Base: Clan (Experimental)
Movement Type: Hover/Jump
Tonnage: 50
Battle Value: 1,312

Equipment		Mass
Internal Structure:		5
Engine:	165	10
Type:	Fusion	
Cruising MP:	8	
Flank MP:	12	
Jump MP:	6	
Heat Sinks:	10	0
Control Equipment:		2.5
Lift Equipment:		5
Power Amplifier:		0
Turret:		1.5
Armor Factor (Ferro-Fibrous):	115	6
	Armor Value	
Front	25	
R/L Side	24/24	
Rear	22	
Turret	20	

Weapons and Ammo	Location	Tonnage
Large Chemical Laser	Turret	5
Ammo (Chem Laser) 20	Body	2
Streak LRM 10	Turret	6
Ammo (Streak) 24	Body	1
Streak SRM 4	Turret	2
Ammo (Streak) 25	Body	1
CASE	Body	0
Jump Jets	Body	3



SCHREK II-X PPC CARRIER

Field Testing Summation: Modified Schrek Chassis Refit
Producer/Site:
Arc-Royal MechWorks Special Annex, Arc-Royal
Supervising Technician: Vanessa Bidwell
Project Start Date: 3076
Non-Production Equipment Analysis:
XXL Fusion Engine
PPC Capacitors

Overview

Like the Vedette, the Schrek PPC carrier is another familiar standby of the Succession Wars that has become the focus of some attention by present-day tinkers. But the vehicle undergoing trials on Arc-Royal is no simple tweak using modern technologies. Instead, Vanessa Bidwell, heading Arc-Royal MechWorks' "Special Annex" (a refit facility specialized in conventional vehicles), chose to perform a complete ground-up redesign of the venerable Schrek, producing an assault tank both heavier and deadlier than its original model, while performing the same mission role of heavy defense and supporting fire.

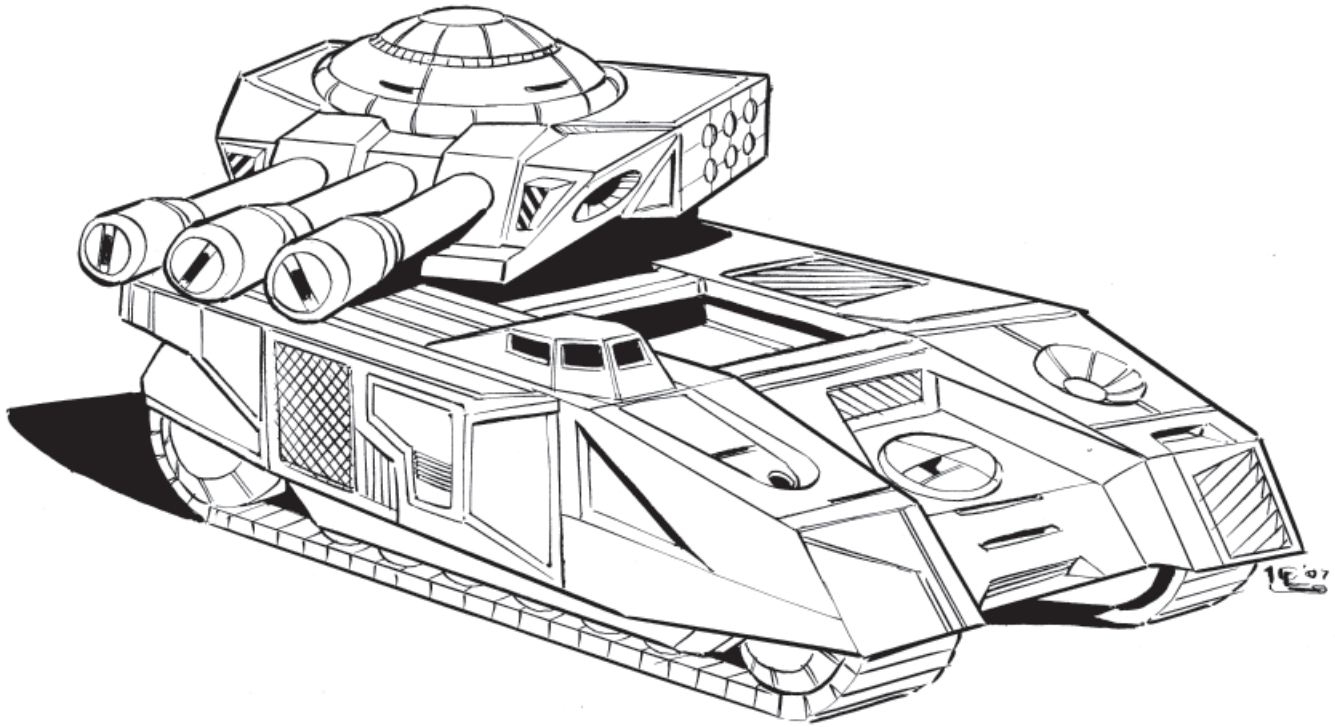
The 80-ton Schrek grows by 15 tons in the new configuration (which ARM engineers dubbed the "Schrek II-X"), but maintains its mobility with a special extra-extralight (XXL) fusion plant, while its armor bulks out with over eight tons of heavy ferro-fibrous, painstakingly crafted to resemble the original Schrek's in every way (for surprise factor). Although the use of the hyper-expensive XXL could have theoretically enabled Bidwell's team to grant the Schrek a better mobility, they evidently focused more on augmenting the tank's firepower with a sextet of light PPCs—three of which incorporate energy capacitors for greater damage. Each of the Schrek's distinctive triple-guns houses one capacitor-enhanced light PPC and one without in an over-under fashion, which allows this vehicle to maintain a constant volley even while cycling capacitor charges. To make them even deadlier, all of these weapons are slaved to a targeting computer for greater accuracy.

Type: **Schrek II-X PPC Carrier**
Technology Base: Inner sphere (Experimental)
Movement Type: Tracked
Tonnage: 95
Battle Value: 1,407

Equipment		Mass
Internal Structure:		9.5
Engine:	285	8.5
Type:	XXL Fusion	
Cruising MP:	3	
Flank MP:	5	
Heat Sinks:	45	35
Control Equipment:		5
Lift Equipment:		0
Power Amplifier:		0

Equipment		Mass
Turret:		2.5
Armor Factor (Hvy Ferro-Fib.):	168	8.5
	Armor Value	
Front	35	
R/L Side	34/34	
Rear	33	
Turret	32	

Weapons and Ammo	Location	Tonnage
3 Light PPCs + PPC Capacitors	Turret	12
3 Light PPCs	Turret	9
Targeting Computer	Body	5



EXPERIMENTAL

SYD-45X "STARLING"

Field Testing Summation: Prototype SYD Chassis Upgrade
Producer/Site: Shipil Test Facility Hades, Skye
Supervising Technician: June McVinton
Project Start Date: 3073
Non-Production Equipment Analysis:
XXL Fusion Engine
Bombast Laser
Chaff Pod

Overview

Although unrelated to Arc-Royal's recent foray into experimental redesigns, the development of prototype aerospace craft has received a sudden surge in recent years as well. Shipil Company of Skye, for example, has begun test flights for experimental variations on two of their more venerable chasses—the *Seydlitz* and the *Lucifer*. Of these, the *Seydlitz* prototype is an apparent rebuild that uses essentially the same airframe configuration, but boosts tonnage, acceleration, armor and firepower to potentially deadly effect.

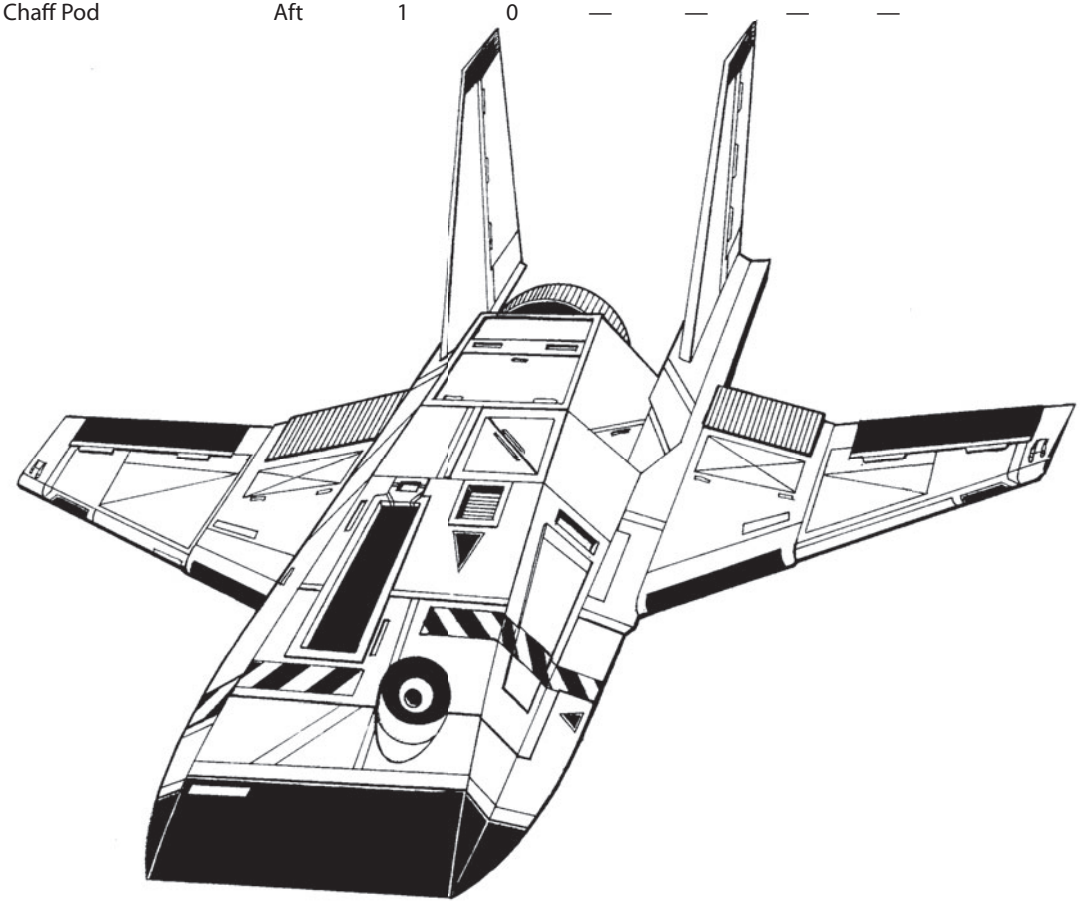
The SYD-45X—dubbed the "Starling" for reasons that remain unclear—gains 5 tons under the Shipil prototype refit, with a significantly improved airframe protected by heavy ferro-aluminum armor. Its fusion engine—upgraded now to an experimental 300-rated extra-extralight type, provides a maximum 10.5 G overthrust that few fighters can match. Designed for short range sorties, this craft retains the two-ton fuel tank its SYD-21 progenitor had, and even features a reduced-size cockpit to free up tonnage elsewhere. The saved tonnage allowed Shipil's designers to mount a prototype bombast laser in the nose, and a one-shot chaff pod in the tail. This combination of offensive and defensive upgrades ensures that any enemy expecting an easy kill against what they think is just a modernized *Seydlitz* is in for a rude awakening indeed.

