

BATTLETECH

TECHNICAL
READOUT:

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TECHNICAL READOUT 3145

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 Withdrawn behind the Fortress walls, the once-great power has become a silent, opaque remnant of its former glory.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

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

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



REPUBLIC OF THE SPHERE

CREDITS

Writing

Jason Schmetzer
Mike Timbers

Product Development

Jason Schmetzer
Development Assistance
Herbert A. Beas II

Product Editing

Jason Schmetzer

BattleTech Line Developer

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

Production Staff

Art Director
Brent Evans
Assistant Art Director
Ray Arrastia

Cover Art
Anthony Scroggins

Cover Design
Ray Arrastia

Layout
Ray Arrastia

Illustrations
Chris Daranouvong
Stephen Huda
Chris Lewis
Justin Nelson
Matt Plog

Unit Stats and Record Sheets

Ray Arrastia
Sebastian Brocks
Craig Gullede
Joel Bancroft-Connors
Herb Beas
Keith Hann
John Haward
Johannes Heidler
Luke Robertson
Paul Sjardijn
Chris Smith
Mike Timbers
Chris Wheeler
Matt Wilsbacher

Proofers and Fact Checkers

Roy Carl, Rich Cencarik, Brent Ezell, Stephan Frabartolo, Joshua Franklin, William Gauthier, Johann Haderer, Keith Hann, Jason Hansa, Johannes Heidler, Ross Hines, Iain Macleod, Darrell Myers, Jason Paulley, Joshua C. Perian, Jan Prowell, Christopher Purnell, Craig A. Reed, Jr., Luke Robertson, Andreas Rudolph, Eric Salzman, Sam Snell, Mike Timbers, Øystein Tvedten, Elliotte C. Want, Chris Wheeler, Matt Wilsbacher, Patrick Wynne, Mark Yingling.



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INTRODUCTION

When Exarch Levin raised the Fortress in 3135, the majority of the Republic's citizens felt abandoned. Not those in Prefecture X, of course, since they were inside the Fortress, but the citizens of the other nine prefectures quickly fell to the nearest aggressor. Ten years later, an entire generation of children has been born and made citizen of whatever nation or faction controls their world. Ten years later, Devlin Stone has returned.

Ten years later, the Fortress has served.

The idea of the military withdrawal is one that every recruit learns, and every officer, whether Republic or not, knows that he or she will almost certainly be called upon to lead one. The sacrifice of space for time, the time necessary to build powerful defenses and assemble counterattacking forces, always lays hard on the those left behind. Our brethren outside the Fortress have paid the price, many of them the ultimate one, to give us time to rebuild the RAF, and assemble the forces that will reclaim both the Republic and the peace.

Safe behind the Fortress, led by Devlin Stone, we have done that.

The people outside the Fortress will understand, once the walls come down and we begin the liberation. Our new regiments and battalions, inspired by Devlin Stone himself and led by our knights and paladins, will march across the captured worlds and return the light of the Republic to our people. It is only their sacrifice that has made this possible, and they will be made to know that we value this sacrifice by our tenacity and our ferocity in freeing them from the boots of invaders.

The expansion of the RAF has led to a renaissance of new technologies and equipment. New 'Mechs, battlesuits and vehicles have flowed from the manufacturing factories across Prefecture X. Equipment designed and built by ComStar before its betrayal and destruction now strides across Republic worlds under our colors. Fearsome new war machines stride out of the RISC facilities on Devil's Rock, proving to our own citizens and our enemies both the resolve of our new military.

New combat equipment has been built. New soldiers have been trained, and officers tested. On the battlefields where the rebels of the Senate Alliance were defeated, on the rough stones where ComStar's outlawed Com Guards fought and died, our new military found its footing.

All of our soldiers—be they Hastati, Triarii, Principes or Stones—stand ready to reclaim the Republic. In our absence the rest of the Inner Sphere has devolved into the same petty warfare that carried along four succession wars. If we had no other guide, the example of the decades of peace while the Republic shone would be enough to prove the rightness of our cause.

—Paladin Janella Lakewood

12 October 3145

GAME NOTES

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

Standard Rules

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

Advanced Rules

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

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

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

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

HOW TO USE THIS TECHNICAL READOUT

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

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

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

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

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

Design Quirks

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

QUIRINUS BATTLE ARMOR

Introduced before the turn of the century, the Quirinus battlesuit has made a name for itself as a reliable medium-weight battle armor. It was produced on Terra and found ready markets in the former Free Worlds League territories. Many mercenaries of the early thirty-second century also accept Quirinus suits in lieu of payment from its many users.

CAPABILITIES

Though not flashy, the Quirinus earned a solid reputation as a trooper battlesuit. Much of that reputation comes from its reactive armor, which offers advanced protection against explosive damage. This resilience was one of the reasons this armor proved so popular in the former Free Worlds, where each of the provincial governments often retained the old League's penchant for missile weapons.

DEPLOYMENT

With the length of their service many instances of Quirinus suits stand out, but few equal the exploits of the mercenary Nine-two Commando. The Nine-two is a small group, barely a reinforced company in size, though they operate out of a customized *Aurora*-class DropShip, the *Radiance*. They specialize in covert mission and special operations; their contracts never last more than a month or two, but they command rates that an infantry battalion would envy. On Marcus, in 3144, they earned more than their money.

Hired by the Republic Remnant, the Nine-two was tasked with infiltrating a pirate outpost in Marcus' hinterlands. Although garrisoned by a detachment of Redburn's VII Hastati, the RAF forces were too light to storm the pirate

firebase. Instead, the Nine-two's planners chose a night attack by the company's Infiltrator Mk II platoon, while the rest of the Commando pretended to attack. The bulk of the diversionary attack would be carried out by Lieutenant Alice O'Quinn's Quirinus platoon, supported by the Nine-two's VTOL flight.

The diversionary attack began just after dusk. The Quirinus platoon made a show of debarking from borrowed Hastati APCs just outside of LRM range. Several pirate JES carriers advanced and opened fire, but O'Quinn's platoon used cover and its reactive armor to weather the assault. Frustrated, the JES commander called for the pirates' reaction force, who stormed out of the firebase to drive the battlesuits off. As the pirates cleared the gates O'Quinn's platoon fell back to hidden ambush positions while the Infiltrators were deployed by stealthy VTOLs. The firebase radioed for help just as O'Quinn's Quirinus troopers struck from ambush, supported by the Hastati. Within minutes it was over; cut off from their firebase by its own captured defenses, the pirates fled into the wilderness.

On Zavijava in 3142 a small group of malcontents stormed and claimed a near-empty Standing Guard armory outside the city of Haliwell. Displeased with the reforms to the RAF and the Republic government under the Fortress protocols, they took hostages and demanded Zavijava's government reject the changes. The only military force left on-world was a squad of Quirinus troopers led by Sergeant Ellie Purvis. Pressed into service, Sergeant Purvis and her squad responded. Within ten hours of negotiation it became clear that the malcontents were unhinged and not listening to reason; after they

murdered one of their hostages to prove their resolve Sergeant Purvis latched her faceplate and led her squad into the bunker where the malcontents were hiding.

Even battle armor is not impervious, and two of Purvis' troopers were wounded by the crew-served weapons defending the bunker, but in the end she and her squadmate breached the bunker and attacked the criminals. Unwilling to endanger the hostages, they attempted to attack the malcontents physically, but the sergeant was forced to use her light Gauss rifle against the ringleader, who held a child. Though nearly every hostage suffered burst eardrums from the report of the Gauss rifle in the enclosed space, and several were injured by ricochets and spalling, no more were killed.

NOTABLE UNITS

Captain Alice O'Quinn: Captain O'Quinn was promoted to XO of the Nine-two Commando following the contract on Marcus. She has served in Quirinus suits her entire military career, first climbing into one as part of the Standing Guard on Zosma. As XO she will have considerable clout in the Nine-two, but few expect the mercenary group to purchase more Quirinus battlesuits; though durable, they are ill-suited to special operations.

Sergeant Ellie Purvis: Hero of Zavijava, Sergeant Purvis and her squad were transferred to Stone's Lament. She excelled with the Lament, and is now assigned to Stone's personal guard with Colonel Hopewell. She has thus far resisted all efforts to transition her squad to a more high-profile battlesuit.

QUIRINUS BATTLE ARMOR

Type: Quirinus

Manufacturer: StarCorps Industries

Primary Factory: Terra

Equipment Rating: F/X-X-F

Tech Base: Inner Sphere (Advanced)

Chassis Type: Humanoid

Weight Class: Medium

Maximum Weight: 1,000 kg

Battle Value:

49 [David]

42 [GL]

46 [MG]

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

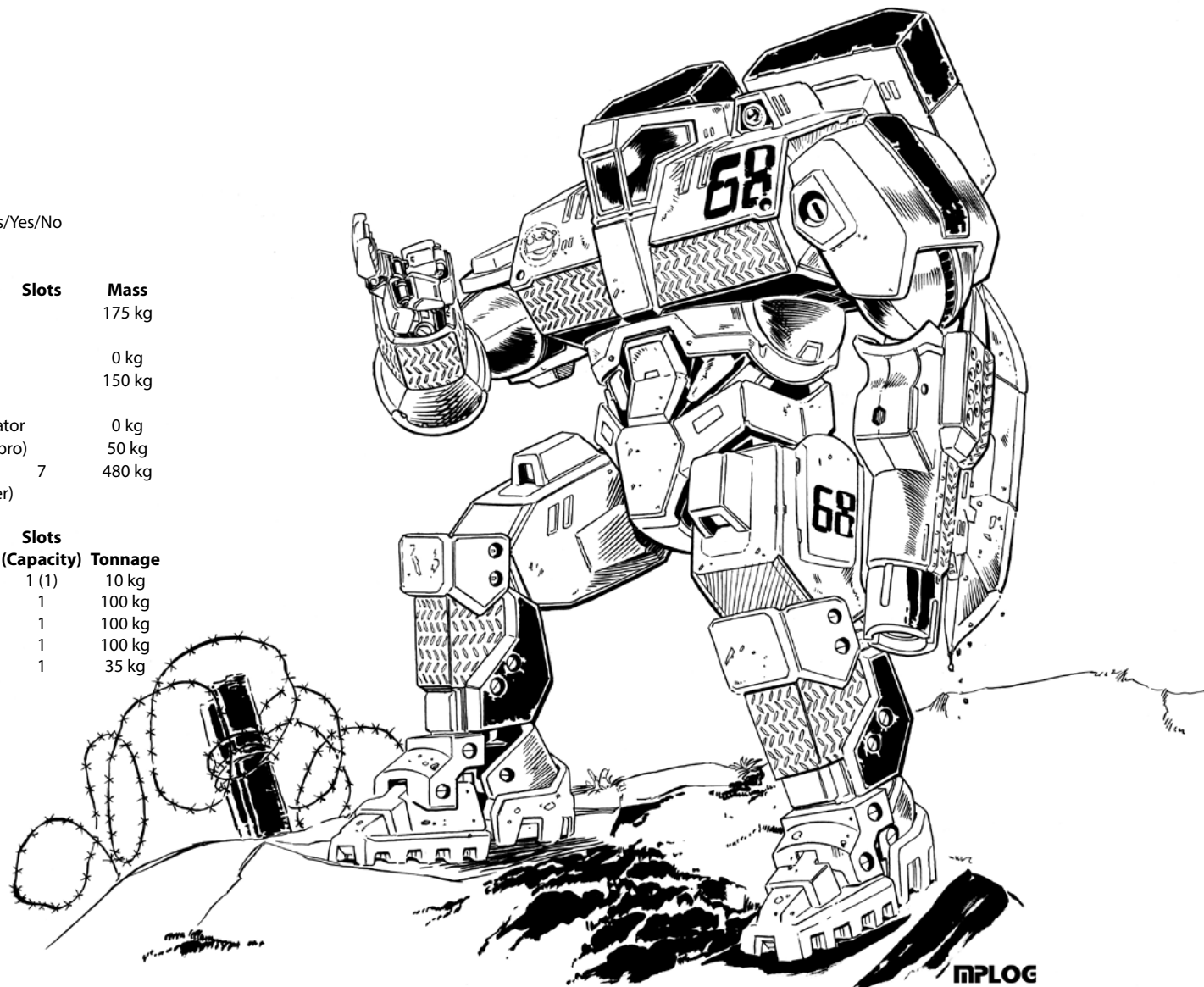
Notes: None.

Equipment

	Slots	Mass
Chassis:		175 kg
Motive System:		
Ground MP:	1	0 kg
Jump MP:	3	150 kg
Manipulators:		
Right Arm:	Basic Manipulator	0 kg
Left Arm:	Battle Claw (Vibro)	50 kg
Armor:	Reactive 7	480 kg
Armor Value:	8 + 1 (Trooper)	

Weapons and Equipment

	Location	Slots (Capacity)	Tonnage
Modular Weapon Mount	LA	1 (1)	10 kg
David Light Gauss Rifle (20)	—	1	100 kg
Grenade Launcher (20)	—	1	100 kg
Machine Gun (50)	—	1	100 kg
Light TAG (60)	Body	1	35 kg



SIMIAN BATTLE ARMOR

For much of her career, Paladin Kara Rutherford objected harshly to the cost of battle armor. In her view, highly advanced and specialized suits made it difficult to deploy them in large quantities and keep them operational in the field. A design study commissioned by her resulted in the initial concept of the Simian, but it wasn't until well after her death that production began. Rhodes Foundry produced a battle armor that could deploy in the field for extended times and with minimal logistical support.

CAPABILITIES

Agile and maneuverable, the Simian relies on its modular weapon mount to project damage. Simians often deploy less sophisticated weaponry unless they have scavenged a cache of weaponry in the field. While its armor protection is lacking, its magnetic claws make it exceptional at swarm attacks, and wise commanders rarely permit the Simian to engage in protracted ranged engagements.

DEPLOYMENT

The Simian became an important part of Levin's efforts to destabilize the Republic's enemies outside the Fortress. It would be unknown to the Republic's enemies, and simple enough that it could have been manufactured by almost anyone in the Inner Sphere. Its nature also allowed more suits to be produced in the months leading up to April 3136. Substantial numbers of Simians fought in every realm bordering the Republic, engaged in false-flag operations.

On Lyons, Simians were used to suppress a supposedly Republic-loyal militia that was actually run by a separatist faction. The militia booked some initial successes against the RAF, but failed to notice the trackers among some of the suits they destroyed.

During campaigns in the Draconis March, a RAF unit masquerading as part of the Davion First Ceti Hussars' Beta Combat Command made extensive use of Simians. In one engagement, a lance of *Gunsmiths* rushed the command lance of the Third Dieron Regulars, distracting the commander's bodyguard while fast hovercraft delivered nearly two platoons of Simians. The *tai-sa* was unable to disengage from the battle armor, which quickly brought his *Tenshi* down. The force commander cracked the cockpit and delivered a message that caused *Tai-sa* Morrison to call off his attack and commit *seppuku* the same night.

The 3144 combat on Galatea has added accolades to the Simian's combat record, where disguised RAF units masquerading as mercenaries used small craft to drop platoons on top of Jade Falcon formations. The targets were 'Mechs and vehicles used in support of Elemental Stars after the Clan battle armor had been deployed to their objectives. While these tactics incurred heavy losses on the RAF troops, they forced the Falcons to abandon or recall their Elementals to fight off swarming Simians.

NOTABLE UNITS

Captain Rachel Goldstein: While in conflict with Marik troops on Avellaneda, Captain Goldstein led a platoon of Simians straight at a pair of *Stalker IIs* that were breaching the line of her small task force. The troopers suffered serious casualties, but managed to swarm both assault 'Mechs. While the BattleMechs seemed impervious to the weaponry available to Captain Goldstein, the Simians had a relatively easy time extracting the MechWarriors from their torso-mounted cockpits.

Sergeant Angela Gray: During a raid on Gan Singh, Sergeant Gray's detachment found itself smashed by a lance of 'Mechs. With her APC gone, the fate of her troopers seemed grim until Gray ordered a mad dash toward the nearby tracks. A freight train carrying livestock bound for Mughal was passing by, and the surviving Simians watched in surprise as their commander swarmed onto the side of the train. The troopers that recovered in time managed to duplicate her effort and escape.

Lieutenant Douglas Inamoto: Lieutenant Inamoto was the Simian trooper who breached *Tai-sa* Morrison's cockpit. Though his superiors reprimanded him for getting into such close contact with an enemy combatant, they rewarded him for his skill and audacity. Despite several requests and even a direct order, Inamoto has refused to divulge what words he used to force Morrison's hand. The helmet recordings from his Simian for that time have been destroyed, and RAF intelligence has yet to secure copies of the *tai-sa's* battleROMs, if they even still exist.

SIMIAN BATTLE ARMOR

Type: Simian

Manufacturer: Rhodes Foundry Ltd.

Primary Factory: Devil's Rock

Equipment Rating: E/X-X-E

Tech Base: Inner Sphere

Chassis Type: Humanoid

Weight Class: Medium

Maximum Weight: 1,000 kg

Battle Value:

40 [SL]

45 [LRR]

34 [Flamer]

36 [HMG]

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

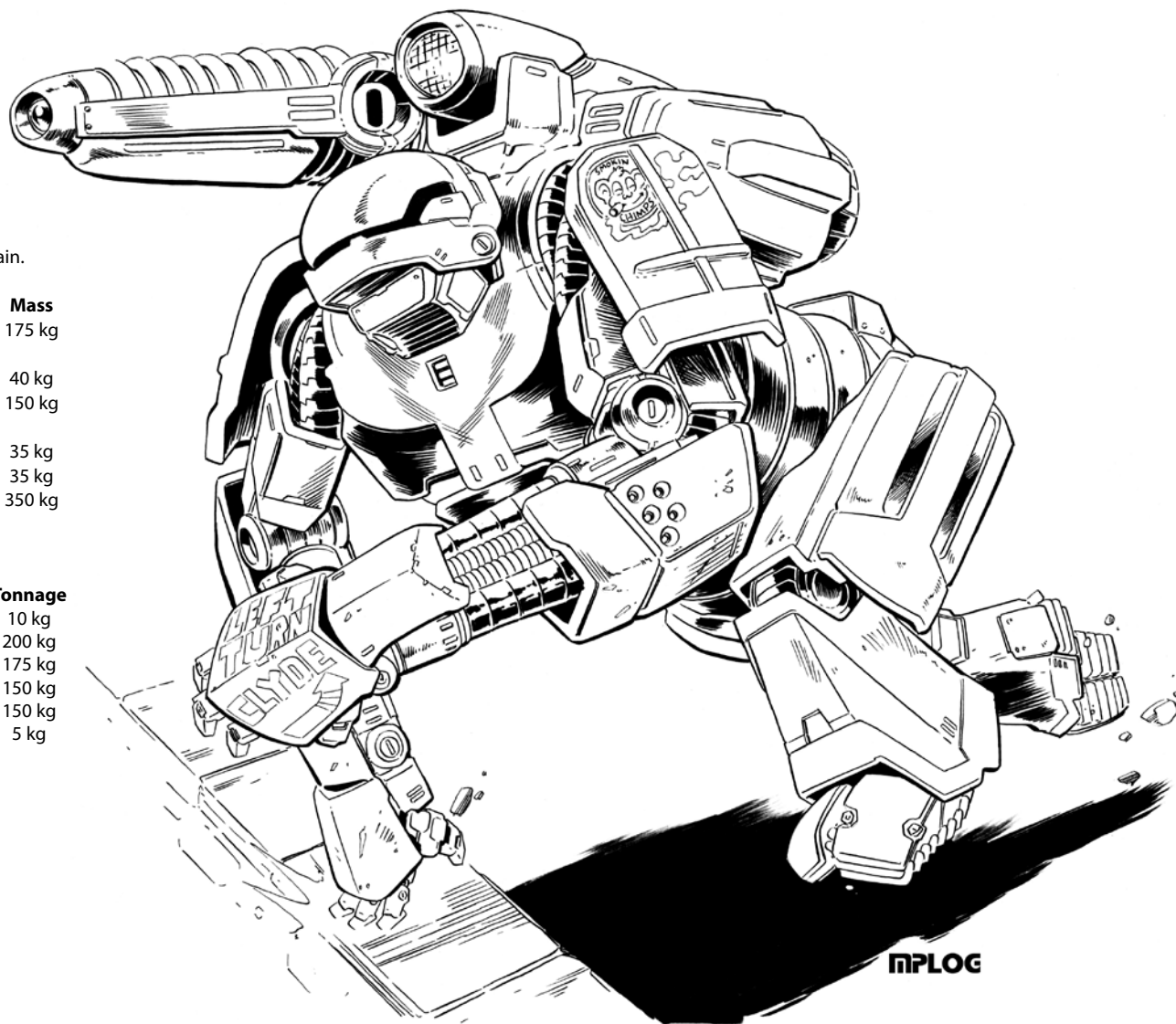
Notes: Features the following Design Quirk: Easy to Maintain.

Equipment

	Slots	Mass
Chassis:		175 kg
Motive System:		
Ground MP:	2	40 kg
Jump MP:	3	150 kg
Manipulators:		
Right Arm:	Battle Claw (Magnetic)	35 kg
Left Arm:	Battle Claw (Magnetic)	35 kg
Armor:	Standard	350 kg
Armor Value:	7 + 1 (Trooper)	

Weapons and Equipment

	Location	Slots (Capacity)	Tonnage
Modular Weapon Mount	RA	1 (2)	10 kg
Small Laser (30)	—	1	200 kg
Light Recoilless Rifle (20)	—	2	175 kg
Flamer (10)	—	1	150 kg
Heavy Machine Gun (50)	—	1	150 kg
Searchlight	Body	1	5 kg



CENTAUR BATTLE ARMOR

Conceived at the same time as the Simian, this battle armor has no progenitor. Its purpose is to provide highly mobile artillery support, relying on support from any available war machines to maintain contact with the enemy. Built by Rhodes Foundry, its initial deployment mirrors the Simian's.

CAPABILITIES

Advanced metallurgy is used to create the ultra-lightweight barrels of the battlesuit artillery weapon, making it light enough for deployment. The ammunition uses a special clathrate propellant and a hydraulic ram to initiate deflagration. Recoil compensation is nearly nonexistent, and the legs of the suit are mechanically locked prior to firing to prevent stress on the operator. The static foldout legs do not permit a properly actuated firing platform, resulting in a very high ballistic arc and short effective range.

Engineers at Rhodes wisely used reactive armor on the Centaur, drastically reducing the consequence of misfires and permitting the suits to survive some minor counterbattery fire. Magnetic clamps were included instead of a modular mount to make the Centaur able to support formations that lack dedicated battle armor transport.

While the tube artillery unit could be detached to grant the Centaur improved ground speed, this capability is rarely used in the field. This is attributed to the reluctance of the operators to relinquish the weapon that makes the Centaur so effective.

DEPLOYMENT

Most Centaur deployments occur in support of Simian and other battle armors utilized by the RAF. In this capacity, the Centaur proved proficient at destroying hostile infantry formations, particularly battle armor and dug-in troops. The suits lack the ammunition to maintain sustained bombardments, but a common tactic that emerged on Carnwath has the available Centaurs deploy in two separate groups that support each other. The resilience against their own shells allowed the suits to "scratch their own backs" when in close-contact with enemy infantry.

When the Jade Falcons attempted to absorb Suk II subsequent to the Wolf Clan migration, they found the Ghost Bears in opposition. After a week of maneuver and small-scale Trials, the Jade Falcons led a running battle through the planet's northern polar continent. When the Bear Trinary entered the valley, a nearby squad of hidden RAF Centaurs fired from an ancient Hansen's Roughriders firebase on the ridge, causing an avalanche. The Ghost Bear 'Mechs that survived were shelled by the Centaurs, as were the Jade Falcon 'Mechs the moment they emerged from the snow. While the enraged Ghost Bears fought hard with their remaining troops and 'Mechs, the imbalance caused by the ambush proved insurmountable, and they were soon ejected. As of this writing, neither the Jade Falcon Watch nor the Rasalhague Dominion's intelligence services have identified who fired the artillery shells.

NOTABLE UNITS

Major Mariska Hirsh: As a commander of an artillery battery, Hirsh is expected to stay with her mobile HQ or any of the artillery vehicles in her command. The major seems to prefer her Centaur suit. With the aid of several Crane and Lamprey VTOLs, she moves her platoon near the targets assigned to her battery. From their elevated position, her troops provide spotting data to the main force, but also actively engage any targets or structures that have been weakened by the larger batteries.

Sergeant Greg "Lucky" Lloyd: The Centaur is unsuitable for counterbattery fire, but nonetheless this activity is what Sergeant Lloyd has devoted himself to. Together with an aging Ferret VTOL, the sergeant races toward hostile artillery and deploys within a kilometer of them. He then shells the enemy while the Ferret prepares a small ammo dump about half a kilometer away. Lloyd fires his shells before getting a pickup to the ammo drop, where he reloads in order to begin a new salvo. So far, this has not yet killed Lloyd, though a near miss once did disable the Ferret. His suit's armor saved him. Operationally, this tactic has rarely been effective at eliminating hostile artillery, but it has proven a substantial distraction, especially when the enemy elects to try to wipe out the "gnat" nearby rather than the full-size artillery battery that has begun counterbattery fire.

CENTAUR BATTLE ARMOR

Type: Centaur

Manufacturer: Rhodes Foundry Ltd.

Primary Factory: Devil's Rock

Equipment Rating: F/X-X-F

Tech Base: Inner Sphere (Experimental)

Chassis Type: Humanoid

Weight Class: Heavy

Maximum Weight: 1,500 kg

Battle Value:

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

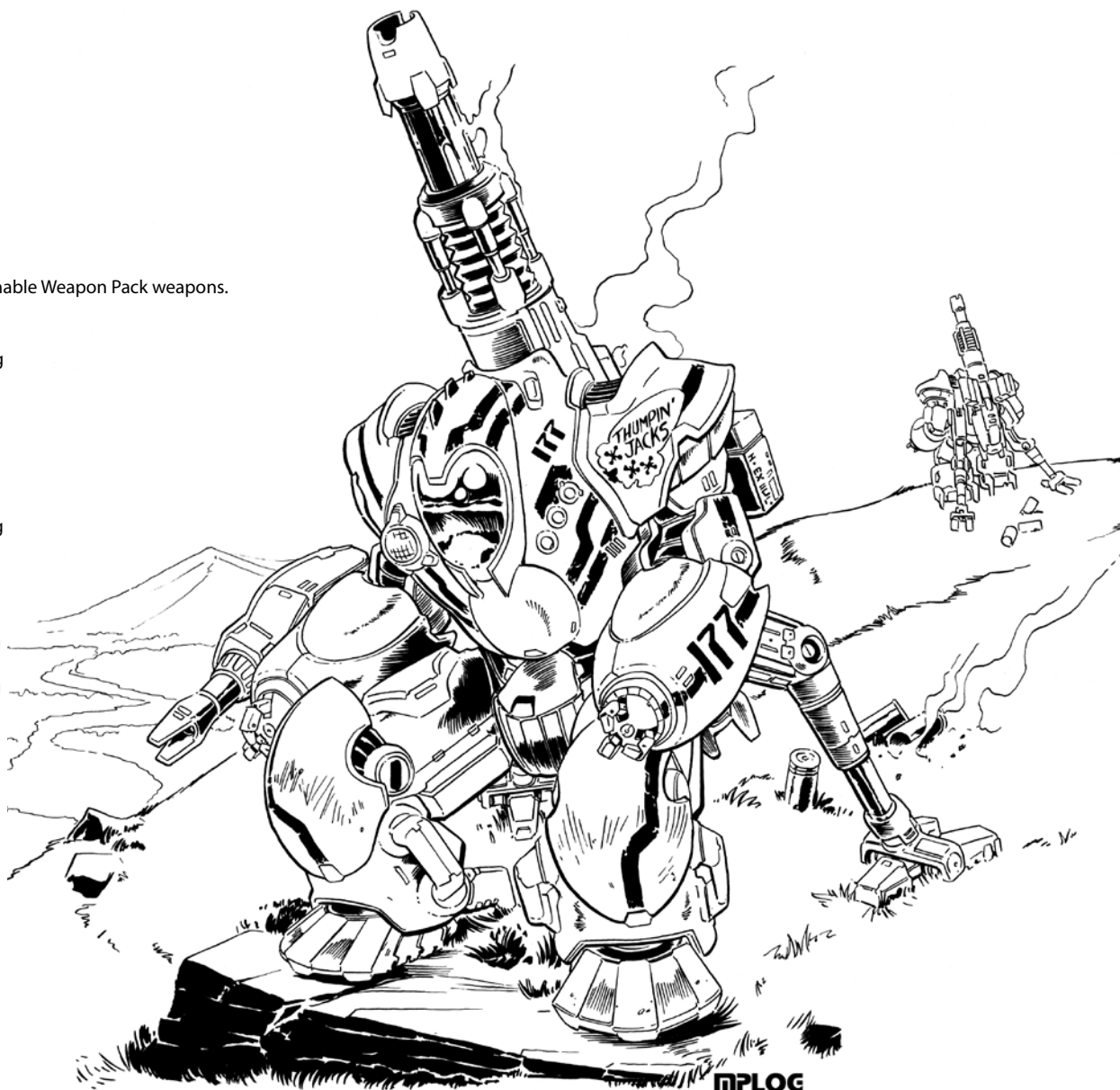
Notes: May only move at 1 Ground MP while carrying any Detachable Weapon Pack weapons.

Equipment

	Slots	Mass
Chassis:		300 kg
Motive System:		
Ground MP:	1 (2)	80 kg
Jump MP:	0	0 kg
Manipulators:		
Right Arm:	Basic Manipulator	0 kg
Left Arm:	Basic Manipulator	0 kg
Armor:	Reactive 7	420 kg
Armor Value:	7 + 1 (Trooper)	

Weapons and Equipment

	Location	Slots (Capacity)	Mass
Small Laser (60)	RA	1	205 kg
BA Tube Artillery (8 Shots)			
Detachable Weapon Pack	Body	2	465 kg
Magnetic Clamps	Body	2	30 kg



TARANIS BATTLE ARMOR

Named after the Celtic god of thunder, the Taranis is a heavy trooper battlesuit intended for close assaults or to stand its ground defending key strongholds. Such high intensity assignments mean that Taranis units can have high casualty rates, but their powerful armament allows them to exact a heavy price in return.

CAPABILITIES

The Taranis excels at mechanized attacks operating alongside OmniMechs, and it is often deployed straight into the midst of the fiercest fighting. Built with future expansion in mind, the current weaponry has an answer for any foe, whether 'Mech, armor or infantry.

DEPLOYMENT

The Taranis is assigned in company-strength batches to every Hastati Sentinels regiment and most Principes Guards units. Within the Sentinels, many platoons are allocated directly to Omni-equipped lances in formations reminiscent of the Clans' Novas. These elite units are the lead assault troops for their regiments and their exploits have helped establish the Taranis' formidable reputation.

Operating with the Third Principes Guards, a platoon of Taranis helped defeat a small Spirit Cat force on Markab in 3134. A Spirit Cat Nova had been plaguing the local militia, so an *ad hoc* combined arms unit was sent to track them down and defeat them. After scouts located the troublesome rebels, the Taranises were quietly deployed into ambush positions. Once

ready, the Third's 'Mechs and armor launched their attack, flushing the Spirit Cats straight into the trap. The more mobile Medium Clan Battle Armor could have outmaneuvered and escaped the slower Taranises, but they chose to stand and fight, desperately trying to assist their own 'Mechs. The surprise of the ambush and the weight of firepower from the concealed battle armor pinned the Spirit Cats in place long enough for the pursuing troops to slam into their rear. The rebel force shattered, losing all cohesion as each warrior fought his own battle against well-coordinated fire teams until the last Spirit Cat gun was silenced.

During the final destruction of Buhl's Blessed Order in 3141, the Fourteenth Hastati Sentinels combat-dropped straight into the First Division's position on Epsilon Eridani. Led by Captain William Laymance, the Taranises of the Fourteenth were assigned to take and hold a key artillery outpost. Transported by Scapha Hover tanks, the battlesuits deployed right in the face of the surprised enemy, immediately taking them under fire as the hovercraft moved to cut off reinforcements. Laymance's company slowly ground down the defenders, eliminating 'Mechs and infantry alike, before capturing the battery of Long Toms intact. Although wounded taking down the last defending *Eisenfaust*, Captain Laymance went on to lead his unit in holding off repeated counterattacks. By the time the company was relieved, only a dozen battlesuits remained operational.

NOTABLE UNITS

Pixie and Dixie: A pair of battlesuits in the Eleventh Principes Guards, Pixie and Dixie have walked off every battlefield where they have fought with the same damage. Pixie always loses its laser, while Dixie keeps suffering a wrecked recoilless rifle. Even after a custom modification swapped the weapons to opposite arms, the battle armor have steadfastly kept to their track record. Many troopers assigned to the suits believe that if the chain is broken, then the 100 percent survival rate will also end. This has led to the suspicion among the Eleventh's technical staff that some troopers are deliberately damaging their weapons.

Captain William Laymance: A careful and methodical officer, Laymance is expected to rise high in the ranks, providing he survives his tour with the Fourteenth Hastati Sentinels' Taranis company. Although offered a staff position after his success on Epsilon Eridani, Laymance chose to remain with the company, which greatly pleased his battalion commander, who was loathe to lose his top battle armor officer.

TARANIS BATTLE ARMOR

Type: Taranis
Manufacturer: Krupp Armament Works
Primary Factory: Terra
Equipment Rating: E/X-X-F

Tech Base: Inner Sphere
Chassis Type: Humanoid
Weight Class: Heavy
Maximum Weight: 1,500 kg
Battle Value:

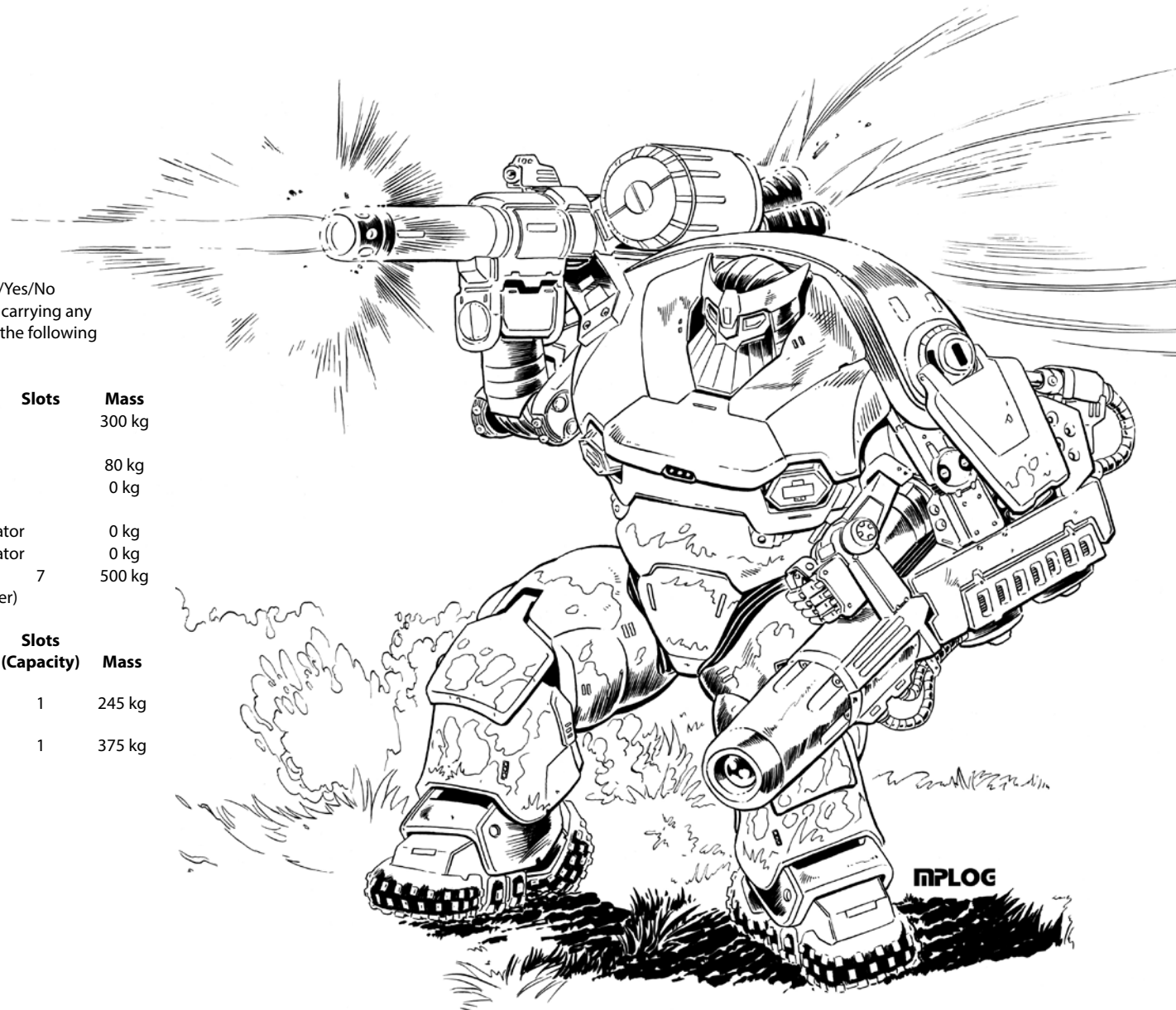
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Swarm/Leg Attack/Mechanized/AP: No/No/Yes/No

Notes: May only move at 1 Ground MP while carrying any Detachable Weapon Pack weapons. Features the following Design Quirk: Distracting, Modular Weapons.

