

# BATTLETECH

EXPERIMENTAL™  
TECHNICAL  
READOUT:

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PHANTOMS

# INTRODUCTION

INCOMING  
MESSAGE

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In the past generation, mankind has seen a revolution in technology. Many expensive necessities like water and food have become considerably cheaper as new technologies—new, at least, to this century—have entered production at large scales. Water filters, JumpShips, and genetically modified crops derived from the Helm Memory Core have greatly eased life in the Inner Sphere since 3030. But one of the greatest impacts of the Helm Core is a subtle one: education.

In the first quarter of this century, even the elite technicians of the Great House armies were akin to witchdoctors when it came to maintaining the most advanced technology of the day. The most advanced items were “black boxes” or “lostech.” Today, their children and grandchildren not only have a fair grasp of the equipment delivered to them, but can also improve upon it. This generation has seen innovation surpassing the military technologies of the first Star League, with more powerful weapons, more capable electronics, and more advanced structures being fielded.

Many of those innovations have not only seen the light of day, but their builders and buyers have put some of them in the limelight to trumpet their ever-improving military hardware.

But not *all* of them.

Some of the latest designs made possible using the latest technologies have been deliberately hidden in the shadows, kept as far as possible from the public eye and the awareness of hostile intelligence agencies. A war machine unknown to the enemy has—at the very least—the element of surprise. Naturally, such military phantoms are of deep interest to competitors and enemy military forces alike.

This publication addresses a number of such “phantoms” identified by Irian Technologies. It is hoped that the concepts presented herein may be duplicated, evaluated, or at least re-implemented on different chassis with facilities and subcontractors available to Irian. Even those unsuitable for production may inspire designs that open new markets to our company.

It should be noted that, because of the secretive nature of these designs, their specifications as presented herein are “best guesses.” In a number of cases, conflicting reports (some found to be counterintelligence misinformation) had to be interpreted by the appropriate Irian engineering departments. Thus, should these units be encountered in the field, they may differ from the specifications in this publication.

—Brooke Lassinger, Irian Technologies, 7 June 3081

## HOW TO USE THIS BOOK

The ‘Mechs, combat vehicles, aerospace craft, and battle armor described in *Experimental Technical Readout: Phantoms* provide players with a sampling of the various black-project, disavowed-rumor designs of the Inner Sphere. 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.



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CAT35XT014

STAR LEAGUE ERA



SUCCESSION WARS ERA



CLAN INVASION ERA



CIVIL WAR ERA



JIHAD ERA



DARK AGE ERA



# WGT-4NC WIGHT DEZGRA

**Field Testing Summation:** New WGT-4NC Hybrid Prototype

**Producer/Site:** Nova Cat / Unknown

**Supervising Technician:** Unknown

**Project Start Date:** 3074?

**Non-Production Equipment Analysis:**

- Null Signature System
- Chameleon Light Polarization Shield
- Watchdog CEWS
- Composite Structure
- Clan Ferro-Fibrous

**Overview**

In a class named for a stealthy, undead creature from twentieth century mythology, the WGT-4NC *Wight* earns its designation more than any other variant. As one of the stealthiest BattleMechs in production and an unabashed headhunter, it is a BattleMech ideally tasked with “assassinating” command units, but also excels at ravaging poorly defended logistics elements and supply depots behind enemy lines.

The WGT-4NC combines intelligent use of advanced materials, such as a composite frame, ferro-fibrous armor manufactured to Clan specifications, and an Inner Sphere XL fusion engine to ensure it can carry over a quarter of its tonnage as combat payload. These components were selected carefully with an eye for availability: the composite structure came from overlooked advanced civilian aerospace suppliers; the armor from functioning Clan Nova Cat facilities; the engines from DCMS stockpiles; the gyroscopes common three-ton models. Given the small numbers of WGT-4NCs produced, the payload of lasers and electronics were also available in sufficient quantity from Diamond Shark merchants and Nova Cat facilities to meet demand. The only real gambles were the advanced stealth systems, which were produced by Combine contractors (with extensive Nova Cat aid) to Star League specifications.

The resulting BattleMech has a high ground speed, a 210-meter jump capacity, the ability to survive a brush with almost any weapon (at least once), and mounts enough high-accuracy pulse laser firepower to threaten most commanders outside of their BattleMechs. (Commanders in their ‘Mechs tend to require a Star of WGT-4NC *Wights* to ensure quick kills.) Key to these abilities is a combination of stealth systems virtually non-existent over last 300 years: a Null Signature System and Chameleon Light Polarization System—all backed with the new, powerful Watchdog Composite Electronic Warfare System.

The WGT-4NC *Wight* would be a welcome addition to the DCMS, let alone any number of House special forces units. It is extremely good as a raider and an excellent headhunter. Yet, amazingly, it is *not* a House BattleMech. Clan Nova Cat fields it instead for these tasks—tasks generally regarded as *dezgra* by Clan honor standards. The few WGT-4NCs observed to date have only been piloted by disgraced trueborn MechWarriors assigned to high-risk missions.

Type: **Wight Dezgra**

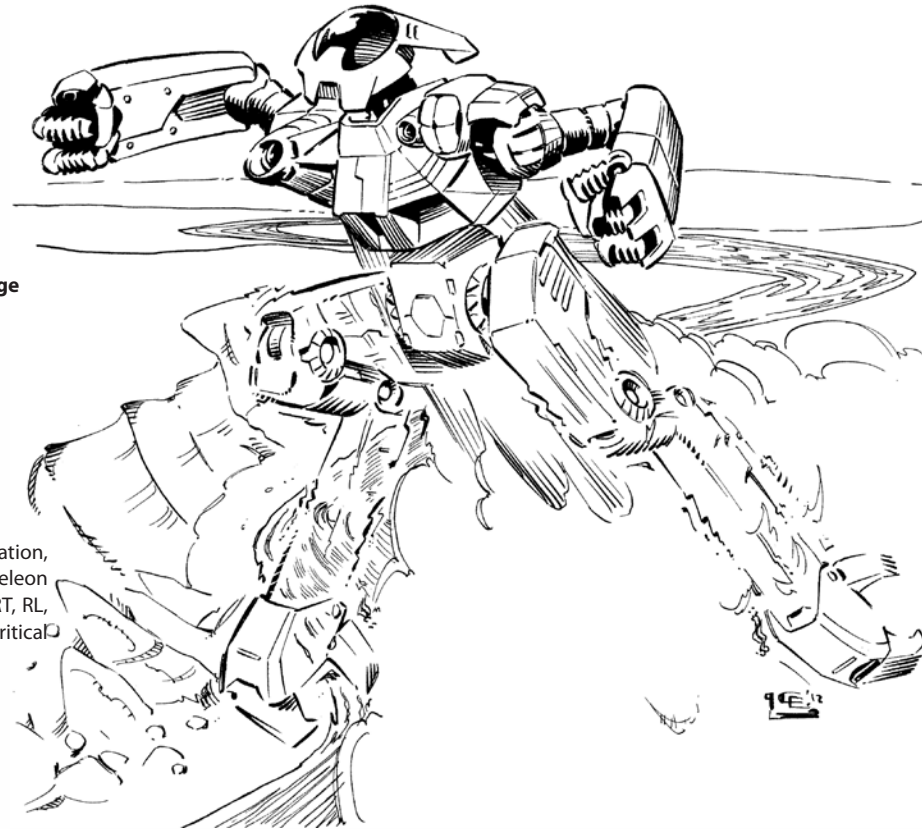
Technology Base: Mixed Inner Sphere (Experimental)

Tonnage: 35

Equipment	Mass	
Internal Structure:	Composite	2
Engine:	280 XL	8
Walking MP:	8	
Running MP:	12	
Jumping MP:	7	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	115 (C)	6
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	11	15
Center Torso (rear)		5
R/L Torso	8	11
R/L Torso (rear)		5
R/L Arm	6	11
R/L Leg	8	16

Weapons and Ammo	Location	Critical	Tonnage
Large Pulse Laser (C)	RT	2	6
Medium Pulse Laser (C)	LT	1	2
Watchdog CEWS	LT	2	1.5
Chameleon LPS	*	6	—
Null Signature System	**	7	—
Jump Jets	RT	3	1.5
Jump Jet	CT	1	.5
Jump Jets	LT	3	1.5

**Notes:** Features the following Design Quirks: Bad Reputation, Difficult to Maintain, Distracting, Improved Sensors; \*Chameleon Light Polarization Shield occupies 1 critical slot in the RA, RT, RL, LL, LT, and LA locations. \*\*Null-Signature System occupies 1 critical slot in every location except for the head.



EXPERIMENTAL



# CLN-7VQ CHAMELEON Q-'MECH

**Field Testing Summation:** Custom CLN-7VQ Hybrid Refit

**Producer/Site:** Unknown

**Supervising Technician:** Unknown

**Project Start Date:** Unknown

**Non-Production Equipment Analysis:**

- PPC Capacitor
- Improved Heavy Lasers, Medium
- Clan Targeting Computer
- Angel ECM Suite

**Overview**

First purported to have appeared in the Draconis Combine in 3071 while attempting to assassinate a purported Black Dragon officer, the tactically bizarre "Chameleon Q-'Mech" has since been purported to have attempted assassinations of all manner of high-ranking officers at the finest surviving MechWarrior academies around the Inner Sphere.

By 3074, the rumors of this wandering assassin using a Davion-made Chameleon had grown to the point that Taurian officials began imposing additional security regulations and special IFF equipment on their academy Chameleons and restricting the use of their combat Chameleons to the point they were almost locked in their hangars. The Concordat determined this based on a statistical assessment of FedSuns communications traffic performed by advanced media interpretation algorithms (software "liberated" from an El Doradan computer company). Though an independent 3076 internal investigation noted that poorly trained Concordat intelligence techs had incorrectly set the software filters up in a way that could more meaningfully separate fact from fiction, the Concordat was not alone in its paranoia. Indeed, most Houses carefully examined all academy Chameleons by 3073 as part of an effort to watch out for the "academy assassin". Meanwhile, the idea of "Q-'Mechs" so enraptured the Federated Suns public that several holovid serials of varying quality entertained audiences from 3071 to 3073 before the idea grew stale outside of niche conspiracy shows.

It was noted that reports of the "Q-'Mech" Chameleon, even by credible intelligence agencies, grew in the retelling until the 50-ton design was carrying paired heavy PPCs (or Clan PPCs) and three blazer cannons. Nevertheless, the most credible story remains an attack that took place on Luthien in 3071 against a suspected Black Dragon officer. After apparently advancing within one hundred and fifty meters of the officer's BattleMech, which was operating in an urban training area, the Chameleon—aided by deceptive-mode ECM—launched its attack with an extremely potent, well-aimed PPC shot and followed with devastating laser volleys that, while suggestive of Clan-made heavy lasers, were not accompanied by the usual sensor static associated with such weapons. Naturally, this Chameleon showed no external differences from a conventional CLN-7V, and sported false weapon ports while exploiting a powerful ECM suite to prevent detailed scanning.

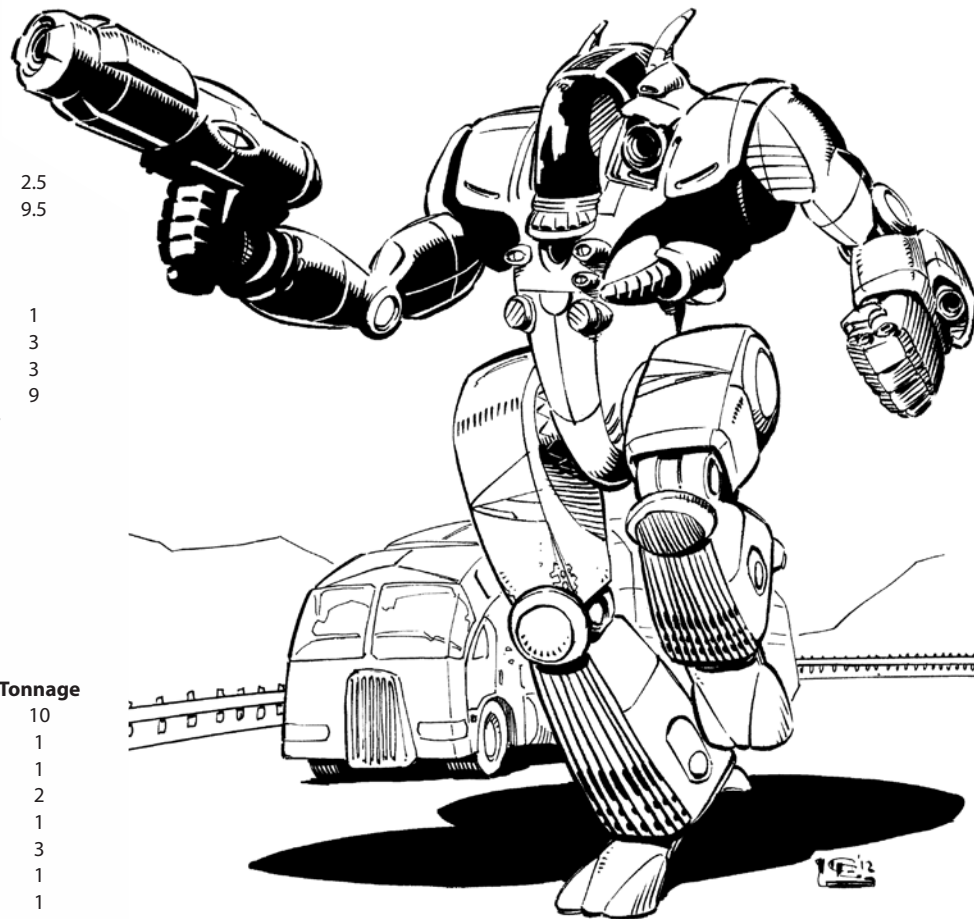
There have been a handful of other attacks plausibly accredited to this "Q-'Mech," all striking at high-ranking officers (mostly of the Lyran Alliance, Federated Suns, and Draconis Combine) in training areas in 3071-3072. While the "academy assassin" was never caught, his (or her) success was poor: only one of the five victims in these attacks was actually killed.

Type: **Chameleon Q-'Mech**  
 Technology Base: Mixed Inner Sphere (Experimental)  
 Tonnage: 50

Equipment	Mass	
Internal Structure:	Endo Steel	2.5
Engine:	300 XL	9.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	11 [22]	1
Gyro:		3
Cockpit:		3
Armor Factor:	144	9
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	16	24
Center Torso (rear)		5
R/L Torso	12	16
R/L Torso (rear)		5
R/L Arm	8	16
R/L Leg	12	16

Weapons and Ammo	Location	Critical	Tonnage
Heavy PPC	RA	4	10
PPC Capacitor	RA	1	1
Imp. Heavy Medium Laser	RA	2	1
Angel ECM Suite	CT	2	2
Imp. Heavy Medium Laser	LT	2	1
Targeting Computer (C)	LT	3	3
Imp. Heavy Medium Laser	LA	2	1
Jump Jets	RL	2	1
Jump Jet	RT	1	.5
Jump Jet	LT	1	.5
Jump Jets	LL	2	1

**Notes:** Features the following Design Quirks: Easy to Pilot, Non-Standard Parts.



EXPERIMENTAL

# BLR-2XC WARLORD

**Field Testing Summation:** New BLR-2 Design

**Producer/Site:** General Motors / El Dorado

**Supervising Technician:** Melissa Sanromea-Davion

**Project Start Date:** 3075

**Non-Production Equipment Analysis:**

Angel ECM Suite

Bloodhound Active Probe

**Overview**

While all public announcements by the El Doradan Governor-Generalcy are pro-Davion and anti-Word, El Dorado's elite are reportedly unhappy that so many of the *Warlords* from its expensively converted GM Camino 'Mech factory are being "stolen for foreign adventurism" by the ROaR program. El Dorado has thus reportedly designed a somewhat lighter, streamlined model that could use more common parts than the 320-rated engine and four-ton gyroscope of prior *Warlord* models. The reported "BLR-2E" is supposedly stalled because of production problems with "powder metallurgy endo steel" that can be built in a planetary gravity well, but metallurgists interviewed for this report say such a manufacturing approach simply cannot work for endo steel.