Type: **SYD-45X "Starling"**
Technology Base: Inner sphere (Experimental)
Tonnage: 25
Battle Value: 695

Equipment		Mass
Engine:	300	6.5
Type:	XXL Fusion	
Safe Thrust:	14	
Maximum Thrust:	21	
Structural Integrity:	14	0
Heat Sinks:	10 [20]	0
Fuel:	400	5
Cockpit:	Small	2

Equipment		Mass
Armor Factor (Hvy Ferro-Al):	69	3.5
	Armor Value	
Nose	20	
Wings	17/17	
Aft	15	

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Bombast Laser	Nose	7	12	12	12	—	—
Chaff Pod	Aft	1	0	—	—	—	—



LUCIFER-X30

Field Testing Summation: Prototype LCF Chassis Refit
Producer/Site: Shipil Test Facility Hades, Skye
Supervising Technician: June McVinton
Project Start Date: 3074
Non-Production Equipment Analysis:
Binary Laser Cannon
Extended LRM-10s
Medium X-Pulse Laser

Overview

The second of Shipil's experimental upgrades confirmed to date, the *Lucifer*-X30 is a more conventional upgrade of its base-line model (the classic LCF-R15 *Lucifer*). Of particular note is the fact that the airframe, engine, armor, flight systems and heat sinks used by this variation are "off-the-shelf" technologies, suggesting that the payload is intended to test the weapons or render it possible to quickly deploy upgrade kits to any interested parties.

An extralight fusion plant and ferro-aluminum armor lighten the R15's frame without sacrificing performance or maneuverability. The tonnage saved—combined with the removal of the established weapons—allowed Shipil's test engineers to mount a binary laser cannon in the nose, and a prototype extended LRM 10-rack in each wing. A single medium X-Pulse laser (another experimental weapon system) was then added to the aft, to discourage pursuers.

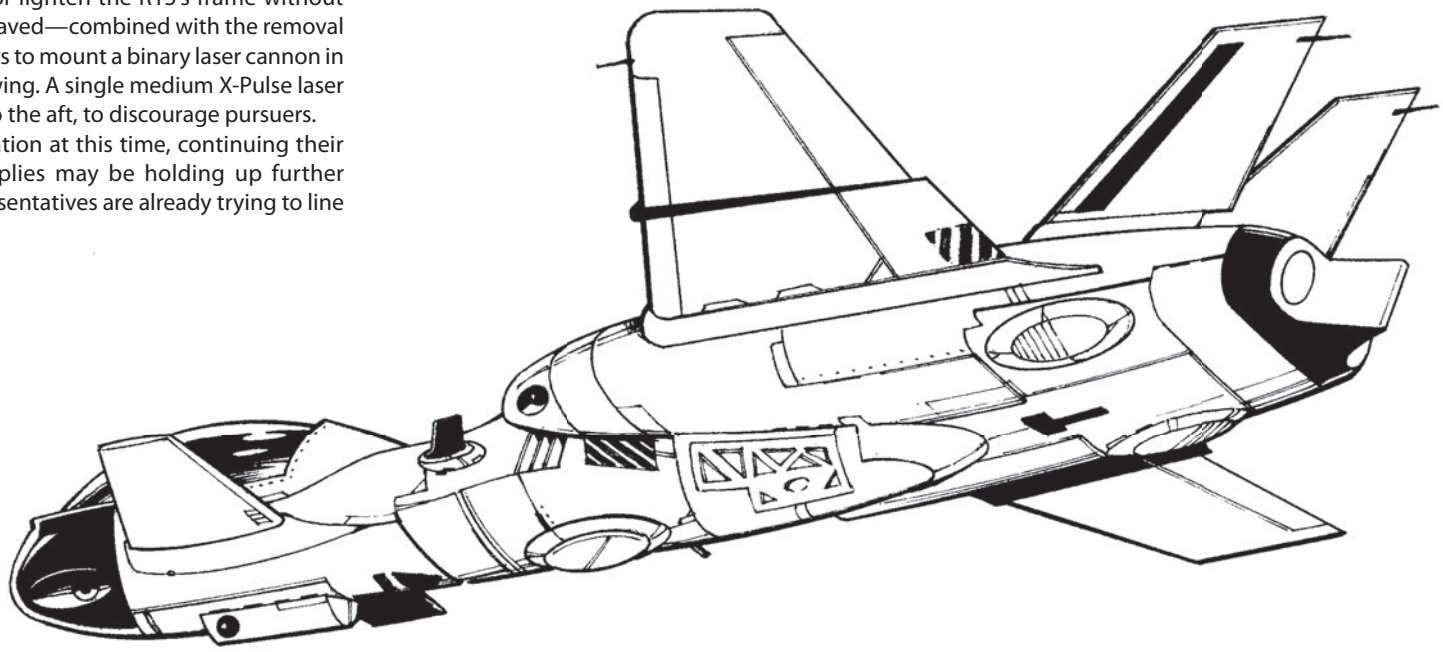
Only a pair of *Lucifer*-X30s are known to be in operation at this time, continuing their "shakedown" trials in the skies over Skye. Limited supplies may be holding up further experiments at this time, but we suspect that Shipil's representatives are already trying to line up potential buyers for a new *Lucifer* fighter line.

Type: **LCF-X30 Lucifer**
Technology Base: Inner Sphere (Experimental)
Tonnage: 65
Battle Value: 1,842

Equipment		Mass
Engine:	195	4
Type:	XL Fusion	
Safe Thrust:	5	
Maximum Thrust:	8	
Structural Integrity:	6	0
Heat Sinks:	13 [26]	3
Fuel:	400	5
Cockpit:		3
Armor Factor (Ferro-Al.):	376	21

	Armor Value
Nose	130
Wings	82/82
Aft	82

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Binary Laser Cannon	Nose	9	16	12	12	—	—
Extended LRM-10	LW	8	6	6	6	6	6
Ammo (Extended LRM) 9	LW	1	—	—	—	—	—
Extended LRM-10	RW	8	6	6	6	6	6
Ammo (Extended LRM) 9	RW	1	—	—	—	—	—
Medium X-Pulse Laser	Aft	2	6	6	—	—	—



SLAYER CX 1

Field Testing Summation: Prototype SL Hybrid Refit
Producer/Site: UOC Provisional Research Center, Ramora
Supervising Technician: Cadence Avellar
Project Start Date: 3075
Non-Production Equipment Analysis:
Clan Ferro-Lamellor Armor
Clan Rotary Autocannon/5
Clan Improved Heavy Medium Lasers
Clan Laser Anti-Missile System

Overview

Sketchy reports from the Periphery have brought word that the Snow Raven Clan has begun to flex its developmental muscle in the Outworlds Alliance. Although these prototypes are not aimed at the mercenary mass market, I have chosen to include the most consistently reported design as a show of what happens when Clan and Inner Sphere innovations are combined.

Cadence Avellar, daughter of the United Outworlders Corporation's CEO, apparently acted as a go-between on this project, which uses a locally built SL-15 *Slayer* heavy fighter as the baseline. To improve the fighter's speed, Avellar traded in the *Slayer*'s 320 standard fusion plant for a 400-rated extralight of Inner Sphere manufacture (though where the Alliance came by such parts is uncertain), while incidentally upgrading its heat sinks to Inner Sphere double-strength freezers. This made room for a number of Clan-made upgrades, including 14.5 tons of Clan-provided prototype ferro-lamellor armor. The nose-mounted heavy AC and medium laser were then swapped out for an experimental Clan Rotary AC/5, while each wing drops its twin standard medium lasers in favor of prototype improved heavy medium lasers supplied by the Ravens. Finally, a Clan laser AMS replaced the traditional tail-mounted medium laser, allowing this fighter to further discourage missile-heavy pursuers who will already find this craft tough to bring down.