Equipment	Slots	Mass
Chassis:		300 kg
Motive System:		
Ground MP:	1 (2)	80 kg
Jump MP:	0	0 kg
Manipulators:		
Right Arm:	Basic Manipulator	0 kg
Left Arm:	Basic Manipulator	0 kg
Armor:	Mimetic 7	500 kg
Armor Value:	10 + 1 (Trooper)	

Weapons and Equipment	Location	Slots (Capacity)	Mass
Heavy Recoilless Rifle (20)			
Detachable Weapon Pack	RA	1	245 kg
Medium Laser (30)			
Detachable Weapon Pack	LA	1	375 kg



HAWK MOTH II GUNSHIP

Mass: 25 tons

Movement Type: VTOL

Power Plant: Michaelson 135 XL Fusion

Cruising Speed: 118 kph

Maximum Speed: 183 kph

Armor: StarSlab/7 Heavy Ferro-Fibrous

Armament:

2 Diverse Optics Extended Range
Medium Lasers

2 Harpoon SRM 6 Launchers

Manufacturer: Michaelson Heavy Industries,
Victory Conditions Industries

Primary Factories: Ruchbah,
Terra (MHI), Mizar (VCI)

Communications System: Garret
Supremesound

Targeting and Tracking System: Garret D2j

Michaelson's pre-Jihad Hawk Moth gunship was one of the progenitors of the modern VTOL arms industry, overriding the stigma that centuries of Succession War-era combat had laid on them. The rise of combined arms warfare kept VTOLs in production and service, and in 3112 Michaelson and Victory Conditions Industries collaborated to produce the Hawk Moth II.

CAPABILITIES

The Hawk Moth II bears little or no resemblance to its ancestor, though it does retain the hallmark of early Michaelson helicopters: the ability to withstand a Clan PPC strike to the nose armor. Rather than a sniper, the Hawk Moth II is a harassment and interdiction airframe, with powerful weapons and high speed.

DEPLOYMENT

Nearly forty years of production and export has spread the Hawk Moth II across the Inner Sphere, but several instances of its use stand out. In 3129, for instance, a battalion of House

Steiner's Lyran Guards stepped across the border and challenged a small Jade Falcon garrison on Moggyorod. Because of the ineptitude of the hauptmann-kommandant in charge, the battalion was quickly broken. Two approximately company-sized forces fled back toward their landing zones, pursued by Falcon Stars.

Six Hawk Moth IIs, including two sniper variants, were flying cover for the northern column when a Jade Falcon Nova caught up with them. As the Lyran 'Mechs and tanks turned to fight, Warrant Officer Alejandro Martinez led his Hawk Moths out along the Falcon flank. As the two forces exchanged opening shots, Martinez and his flight banked around and shook out to attack.

Led by the two snipers, the six Hawk Moth IIs dropped their noses and charged across the battlefield. The two snipers fired as they came, and the heavy smoke from their firing obscured the Falcons' targeting for the remainder of the Hawk Moths. They concentrated their SRM fire on the Jade Falcon battle armor as they crossed and used their chin turrets to hit targets of opportunity with their lasers. Though one of the snipers was destroyed, the five remaining Hawk Moths made three more strafing runs, each time drawing the Falcon's attention. Though only one 'Mech, three tanks and two Hawk Moths returned to the LZ, they had destroyed three Falcon 'Mechs and almost a dozen Elementals.

During the final stages of the Com Guards' destruction on Epsilon Eridani, Knight of the Republic Sir Adelaide Irving and his flight of four Hawk Moth IIs harassed the retreating Com Guards all the way back to their final redoubts, firing LRMs from their MML launcher and providing the Fourteenth Hastati with the data they needed to make their combat drop. Though Com Guard aerospace fighters destroyed all three of Sir Adelaide's wingmen, the knight was present at the Republic's final victory.

VARIANTS

In addition to a support model with multi-missile launchers in place of the SRMs, the Hawk Moth II is also available in a sniper model, with a long-ranged hypervelocity autocannon. Though it mounts a jet booster to make hasty escapes, the high visual signature of the HV autocannon combined with the light firepower makes this variant unpopular for many Hawk Moth II users.

NOTABLE UNITS

Sir Adelaide Irving: As one of the knights assigned to stiffen the newly-formed Fourteenth Hastati, Sir Adelaide has become something of a legend among its conventional forces. A noted VTOL pilot, since Epsilon Eridani he has begun training as a Marksman gunner and a Scapha driver. The enlisted troopers under his command present the highest morale in the Fourteenth, though several of Sir Adelaide's superiors question what will happen if the brave officer gets himself killed.

Leftenant Vardan Dales: A Hawk Moth II pilot in the Swordsworn, Leftenant Dales made a name for himself on Tikonov against the Capellan Confederation. Faced with a Confederation push on Tukwila, Dales and his flight sortied for three days against the Capellan column, using their missiles and lasers to slow the advance. The valiant effort came for naught, however, when the relief column sent by Lord Sandoval was itself ambushed in movement and destroyed. Faced with heavy forces, the Swordsworn in Tukwila retreated, using Dales and his Hawk Moths to cover their retreat.

HAWK MOTH II GUNSHIP

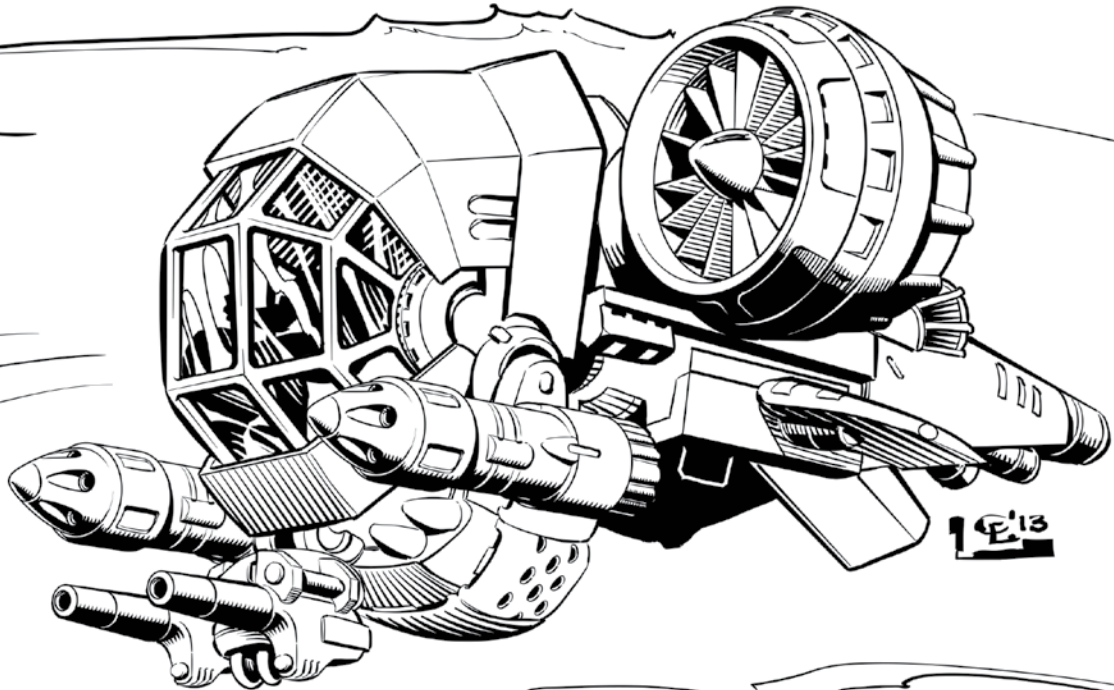
Type: **Hawk Moth II**
 Technology Base: Inner Sphere
 Movement Type: VTOL
 Tonnage: 25
 Battle Value: 928

Equipment

Internal Structure:		Mass
Engine:	135	2.5
Type:	XL Fusion	4
Cruise MP:	11	
Flank MP:	17	
Heat Sinks:	10	0
Control Equipment:		1.5
Lift Equipment:		2.5
Power Amplifier:		0
VTOL Chin Turret:		.5
Armor Factor (Heavy Ferro):	79	4
	<i>Armor Value</i>	
Front	18	
R/L Side	16/16	
Rear	16	
Chin Turret	11	
Rotor	2	

Weapons and Ammo	Location	Tonnage
2 ER Medium Lasers	Chin Turret	2
2 SRM 6	Front	6
Ammo (SRM) 30	Body	2

Notes: Features the following Design Quirk: VTOL Rotor Arrangement (Dual).



SHANDRA ADVANCED SCOUT VEHICLE

Mass: 25 tons

Movement Type: Wheeled

Power Plant: GM 180 Fusion

Cruising Speed: 86 kph

Maximum Speed: 129 kph

Armor: Krupp 155

Armament:

1 Holly SRM 4 Launcher

1 Diverse Optics Extended Range

Small Laser

2 SureFire Miniguns

Manufacturer: Brigadier Corporation

Primary Factories: Oliver

Communications System: Exeter LongScan
with Guardian ECM Suite

Targeting and Tracking System: Standard
TargetTrack

The Shandra is the preeminent scout vehicle of almost every modern military. Introduced just after the founding of the Republic and produced by one of the realm's most valued corporations, it spread throughout the Inner Sphere during the rise of combined arms militaries.

CAPABILITIES

The Shandra is built specifically for battlefield reconnaissance and few other roles. It lacks the sophisticated electronic sensors of many scouts, but its versatility and mobility make it a prized vehicle for scout crews who value direct observation over electronic snooping. Built with low-observable materials and protected by adequate speed and a Guardian ECM suite, the Shandra can usually escape interdiction.

DEPLOYMENT

Strategists from the days of Sun-Tzu—and likely earlier—have known the value of intelligence in battle, and the Shandra excels

at surviving almost any conditions to retrieve that intelligence. This has led to any number of Shandra-on-Shandra reconnaissance duels, but has also demonstrated the vitality of Brigadier's creation.

During the Victoria War, Shandras from the Davion invasion force spread far and wide across Victoria's windswept plains, probing for the Capellan flanks. In one such encounter, a Shandra crew commanded by Corporal Coryander Clay was intercepted by an ancient Home Guard *Spider*. Corporal Clay and his gunner immediately fled, but the *Spider* pursued. The two combatants were evenly matched in speed, but the *Spider* had the advantage. At any turn the Shandra made, the *Spider* could cut the corner and close the distance. Knowing they were trapped to do little more than run in a straight line, Clay and his gunner, Private Gemima Horace, turned and fought.

The resulting engagement was sharp, short, and high-speed. Clay and Horace kept their Shandra at its top speed, hoping to get behind the *Spider*, while the Capellan MechWarrior slowed and tried to aim his medium lasers. There was only time for one shot before they passed each other. The *Spider's* lasers carved at the armor over the Shandra's nose, while the Shandra's return fire—missiles and a laser—stung at the *Spider's* thin armor. Luckily for the Shandra crew, one of their missiles struck the *Spider* in the head, disorienting the pilot for half a minute. The Shandra crew used the time to escape, opening their lead to a full kilometer. By the time the *Spider* pilot regained his wits, the Shandra was too far away to chase.

The ubiquitous nature of the Shandra makes it popular for covert missions, such as a raid staged by the RAF across the Fortress wall to Quentin in 3143. There, a small force of four

Shandras, two VTOL APCs and a single *Blade* piloted by Sir Garret Wyckoff attacked a DCMS staging area, hoping to disrupt what RAF intelligence believed was an attempt to penetrate the Fortress. The Shandras, all painted in DCMS colors and broadcasting captured DCMS transponders, scouted the outlying base and the surrounding area. After a brief meeting to plan, Sir Garret attacked the base and led the battlesuit defenders into an ambush, before fleeing the area and then the world. Only one of the Shandras was captured, though its pilot was killed. Evidence left at the scene implicated the Federated Suns.

VARIANTS

Early models of the Shandra were lightly armed and powered by an internal combustion engine, but Brigadier quickly offered the more versatile and high-tech model that races across almost every battlefield.

NOTABLE UNITS

Sergeant Major Coryander Clay: Sergeant Major Clay survived the rest of the combat on Victoria and eventually retired to a teaching position at the Warrior's Hall on New Syrtis. He was a fierce instructor, often berating his cadets for failing to heed the advice of their senior enlisted personnel and ignoring the reports of their scouts. A simulator module was created from his and Horace's battle with the *Spider* on Victoria, and once, in 3120, he was persuaded to take part in it. He and his Shandra were destroyed within twenty seconds of battle being joined in the simulation, an event he used to lecture his cadets about the dangers of hubris.

SHANDRA ADVANCED SCOUT VEHICLE

Type: **Shandra**

Technology Base: Inner Sphere

Movement Type: Wheeled

Tonnage: 25

Battle Value: 417

Equipment

Internal Structure:

Engine:

Type: Fusion

Cruise MP:

Flank MP:

Heat Sinks:

Control Equipment:

Lift Equipment:

Power Amplifier:

Turret:

Armor Factor:

Mass

2.5

10.5

0

1.5

0

0

0

0

0

4

64

Armor

Value

Front

24

R/L Side

15/15

Rear

10

Weapons and Ammo

Location

Tonnage

SRM 4

Front

2

Ammo (SRM) 25

Body

1

ER Small Laser

Front

.5

2 Machine Guns

Rear

1

Ammo (MG) 100

Body

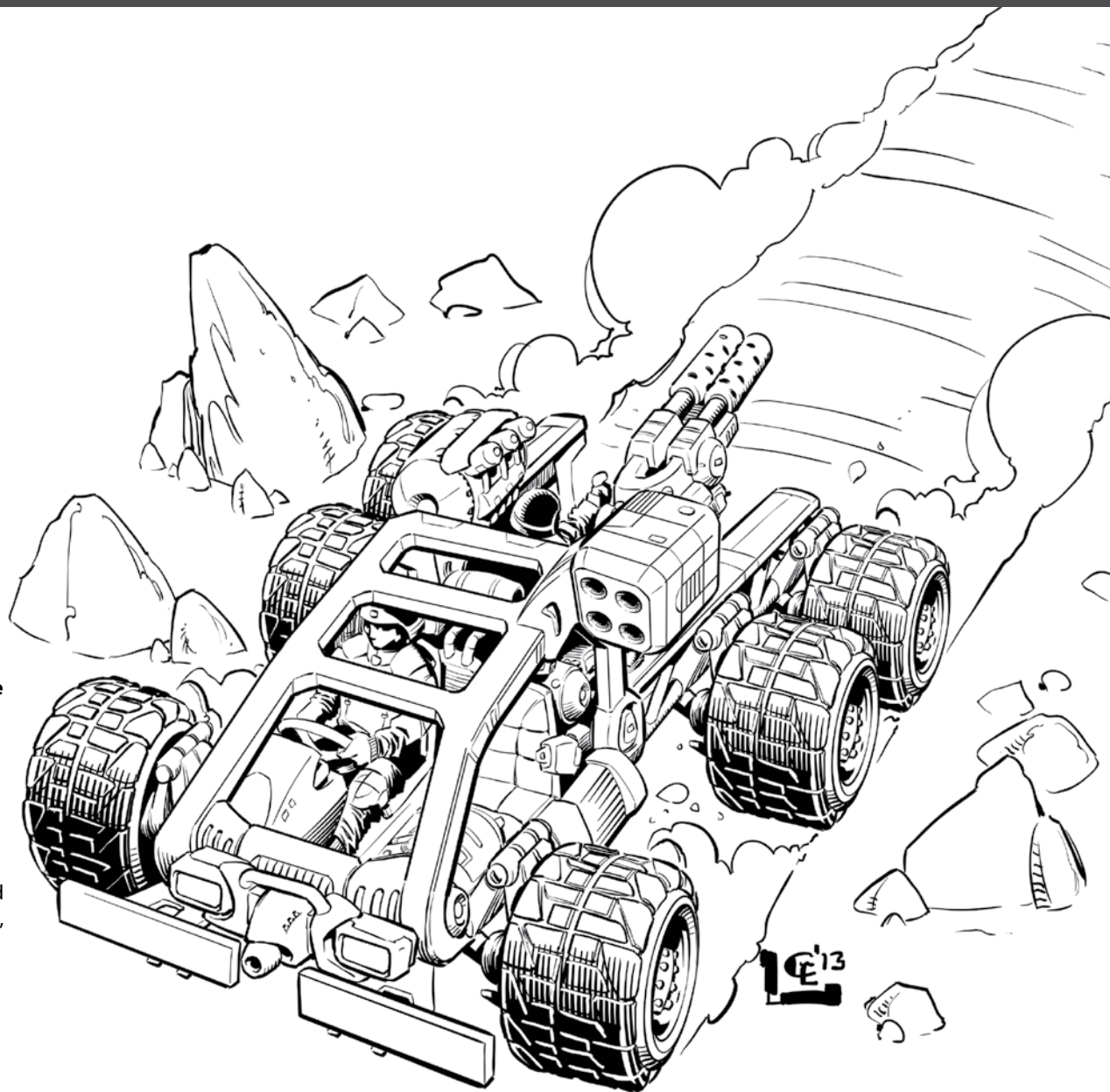
.5

Guardian ECM Suite

Body

1.5

Notes: Features the following Design Quirks: Exposed Weapon Linkage (Machine Guns), Poor Sealing, Power Reverse, Rumble Seat.



CRANE HEAVY TRANSPORT

Mass: 30 tons
Movement Type: VTOL
Power Plant: Hermes 100 Fusion
Cruising Speed: 86 kph
Maximum Speed: 129 kph
Armor: StarSlab/3
Armament:

4 Scattergun Machine Guns
Manufacturer: Michaelson Heavy Industries
Primary Factories: June, Ruchbah, Terra
Communications System: Garret T10-B
Targeting and Tracking System: Garret E2b

Debuting barely two years before the Blackout, the Crane Heavy Transport burst into military procurement manuals and purchasing requests. Almost every realm and nation has purchased at least one, and many planetary governments have purchased them as well. The rise of VTOL-mobile infantry and equipment in the last decades created a market custom-tailored for Michaelson's offering.

CAPABILITIES

Lightly armed but heavily armored, the dependable and durable Crane excels at logistical and troop deployment duties. They are a favorite of airmobile battalions, who use their infantry and cargo capacity for initial deployments as well as follow-on logistical support. It is only when this decidedly noncombat VTOL is pressed into combat that it suffers.

DEPLOYMENT

The availability of Cranes has made them a favorite of the deep-insertion teams the Republic has used to keep tabs on the state of the occupied prefectures. Indeed, many of the Cranes used for transport in these missions

remain on targeted worlds, serving as part of whatever force is occupying them or else seconded to civilian or paramilitary units.

On Milton, soon after that world's fall to the Wolf Empire, a unit of RAF infantry inserted covertly and linked up with two Cranes in the distant outpost town of Kitsford. Their target there was a building intended for a Watch headquarters; it was an old Succession Wars-era bunker being retrofitted. The Cranes were to infiltrate the site as construction equipment among the laborer caste workers building it, while the infantry masqueraded as laborers. After a week to learn the routine, the RAF contingent struck.

Instead of carrying supplies, on the dawn of March 23, 3145 the two Cranes delivered two squads of stolen Ogre interdicator suits. As they dropped from the Cranes to the worksite, concentrated SRM fire quickly destroyed the Point of Wolf light battle armor on watch. Over the next hour, covered by the static jamming of their built-in ECM suites, the Ogres used missiles and battle claws to destroy the installation. When they were done, one of the Ogres was abandoned with evidence linking it to the Free Worlds League Military. The squads exfiltrated on the Cranes. The next day both the infantrymen and the Cranes were summoned to work in the recovery effort, the Wolves having believed the evidence.

Cranes often see service in recovery efforts. In 3139 on the Federated Suns world Basantapur, Cranes were summoned from nearby June to help after a Periphery pirate raid destroyed a hydroelectric dam and left more than 20,000 civilians without power. Carrying infantrymen for security, food and water and emergency aid supplies, more than a dozen Cranes flew round-the-clock shifts. One of them, piloted by Sergeant

Chester D'Amico, responded to a security call to discover two marooned pirates holding a family hostage. Ordered to return the pirates to the capital for interrogation, D'Amico and his crew were reprimanded for letting the pirates die trying to escape. That they tried to escape while the Crane was 3,000 meters in the air was conveniently left out of the reports.

NOTABLE UNITS

Sergeant Chester D'Amico: A Crane pilot in the Periphery Guard, Sergeant D'Amico returned to June after service on Basantapur and was assigned to a special reaction force being assembled. Intended to respond quickly to pirate attacks, this combined-arms battalion is assigned its own DropShip and JumpShip and trains to interdict and capture pirates. Sergeant D'Amico and his Crane crew were specifically requested because of their experience on Basantapur, though his CO has cautioned him to ensure any future prisoners are securely fastened when the Crane is airborne.

Warrant Officer Heidi MacClellan: Officer MacClellan leads a two-Crane element in the logistical support units of the First Steiner Strikers. With the Strikers on Furillo, between the Jade Falcons and the Wolf Empire, the Strikers are staying at a high state of readiness, which puts significant stress on their logistical efforts. MacClellan has been twice decorated in the last six months for bringing her malfunctioning Crane to a safe landing without damage to its cargo or passengers; despite this, a notation of insubordination has been entered into her record for an action in June, when she refused orders to take to the air after sixty straight hours in the cockpit.

CRANE HEAVY TRANSPORT

Type: Crane

Technology Base: Inner Sphere

Movement Type: VTOL

Tonnage: 30

Battle Value: 385

Equipment

Lift Equipment:

Power Amplifier:

Sponson Turrets:

Armor Factor:

112

Armor

Value

30

30/30

20

2

Mass

3

0

.5

7

Weapons and Ammo

2 Machine Guns

2 Machine Guns

Ammo (MG) 100

Infantry Compartment

Location

Right Sponson

Left Sponson

Body

Body

Tonnage

1

1

.5

8

Notes: Features the following Design Quirk: VTOL Rotor Arrangement (Dual).

Equipment

Internal Structure:

Engine:

100

Type:

Fusion

Cruise MP:

8

Flank MP:

12

Heat Sinks:

10

Control Equipment:

Mass

3

4.5

0

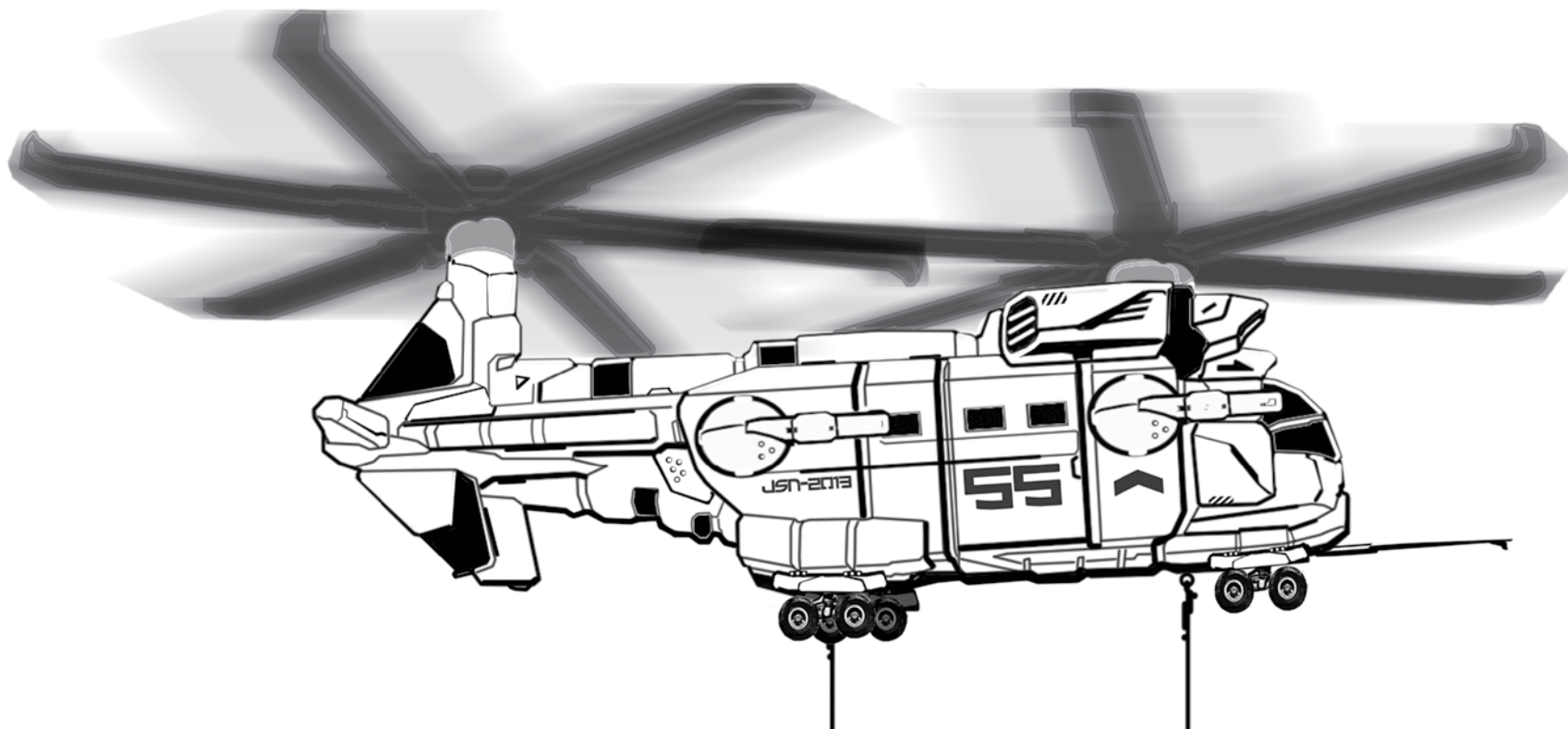
1.5

Front

R/L Side

Rear

Rotor



MHI AMPHIBIOUS APC

Mass: 35 tons

Movement Type: Wheeled

Power Plant: Michaelson 155 Fusion

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Armor: StarSlab/1

Armament:

1 Diverse Optics Extended Range
Medium Laser

Manufacturer: Michaelson Heavy Industries

Primary Factories: June, Ruchbah, Terra

Communications System: Garret Supremesound

Targeting and Tracking System: Garret
GRNDTRK 9

The primacy of combined arms was learned in the Jihad, and in the post-Jihad environment the decommissioning of so many BattleMechs meant that the trend toward mixed combat would only continue. Eager to capture more of the market, Michaelson Heavy Industries offered for sale the Amphibious APC. Without legions of 'Mechs to storm water crossings, the militaries of the Inner Sphere and even the Clans snapped the APC up.

CAPABILITIES

The Amphibious APC is neither a frontline combatant nor a long-haul armored personnel carrier. Though its armor is heavy enough to brave contested crossings, the APC lacks anything but the most basic weaponry and its speed makes it easy prey to almost any combat vehicle. What makes it worthwhile is its in-or-out of the water adaptability and its eight tons of infantry capacity.

DEPLOYMENT

Amphibious APCs played a key role in the Battle of Tarkington Point on Finsterwalde in December 3130. There, when a small unit of

Tamarind-Abbey 'Mechs and tanks attacked the lightly-garrison Lyran Commonwealth world, it was only the militia's Amphibious APCs that carried them to victory.

Tarkington Point hosted a small militia training center and supply depot; why the Tamarind-Abbeys allowed such a strong strike against such a small target has never been discovered. Regardless, when the pair of 'Mechs and handful of hovercraft advanced on the town, the local militia force fled into the sea in their amphibious APCs. The MechWarriors, seeing their enemies flee, chose to treat with the Tarkington Point city fathers. While they spoke, the militia APCs trundled up the coast and beached to meet a relief column from the larger militia fort at Capedown. Militia battle-suits boarded the APCs for a return trip down the coast while a force of hovertanks and conventional APCs moved overland.

Six hours later desperate calls from vehicle pickets outside the city called the MechWarriors away from a banquet they'd demanded and back into their cockpits. As they moved along the shoreline to intercept the hovertank force bearing down on them from a coastal road, the Amphibious APCs crawled out of the water and their battle armor troopers attacked. The first Tamarind-Abbey 'Mech, a *Hollander*, was brought down quickly. The second, a more fleet-footed *Wraith*, fled back toward its landing zone, where it found a militia force sitting on its DropShip. The Tamarind-Abbey hovercraft remained behind to screen the MechWarrior—identified after capture as a young nobleman—and were trapped between the APCs' infantry, their own lasers, and the advancing conventional vehicles.

During the battle for Skye against the Jade Falcons, a team of reservists commandeered a platoon of Amphibious APCs. Disobeying

direct orders, they loaded their reserve infantry company and crossed the Bay of Balmoral to try and reach the action. Given the weather—it was storming—and the fact that none of the reservists had ever driven an Amphibious APC before, it was either a miracle or a bravura demonstration of skill that any of them made it across alive.

Unfortunately for them, the combat never got closer than 300 kilometers from their position. In the aftermath, the Skye militia court-martialed all three officers in the company and cashiered them. The enlisted men were docked one month's reservist pay and transferred to new districts.

NOTABLE UNITS

Captain Hamid al-Khar: Captain al-Khar commanded the Amphibious APC detachment at Tarkington Point. Though only a lieutenant, junior grade, at the time, he assumed command and led his vehicles away to preserve them. Later recognized by the militia colonel as having offered a vital service, he was decorated and promoted. He now commands the outpost at Tarkington Point, which the militia is turning into an amphibious warfare training center.

First Lieutenant (ret.) Dieter Kolb: Kolb commanded the reserve company on Skye during the Jade Falcon attack. A Skye native, he'd grown up on stories of the famous 348th Reserve Detachment of the Skye Militia. As an officer, he'd lobbied to get his detachment the same designation—348th Reserve Detachment. When the Falcons landed, Kolb saw a chance to earn his own place in legend, but his superiors didn't see things the same way. None of his family's connections were able to keep him from being forcibly retired.

MHI AMPHIBIOUS APC

Type: **Amphibious APC**

Technology Base: Inner Sphere (Advanced)

Movement Type: Wheeled

Tonnage: 35

Battle Value: 564

Weapons and Ammo

ER Medium Laser

Infantry Compartment

Fully Amphibious Equipment

Location

Turret

Body

—

Tonnage

1

8

3.5

Equipment

Internal Structure:

Engine:

Type:

Cruise MP:

Flank MP:

Heat Sinks:

Control Equipment:

Lift Equipment:

Power Amplifier:

Turret:

Armor Factor:

155

Fusion

5

8

10

2

0

0

.5

8

Armor

Value

49

22/22

15

20

Mass

3.5

8.5

0

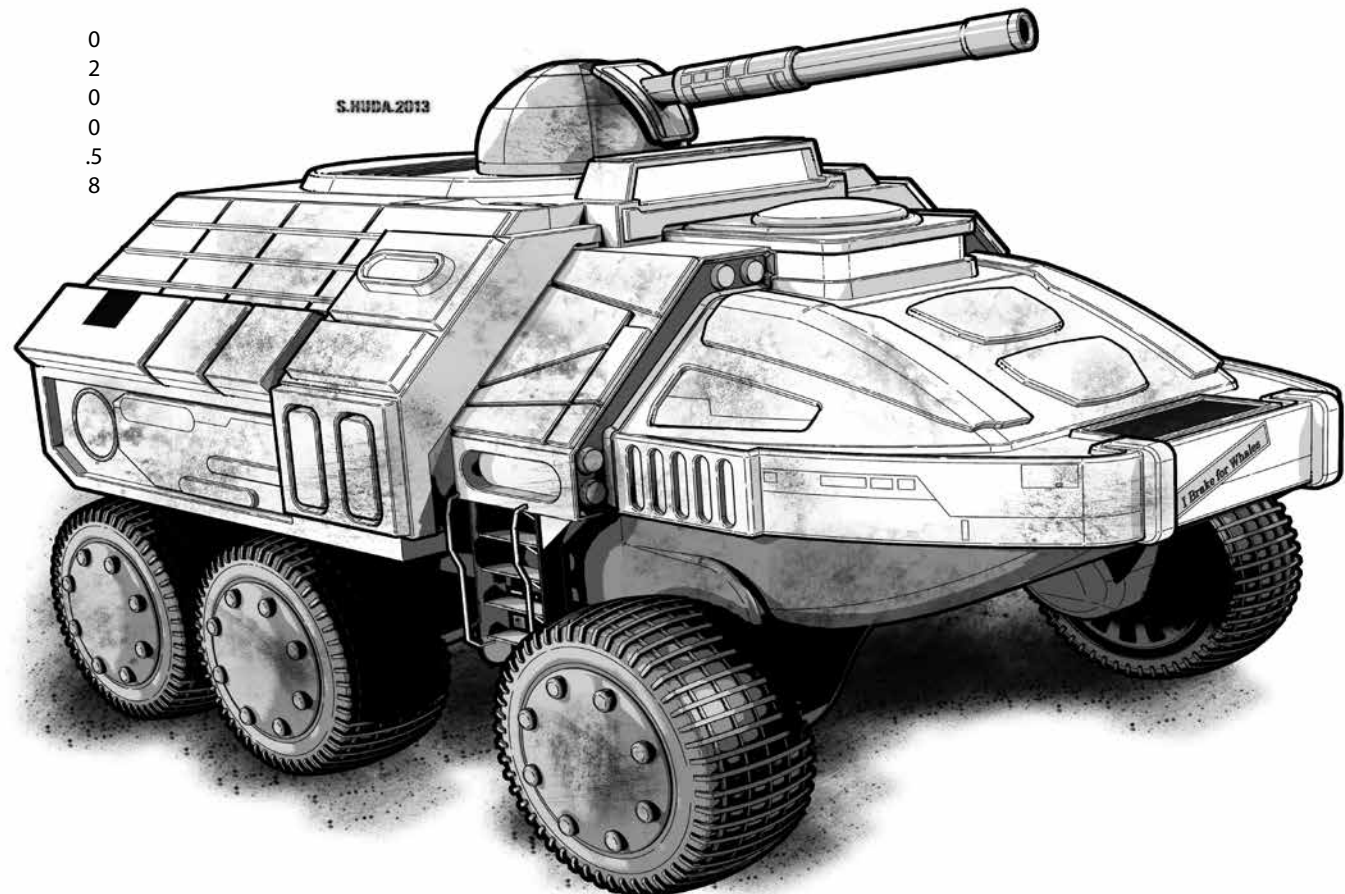
2

0

0

.5

8



SCAPHA HOVERTANK

Mass: 40 tons
Movement Type: Hover
Power Plant: Strand 265 XXL Fusion
Cruising Speed: 118 kph
Maximum Speed: 183 kph
Armor: Grumman CRR Reflective
Armament:
 13 tons of pod space available
Manufacturer: Grumman Industries
Primary Factories: Terra
Communications System: TransComm 44
Targeting and Tracking System:
 Bundesweyth FlexTrak

Grumman Industries' Scapha Hovertank won one of the last combat vehicle contracts let before the Blackout. Offered solely to the Republic Armed Forces, the hovertank is built around the best technology available, including an Omni's reconfigurable pods. Though it is expensive, the RAF embraced it, and it has remained at the forefront of conventional cavalry platoons and combined-arms companies.