While those production problems were addressed, a BLR-2 prototype (-X) command 'Mech (-C) using a conventional internal structure was seen among Davion forces during the recent liberation of Terra, piloted by the talented Leftenant Melissa Sanromea-Davion and carrying a rotating cast of regimental commanders. The 'Mech appeared to have a virtual laundry list of modern command equipment, with exaggerated reports even claiming a ground mobile HPG. Better evidence acquired from Terran public surveillance systems suggests a rather less exuberant (but still impressive) payload.

The BLR-2XC appears to be a hybrid of the BLR-2D and -2G models on a slightly lighter scale. In lieu of the weight-savings from the so-called "planet-made endo-steel," it uses an XL engine available from El Doradan manufacturers. Weaponry follows the pattern of the -2D: twin PPCs (ER rather than heavy to save mass) and six ER medium lasers. State-of-the-art active probes (likely backed with El Dorado's famous software) and ECM give this command unit outstanding sensor information and electronic protection from immediate threats, while a hip-mounted sensor dispenser and some form of C3 unit expand its view. The empty second seat position of the earlier BLR-2's was definitely occupied by an advanced command console and seems to be assisted by a battle computer at least on par with the Cyclops B-2000.

It is assumed that the planned production non-command model, the -2E, will follow the El Doradan manufacturers' preference for endo steel and a standard engine, and trade the electronics for the weaponry of the 80-ton BLR-2G.

Type: **Warlord**

Technology Base: Inner Sphere (Experimental)

Tonnage: 75

Equipment	Mass	
Internal Structure:		7.5
Engine:	300 XL	9.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	17 [34]	7
Gyro:		3
Cockpit:		3
Armor Factor:	224	14
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	23	38
Center Torso (rear)		7
R/L Torso	16	25
R/L Torso (rear)		7
R/L Arm	12	23
R/L Leg	16	30

Weapons and Ammo	Location	Critical	Tonnage
ER PPC	RA	3	7
Angel ECM Suite	RT	2	2
2 ER Medium Lasers	RT	2	2
TAG	RT	1	1
Remote Sensor Dispenser	RL	1	.5
Cockpit Command Console	H	1	3
2 ER Medium Lasers	CT	2	2
Improved C3 Computer	LL	2	2.5
2 ER Medium lasers	LT	2	2
Bloodhound Active Probe	LT	3	2
ER PPC	LA	3	7

**Notes:** Features the following Design Quirks: Battle Computer, Improved Communications.



EXPERIMENTAL



# T-IT-N14R GRAND TITAN VENGEANCE

**Field Testing Summation:** Custom T-IT-N14R Refit  
**Producer/Site:** Regular Defense Force / Tiger Valley?  
**Supervising Technician:** Kirc Cameron-Jones  
**Project Start Date:** 3075

**Non-Production Equipment Analysis:**

- Thumper Artillery Piece
- Clan ER Medium Lasers
- Hardened Armor
- Armored Components
- CASE II
- Nuclear Munitions?

**Overview**

As a political purge progressed in Regular space, rumors emerged of the T-IT-N14R, a "bizarre" *Grand Titan* rebuild that began operating among the Regular military forces. According to our sources, basic design work for this variant was performed at a secret Regular facility known as "Tiger Valley," though the location and precise nature of this facility remains unknown.

Common to most stories are the 'Mech's durability: over a third of its mass appears to be dedicated to armor, a narrow-profile gyroscope, supplementary cockpit protection, and armored components. A handful of credible images confirm the armor is almost certainly hardened, with bulky, thick plates and elaborate protection of actuators that likely impair this *Titan's* agility. The cockpit sports a *Cyclops*-like cowl, but this may actually be a unique feature of its additional cockpit protections or the hardened armor. Extrapolations of the N14R's payload and performance suggest that only the engine is actually armored, contrary to reports that almost every actuator, weapon, and sub-system have received additional armoring.

The reports of extensive internal structure armor were re-interpreted after other reports emerged about the N14R's mission profile and Prince Kirc Cameron-Jones' intense personal interest in the variant (which he called "Vengeance"). Instead of armored components, these "internal barriers" were likely, in fact, a robust magazine design including several physical locks and even booby traps—an unusually complicated series of safeties for the Thumper artillery piece.

Other features were equally illuminating. Its only secondary weapons were a pair of ER medium lasers (apparently acquired at great expense from Clan sources). The machine's low ground speed was slightly offset by the addition of jump jets, allowing this *Grand Titan* to conquer almost any terrain feature. The cockpit was fitted with a robust life support system that emphasized sealed operation over filtration of external air, suggesting a design meant for WMD environments. In addition, the cockpit is known to include a sizable control board dedicated only to a specialized communication system (which supposedly includes a "black box" FTL communication system).

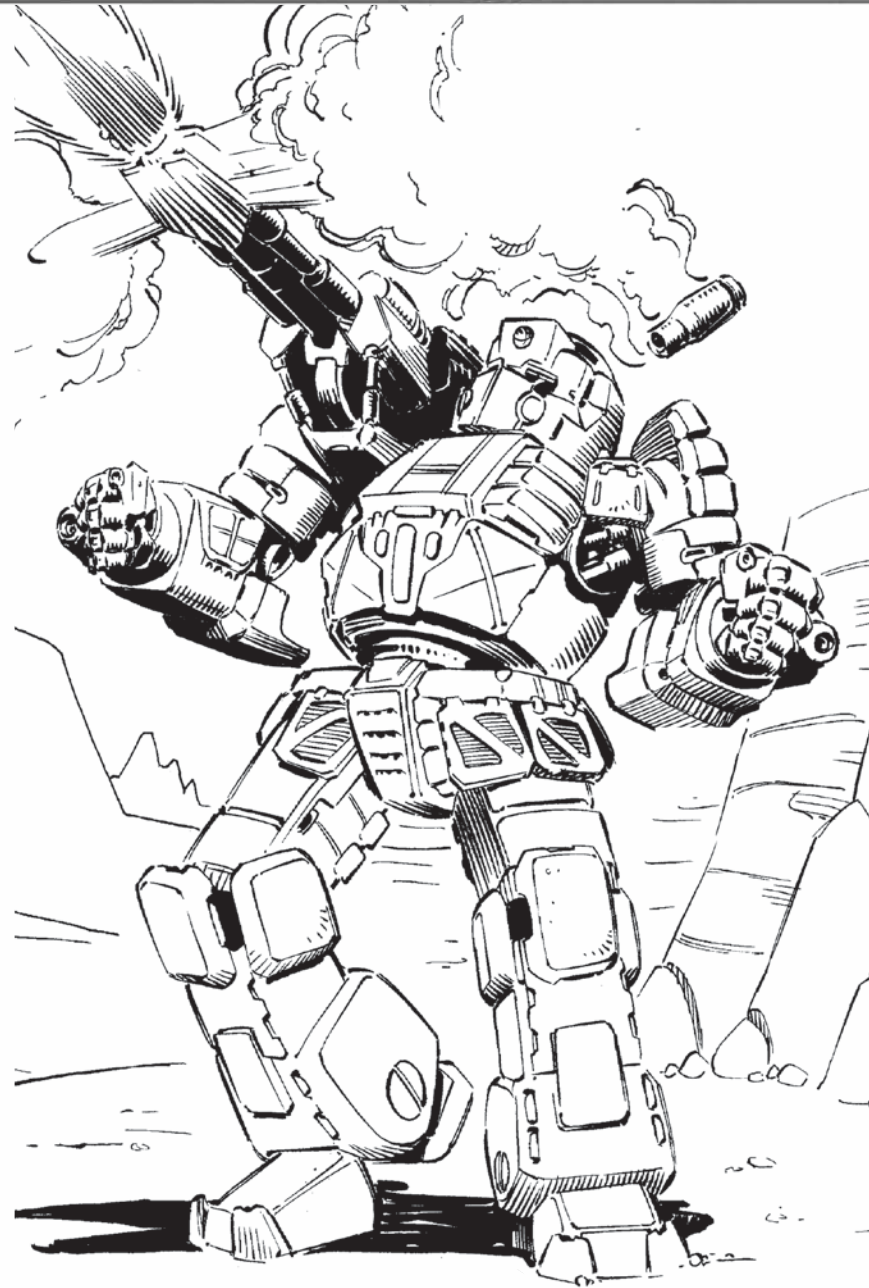
As an artillery 'Mech, the *Grand Titan "Vengeance"* is a poor alternative to the lighter, faster, better-armed *Patriot*, a domestic Regular product. Given the other features, our analysis surmise that that this 'Mech's ultimate mission is to deliver tactical nuclear artillery shells, delivered via its Thumper artillery piece. These warheads could possess yields comparable to a Davy Crockett, Alamo or Santa Ana. If so, then the heavy protection on the ammunition bin makes more sense: modern nuclear munitions cannot explode when damaged (though the shells' propellant may) and contain no radioactive material, but are expensive and would require extra protections against attacks and theft.

Type: **Grand Titan Vengeance**  
 Technology Base: Mixed Inner Sphere (Experimental)  
 Tonnage: 100

Equipment	Mass	
Internal Structure:		10
Engine:	300 Armored	22
Walking MP:	3	
Running MP:	4	
Jumping MP:	2	
Heat Sinks:	10 [20]	0
Gyro (Compact, Armored):		5.5
Cockpit (Armored):		4
Armor Factor (Hardened):	276	34.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	31	47
Center Torso (rear)		10
R/L Torso	21	31
R/L Torso (rear)		10
R/L Arm	17	32
R/L Leg	21	32

Weapons and Ammo	Location	Critical	Tonnage
ER Medium Laser (C)	RA	1	1
Thumper Artillery	RT/CT	12/3	15
Ammo (Thumper) 40	LT	2	2
CASE II	LT	1	1
ER Medium Laser (C)	LA	1	1
Jump Jet	RL	1	2
Jump Jet	LL	1	2

**Notes:** Equipped with a Full-Head Ejection System. Features the following Design Quirks: Cowl, Improved Life Support.



EXPERIMENTAL

# FERRET FERMI

**Field Testing Summation:** Custom Ferret Hybrid Refit  
**Producer/Site:** Rabid Fox Technical Support / Unknown  
**Supervising Technician:** Unknown  
**Project Start Date:** 3076?  
**Non-Production Equipment Analysis:**  
 Vehicle Stealth Armor  
 Clan ECM Suite

## Overview

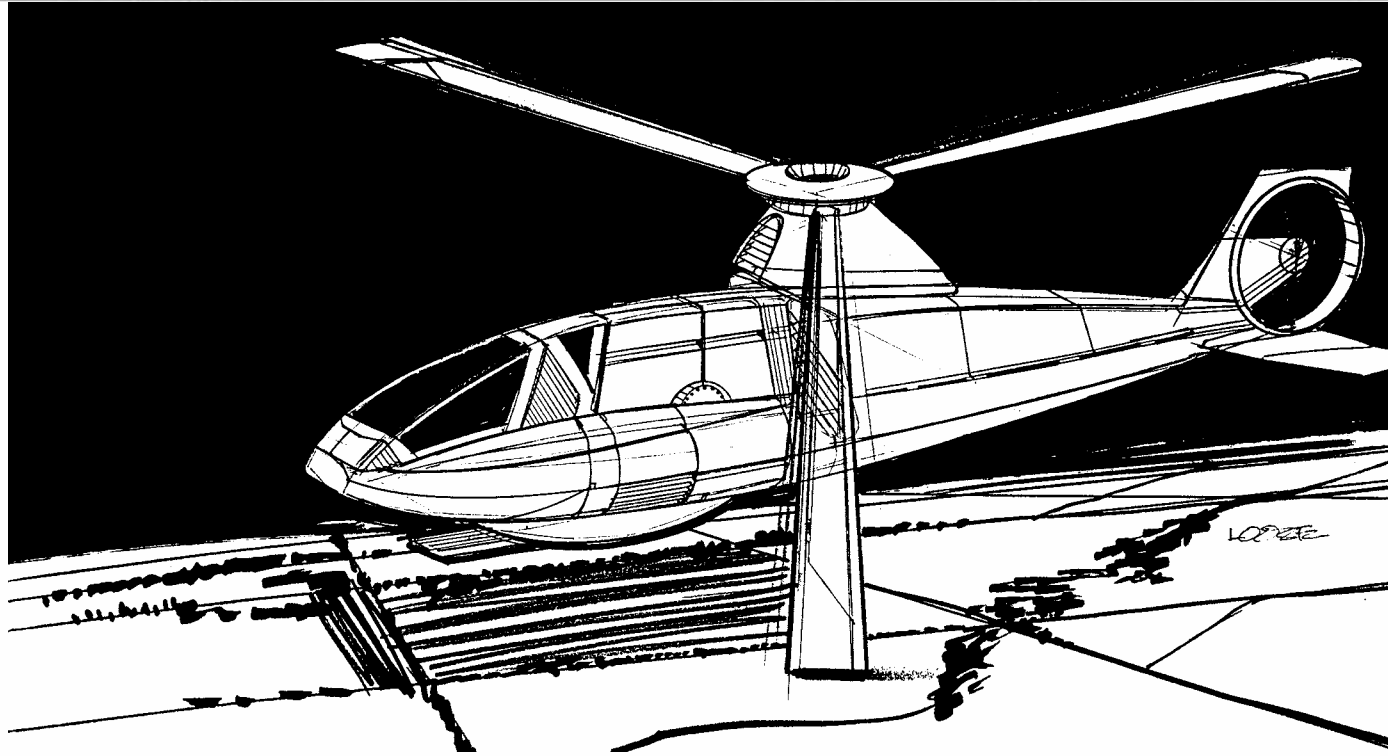
The Ferret "Fermi" was reportedly built in small quantities for the planned liberation of Terra, specifically to hunt the Panopticon SDS installations, which were reported to have survived or been rebuilt by the Word of Blake. If Star League-era documentaries were to be believed, the Panopticon facilities were the most capable sensor telescopes built, far out-performing the mobile units on SLDF WarShips and space stations. With their ability to effortlessly monitor space for many astronomical units around Terra, these sensors were a threat to any form of tactical surprise the Coalition might hope to achieve. Thus, specialist hunter units were assembled to destroy or negate these early warning sensors.

It is not known if these stealthy helicopters were deployed on Terra (or how they would even find the elusive Panopticon facilities without extensive ComStar input), but they have been sighted in other AFFS special forces operations. Emphasis should be placed on "sighted" because not only do the Ferret's stealth systems seem to conceal its usual infrared and radar signatures, but the craft apparently also employs a sophisticated system of myomers laced through the main rotor to actively damp vibrations during flight, nearly eliminating the characteristic "thump" of a military helicopter. Combined with a new "NOTAR" tail boom that exploits the Coanda effect and non-combustion engine, the Fermi Ferret is dramatically quieter than any known military VTOL. Moreover, its narrow profile makes it even harder to hit than the stealth armor alone.

Intelligence reports on Cal-Boeing have confirmed, with a high degree of confidence, that the company is *not* producing these stealth Ferrets, but it has shipped a number of stripped-down frames (including the myomer-laced rotors) to unknown destinations. In conjunction with reports of a Rabid Fox "aerospace assembly facility," it appears that the AFFS itself may be handling final assembly with its own hardware. This includes a fuel cell engine with impressive power-to-weight ratio, a Clan-grade ECM suite (likely from captured stockpiles), and upgraded sensors.

There is a good possibility two models of "Ferret Fermis" exist. The stealth armor requires the substantial cooling system of a fusion engine, not a fuel cell. A Ferret without stealth armor and a fuel cell engine thus might be deployed on Terra, while the Rabid Foxes use fusion-powered stealth Ferrets in other roles.

In any case, the Ferret Fermi, while stealthy and fast, lacks any integral weaponry and can only carry a squad of conventional infantry in its cramped infantry compartment. The ability of the Fermi to impact the battlefield is limited to the capabilities of that squad and the helicopter's mobility.