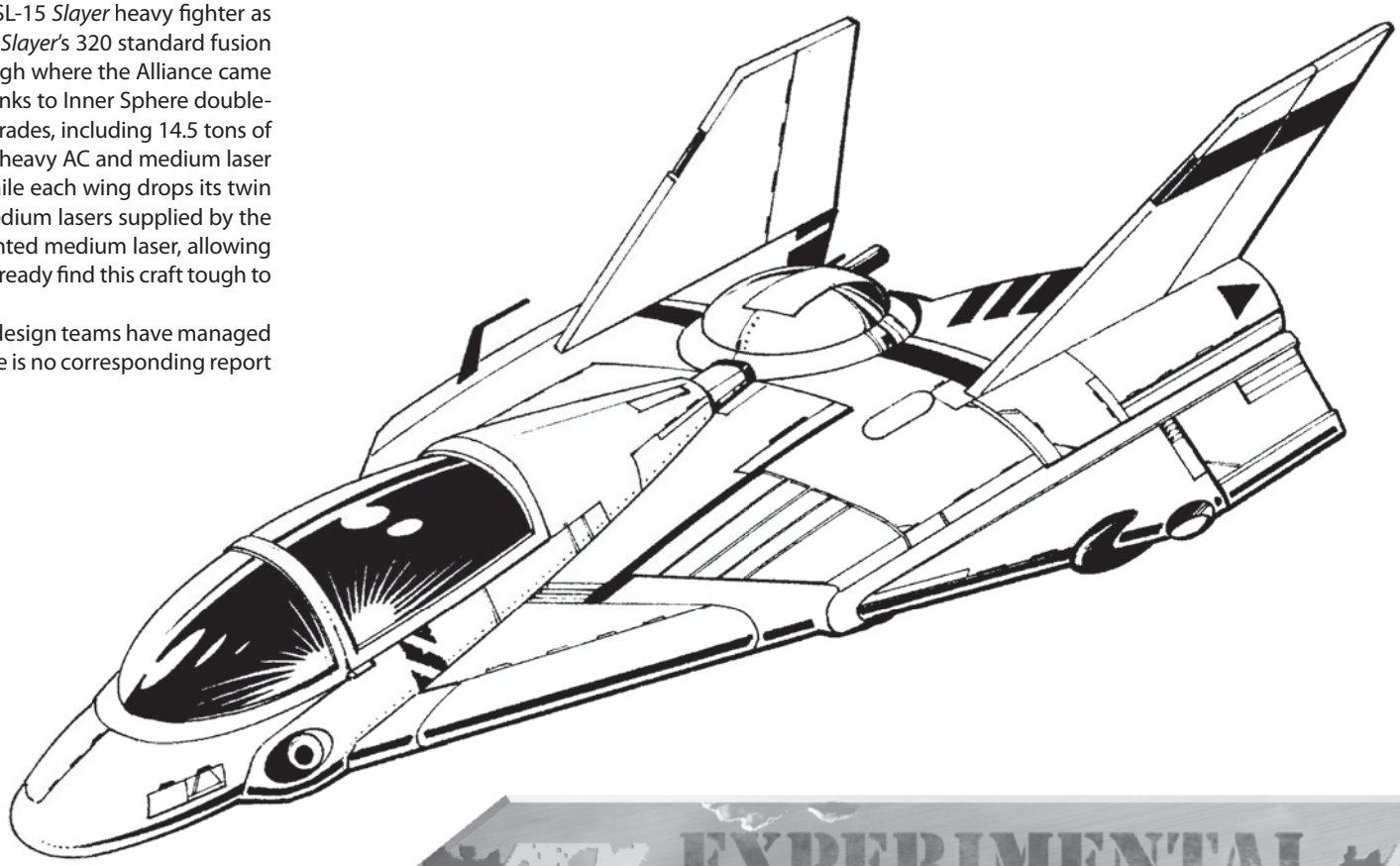
The reports from Ramora suggest that the Raven-Outworlds design teams have managed to bring five of these so-called *Slayer*-CX1 fighters on-line, but there is no corresponding report confirming any immediate plans to mass produce them.

Type: **SL-CX1 Slayer**
Technology Base: Mixed Tech (Experimental)
Tonnage: 80
Battle Value: 2,287

Equipment		Mass
Engine:	400	26.5
Type:	XL Fusion	
Safe Thrust:	7	
Maximum Thrust:	11	
Structural Integrity:	8	0
Heat Sinks:	16 [32]	6
Fuel:	800	8
Cockpit:		3

Equipment		Mass
Armor Factor (Ferro-Lam.):	273	19.5
	Armor Value	
Nose	80	
Wings	71/71	
Aft	51	

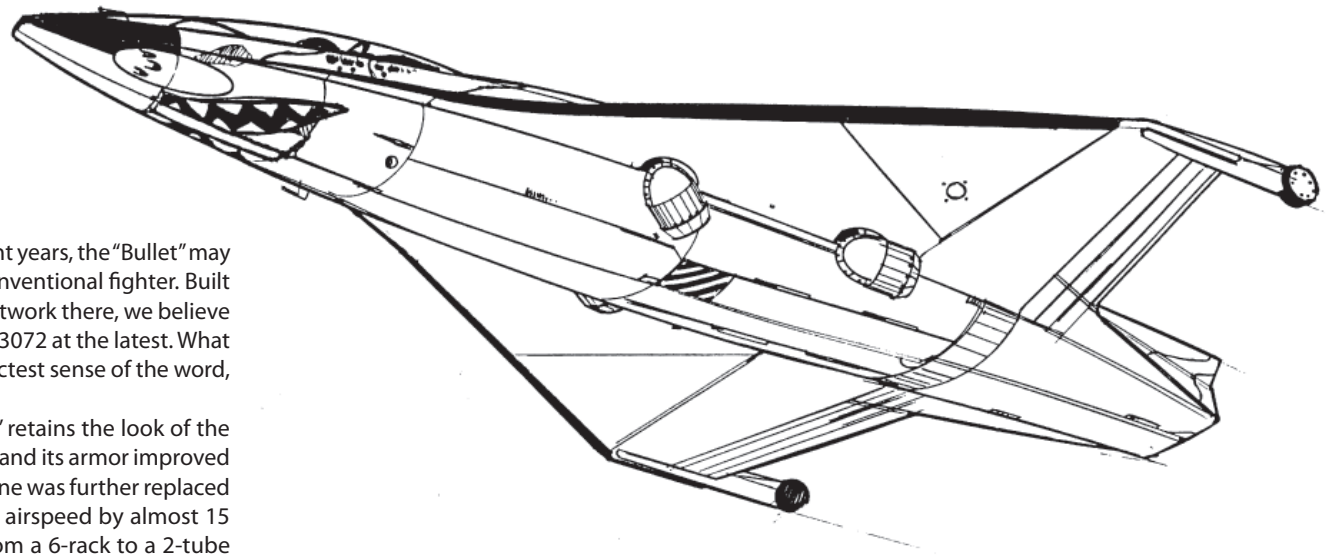
Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Rotary AC/5 (C)	Nose	10	2	20	20	20	—
Ammo (RAC) 40 (C)	—	2	—	—	—	—	—
2 Improved Heavy Lasers (C)	LW	2	14	20	—	—	—
2 Improved Heavy Lasers (C)	RW	2	14	20	—	—	—
Laser Anti-Missile System (C)	Aft	1	5	—	—	—	—



EXPERIMENTAL

"BULLET" SUICIDE DRONE

Field Testing Summation: Disposable Guardian Drone Refit
Producer/Site: Mujika Aerospace Technologies, St. Ives
Supervising Technician: Roman Pavelov
Project Start Date: 3071
Non-Production Equipment Analysis:
Drone Operating System
Booby Trap



Overview

Of all the prototype aerospace craft we have learned about in recent years, the "Bullet" may well be the most disturbing, despite the fact that it is a lightweight conventional fighter. Built on St. Ives, where information is scarce thanks to the shattered HPG network there, we believe this fighter to have actually been in a form of limited production since 3072 at the latest. What makes this most disturbing is that the "Bullet" is not a fighter in the strictest sense of the word, but more of an airborne kamikaze drone.

Starting with the airframe of a Guardian light fighter, the "Bullet" retains the look of the standard Guardian, despite having had its VSTOL capabilities removed and its armor improved and redistributed for maximum defense. Its original Rawlings 140 turbine was further replaced with a lighter (and weaker) GM AeroClassic 120 turbine, reducing its airspeed by almost 15 percent. The nose-mounted SRM launcher is also reduced in size, from a 6-rack to a 2-tube system. All of these reductions cleared the tonnage needed for an unmanned flight control system that transforms the "Bullet" into a completely unmanned craft, remote piloted by DropShip- or ground-based crews.

The purpose of this design is almost singular in nature: to lance through enemy lines either by playing the role of a lame Guardian or by sheer mindless straight-arrow flying. Once there, the fighter either lands or flies as close as possible to its objective before setting off its onboard two-ton explosive package. Clearly intended to meet the increasingly guerrilla nature of the Capellans' war against the Word, the fact that they have begun to mass produce unmanned suicide fighters speaks volumes about the way recent events have begun to shape our world.

Type: **"Bullet" Suicide Drone**
Technology Base: Inner Sphere (Experimental)
Tonnage: 20
Battle Value: 92

Equipment		Mass
Engine:	120	8
Type:	ICE	
Safe Thrust:	6	
Maximum Thrust:	9	
Structural Integrity:	6	0

Equipment		Mass
Heat Sinks:	0	0
Fuel:	320	2
Cockpit:		2
Drone Operating System:		2.5
Armor Factor (Standard):	20	1.5
	Armor Value	
Nose	7	
Wings	5/5	
Aft	3	

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
SRM 2	Nose	1	0	2	—	—	—
Ammo (SRM) 50	—	1	—	—	—	—	—
Booby Trap	—	2	—	—	—	—	—

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: WLF-2X WOLFHOUND

Movement Points:
Walking: 6
Running: 9 [12]
Jumping: 0

Tonnage: 35
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 [PE]	—	—	—	—
1	AES	RA	—	[T]	—	—	—	—
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	ER Small Laser	CT	2	3 [DE]	—	2	4	5
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12