CAPABILITIES

Incredibly fast and versatile, Scaphas serve in almost every regiment of the RAF. They are particularly prized in Stone's Brigade for their offensive capabilities. Wrapped in reflective armor and well-rounded with configurations for almost every combat role, the Scapha offers RAF battalions unparalleled flexibility in reconnaissance, interdiction, artillery support or even battlefield sniping.

DEPLOYMENT

The fall of Republic worlds to aggressors in every prefecture was often violent, and Scaphas in the Standing Guard made those falls even more costly for the invaders. Few Scaphas made the splash that one did on Arboris when House Liao claimed the world. Though the world's main defenses collapsed, several small units remained in the field as guerrillas. One of these units was the Scapha known as Golem, commanded by Sergeant Erin Cobb. Working with pre-positioned caches and undercover technicians, Golem and Sergeant Cobb's crew fought a six-month campaign of resistance.

Arboris is a world of fields and agriculture; perfect terrain for a hovertank. Using local guides and collaborators as her sources of intelligence, Sergeant Cobb used Golem across half a continent. When spies would locate a Liao bivouac, she would configure Golem and bombard them with Thumper artillery. When a lightly-defended convoy would be spotted between farming communities, Golem would switch out for autocannons guided by targeting computers and stab armor-piercing and precision autocannon rounds into the thin-bodied logistical vehicles. With its incredible speed and a knack for avoiding air patrols, Golem was all but invisible to the Liaos. It wasn't until the local Maskirovka officer began a targeted campaign to localize and destroy Golem that Sergeant Cobb and her crew went to ground. At last report, in early 3144, Golem had not yet been recovered, leading some RAF analysts to speculate that Cobb and her crew are biding their time.

NOTABLE UNITS

Lieutenant Farah Cobb: Farah Cobb is Erin Cobb's older sister. She is also a Scapha commander, serving with Stone's Fury on Liberty. It has been particularly harsh duty for her, putting down the anti-exarch protests on Liberty that object to the Fortress, when she knows that same Fortress separates her from word of her sister. Though she and her entire family take extreme pride in Erin's accomplishments, Farah's superiors are beginning to wonder if she will last until the Fortress is taken down. Her judgment has been getting more and more erratic as no new news comes from Arboris.

Type: **Scapha**
 Technology Base: Inner Sphere (Advanced)
 Movement Type: Hover
 Tonnage: 40
 Battle Value: 1,425

Equipment		Mass
Internal Structure:		4
Engine:	265	8
Type:	XXL Fusion	
Cruise MP:	11	
Flank MP:	17	
Heat Sinks:	10	0
Control Equipment:		2
Lift Equipment:		4
Power Amplifier:		0
Turret:		1.5
Armor Factor (Reflective):	120	7.5
	<i>Armor Value</i>	
Front	30	
R/L Side	20/20	
Rear	20	
Turret	30	

SCAPHA HOVERTANK

Weapons and Ammo

Primary Configuration

Location	Tonnage
Turret	6
Body	2
Body	2
Body	2
Body	1

Configuration A

Location	Tonnage
Turret	10
Body	3

Configuration B

Location	Tonnage
Turret	12
Body	1

Weapons and Ammo

Configuration C

Location	Tonnage
Turret	11
Body	2

Configuration D

Location	Tonnage
Turret	6
Turret	5
Body	2

Configuration E

Location	Tonnage
Turret	10
Body	3

Weapons and Ammo

Configuration F

Location	Tonnage
Turret	8
Body	2
Body	2
Turret	1

Configuration G

Location	Tonnage
Turret	8
Body	2
Body	2
Body	1

Configuration H

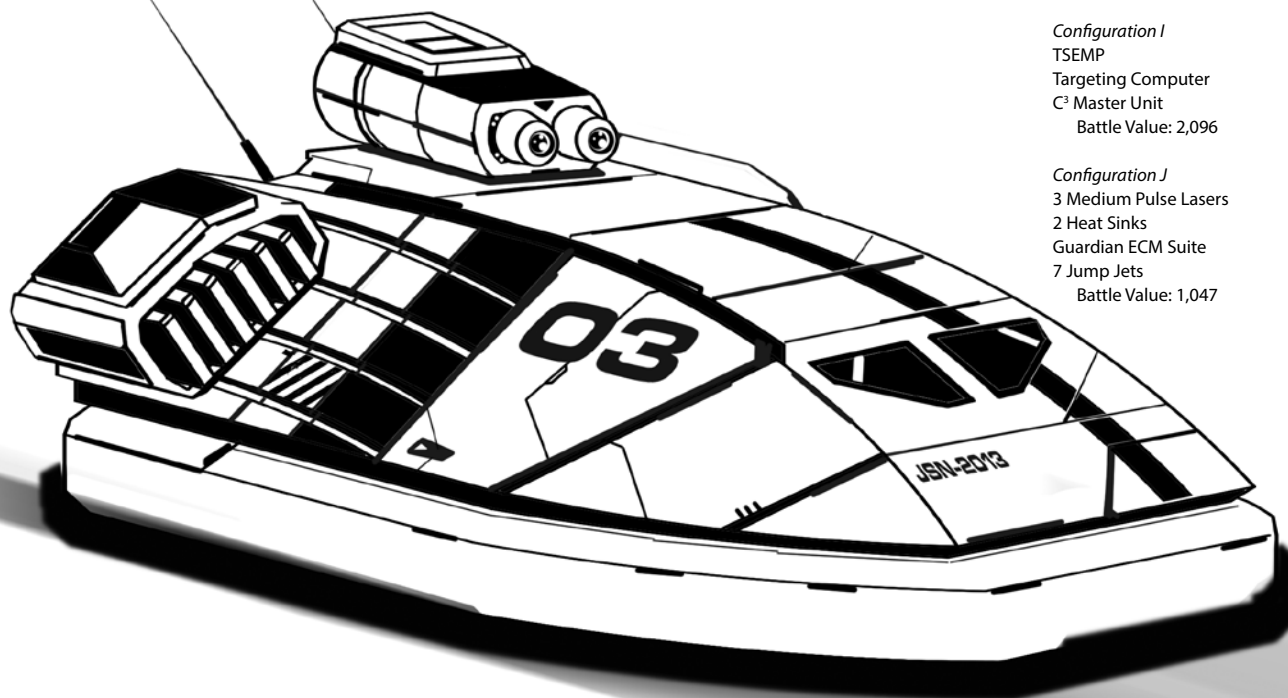
Location	Tonnage
Turret	8
Body	4
Body	1

Configuration I

Location	Tonnage
Turret	6
Body	2
Body	5

Configuration J

Location	Tonnage
Turret	6
Body	2
Body	1.5
Body	3.5



JES III MISSILE CARRIER

Mass: 60 tons

Movement Type: Wheeled

Power Plant: GM 160 XL Fusion

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Armor: Starshield III

Armament:

4 FarFire LRM 15 Launchers

2 GM Miniguns

Manufacturer: Joint Equipment Systems

Primary Factories: Alula Australis,
Panpour, Zebebelgenubi

Communications System: Communicator

Targeting and Tracking System: FireScan
with IndirecTrack

Joint Equipment Systems' missile carriers have redefined the role of the classic LRM and SRM carrier on the battlefield, but both the JES and the JES II suffered from drawbacks. In an attempt to find a middle ground, JES released the JES III just before the Blackout. Since then, the wheeled tank has proven a reliable and rugged support vehicle.

CAPABILITIES

With four launchers capable of putting a combined spread of sixty missiles in the air at once, the JES III is a powerful combatant. Though its only secondary weapons are a pair of machine guns, the relative rarity of its solitary deployment makes these deficiencies less threatening. What more than makes up for its limitations, however, is its ease of maintenance. Whatever lessons Joint Equipment Systems learned building their earlier carriers paid dividends with the JES III.

DEPLOYMENT

JES carriers appear in almost every military, and since the Blackout and—even more so—the Fortress, they have seen heavy combat. JES IIIs, specifically, have become feared headhunter units. Savvy tacticians have been withholding the JES III's firepower until they have unmasked the enemy commander. Once marked, often with a Narc beacon, the JES III—or IIIs—saturate that commander with LRMs.

During the battle for Robinson, a detachment of Combine JES carriers—six IIIs and two Is—allowed its main force to move ahead while it circled around the engagement on a tangent. The *chu-i* in charge was guessing at which direction the AFFS forces would withdraw if the main Combine force defeated them. Forty minutes later, the two JES Is on picket duty told him he'd judged right: three battered AFFS 'Mechs were approaching. Sending the tactical carriers to draw them in, he held his six JES IIIs in hull-down hides. Within minutes the landscape rocked with the sounds of missile warheads exploding as the two light, fast carriers drew the Davion 'Mechs in. When they were all inside the fire basket, the six JES IIIs fired. Within three barages all three Davion 'Mechs were down.

Not every commander recognizes the limitations of the JES carriers, however. In combat on Alioth as that world fell to Clan Wolf, a militia commander ordered his six JES IIIs into the main line of battle. As Wolf 'Mechs charged forward, the senior JES commander ordered his tanks backward, trying to hold the range open. He was countermanded by the militia commander, who ordered them to stay in rank with the rest of the tanks. When the Wolf 'Mechs closed inside the JES' minimum range, all six were savaged and destroyed. Though approximately a quarter of the JES crewmen survived, both the

senior militia officer and the JES commander were killed. Clan Wolf, disgusted by the idiocy of the tactics, claimed no bondsmen from that battle, instead relegating all their captives into the laborer caste.

VARIANTS

Though relatively young, the JES III has absorbed several variants from the pressures of the near-constant combat around the Inner Sphere. Joint Equipment Systems offers models armed with multi-missile launchers, Thunderbolt launchers, and a model that sacrifices its machine guns for improved speed. There is even a C³-equipped variant.

NOTABLE UNITS

Chu-i Entoshi Ransom: *Chu-i* Ransom commanded the JES detachment on Robinson. Despite his success, he was almost disciplined upon his return to the Combine encampment for disobeying orders. It was only the three Davion MechWarriors tied to the turrets of three of his JES IIIs, and the presence of all eight of his tanks, that kept his *tai-i* from charging him. In the following battles Ransom showed similar prescience and, after the final Combine victory on-world, was rewarded with a promotion to company commander in the forming Robinson garrison.

Corporal Elath Tor: Corporal Tor is a JES III gunner assigned to the Thirteenth Hastati Sentinels. In a vehicle that is noted for dual gunners, Tor is famous for never allowing his secondary gunner to fire anything except the machine guns—even in training. When asked about his practice, he merely shrugs. His commanders tolerate his proclivities, though, because he shows uncanny accuracy with his missiles.

JES III MISSILE CARRIER

Type: **JES III**

Technology Base: Inner Sphere

Movement Type: Wheeled

Tonnage: 60

Battle Value: 1,037

Weapons and Ammo

4 LRM 15

Ammo (LRM) 48

2 Machine Guns

Ammo (MG) 100

Location

Turret

Body

Front

Body

Tonnage

28

6

1

.5

Equipment

Internal Structure:

Engine:

Type:

Cruise MP:

Flank MP:

Heat Sinks:

Control Equipment:

Power Amplifier:

Turret:

Armor Factor:

160

XL Fusion

3

5

10

128

Armor

Value

Front

R/L Side

Rear

Turret

40

21/21

20

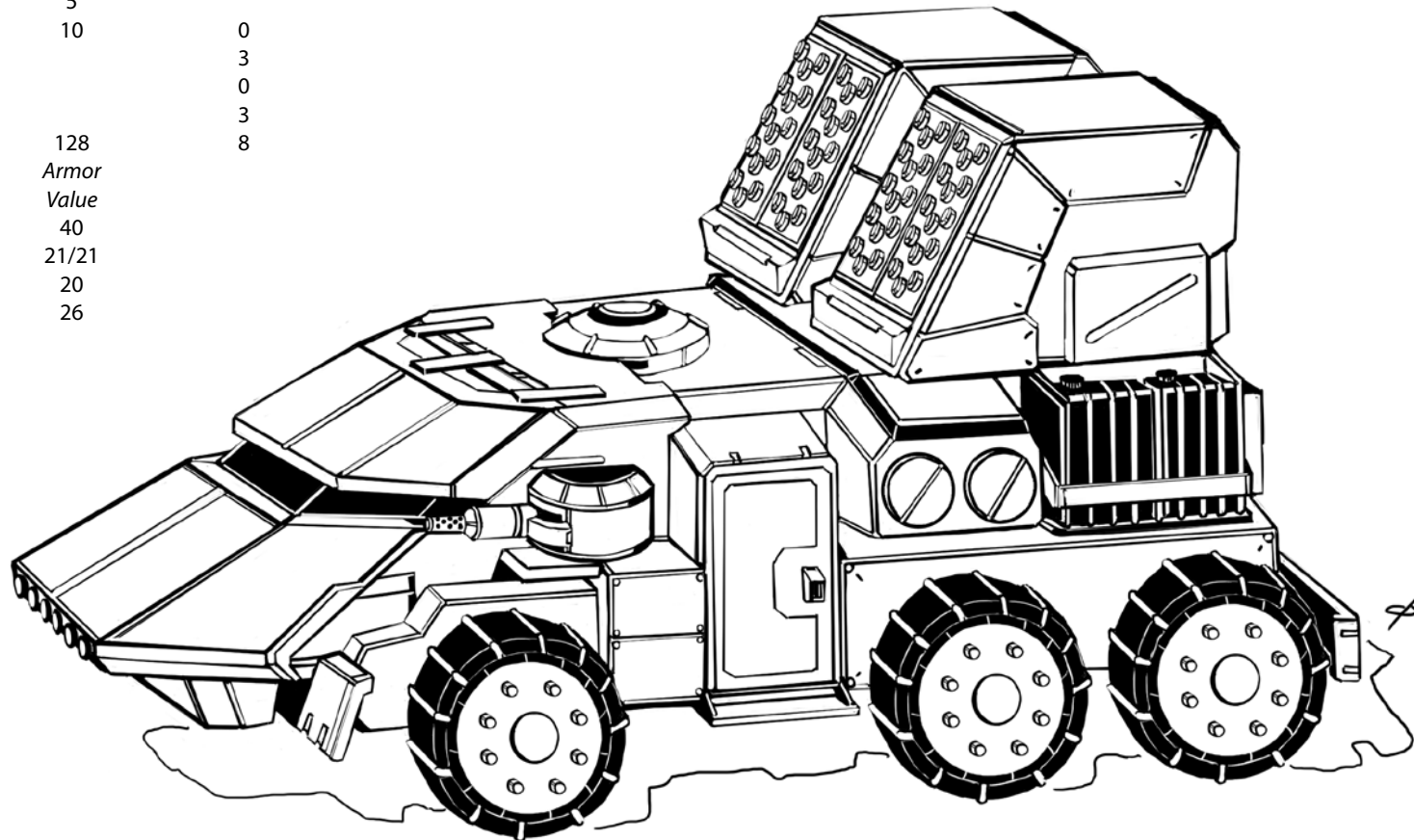
26

Mass

6

4.5

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



MHI DEFENSE AA TANK

Mass: 60 tons

Movement Type: Tracked

Power Plant: GM 240 XL Fusion

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Armor: StarSlab/7 Heavy Ferro-Fibrous
with CASE

Armament:

2 Armstrong Class-B LB 10-X Autocannons

3 SperryBrowning Light Machine Guns

Manufacturer: Michaelson Heavy Industries

Primary Factories: June, Ruchbah, Terra

Communications System: Garret T12-S

Targeting and Tracking System: Garret D2j

Michaelson's Defense AA Tank is a popular anti-air vehicle that offers several advantages over the venerable Partisan or the lighter Aesir. Perhaps the foremost among these are the discounts Michaelson offers purchasers who've already purchased their other platforms, as well as the prominence of MHI equipment in both the RAF and the AFFS. Whatever the marketing strategy, the Defense AA Tank offers superior tactical air defense and flexibility.

CAPABILITIES

The core of the Defense AA Tank's value is the limited amphibious equipment that Michaelson includes standard. Mobile anti-air defenses are often the first targets enemy spies designate during surprise attacks, and the Defense AA Tank's ability to shift positions even in the face of light water obstacles often allows it to survive initial attacks. In addition, a large ammunition capacity allows Defense AA crews to set aside a quarter of their ammunition stowage for standard high-explosive shells in case they are attacked by ground units.

DEPLOYMENT

Defense AA Tanks are found all over the Inner Sphere, which makes them popular choices for the irregular units the RAF sent secretly beyond the Fortress for reconnaissance and harassment duties, such as the clash on Dyev in 3141. RAF resistance cells on the planet had been suffering from Combine close-air support from a squadron of conventional fighters, and so the High Command arranged an operation to counter them.

A small force of Defense AA Tanks supported by Simian battle armor and a pair of JES I Tactical Missile Carriers was smuggled on-world. After a week of careful movement, they secreted themselves near the end of a concealed airbase and waited for the Combine air-breathers to sortie. While the squadron was aloft the Defense AAs moved into final positions to attack the returning fighters as they landed.

The first two fighters were allowed to land unopposed. As the third airplane maneuvered to land, it was blasted out of the sky by concentrated flak from the Defense AAs. The fourth airplane was too far into its approach and suffered the same fate, but the others were able to abort and avoid the fire. While they radioed frantically for help, the two JES carriers broke the airbase fence and sped forward to blast the already-landed fighters while they were trapped on the tarmac between the runway and their concrete hangars. With more than half their number destroyed, the remaining fighters withdrew several hundred kilometers to another city, which put them in range of resistance cell sappers.

The Defense AA crews of the illegal Com Guards claimed a fearsome toll in men and machines during their last stand on Epsilon Eridani. Though the combat drop of the Fourteenth Hastati sealed the Com Guards' fate, several Defense AA units blasted a number of the

falling Hastati out of the sky before the Stone's Brigade units on the ground could overrun them. Most notable among the losses was the *Night Stalker* piloted by Knight of the Sphere Dame Andrea Dunwoody, who died when her damaged 'Mech slammed into the ground after having been pounded by flak fire.

NOTABLE UNITS

Lieutenant Brynden Jaffe: Lieutenant Jaffe commanded the detachment of Dyev. Upon his return to Asta, a review board was convened to discuss whether he should have allowed more of the fighters to land before opening fire. Though his Hastati superiors were critical, the presence of Captain Gideon Nash from Stone's Pride on the review board kept it from being a total farce. Captain Nash pointed out the necessity of catching the already-landed fighters before they were safely hidden and, when Jaffe's superiors expressed skepticism, demanded the lieutenant's immediate transfer to the Pride.

Sergeant Harimandir Sange: Sergeant Sange commands a Defense AA platoon in the XV Principes on Denebola. His platoon has been selected four times for raids across the Fortress, assigned as air cover and security for the hidden landing zones of the infiltrator DropShips. Twice their LZ has been located by aerial reconnaissance, and both times his Defense AAs were able to destroy the scout VTOLs and conventional fighters before they could escape the DropShips' jamming and report in. In their last mission, their LZ was discovered by a scout Star from Clan Wolf. Together with the other elements, they destroyed the Star, with Sergeant Sange's Defense AA destroying the Star Commander's *Uller*.

MHI DEFENSE AA TANK

Type: **Defense AA**

Technology Base: Inner Sphere (Advanced)

Movement Type: Tracked

Tonnage: 60

Battle Value: 1,026

Equipment

Internal Structure:

Engine: 240
 Type: XL Fusion
 Cruise MP: 4
 Flank MP: 6

Heat Sinks: 10

Control Equipment:

Lift Equipment:

Power Amplifier:

Turret:

Armor Factor (Heavy Ferro): 168

*Armor
Value*

Front 44
 R/L Side 31/31
 Rear 37
 Turret 25

Mass

6
 9
 0
 3
 0
 0
 2.5
 8.5

Weapons and Ammo

2 LB 10-X AC

Ammo (LB-X) 40

3 Light Machine Guns

Ammo (Light MG) 100

CASE

Limited Amphibious Equipment —

Location

Turret

Body

Front

Body

Body

Tonnage

22

4

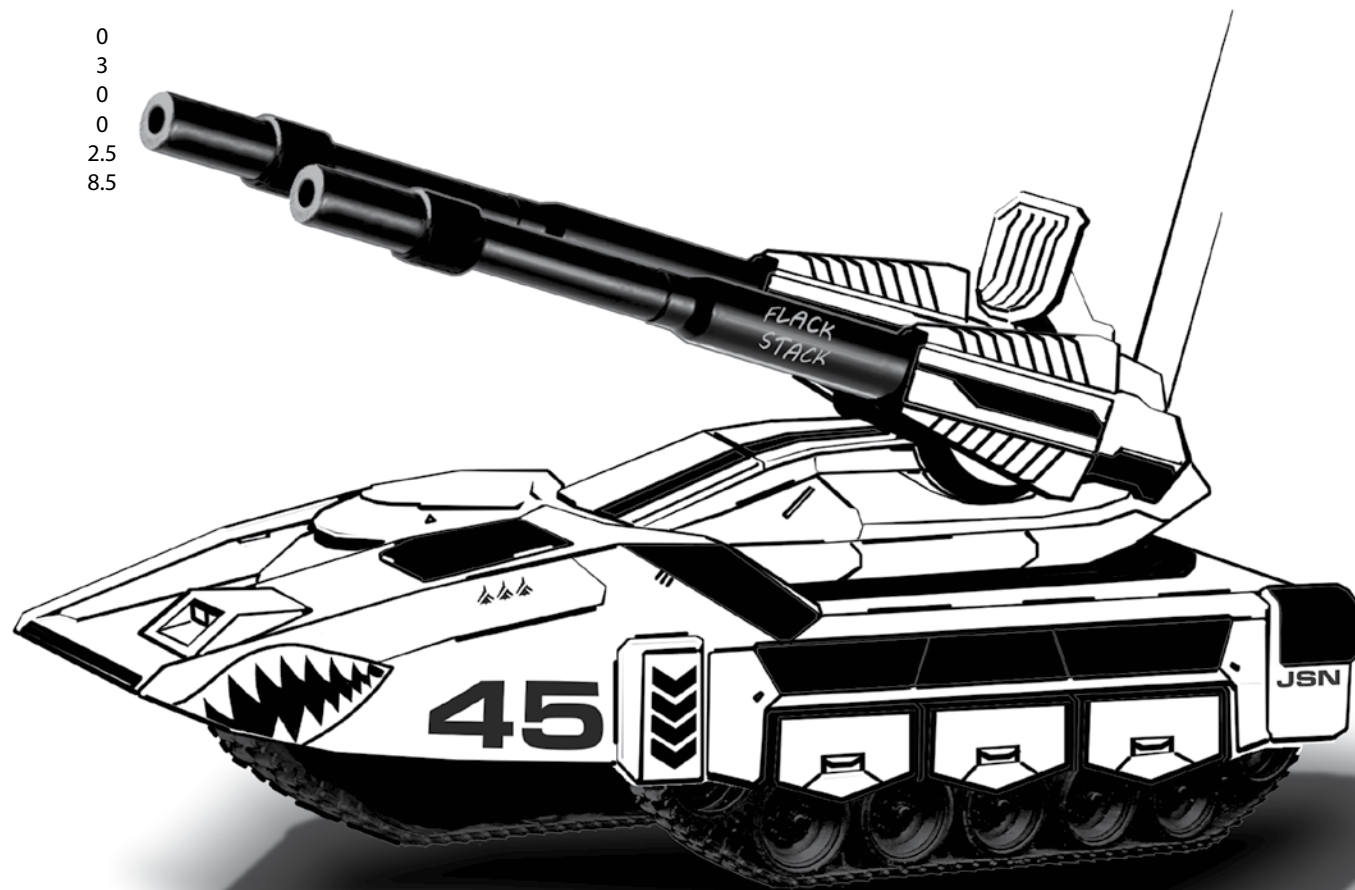
1.5

.5

.5

2.5

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



CLR-03-0 CELERITY

Mass: 15 tons
Chassis: S-Equus Omicron Endo Steel
Power Plant: Republic 240 XXL
Cruising Speed: 172 kph
Maximum Speed: 259 kph, 345 kph with MASC
Jump Jets: None
Jump Capacity: None
Armor: Strasbourg Armaments Type 3
Armament:
 2 tons of pod space
Manufacturer: RAF Manufacturing Center Providence
Primary Factory: Terra
Communications System: ComStar Remote Link Theta
Targeting & Tracking System: Iota-Luminus TCKM

One of the aspects of Fortress Republic was a widespread upgrade and amplification of the RAF's warfighting technology, including the resurrection of long-abandoned technology such as the *Celerity* drone ultralight first deployed by ComStar during the Jihad.

CAPABILITIES

RAF engineers have taken ComStar's *Celerity* and made it even more powerful a tool. Faster than the Federated Suns' ultralight *Prey Seeker*, the new *Celeritys* enjoy OmniMech flexibility and a host of mission profiles, from fast electronic interdiction to reconnaissance and even rapid-response combat interdiction. Limited only by the range of its drone control, it offers unprecedented capabilities for fixed installations.

DEPLOYMENT

Celeritys are rarely seen away from fixed installations, though a small number have been slipped through the Fortress in spoiling raids

such as those conducted by the Rhodes Project equipment. Each of these machines is carefully disguised to appear as a pre-Republic Com Guard machine, though so little often remains of destroyed *Celeritys* this is rarely a problem.

Stone's Fury has been experimenting of late in exercises with several packs of *Celerity* ultralights. The many towns and villages of Liberty still retain a simmering hotbed of anti-exarch resentment, and the swift *Celerity* offers the Fury many chances to refine doctrine without exposing the drones to heavy combat. Of particular note is the way in which the Fury is using the OmniMech drone to keep tabs on the resistance.

Even without its MASC the *Celerity* is almost as fast or faster than most VTOLs. By rotating 'Mechs with different configurations, the Fury has become adept at tracking (with the C configuration) resistance movements and then interrupting (with the B configuration) their communications. Several smaller cells have even been taken out with the D and E configurations.

Local reports of *Celerity* usage in the Dominion, the Combine and the Confederation show that few, if any, of those realms' officers even understand what they're seeing. Intercepts show they're reporting contact with Word of Blake units, pirates, even Homeworld Clan advance scouts. Though the danger of discovery is great, the effects are too powerful to cease sending *Celeritys* and other drones through the Fortress.

VARIANTS

Decades of development work has gone into the *Celerity* OmniMech, but a number of the earlier versions still see service. The Com Guards maintained a small cadre, though most of those were destroyed along with the Com Guards. The

most extreme variant is the 05-X, which uses MASC, a supercharger and special spikes to create a truly fearsome suicide rammer.

NOTABLE UNITS

Sergeant Nicholas Villanova: Sergeant Villanova is the lead *Celerity* pilot in Stone's Fury, recognized by his peers as the best drone pilot they've ever seen. In simulated combat he's defeated six of the eight regular *Revenant* pilots with ramming attacks, and has been seconded twice to raiding parties sent out aboard *Duat*-class DropShips. He prefers the D configuration, and shows little flair for the traditional MechWarrior rivalry, but his skills at moving his drone from up to eighty kilometers away are impossible to dispute.

Type: **Celerity**
 Technology Base: Inner Sphere (Advanced)
 Tonnage: 15
 Battle Value: 187

Equipment	Mass	
Internal Structure:	Endo Steel	1
Engine:	240 XXL	4
Walking MP:	16	
Running MP:	24 (32)	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro (XL):		1.5
Cockpit (Small, Drone):		2
Armor Factor:	24	1.5
	Internal Structure	Armor Value
Head	3	4
Center Torso	5	5
Center Torso (rear)		1
R/L Torso	4	4
R/L Torso (rear)		1
R/L Front Leg	3	1
R/L Rear Leg	3	1

CLR-03-0 CELERITY

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	None	2
Center Torso	2 XL Gyro	0
Right Torso	6 XXL Engine	1
	1 Drone Operating System	
	4 Endo Steel	
Left Torso	6 XXL Engine	0
	3 Double Heat Sink	
	1 MASC	
	2 Endo Steel	
Right Front Leg	2 Endo Steel	0
Left Front Leg	2 Endo Steel	0
Right Rear Leg	2 Endo Steel	0
Left Rear Leg	2 Endo Steel	0

Notes: Equipped with Full-Head Ejection System. Features the following Design Quirks: Improved Communications, Exposed Actuators.

Fixed Equipment

Location	Critical	Tonnage
Drone Operating System	RT 1	2
MASC	LT 1	1

Weapons and Ammo

Location	Critical	Tonnage
<i>Primary Weapons Configuration</i>		
TAG	H 1	1
C³ Slave Unit	H 1	1
<i>Alternate Configuration A—Mixed</i>		
2 SRM 6 (iOS) (C)	H 2	2
Battle Value: 275		
<i>Alternate Configuration B</i>		
Angel ECM Suite	H 2	2
Battle Value: 339		
<i>Alternate Configuration C</i>		
Beagle Active Probe	H 2	1.5
Remote Sensor Dispenser	RT (R) 1	.5
Battle Value: 202		
<i>Alternate Configuration D</i>		
2 ER Flamers	H 2	2
Battle Value: 304		
<i>Alternate Configuration E—Mixed</i>		
Improved Heavy Medium Laser (C)	H 2	1
ER Medium Laser (C)	RT 1	1
Battle Value: 919		



JLP-BD JACKALOPE

Mass: 30 tons
Chassis: Triumph Dynamic Endo Steel
Power Plant: Victory 240 XL
Cruising Speed: 86 kph
Maximum Speed: 129 kph
Jump Jets: VC Dynamo
Jump Capacity: 240 meters
Armor: Advantage Ferro-Fibrous
Armament:

- 2 Conquest Extended Range Medium Lasers
- 1 Victory Conditions 6 Tube Advanced Tactical Missile System
- 1 Clean-Sweep Laser Anti-Missile System

Manufacturer: Victory Conditions Industries, Eris Enterprises Design Group
Primary Factory: Mizar (VCI), Capolla (Eris)
Communications System: Angst Clear Channel 5
Targeting & Tracking System: O/P TA1240 with Light Active Probe

Like its namesake, the *Jackalope* appeared for many years to be a fantasy. It is only due to the widespread combat that followed the Blackout that this 'Mech made a name for itself, but that name is written nearly-indelibly at this point. The Galatean Defense League makes it available to all purchasers on Mizar, while the RAF accepts the entirety of Eris' expanded production on Capolla. Regular footage from Solaris VII for a number of years before its fall to Clan Wolf meant the 'Mech was firmly placed in popular culture.

CAPABILITIES

Fast, dangerously-armed and inquisitive, the *Jackalope* excels as part of scout or recon lances. Though its armor could be thicker, this disadvantage is offset by its compact frame and

the Clean-Sweep anti-missile systems. Many *Jackalopes* are operated independent of lances or Stars, limited only by the ammunition for their ATM launchers.

DEPLOYMENT

Jackalopes appear in several Inner Sphere armies, including the RAF and the Free Worlds League. They are especially popular in the Republic Remnant, largely due to the efforts of former Knight of the Sphere Gloria Hansen against Clan Wolf. Ever since her Trial of Grievance with Star Captain Alfredo of the Wolves, young MechWarriors coming into the tiny Remnant forces idolize her and her 'Mech.

In 3144 a Binary of Wolf Guards landed on Chertan and declared a Trial of Possession for a pair of *Union*-class DropShips on lease to the Remnant. Gloria Hansen, who'd renounced her knighthood at the Fortress' raising, held the rank of captain and accepted the Trial on behalf of her company. Though her troopers beat the Wolves, Star Captain Alfredo taunted her as his survivors withdrew, claiming that the Remnant forces had only won by luck. Incensed, and seeing an opportunity to raise the Remnant's stature with the Wolves, Hansen challenged Alfredo to a Trial of Grievance.

The two squared off in a two-kilometer Circle of Equals. Alfredo's *Wulfen D* was an excellent long-range fighter, and combined with his stealth armor allowed him to score several hits against Hansen's charging *Jackalope* while he held the range open. His plan backfired, however, when he reached the edge of the Circle of Equals and Hansen closed the distance. Once she got in range to overcome his stealth armor, her superior firepower told despite Alfredo's attempt to skirt the edge of the Circle with his superior speed. Though she suffered radiation exposure from a damaged engine, Hansen's

Jackalope destroyed the *Wulfen* in less than a minute. She refused to take Alfredo bondsman, and his Clan relegated the disgraced warrior to a *solahma* Cluster.

Mercenaries rarely pass a chance to purchase *Jackalopes*. They prize the 'Mech for its versatility and its speed, favoring it for combined scout/pursuit lances. It appears in small numbers in the ranks of Wolf Dragoons, often in the training battalions of Alpha Regiment, though combat losses in the invasion of the Federated Suns are rushing those trainees into the striker battalions and Gamma Regiment faster than new recruits can be secured.

VARIANTS

Several *Jackalope* variants exist. All of them are more specialized machines, trading firepower for speed, better short-range armaments or even a partial wing. None of them, however, sacrifice the laser anti-missile system or the light active probe that make this 'Mech such a potent scout.

NOTABLE UNITS

Captain Gloria Hansen: Captain Hansen's victory on Chertan had an effect far outside its scale when Redburn's tiny press section shared it as an example of the survival of Republic ideals outside the Fortress. The PR officers were careful to hide any mention of her former status as a knight, and her bitterness toward the Republic makes her a poor choice for interviews, but she hasn't objected to the attention. Whatever her views of Exarch Levin and his government, she remains committed to the people of the Remnant. It is hoped, especially by those knights still inside the Fortress who knew her, that she will return to the knights' ranks when Devlin Stone emerges from the Fortress.

JLP-BD JACKALOPE

Type: **Jackalope**
 Technology Base: Clan
 Tonnage: 30
 Battle Value: 1,395

Equipment

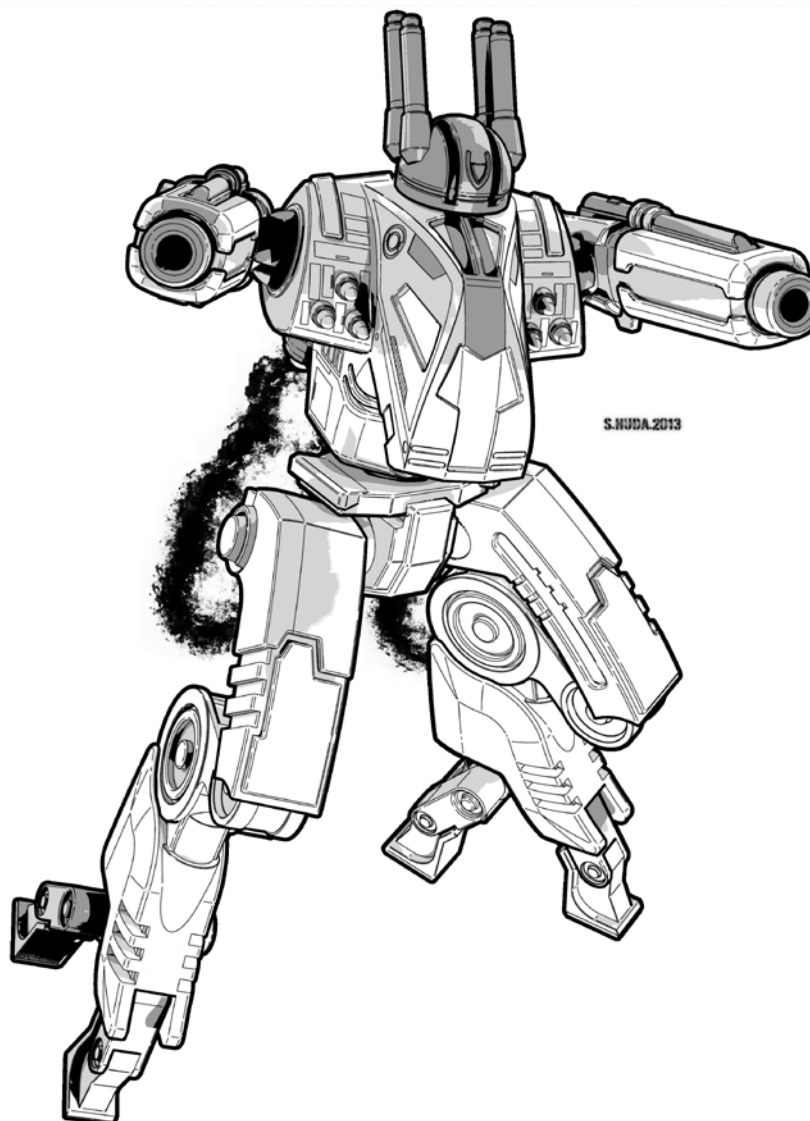
		Mass
Internal Structure:	Endo Steel	1.5
Engine:	240 XL	6
Walking MP:	8	
Running MP:	12	
Jumping MP:	8	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	86	4.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	10	13
Center Torso (rear)		4
R/L Torso	7	9
R/L Torso (rear)		2
R/L Arm	5	8
R/L Leg	7	11

Weapons and Ammo Location Critical Tonnage

ER Medium Laser	RA	1	1
ATM 6	RT	3	3.5
Light Active Probe	RT	1	.5
Laser Anti-Missile System	H	1	1
Ammo (ATM) 10	LT	1	1
ER Medium Laser	LA	1	1
Jump Jets	RT	4	2
Jump Jets	LT	4	2

Notes: Features the following Design Quirk: Compact
 'Mech, Narrow/Low Profile.