Type: **Ferret Fermi**  
 Technology Base: Mixed Inner Sphere (Experimental)  
 Movement Type: VTOL  
 Tonnage: 5

Equipment		Mass
Internal Structure:		.5
Engine:	25	1
Type:	Fusion	
Cruise MP:	15	
Flank MP:	23	
Heat Sinks:	10	0
Control Equipment:		.5
Lift Equipment:		.5
Power Amplifier:		0

Turret:		0
Armor Factor (Stealth):	8	.5
	<i>Armor Value</i>	
Front	2	
R/L Side	1/1	
Rear	2	
Rotor	2	

Weapons and Ammo	Location	Tonnage
ECM Suite (C)	Body	1
Infantry	Body	1

**Notes:** Features the following Design Quirks: Improved Sensors, Narrow Profile.



# PACK RAT GESPENST

**Field Testing Summation:** Custom Pack Rat Refit

**Producer/Site:** Gienah Combat Vehicles and Loki Technical Support / Unknown

**Supervising Technician:** Unknown

**Project Start Date:** 3073?

**Non-Production Equipment Analysis:**

- Vehicular Stealth Armor
- XXL Fusion Engine
- Angel ECM Suite
- Bloodhound Active Probe

## Overview

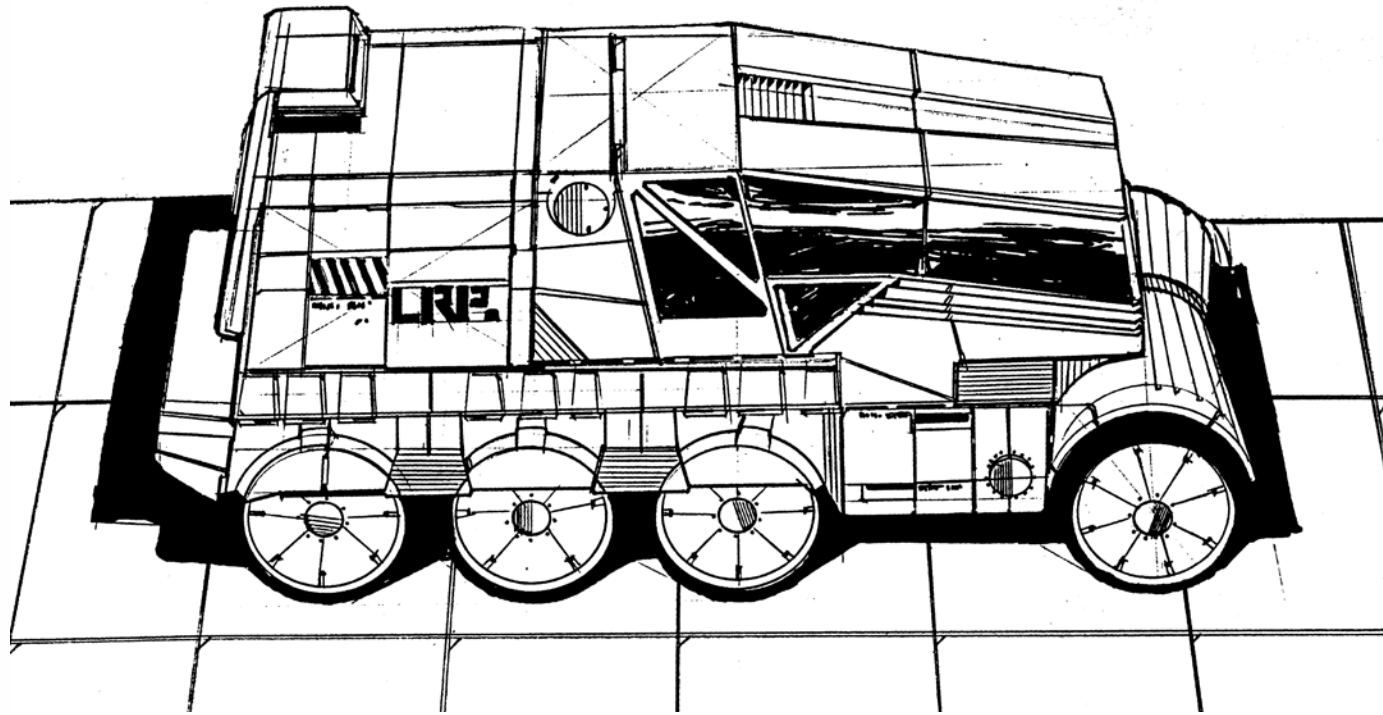
With the proliferation of vehicular stealth armor, a stealth version of the near-universal Pack Rat Long Range Patrol Vehicle is not surprising. Nor is it surprising that a government with famously deep pockets like the Lyran Alliance would combine stealth armor on a small, fusion-powered scout vehicle. The initial reports of the Pack Rat "Gespenst" (Ghost) were predictable: stealth and obligatory Guardian ECM suite, Beagle active probe, likely a Streak missile launcher to replace the conventional Harvester and perhaps an ER medium laser to ward off pursuers.

Problems with that assessment (drawn from what were thought to be internal Lyran documents) began appearing when a platoon of Loki-operated Pack Rat Gespensts were observed behind Word of Blake lines on New Earth in an area that could only be reached by crossing deep waters. Adding to the contradiction, the Ghosts deployed squads of battle armor.

The mystery heightened in 3078, when Gespensts were spotted on Saturn's (Terra-VI's) moon Titan, eliminating early warning units some days prior to the arrival of Task Force CRONUS. This entailed crossings of Titan's hydrocarbon swamps and streams while operating in a very hostile environment. Reports of the Gespensts' electronics performance were simply beyond what the "acquired" Lyran specifications indicated, and there was no room for the weaponry—which had never been seen in operation.

Subsequent interaction with Loki Gespenst units (the two platoons observed, anyway) during the liberation of Terra allowed a better estimate of the Gespenst's specifications (aided partly by bad bilingual jokes about how much "got spent" on the Pack Rat). This unlimited-budget special forces vehicle is not only fusion-powered, but uses the trickle of hand built Lyran XXL engines for an impressive ground speed. (Modifications to the suspension are suspected, since it appears to handle like a sports car even when off road.) The electronics are cutting-edge Bloodhound and Angel units, while the communications suite may even include a "fax" machine. (This last is still unconfirmed.) With the obvious environmental sealing, amphibious systems, and compartment capable of fitting four battlesuits, the Pack Rat Gespenst simply has no mass for integral weaponry.

The battle armor compartment is interesting. With room for only one squad of four (and a modest amount of supply space), the compartment is ill-suited for conventional infantry; despite the available mass, even a squad is quite cramped.



Type: **Pack Rat Gespenst**

Technology Base: Inner Sphere (Experimental)

Movement Type: Wheeled (Limited Amphibious)

Tonnage: 20

### Equipment

Internal Structure:

Engine:	160	3
Type:	XXL Fusion	
Cruise MP:	9	
Flank MP:	14	
Heat Sinks:	10	0
Control Equipment:		1
Lift Equipment:		0
Power Amplifier:		0
Turret:		0
Armor Factor (Stealth):	48	3

### Mass

Front	15
R/L Side	9/9
Rear	15

Armor Value

### Weapons and Ammo

Weapons and Ammo	Location	Tonnage
Angel ECM Suite	Body	2
Bloodhound Active Probe	Body	2
Battle Armor Compartment	Body	4
Environmental Sealing	—	2
Limited Amphibious Equipment	—	1

**Notes:** Features the following Design Quirks: Difficult to Maintain, Improved Communications, Rumble Seat.

EXPERIMENTAL

# SM1 TELOS

**Field Testing Summation:** Custom SM1 Rebuild  
**Producer/Site:** LAW-Barcella / Irece  
**Supervising Technician:** Senior Engineer Andrew Hackard  
**Project Start Date:** 3077  
**Non-Production Equipment Analysis:**  
 Inner Sphere Design Specs  
 Extended LRM  
 Vehicular Stealth Armor

## Overview

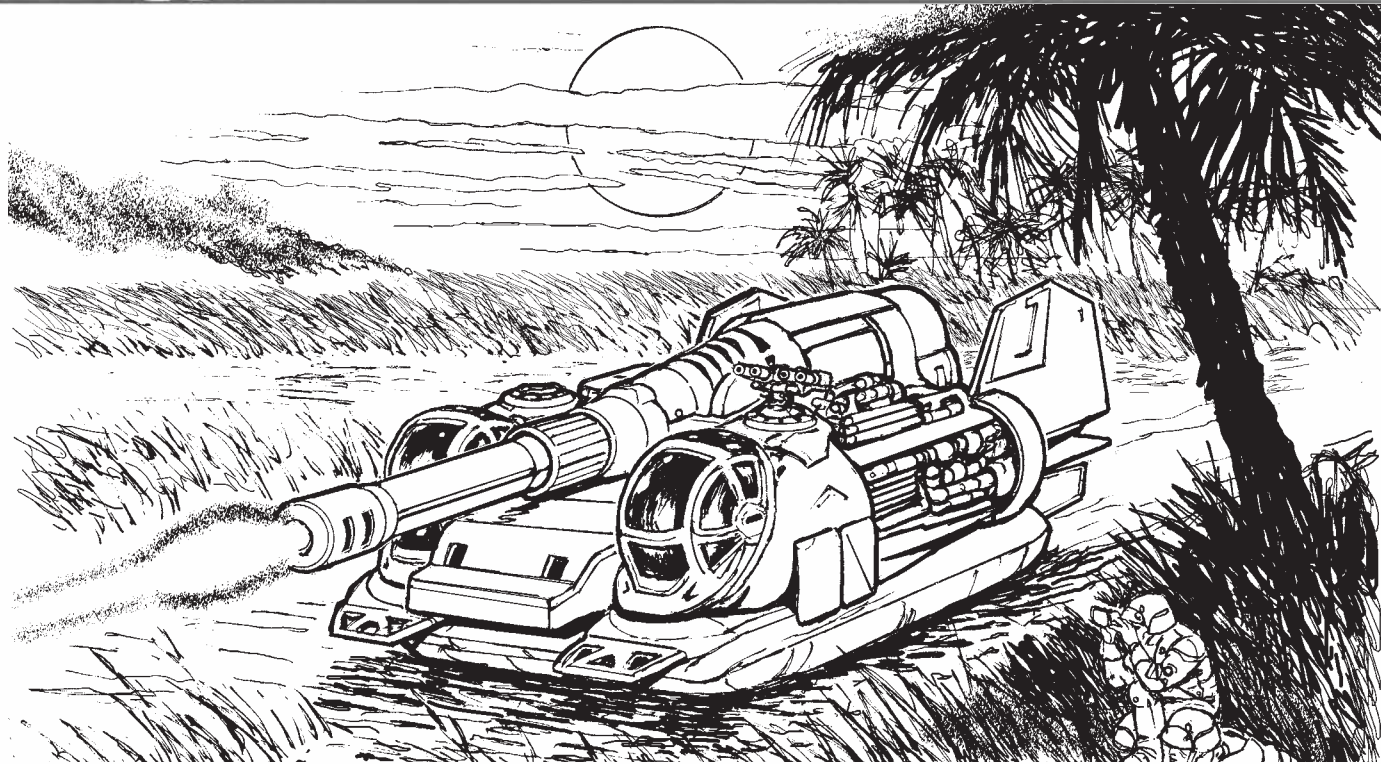
The SM1 Telos (named for the supplier of its ELRMs) is a not simply a re-fit of the existing SM1 Tank Destroyer, but a complete ground-up rebuild using Spheroid technologies. The Nova Cats apparently intended to produce a star of SM1 Teloses to examine both the Inner Sphere-developed ELRM system and how well they would perform on a fast vehicle like the SM1. The possibilities of such extremely long-ranged weapons on a high-mobility platform looked extremely intriguing in simulations, enough to change a brute-force, close-ranged platform like the SM1 into a long-ranged

The requirements for Inner Sphere-produced systems—likely to ensure greater access to parts the Cats have difficulty producing en masse—caught the attention of the DCMS, which became intrigued. Imposing themselves on the project in exchange for parts access, the DCMS officials did not share the Nova Cats' mores about *zellbrigen* and insisted on "bastardizing" the design with new stealth armor. The Cats ultimately abandoned the project to Luthien Armor Works, grudgingly producing some chasses for the DCMS to finish outfitting. Since then, the DCMS has been eagerly testing lances of the SM1 Teloses in the advance to Terra.

Though rebuilt to Inner Sphere specs rather than Clan, the SM1 Telos is a straightforward modification: the giant Clan ultra autocannon is replaced by a 15-tube extended-range LRM, and repurposes the bountiful six-ton magazine to that weapon, allowing the Telos to deliver up to five minutes of uninterrupted fire. There were some compromises: the infantry-disintegrating quadruple light machine gun turret was replaced with a single, conventional bow-mounted machine gun, while armor protection fell noticeably. On the other hand, the DCMS was able to ensure all components were built domestically within the Draconis Combine.

In hover-friendly terrain, the SM1 Telos has been terrifying. It is moderately challenged against targets at ranges where few weapons can even reach, and its stealth armor compounds the difficulty of return fire. In battles on North America's western plains, the Telos lived up to every expectation. They out-ranged and outmaneuvered even the vaunted Manei Domini "super 'Mechs," but there was one fatal flaw in field trials due to its hurried deployment. The improvised, Combine-built civilian-grade climate control units kept crews comfortable under normal operating conditions, but they were completely inadequate in stopping the horrific fallout from the Word's "salted" weapons from killing the crews.

While it has been well-received by field test crews, critics in the Combine officer corps note that the SM1 Telos could carry a light artillery piece for even greater range.



Type: **SM1 Telos**  
 Technology Base: Inner Sphere (Experimental)  
 Movement Type: Hover  
 Tonnage: 50

Equipment	Mass
Internal Structure:	5
Engine:	10
Type:	Fusion
Cruise MP:	8
Flank MP:	12
Heat Sinks:	10
Control Equipment:	2.5
Lift Equipment:	5
Power Amplifier:	0

Turret:	0
Armor Factor (Stealth):	120
	7.5
	<i>Armor Value</i>
Front	43
R/L Side	29/29
Rear	19

Weapons and Ammo	Location	Tonnage
Extended LRM 15	Front	12
Ammo (ELRM) 30	Body	5
Machine Gun	Front	.5
Ammo (MG) 100	Body	.5
Guardian ECM Suite	Body	1.5
CASE	Body	.5

**Notes:** Features the following Design Quirks: Poor Sealing, Rumble Seat



# HI SCOUT CUNNINGTON

**Field Testing Summation:** New Hi Scout Prototype

**Producer/Site:** ScolTek Associates / Inarcs

**Supervising Technician:** Adler Cunningham

**Project Start Date:** 3077

**Non-Production Equipment Analysis:**

- Boosted C3 Master
- C3 Remote Sensor Dispenser
- Angel ECM Suite

**Overview**

This updated Hi Scout prototype from ScolTek Associates was a project unusually lobbied and driven by a shop floor technician (albeit a head technician): Adler Cunningham. ScolTek referred to the project as the XC3D, but most industry watchers (civilian and otherwise) have since referred to the final design as the "Hi Scout Cunningham."

Poor product performance and negative customer feedback during the Jihad began to seriously impact ScolTek's sales in the mid-3070s as users regarded the aging drone technologies obsolete and vulnerable to the heavy ECM of the modern battlefield. While more than a few ScolTek engineers had suggested something along the lines of the XC3D, Cunningham's detailed outline had the luck to reach the correct ears, push the right financial buttons, and exploit ScolTek's internal improvement channels.

What Technician Cunningham proposed was an XL-powered Hi Scout to gain endurance and liberate tonnage for new systems. Also to be deleted was the little-used SRM launcher. With the freed tonnage, among the first improvements were a "duplex drive" that allowed the Hi Scout to wallow across water obstacles.

The Hi Scout's famous drone systems were both enhanced and reduced. The XC3D raised its drone control capacity to six drones but reduced the internal cargo bay capacity for drones by one ton. Adler also pushed for an Angel ECM suite to protect the carrier in a defensive ECCM bubble (and hide it from scouts).

To supplement its mobile drones (which were also subject to enhancement programs beyond the scope of this document), the XC3D gained a sensor dispenser. These small pods were useful in identifying movement of enemy forces, identifying select areas for the deployment of much more capable (and heavier) C3 pods.

And, the final capability, the capability that evolved the Hi Scout beyond a simple scout into a powerful C3 unit, was just that: C3 systems. The XC3D carried a "boosted C3" master unit, with both powerful software and transmitters to overcome common ECM threats. Combined, the "Hi Scout Cunningham" is a flexible, capable scouting, spotting, and command unit.

Feedback from the deliberately unidentified test units (all four of them, if rumors are to be believed) did point to a potential variant: a mobile HQ. This would trade its drone capacity and remote sensor dispenser for two more boosted XC3D units and seven tons of communications equipment.