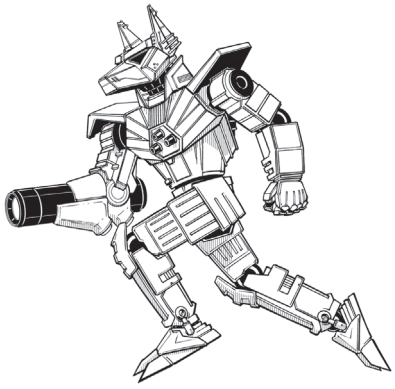
BV: 2,017

WARRIOR DATA

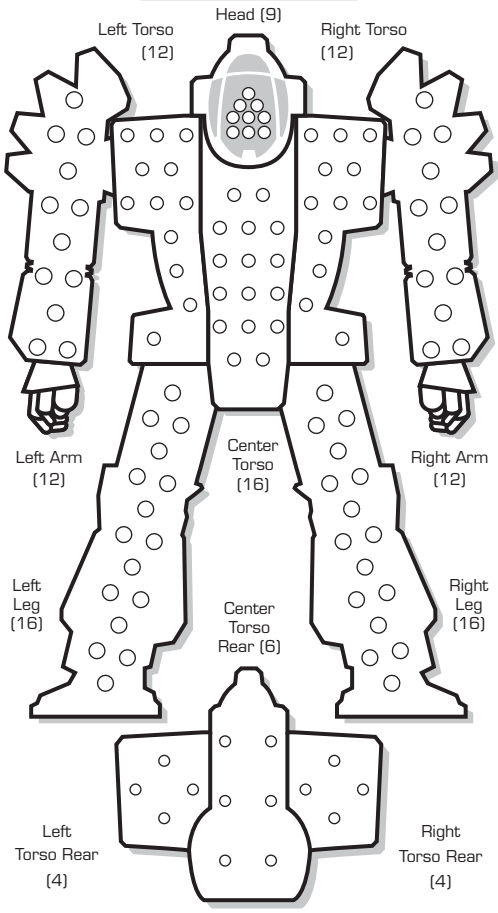
Name: _____

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. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Laser Reflec. Armor
3. Laser Reflec. Armor
4. Laser Reflec. Armor
5. Laser Reflec. Armor
6. Laser Reflec. Armor

4-6

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. ER Medium Laser
5. Supercharger
6. Laser Reflec. Armor

1-3

1. Laser Reflec. Armor
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Left Leg

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

Head

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

Center Torso

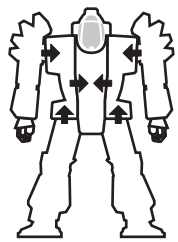
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

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. AES
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Heavy PPC
3. Heavy PPC
4. Heavy PPC
5. Heavy PPC
6. PPC Capacitor

4-6

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. ER Medium Laser
5. Laser Reflec. Armor
6. Laser Reflec. Armor

1-3

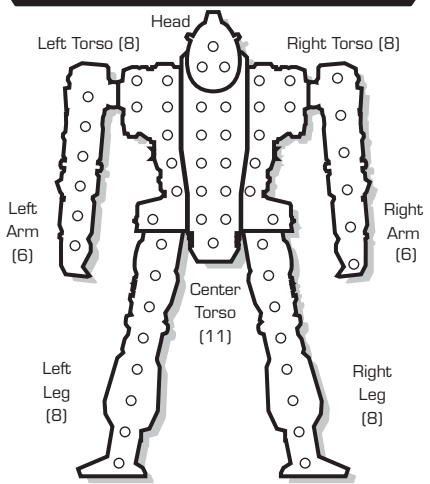
1. Laser Reflec. Armor
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat 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 Single
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	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™

'MECH RECORD SHEET

'MECH DATA

Type: HOP-4X HOPLITE

Movement Points:
Walking: 5
Running: 8
Jumping: 0

Tonnage: 55
Tech Base: Mixed Tech (Experimental) Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	RAC-5 (Clan)	RA	1/Sht	5/Sht [DB,R/C]	—	8	17	25
1	Streak LRM 15	LA	5	1/Msl [M,C]	—	7	14	21
1	Light Active Probe	HD	—	[E]	—	—	—	3

Note: Complosit Internal Structure - All damage to the internal structure of a 'Mech using Composite Structure is doubled. Excess damage that transfers to a location still protected by armor must apply in accordance with the rules of the specific armor type, based on the weapon's normal remaining damage.

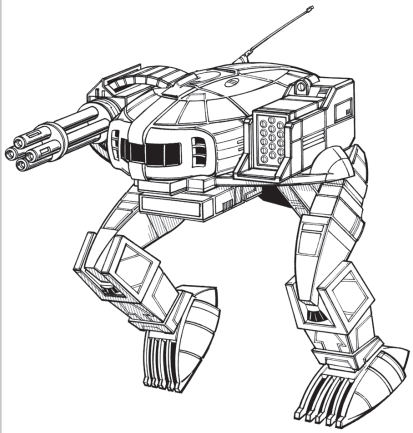
BV: 1,946

WARRIOR DATA

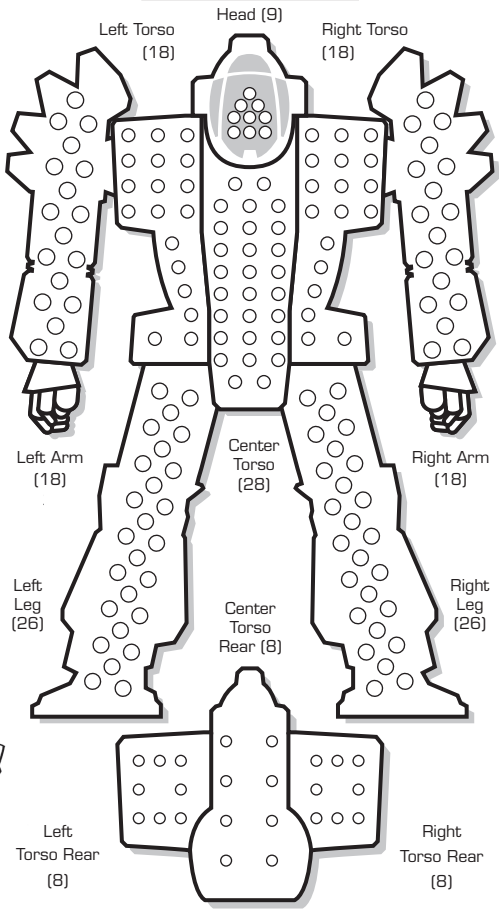
Name: _____

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. Streak LRM 15
4. Streak LRM 15
5. Streak LRM 15
6. Roll Again

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

Left Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Ammo (LRM) 8
4. Ammo (LRM) 8
5. CASE
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
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. Ferro-Fibrous
6. Ferro-Fibrous

Head

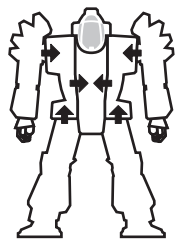
1. Life Support
2. Sensors
3. Cockpit
4. Light Active Probe
5. Sensors
6. Life Support

Center Torso

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

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Ferro-Fibrous
6. Ferro-Fibrous

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. RAC/5
4. RAC/5
5. RAC/5
6. RAC/5

1. RAC/5
2. RAC/5
3. RAC/5
4. RAC/5
5. Roll Again
6. Roll Again

Right Torso

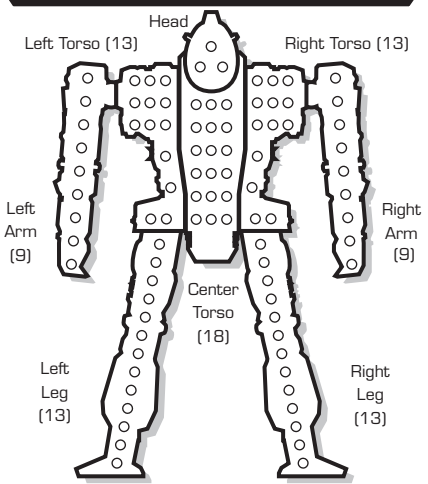
1. Light Fusion Engine
2. Light Fusion Engine
3. Ammo (RAC) 20
4. Ammo (RAC) 20
5. Ammo (RAC) 20
6. CASE

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

Right Leg

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

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

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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: GHR-7X GRASSHOPPER

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

Tonnage: 70

Tech Base: Inner Sphere (Experimental) Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Bombast Laser	RA	12*	12* [DE,V]	—	5	10	15
1	Bombast Laser	LA	12*	12* [DE,V]	—	5	10	15
1	Med. Pulse Laser	HD	4	6 [P]	—	2	4	6
1	Bloodhound Active Probe	HD	—	[E]	—	—	—	8

*The Bombast Laser may select the level of damage it inflicts, from 7 to 12 points, but suffers an additional to-hit modifier equal to half of the desired damage value minus 7 (rounded up), reflecting the fire-holding factor. (Thus, a Bombast Laser"dialed up to its maximum damage potential of 12 suffers an additional to-hit modifier of +3 [12 damage – 7 = 5; 5 ÷ 2 = 2.5, round up to 3].) The Bombast Laser's heat is equal to the points of damage selected that turn. Bombast Lasers may not be fired on secondary targets.