UBM-2R REVENANT

Mass: 30 tons
Chassis: Spectre IV-Gamma Endo Steel
Power Plant: GM 180
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: None
Jump Capacity: None
Armor: Strasbourg Armaments Type 3
Armament:
4 Martell Extended Range Medium Lasers
4 MainFire Light Machine Guns
Manufacturer: RAF Manufacturing Center
Providence
Primary Factory: Terra
Communications System: ComStar Remote
Link Theta
Targeting & Tracking System: Iota-Luminus
TCKM

The Word of Blake's space defense system, an update of the same system from the Star League era, made its defenses powerful. So powerful, in fact, that it took the Coalition that led to the realization of the Republic to defeat them. ComStar experimented with the same technology with the *Celerity* and other programs, but never brought it to common use before their disarmament. It was perfectly suited for development under the Fortress protocols, however.

CAPABILITIES

Though slower than most modern light 'Mechs, the *Revenant* is a very durable machine, able to take serious punishment and still return to base. Though they haven't reached widespread deployment, RAF theorists expect them to give excellent service as nighttime raiders and sentry-walkers. Armed primarily to halt battle armor and infantry infiltration, *Revenants* are inexpensive enough to defend almost every Republic world, if there is time to produce them.

DEPLOYMENT

Like the *Celerity*, the *Revenant* has seen little action, though it has served on a number of RAF raids outside the Fortress. Because it hadn't been faced since the Jihad, none of the enemies facing it have any idea what they're facing.

During a spoiling attack on Zurich, elements of XIV Principes were deployed to destroy a series of CCAF resupply points. Though each was defended by nothing more than infantry for security purposes, there were five of the posts strung out along a thousand-kilometer stretch of beach. The operation was projected to take three days. The LZ, hiding two DropShips in a box canyon adjacent to a dry lakebed, was defended by a half-dozen *Revenants* operated from the DropShips.

Unfortunately for the DropShips, a company of hovertanks was operating near the edge of the dry lakebed and saw the DropShips come down. They were unable to locate them, but by luck they set up a bivouac near the mouth of the RAF DropShips' hiding place. The *Revenant* pilots waited until night fell, and then deployed their 'Mechs—no one was eager to enact the anti-capture protocols.

Two of the *Revenants* were of the LRM-equipped model; they stayed near the rear. The other four worked their way forward and to the left, navigating the difficult slopes and attacking from the next valley over. With the LRM *Revenants* firing from cover, the four other drones charged forward. They destroyed three of the hovertanks while they were unmanned and killed four crews in their tents. They withdrew under seemingly-inaccurate missile fire. The CCAF discovered the truth in the morning, when four of their number skirted over Thunder minefields.

Regardless of their performance, the raid was cut short when the hovertank company radioed for help. Although the *Revenants* returned the next night and disabled the rest of the hovertanks, the raiding party barely arrived back at the DropShips before a company of BattleMechs reached the devastated hovertank company. Though the raiding party failed to meet all of their objectives, the *Revenants* proved successful in the field.

VARIANTS

As part of the same series of experiments as the *Celerity*, the *Revenant* offers a number of specialized variants. Though not an OmniMech, enough alternate builds have come out of Providence to offer drone units *Revenants* optimized for long-range, sniping and logistical aid missions.

NOTABLE UNITS

Captain Valeriy Kirichenko: Captain Kirichenko is assigned to oversee the *Revenants* assigned to the XIV Principes. A talented officer who transferred from a company command in Stone's Brigade, he accepted his current posting to remain closer to the raids going through the Fortress. Kirichenko's family was caught outside the Fortress in 3135; he searches for word of their fate every time he breaches the wall, but his obsession is beginning to interfere with his duties. He despises drones, seeing them as a threat to honest MechWarriors, but he expresses his displeasure by identifying every flaw in their design. The engineers attached to his mission try not to exacerbate his attitude, but they take note of every complaint he makes.

UBM-2R REVENANT

Type: **Revenant**

Technology Base: Inner Sphere (Advanced)

Tonnage: 30

Battle Value: 779

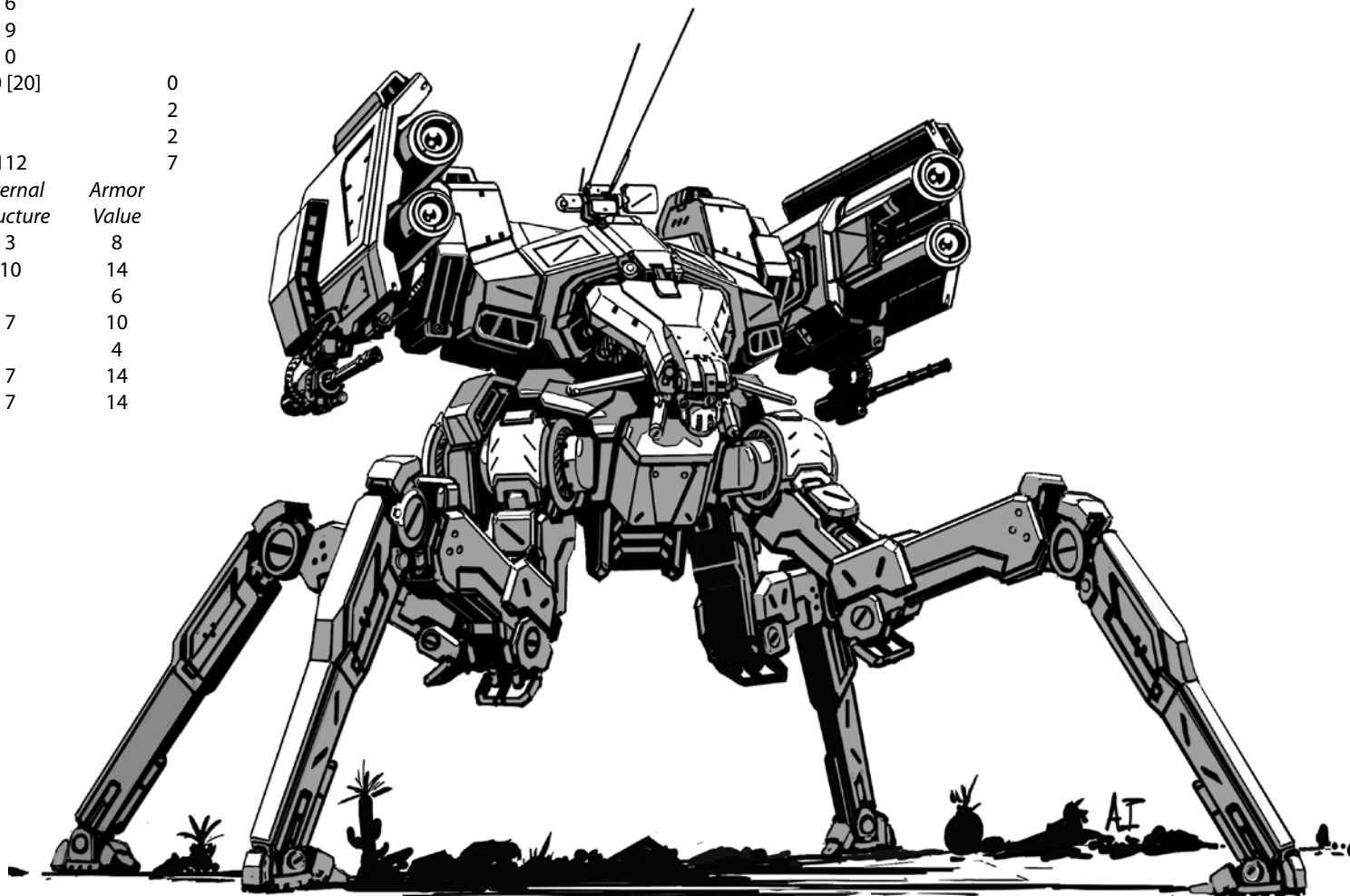
Equipment

	Endo Steel	Mass
Internal Structure:	180	1.5
Engine:	180	7
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		2
Cockpit (Small, Drone):		2
Armor Factor:	112	7

	Internal Structure	Armor Value
Head	3	8
Center Torso	10	14
Center Torso (rear)		6
R/L Torso	7	10
R/L Torso (rear)		4
R/L Front Leg	7	14
R/L Rear Leg	7	14

Weapons and Ammo	Location	Critical	Tonnage
2 ER Medium Lasers	RT	2	2
2 Light Machine Guns	RT	2	1
Ammo (Light MG) 100	RT	1	.5
Drone Operating System	H	1	3.5
2 ER Medium Lasers	LT	2	2
2 Light Machine Guns	LT	2	1
Ammo (Light MG) 100	LT	1	.5

Notes: Features the following Design Quirk: Improved Communications.



NSR-K3 NIGHT STALKER

Mass: 40 tons
Chassis: Triumph-M Endo Steel
Power Plant: Pitban 320 XL
Cruising Speed: 86 kph
Maximum Speed: 129 kph
Jump Jets: None
Jump Capacity: None
Armor: Paulina Ferro-Fibrous
Armament:
2 Aggressor Extended Range Medium Lasers
1 Aggressor Extended Range Small Laser
1 Martell Small Pulse Laser
1 Victory Conditions SRM 6 Launcher
Manufacturer: Victory Conditions Industries
Primary Factory: Mizar
Communications System: Angst Clear Channel 5
Targeting & Tracking System: O/P TA1240 with Beagle Active Probe and TAG

Victory Conditions' first original 'Mech, the *Night Stalker*, found a ready market among the Federated Suns, Lyran Commonwealth and mercenaries. RAF records show that the procurement department intended to purchase the 'Mech for its own lances but the Fortress cut it off from the factory. The few already procured serve in the expanded RAF, though several have been lost masquerading as other nations' combatants outside the Fortress.

CAPABILITIES

Night Stalkers are popular 'Mechs for scout and pursuit lance commanders because of their speed and firepower, but also because the 'Mechs integral lance gives them a bit of additional authority. The sight of an officer gesturing toward a subordinate's 'Mech with the

Night Stalker's unique curved lance has made clear what the content of an unheard—from the ground—conversation might be.

DEPLOYMENT

On Alcor in 3144 a Binary from Clan Wolf arrived to test the world's mercenary defenses. The planet, part of the Galatean Defense League, didn't host one of the League's front-line regiments, but was held in the hands of a collection of smaller mercenary units known as the Nine Fingers. The Fingers' commander, Major Benito Iqbal, was one of three *Night Stalker* MechWarriors in the battalion. When the Wolves landed, he broke his battalion into three task groups, each with a *Night Stalker* and a mix of the other units.

The Wolf Binary broke into two Stars and went hunting. Major Iqbal's task group got lucky and divined the Wolves' course; they set an ambush with Iqbal's *Night Stalker* as bait. The major allowed himself to be seen and then fled, leading the Star into the trap. When it was sprung, he spun around and charged, finally skewering the Star Commander's *Koshi* with his lance. Unfortunately for the major, the other Star was an assault Star; when it caught his other two task groups, they were annihilated. Iqbal's force stayed on the move, surviving until a relief battalion from the First Galatean Defense Force arrived to relieve them.

In the arenas of Solaris VII 'Mechs armed with physical weapons like the *Night Stalker's* lance have long been crowd favorites. In fact, Victory Conditions debuted the 'Mech there, offering it as a prize for the victor in a contest. After that the 'Mech's place in the games was assured, but few have matched the reputation of gladiator Jack Barton. Barton was a rising star in the 3137 games,

earning a twenty-second place slot in the open class with his *Night Stalker*. Fighting in a K1, he became famous for ambushing opponents with his lasers and Streak SRMs and then finishing the job with his lance. He won several sponsors in 3138, but his tactics backfired during a grudge match against gladiator Teodor Wodislawcz. Barton did quite well for several minutes, until Wodislawcz caught Barton's lance in his *Centurion's* fist and broke it. Deprived of his signature weapon, Barton appeared to lose focus and was quickly defeated. His sponsors were so disgusted with his performance that they abandoned him.

VARIANTS

Most variants of the *Night Stalker* modify the 'Mech to improve its armament, usually with more ER medium lasers. The most extreme, the K7, is—or was—a very popular Solaris VII BattleMech with re-engineered lasers and a chain whip. The most popular variant is the NSR-K1, with three ER medium lasers and a Streak SRM 6.

NOTABLE UNITS

Sergeant Tamar Doorn: Sergeant Doorn pilots the only *Night Stalker* in the XI Hastati. Along with several of his mates, he has been sent several times from Imbros III to raid the Rasalhague Dominion forces on Ko and Atria. Doorn is a fatalistic MechWarrior who has no qualms about the death-before-capture requirements of these missions, but he fights his *Night Stalker* very much like a man who wants to live. Though he has returned four times with a broken lance and a heavily-damaged 'Mech, his name is at the top of the volunteer list each time another raid is contemplated.

NSR-K3 NIGHT STALKER

Type: **Night Stalker**

Technology Base: Inner Sphere (Advanced)

Tonnage: 40

Battle Value: 1,028

Equipment

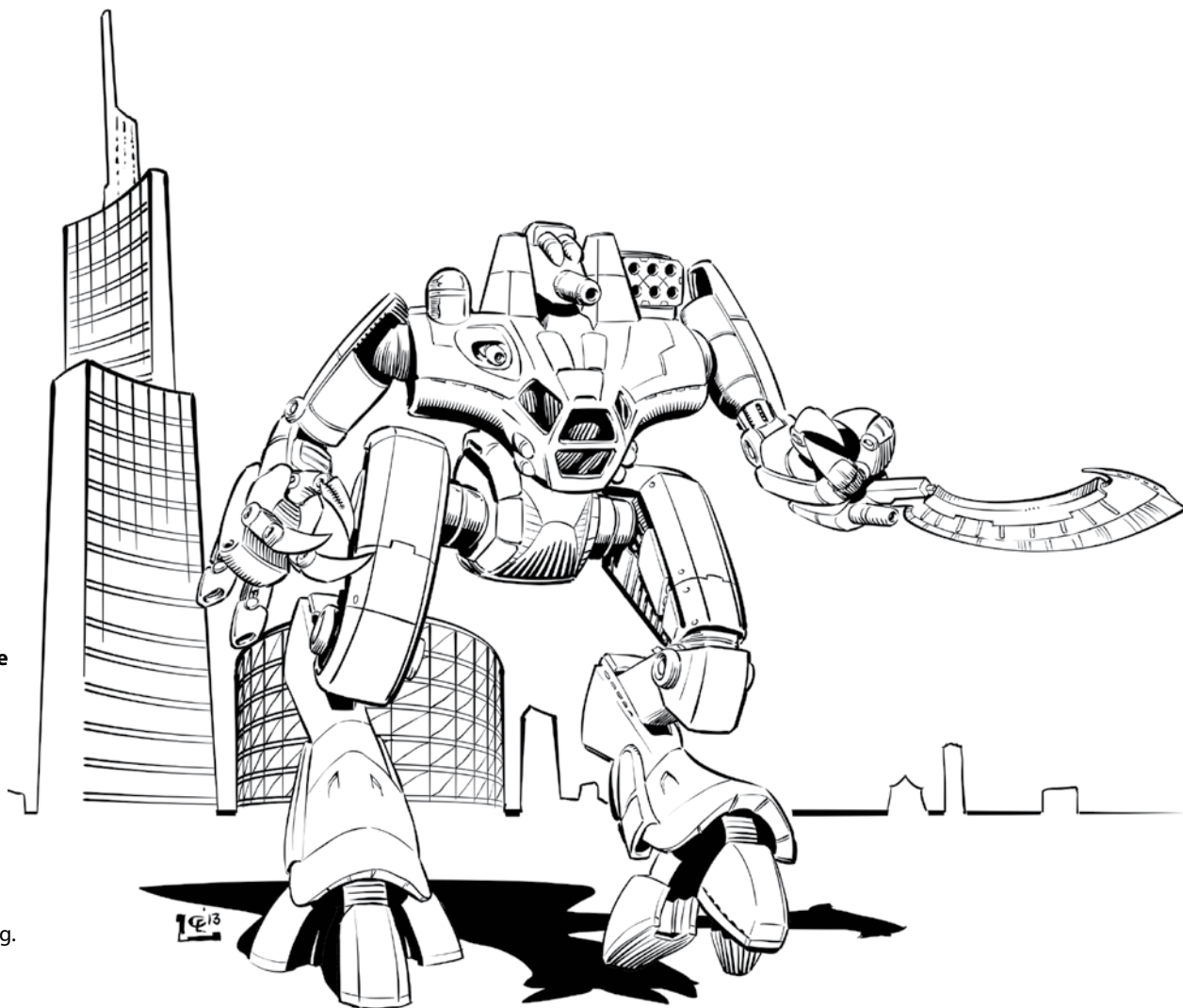
		Mass
Internal Structure:	Endo Steel	2
Engine:	320 XL	11.5
Walking MP:	8	
Running MP:	12	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit (Torso-Mounted):		4
Armor Factor (Ferro):	116	6.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	12	18
Center Torso (rear)		5
R/L Torso	10	14
R/L Torso (rear)		4
R/L Arm	6	12
R/L Leg	10	12

Weapons and Ammo

Location	Critical	Tonnage
2 ER Medium Lasers	RA 2	2
Beagle Active Probe	RT 2	1.5
ER Small Laser	RT 1	.5
Small Pulse Laser	H 1	1
SRM 6	LT 2	3
Ammo (SRM) 15	LT 1	1
Lance	LA 2	2
TAG	LA 1	1

Notes: Features the following Design Quirk: Distracting.



KHP-7R KHEPER

Mass: 55 tons
Chassis: NETC Kappa Endo Steel
Power Plant: Core Tek 275 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None
Armor: Wall Type 8 Light Ferro-Fibrous with CASE II
Armament:
1 M-7 Gauss Rifle
1 Martell-X Medium X-Pulse Laser
1 Martell Extended Range Medium Laser
1 Blankenburg Small Variable-Speed Pulse Laser
1 Holly 7 Tube Multi-Missile Launcher
Manufacturer: New Earth Trading Company
Primary Factory: New Earth
Communications System: Marshal 635
Targeting & Tracking System: Scope 4520

The discovery that ComStar had reconstituted the Com Guards came as a shock to RAF intelligence, but even more alarming was the presence in their ranks of 'Mechs and DropShips that had never been seen before. During the long coursing of the Com Guards to Epsilon Eridani careful attention was paid to evidence that might lead the RAF to the Com Guards' suppliers, and that attention paid off. Almost immediately after the Com Guards' destruction RAF security forces including several knights and a paladin descended on New Earth and claimed the New Earth Trading Company. Re-staffed and nationalized, NETC's products now flow into the RAF's ranks, including the *Kheper*.

CAPABILITIES

The *Kheper* is a versatile medium combatant, though its lack of jump jets limits its utility. The M-7 is a venerable weapon, and well supported by a covey of lasers and a multi-missile launcher. Modestly armored, the *Kheper's* real strength is in its simple construction. With so few production facilities, the Com Guards needed equipment available in bulk; to the Republic's benefit, it turns out, since the RAF's needs are the same.

DEPLOYMENT

The *Kheper* was a common component of Com Guard Level IIs in their rebuilt First Division, and fought to the last with that division on Epsilon Eridani. In the few years that *Khepers* have entered the RAF, they have proven popular machines in raiding parties. If the RAF had no knowledge of the *Kheper's* production, it's as near certain as anything that no one else did, either.

During a destabilizing raid on Milton in 3144, RAF Captain Pamela Pameswaran piloted a *Kheper* against Clan Wolf as part of a lance of medium 'Mechs, painted in FWLM colors and broadcasting Free Worlds transponders. When a *solahma* Nova came upon the RAF lance on its way to its objective, the Star Commander declared a Trial of Possession for the unknown 'Mech. Captain Pameswaran agreed, and the Nova bid to three Points of 'Mechs and two of battle armor. During the battle, Pameswaran's big Gauss rifle accounted for three Elementals and two of the BattleMechs. Though their original raid was blown by the interception, the Wolves wasted months hitting Free Worlds

worlds looking for the *Kheper*—which the Mariks, of course, had never heard of.

NETC's production lines continue to operate under the RAF's management, pushing more and more *Khepers* into the RAF's arsenal. RAF strategists expect this to pay dividends once the Fortress is lowered and the RAF moves to reclaim its occupied territory. Against opponents who haven't faced the *Kheper*, its unique nature will multiply its effect.

NOTABLE UNITS

Captain Pamela Pameswaran: Originally from Alcor, Captain Pameswaran rose through the ranks of the Triarii before transferring to Stone's Brigade in 3143. She was present at the final battle of the Com Guards at Epsilon Eridani and saw the *Kheper* in action. It was this experience that got her assigned to one of the first RAF *Khepers*, but her skill put her on the raiding teams. Since her action on Milton she has advocated for further raids in the Wolf Empire to keep the Clan wasting resources looking for its mystery 'Mech.

Sir Trenton Calhoun: Knight of Sphere Trenton Calhoun served with distinction during the destruction of the Com Guards. He was shot out of his 'Mech during the battle's final stages and claimed a Com Guard *Kheper* from the salvage pool as its replacement. He has been lobbying to lead a raiding team from the Fortress into the Federated Suns, hoping to fan the flames of conflict between the Confederation and the Suns, but thus far his requests have been refused. Sir Trenton bides his time training his company in raiding tactics, in case the RAF changes its mind.

KHP-7R KHEPER

Type: **Kheper**

Technology Base: Inner Sphere (Advanced)

Tonnage: 55

Battle Value: 1,568

Equipment

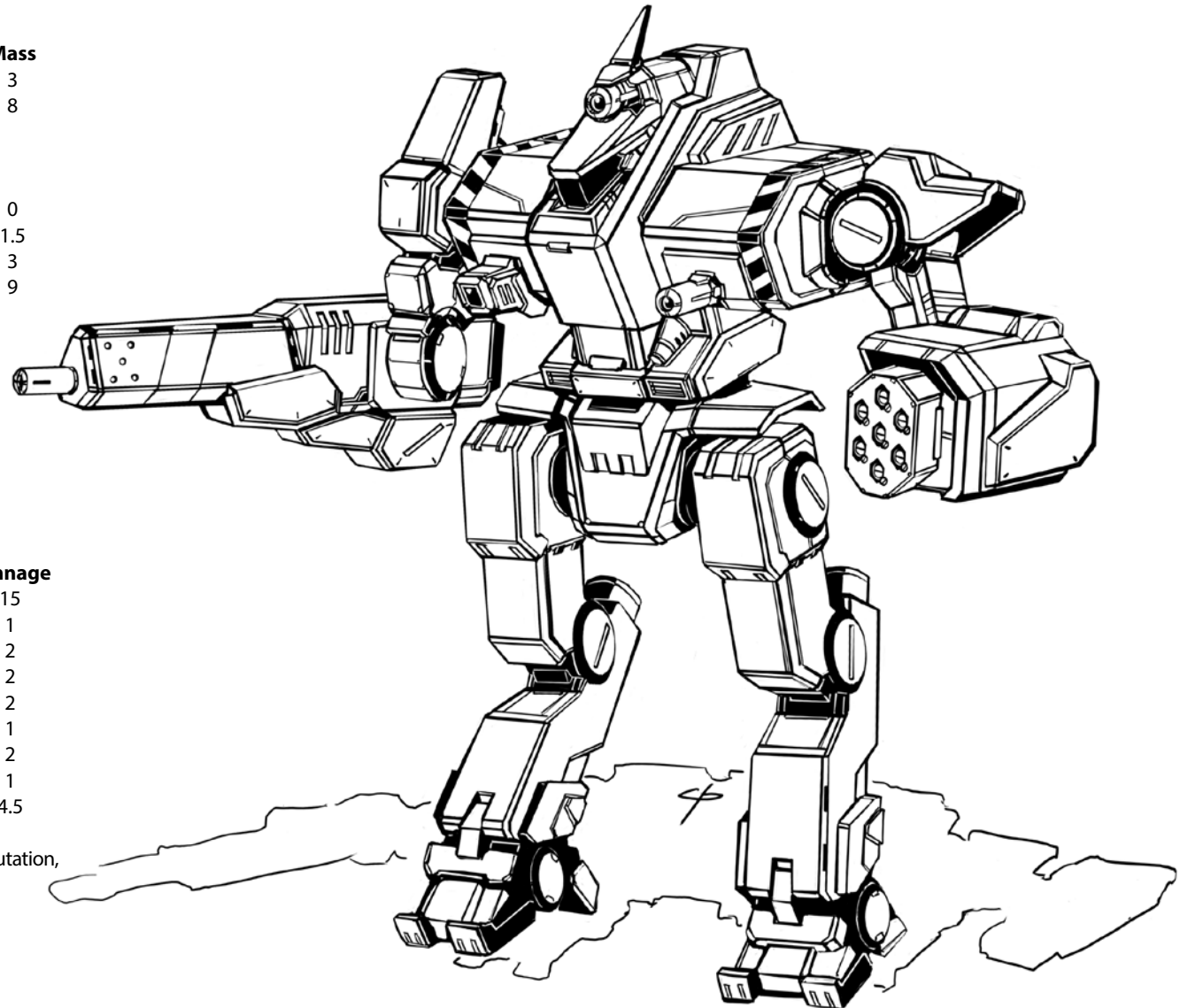
		Mass
Internal Structure:	Endo Steel	3
Engine:	275 XL	8
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro (XL):		1.5
Cockpit:		3
Armor Factor (Light Ferro):	152	9

	Internal Structure	Armor Value
Head	3	9
Center Torso	18	24
Center Torso (rear)		7
R/L Torso	13	15
R/L Torso (rear)		6
R/L Arm	9	15
R/L Leg	13	20

Weapons and Ammo Location Critical Tonnage

Gauss Rifle	RA	7	15
CASE II	RA	1	1
Ammo (Gauss) 16	RT	2	2
Small VSP Laser	RT	1	2
Medium X-Pulse Laser	H	1	2
ER Medium Laser	LT	1	1
Ammo (MML) 34/28	LT	2	2
CASE II	LT	1	1
MML 7	LA	4	4.5

Notes: Features the following Design Quirk: Bad Reputation, Easy to Maintain.



LMT-2R LAMENT

Mass: 65 tons

Chassis: Skobel Template 10 Endo Steel

Power Plant: VOX 325 XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Krupp 205 Light Ferro-Fibrous

Armament:

2 Magna Supernova Heavy Particle
Projection Cannons

3 Diverse Optics Sunfire Extended
Range Medium Lasers

Manufacturer: Skobel MechWorks

Primary Factory: Terra

Communications System: Skobel Wave VII
Comm

Targeting & Tracking System: Falcon 15 Watcher

Skobel presented the *Lament* to the RAF a few brief years before Stone's retirement and the Blackout. Intended as a powerful main-line combatant in Stone's Brigade, the *Lament* is clearly an offensive-minded heavy 'Mech designed to crush enemy BattleMechs. RAF procurement slipped the 'Mech into the 3127 appropriations and the Senate approved, and *Laments* have marched into the RAF ever since.

CAPABILITIES

The *Lament's* hard-hitting arsenal is built around energy weapons and the radical heat sinks that make extended engagements survivable. It offers the same hard-hitting profile that made the *Awesome* and the *Warhammer* such powerful attack 'Mechs during the Succession Wars, but without those 'Mechs' crippling heat burdens. Fast, well-armored and enjoying a fearsome reputation, *Laments* serve in every regiment of Stone's Brigade despite unfamiliarity among technicians with the radical heat sink system.

DEPLOYMENT

Laments serve both inside and outside the Fortress. A number of them appear in Redburn's Remnant forces, where they are prized 'Mechs often assigned to spearhead counterassaults. In particular, one lance of Colonel Serrano's III Principes Guards contains two *Laments*, piloted by two brothers, Stephen and Samson Anderson.

During an attack against Dubhe by two Trinarys of the Wolf Guards, the Andersons' lance moved around the main battle and advanced toward the Wolf landing zone, hoping to force them to break contact with the rest of the Principes and retreat. They found a vehicle Trinary waiting as LZ guards. Though they likely had the firepower to crush the tanks, the Wolf tankers were canny: they stayed close enough to the DropShips to be covered by the vessels' batteries.

The Andersons' paired *Laments* moved forward. They challenged a single Star of the defenders to a Trial of Possession for one of the DropShips. The Trinary commander accepted, building a mixed Star around a Marksman tank and a pair of Skanda light tanks. The Andersons advanced, accepting the Skandas' fire to close the range with the bulk of the tanks. They ignored the Tamerlane strike sleds on the flanks until they were close enough to fire on the trio of tracked tanks.

Repeated heavy PPC strikes hammered through the Marksman's heavy armor in less than a minute. The Andersons fired again and again, oversteering their heat systems with repeated flushings. By the time the Marksman's turret exploded off its ring, Stephen's heat system had failed and Samson's left knee actuator was locked. Still, they stumped close enough to melt one of the Skandas before the rest of the Star withdrew out of the Circle of Equals. The rest of the Wolf raiding force returned a few hours later

to find one of its DropShips missing. Remnant scouts watched for hours while the Wolves fought the Trials of Grievance and Refusal to see who would return aboard the ships.

VARIANTS

Several *Lament* variants have appeared as Skobel works to refine its specifications. All retain the radical heat sink system; several carry three ER PPCs in place of the paired Magna Supernovas, with or without C³. The most radical departure from convention is the 4RC, which replaces the PPCs with Clan-built improved heavy lasers.

NOTABLE UNITS

Major Dikembe Tosbani: Major Tosbani commands a special assault company of Stone's Fury. He and his MechWarriors—including two Knights of the Sphere—are on a mission to become the RAF's most fierce attackers. They routinely practice open-field assaults, overrun combat and attacks against fixed positions. Each of Tosbani's three lances has participated in spoiling raids outside the Fortress, including one action against the Remnant. During that action, Major Tosbani himself destroyed the *BattleMaster* of former Knight of the Sphere Alicia Stapleton. Stapleton survived, but feedback damage removed her from combat duty.

Lieutenant Samson Anderson: Along with his brother Stephen, Samson pilots a *Lament* with the Republic Remnant. After the action on Dubhe, both MechWarriors were transferred to Damien Redburn's personal unit. Now on Callison, they've become the former exarch's unofficial bodyguards whenever Redburn takes to the battlefield. The Remnant's public relations department work hard to show the two battered *Laments* in any shot with Redburn's 'Mech.

LMT-2R LAMENT

Type: **Lament**

Technology Base: Inner Sphere (Advanced)

Tonnage: 65

Battle Value: 1,999

Equipment

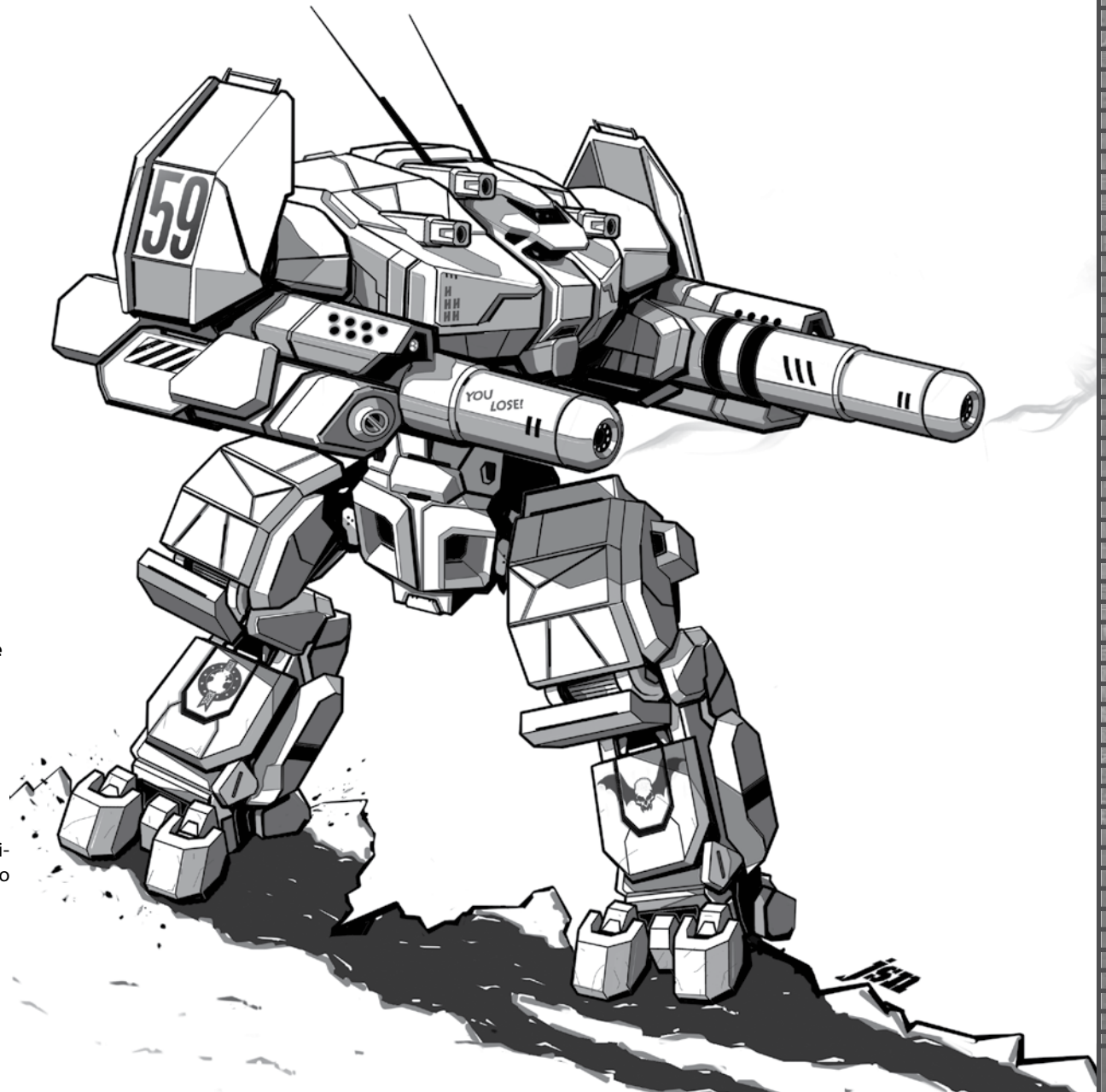
		Mass
Internal Structure:	Endo Steel	3.5
Engine:	325 XL	12
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	15 [30]	5
Gyro (XL):		2
Cockpit:		3
Armor Factor (Light Ferro):	211	12.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	21	33
Center Torso (rear)		9
R/L Torso	15	22
R/L Torso (rear)		8
R/L Arm	10	20
R/L Leg	15	30

Weapons and Ammo Location Critical Tonnage

Heavy PPC	RA	4	10
ER Medium Laser	RT	1	1
Radical Heat Sink System	RT	3	4
ER Medium Laser	H	1	1
ER Medium Laser	LT	1	1
Heavy PPC	LA	4	10

Notes: Features the following Design Quirks: Multi-Track, Protected Actuators, Rumble Seat. Difficult to Maintain, Non-Standard Parts.