Type: **Hi Scout Cunningham**

Technology Base: Inner Sphere (Experimental)

Movement Type: Tracked (Limited Amphibious)

Tonnage: 60

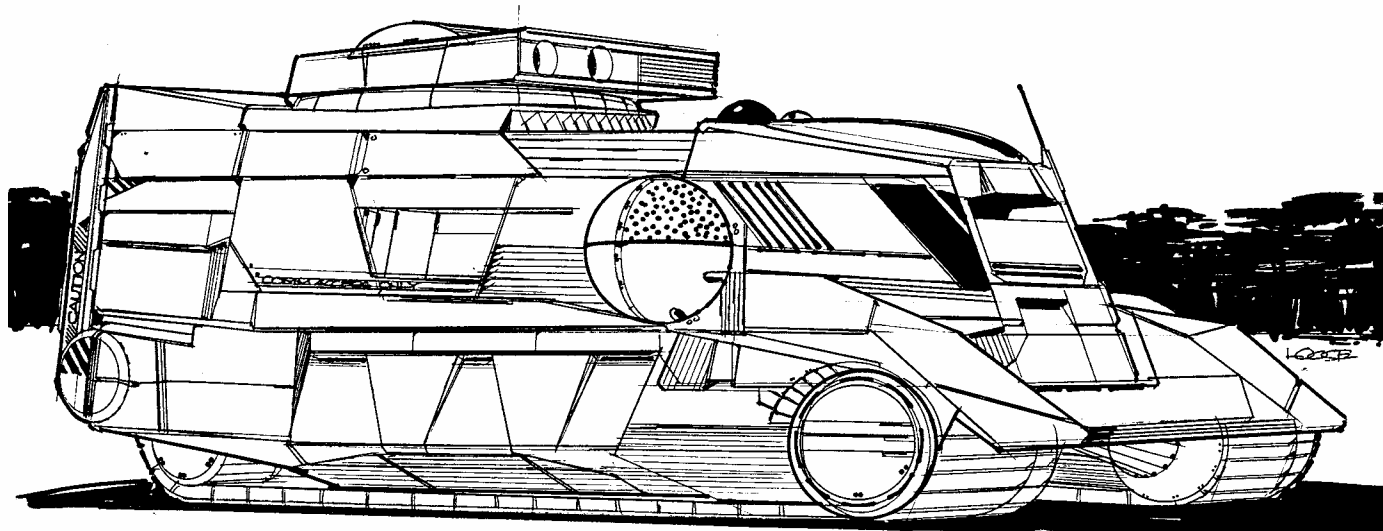
**Equipment**

		<b>Mass</b>
Internal Structure:		6
Engine:	240	9
Type:	XL Fusion	
Cruise MP:	4	
Flank MP:	6	
Heat Sinks:	10	0
Control Equipment:		3
Lift Equipment:		0
Power Amplifier:		0
Turret:		0
Armor Factor:	88	5.5
	<i>Armor Value</i>	
Front	22	
R/L Side	22/22	
Rear	22	

**Weapons and Ammo**

	<b>Location</b>	<b>Tonnage</b>
Remote Sensor Dispenser	Front	.5
C3 Remote Sensor Launcher	Rear	4
Ammo (C3 Sensors) 12	Body	3
Angel ECM Suite	Body	2
Boosted C3 Master Computer	Body	6
Drone Carrier Control System	Body	5
Cargo (Drones)	Body	13.5
Limited Amphibious Equipment	—	2.5

**Notes:** Features the following Design Quirks: Rumble Seat, Trailer Hitch



EXPERIMENTAL

# XF-78 DEATHSTALKER

**Field Testing Summation:** Custom Deathstalker Refit

**Producer/Site:** Andurien Aerotech / Andurien

**Supervising Technician:** Various

**Project Start Date:** 3068?

**Non-Production Equipment Analysis:**

- Stealth Armor
- Improved Heavy Gauss Rifle
- X-Pulse Lasers, Large
- CASE II

**Overview**

Chandrasekhar Kurita's 3075 overview of the military state-of-the-art included an assessment of the F-77 *Deathstalker*. This capable fighter had been developed during the First Star League but failed to win a contract. Andurien Aerotech resumed production of the F-77 in 3071. It was a good fighter for the Duchy of Andurien: By the late thirty-first century, even given the domestic industrial limitations of the Duchy of Andurien, the F-77 (Star League or Andurien version) was not challenging to construct. However, it was only deployed in inexplicably small quantities.

Several intelligence reports have clarified the reasons behind the minimal production, though only after being helpfully redirected by public announcements from the Duchy. It appears Andurien Aerotech had never intended to build the ancient F-77, but instead use the capable airframe with domestically produced copies of Clan weaponry. By the project's start in 3068, the Inner Sphere had been attempting to reproduce Clan technology for almost twenty years and astronomically expensive samples were emerging from Inner Sphere vendors. The Duchy solicited bids for new heavy fighters with Clan-tech weaponry; Andurien Aerotech won because it could revive the *Deathstalker* inexpensively compared to a truly new fighter.

However, industrial production of the Clan weapons proved nearly impossible and it was not possible to buy sufficient weapons from the Diamond Sharks. F-77 production was a stopgap measure meant to keep Andurien Aerotech's Andurien line operating and maintain the ranks of the Duchy's aerospace forces until Aerotech could resolve endless technical delays with the F-78 *Deathstalker*. By about 3075, the F-78 program had been overhauled in both design and management several times and was greatly over budget. The Duchy only appeared to continue funding it because of the Jihad and politicians with deeply entrenched interests in the contract and company.

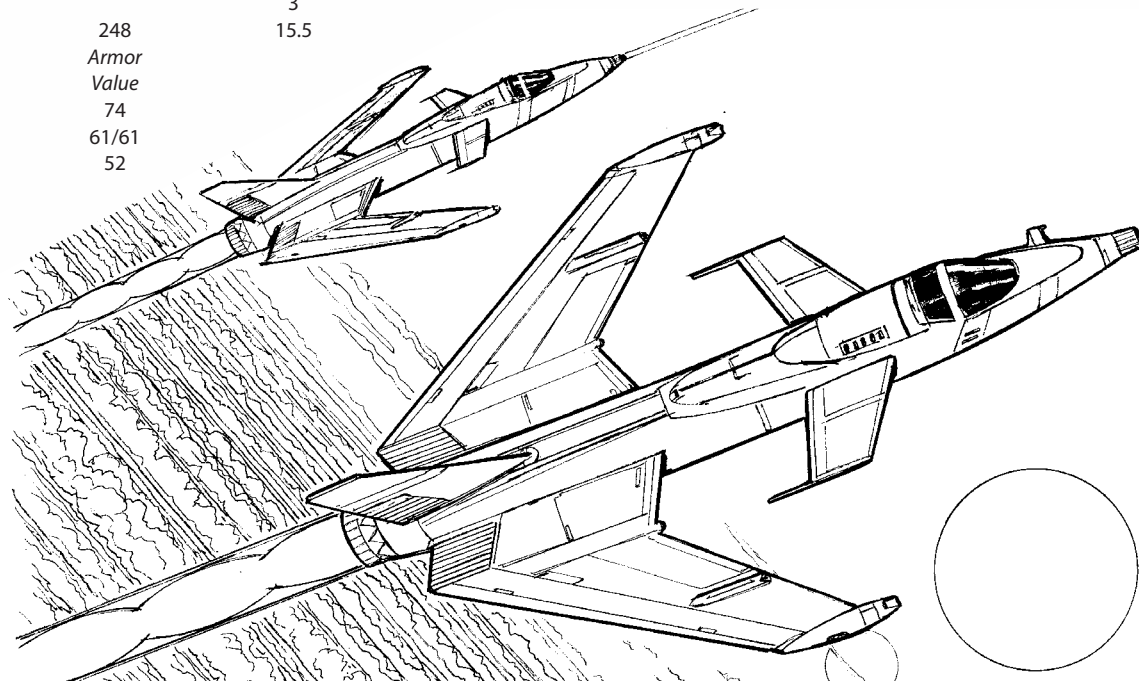
The XF-78 prototypes announced to the media, though, might be worth the wait. If they are real, as confirmed sightings of XF-78s are rarer than F-77 squadrons. The XF-78 reportedly uses a locally built 240 XL fusion engine to save mass for larger fuel tanks. It also has much heavier armor with stealthy lines and an array of heavier, if less numerous, weapons. The main gun is reported as a "high velocity heavy Gauss rifle" with "enhanced CASE" protection. The quadruple large lasers of the F-77 have been replaced by twin X-pulse large lasers. Overall, the XF-78 seems oriented for raiding and DropShip hunting, perhaps intercepting any Regular "Scouring Squadrons" that approach Andurien worlds.

Type: **XF-78 Deathstalker**

Technology Base: Inner Sphere (Experimental)

Tonnage: 80

Equipment		Mass
Engine:	240 XL	6
Safe Thrust:	5	
Maximum Thrust:	8	
Structural Integrity:	8	
Heat Sinks:	18 [36]	8
Fuel:	640	8
Cockpit:		3
Armor Factor (Stealth):	248	15.5
	<i>Armor Value</i>	
Nose	74	
Wings	61/61	
Aft	52	



Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Improved Heavy Gauss Rifle	Nose	20	2	22	22	22	—
Ammo (IHGR) 12	—	3					
Guardian ECM Suite	Nose	1.5					
Large X-Pulse Laser	RW	7	14	9	9	—	—
Large X-Pulse Laser	LW	7	14	9	9	—	—
CASE II	—	1					

**Notes:** Features the following Design Quirks: Atmospheric Flyer.



# NL-43 BATTLE TAXI

**Field Testing Summation:** New NL-43 Prototype

**Producer/Site:** Andurien Aerospace / Lopez

**Supervising Technician:** Unknown

**Project Start Date:** 3074

**Non-Production Equipment Analysis:**

- Stealth Armor
- X-Pulse Lasers, Medium

**Overview**

The NL-43 is only "spiritually" a successor of the NL-42 and more than a few questions exist about design decisions behind the NL-43. It appears that the NL-43 was a product of industrial limitations (easier to build an aerospace fighter than a small craft and its heat expansion engine), new tactical requirements (readily deliver troops to the ground, which benefited from an aerodyne format), and shortcomings of new technology (the stealth armor that would considerably aid a "battle taxi," but could not be mounted on a small craft.)

The Duchy of Andurien rolled out the first NL-43 in tandem with glowing promises and computer-generated graphics of the XF-78, suggesting some greater strategic plan for the two craft. The plan remains obscure, unless it involves political gestures by the Andurien politicians and Andurien Aerotech executives tangled in the bungled XF-78 project. More charitable intelligence assessments suggest that the two stealthy vehicles are meant to operate in combination in some tactical situations, particularly those where (unsurprisingly) boarding can be useful. The NL-43 seems to be the rarer of the two, due ironically to production problems plaguing its "proven" but massive XL engines.

This completely new approach to a "battle taxi" has advantages and disadvantages. The new, stealthy lines allow it to approach targets more closely before being detected. With the stub lifting wings and substantial brute thrust, it is capable of extended atmospheric performance and thus capable of planetary infantry deployments. The 4.5G peak acceleration should be sufficient to overtake most large craft in short interceptions. While much more nimble in the atmosphere, the NL-43 has lost a VTOL profile though it can now deliver a respectable bomb load. Weaponry is modest, suited for carving openings in a target's hull or strafing landing zones.

The roomy infantry compartment is sized to carry up to sixteen battle armored troopers or nearly six full foot infantry platoons—albeit with only limited life support. A further two tons of mass is set aside for cargo, primarily munitions and food to support the infantry after deployment.

The drawbacks of the NL-43 are glaring. Despite the impressive mass dedicated to armor, protection is only a fraction of the NL-42's with the hope being that the stealth features compensate. Worse, as it is built to aerospace fighter specs, its fuel tanks—despite boasting more than double a typical fighter's combat capacity (by mass)—still only grant a percentage of the endurance possible for a corresponding heat-expansion engine, limiting the NL-43's ability to pursue large craft for very long.

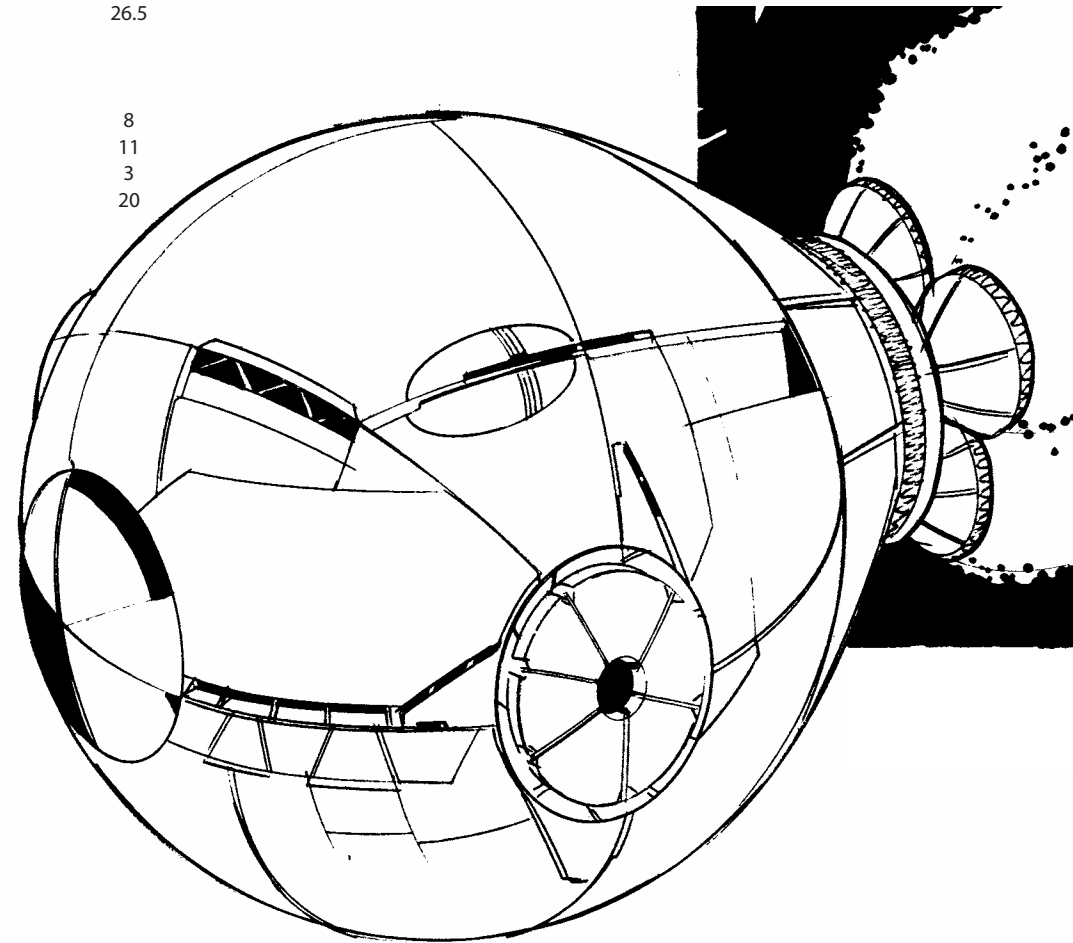
Type: **NL-43 Battle Taxi**

Technology Base: Inner Sphere (Experimental)

Tonnage: 100

**Equipment**

Engine:	400 XL	Mass	26.5
Safe Thrust:	6		
Maximum Thrust:	9		
Structural Integrity:	10		
Heat Sinks:	18 [36]	8	
Fuel:	880	11	
Cockpit:		3	
Armor Factor (Stealth):	320	20	
	<i>Armor Value</i>		
Nose	105		
Wings	55/55		
Aft	105		



Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
2 Medium X-Pulse Lasers	RW	4	6	6	—	—	—
2 Medium X-Pulse Lasers	LW	4	6	6	—	—	—
2 Medium X-Pulse Lasers	Aft	4	6	6	—	—	—
Guardian ECM Suite	Aft	1.5					
Infantry Compartment	—	16					
Cargo Bay	—	2					

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

EXPERIMENTAL

# VAMPIRE II

**Field Testing Summation:** Custom Vampire Refit

**Producer/Site:** Jalastar Aerospace / Unknown

**Supervising Technician:** Unknown

**Project Start Date:** 3070

**Non-Production Equipment Analysis:**

Laser Anti-Missile System

X-Pulse Lasers, Large

## Overview

The *Vampire II* is rumor of a ghost ship that may, or may not, be used by the Rabid Foxes. It is primarily substantiated by Word of Blake leaks of classified AFFS documents, and observations at a couple of suspected Rabid Fox raid sites where *Vampire* landing gear marks were noted as being excessively deep.