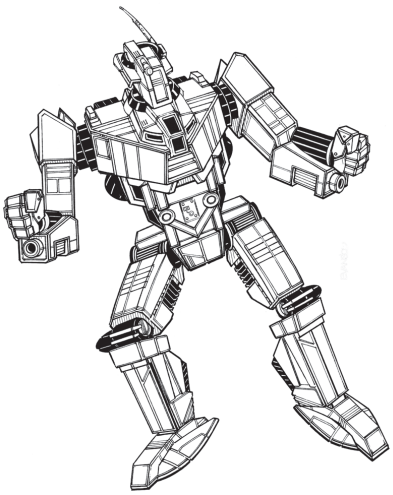
BV: 1,587

WARRIOR DATA

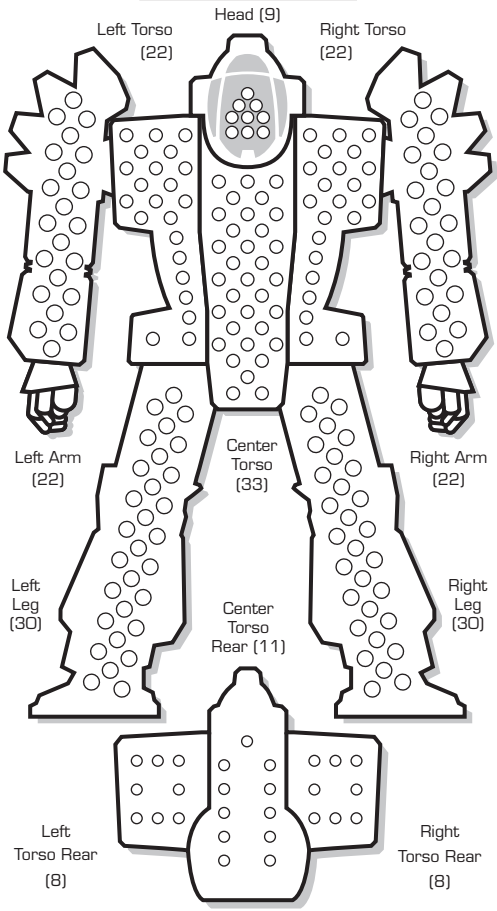
Name: _____

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. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Bombast Laser
3. Bombast Laser
4. Bombast Laser
5. Endo Steel
6. Endo Steel

4-6

Left Torso
1. Life Support
2. Light Fusion Engine
3. Light Fusion Engine
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

1-3

1. Improved Jump Jet
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

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

Head
1. Sensors
2. Sensors
3. Bloodhound Active Probe
4. Bloodhound Active Probe
5. Bloodhound Active Probe
6. Medium Pulse Laser

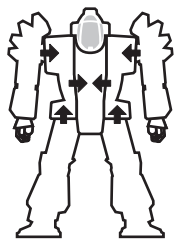
Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light 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. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Bombast Laser
3. Bombast Laser
4. Bombast Laser
5. Endo Steel
6. Endo Steel

4-6

Right Torso
1. Life Support
2. Light Fusion Engine
3. Light Fusion Engine
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

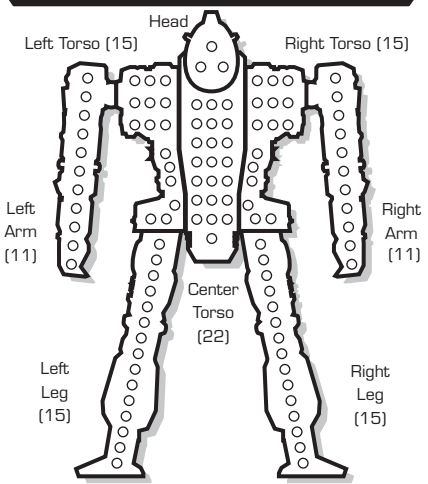
1-3

1. Improved Jump Jet
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: ANH-2AX ANNIHILATOR

Movement Points:
Walking: 2
Running: 3
Jumping: 0

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Imp. Heavy Gauss	RT	2	22 [DB,X]	3	6	12	19
1	Imp. Heavy Gauss	LT	2	22 [DB,X]	3	6	12	19

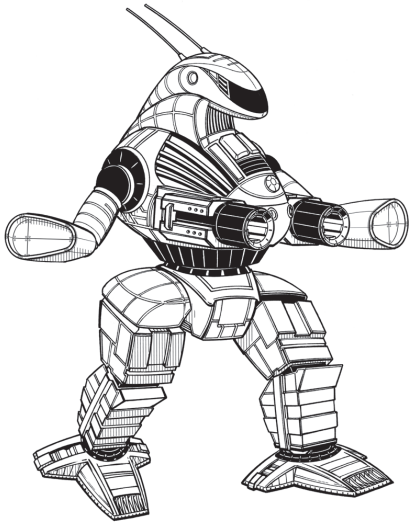
BV: 2,542

WARRIOR DATA

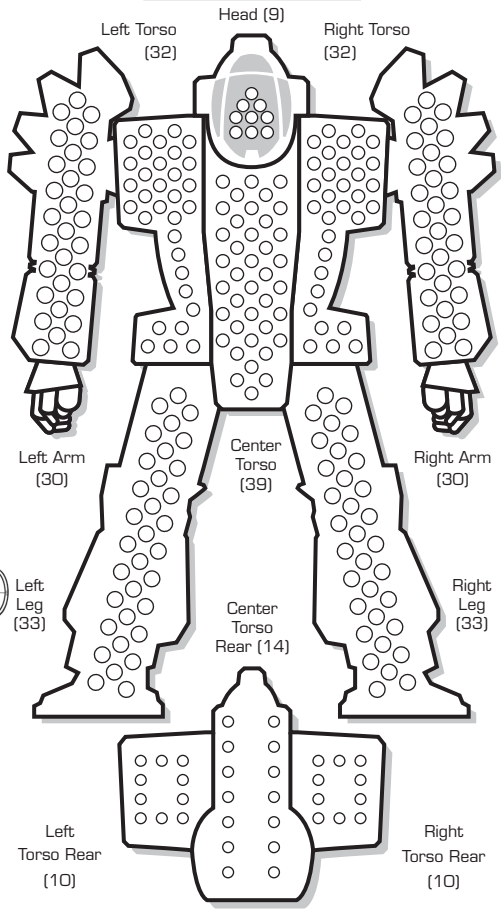
Name: _____

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

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Ammo (Gauss) 4
5. Ammo (Gauss) 4
6. Ammo (Gauss) 4

1. Ammo (Gauss) 4
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso

1-3
1. Improved Heavy Gauss
2. Improved Heavy Gauss
3. Improved Heavy Gauss
4. Improved Heavy Gauss
5. Improved Heavy Gauss
6. Improved Heavy Gauss

4-6
1. Improved Heavy Gauss
2. Improved Heavy Gauss
3. Improved Heavy Gauss
4. Improved Heavy Gauss
5. Improved Heavy Gauss
6. CASE

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Laser Reflec. Armor
6. Laser Reflec. Armor

Head

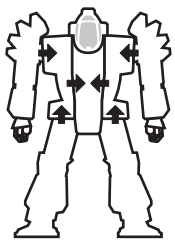
1. ○ Life Support
2. ○ Sensors
3. ○ Cockpit
4. Laser Reflec. Armor
5. ○ Sensors
6. ○ Life Support

Center Torso

1-3
1. Compact Fusion Engine
2. Compact Fusion Engine
3. Compact Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. Heat Sink

4-6
1. Heat Sink
2. Laser Reflec. Armor
3. Laser Reflec. Armor
4. Laser Reflec. Armor
5. Laser Reflec. Armor
6. Laser Reflec. Armor

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



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Ammo (Gauss) 4
5. Ammo (Gauss) 4
6. Ammo (Gauss) 4

4-6
1. Ammo (Gauss) 4
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

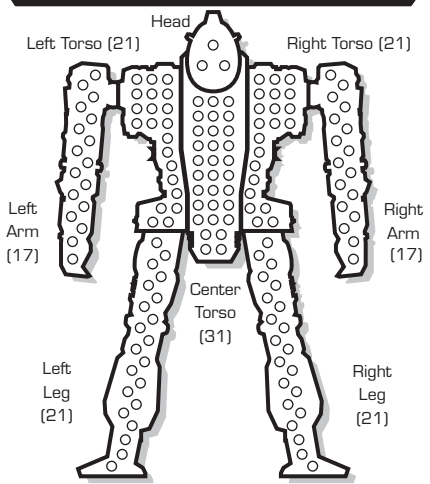
1-3
1. Improved Heavy Gauss
2. Improved Heavy Gauss
3. Improved Heavy Gauss
4. Improved Heavy Gauss
5. Improved Heavy Gauss
6. Improved Heavy Gauss

4-6
1. Improved Heavy Gauss
2. Improved Heavy Gauss
3. Improved Heavy Gauss
4. Improved Heavy Gauss
5. Improved Heavy Gauss
6. CASE

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Laser Reflec. Armor
6. Laser Reflec. Armor

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

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 DATA

Type: SCHWERER GUSTAV

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tonnage: 100
Tech Base: Mixed Tech (Experimental FrankenMech)
Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	RAC-5 (Clan)	RA	1/Sht	5/Sht [DB,R/C]	—	8	17	25
1	Thumper Cannon	LT	5	5A [AE,S,F]	3	4	9	14
1	Binary Lsr. Cannon	LA	16	12 [DE]	—	5	10	15
1	Command Console	HD	—	[PE]	—	—	—	—
1	Bloodhound Active Probe	CT	—	[E]	—	—	—	8

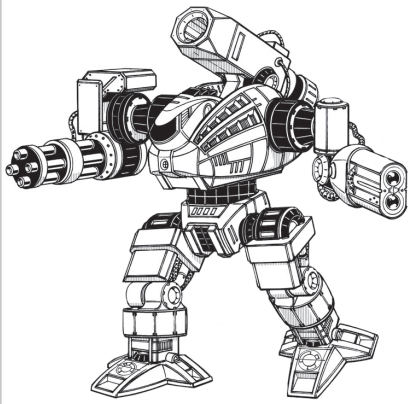
BV: 1,796

WARRIOR DATA

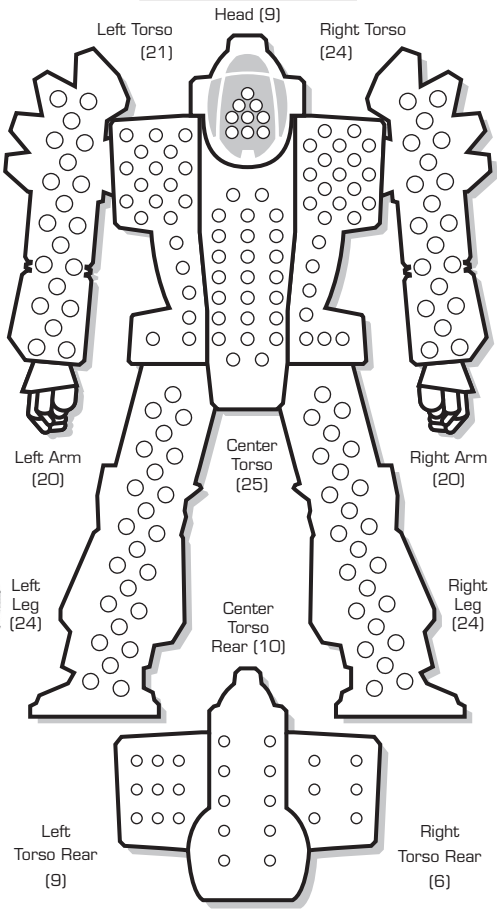
Name: _____

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

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Binary Laser Cannon
5. Binary Laser Cannon
6. Binary Laser Cannon