Mass: 75 tons
Chassis: NETC Omicron Endo Steel
Power Plant: Vlar 300
Cruising Speed: 43 kph, 54 kph with Triple-Strength Myomer
Maximum Speed: 64 kph, 86 kph with Triple-Strength Myomer
Jump Jets: None
Jump Capacity: None
Armor: Wall Type 8 Light Ferro-Fibrous with CASE II
Armament:
 1 Mydron Excel Class 10 Ultra Autocannon
 1 Hovertec Streak SRM 4 Launcher
 1 OMI StarBurn Bombast Laser
Manufacturer: New Earth Trading Company
Primary Factory: New Earth
Communications System: Marshal 635
Targeting & Tracking System: Scope 4520

Like the *Kheper*, the *Uraeus* was built in secret for the Com Guards and has since become one of the new machines serving in the expanded RAF. In the Com Guard it served in heavy and cavalry Level IIs, but the RAF has designated it a heavy raiding machine. Fast enough for a seventy-five ton 'Mech, and faster still under stress, it serves this role well despite being maligned for its ComStar origins.

CAPABILITIES

Uraeuses were built to be main combatants in the thick of heavy fighting. Two defining features reveal the ComStar engineers' thinking: a turret-mounted bombast laser and the triple-strength myomer-enhanced vibroblade. Able to attack in several axes at once, and utterly fearsome in physical attacks, the *Uraeus* is a devastating close-attack 'Mech.

DEPLOYMENT

The *Uraeus* appears frequently in the Hastati and the Triarii, and in limited numbers in Stone's Brigade. Like the *Kheper*, it is often sent on destabilizing raids outside the Fortress, where its ability to get itself out of trouble makes it a valuable, if only grudgingly used, asset.

Two of the 'Mechs sent to destroy the string of outposts on Zurich were *Uraeuses*, and they were instrumental in defeating a last-minute ambush by Capellan forces that almost prevented the RAF forces from escaping. The Capellans, warned by a hovertank company destroyed at the RAF landing zone, were rushing forces into the area. The raiding party, only two of its objectives destroyed, was retreating when they encountered a Capellan relief force. The raiding party, six 'Mechs, immediately attacked the two Capellan lances, with the *Uraeuses* in the center.

One of the 'Mechs, piloted by Sergeant Imogen Nopah, crushed a Capellan *Stinger* in its initial charge. Her autocannon and Steak SRMs were firing at nearby Capellans as fast as their ammunition could be loaded, and her bombast laser was swiveling around on its turret, firing at its highest setting. Within moments she had driven her heat high enough to activate her 'Mech's triple-strength myomer. Then she charged again, this time at a *Cataphract*.

The *Cataphract*'s stealth armor was no help to it at point-blank range. Nopah slammed a fusillade into the heavy 'Mech's armor and then drove her vibroblade into its gut, severing its gyro controls. The 'Mech thrashed and fell, and Nopah moved on to her next target.

By the time the raiding force reached the DropShips and escape, only four of the RAF 'Mechs were left. All were damaged, including the *Uraeuses*, which had both broken their vibroblades. Their autocannon ammunition magazines were empty. Both pilots were treated for heat ailments, their cooling systems long since overloaded.

NOTABLE UNITS

Lieutenant Imogen Nopah: Upon her return from Zurich Nopah was promoted and offered a *Lament* to replace her battered *Uraeus*. She accepted the promotion but refused the new 'Mech, making many in the Principes wonder about her sanity. Few question her loyalty or her skills, however, and her company commander is still weighing her proposal to form an all-*Uraeus* lance to train in close-assault tactics.

Adept Pieter Asmund: Adept Asmund was a Level II commander in the Com Guards' First Division, and among the last to fall on Epsilon Eridani. He had come to the attention of the RAF on Luyten 68-28, when his Two held the rearguard against RAF attackers. He and his *Uraeus* were instrumental in defeating the leading Republic lances, securing time for the Com Guards to board ship and escape. On Epsilon Eridani his time ran out; caught by the combat drop of the Hastati, his entire Two was crushed beneath heavy fire. Asmund was knocked unconscious and captured; his whereabouts since then are classified, though the tactics of his Two on Luyten are studied in RAF military academies.

UAE-7R URAEUS

Type: **Uraeus**

Technology Base: Inner Sphere (Advanced)

Tonnage: 75

Battle Value: 1,843

Equipment

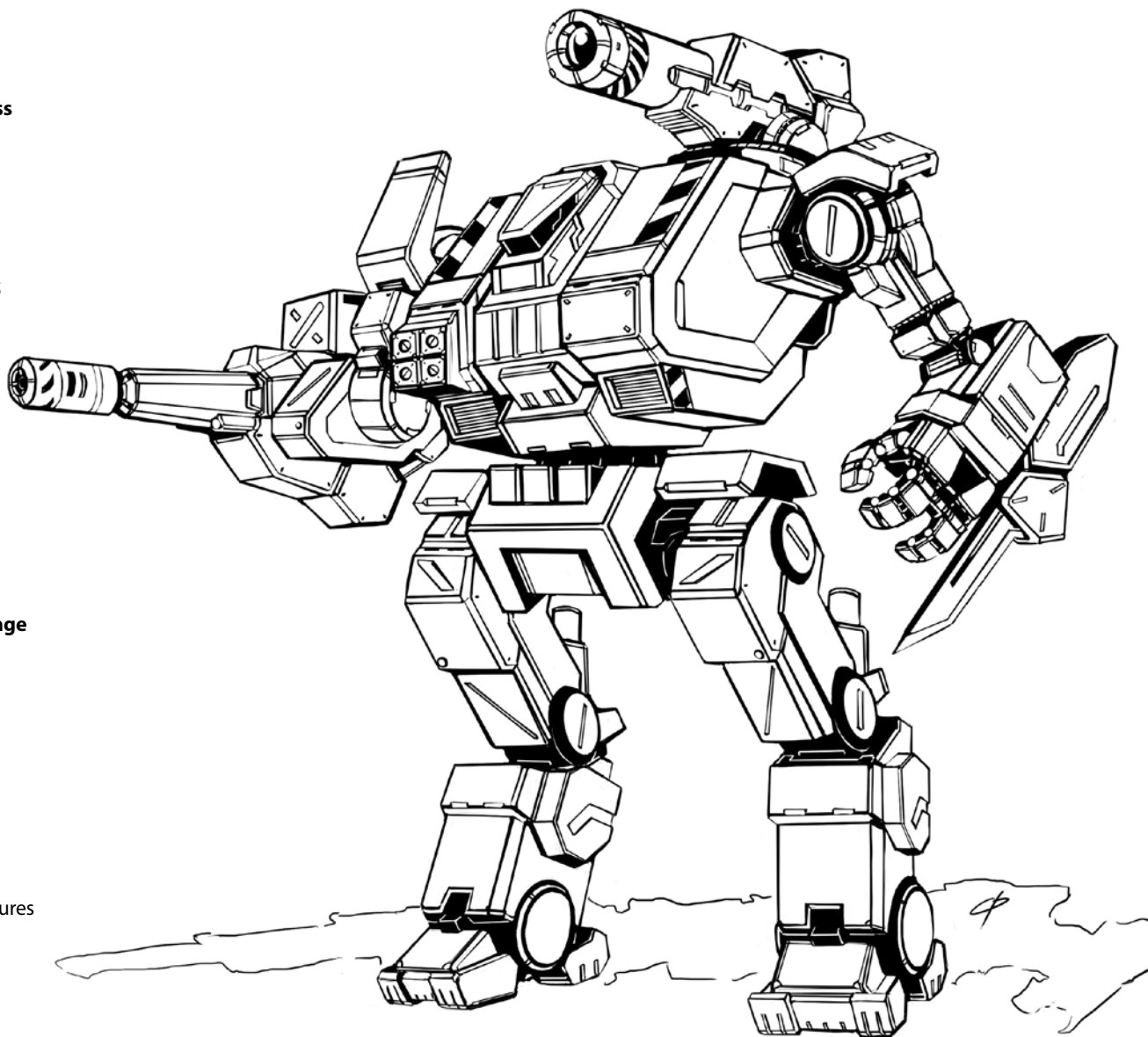
		Mass
Internal Structure:	Endo Steel	4
Engine:	300	19
Walking MP:	4 (5)	
Running MP:	6 (8)	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro (XL):		1.5
Cockpit:		3
Armor Factor (Light Ferro):	220	13

	Internal Structure	Armor Value
Head	3	9
Center Torso	23	33
Center Torso (rear)		10
R/L Torso	16	23
R/L Torso (rear)		8
R/L Arm	12	24
R/L Leg	16	29

Weapons and Ammo Location Critical Tonnage

Ultra AC/10	RA	7	13
Streak SRM 4	RT	1	3
Ammo (Streak) 25	RT	1	1
Ammo (Ultra) 30	RT	3	3
CASE II	RT	1	1
Bombast Laser*	LT	3	7
Shoulder Turret (Armored)	LT	1	1.5
Medium Vibroblade	LA	2	5
Triple Strength Myomer	RT/LT	3/3	0

Notes: *Mounted in BattleMech Shoulder Turret. Features the following Design Quirk: Bad Reputation.



DLR-O DOLOIRE

Mass: 80 tons
Chassis: Titan Special-DAA Endo-Composite
Power Plant: Light Force 320 XL
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None
Armor: ArcShield VII Mk.7
Armament:
 32 tons of pod space available
 2 Series 2f Extended Range
 Medium Lasers
Manufacturer: StarCorps Industries
Primary Factory: Terra
Communications System: Telestar Model
 XTD-131
Targeting & Tracking System: Starlight
 Adjustable LX-8

The *Doloire* was intended to become one of the Republic's flagship OmniMechs when it entered production in 3121, and an example of the Republic's cooperation with the Clan enclaves within its borders. Built with mixed technology and armed the same, all of the *Doloire's* configurations are built to pound enemy 'Mechs into submission. Since the Fortress was raised and its protocols instituted, StarCorps has increased production. *Doloires* are often assigned to promising young officers, who use it to find success in battle and ensure their future promotion.

CAPABILITIES

Though not overly fast for an eighty-ton assault 'Mech, the *Doloire's* Clan-built engine is less susceptible to damage than a comparable Inner Sphere-built engine. All of its configurations are built to benefit from the integral actuator enhancement system built into the arms, though the newest configuration is clearly built to wade into heavy combat and destroy enemy 'Mechs.

DEPLOYMENT

Doloires appear in every regiment of the RAF, and several survive with the Republic Remnant and a handful of mercenary groups founded out of the tatters of the prefecture militaries. They are universally revered as powerful, flexible machines, but that same reverence makes them fire magnets in combat.

In 3136 the Capellan Confederation moved in to claim Azha. One of the last units on-world was a small mercenary unit called the Past Knights. Despite the grandiose name, none of the mercenaries had ever been a Knight of the Sphere, and only one—Hiram Torch—had served in the RAF. He'd taken his *Doloire* when he left, but the Past Knights lacked the logistical wherewithal to reconfigure it. When the Capellans landed, the Past Knights moved to block a critical river crossing near Naples. The Knights placed Torch's *Doloire* near the center of the position, where its large pulse lasers and Gauss rifle could cover the bridge. The first Capellan units to try the bridge were a column of hovortanks; Torch's lasers made quick work of them.

The second push against the bridge was backed by a pair of Pixius; an *Agrotera* and a *Raven* tried to force the crossing. The Pixius concentrated their Inokumas on Torch's 'Mech, forcing him back, but the Knights' supporting units, four Sorteks, were able to push the assault back. The final push, this time supported by a *Cataphract* and a *Tempest*, came with airmobile battle armor. Torch was killed when battlesuits swarmed his 'Mech and breached his cockpit, but he'd claimed a warrior's guard in kills before he went down.

NOTABLE UNITS

Lieutenant Anne Archimbault: Lieutenant Archimbault was assigned to Stone's Fury the day after New Year's in 3144. By February first

she was already through the Fortress and pushing her *Doloire* across the beaten wasteland of the Long Fuzz on Hsien. There she and her lance attacked a task group of the Second Liao Guards. The initial volley destroyed three of the Capellans' Predator Tank Destroyers. By the time the Liao 'Mechs got turned around, Archimbault was close enough to volley her Streak SRMs. A minute later it was all over—and Archimbault had claimed three 'Mech kills, all with her TSEMP and vibroblade.

Sao-wei Sera Klimovna: Sao-wei Klimovna—the Klimovna, since her father's death in 3143—pilots the only salvaged *Doloire* in the CCAF: Hiram Torch's 'Mech. Though the Confederation can afford to purchase more high technology, the Klimovna prefers the A configuration because of its plasma rifles.

Type: **Doloire**
 Technology Base: Mixed Inner Sphere (Advanced)
 Tonnage: 80
 Battle Value: 2,709

Equipment		Mass
Internal Structure:	Endo-Composite	6
Engine:	320 XL (C)	11.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks (C):	12 [24]	2
Gyro:		4
Cockpit:		3
Armor Factor:	232	14.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	25	38
Center Torso (rear)		11
R/L Torso	17	26
R/L Torso (rear)		7
R/L Arm	13	24
R/L Leg	17	30

DLR-O DOLOIRE

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	1 Endo-Composite	0
Center Torso	2 ER Medium Laser (C)	0
Right Torso	2 XL Engine (C)	8
	2 Endo-Composite	
Left Torso	2 XL Engine (C)	6
	4 Endo-Composite	
Right Arm	4 AES	4
Left Arm	4 AES	4
Right Leg	None	2
Left Leg	None	2

Notes: Features the following Design Quirks: Multi-Trac, Command Unit.

Fixed Equipment

Location	Critical	Tonnage
AES	4	2.5
2 ER Medium Lasers (C)	2	2
AES	4	2.5

Weapons and Ammo

Primary Weapons Configuration

Location	Critical	Tonnage
Large Pulse Laser (C)	2	6
Gauss Rifle (C)	6	12
Ammo (Gauss) 16	2	2
Double Heat Sink (C)	2	1
Double Heat Sink (C)	2	1
Angel ECM Suite	2	2
2 Double Heat Sinks (C)	4	2
Large Pulse Laser (C)	2	6

Alternate Configuration A

Location	Critical	Tonnage
Plasma Rifle	2	6
Ammo (Plasma) 10	1	1
Double Heat Sink (C)	2	1
2 SRM 6 (C)	2	3
Ammo (SRM) 60	4	4
CASE II	1	1
Double Heat Sink (C)	2	1
Double Heat Sink (C)	2	1
ER Medium Laser (C)	1	1
Ammo (Plasma) 10	1	1
Radical Heat Sink System	3	4
Plasma Rifle	2	6
Ammo (Plasma) 10	1	1
Double Heat Sink (C)	2	1

Battle Value: 2,336

Weapons and Ammo

Alternate Configuration B

Location	Critical	Tonnage
Rotary AC/5	6	10
Ammo (RAC) 80	4	4
CASE II	1	1
Double Heat Sink (C)	2	1
3 Double Heat Sinks (C)	6	3
2 ER PPC (C)	4	12
Double Heat Sink (C)	2	1

Battle Value: 3,136

Weapons and Ammo

Alternate Configuration C

Location	Critical	Tonnage
LRM 20 (C)	4	5
Artemis V (C)	2	1.5
Streak SRM 6 (C)	2	3
Ammo (Streak) 30	2	2
Ammo (LRM) 18	3	3
CASE II	1	1
Streak SRM 6 (C)	2	3
ER Small Pulse Laser (C)	1	1.5
C³ Master Unit	5	5
Streak SRM 6 (C)	2	3
Lance	4	4

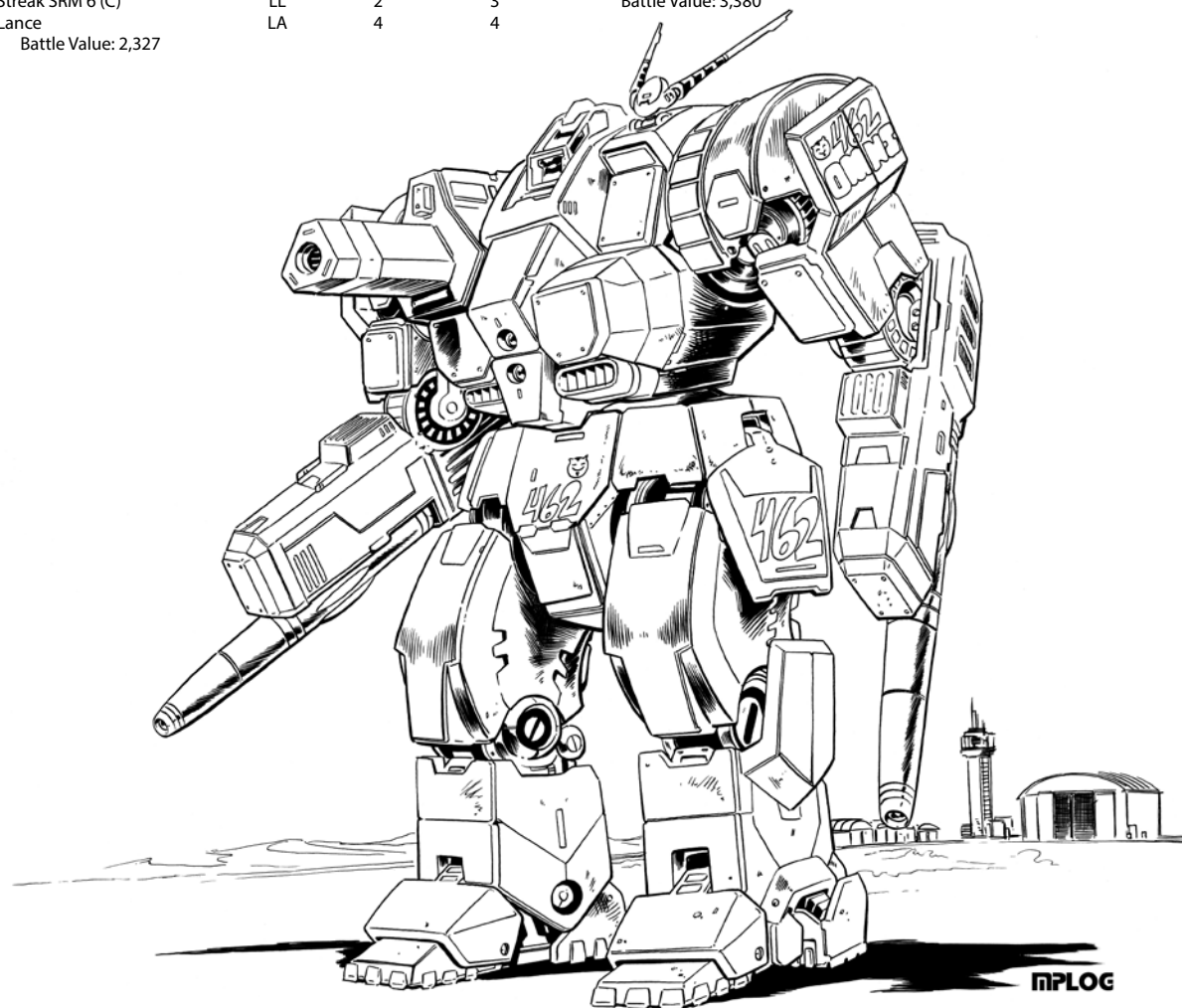
Battle Value: 2,327

Weapons and Ammo

Alternate Configuration D

Location	Critical	Tonnage
4 Streak SRM 4 (C)	4	8
TSEMP	5	6
Ammo (Streak) 50	2	2
CASE II	1	1
ER Micro Laser (C)	1	.25
TSEMP	5	6
Supercharger	1	1.5
ER Micro Laser (C)	1	.25
Large Vibroblade	4	7

Battle Value: 3,380



MAL-XT MALICE

Mass: 100 tons
Chassis: Dynamic Endo Steel
Power Plant: LTV 400 XL
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None
Armor: Durallex Heavy
Armament:
4 Mydron Excel 5SG LB 5-X Autocannons
4 Diverse Optics Sunfire Extended Range
Medium Lasers
Manufacturer: Eris Enterprises Design Group,
Dynamic Ordnance and Ammunition
Primary Factory: Capolla (Eris), Galatea
(Dynamic)
Communications System: Neil 8000
Targeting & Tracking System: Dynatec 2780

The *Malice*, a joint venture between Eris Enterprises Design Group and Dynamic Ordnance and Ammunition, entered service just before the Blackout. A fast—so far as that goes for a 100-ton 'Mech—assault machine, it found instant acceptance with mercenary buyers on Galatea and RAF purchasers on Capolla. The Fortress cut Eris off from the rest of the Inner Sphere, but Dynamic has been selling the *Malice* to mercenaries as fast as they can be built.

CAPABILITIES

The key element of the *Malice's* success is its speed for a 100-ton 'Mech. To maintain this advantage the *Malice's* knees are protected by Dynamic's "demon leg" double knee. The Mydron Excel cannons are tried-and-true weapons, backed up by proven Diverse Optics lasers, and the 'Mech carries a thick sheath of Durallex Heavy armor.

DEPLOYMENT

The *Malice* appears in both of the Galatean Defense Force regiments, as well as most of the mercenary units of any quality that operate off of Galatea. With the heavy fighting in and around those worlds, *Malices* have earned quite a reputation.

In 3144 a small mercenary company called the Whiskey Tangos raided the Lyran world Vindematrix, under contract to the Galatean Defense League to claim a supply dump from the LCAF. The Tangos were barely a company in strength, two *Malices* supported by six Shandras and three Behemoth II heavy tanks. Defending the supply dump was a medium 'Mech lance and a company of battlesuit infantry.

The Tangos used their Shandras to try and draw the Lyrans away. The six scout vehicles sped toward the depot and then veered off, firing a single volley from their SRM racks to draw attention. They succeeded in drawing the 'Mechs out of the depot, but instead of clearing the area they detected the heavy elements of the Tangos closing. The Lyran 'Mechs barely had time to turn around before the *Malices* and Behemoths were in range. As the battlesuits ran from the depot, the battle began.

The *Malices* ignored the 'Mechs after two initial barrages, leaving the 'Mechs to the Behemoths. Instead, they spun around and opened fire on the approaching battlesuits at long range. The battlesuits, lacking APCs and charging across a cleared killing ground, suffered horrendous losses to the *Malices'* submunitions. By the time they reached firing range of their own weapons, barely a platoon and a half was combat ready, and they were easy prey for the *Malices'* medium lasers. The Behemoths, too heavily armed and armored to be easily overrun by the Lyran 'Mechs, were just being pressed

back when the Tango Shandras returned, volleying missiles into the Lyran 'Mechs' rear. The Lyrans broke off, leaving the depot to the mercenaries.

VARIANTS

For such a young 'Mech the *Malice* has a surprising number of variants. Whether upgrading two of the autocannons to LB 10-X or swapping them for light autocannons to take advantage of specialty ammunition, they are all powerful machines. The most rare, the YZ, a specialty Clan version available from Eris, is a mixed-technology moving massacre.

NOTABLE UNITS

Nicolas Oleance: Oleance is one of the *Malice* pilots in the Whiskey Tangos. A former LCAF MechWarrior, he was chosen to lead the Vindematrix raid because of his experience with Lyran tactics. He knew the MechWarriors would chase the Shandras, despite the physical impossibility of catching them, because they'd want the glory of victory to earn promotions. Since his return he has been courted by the Defense League to accept a position in one of the GDL regiments, but he is holding out for offers for the entire Whiskey Tangos.

Major Sabine Westhaven: Major Westhaven oversees three raiding parties based with the XVI Hastati on Zollikofen, maintaining the strict discipline these squads must maintain to protect the Fortress' secret. She participates regularly with them in training, often taking her YZ *Malice* into the field to make certain her troopers are ready to face the most dangerous opponents possible. Despite repeated requests, however, she has been denied permission to accompany any of her raiding parties across the Fortress.

MAL-XT MALICE

Type: **Malice**

Technology Base: Inner Sphere

Tonnage: 100

Battle Value: 1,852

Equipment

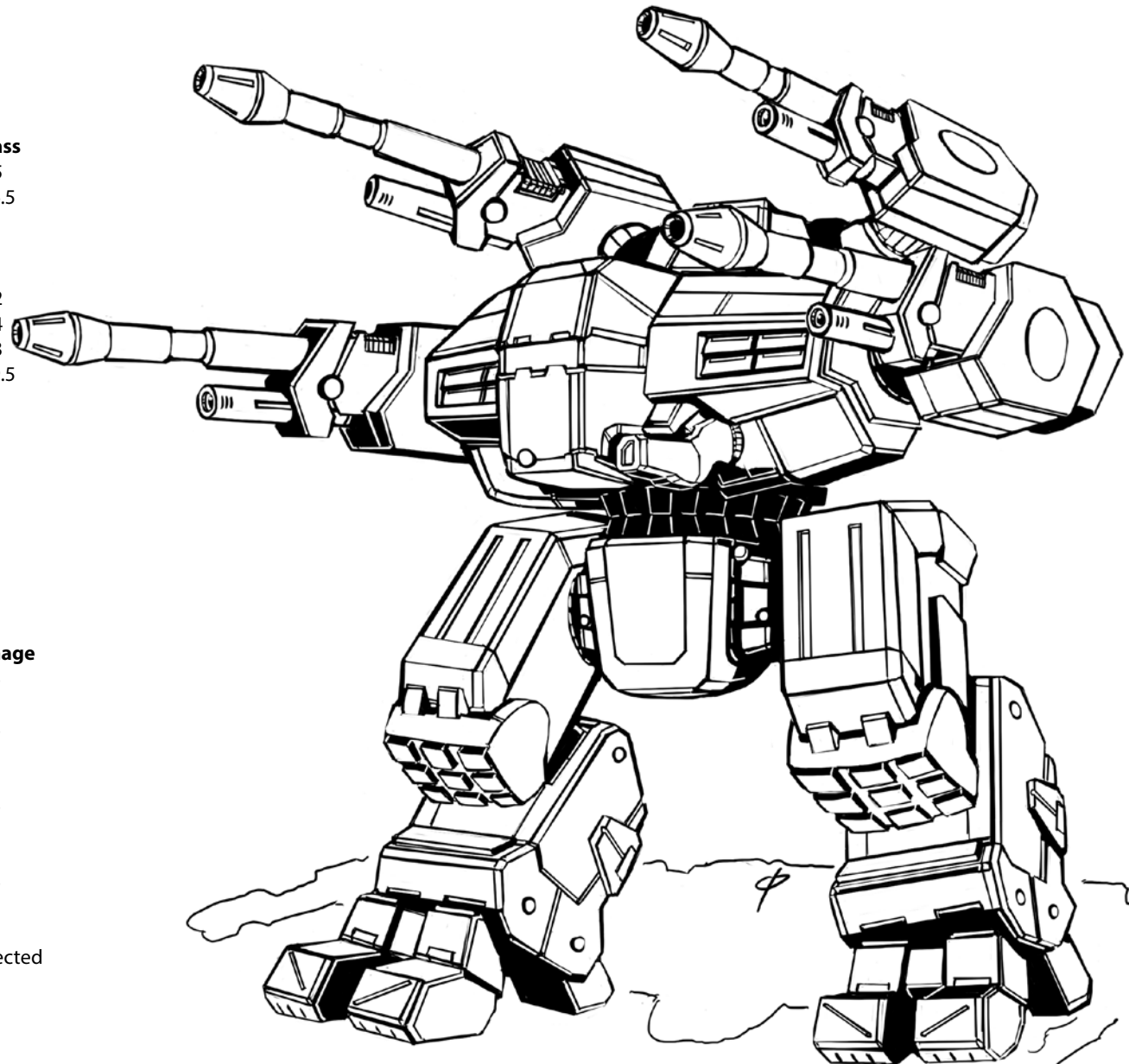
Internal Structure:	Endo Steel	Mass
Engine:	400 XL	5
Walking MP:	4	26.5
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		4
Cockpit:		3
Armor Factor:	307	19.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	31	42
Center Torso (rear)		20
R/L Torso	21	30
R/L Torso (rear)		12
R/L Arm	17	34
R/L Leg	21	42

Weapons and Ammo

Location	Critical	Tonnage
LB 5-X AC	5	8
ER Medium Laser	1	1
LB 5-X AC	5	8
ER Medium Laser	1	1
Ammo (LB-X) 40	2	2
LB 5-X AC	5	8
ER Medium Laser	1	1
Ammo (LB-X) 40	2	2
LB 5-X AC	5	8
ER Medium Laser	1	1

Notes: Features the following Design Quirk: Protected Actuators.



PSD-V2 POSEIDON

Mass: 125 tons
Chassis: Rhodes-P Endo Steel
Power Plant: PlasmaStar 375 XL
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: None
Jump Capacity: None
Armor: Maximillian 320 with CASE II
Armament:

- 2 Hyperion Lance Extended Range Medium Lasers
- 3 Hyperion Ray Extended Range Small Lasers
- 2 Hyperion Titan Bolt Extended Range Particle Projection Cannons
- 2 LongFire Light LRM 5 Launcher
- 1 Skobel Drotnik MRM 20 Launcher
- 3 Harvester 2K SRM 2 Launcher
- 1 Brontios Tight-Stream Electromagnetic Pulse Cannon
- 6 Titan's Tread A-Pods

Manufacturer: Rhodes Foundry
Primary Factory: Devil's Rock
Communications System: Titan's Shout Mk. IVA
Targeting & Tracking System: Titan's Vantage Mk. II with Apollo FCS

Ever since the dawn of the BattleMech, it seems, engineers have tried to develop a walking war machine capable of breaking the so-called "100-ton barrier," that point where simply too much mass stresses a frame made of too many moving parts. In the days of the original Star League, there were many attempts made to do this—all the way to the realm's bitter end with "Amaris' Folly" itself, the *Matar*. It was not until the waning days of the Jihad that the technology emerged to make viable super-heavy 'Mechs, but the sheer devastation that befell Terra, and the taint of any machines made from Word of Blake research, led to a moratorium on

the notion of building 'Mechs bigger, stronger, and better than before. Having the sponsoring realm champion the cause of universal peace and minimal armies didn't help either.

But that's not to say the Republic of the Sphere wasn't ready to leap at the chance. No sooner had war erupted in the wake of the Blackout, and the Fortress walls had gone up, than the Rhodes Project went into overdrive—aimed at giving the Republic nothing short of the ultimate 'Mech.

CAPABILITIES

The PSD-V2 *Poseidon* is the spiritual successor to the Republic's first experimental attempt at a superheavy BattleMech—a lumbering biped known as the *Orca*. Itself derived from engineering specs for the Word of Blake's *Omega*, the *Orca* project was mothballed shortly after it produced its prototype models. Though forgotten by most, lessons from the *Orca* inspired the *Poseidon*'s development down to its endo steel bones and reinforced actuators. Reengineered for greater stability and battlefield flexibility, the first prototypes of these superheavy tripods emerged from secret facilities on Terra and went through their paces against a surprising enemy: the Republic Senate.

DEPLOYMENT

The *Poseidon* is the first of the tripod superheavies—or, as many have dubbed them, "Colossals"—produced by the Rhodes Project, but one wouldn't know that from the hype. Unlike the heavier *Ares*, the *Poseidon* was not built for modular technology. This made it easy for observers to identify many of its features once they survived the initial encounters.

Prototypes of this unit first saw action at the Serbian proving grounds on Terra, when rebel senatorial forces attempted to seize the

top secret facilities there in 3135. Two test bed PSD-X1 models took the rebels completely by surprise, achieving almost as much in their shocking appearance as they managed with their weapons. The entire engagement took place under a blackout imposed by the proving grounds' loyalist commanders, and was subsequently classified under orders from Exarch Levin himself, but details of the *Poseidons*' performance quickly led to the refinements that appeared on the final PSD-V2s.

At present, all *Poseidon*- and *Ares*-class superheavy tripods are being used only by the RAF's most reliable commands, with the majority deployed only in defensive roles.

NOTABLE UNITS

Captain Jacques Wolfcastle: As a test pilot for the Rhodes Project, then-Lieutenant Wolfcastle gained the distinction of being one of the Republic's first *Poseidon* pilots to see combat, at the helm of a prototype X1 in Serbia. Though he operated the machine solo—the three-man cockpit systems were not fully established and integrated yet—and was saddled with a faulty targeting system, he managed to drive off the rebel senatorial forces with a combination of intimidation and what he called "spray and pray" shooting.

In recognition of his bravery and loyalty, Wolfcastle was promoted to captain and given command of one of the first completed V2 *Poseidons*. Posted now to Stone's Fury on Liberty, he has since honed his skills with a full crew of veteran MechWarriors, and leads a full lance of superheavy tripods. His combat style remains focused on using shock as his primary weapon, demoralizing the enemy with overkill attacks and saturation fire all designed to deliver more flash and thunder than surgical precision.

PSD-V2 POSEIDON

Type: **Poseidon**

Technology Base: Mixed Inner Sphere (Advanced)

Tonnage: 125

Battle Value: 3,760

Equipment

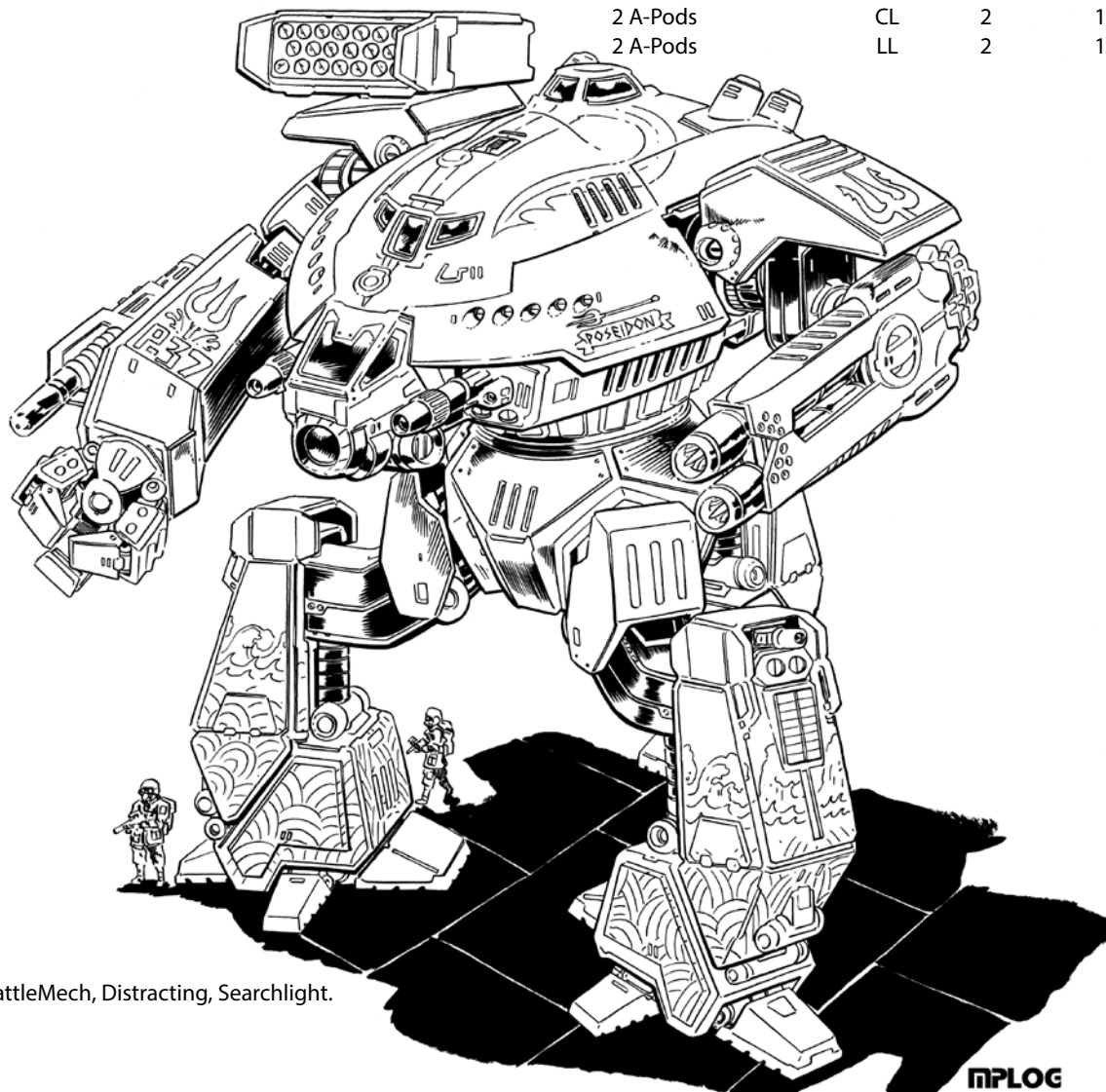
	Endo Steel	Mass
Internal Structure:	14	
Engine:	375 XL	19.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	20 [40]	10
Gyro:		8
Cockpit:		5
Armor Factor:	384	24

	Internal Structure	Armor Value
Head	4	12
Center Torso	38	55
Center Torso (rear)		21
R/L Torso	26	40
R/L Torso (rear)		12
R/L Arm	21	36
R/C/L Leg	26	40

Weapons and Ammo	Location	Critical	Tonnage
MRM 20	RA	2	7
Apollo FCS	RA	1	1
TSEMP	RA	3	6
ER Medium Laser (C)	RT	1	1
ER Small Laser (C)	RT	1	.5
LRM 5	RT	1	2
SRM 2	RT	1	1
Ammo (SRM) 50	RT	1	1
Ammo (MRM) 12	RT	1	1
CASE II	RT	1	1
ER Small Laser (C)	CT	1	.5
SRM 2	CT	1	1

Weapons and Ammo	Location	Critical	Tonnage
ER Medium Laser (C)	LT	1	1
ER Small Laser (C)	LT	1	.5
LRM 5	LT	1	2
SRM 2	LT	1	1

Weapons and Ammo	Location	Critical	Tonnage
Ammo (LRM) 24	LT	1	1
CASE II	LT	1	1
2 ER PPC (C)	LA	2	12
2 A-Pods	RL	2	1
2 A-Pods	CL	2	1
2 A-Pods	LL	2	1



Notes: Features the following Design Quirks: Command BattleMech, Distracting, Searchlight.