As described, the *Vampire II* is an unusual refit of an existing vessel: it is half again more massive than its original design without up-rating the engine or frame. Indeed, Word of Blake commentary on the leaked documents claims that Jalastar was forced to trim almost a ton of "superfluous" structural components (such as chemically milling pressure hull material to a thinner gauge) to make way for the weaponry that the technical managers demanded.

Unsurprisingly, the *Vampire II*'s acceleration is markedly lower, with a peak of 3Gs from an unchanged Donovan XVIII engine. This reduction in acceleration is good, because the over-taxed spaceframe is only rated for 3.5 gravities. The higher mass, with no change to the dimensions also impacts aerodynamic performance, demanding somewhat higher takeoff and landing speeds but, on the other hand, does smooth flights at low altitudes.

The infantry bays of the *Vampire II* have been upgraded to carry four squads of battle armor, and the bay fittings grant significantly better endurance than compartments (though not to the same quality as proper quarters.) Cargo to support the battle armor has been slightly increased over the standard *Vampire*, allowing extended field operations.

One of the reasons for the mass increase was weaponry: the *Vampire II* is much more heavily armed than the original *Vampire*. While assault DropShips are not in danger of being displaced by the *Vampire II*, this DropShip comes equipped with a respectable array of energy weapons suited for strafing landing zones and operating without resupply for extended periods. Its greatly increased heat dissipation and laser-based anti-missile systems also give it good protection against missile threats or allow it to provide supplementary defensive firepower to other vessels.

Finally, the *Vampire II* features a large command facility shoehorned behind and below the cockpit. The advanced communications equipment and battle computers allow officers an outstanding view of the battlefield. While undeniably useful for the Rabid Foxes, it may indicate that the *Vampire II* is also intended to support conventional AFFS forces as a nimble mobile headquarters unit for staff officers.

**Type:** Military Aerodyne

**Use:** Troop Carrier

**Tech:** Inner Sphere

**Introduced:** 3074

**Mass:** 600 tons

## Dimensions

**Length:** 42 meters

**Width:** 28 meters

**Height:** 9.5 meters

**Fuel:** 38 tons (2,660 points)

**Tons/Burn-day:** 1.84

**Safe Thrust:** 4

**Maximum Thrust:** 6

**Heat Sinks:** 94 (188)

**Structural Integrity:** 7

## Armor

**Nose:** 151

**Wings:** 151

**Aft:** 113

## Cargo

Bay 1: 4 Battle Armor Squads (32 tons) 4 Doors

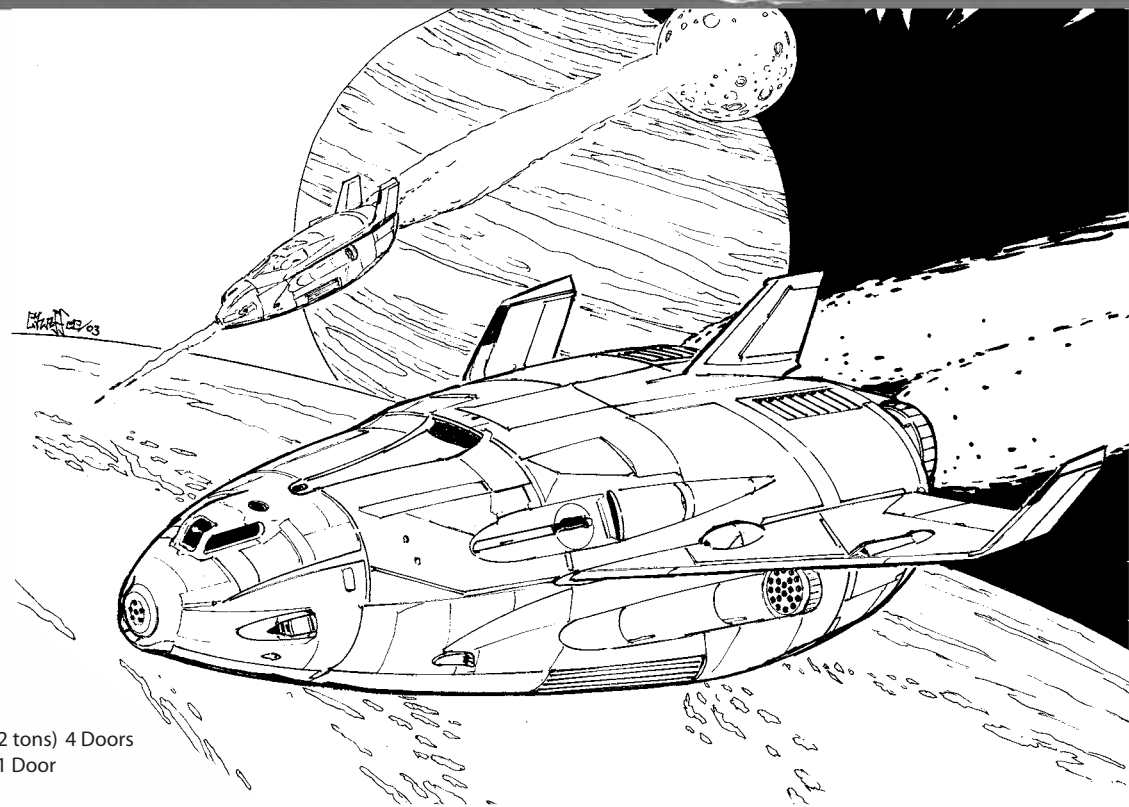
Bay 2: Cargo (7 tons) 1 Door

**Life Boats:** 0

**Escape Pods:** 0

**Crew:** 3 officers, 11 enlisted/non-rated, 3 gunners, 24 bay personnel

**Notes:** Equipped with 30 tons of ferro-aluminum armor and 8 tons of communications equipment. All crew quarters are calculated as steerage quarters. Features the following Design Quirks: Difficult to Maintain, Poor Performance, Weak Undercarriage, Improved Communications.



## Weapons: Capital Attack Values (Standard)

Arc (Heat)	Type	Heat	Short	Medium	Long	Extreme	Class
<b>Nose (60 Heat)</b>							
4	Heavy PPC	60	6 (60)	6 (60)	6 (60)	—	PPC
<b>RW/LW (42 Heat)</b>							
2	Large X-Pulse Lasers	28	2 (18)	2 (18)	—	—	Pulse Laser
2	Laser AMS	14	—	—	—	—	Point Defense
<b>Aft (38 Heat)</b>							
2	ER Large Lasers	24	2 (16)	2 (16)	2 (16)	—	Laser
2	Laser AMS	14	—	—	—	—	Point Defense



# TORNADO PA(L) G17

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

**Producer/Site:** Unknown / Terra

**Supervising Technician:** Doctor Roger Fennault

**Project Start Date:** 3074?

**Non-Production Equipment Analysis:**

Clan Stealth (Improved) Armor

Clan VTOL movement systems

**Overview**

The Word of Blake Protectorate is a complicated organization, more so than the average interstellar state, because (despite the name) the organization known as the “Word of Blake” operates largely as a corporation that takes a largely “hands off” approach to governance within the Protectorate. Much of the Protectorate’s administration was handled by Terrans who lacked a direct affiliation with the Word of Blake. As with ComStar’s long administration of Terra itself, the Word’s leadership largely provided general directives to the Protectorate’s government, and saw to its military defense on an interstellar scale.

This arrangement made for a complicated local defense system. The Word of Blake had its own Militia (composed of regular and “Shadow” units), while the Protectorate planets had the separate Protectorate Militias and their own secondary, paramilitary militias. The Protectorate Militia, and some planetary militias (such as TerraSec), even possessed their own special forces, who received access to some of the Word’s more advanced combat gear. Based on some earlier models of Tornado, TerraSec was able to launch a project that may have reached fruition before the Coalition reached Terra: the Tornado G17.

The G17 was developed under the guidance of Doctor Cortland’s protégé, Doctor Roger Fennault. Fennault reportedly stalled the project for over a year out of petulance when informed the G17 could not have the dramatic stylings Doctor Cortland had blessed on so many of his projects. But, once the project moved, it did so rapidly. Terran contractors reportedly mastered the advanced, Clan-grade stealthy armor composites and compact VTOL movement systems and were ready to mass-produce them shortly before the Coalition’s final assaults there. Only prototypes of the G17 appeared on the battlefield, executing a number of raids on Coalition headquarters and logistics units. (The Republic of the Sphere has been reticent to clearly admit possession of factories producing the Clan-spec materials and equipment.)

This Tornado variant combines excellent stealth with exceptional mobility. Few battle armors can match its speed, let alone its three-dimensional agility. Though limited to conventional infantry weapons, G17 users benefit from all the enhancements of battle armor: greatly increased durability against small arms, no increased vulnerability in open terrain, and integral life support (which is extended beyond the norm in the G17). Were the G17 produced in the planned elite platoons and companies, it would have been a migraine for Coalition troops. As it was,

the few instances where it was reportedly spotted were still headaches, as they wreaked havoc on the Coalition’s command and communications network.

**Type:** Tornado G17

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

**Tech Base:** Mixed Inner Sphere (Experimental)

**Chassis Type:** Humanoid

**Weight Class:** PA(L)

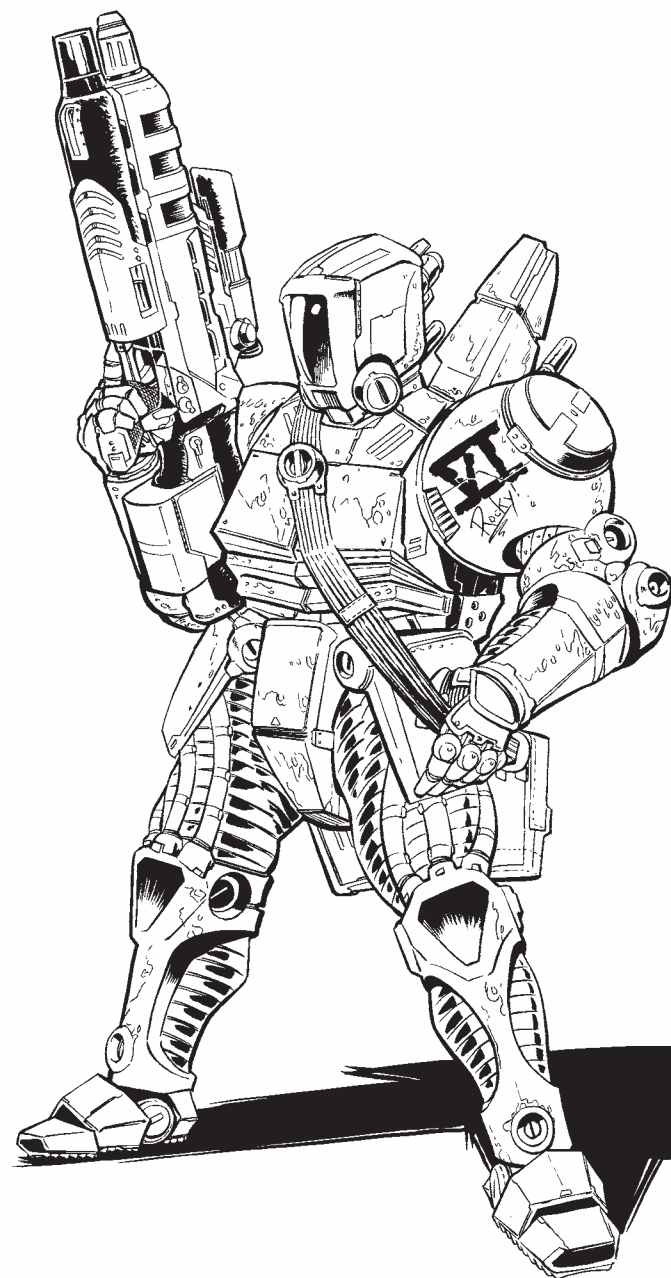
**Maximum Weight:** 400 kg

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

**Notes:** G17s lack integral weapons but may use standard infantry weapons. Features the following Design Quirks: Bad Reputation, Difficult to Maintain.

Equipment	Slots	Mass
Chassis:		80 kg
Motive System:		
Ground MP:	1	0 kg
VTOL MP:	7	210 kg
Manipulators:		
Right Arm:	Armored Glove	0 kg
Left Arm:	Armored Glove	0 kg
Armor:	Improved Stealth (C) 5	70 kg
Armor Value:	2+1 (Trooper)	

Weapons and Equipment	Slots		Mass
	Location	(Capacity)	
Extended Life Support	Body	1	25 kg



EXPERIMENTAL

# PURIFIER TERRA

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

**Producer/Site:** Unknown / Terra?

**Supervising Technician:** District (Royal) Governor Rama XLIII

**Project Start Date:** 3075

**Non-Production Equipment Analysis:**

Clan Armor

Clan Battle Armor Weapons

## Overview

While the Word of Blake introduced a set of six new battlesuits for its frontline combatants (particularly the Manei Domini), those suits were not generally available to TerraSec or other Protectorate planetary militias. The District Governor of Thailand, a Terran province, thus commissioned the development of a common battle armor suit specifically for use by local “paramilitary” forces. The “Purifier Police” design presented to Word of Blake overseers was heavily fitted for police operations against restive Terrans, and replaced the mimetic armor with standard armor, but its modular weapon mount allowed it to carry a wide range of weapons.

The Purifier Police was produced in quantity and, ultimately saw widespread use controlling North American refugees produced by the Word’s final scorched Earth nuclear attacks. Though enormously bloody and draconian, these actions prevented the displaced hordes from collapsing North America’s infrastructure and allowed the unmolested regions to get back on their feet.

An interesting variant of the “Purifier Police” was found in elite TerraSec units—forces apparently unaffiliated with the Word of Blake. Only a couple of battle-ravaged copies were found and quickly disappeared into the hands of the Coalition forces that recovered them. These “Purifier Terra” armors reportedly were fitted with locally made Clan-quality armor, which inspired unending searches for such high-grade Terran industrial facilities before such investigations were blocked by Devlin Stone himself. Given how thorough the allied forces searched their respective target sites, the lack of success in finding the suspected manufacturers suggests this phantom suit may have been made possible via some deal with a Clan, or through captured stockpiles, rather than a truly local production. On the other hand, documents from the Tornado G17 program strongly suggest that the Word was producing Clan-grade materials and equipment somewhere on Terra.

The Purifier Terra exhibits little in the way of radical capabilities other than its advanced materials and weaponry, but the result is a close duplicate of Clan’s reliable Elemental armor. It appears to be primarily armed with a modular weapon mount (left arm) that has a 400-kilogram capacity. The dense Clan armor would leave considerable space for weapon mounts on the torso and right arm, though apparently no such variants were produced before Terra was liberated.