1. Binary Laser Cannon
2. Endo Steel

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

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

1-3
3. XL Fusion Engine
4. Thumper Artillery Cannon
5. Thumper Artillery Cannon
6. Thumper Artillery Cannon

1. Thumper Artillery Cannon
2. Thumper Artillery Cannon

4-6
3. Thumper Artillery Cannon
4. Thumper Artillery Cannon
5. Roll Again
6. Roll Again

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

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

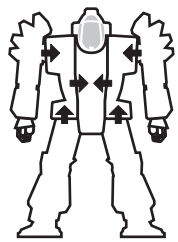
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine

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

1. XL Fusion Engine
2. XL Fusion Engine

4-6
3. Bloodhound Active Probe
4. Bloodhound Active Probe
5. Bloodhound Active Probe
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. RAC-5 (Clan)
4. RAC-5 (Clan)
5. RAC-5 (Clan)
6. RAC-5 (Clan)

1. RAC-5 (Clan)
2. RAC-5 (Clan)

4-6
3. RAC-5 (Clan)
4. RAC-5 (Clan)
5. Endo Steel
6. Endo Steel

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

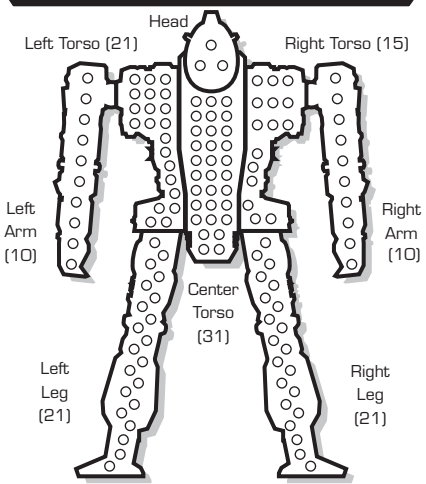
1-3
3. XL Fusion Engine
4. Ammo (RAC) 20
5. Ammo (RAC) 20
6. Ammo (RAC) 20

1. Ammo (Thumper) 20
2. Ammo (Thumper) 20

4-6
3. CASE
4. Endo Steel
5. Endo Steel
6. Endo Steel

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

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: 15 (30) Double

O 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™

V.T.O.L. VEHICLE RECORD SHEET

VEHICLE DATA

Type: HX-9 WARRIOR ATTACK HELICOPTER

Movement Points:
Cruising: 10
Flank: 15 [20]
Movement Type: VTOL
Engine Type: Fusion w. Jet Boosters

Tonnage: 21
Tech Base: Inner Sphere (Experimental) Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	HV Autocannon/2	F	2 [DB,S,X]	3	10	20	35
1	Guardian ECM	F	[E]	—	—	—	6

Notes: CASE and Stealth Armor

Ammo: (HV AC) 30

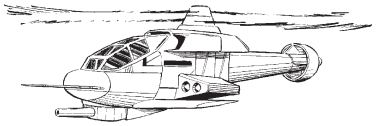
BV: 392

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

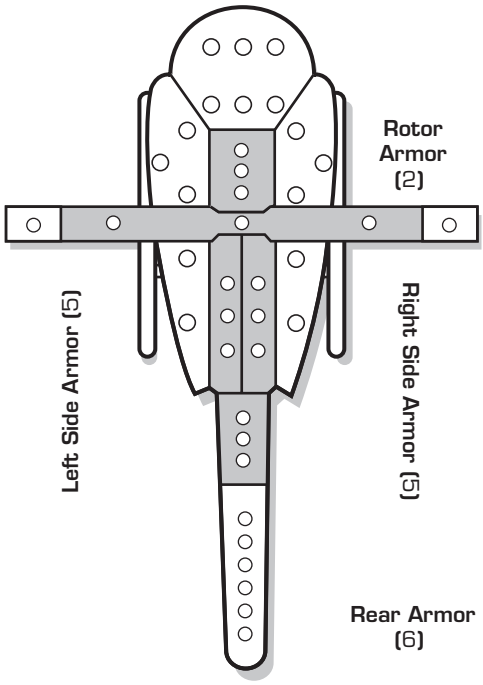
Flight Stabilizer* +3 Engine Hit ☐
Sensor Hits +1 +2 +3 D
Stabilizers
Front ☐ Left ☐ Right ☐ Rear ☐
*Move at Cruising speed only



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: KANGA-X JUMP TANK

Movement Points:
Cruising: 8
Flank: 12
Jump: 6
Movement Type: Hover/Jump
Engine Type: Fusion

Tonnage: 50
Tech Base: Clan (Experimental) Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Large Chemical Laser	T	8 [DE]	—	5	10	15
1	Streak LRM 10	T	1/Msl. [M,C]	—	7	14	21
1	Streak SRM 4	T	2/Msl [M,C]	—	4	8	12

Ammo: (Chem Laser) 20, (Streak LRM) 24, (Streak SRM) 24

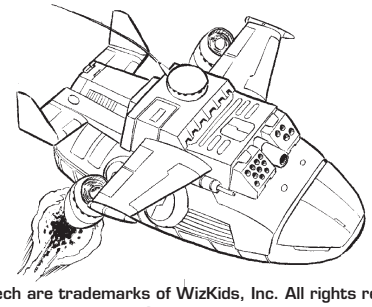
BV: 1,312

CREW DATA

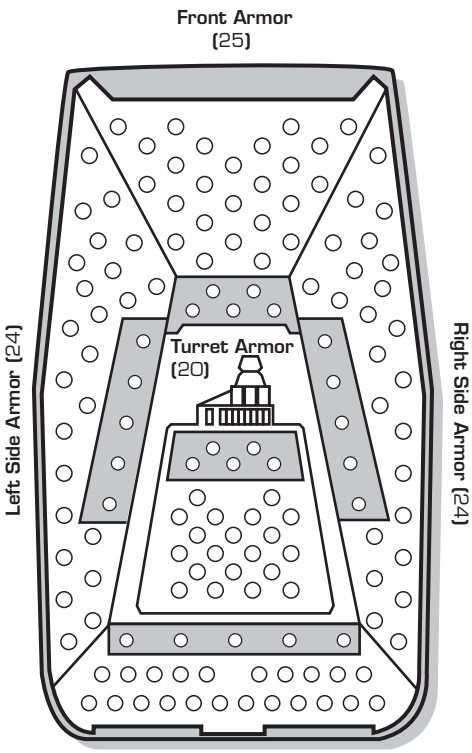
Crew: 4
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

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: V-G7X VEDETTE MEDIUM TANK

Movement Points:
Cruising: 5
Flank: 8 [10]
Movement Type: Tracked
Engine Type: Fusion w. Supercharger

Tonnage: 50
Tech Base: Inner Sphere (Experimental) Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Bombast Laser	FT	12* [DE,V]	—	5	10	15
2	Magshot Gauss	F	2 [DB,X]	—	3	6	9
1	Light Autocannon/5	RT	5 [DB]	—	5	10	15
1	Targeting Computer	B	[T]	—	—	—	—

Notes: CASE and Reactive Armor

*The Bombast Laser may select the level of damage it inflicts, from 7 to 12 points, but suffers an additional to-hit modifier equal to half of the desired damage value minus 7 (rounded up), reflecting the fire-holding factor. (Thus, a Bombast Laser"dialed up to its maximum damage potential of 12 suffers an additional to-hit modifier of +3 [12 damage – 7 = 5; 5 ÷ 2 = 2.5, round up to 3].) The Bombast Laser's heat is equal to the points of damage selected that turn. Bombast Lasers may not be fired on secondary targets.

Ammo: (Magshot) 50, (Light AC) 20

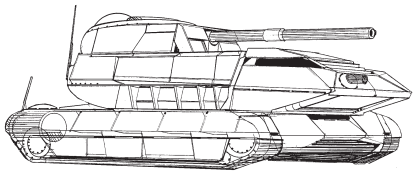
BV: 1,223

CREW DATA

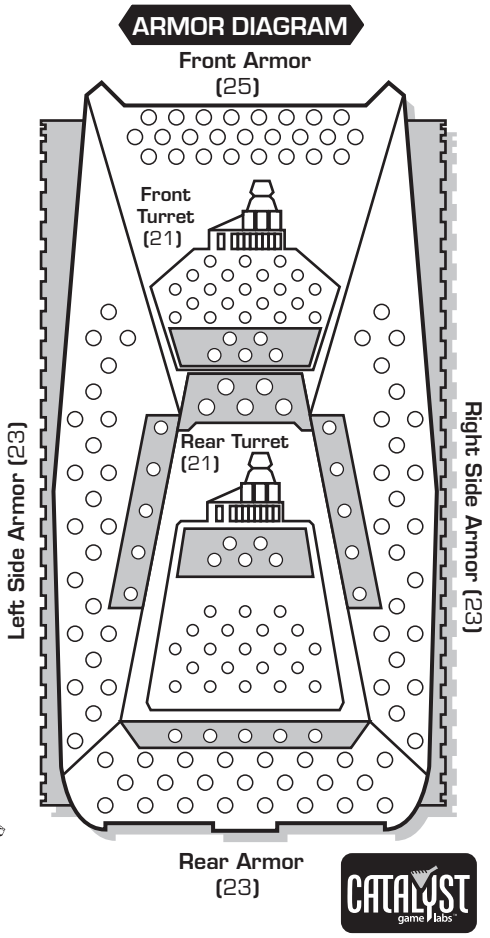
Crew: 4
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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: SCHREK II-X PPC CARRIER