ARS-V1 ARES

Mass: 135 tons

Chassis: Rhodes-M Endo-Composite

Power Plant: PlasmaStar 270

Cruising Speed: 21 kph

Maximum Speed: 32 kph

Jump Jets: None

Jump Capacity: None

Armor: Maximillian 320 with CASE II

Armament:

41 tons of pod space available

2 Hyperion Lance Extended Range

Medium Lasers

3 Hyperion Ray Extended Range

Small Lasers

2 LongFire Light LRM 5 Launcher

3 Harvester 2K SRM 2 Launcher

6 Titan's Tread A-Pods

Manufacturer: Rhodes Foundry

Primary Factory: Devil's Rock

Communications System: Titan's Shout Mk. IVA

Targeting & Tracking System: Titan's Vantage Mk. II

Even as the *Poseidons* completed their early prototype trials, plans were drawn up for a second, more flexible superheavy 'Mech. Though heavier and slower, the *Ares* would make up for its deficiencies with thicker armor, a reconfigurable payload, and the ability to transport friendly battle armor. This OmniMech approach helps tech crews service these machines faster, while bringing greater firepower to the field, up to and including artillery support. That all of this comes in a package so visually similar to its sister 'Mech is a bonus, as it now means that enemy commanders are never sure what to expect from the *Ares* until it opens fire.

CAPABILITIES

Once more using the unique tripedal humanoid chassis type, the *Ares* was built to resemble the *Poseidon* almost down to the last bolt and

rivet. While this, at first, merely came about for the convenience of the Rhodes Project engineers, who were developing two superheavy tripods at the same time, the incidental result also helped to confound casual observers and spies alike.

To play up on this last point, further confusion has been added by adapting Word of Blake-style alternate nomenclature to the configurations. Instead of the simpler, easy to remember letter designations, it has become a common practice among *Ares* pilots and commanders to refer to their 'Mechs by their configuration names, sometimes even dropping *Ares* in the process. This has spawned many erroneous reports over the past decade, where non-Republic observers have identified the Zeus, Hera, and Hades all as different tripod models, rather than merely field configurations using the same chassis.

DEPLOYMENT

Ares tripods have been deployed to all of the Stone's Brigade regiments, with a decidedly higher number appearing in the Lament and the Defenders on Terra. Outside of this, a company of these machines is also posted at the Devil's Rock factories where they are assembled, augmenting the planetary defenses that already include the XV Hastati Sentinels.

This, of course, is only prudent. As Devil's Rock stands on the very edge of the Fortress, one jump from the Wolf Empire, it will surely be caught in the first wave of any Clan invasion of the Republic. Because of this, frantic efforts continue to duplicate the production of both the *Ares* and *Poseidon* tripods on Mars in the Terran system. It is hoped that these factories will come online by the end of the decade. In the meantime, the Devil's Rock factories and their power centers have been rigged with powerful demolition charges that the base commanders may activate in the event of imminent capture.

Meanwhile, covert reconnaissance and raiding continues throughout the area, mainly to keep an eye on the activities of the Republic's neighbors, but also to preemptively disrupt any potential attacks against the Republic in general, and Devil's Rock in specific.

NOTABLE UNITS

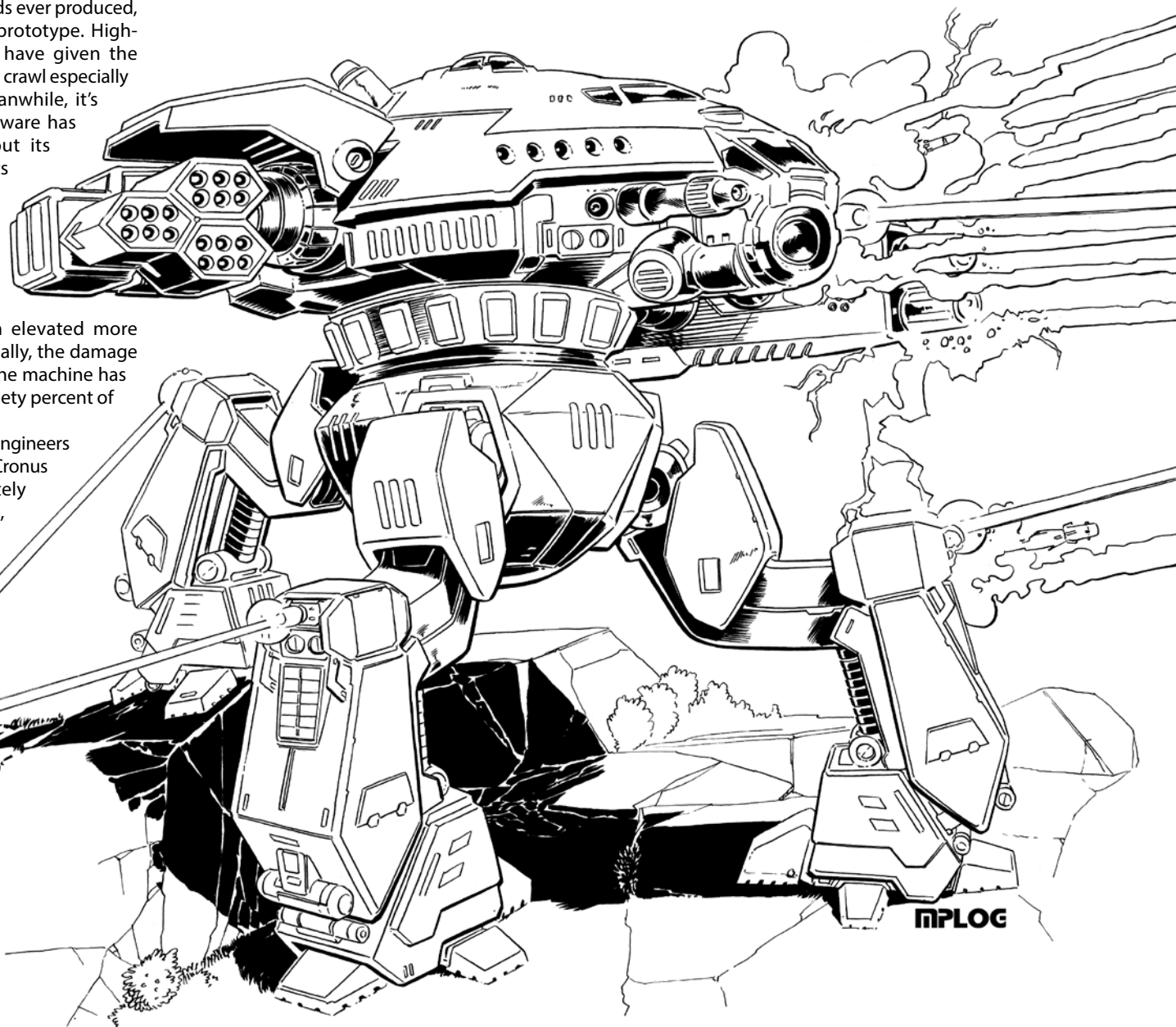
Knight Collette Drummond: Collette Drummond is a ghost. Even though she commanded one of the first *Ares*-class superheavy tripods deployed, she has made it a point to keep her enemies guessing. It was not long after the Fortress walls went up that reports of the "Colossal 'Mechs" hit media sites in and around the Republic. In one of the most infamous examples, a raid against a militia base on a former Republic world showed a desert-camouflaged *Ares*—Drummond's—stomping its way through a spaceport with an *Atlas III* escort.

Sent out to raid worlds around the Republic, testing her *Ares* against various rival states while gathering intelligence and helping evacuate stragglers left outside of the Fortress, Drummond took maximum advantage of the *Ares*' modular design, having her crews and techs constantly alter the configuration and even the color schemes between each encounter. These changes were far from random, however; using an internal logic all her own, Drummond developed a detailed backstory for each configuration and color scheme she used, and tracked all of them in a digital diary to maintain continuity. In this way, she fooled many intelligence services—across multiple realms—into believing that there were dozens of these Colossals attacking worlds around the Republic, even when the numbers were far fewer.

ARS-V1 ARES

Cronus: The first of the Ares-class tripods ever produced, Cronus has all of the hallmarks of a prototype. High-stress tests on its mobility systems have given the machine a curious limp that slows it to a crawl especially over uneven and rough terrains. Meanwhile, it's slightly outmoded configuration software has been repeatedly patched throughout its trials, causing occasional sensor ghosts and—to the outrage of its crew—periodic confusion over the 'Mech's non-fixed payload. The engine has a slow coolant leak its techs have never been able to pin down, while the right arm actuators and servos make the most horrific shriek when elevated more than thirty degrees above horizon. Finally, the damage from numerous live-fire tests against the machine has created a hull that can only support ninety percent of the rated armor all across the torso.

To address all of these issues, the engineers at Rhodes Foundry have estimated that Cronus would need to be almost completely disassembled, with its core chassis, engine, and cockpit module replaced entirely. To date, however, the RAF has considered this option an extravagance it is unwilling to endure while the factories work to pump out perfected Areses as fast as possible.



ARS-V1 ARES

Type: **Ares**

Technology Base: Mixed Inner Sphere (Advanced)

Tonnage: 135

Battle Value: 3,653

Equipment

Mass

Internal Structure:	Endo-Composite	22.5
Engine:	270	14.5
Walking MP:	2	
Running MP:	3	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		6
Cockpit:		5
Armor Factor:	456	28.5

	Internal Structure	Armor Value
Head	4	12
Center Torso	41	60
Center Torso (rear)		22
R/L Torso	28	40
R/L Torso (rear)		16
R/L Arm	22	41
R/C/L Leg	28	56

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	Endo-Composite	0
Center Torso	ER Small Laser (C) SRM 2	4
Right Torso	Endo-Composite ER Medium Laser (C) ER Small Laser (C) LRM 5 SRM 2 Ammo (SRM) 50 CASE II	6
Left Torso	ER Medium Laser (C) ER Small Laser (C) LRM 5 SRM 2 Ammo (LRM) 24 CASE II	6
Right Arm	Endo-Composite	7
Left Arm	Endo-Composite	7
Right Leg	2 A-Pod	0
Center Leg	2 A-Pod	0
Left Leg	2 A-Pod	0

Fixed Equipment

Location	Critical	Tonnage
ER Medium Laser (C)	RT	1
ER Small Laser (C)	RT	.5
LRM 5	RT	2
SRM 2	RT	1
Ammo (SRM) 50	RT	1
CASE II	RT	1
ER Small Laser (C)	CT	.5
SRM 2	CT	1
ER Medium Laser (C)	LT	1
ER Small Laser (C)	LT	.5
LRM 5	LT	2
SRM 2	LT	1
Ammo (LRM) 24	LT	1
CASE II	LT	1
2 A-Pods	RL	2
2 A-Pods	CL	2
2 A-Pods	LL	2

Notes: Features the following Design Quirks:

Command BattleMech, Distracting, Searchlight.

Weapons

and Ammo

Location	Critical	Tonnage
<i>Zeus (Primary) Weapons Configuration</i>		
3 Streak SRM 6 (C)	RA	3
Ammo (Streak) 60	RA	2
CASE II	RA	1
Double Heat Sink	RA	2
3 Double Heat Sinks	RT	6
Targeting Computer	CT	2
Double Heat Sink	CT	2
3 Double Heat Sinks	LT	6
2 ER PPC (C)	LA	2
3 Double Heat Sinks	LA	6

Weapons

and Ammo

Hera (Alternate A) Weapons Configuration

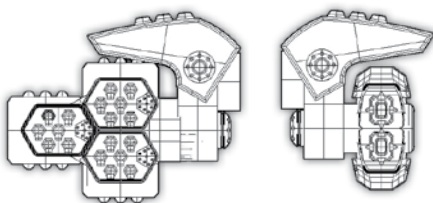
Improved Heavy		
Gauss Rifle	RA	6
CASE II	RA	1
Double Heat Sink	RA	2
Ammo		
(iHeavy Gauss) 24	RT	3
Double Heat Sink	RT	2
2 Double Heat Sinks	CT	4
3 Double Heat Sinks	LT	6
3 ER Medium		
Pulse Lasers (C)	LA	3
Double Heat Sink	LA	2

Battle Value: 3,320

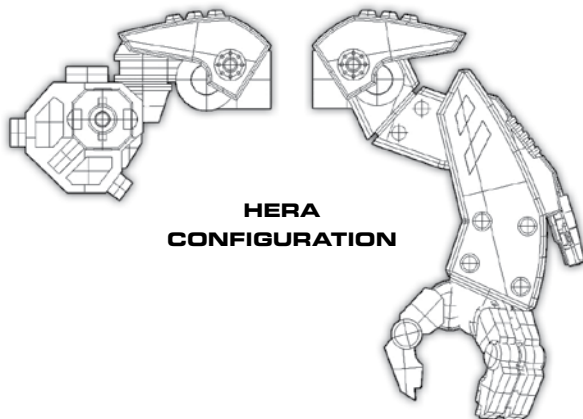


ARS-V1 ARES

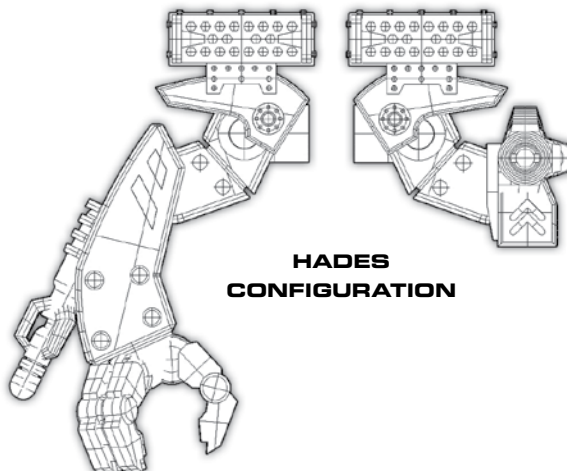
ZEUS CONFIGURATION



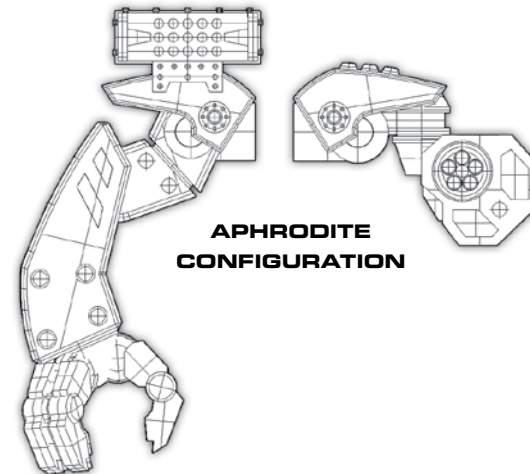
HERA CONFIGURATION



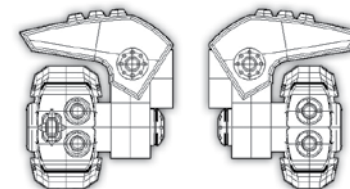
HADES CONFIGURATION



APHRODITE CONFIGURATION



HEPHAESTUS CONFIGURATION



Weapons and Ammo Location Critical Tonnage

Hades (Alternate B) Weapons Configuration

MRM 20	RA	2	7
Apollo FCS	RA	1	1
TSEMP	RA	3	6
Ammo (MRM) 12	RT	1	1
2 Double Heat Sinks	CT	4	2
Ammo (MRM) 12	LT	1	1
Ultra AC/10 (C)	LA	2	10
Ammo (Ultra) 40	LA	2	4
MRM 20	LA	2	7
Apollo FCS	LA	1	1
CASE II	LA	1	1

Battle Value: 3,204

Weapons and Ammo Location Critical Tonnage

Aphrodite (Alternate C) Weapons Configuration

3 Streak LRM 5 (C)	RA	3	6
Ammo (Streak) 48	RA	1	2
CASE II	RA	1	1
Double Heat Sink	RA	2	1
C ³ Master Unit	RT	3	5
Double Heat Sink	RT	2	1
Angel ECM Suite	CT	1	2
Double Heat Sink	CT	2	1
C ³ Master Unit	LT	3	5
Double Heat Sink	LT	2	1
Rotary AC/5 (C)	LA	4	10
Ammo (RAC) 80	LA	2	4
CASE II	LA	1	1
Double Heat Sink	LA	2	1

Battle Value: 3,276

Weapons and Ammo Location Critical Tonnage

Hephaestus (Alternate D) Weapons Configuration

2 Large Pulse Lasers (C)	RA	2	12
Light PPC	RA	1	3
3 Double Heat Sinks	RA	6	3
3 Double Heat Sinks	RT	6	3
Radical Heat Sink System	CT	2	4
Double Heat Sink	CT	2	1
3 Double Heat Sinks	LT	6	3
2 ER Large Lasers (C)	LA	2	8
C ³ Slave Unit	LA	1	1
3 Double Heat Sinks	LA	6	3

Battle Value: 3,337

SCK-O SCHRACK

Mass: 60 tons
Chassis: Shipil SC1F
Power Plant: Krupp 300 XL
Armor: Fiber 15 Heavy Ferro-Aluminum
Armament:
 30 tons of pod space
Manufacturer: Wangker Aerospace
Primary Factory: Mars
Communications System: COMSTAT 500 ATM
Targeting & Tracking System: IMB SYS 6000

The *Schrack* OmniFighter has proven, over the last forty years, to be one of the Republic's most potent aerospace fighters. Fast for its weight without being overengineered, well-armed and flexible enough to fill several fleet roles, *Schracks* are favored fighters. Under the Fortress protocols Wangker's Mars production facility has almost doubled production, flowing these fighters into the RAF Navy.

CAPABILITIES

Schracks are offensive fighters, and all three of its available configurations reflect this. Both the primary and the A configuration are built for interception and interdiction duties, while the B configuration is a deadly dogfighter. The primary configuration's improved heavy Gauss rifle makes it particularly threatening to enemy DropShips.

DEPLOYMENT

In production since before the Victoria War, *Schracks* are familiar wings in the RAF. Wangker's production was prodigious enough even to deploy a number with the Standing Guard, though all those wings heeded the Fortress recall order and ended up in Prefecture X. Still, enough remained with the Remnant and other abandoned forces to earn heavy praise.

During the coursing of the Com Guards, the Republic WarShip *Auspicious* joined in the pursuit but chose the wrong jump point at Epsilon Eridani; waiting at the nadir point, its crew was disappointed when the bulk of the Com Guards arrived at the zenith point. Only a handful of transports arrived at the nadir point, and none of them merited the attention of an *Aegis*-class cruiser. Still, *Auspicious*'s aerospace escort participated in the destruction of several DropShips, including the *Achilles*-class *Purity of Purpose*.

Led by two *Schrack* squadrons, the RAF fighters weren't able to intercept *Purpose* before it broke for in-system, but they pursued nonetheless, trusting the RAF units at the jump point to arrange tenders and colliers to resupply them. Configured for dogfighting, the *Schracks* engaged as they could and forced the *Purpose* to turn and deal with them. The resulting battle was high-speed and violent; by the time *Purpose* signaled its surrender, only four of the original twelve *Schracks* were still flying.

In the October 3136 Republic withdrawal from Aldebaran, two *Schrack* squadrons were responsible for shepherding the last DropShips out. Staging from a pair of *Leopard* CVs, the squadrons flew sortie after sortie against the Capellan aerospace contingent, shooting down twice their own number while losing only three planes. The final Capellan attack, as the DropShips left orbit, was spearheaded by a pair of *Lung Wang* DropShips. The *Schracks* launched a final time, targeting the *Lung Wangs*. Though one of the DropShips was forced to turn back with heavy damage, only three of the nine *Schracks* made it back to their carrier—which was destroyed the next day by Capellan fighters en route to the jump point.

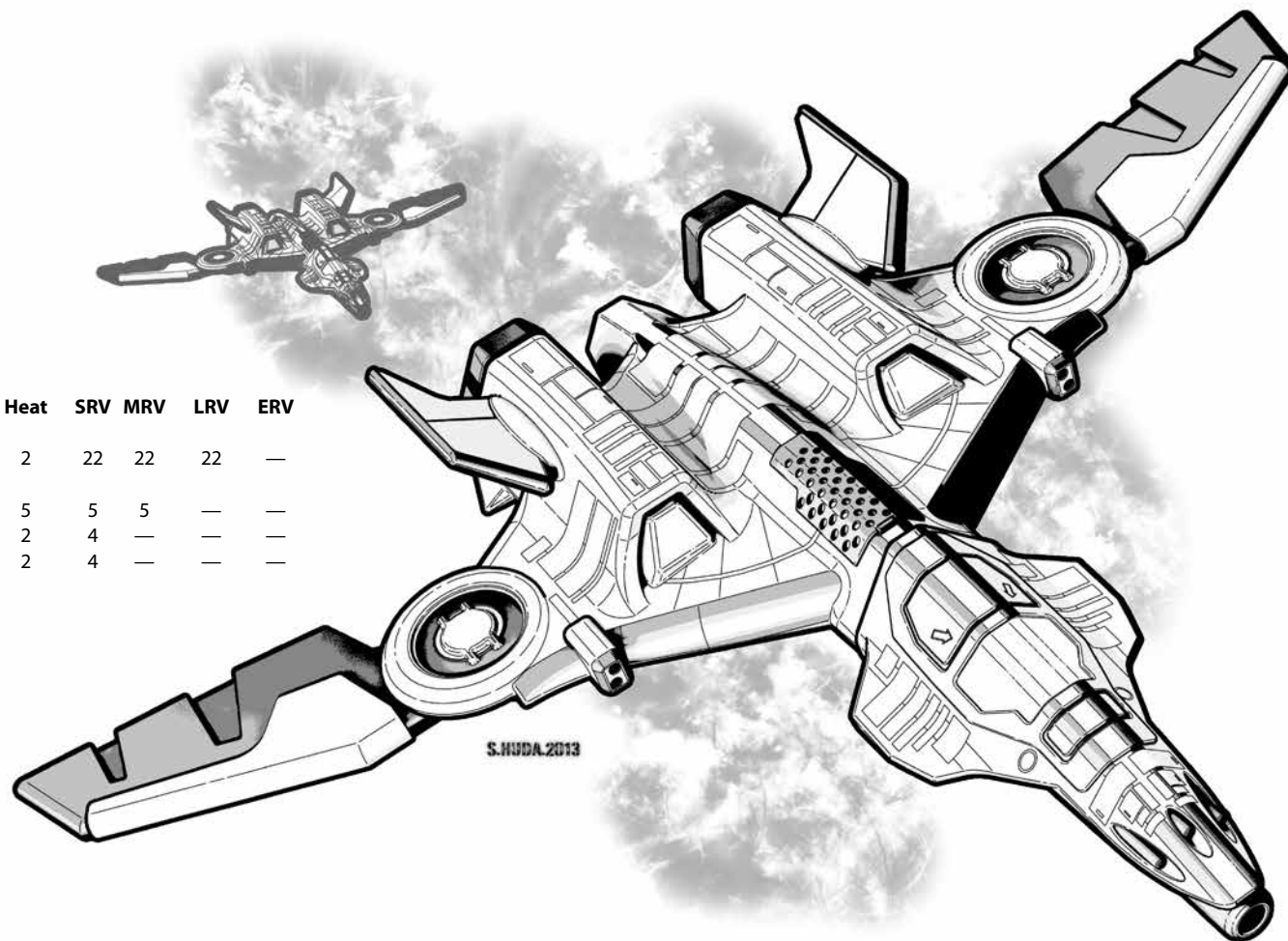
NOTABLE UNITS

Captain Nadia Kelvan: Captain Kelvan commands a squadron in the air defenses of Stone's Pride. She and her six *Schracks* are often tasked as covert JumpShip security for raiding parties outside the Fortress. In the last six deployments Kelvan's squadron has only deployed from their carrier once, when an RAF JumpShip had the misfortune to emerge from hyperspace near a pirate in the Kawich system. Kelvan's squadron launched while the pirate fighters were still in transit and destroyed them in a single pass before escorting marine boats to capture the pirates' JumpShip.

Type: **Schrack**
 Technology Base: Inner Sphere
 Tonnage: 60
 Battle Value: 2,113

Equipment		Mass
Engine:	300 XL	9.5
Safe Thrust:	7	
Maximum Thrust:	11	
Structural Integrity:	7	
Heat Sinks:	10 [20]	0
Fuel:	400	5
Cockpit:		3
Armor Factor (Heavy Ferro):	248	12.5
	Armor Value	
	Nose	81
	Wings	61/61
	Aft	45

SCK-O SCHRACK



Weapons and Ammo	Location	Mass	Heat	SRV	MRV	LRV	ERV
<i>Primary Configuration</i>							
Improved Heavy Gauss Rifle	Nose	20	2	22	22	22	—
Ammo (iHeavy Gauss) 12	—	3					
3 ER Medium Lasers	Nose	3	5	5	5	—	—
Streak SRM 2	RW	1.5	2	4	—	—	—
Streak SRM 2	LW	1.5	2	4	—	—	—
Ammo (Streak) 50	—	1					

Weapons and Ammo	Location	Mass	Heat	SRV	MRV	LRV	ERV
<i>Configuration A</i>							
Gauss Rifle	Nose	15	1	15	15	15	—
Ammo (Gauss) 16	—	2					
3 ER Medium Lasers	RW	3	5	5	5	—	—
3 ER Medium Lasers	LW	3	5	5	5	—	—
ER Medium Laser	Aft	1	5	5	5	—	—
6 Double Heat Sinks	—	6					
Battle Value: 2,173							

Weapons and Ammo	Location	Mass	Heat	SRV	MRV	LRV	ERV
<i>Configuration B</i>							
2 Rotary AC/5	Nose	20	6	20	20	—	—
Ammo (RAC) 140	—	7					
2 ER Medium Lasers	Nose	2	5	5	5	—	—
Double Heat Sink	—	1					
Battle Value: 2,212							

Notes: Features the following Design Quirk: Easy to Pilot, Non-standard Parts, Difficult to Maintain.

SMG-O SIMURGH

Mass: 85 tons
Chassis: Boeing Firebird SM1-F
Power Plant: Strand-Martin 340 XL
Armor: Boeing Mirage Reflective
Armament:
 47 tons of pod space
Manufacturer: Boeing Interstellar
Primary Factory: Terra
Communications System: Lassitor FibroLink
Targeting & Tracking System: Flaming Sight
 3-Psi

The *Simurgh* carries forward the lessons learned from the Jihad-era *Striga*, giving the RAF a potent heavy fighter built for naval actions and service as a carrier vessel. It is the preferred fighter for assault DropShips with fighter bays; its configurations are all hard-hitting, including a dual improved heavy Gauss rifle packet that turns a *Simurgh* squadron into a pocket assault DropShip.

CAPABILITIES

Though not notably fast for its mass, the *Simurgh* is wrapped in reflective armor and armed to make it a hammer. A poor dogfighter, it excels in squadron actions and naval engagements. Each of its configurations is designed to volley fire a devastating barrage with his squadmates, whether Gauss slugs or medium-range missiles. Its purpose as a fleet fighter is made clear by its complete lack of rear-facing armament; *Simurghs* must be escorted by interceptors flying cover.

DEPLOYMENT

Simurghs form the bulk of RAF fleet aerospace forces and planetary defense squadrons across the Republic, as well as performing the same function in the Remnant's limited aerospace forces. Their unsuitability for dogfighting makes it difficult for *Simurgh* pilots to excel individually, but as squadron fliers they are the equal of any fliers in the Inner Sphere.

A *Simurgh* squadron earned honors over Menkent soon after the world joined the Jade Falcons. A *Star Lord* transport trying to reach the Remnant emerged from hyperspace to discover a Falcon *Broadsword* and a Star of Falcon OmniFighters at the jump point. The Falcon commander immediately signaled a *batchall* to the JumpShip, leaving the *Simurgh* squadron no choice but to respond.

The Falcons expected the *Simurghs* to break formation and dogfight, but the squadron ignored the fighters and drove on the DropShip. Their first volley of RAC/5 fire at full rate of fire burned out a third of the autocannons in the squadron, but the sleet of fire tore at the *Broadsword's* armor. Even as the Falcon fighters wheeled around and fired into the *Simurghs'* aft, the squadron volleyed again, this time with their heavy Gauss rifles. A lucky strike hit the *Broadsword's* bridge, putting it out of the fight. In the confusion, the *Simurghs* reoriented and blew three of the Falcon fighters out of the sky before they recovered. By then, the difference in firepower was so great there was no chance the Falcons could win and the senior surviving pilot ordered a withdrawal. The transport charged its batteries and jumped out eight days later.

NOTABLE UNITS

Lieutenant Shaun Zachary: Lieutenant Zachary and his wingman are assigned to the *Interdictor*-class DropShip *Ingrimm* in the Oliver system. Their *Simurghs* are almost always configured as *Simurgh Bs*, to better assist the Pocket WarShip in its anti-shipping duties. Zachary has been perfecting a hide-and-seek maneuver where he and his wingman hide in *Ingrimm's* sensor shadow until they close with a target, then leaping clear and volleying their improved heavy Gauss rifles.

Captain Miklos Colczak: Captain Colczak's squadron would, in another time, be a demonstration squadron. He trains his flyers to incredible heights of coordinated flying. Part of the escort fleet for the *Essex*-class *Abundantia*, his squadron spends six days a week flying, often for eighteen hours a day or more. In fleet exercises, Colczak's flyers consistently win marksmanship awards and flying medals.

Type: **Simurgh**
 Technology Base: Inner Sphere (Advanced)
 Tonnage: 85
 Battle Value: 2,921

Equipment		Mass
Engine:	340 XL	13.5
Safe Thrust:	6	
Maximum Thrust:	9	
Structural Integrity:	8	
Heat Sinks:	10 [20]	0
Fuel: 4	00	5
Cockpit:		3
Armor Factor (Reflective):	264	16.5
	<i>Armor Value</i>	
Nose	81	
Wings	66/66	
Aft	51	

SMG-O SIMURGH

Weapons and Ammo

Primary Configuration

Location	Mass	Heat	SRV	MRV	LRV	ERV
Heavy Gauss Rifle	18	2	25	20	10	—
Ammo (Heavy Gauss) 12	3					
2 Rotary AC/5	20	6	20	20	—	—
Ammo (RAC) 120	6					

Configuration A

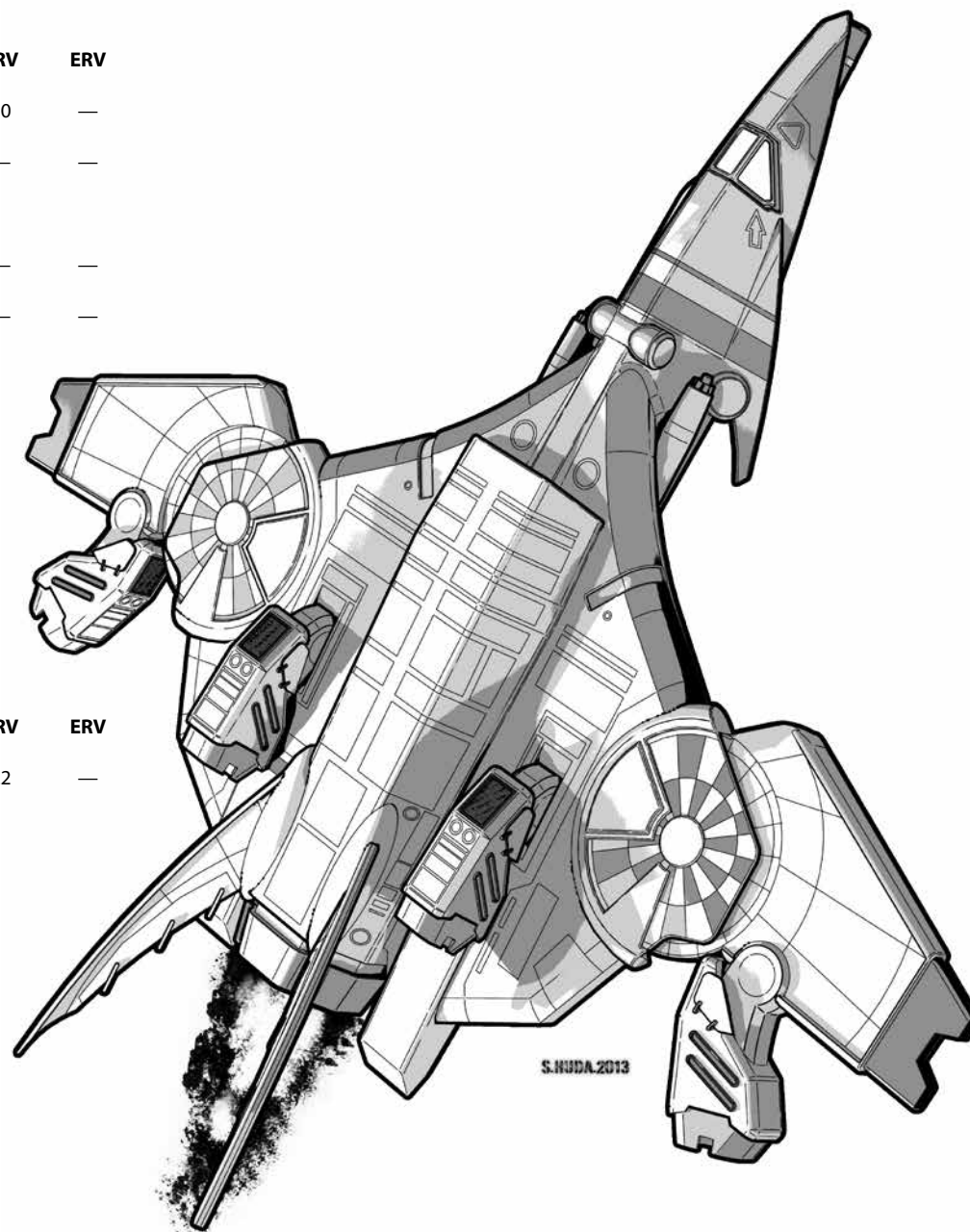
Location	Mass	Heat	SRV	MRV	LRV	ERV
Rotary AC/5	10	6	20	20	—	—
Ammo (RAC) 60	3					
2 MRM 40 + Apollo FCS	26	12	24	24	—	—
Ammo (MRM) 24	4					
4 Double Heat Sinks	4					
Battle Value: 2,622						

Weapons and Ammo

Configuration B

Location	Mass	Heat	SRV	MRV	LRV	ERV
2 Improved Heavy Gauss Rifles	40	2	22	22	22	—
Ammo (iHeavy Gauss) 28	7					
Battle Value: 2,864						

Notes: Features the following Design Quirk: Easy to Pilot, Non-standard Parts, Difficult to Maintain.