**Type:** Purifier Terra

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

**Tech Base:** Mixed Inner Sphere (Experimental)

**Chassis Type:** Humanoid

**Weight Class:** Medium

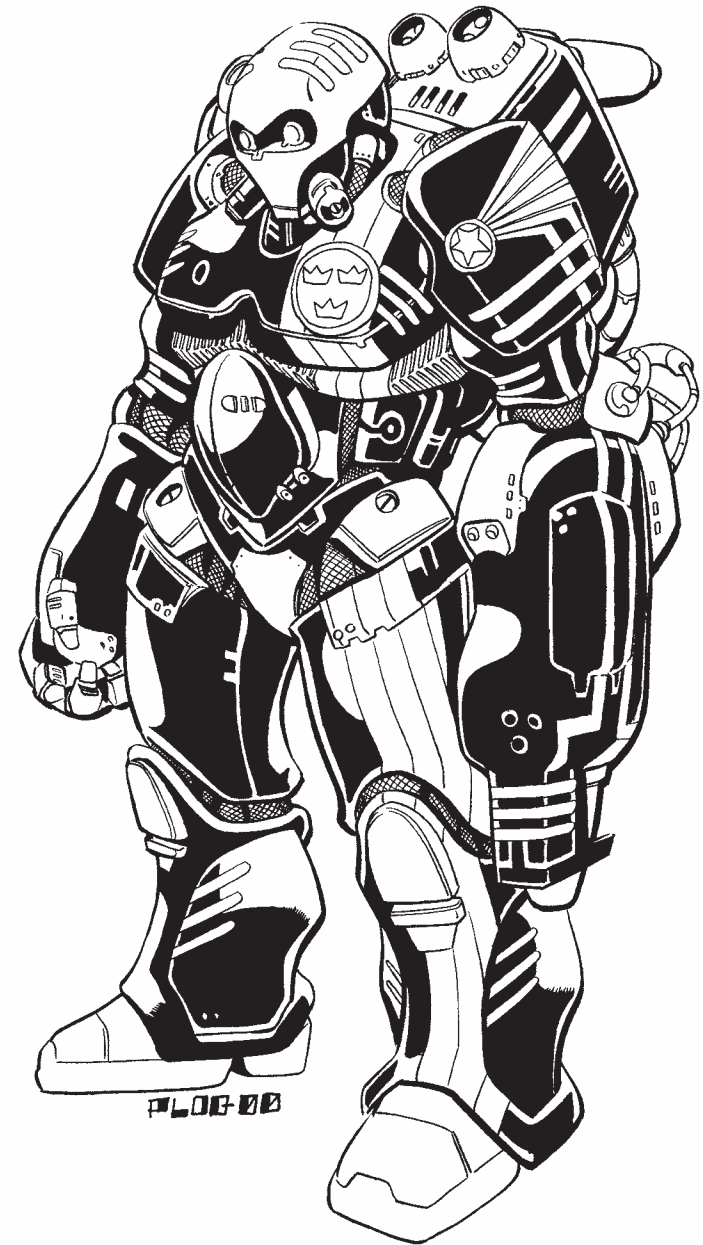
**Maximum Weight:** 1,000 kg

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

**Notes:** Features the following Design Quirks: Bad Reputation, Difficult to Maintain.

Equipment	Slots	Mass
Chassis:		175 kg
Motive System:		
Ground MP:	1	0 kg
Jump MP:	3	150 kg
Manipulators:		
Right Arm:	Battle Claw	15 kg
Left Arm:	None	0 kg
Armor:	Standard (C) 0	250 kg
Armor Value:	10+1 (Trooper)	

Weapons and Equipment	Slots		Mass
	Location	(Capacity)	
Modular Weapon Mount	LA	1 (2)	10 kg
ER Small Laser (C) (20)	—	2	350 kg
Small Pulse Laser (C) (14)	—	1	400 kg
Medium Recoilless Rifle (20)	—	2	250 kg
AP Gauss Rifle (C) (20)	—	2	200 kg



EXPERIMENTAL



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Wight WGT-4NC Dezgra**

**Movement Points:**      **Tonnage:** 35  
**Walking:** 8              **Tech Base:** Mixed Tech (I.S.)  
**Running:** 12              (Experimental)  
**Jumping:** 7              **Era:** Jihad

### Weapons & Equipment Inventory (hexes)

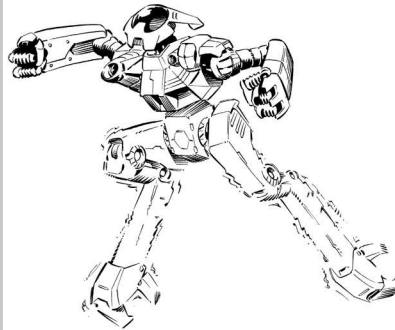
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser (Clan)	RT	10	10 [P]	—	6	14	20
1	Medium Pulse Laser (Clan)	LT	4	7 [P]	—	4	8	12
1	Watchdog CEWS (Clan)	LT	—	[E]	—	—	—	4

### WARRIOR DATA

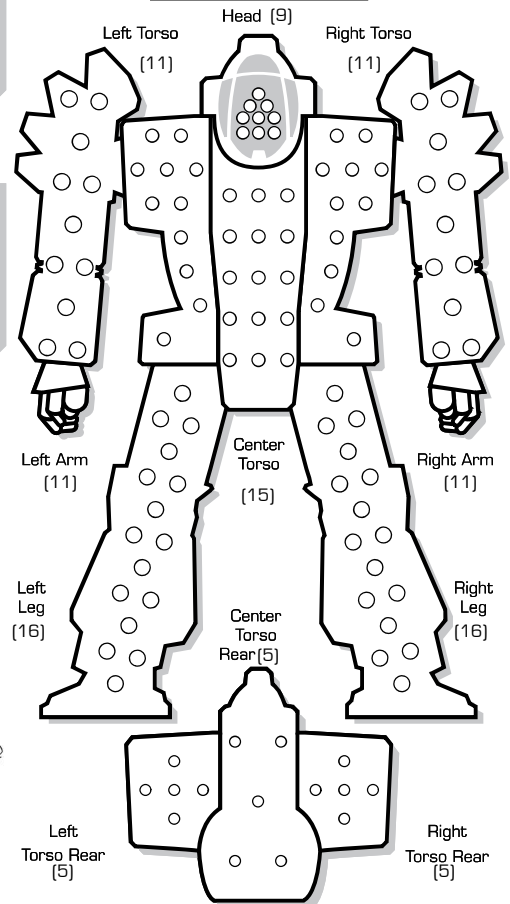
Name: \_\_\_\_\_

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

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

#### Head

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

#### Right Arm

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

#### Center Torso

- 1. Ferro-Fibrous
- 2. Null Signature System
- 3. Chameleon Light Polarization Shield
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

#### Left Torso

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

1-3

4-6

#### Engine Hits ○○○

- 1. Gyro
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4. XL Fusion Engine
- 5. Jump Jet
- 6. Null Signature System

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

#### Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Null Signature System
- 6. Chameleon Light Polarization Shield

#### Right Torso

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

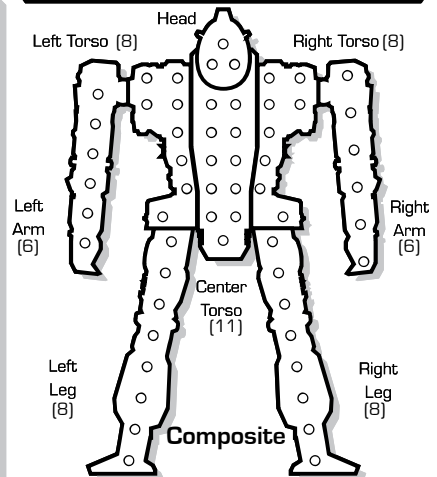
1-3

4-6

#### Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Null Signature System
- 6. Chameleon Light Polarization Shield

### INTERNAL STRUCTURE DIAGRAM

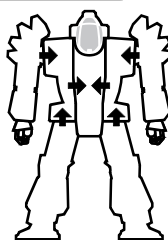


### HEAT DATA

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

### Heat Scale

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



Damage Transfer Diagram







# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Grand Titan T-IT-N14R Vengeance

Movement Points: **Tonnage:** 100  
**Walking:** 3 **Tech Base:** Mixed Tech (I.S.)  
**Running:** 4 (Experimental)  
**Jumping:** 2 **Era:** Jihad

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Thumper	CT/RT	5	15 (AE,S,F)	-	1	2	21
1	ER Medium Laser (Clan)	RA	5	7 [DE]	-	5	10	15
1	ER Medium Laser (Clan)	LA	5	7 [DE]	-	5	10	15

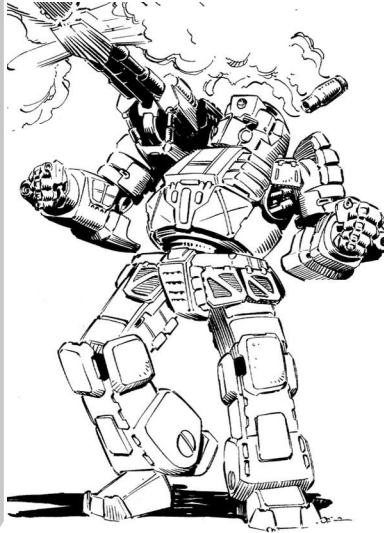
Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

### WARRIOR DATA

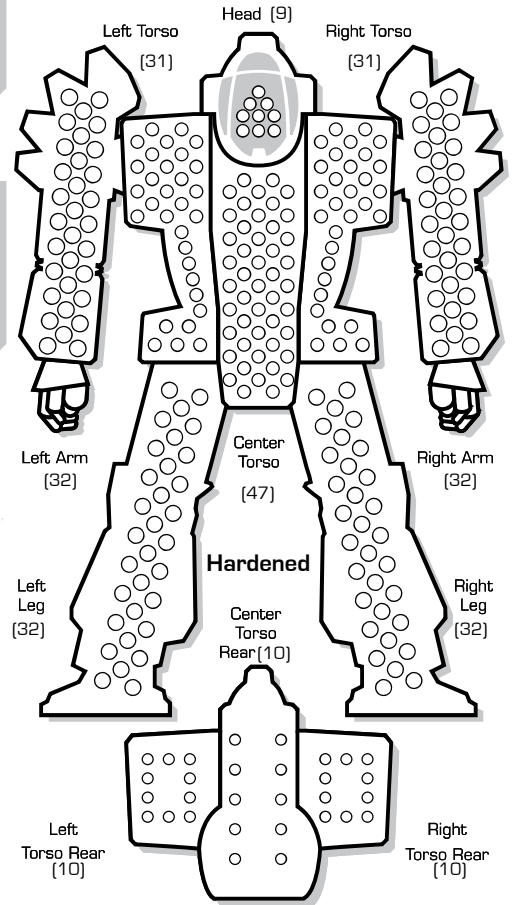
Name: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_ **Piloting Skill:** \_\_\_\_  
**Hits Taken**

1	2	3	4	5	6
3	5	7	10	11	Dead

**Consciousness#**



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- ER Medium Laser (Clan)
- Roll Again

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- ER Medium Laser (Clan)
- Roll Again

#### Center Torso

- Roll Again
- Roll Again
- Roll Again
- 1-3 Roll Again
- O Fusion Engine
- O Fusion Engine
- O Fusion Engine
- O Compact Gyro
- O Compact Gyro
- O Fusion Engine

4-6

#### Right Torso

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

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

4-6

- O Fusion Engine
- O Fusion Engine
- Thumper
- Thumper
- Thumper
- Roll Again

1-3

- Thumper
- Thumper
- Thumper
- Thumper
- Thumper
- Thumper

4-6

Engine Hits ○○○

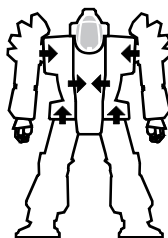
Gyro Hits ○○

Sensor Hits ○○

Life Support ○

#### Left Leg

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

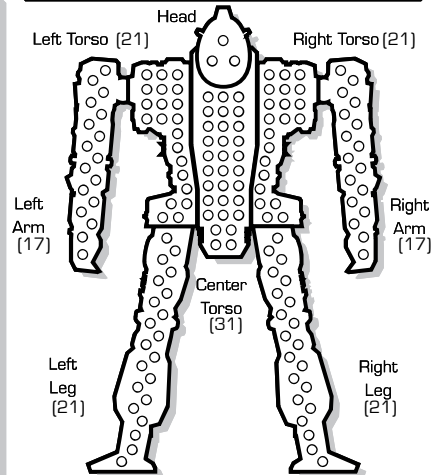


Damage Transfer Diagram

#### Right Leg

- Thumper
- Thumper
- Thumper
- Thumper
- Thumper
- Thumper

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

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

# BATTLETECH

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

### VEHICLE DATA

Type: Ferret Fermi

Movement Points: **Tonnage:** 5  
**Cruising:** 15 **Tech Base:** Mixed Tech (I.S. (Experimental))  
**Flank:** 23 **Era:** Jihad  
**Engine Type:** Fusion Engine

### Weapons & Equipment Inventory (hexes)

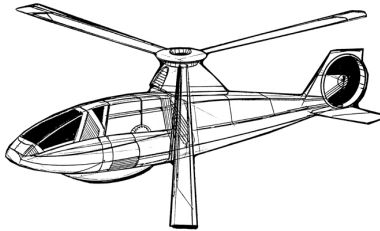
**Qty Type** **Loc** **Dmg** **Min** **Sht** **Med** **Lng**  
 1 ECM Suite (Clan) BD [E] - - - 6  
 Infantry Compartment(1 ton)

### CREW DATA

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

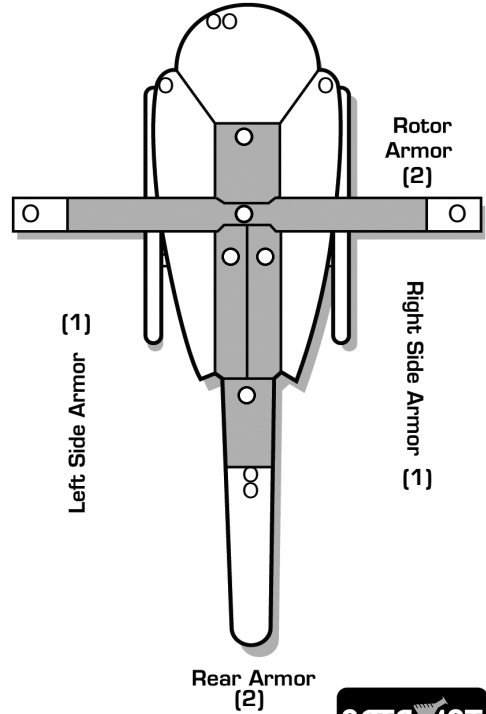
### CRITICAL DAMAGE

**Flight Stabilizer\*** +3 **Engine Hit**   
**Sensor Hits** +1 +2 +3 0  
**Stabilizers**  
**Front**  **Left**  **Right**  **Rear**   
\*Move at Cruising speed only



### ARMOR DIAGRAM

Stealth  
Front Armor (2)



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### VTOL COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

### VTOL ELEVATION TRACK

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

### PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

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

### VTOL COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Pack Rat Gespenst

Movement Points: **Tonnage:** 20  
**Cruising:** 10 **Tech Base:** Inner Sphere  
**Flank:** 15 (Experimental)  
**Movement Type:** Wheeled **Era:** Jihad  
**Engine Type:** XXL Fusion Engine

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	BD	[E]	--	--	--	6
1	Bloodhound Active Probe	BD	[E]	--	--	--	6

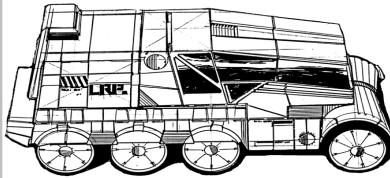
Infantry Compartment (4 tons)  
 Chassis Modifications: Limited Amphibious

### CREW DATA

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

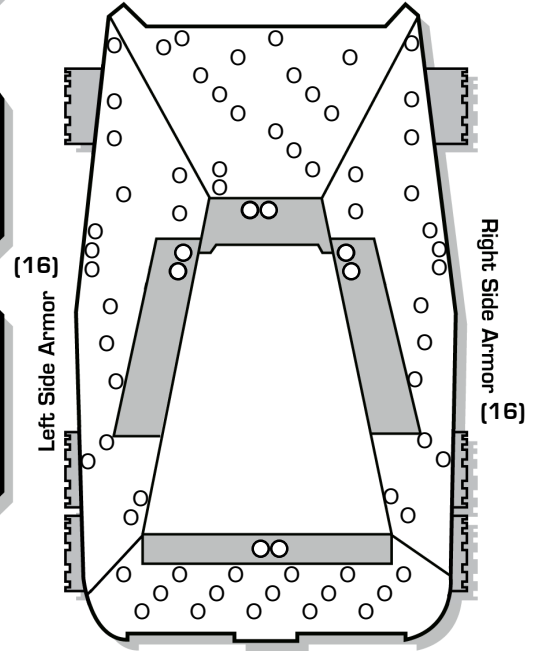
### CRITICAL DAMAGE

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



### ARMOR DIAGRAM

Stealth  
 Front Armor  
 (16)



Rear Armor  
 (16)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: SM1 Telos

Movement Points: **Tonnage:** 50  
 Cruising: 8 **Tech Base:** Inner Sphere  
 Flank: 12 (Experimental)  
**Movement Type:** Hover **Era:** Jihad  
**Engine Type:** Fusion Engine