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

Tonnage: 395
Tech Base: Inner Sphere (Experimental) Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
3	Light PPC	T	5 [DE]	3	6	12	18
3	PPC Capacitor	T	+5 [DE]	—	—	—	—
3	Light PPC	T	5 [DE]	3	6	12	18
1	Targeting Computer	B	[T]	—	—	—	—

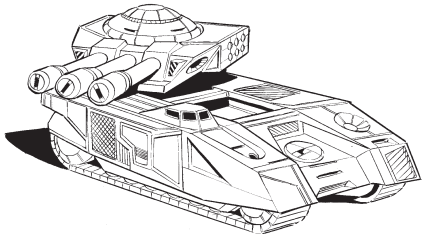
BV: 1,407

CREW DATA

Crew: 7
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 ☐



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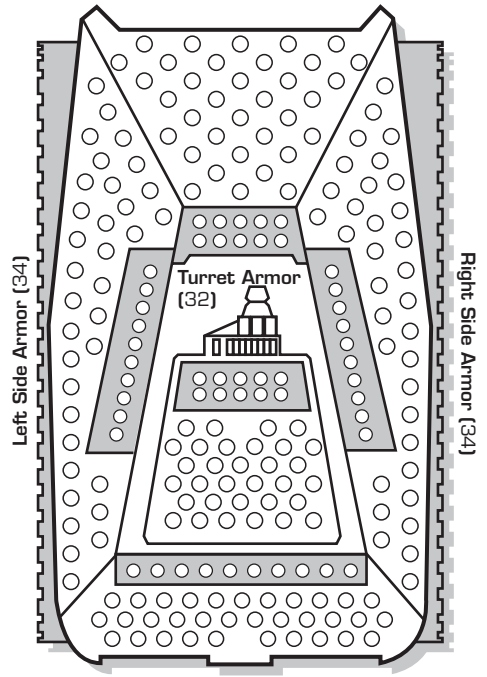

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BATTLETECH™

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: SYD-45X "STARLING"

Thrust:		**Tonnage:**	25
Safe Thrust:	14	**Tech Base:**	Inner Sphere (Experimental) Jihad
Maximum Thrust:	21		

Weapons & Equipment Inventory

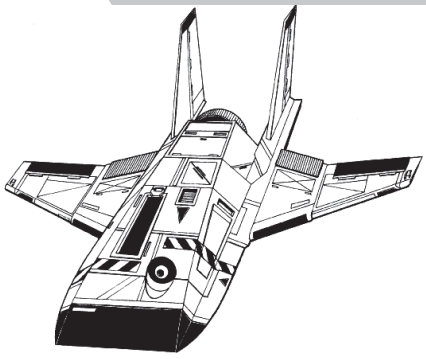
Standard Scale

Qty	Type	Loc	Ht	SRV (1–6)	MRV (7–12)	LRV (13–20)	ERV (21–25)
1	Bombast Laser [DE]	N	12	12	12	—	—
1	Chaff Pod [PD,E,OS]	A	0	—	Point Defense		

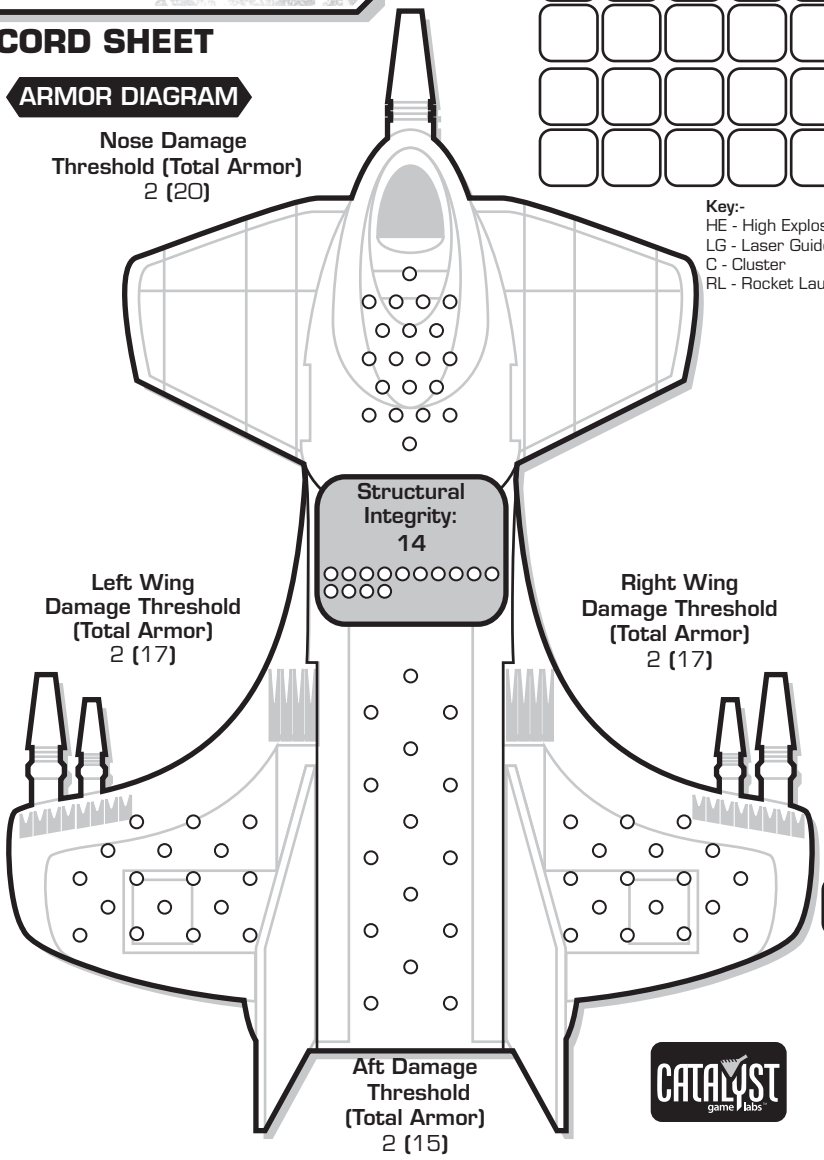
Notes: Small Cockpit

Fuel: 400 Points

BV: 695



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: 10 (20) 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: LCF-X30 LUCIFER

Thrust:		**Tonnage:**	65
Safe Thrust:	5	**Tech Base:**	Inner Sphere (Experimental) Jihad
Maximum Thrust:	8		

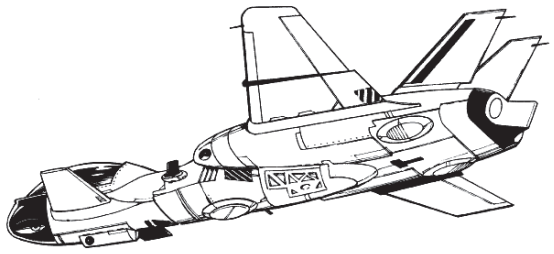
Weapons & Equipment Inventory

Standard Scale

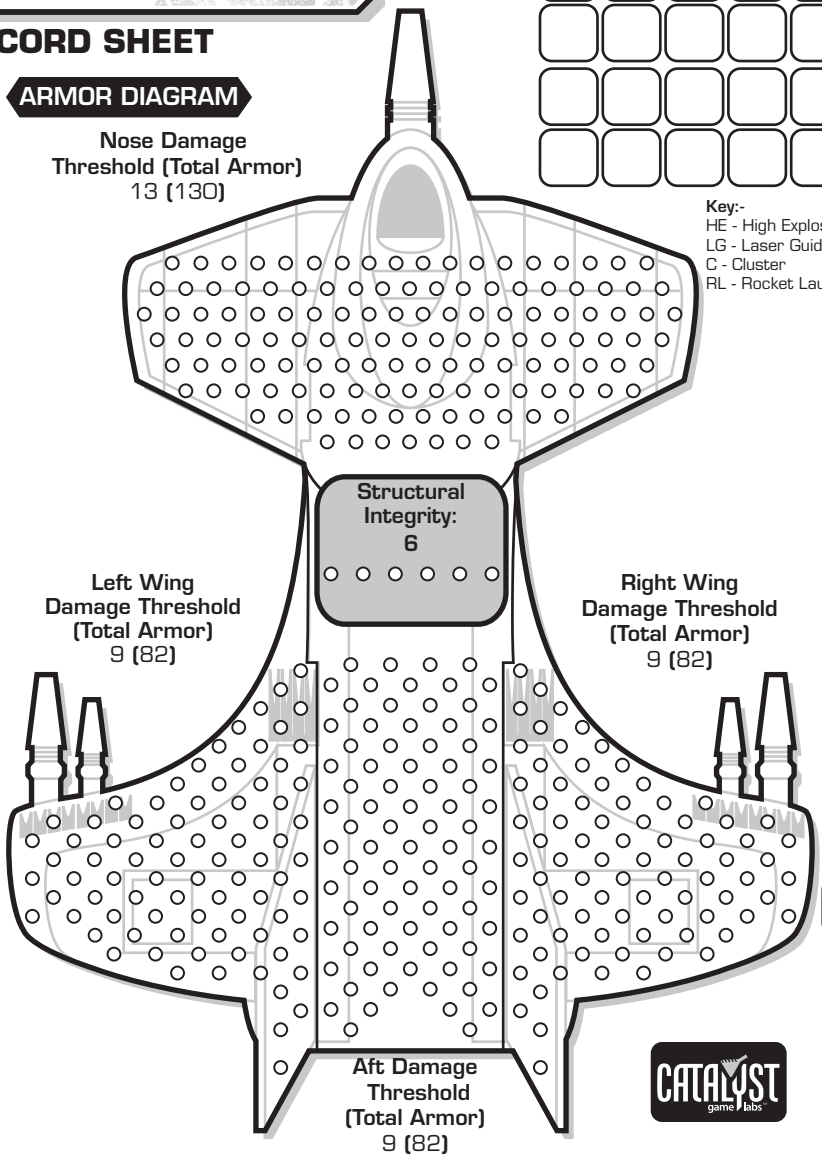
Qty	Type	Loc	Ht	SRV (1–6)	MRV (7–12)	LRV (13–20)	ERV (21–25)
1	Binary Laser Cannon [DE]	N	16	12	12	—	—
1	ELRM 10 [M,C,S] Ammo (ELRM) 18	L/RW	12	6	6	6	6
1	Med. X-Pulse Laser [P]	A	6	6	—	—	—