The intelligence failure that was the existence of the Com Guards shook the RAF to its core, and the eradication of this rogue force was one of the most important efforts undertaken after the Fortress was raised. The existence of the *Kheper* and *Uraeus* BattleMech proved that ComStar's reach far exceeded anything RAF intelligence had guessed, but confirmation of the *Duat*'s existence and specifications nearly led to widespread dismissals.

CAPABILITIES

The *Duat* is undoubtedly one of the most advanced DropShips in the RAF's arsenal. It was built to carry and supply a Level II each of BattleMechs and battle armor, and modified later with six oversize bays capable of carrying super-heavy 'Mechs. A suite of drone control stations offers built-in readiness to carry *Celeritys* or *Revenants*, and the heretofore hidden nature of this vessel makes the few captured or received from NETC prized vessels for cross-Fortress raiding teams.

DEPLOYMENT

The *Duats* with the First Division on Epsilon Eridani exacted a deadly toll from the RAF units sent to destroy them. They fired salvo after salvo of cruise missiles into the advancing RAF, breaking their formation again and again. Several strategists have suggested it was this horrifying artillery fire that led to the Hastati's combat drop.

Since their adoption into the RAF *Duats* have carried many raiding parties across the Fortress. Their unique nature—designed and built by ComStar, for the base-six Com Guard—means that no Inner Sphere power recognizes them as Republic assets, not even the Remnant. That they're now built to carry the fruits of the Rhodes Project make them that much more valuable.

On Small World in early 3145 a pair of *Duats* breached the Fortress and landed, carrying six *Poseidons* and a mix of *Celeritys* and *Revenants*. With their landing zone secured by battle armor, the *Poseidons* moved off to attack their target while drone operators aboard the *Duat* used their *Celeritys* to scout the surrounding terrain. Whenever a suitable target was unmasked, the DropShips fired on it with their cruise missile launchers. These tactics—but especially the tripods—threw the Combine garrison into a panic, so much so that they never suspected that the final three cruise missile barrages were fired not at the Combine but at *Celeritys* cut off by ECM jamming.

As the DropShips lifted for the return to their JumpShips, a squadron of Combine *Shilones* tried to intercept them. Too weak to take on two DropShips, the *Shilones* contented themselves with firing LRM barrages from extreme range, no doubt hoping to damage the *Duats*' drive. Instead, the *Shilones* grew increasingly frustrated as the *Duats*' rear-facing laser anti-missile systems clawed the missiles out of space short of their targets. When they broke off, nearly out of ammunition, barely a score of missiles had touched the DropShips' armor, and two of the *Shilones* had been hit with long-range Gauss rifle fire.

NOTABLE UNITS

***Velociraptor*:** *Velociraptor* was one of the *Duats* involved in the raid on Small World in 3145. Commanded by Captain Josephine Young, *Velociraptor* is building an enviable reputation among the RAF navy. In six missions across the Fortress, *Velociraptor* has returned each time with confirmed ground kills painted on its cruise missile launchers. Young's drone crews have become adept at spotting for artillery targets with their drones, so much so that the RAF Plans and Tactics department has sent observers to identify exactly what it is those operators do that makes them so much more effective.

***Chariot*:** One of the newest *Duats* to arrive from New Earth, *Chariot* is assigned to the personal guard company of Devlin Stone. Though Stone himself has never traveled aboard her, Colonel Hopewell prefers to carry his lance aboard the DropShip whenever he travels off of Terra. A full complement of *Ares* tripods is kept aboard at all times, and the six regular 'Mech cubicles are filled with the six deadliest MechWarriors in the Lament. Captained by Fiona Magnusson, a cousin of former commanding general Tina Magnusson-Talbot, *Chariot*'s crew know they may be called upon at any time to carry Devlin Stone himself, and act accordingly.

DUAT MILITARY TRANSPORT

Type: Military Spheroid
Use: Transport
Tech: Inner Sphere (Advanced)
Introduced: 3131
Mass: 8,500 tons
Battle Value: 16,695

Dimensions

Length: 90 meters
Width: 90 meters
Height: 102 meters

Fuel: 100 tons (3,000 points)
Tons/Burn-day: 1.84
Safe Thrust: 4
Maximum Thrust: 6
Heat Sinks: 150 (300)
Structural Integrity: 27

Armor

Nose: 520
Sides: 505
Aft: 502

Cargo

Bay 1: BattleMech Cubicle (6) 1 Door
 Bay 2: Battle Armor Bay (6 Level I) 1 Door
 Bay 3: Foot Infantry Bay (1 Platoon) 6 Doors
 Cargo (220 tons)
 Cargo (220 tons)
 Cargo (220 tons)
 Cargo (220 tons)
 Cargo (220 tons)
 Bay 4: Cargo (678.5 tons) 1 Door

Life Boats: 4

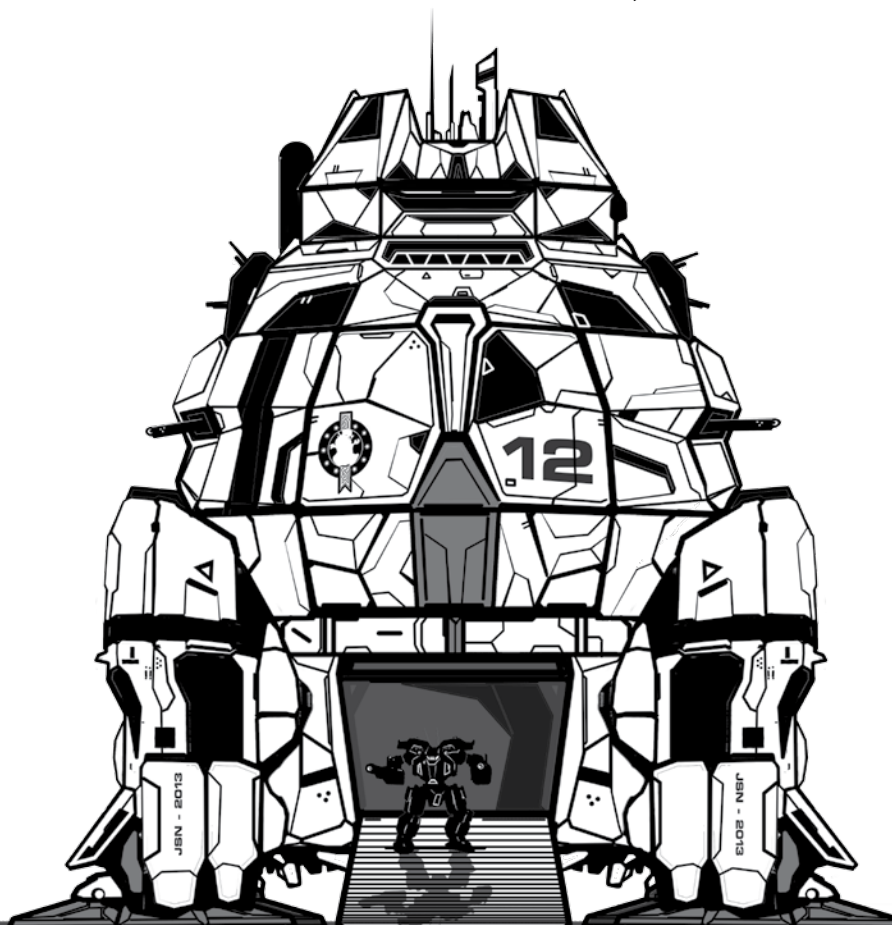
Escape Pods: 4

Crew: 3 officers, 4 enlisted/non-rated, 10 gunners, 6 second class passengers, 88 bay personnel

Notes: Equipped with 97 tons of heavy ferro-aluminum armor and Drone Carrier Control System for six drones (5 tons). Features the following Design Quirk: Bad Reputation.

Weapons: Arc (Heat) Type Nose (198 Heat)	Capital Attack Values (Standard)				
	Short	Medium	Long	Extreme	Class
3 Cruise Missile/50 (60 rounds)	150	150	150	150	Artillery
3 Gauss Rifles (48 rounds)	6 (60)	6 (60)	6 (60)	—	Autocannon
3 MML 9 + Artemis IV FCS (78/66 rounds)	6 (56)	3 (28)	3 (28)	—	MML
3 Large VSP Lasers	4 (44)	4 (36)	—	—	Pulse Laser

Weapons: Arc (Heat) Type FR/FL (85 Heat)	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
4 Gauss Rifles (64 rounds)	6 (60)	6 (60)	6 (60)	—	Autocannon
4 MML 9 + Artemis IV FCS (104/88 rounds)	6 (56)	3 (28)	3 (28)	—	MML
4 Large VSP Lasers	4 (44)	4 (36)	—	—	Pulse Laser
3 Laser Anti-Missile Systems	—	—	—	—	Point Defense
AR/AL (44 Heat)					
	Short	Medium	Long	Extreme	
4 Gauss Rifles (64 rounds)	6 (60)	6 (60)	6 (60)	—	Autocannon
4 Large VSP Lasers	4 (44)	4 (36)	—	—	Pulse Laser
Aft (61 Heat)					
	Short	Medium	Long	Extreme	
4 Large VSP Lasers	4 (44)	4 (36)	—	—	Pulse Laser
3 Laser Anti-Missile Systems	—	—	—	—	Point Defense



BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Quirinus [David]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1

Jump: 3

Weapons & Equip.

Basic Manipulator
Battle Vibro Claw
David Light Gauss Rifle
IS Light TAG

Dmg	Min	Sht	Med	Lng
[E]	—	—	—	—
[E]	—	—	—	—
1 [DB]	—	3	5	8
[E]	—	3	6	9

Armor: Reactive

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

BV: 256/49

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

BATTLE ARMOR: SQUAD 2

Type: Quirinus [David]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1

Jump: 3

Weapons & Equip.

Basic Manipulator
Battle Vibro Claw
David Light Gauss Rifle
IS Light TAG

Dmg	Min	Sht	Med	Lng
[E]	—	—	—	—
[E]	—	—	—	—
1 [DB]	—	3	5	8
[E]	—	3	6	9

Armor: Reactive

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

BV: 256/49

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

BATTLE ARMOR: SQUAD 3

Type: Quirinus [David]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1

Jump: 3

Weapons & Equip.

Basic Manipulator
Battle Vibro Claw
David Light Gauss Rifle
IS Light TAG

Dmg	Min	Sht	Med	Lng
[E]	—	—	—	—
[E]	—	—	—	—
1 [DB]	—	3	5	8
[E]	—	3	6	9

Armor: Reactive

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

BV: 256/49

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

BATTLE ARMOR: SQUAD 4

Type: Quirinus [David]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1

Jump: 3

Weapons & Equip.

Basic Manipulator
Battle Vibro Claw
David Light Gauss Rifle
IS Light TAG

Dmg	Min	Sht	Med	Lng
[E]	—	—	—	—
[E]	—	—	—	—
1 [DB]	—	3	5	8
[E]	—	3	6	9

Armor: Reactive

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

BV: 256/49

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

BATTLE ARMOR: SQUAD 5

Type: Quirinus [David]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1

Jump: 3

Weapons & Equip.

Basic Manipulator
Battle Vibro Claw
David Light Gauss Rifle
IS Light TAG

Dmg	Min	Sht	Med	Lng
[E]	—	—	—	—
[E]	—	—	—	—
1 [DB]	—	3	5	8
[E]	—	3	6	9

Armor: Reactive

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

BV: 256/49

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

LEG ATTACKS TABLE

**BATTLE ARMOR
TROOPERS ACTIVE**

4-6
3
2
1

**BASE TO-HIT
MODIFIER**

0
+2
+5
+7

SWARM ATTACKS TABLE

**BATTLE ARMOR
TROOPERS ACTIVE**

4-6
1-3

**BASE TO-HIT
MODIFIER**

+2
+5

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units



BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Quirinus [GL] Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Battle Vibro Claw [E] — — — —
 Heavy Grenade Launcher 1 [DB, AI] — 1 2 3
 IS Light TAG [E] — 3 6 9
 Armor: Reactive
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

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

BV: 216/42

BATTLE ARMOR: SQUAD 2

Type: Quirinus [GL] Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Battle Vibro Claw [E] — — — —
 Heavy Grenade Launcher 1 [DB, AI] — 1 2 3
 IS Light TAG [E] — 3 6 9
 Armor: Reactive
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

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

BV: 216/42

BATTLE ARMOR: SQUAD 3

Type: Quirinus [GL] Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Battle Vibro Claw [E] — — — —
 Heavy Grenade Launcher 1 [DB, AI] — 1 2 3
 IS Light TAG [E] — 3 6 9
 Armor: Reactive
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

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

BV: 216/42

BATTLE ARMOR: SQUAD 4

Type: Quirinus [GL] Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Battle Vibro Claw [E] — — — —
 Heavy Grenade Launcher 1 [DB, AI] — 1 2 3
 IS Light TAG [E] — 3 6 9
 Armor: Reactive
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

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

BV: 216/42

BATTLE ARMOR: SQUAD 5

Type: Quirinus [GL] Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 3
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Battle Vibro Claw [E] — — — —
 Heavy Grenade Launcher 1 [DB, AI] — 1 2 3
 IS Light TAG [E] — 3 6 9
 Armor: Reactive
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

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

BV: 216/42

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

*Unit 1 and Unit 2 represent two battle armor units



BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Quirinus [MG]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1

Jump: 3

Weapons & Equip.

Basic Manipulator
Battle Vibro Claw
IS Light TAG
Machine Gun

Dmg	Min	Sht	Med	Lng
[E]	—	—	—	—
[E]	—	—	—	—
[E]	—	3	6	9
2 [DB, AI]	—	1	2	3

Armor: Reactive

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

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

BV: 240/46

BATTLE ARMOR: SQUAD 2

Type: Quirinus [MG]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1

Jump: 3

Weapons & Equip.

Basic Manipulator
Battle Vibro Claw
IS Light TAG
Machine Gun

Dmg	Min	Sht	Med	Lng
[E]	—	—	—	—
[E]	—	—	—	—
[E]	—	3	6	9
2 [DB, AI]	—	1	2	3

Armor: Reactive

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

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

BV: 240/46

BATTLE ARMOR: SQUAD 3

Type: Quirinus [MG]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1

Jump: 3

Weapons & Equip.

Basic Manipulator
Battle Vibro Claw
IS Light TAG
Machine Gun

Dmg	Min	Sht	Med	Lng
[E]	—	—	—	—
[E]	—	—	—	—
[E]	—	3	6	9
2 [DB, AI]	—	1	2	3

Armor: Reactive

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

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

BV: 240/46

BATTLE ARMOR: SQUAD 4

Type: Quirinus [MG]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1

Jump: 3

Weapons & Equip.

Basic Manipulator
Battle Vibro Claw
IS Light TAG
Machine Gun

Dmg	Min	Sht	Med	Lng
[E]	—	—	—	—
[E]	—	—	—	—
[E]	—	3	6	9
2 [DB, AI]	—	1	2	3

Armor: Reactive

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

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

BV: 240/46

BATTLE ARMOR: SQUAD 5

Type: Quirinus [MG]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1

Jump: 3

Weapons & Equip.

Basic Manipulator
Battle Vibro Claw
IS Light TAG
Machine Gun

Dmg	Min	Sht	Med	Lng
[E]	—	—	—	—
[E]	—	—	—	—
[E]	—	3	6	9
2 [DB, AI]	—	1	2	3

Armor: Reactive

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

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

BV: 240/46

LEG ATTACKS TABLE

**BATTLE ARMOR
TROOPERS ACTIVE**

4-6
3
2
1

**BASE TO-HIT
MODIFIER**

0
+2
+5
+7

SWARM ATTACKS TABLE

**BATTLE ARMOR
TROOPERS ACTIVE**

4-6
1-3

**BASE TO-HIT
MODIFIER**

+2
+5

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

*Unit 1 and Unit 2 represent two battle armor units



BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Simian [SL] Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 2 Jump: 3
Weapons & Equip. Dmg Min Sht Med Lng
Battle Magnetic Claw (2) [E] — — — —
Searchlight [E] — — — — 9
Small Laser 3 [DE] — 1 2 3

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

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

BV: 209/40

BATTLE ARMOR: SQUAD 2

Type: Simian [SL] Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 2 Jump: 3
Weapons & Equip. Dmg Min Sht Med Lng
Battle Magnetic Claw (2) [E] — — — —
Searchlight [E] — — — — 9
Small Laser 3 [DE] — 1 2 3

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

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

BV: 209/40

BATTLE ARMOR: SQUAD 3

Type: Simian [SL] Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 2 Jump: 3
Weapons & Equip. Dmg Min Sht Med Lng
Battle Magnetic Claw (2) [E] — — — —
Searchlight [E] — — — — 9
Small Laser 3 [DE] — 1 2 3

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

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

BV: 209/40

BATTLE ARMOR: SQUAD 4

Type: Simian [SL] Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 2 Jump: 3
Weapons & Equip. Dmg Min Sht Med Lng
Battle Magnetic Claw (2) [E] — — — —
Searchlight [E] — — — — 9
Small Laser 3 [DE] — 1 2 3

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

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

BV: 209/40

BATTLE ARMOR: SQUAD 5

Type: Simian [SL] Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 2 Jump: 3
Weapons & Equip. Dmg Min Sht Med Lng
Battle Magnetic Claw (2) [E] — — — —
Searchlight [E] — — — — 9
Small Laser 3 [DE] — 1 2 3

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

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

BV: 209/40

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units



BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Simian [LRR]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 2

Jump: 3

Weapons & Equip.

Battle Magnetic Claw (2)

Light Recoilless Rifle

Searchlight

Dmg	Min	Sht	Med	Lng
[E]	—	—	—	—
2 [DB, AI]	—	2	4	6
[E]	—	—	—	9

1 ○○○○○○○○

2 ○○○○○○○○

3 ○○○○○○○○

4 ○○○○○○○○

Mechanized: ☒

Swarm: ☒

Leg: ☒

AP: ☐

BV: 233/45

BATTLE ARMOR: SQUAD 2

Type: Simian [LRR]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 2

Jump: 3

Weapons & Equip.

Battle Magnetic Claw (2)

Light Recoilless Rifle

Searchlight

Dmg	Min	Sht	Med	Lng
[E]	—	—	—	—
2 [DB, AI]	—	2	4	6
[E]	—	—	—	9

1 ○○○○○○○○

2 ○○○○○○○○

3 ○○○○○○○○

4 ○○○○○○○○

Mechanized: ☒

Swarm: ☒

Leg: ☒

AP: ☐

BV: 233/45

BATTLE ARMOR: SQUAD 3

Type: Simian [LRR]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 2

Jump: 3

Weapons & Equip.

Battle Magnetic Claw (2)

Light Recoilless Rifle

Searchlight

Dmg	Min	Sht	Med	Lng
[E]	—	—	—	—
2 [DB, AI]	—	2	4	6
[E]	—	—	—	9

1 ○○○○○○○○

2 ○○○○○○○○

3 ○○○○○○○○

4 ○○○○○○○○

Mechanized: ☒

Swarm: ☒

Leg: ☒

AP: ☐

BV: 233/45

BATTLE ARMOR: SQUAD 4

Type: Simian [LRR]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 2

Jump: 3

Weapons & Equip.

Battle Magnetic Claw (2)

Light Recoilless Rifle

Searchlight

Dmg	Min	Sht	Med	Lng
[E]	—	—	—	—
2 [DB, AI]	—	2	4	6
[E]	—	—	—	9

1 ○○○○○○○○

2 ○○○○○○○○

3 ○○○○○○○○

4 ○○○○○○○○

Mechanized: ☒

Swarm: ☒

Leg: ☒

AP: ☐

BV: 233/45

BATTLE ARMOR: SQUAD 5

Type: Simian [LRR]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 2

Jump: 3

Weapons & Equip.

Battle Magnetic Claw (2)

Light Recoilless Rifle

Searchlight

Dmg	Min	Sht	Med	Lng
[E]	—	—	—	—
2 [DB, AI]	—	2	4	6
[E]	—	—	—	9

1 ○○○○○○○○

2 ○○○○○○○○

3 ○○○○○○○○

4 ○○○○○○○○

Mechanized: ☒

Swarm: ☒

Leg: ☒

AP: ☐

BV: 233/45

LEG ATTACKS TABLE

**BATTLE ARMOR
TROOPERS ACTIVE**

4-6
3
2
1

**BASE TO-HIT
MODIFIER**

0
+2
+5
+7

SWARM ATTACKS TABLE

**BATTLE ARMOR
TROOPERS ACTIVE**

4-6
1-3

**BASE TO-HIT
MODIFIER**

+2
+5

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Simian [Flamer] Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 2 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Magnetic Claw (2) [E] — — — — —
 Flamer 2 [DEHAI] — 1 2 3
 Searchlight [E] — — — 9

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

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

BV: 177/34

BATTLE ARMOR: SQUAD 2

Type: Simian [Flamer] Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 2 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Magnetic Claw (2) [E] — — — — —
 Flamer 2 [DEHAI] — 1 2 3
 Searchlight [E] — — — 9

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

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

BV: 177/34

BATTLE ARMOR: SQUAD 3

Type: Simian [Flamer] Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 2 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Magnetic Claw (2) [E] — — — — —
 Flamer 2 [DEHAI] — 1 2 3
 Searchlight [E] — — — 9

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

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

BV: 177/34

BATTLE ARMOR: SQUAD 4

Type: Simian [Flamer] Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 2 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Magnetic Claw (2) [E] — — — — —
 Flamer 2 [DEHAI] — 1 2 3
 Searchlight [E] — — — 9

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

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

BV: 177/34

BATTLE ARMOR: SQUAD 5

Type: Simian [Flamer] Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 2 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Magnetic Claw (2) [E] — — — — —
 Flamer 2 [DEHAI] — 1 2 3
 Searchlight [E] — — — 9

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

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

BV: 177/34

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units



BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Simian [HMG]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 2

Jump: 3

Weapons & Equip.

Battle Magnetic Claw (2)

Heavy Machine Gun

Searchlight

Dmg

[E]

3 [DB, AI]

[E]

Min

—

—

—

Sht

—

1

—

Med

2

—

Lng

—

9

—

1 ○○○○○○○○

2 ○○○○○○○○

3 ○○○○○○○○

4 ○○○○○○○○

Mechanized: ☒

Swarm: ☒

Leg: ☒

AP: ☐

BV: 185/36

BATTLE ARMOR: SQUAD 2

Type: Simian [HMG]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 2

Jump: 3

Weapons & Equip.

Battle Magnetic Claw (2)

Heavy Machine Gun

Searchlight

Dmg

[E]

3 [DB, AI]

[E]

Min

—

—

—

Sht

—

1

—

Med

2

—

Lng

—

9

—

1 ○○○○○○○○

2 ○○○○○○○○

3 ○○○○○○○○

4 ○○○○○○○○

Mechanized: ☒

Swarm: ☒

Leg: ☒

AP: ☐

BV: 185/36

BATTLE ARMOR: SQUAD 3

Type: Simian [HMG]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 2

Jump: 3

Weapons & Equip.

Battle Magnetic Claw (2)

Heavy Machine Gun

Searchlight

Dmg

[E]

3 [DB, AI]

[E]

Min

—

—

—

Sht

—

1

—

Med

2

—

Lng

—

9

—

1 ○○○○○○○○

2 ○○○○○○○○

3 ○○○○○○○○

4 ○○○○○○○○

Mechanized: ☒

Swarm: ☒

Leg: ☒

AP: ☐

BV: 185/36

BATTLE ARMOR: SQUAD 4

Type: Simian [HMG]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 2

Jump: 3

Weapons & Equip.

Battle Magnetic Claw (2)

Heavy Machine Gun

Searchlight

Dmg

[E]

3 [DB, AI]

[E]

Min

—

—

—

Sht

—

1

—

Med

2

—

Lng

—

9

—

1 ○○○○○○○○

2 ○○○○○○○○

3 ○○○○○○○○

4 ○○○○○○○○

Mechanized: ☒

Swarm: ☒

Leg: ☒

AP: ☐

BV: 185/36

BATTLE ARMOR: SQUAD 5

Type: Simian [HMG]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 2

Jump: 3

Weapons & Equip.

Battle Magnetic Claw (2)

Heavy Machine Gun

Searchlight

Dmg

[E]

3 [DB, AI]

[E]

Min

—

—

—

Sht

—

1

—

Med

2

—

Lng

—

9

—

1 ○○○○○○○○

2 ○○○○○○○○

3 ○○○○○○○○

4 ○○○○○○○○

Mechanized: ☒

Swarm: ☒

Leg: ☒

AP: ☐

BV: 185/36

LEG ATTACKS TABLE

**BATTLE ARMOR
TROOPERS ACTIVE**

4-6
3
2
1

**BASE TO-HIT
MODIFIER**

0
+2
+5
+7

SWARM ATTACKS TABLE

**BATTLE ARMOR
TROOPERS ACTIVE**

4-6
1-3

**BASE TO-HIT
MODIFIER**

+2
+5

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

'Mech prone -2

'Mech or vehicle immobile -4

Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

*Unit 1 and Unit 2 represent two battle armor units



BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Centaur Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1 [2]
Weapons & Equip. Dmg Min Sht Med Lng
BA Tube Artillery (Body) [DWP]β(AE,S,F) — 2 — —
Ammo 0 0 0 0 0 0 0
Basic Manipulator (2) [E] — — — —
Small Laser 3 [DE] — 1 2 3
Must detach DWP before moving full ground speed.
Armor: Reactive
Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

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

BV: 269/52

BATTLE ARMOR: SQUAD 2

Type: Centaur Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1 [2]
Weapons & Equip. Dmg Min Sht Med Lng
BA Tube Artillery (Body) [DWP]β(AE,S,F) — 2 — —
Ammo 0 0 0 0 0 0 0
Basic Manipulator (2) [E] — — — —
Small Laser 3 [DE] — 1 2 3
Must detach DWP before moving full ground speed.
Armor: Reactive
Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

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

BV: 269/52

BATTLE ARMOR: SQUAD 3

Type: Centaur Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1 [2]
Weapons & Equip. Dmg Min Sht Med Lng
BA Tube Artillery (Body) [DWP]β(AE,S,F) — 2 — —
Ammo 0 0 0 0 0 0 0
Basic Manipulator (2) [E] — — — —
Small Laser 3 [DE] — 1 2 3
Must detach DWP before moving full ground speed.
Armor: Reactive
Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

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

BV: 269/52

BATTLE ARMOR: SQUAD 4

Type: Centaur Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1 [2]
Weapons & Equip. Dmg Min Sht Med Lng
BA Tube Artillery (Body) [DWP]β(AE,S,F) — 2 — —
Ammo 0 0 0 0 0 0 0
Basic Manipulator (2) [E] — — — —
Small Laser 3 [DE] — 1 2 3
Must detach DWP before moving full ground speed.
Armor: Reactive
Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

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

BV: 269/52

BATTLE ARMOR: SQUAD 5

Type: Centaur Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1 [2]
Weapons & Equip. Dmg Min Sht Med Lng
BA Tube Artillery (Body) [DWP]β(AE,S,F) — 2 — —
Ammo 0 0 0 0 0 0 0
Basic Manipulator (2) [E] — — — —
Small Laser 3 [DE] — 1 2 3
Must detach DWP before moving full ground speed.
Armor: Reactive
Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

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

BV: 269/52

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Taranis Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1 [2]
Weapons & Equip. Dmg Min Sht Med Lng
Basic Manipulator [2] [E] — — — —
Heavy Recoilless Rifle (DWP) 3 [DB, AI] — 3 5 7
Medium Laser (DWP) 5 [DE] — 3 6 9
Must detach DWP before moving full ground speed.
Armor: Mimetic Armor [+3 - hexes moved]
Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

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

BV: 419/81

BATTLE ARMOR: SQUAD 2

Type: Taranis Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1 [2]
Weapons & Equip. Dmg Min Sht Med Lng
Basic Manipulator [2] [E] — — — —
Heavy Recoilless Rifle (DWP) 3 [DB, AI] — 3 5 7
Medium Laser (DWP) 5 [DE] — 3 6 9
Must detach DWP before moving full ground speed.
Armor: Mimetic Armor [+3 - hexes moved]
Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

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

BV: 419/81

BATTLE ARMOR: SQUAD 3

Type: Taranis Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1 [2]
Weapons & Equip. Dmg Min Sht Med Lng
Basic Manipulator [2] [E] — — — —
Heavy Recoilless Rifle (DWP) 3 [DB, AI] — 3 5 7
Medium Laser (DWP) 5 [DE] — 3 6 9
Must detach DWP before moving full ground speed.
Armor: Mimetic Armor [+3 - hexes moved]
Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

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

BV: 419/81

BATTLE ARMOR: SQUAD 4

Type: Taranis Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1 [2]
Weapons & Equip. Dmg Min Sht Med Lng
Basic Manipulator [2] [E] — — — —
Heavy Recoilless Rifle (DWP) 3 [DB, AI] — 3 5 7
Medium Laser (DWP) 5 [DE] — 3 6 9
Must detach DWP before moving full ground speed.
Armor: Mimetic Armor [+3 - hexes moved]
Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

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

BV: 419/81

BATTLE ARMOR: SQUAD 5

Type: Taranis Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1 [2]
Weapons & Equip. Dmg Min Sht Med Lng
Basic Manipulator [2] [E] — — — —
Heavy Recoilless Rifle (DWP) 3 [DB, AI] — 3 5 7
Medium Laser (DWP) 5 [DE] — 3 6 9
Must detach DWP before moving full ground speed.
Armor: Mimetic Armor [+3 - hexes moved]
Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

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

BV: 419/81

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™

ADVANCED V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Hawk Moth II Gunship

Movement Points: _____ Tonnage: 25
 Cruising: 11 Tech Base: Inner Sphere
 Flank: 17 Era: Dark Age
 Engine Type: XL Fusion Engine

Weapons & Equipment Inventory (hexes)

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

Ammo: [SRM 6] 30

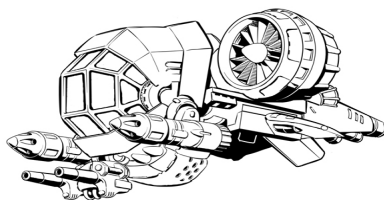
BV: 928

CREW DATA

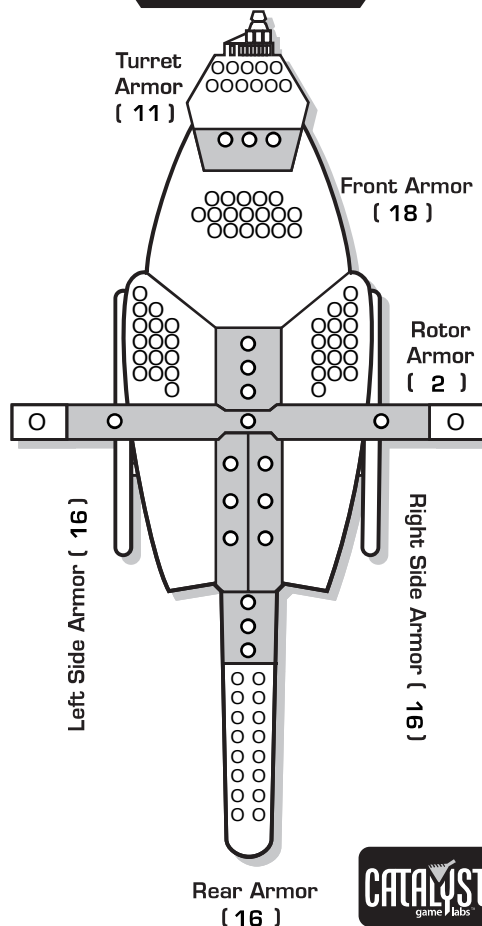
Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Co-Pilot Hit ☐ +1 Pilot Hit ☐ +2
 Modifier to all To-Hit rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



VTOL COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

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

VTOL ELEVATION TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Elevation															

Turn	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Elevation															

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

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

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

BATTLETECH™

ADVANCED V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Hawk Moth II Gunship (MML)

Movement Points: Tonnage: 25
 Cruising: 11 Tech Base: Inner Sphere
 Flank: 17 Era: Dark Age
 Engine Type: XL Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	MML 5	FR	[M,S,C]	6	7	14	21
	LRM		1/Msl	—	3	6	9
	SRM		2/Msl	—	4	8	12
2	ER Medium Laser	T	5 [DE]	—	4	8	12

Ammo: [MML 5/LRM] 24, [MML 5/SRM] 20

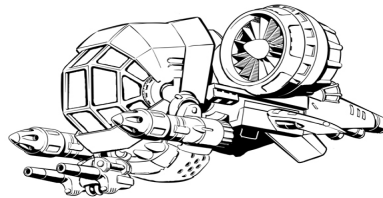
BV: 851

CREW DATA

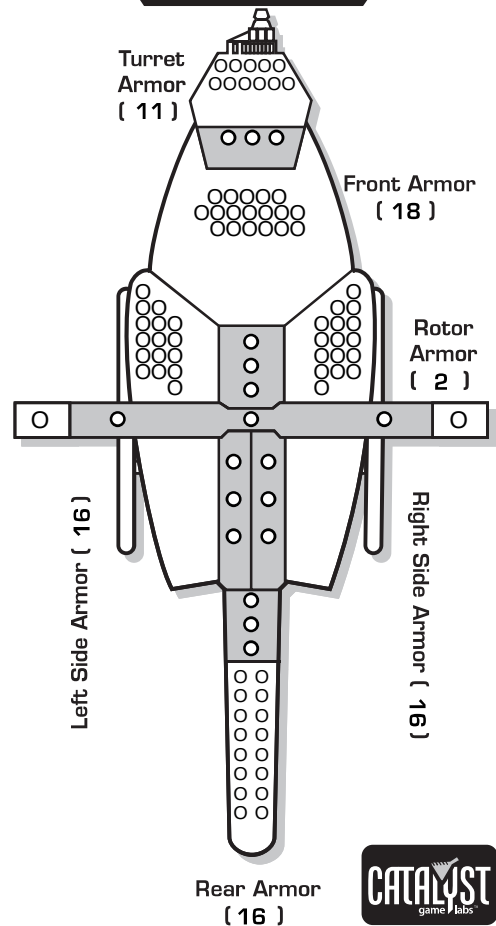
Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Co-Pilot Hit ☐ +1 Pilot Hit ☐ +2
 Modifier to all To-Hit rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



VTOL COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

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

VTOL ELEVATION TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Elevation															

Turn	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Elevation															

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

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

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

BATTLETECH™

ADVANCED V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Hawk Moth II Gunship (Sniper)

Movement Points: _____ Tonnage: 25
 Cruising: 11 Tech Base: Inner Sphere
 Flank: 17 [22] (Advanced)
 Engine Type: XL Fusion Engine Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	VTOL Jet Booster	BD	[E]	—	—	—	—
1	HVAC/2	T	2 [DB]	3	10	20	35