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	CASE	BD	[E]	-	-	-	-
1	Guardian ECM Suite	BD	[E]	-	-	-	6
1	ExtendedLRM 15	FR	1/Msl [M,C,S]	10	12	22	38
1	Machine Gun	FR	2 [DB,AI]	-	1	2	3

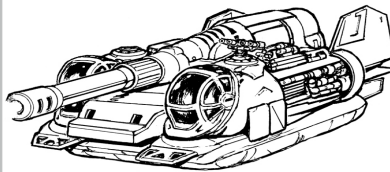
Ammo (CASE): (Machine Gun) 100, (ELRM 15) 30

### CREW DATA

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

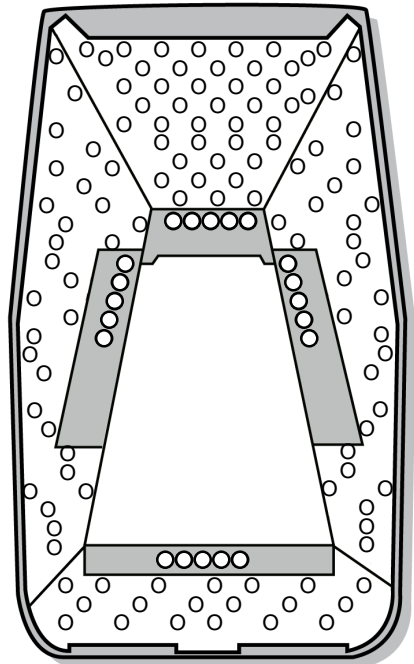
### CRITICAL DAMAGE

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



### ARMOR DIAGRAM

Stealth  
 Front Armor  
 (43)



(29)

Left Side Armor

Right Side Armor (29)

Rear Armor  
 (19)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

#### Attack Direction Modifier:

Hit from rear +1  
 Hit from the sides +2

#### Vehicle Type Modifiers:

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Hi-Scout Cunnington

Movement Points: **Tonnage:** 60  
 Cruising: 4 **Tech Base:** Inner Sphere  
 Flank: 6 (Experimental)  
**Movement Type:** Tracked **Era:** Jihad  
**Engine Type:** XL Fusion Engine

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	BD	[E]	-	-	-	6
1	C <sup>3</sup> Boosted Master	BD	0 [S]	-	5	9	15
1	Drone Carrier Control System (6 drones)	BD	[E]	-	-	-	-
1	Remote Sensor Dispenser	FR	[E]	-	-	-	-
1	C <sup>3</sup> Remote Sensor Launcher	RR	[M,E]	-	3	6	9

Cargo Space - 13.50 tons  
 Chassis Modifications: Limited Amphibious

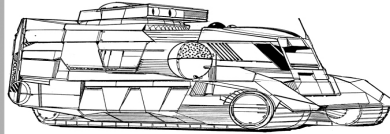
Ammo: [C3 Remote Sensor] 12, [Remote Sensors] 30

### CREW DATA

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

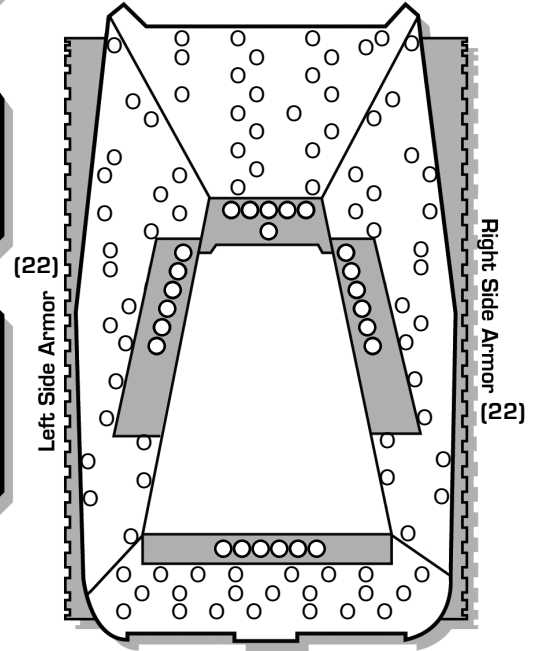
### CRITICAL DAMAGE

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



### ARMOR DIAGRAM

Front Armor (22)



Rear Armor (22)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

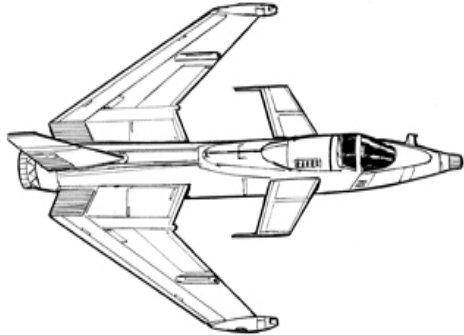
Type: Deathstalker XF-78

Thrust: Tonnage: 80  
 Safe Thrust: 5 Tech Base: Inner Sphere  
 Maximum Thrust: 8 (Experimental) Jihad  
 Era:

### Weapons & Equipment Inventory

Standard Scale			(0-6)	(6-12)	(13-20)	(21-25)	
Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
1	CASE II [E]	N	0	-	-	-	-
1	Guardian ECM Suite [E]	N	0	-	-	6	-
1	Improved Heavy Gauss Rifle [DB,X]	N	2	22	22	22	-
1	Large X-Pulse Laser [P]	LW	14	9	9	-	-
1	Large X-Pulse Laser [P]	RW	14	9	9	-	-

Ammo: [Heavy Gauss] 12  
 Fuel: 640 Points



### ARMOR DIAGRAM Stealth

Nose Damage Threshold (Total Armor) 8 (74)

Left Wing Damage Threshold (Total Armor) 7 (61)

Right Wing Damage Threshold (Total Armor) 7 (61)

Structural Integrity: 8

Aft Damage Threshold (Total Armor) 6 (52)

### 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	18 (36)
28	Ammo Exp. avoid on 8+	00
27	Pilot Damage, avoid on 9+	Double
26	Shutdown, avoid on 10+	00
25	Random Movement, avoid on 10+	00
24	+4 Modifier to Fire	00
23	Ammo Exp. avoid on 6+	00
22	Shutdown, avoid on 8+	00
21	Pilot Damage, avoid on 6+	00
20	Random Movement, avoid on 8+	0
19	Ammo Exp. avoid on 4+	00
18	Shutdown, avoid on 6+	00
17	+3 Modifier to Fire	00
15	Random Movement, avoid on 7+	00
14	Shutdown, avoid on 4+	00
13	+2 Modifier to Fire	00
10	Random Movement, avoid on 6+	00
8	+1 Modifier to Fire	00
5	Random Movement, avoid on 5+	00

### 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: Battle Taxi NL-43

Thrust: Tonnage: 100  
 Safe Thrust: 6 Tech Base: Inner Sphere  
 Maximum Thrust: 9 Era: (Experimental) Jihad

### Weapons & Equipment Inventory

Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
2	Medium X-Pulse Laser [P]	LW	6	6	-	-	-
2	Medium X-Pulse Laser [P]	RW	6	6	-	-	-
1	Guardian ECM Suite [E]	A	0	-	-	6	-
2	Medium X-Pulse Laser [P]	A	6	6	-	-	-

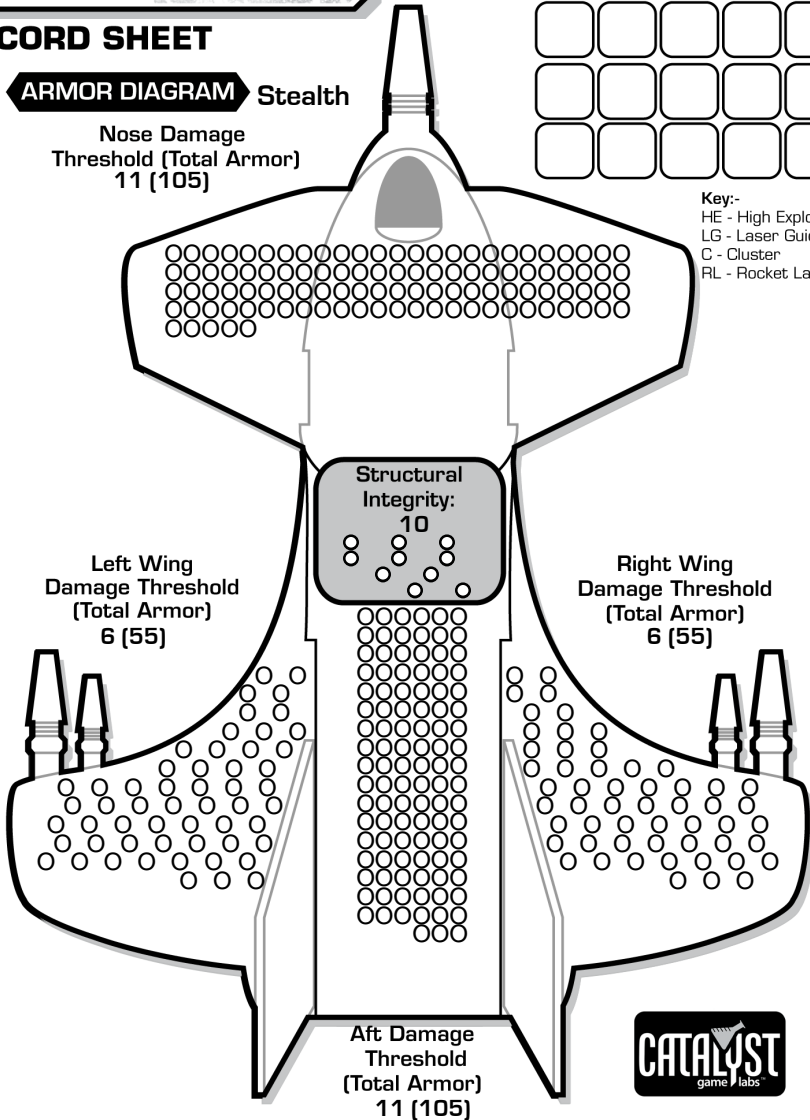
Cargo:  
 Infantry Compartment (16 tons)  
 Cargo Space - 2 tons

Fuel: 880 Points



### ARMOR DIAGRAM Stealth

Nose Damage Threshold (Total Armor) 11 (105)



### 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	18 (36)
28	Ammo Exp. avoid on 8+	Double
27	Pilot Damage, avoid on 9+	00
26	Shutdown, avoid on 10+	00
25	Random Movement, avoid on 10+	00
24	+4 Modifier to Fire	00
23	Ammo Exp. avoid on 6+	00
22	Shutdown, avoid on 8+	00
21	Pilot Damage, avoid on 6+	00
20	Random Movement, avoid on 8+	0
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) 16 (151)

## ARMOR DIAGRAM

Standard Scale



## AERODYNE DROPSHIP RECORD SHEET

### DROPSHIP DATA

Type: Vampire II

Name: \_\_\_\_\_ Tonnage: 600  
 Thrust: \_\_\_\_\_ Tech Base: Inner Sphere  
 Safe Thrust: 4 (Experimental)  
 Maximum Thrust: 6 Era: Jihad  
 Fighters/Small Craft: \_\_\_\_\_ Launch Rate: \_\_\_\_\_

### Weapons & Equipment Inventory

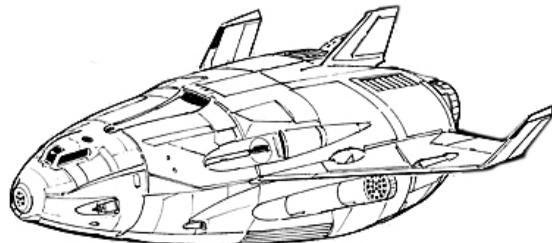
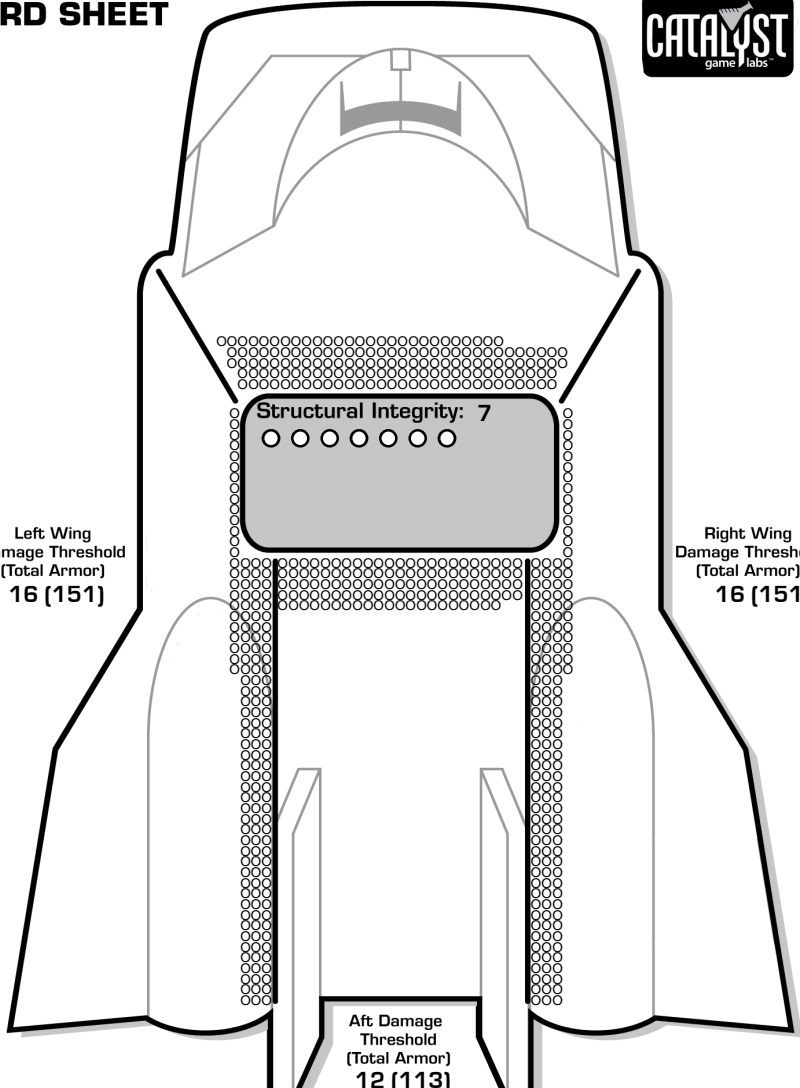
Standard Scale (1-6) (7-12) (13-20) (21-25)

Bay	Loc	Ht	SRV	MRV	LRV	ERV
4 Heavy PPC	N	60	6 (60)	6 (60)	—	—
2 Large X-Pulse Laser	FL/FR	28	2 (18)	2 (18)	—	—
2 Laser AMS	FL/FR	14	1 (6)	Point Defense		
2 ER Large Laser	A	38	2 (22)	2 (16)	2 (16)	—
2 Laser AMS	A			Point Defense		

### Cargo:

Bay 1: Battle Armor Bay - 32 Squads (4 doors)  
 Bay 2: Cargo Space - 7 tons (1 door)

Fuel: 2,660



### CREW DATA

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

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

Crew: 17 Marines: 0  
 Passengers: 0  
 Other: 24 Battle Armor: 0  
 Life Boats/Escape Pods: 0/0

### 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: 94 (188) Double  
 Heat Generation Per Arc  
 Nose: 60 Aft: 38  
 Left Wing: Fwd: 42 Fwd: 42  
 Aft: 0 Aft: 0

# BATTLETECH



## BATTLE ARMOR RECORD SHEET (EXPERIMENTAL)

### BATTLE ARMOR: SQUAD 1

Type: Tornado G17 Era: Jihad  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 1 VTOL: 7  
 Weapons & Equip. Dmg Min Sht Med Lng  
 Extended Life Support [E] - - - -

Armor: Improved Stealth [+1/+2/+3]  
 Mechanized:  Swarm:  Leg:  AP:

1	○○○
2	○○○
3	○○○
4	○○○
5	○○○
6	○○○

### BATTLE ARMOR: SQUAD 2

Type: Tornado G17 Era: Jihad  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 1 VTOL: 7  
 Weapons & Equip. Dmg Min Sht Med Lng  
 Extended Life Support [E] - - - -

Armor: Improved Stealth [+1/+2/+3]  
 Mechanized:  Swarm:  Leg:  AP:

1	○○○
2	○○○
3	○○○
4	○○○
5	○○○
6	○○○

### BATTLE ARMOR: SQUAD 3

Type: Tornado G17 Era: Jihad  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 1 VTOL: 7  
 Weapons & Equip. Dmg Min Sht Med Lng  
 Extended Life Support [E] - - - -

Armor: Improved Stealth [+1/+2/+3]  
 Mechanized:  Swarm:  Leg:  AP:

1	○○○
2	○○○
3	○○○
4	○○○
5	○○○
6	○○○

### BATTLE ARMOR: SQUAD 4

Type: Tornado G17 Era: Jihad  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 1 VTOL: 7  
 Weapons & Equip. Dmg Min Sht Med Lng  
 Extended Life Support [E] - - - -

Armor: Improved Stealth [+1/+2/+3]  
 Mechanized:  Swarm:  Leg:  AP:

1	○○○
2	○○○
3	○○○
4	○○○
5	○○○
6	○○○

### BATTLE ARMOR: SQUAD 5

Type: Tornado G17 Era: Jihad  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 1 VTOL: 7  
 Weapons & Equip. Dmg Min Sht Med Lng  
 Extended Life Support [E] - - - -

Armor: Improved Stealth [+1/+2/+3]  
 Mechanized:  Swarm:  Leg:  AP:

1	○○○
2	○○○
3	○○○
4	○○○
5	○○○
6	○○○

### LEG ATTACKS TABLE

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

### SWARM ATTACKS TABLE

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

### SWARM ATTACK MODIFIERS TABLE

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

### BATTLE ARMOR EQUIPMENT

Claws with magnets -1

### SITUATION \*

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

\*Modifiers are cumulative

### SWARM ATTACKS HIT LOCATION TABLE

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

### TRANSPORT POSITIONS TABLE

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

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



\*Unit 1 and Unit 2 represent two battle armor units



# BATTLETECH



## BATTLE ARMOR RECORD SHEET (EXPERIMENTAL)

### BATTLE ARMOR: SQUAD 1

Type: Purifier Terra [AP Gauss] Era: Jihad  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 1 Jump: 3  
 Weapons & Equip. Dmg Min Sht Med Lng  
 AP Gauss Rifle [Clan] 3 [S] - 3 6 9  
 Battle Claw [E] - - - -

Mechanized:  Swarm:  Leg:  AP:

1 ○○○○○○○○○○○○  
 2 ○○○○○○○○○○○○  
 3 ○○○○○○○○○○○○  
 4 ○○○○○○○○○○○○  
 5 ○○○○○○○○○○○○  
 6 ○○○○○○○○○○○○

### BATTLE ARMOR: SQUAD 2

Type: Purifier Terra [AP Gauss] Era: Jihad  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 1 Jump: 3  
 Weapons & Equip. Dmg Min Sht Med Lng  
 AP Gauss Rifle [Clan] 3 [S] - 3 6 9  
 Battle Claw [E] - - - -

Mechanized:  Swarm:  Leg:  AP:

1 ○○○○○○○○○○○○  
 2 ○○○○○○○○○○○○  
 3 ○○○○○○○○○○○○  
 4 ○○○○○○○○○○○○  
 5 ○○○○○○○○○○○○  
 6 ○○○○○○○○○○○○

### BATTLE ARMOR: SQUAD 3

Type: Purifier Terra [AP Gauss] Era: Jihad  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 1 Jump: 3  
 Weapons & Equip. Dmg Min Sht Med Lng  
 AP Gauss Rifle [Clan] 3 [S] - 3 6 9  
 Battle Claw [E] - - - -

Mechanized:  Swarm:  Leg:  AP:

1 ○○○○○○○○○○○○  
 2 ○○○○○○○○○○○○  
 3 ○○○○○○○○○○○○  
 4 ○○○○○○○○○○○○  
 5 ○○○○○○○○○○○○  
 6 ○○○○○○○○○○○○

### BATTLE ARMOR: SQUAD 4

Type: Purifier Terra [AP Gauss] Era: Jihad  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 1 Jump: 3  
 Weapons & Equip. Dmg Min Sht Med Lng  
 AP Gauss Rifle [Clan] 3 [S] - 3 6 9  
 Battle Claw [E] - - - -

Mechanized:  Swarm:  Leg:  AP:

1 ○○○○○○○○○○○○  
 2 ○○○○○○○○○○○○  
 3 ○○○○○○○○○○○○  
 4 ○○○○○○○○○○○○  
 5 ○○○○○○○○○○○○  
 6 ○○○○○○○○○○○○

### BATTLE ARMOR: SQUAD 5

Type: Purifier Terra [AP Gauss] Era: Jihad  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 1 Jump: 3  
 Weapons & Equip. Dmg Min Sht Med Lng  
 AP Gauss Rifle [Clan] 3 [S] - 3 6 9  
 Battle Claw [E] - - - -

Mechanized:  Swarm:  Leg:  AP:

1 ○○○○○○○○○○○○  
 2 ○○○○○○○○○○○○  
 3 ○○○○○○○○○○○○  
 4 ○○○○○○○○○○○○  
 5 ○○○○○○○○○○○○  
 6 ○○○○○○○○○○○○

### LEG ATTACKS TABLE

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

### SWARM ATTACKS TABLE

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

### SWARM ATTACK MODIFIERS TABLE

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

### BATTLE ARMOR EQUIPMENT

Claws with magnets -1

### SITUATION\*

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

\*Modifiers are cumulative

### SWARM ATTACKS HIT LOCATION TABLE

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

### TRANSPORT POSITIONS TABLE

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

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



\*Unit 1 and Unit 2 represent two battle armor units

# BATTLETECH



## BATTLE ARMOR RECORD SHEET (EXPERIMENTAL)

### BATTLE ARMOR: SQUAD 1

Type: Purifier Terra [ERSL] Era: Jihad  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 1 Jump: 3  
 Weapons & Equip. Dmg Min Sht Med Lng  
 Battle Claw [E] - - - -  
 ER Small Laser (Clan) 5 [DE] - 2 4 6

Mechanized:  Swarm:  Leg:  AP:

1 ○○○○○○○○○○  
 2 ○○○○○○○○○○  
 3 ○○○○○○○○○○  
 4 ○○○○○○○○○○  
 5 ○○○○○○○○○○  
 6 ○○○○○○○○○○

### BATTLE ARMOR: SQUAD 2

Type: Purifier Terra [ERSL] Era: Jihad  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 1 Jump: 3  
 Weapons & Equip. Dmg Min Sht Med Lng  
 Battle Claw [E] - - - -  
 ER Small Laser (Clan) 5 [DE] - 2 4 6

Mechanized:  Swarm:  Leg:  AP:

1 ○○○○○○○○○○  
 2 ○○○○○○○○○○  
 3 ○○○○○○○○○○  
 4 ○○○○○○○○○○  
 5 ○○○○○○○○○○  
 6 ○○○○○○○○○○

### BATTLE ARMOR: SQUAD 3

Type: Purifier Terra [ERSL] Era: Jihad  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 1 Jump: 3  
 Weapons & Equip. Dmg Min Sht Med Lng  
 Battle Claw [E] - - - -  
 ER Small Laser (Clan) 5 [DE] - 2 4 6

Mechanized:  Swarm:  Leg:  AP:

1 ○○○○○○○○○○  
 2 ○○○○○○○○○○  
 3 ○○○○○○○○○○  
 4 ○○○○○○○○○○  
 5 ○○○○○○○○○○  
 6 ○○○○○○○○○○

### BATTLE ARMOR: SQUAD 4

Type: Purifier Terra [ERSL] Era: Jihad  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 1 Jump: 3  
 Weapons & Equip. Dmg Min Sht Med Lng  
 Battle Claw [E] - - - -  
 ER Small Laser (Clan) 5 [DE] - 2 4 6

Mechanized:  Swarm:  Leg:  AP:

1 ○○○○○○○○○○  
 2 ○○○○○○○○○○  
 3 ○○○○○○○○○○  
 4 ○○○○○○○○○○  
 5 ○○○○○○○○○○  
 6 ○○○○○○○○○○

### BATTLE ARMOR: SQUAD 5

Type: Purifier Terra [ERSL] Era: Jihad  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 1 Jump: 3  
 Weapons & Equip. Dmg Min Sht Med Lng  
 Battle Claw [E] - - - -  
 ER Small Laser (Clan) 5 [DE] - 2 4 6

Mechanized:  Swarm:  Leg:  AP:

1 ○○○○○○○○○○  
 2 ○○○○○○○○○○  
 3 ○○○○○○○○○○  
 4 ○○○○○○○○○○  
 5 ○○○○○○○○○○  
 6 ○○○○○○○○○○

### LEG ATTACKS TABLE

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

### SWARM ATTACKS TABLE

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

### SWARM ATTACK MODIFIERS TABLE

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

### BATTLE ARMOR EQUIPMENT

Claws with magnets -1

### SITUATION \*

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

\*Modifiers are cumulative

### SWARM ATTACKS HIT LOCATION TABLE

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

### TRANSPORT POSITIONS TABLE

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

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



\*Unit 1 and Unit 2 represent two battle armor units

# BATTLETECH



## BATTLE ARMOR RECORD SHEET (EXPERIMENTAL)

### BATTLE ARMOR: SQUAD 1

Type: Purifier Terra [MRR] Era: Jihad  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 1 Jump: 3  
 Weapons & Equip. Dmg Min Sht Med Lng  
 Battle Claw [E] - - - -  
 Medium Recoilless Rifle 3 [DB,S] - 2 4 6

Mechanized:  Swarm:  Leg:  AP:

1 ○○○○○○○○○○  
 2 ○○○○○○○○○○  
 3 ○○○○○○○○○○  
 4 ○○○○○○○○○○  
 5 ○○○○○○○○○○  
 6 ○○○○○○○○○○

### BATTLE ARMOR: SQUAD 2

Type: Purifier Terra [MRR] Era: Jihad  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 1 Jump: 3  
 Weapons & Equip. Dmg Min Sht Med Lng  
 Battle Claw [E] - - - -  
 Medium Recoilless Rifle 3 [DB,S] - 2 4 6

Mechanized:  Swarm:  Leg:  AP:

1 ○○○○○○○○○○  
 2 ○○○○○○○○○○  
 3 ○○○○○○○○○○  
 4 ○○○○○○○○○○  
 5 ○○○○○○○○○○  
 6 ○○○○○○○○○○

### BATTLE ARMOR: SQUAD 3

Type: Purifier Terra [MRR] Era: Jihad  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 1 Jump: 3  
 Weapons & Equip. Dmg Min Sht Med Lng  
 Battle Claw [E] - - - -  
 Medium Recoilless Rifle 3 [DB,S] - 2 4 6

Mechanized:  Swarm:  Leg:  AP:

1 ○○○○○○○○○○  
 2 ○○○○○○○○○○  
 3 ○○○○○○○○○○  
 4 ○○○○○○○○○○  
 5 ○○○○○○○○○○  
 6 ○○○○○○○○○○

### BATTLE ARMOR: SQUAD 4

Type: Purifier Terra [MRR] Era: Jihad  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 1 Jump: 3  
 Weapons & Equip. Dmg Min Sht Med Lng  
 Battle Claw [E] - - - -  
 Medium Recoilless Rifle 3 [DB,S] - 2 4 6

Mechanized:  Swarm:  Leg:  AP:

1 ○○○○○○○○○○  
 2 ○○○○○○○○○○  
 3 ○○○○○○○○○○  
 4 ○○○○○○○○○○  
 5 ○○○○○○○○○○  
 6 ○○○○○○○○○○

### BATTLE ARMOR: SQUAD 5

Type: Purifier Terra [MRR] Era: Jihad  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 1 Jump: 3  
 Weapons & Equip. Dmg Min Sht Med Lng  
 Battle Claw [E] - - - -  
 Medium Recoilless Rifle 3 [DB,S] - 2 4 6

Mechanized:  Swarm:  Leg:  AP:

1 ○○○○○○○○○○  
 2 ○○○○○○○○○○  
 3 ○○○○○○○○○○  
 4 ○○○○○○○○○○  
 5 ○○○○○○○○○○  
 6 ○○○○○○○○○○

### LEG ATTACKS TABLE

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

### SWARM ATTACKS TABLE

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

### SWARM ATTACK MODIFIERS TABLE

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

### BATTLE ARMOR EQUIPMENT

Claws with magnets -1

### SITUATION\*

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

\*Modifiers are cumulative

### SWARM ATTACKS HIT LOCATION TABLE

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

### TRANSPORT POSITIONS TABLE

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

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



\*Unit 1 and Unit 2 represent two battle armor units



# BATTLETECH



## BATTLE ARMOR RECORD SHEET (EXPERIMENTAL)

### BATTLE ARMOR: SQUAD 1

Type: Purifier Terra [SPL] Era: Jihad  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 1 Jump: 3  
 Weapons & Equip. Dmg Min Sht Med Lng  
 Battle Claw [E] - - - -  
 Small Pulse Laser (Clan) 3 [P,AI] - 2 4 6

Mechanized:  Swarm:  Leg:  AP:

1 ○○○○○○○○○○○○  
 2 ○○○○○○○○○○○○  
 3 ○○○○○○○○○○○○  
 4 ○○○○○○○○○○○○  
 5 ○○○○○○○○○○○○  
 6 ○○○○○○○○○○○○

### BATTLE ARMOR: SQUAD 2

Type: Purifier Terra [SPL] Era: Jihad  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 1 Jump: 3  
 Weapons & Equip. Dmg Min Sht Med Lng  
 Battle Claw [E] - - - -  
 Small Pulse Laser (Clan) 3 [P,AI] - 2 4 6

Mechanized:  Swarm:  Leg:  AP:

1 ○○○○○○○○○○○○  
 2 ○○○○○○○○○○○○  
 3 ○○○○○○○○○○○○  
 4 ○○○○○○○○○○○○  
 5 ○○○○○○○○○○○○  
 6 ○○○○○○○○○○○○

### BATTLE ARMOR: SQUAD 3

Type: Purifier Terra [SPL] Era: Jihad  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 1 Jump: 3  
 Weapons & Equip. Dmg Min Sht Med Lng  
 Battle Claw [E] - - - -  
 Small Pulse Laser (Clan) 3 [P,AI] - 2 4 6

Mechanized:  Swarm:  Leg:  AP:

1 ○○○○○○○○○○○○  
 2 ○○○○○○○○○○○○  
 3 ○○○○○○○○○○○○  
 4 ○○○○○○○○○○○○  
 5 ○○○○○○○○○○○○  
 6 ○○○○○○○○○○○○

### BATTLE ARMOR: SQUAD 4

Type: Purifier Terra [SPL] Era: Jihad  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 1 Jump: 3  
 Weapons & Equip. Dmg Min Sht Med Lng  
 Battle Claw [E] - - - -  
 Small Pulse Laser (Clan) 3 [P,AI] - 2 4 6

Mechanized:  Swarm:  Leg:  AP:

1 ○○○○○○○○○○○○  
 2 ○○○○○○○○○○○○  
 3 ○○○○○○○○○○○○  
 4 ○○○○○○○○○○○○  
 5 ○○○○○○○○○○○○  
 6 ○○○○○○○○○○○○

### BATTLE ARMOR: SQUAD 5

Type: Purifier Terra [SPL] Era: Jihad  
 Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
 Ground MP: 1 Jump: 3  
 Weapons & Equip. Dmg Min Sht Med Lng  
 Battle Claw [E] - - - -  
 Small Pulse Laser (Clan) 3 [P,AI] - 2 4 6

Mechanized:  Swarm:  Leg:  AP:

1 ○○○○○○○○○○○○  
 2 ○○○○○○○○○○○○  
 3 ○○○○○○○○○○○○  
 4 ○○○○○○○○○○○○  
 5 ○○○○○○○○○○○○  
 6 ○○○○○○○○○○○○

### LEG ATTACKS TABLE

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

### SWARM ATTACKS TABLE

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

### SWARM ATTACK MODIFIERS TABLE

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

### BATTLE ARMOR EQUIPMENT

Claws with magnets -1

### SITUATION\*

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

\*Modifiers are cumulative

### SWARM ATTACKS HIT LOCATION TABLE

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

### TRANSPORT POSITIONS TABLE

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

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



\*Unit 1 and Unit 2 represent two battle armor units