Fuel: 400 Points

BV: 1,842



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: 13 (26) 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: SL-CX1 SLAYER

Thrust:		**Tonnage:**	80
Safe Thrust:	7	**Tech Base:**	Mixed Tech (Experimental) Jihad
Maximum Thrust:	11		

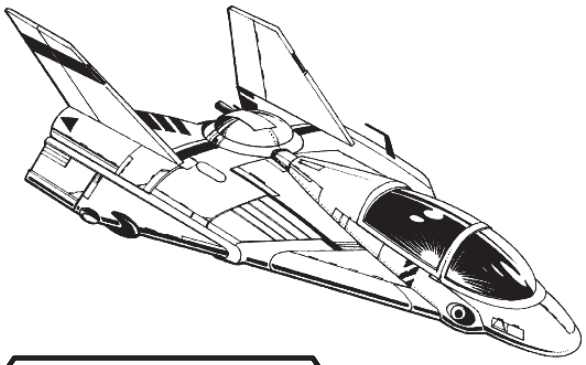
Weapons & Equipment Inventory

Standard Scale

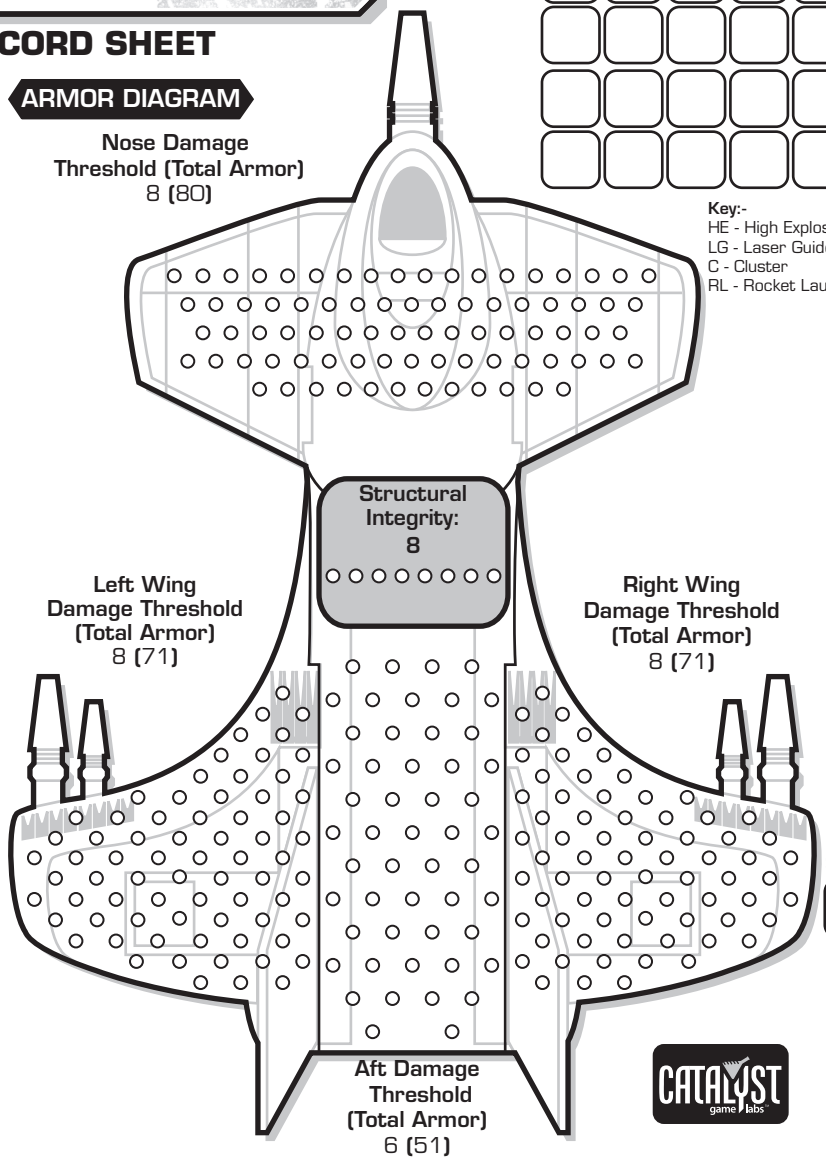
Qty	Type	Loc	Ht	SRV (1–6)	MRV (7–12)	LRV (13–20)	ERV (21–25)
1	Rotary AC/5 (C) [DB,R/C] Ammo (RAC) 40	N	8	20	20	20	—
2	Improved Heavy Medium Laser (C) [DE]	L/RW	7	10	—	—	—
1	Laser AMS (C) [PD]	A	5	—	Point Defense		

Fuel: 800 Points

BV: 2,287



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: 16 (32) 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™

CONVENTIONAL FIGHTER RECORD SHEET

FIGHTER DATA

Type: BULLET SUICIDE DRONE

Thrust:		**Tonnage:**	20
Safe Thrust:	6	**Tech Base:**	Inner Sphere (Experimental) Jihad
Maximum Thrust:	9		

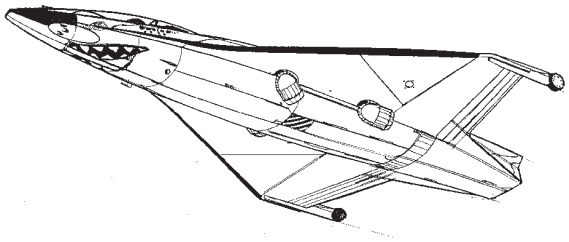
Weapons & Equipment Inventory

Standard Scale

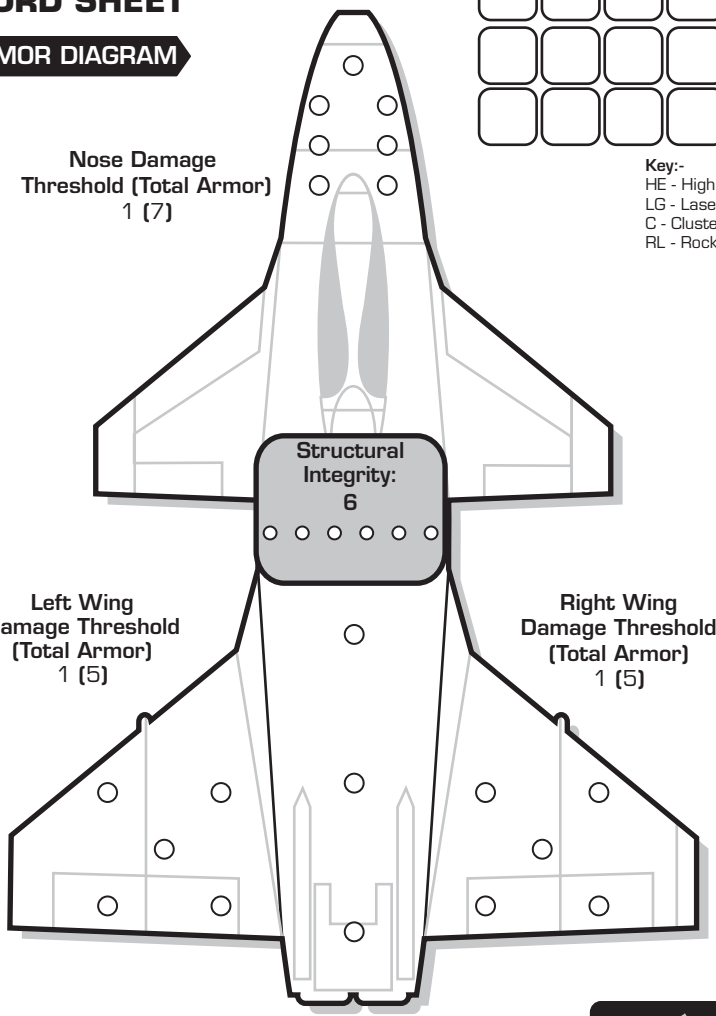
Qty	Type	Loc	Ht	SRV (1–6)	MRV (7–12)	LRV (13–20)	ERV (21–25)
1	SRM 2 [M,C,S]	N	—	2	—	—	—
	Ammo (SRM) 50						
1	Booby Trap [AE,OS]	—	—	100	Point Defense		
1	Drone Operating System [E]	—	—	—	—	—	—

Fuel: 320 Points

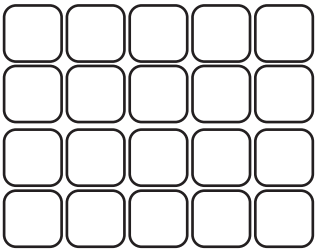
BV: 92



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	

GROUND MAP STRAIGHT MOVEMENT

VELOCITY	MINIMUM STRAIGHT MOVEMENT (IN HEXES) FIGHTER	SMALL CRAFT AND FIXED WING SUPPORT VEHICLES
1	8	8
2	12	14
3	16	20
4	20	26
5	24	32
6	28	38
7	32	44
8	36	50
9	40	56
10	44	62
11	48	68
12	52	74

Velocity above 12 is not possible on ground maps.

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										

FIGHTER RETURN TABLE

SAFE THRUST	TURNS BEFORE RETURN
1–4	3
5–8	2
9–12	1
13+	0