Ammo: [HVAC/2] 30

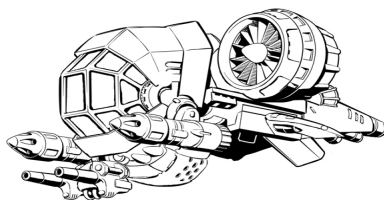
BV: 490

CREW DATA

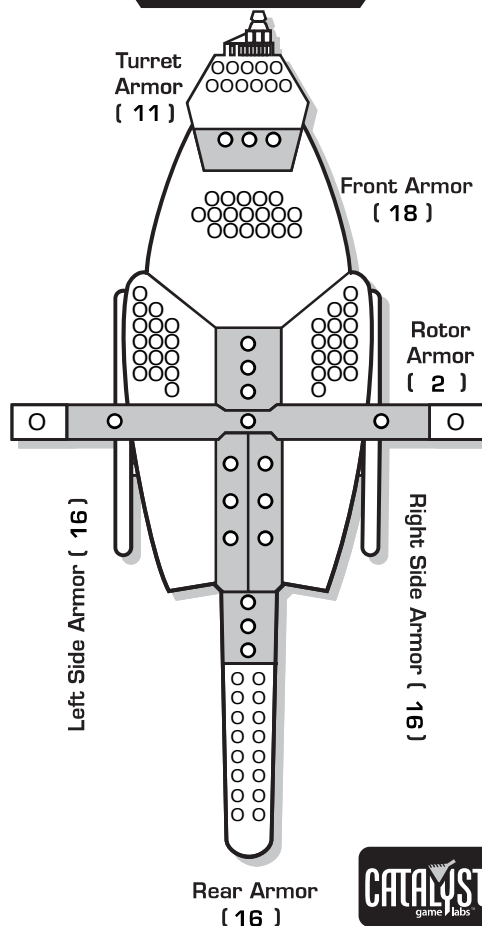
Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Co-Pilot Hit ☐ +1 Pilot Hit ☐ +2
 Modifier to all To-Hit rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



VTOL COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

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

VTOL ELEVATION TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Elevation															

Turn	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Elevation															

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

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

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Shandra Advanced Scout Vehicle

Movement Points: **Cruising:** 8 **Flank:** 12
Tonnage: 25 **Tech Base:** Inner Sphere **Era:** Dark Age
Movement Type: Wheeled
Engine Type: Fusion Engine

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	BD	[E]	—	—	—	6
1	ER Small Laser	FR	3 [DE]	—	2	4	5
1	SRM 4	FR	2/[M,C,S]	—	3	6	9
2	Machine Gun	RR	2 [DB,AI]	—	1	2	3

Ammo: [SRM 4] 25, [Machine Gun] 100

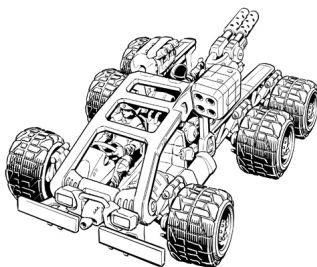
BV: 417

CREW DATA

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

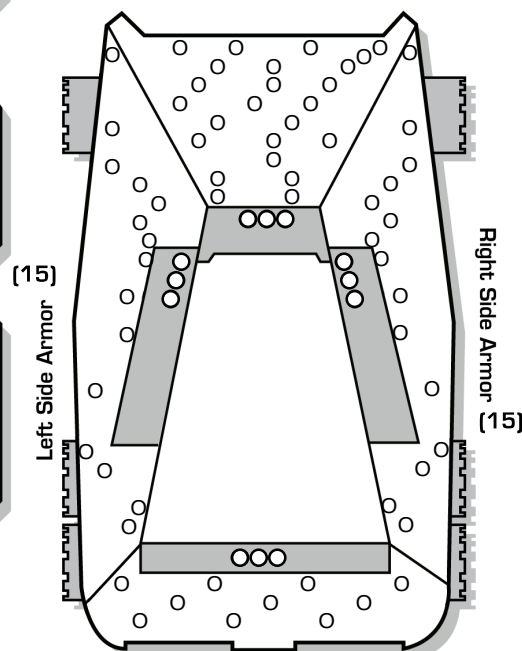
CRITICAL DAMAGE

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
(24)



Rear Armor
(10)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

A result of 12 on the Ground Combat Vehicle Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	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: Shandra Advanced Scout Vehicle (Original)

Movement Points: **Cruising:** 8 **Flank:** 12
Tonnage: 25 **Tech Base:** Inner Sphere **Era:** Dark Age
Movement Type: Wheeled
Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	BD	[E]	—	—	—	6
2	Machine Gun	RR	2	—	1	2	3
			[DB, AI]				

Ammo: [Machine Gun] 100

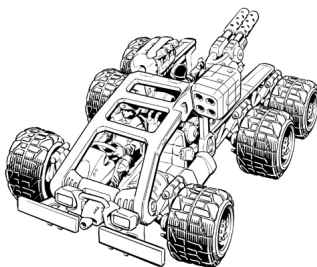
BV: 311

CREW DATA

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

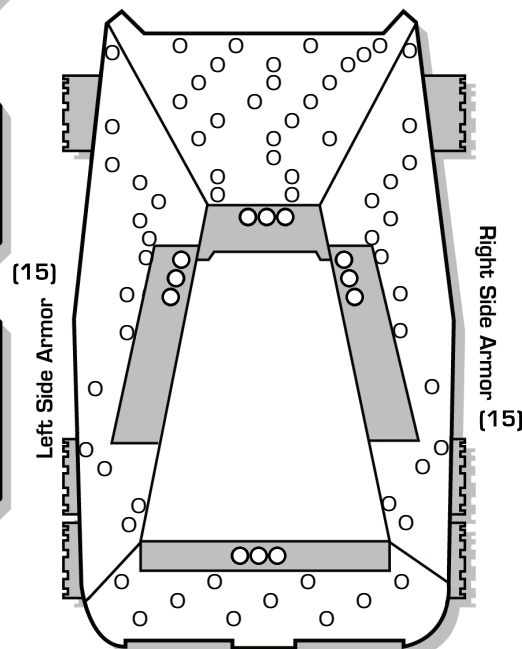
CRITICAL DAMAGE

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
(24)



Rear Armor
(10)



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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 right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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BATTLETECH™

V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Crane Heavy Transport

Movement Points: Tonnage: 30
 Cruising: 8 Tech Base: Inner Sphere
 Flank: 12 Year: 2750
 Engine Type: Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Machine Gun	RS	2 [DB, AI]	—	1	2	3
2	Machine Gun	LS	2 [DB, AI]	—	1	2	3

Infantry Compartment (8 tons)

Ammo: [Machine Gun] 100

BV: 385

CREW DATA

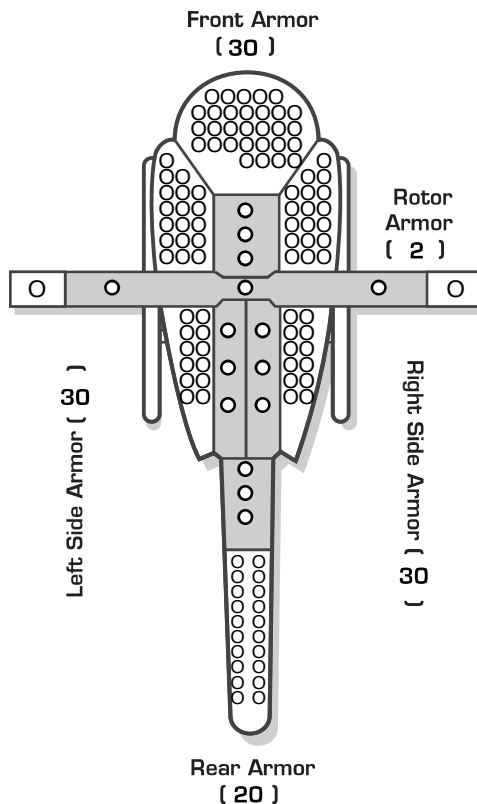
Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Co-Pilot Hit ☐ +1 Pilot Hit ☐ +2
 Modifier to all To-Hit rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



VTOL COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	FRONT	ATTACK DIRECTION 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	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.

BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: MHI Amphibious APC

Movement Points: Tonnage: 35
 Cruising: 5 Tech Base: Inner Sphere
 Flank: 8 (Advanced)
 Movement Type: Wheeled Era: Dark Age
 Engine Type: Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	T	5 [DE]	—	4	8	12

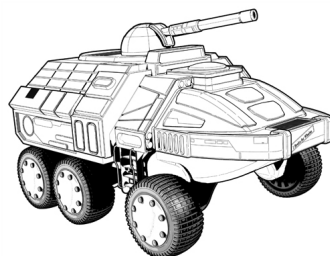
Infantry Compartment [8 tons]
 Chassis Modifications: Fully Amphibious

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

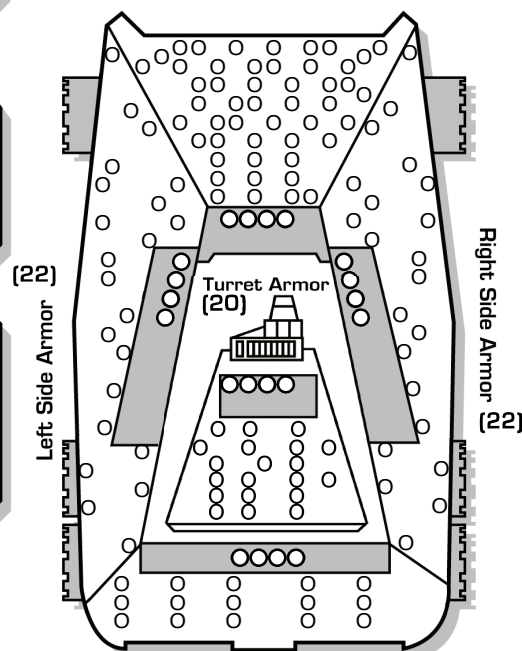
Turret Locked ☐ Engine Hit ☐
 Sensor Hits [+1] [+2] [+3] D
 Motive System Hits [+1] [+2] [+3]
 Stabilizers
 Front ☐ Left ☐ Right ☐
 Rear ☐ Turret ☐



BV: 564

ARMOR DIAGRAM

Front Armor (49)



Rear Armor (15)



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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: Scapha Hovertank Prime

Movement Points: Tonnage: 40
 Cruising: 11 Tech Base: Inner Sphere
 Flank: 17 [22] (Advanced)
 Movement Type: Hover Era: Dark Age
 Engine Type: XXL Fusion Engine

Weapons & Equipment Inventory

(hexes)

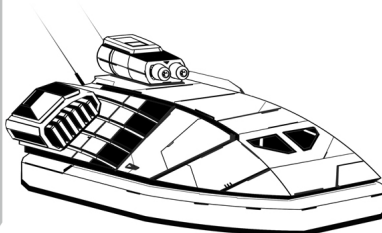
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	BD	[E]	—	—	—	6
1	Bloodhound Active Probe	BD	[E]	—	—	—	6
1	Targeting Computer	BD	[E]	—	—	—	—
2	Light PPC	T	5 [DE]	3	6	12	18

CREW DATA

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

CRITICAL DAMAGE

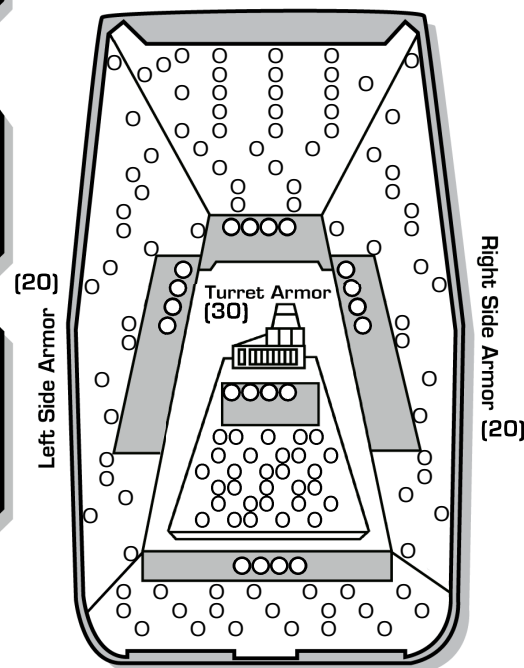
Turret Locked ☐ Engine Hit ☐
 Sensor Hits **+1 +2 +3** **D**
 Motive System Hits **+1 +2 +3**
 Stabilizers
 Front ☐ Left ☐ Right ☐
 Rear ☐ Turret ☐



BV: 1,425

ARMOR DIAGRAM

Reflective
Front Armor
(30)



Rear Armor
(20)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

A result of 12 on the Ground Combat Vehicle Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Scapha Hovertank A

Movement Points: Tonnage: 40
 Cruising: 11 Tech Base: Inner Sphere
 Flank: 17 (Advanced)
 Movement Type: Hover Era: Dark Age
 Engine Type: XXL Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Rotary AC/5	T	5/Sht	—	5	10	15
			[DB,R/C]				

Ammo: [RAC/5] 60

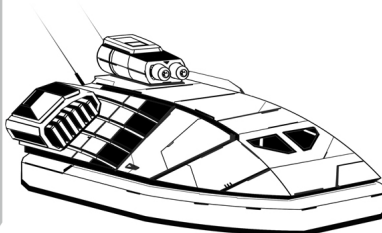
BV: 1,399

CREW DATA

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

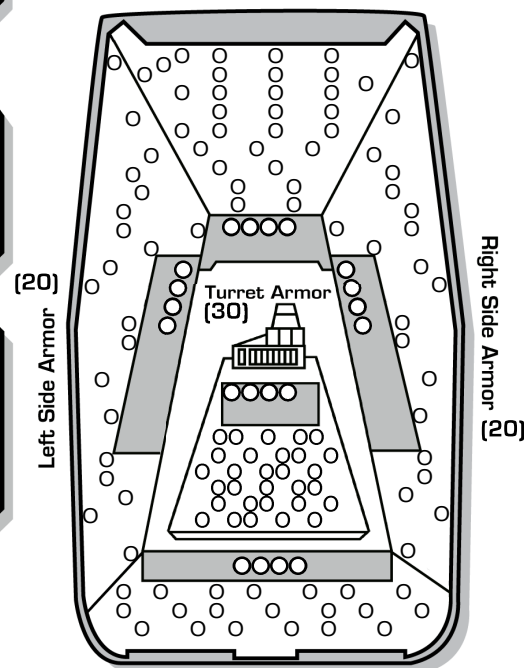
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Reflective
Front Armor
(30)



Rear Armor
(20)



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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 right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Scapha Hovertank B

Movement Points: Tonnage: 40
 Cruising: 11 Tech Base: Inner Sphere
 Flank: 17 (Advanced)
 Movement Type: Hover Era: Dark Age
 Engine Type: XXL Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Light Gauss Rifle	T	8	3	8	17	25
			[DB,X]				

Ammo: [Light Gauss] 16

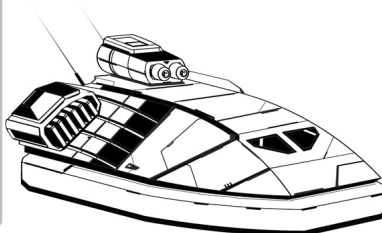
BV: 984

CREW DATA

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

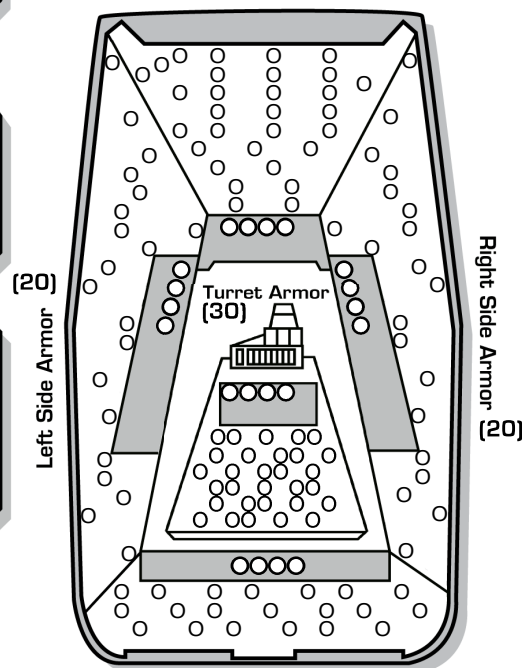
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Reflective
Front Armor
(30)



Rear Armor
(20)



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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 right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Scapha Hovertank C

Movement Points: Tonnage: 40
 Cruising: 11 Tech Base: Inner Sphere
 Flank: 17 (Advanced)
 Movement Type: Hover Era: Dark Age
 Engine Type: XXL Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	T	10	-	6	12	18
[DB,C/F/S]							

Ammo: [LB 10-X Cluster] 10, [LB 10-X] 10

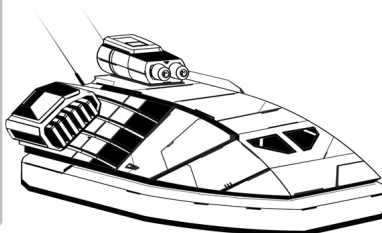
BV: 1,002

CREW DATA

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

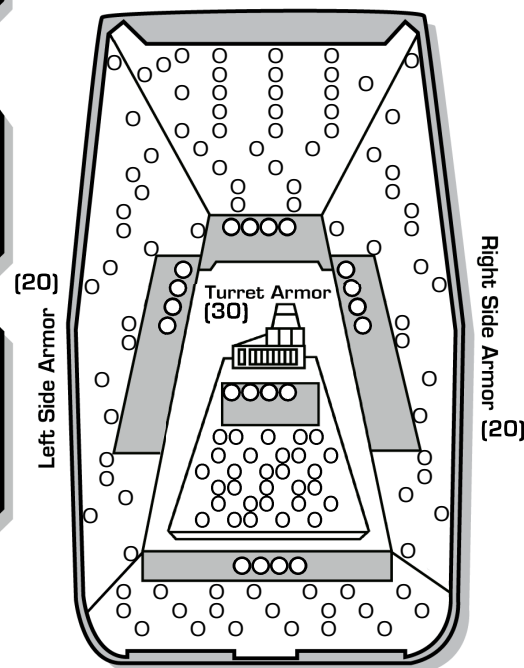
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Reflective
Front Armor
(30)



Rear Armor
(20)



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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 right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Scapha Hovertank D

Movement Points: Tonnage: 40
Cruising: 11 Tech Base: Inner Sphere
Flank: 17 (Advanced)
Movement Type: Hover Era: Dark Age
Engine Type: XXL Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	iNarc	T	[M]	-	4	9	15
1	Snub-Nose PPC	T	10/8/5 [DE.V]	-	9	13	15

Ammo: [iNarc] 8

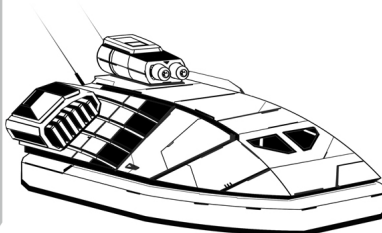
BV: 1,141

CREW DATA

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

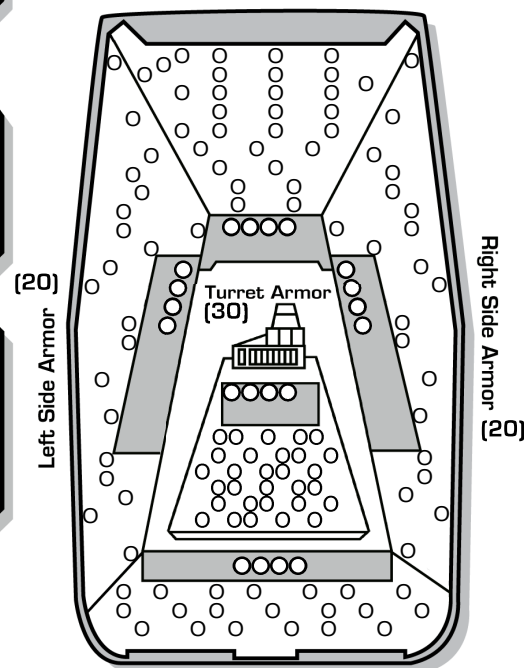
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Reflective
Front Armor
(30)



Rear Armor
(20)



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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 right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Scapha Hovertank E

Movement Points: Tonnage: 40
 Cruising: 11 Tech Base: Inner Sphere
 Flank: 17 (Advanced)
 Movement Type: Hover Era: Dark Age
 Engine Type: XXL Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Thumper Cannon	T	5	3	4	9	14
[DB,AE]							

Ammo: [Thumper Cannon] 60

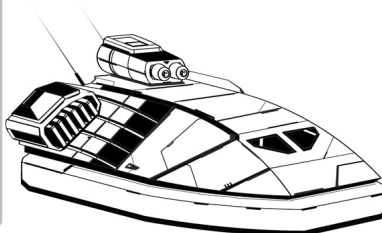
BV: 666

CREW DATA

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

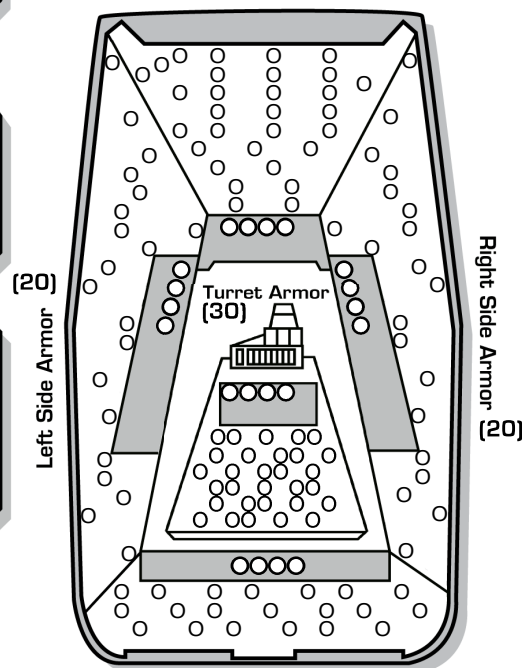
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Reflective
Front Armor
(30)



Rear Armor
(20)



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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 right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Scapha Hovertank F

Movement Points: **Cruising:** 11 **Flank:** 17
Tonnage: 40 **Tech Base:** Inner Sphere (Advanced)
Era: Dark Age
Movement Type: Hover
Engine Type: XXL Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	BD	[E]	—	—	—	—
1	AC/5	T	5 [DB,S]	3	6	12	18
1	TAG	T	[E]	—	5	9	15

Ammo: [AC/5] 40

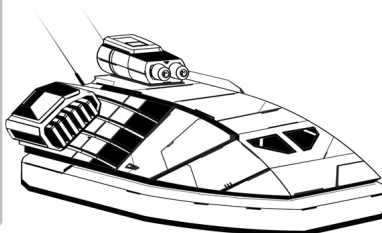
BV: 794

CREW DATA

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

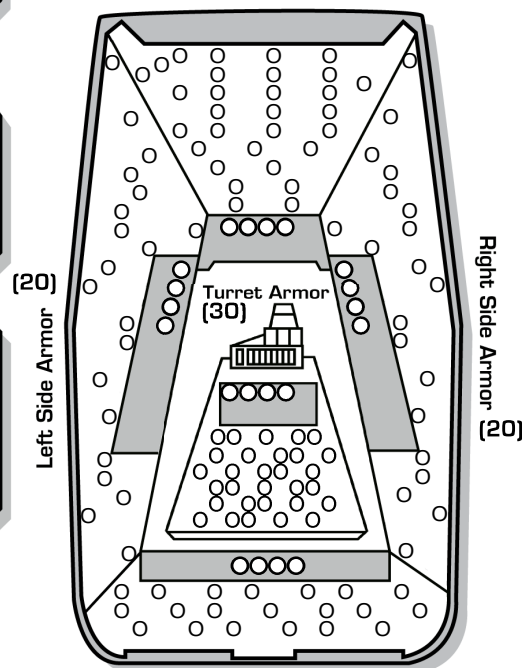
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Reflective
Front Armor
(30)



Rear Armor
(20)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	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: Scapha Hovertank G

Movement Points: Tonnage: 40
 Cruising: 11 Tech Base: Inner Sphere
 Flank: 17 (Advanced)
 Movement Type: Hover Era: Dark Age
 Engine Type: XXL Fusion Engine

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C ³ Slave	BD	[E]	—	—	—	—
1	Targeting Computer	BD	[E]	—	—	—	—
2	LAC/2	T	2	—	6	12	18
		[DB,S]					

Ammo: [LAC/2] 90

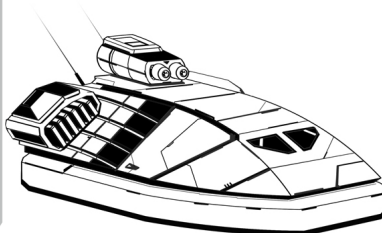
BV: 736

CREW DATA

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

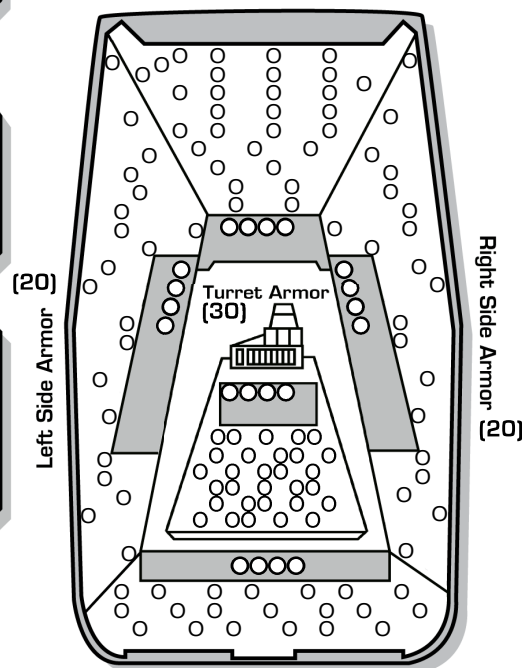
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Reflective
Front Armor
(30)



Rear Armor
(20)



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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 right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Scapha Hovertank H

Movement Points: Tonnage: 40
 Cruising: 11 Tech Base: Inner Sphere
 Flank: 17 (Advanced)
 Movement Type: Hover Era: Dark Age
 Engine Type: XXL Fusion Engine

Weapons & Equipment Inventory (hexes)

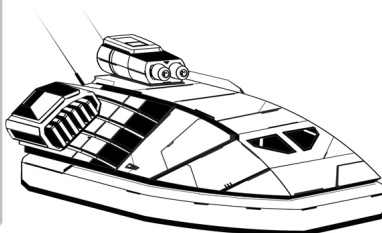
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C ³ Slave	BD	[E]	—	—	—	—
2	Medium VSP Laser	T	9/7/5 [P,V]	—	2	5	9

CREW DATA

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

CRITICAL DAMAGE

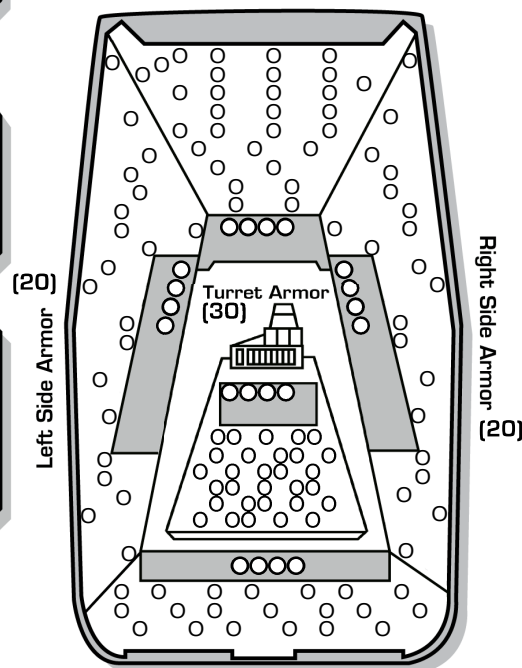
Turret Locked ☐ Engine Hit ☐
 Sensor Hits **+1 +2 +3** **D**
 Motive System Hits **+1 +2 +3**
 Stabilizers
 Front ☐ Left ☐ Right ☐
 Rear ☐ Turret ☐



BV: 811

ARMOR DIAGRAM

Reflective
Front Armor
(30)



Rear Armor
(20)



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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: Scapha Hovertank I

Movement Points: Tonnage: 40
 Cruising: 11 Tech Base: Inner Sphere
 Flank: 17 (Advanced)
 Movement Type: Hover Era: Dark Age
 Engine Type: XXL Fusion Engine

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C ³ Master	BD	[E]	—	5	9	15
1	Targeting Computer	BD	[E]	—	—	—	—
1	TSEMP Cannon	T	0	—	5	10	15

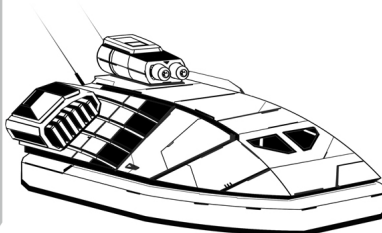
[DEX]

CREW DATA

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

CRITICAL DAMAGE

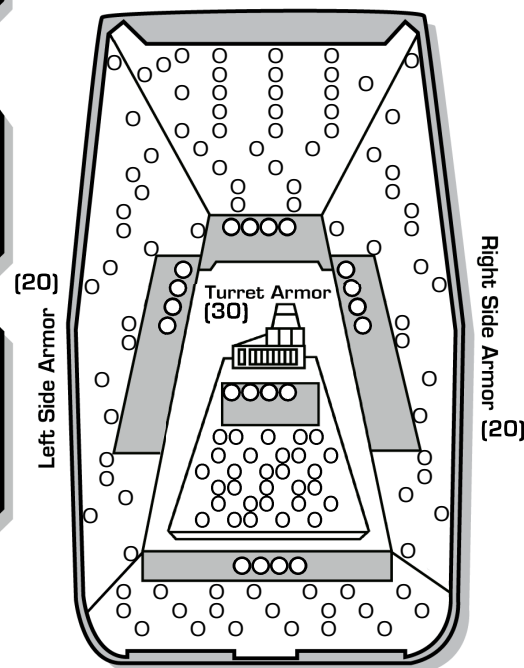
Turret Locked ☐ Engine Hit ☐
 Sensor Hits **+1 +2 +3** **D**
 Motive System Hits **+1 +2 +3**
 Stabilizers
 Front ☐ Left ☐ Right ☐
 Rear ☐ Turret ☐



BV: 2,096

ARMOR DIAGRAM

Reflective
Front Armor
(30)



Rear Armor
(20)



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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 Vehicle Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Scapha Hovertank J

Movement Points: **Cruising:** 11 **Flank:** 17 **Jump:** 7
Tonnage: 40 **Tech Base:** Inner Sphere (Advanced) **Era:** Dark Age
Movement Type: Hover **Engine Type:** XXL Fusion Engine

Weapons & Equipment Inventory

(hexes)

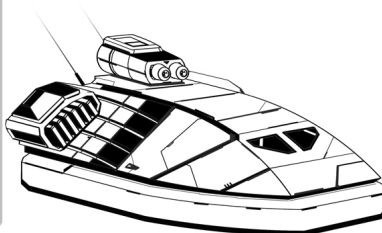
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	BD	[E]	—	—	—	6
7	Jump Jet	BD	[E]	—	—	—	—
3	Medium Pulse Laser	T	6 [P]	—	2	4	6

CREW DATA

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

CRITICAL DAMAGE

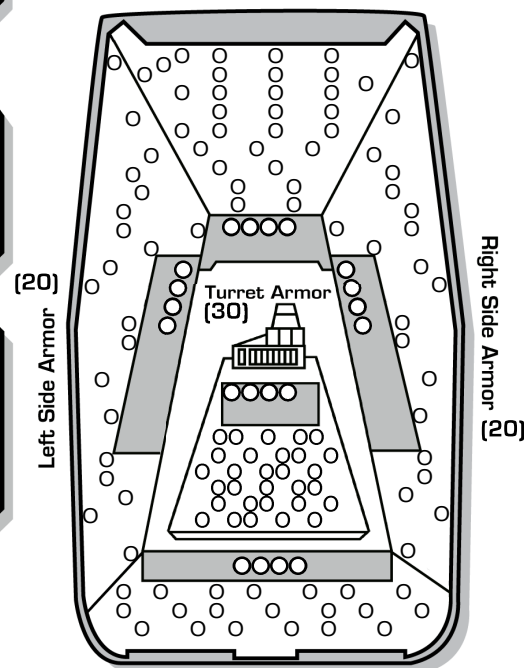
Turret Locked ☐ Engine Hit ☐
 Sensor Hits **+1 +2 +3** **D**
 Motive System Hits **+1 +2 +3**
 Stabilizers
 Front ☐ Left ☐ Right ☐
 Rear ☐ Turret ☐



BV: 1,047

ARMOR DIAGRAM

Reflective
Front Armor
(30)



Rear Armor
(20)



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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 right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: JES III Missile Carrier

Movement Points: **Cruising:** 3 **Flank:** 5
Tonnage: 60 **Tech Base:** Inner Sphere **Era:** Dark Age
Movement Type: Wheeled
Engine Type: XL Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Machine Gun	FR	2	—	1	2	3
			[DB, AI]				
4	LRM 15	T	1/Msl	6	7	14	21
			[M.C.S.]				

Ammo: [Machine Gun] 100, [LRM 15] 48

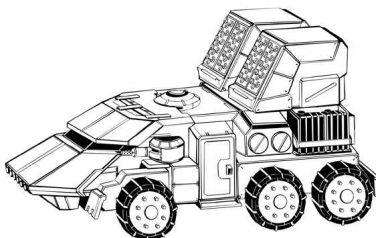
BV: 1,037

CREW DATA

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

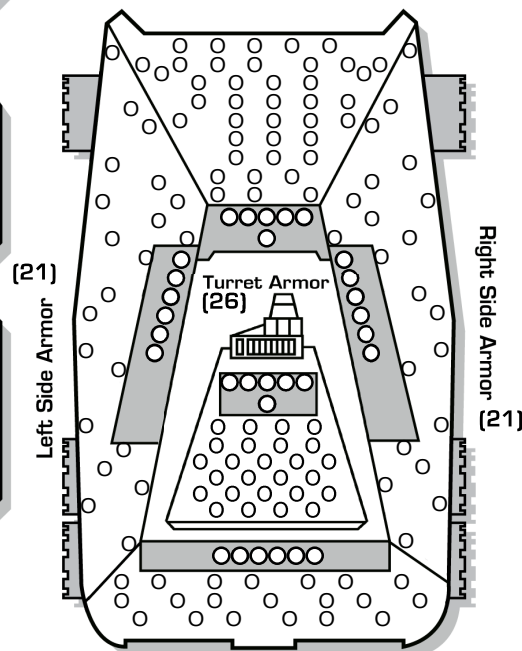
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor
(40)



Rear Armor
(20)



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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 right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: JES III Missile Carrier (C3)

Movement Points: Tonnage: 60
 Cruising: 3 Tech Base: Inner Sphere
 Flank: 5 Era: Dark Age
 Movement Type: Wheeled
 Engine Type: XL Fusion Engine

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C ³ Slave	BD	[E]	—	—	—	—
2	Machine Gun	FR	2	—	1	2	3
			[DB, AI]				
4	LRM 15	T	1/Ms	6	7	14	21
			[M.C.S.]				

Ammo: [Machine Gun] 100, [LRM 15] 40

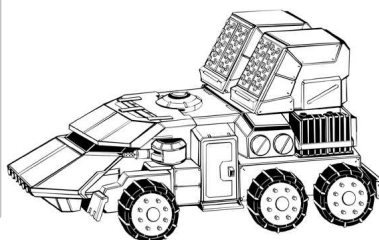
BV: 1,020

CREW DATA

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

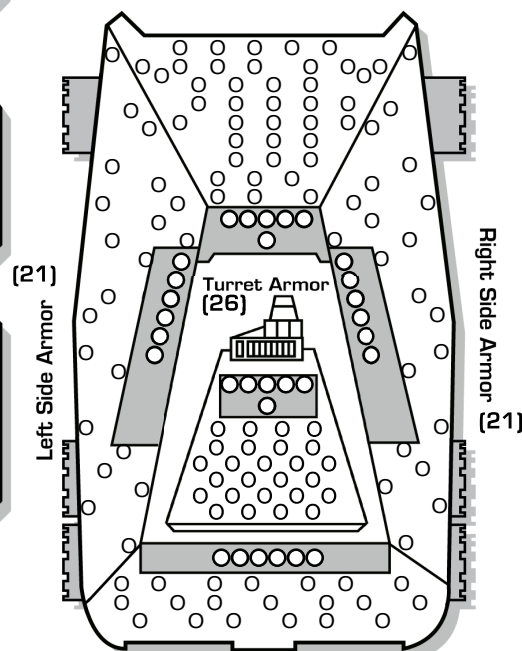
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor
(40)



Rear Armor
(20)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	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: JES III Missile Carrier (MML)

Movement Points: **Tonnage:** 60
Cruising: 3 **Tech Base:** Inner Sphere
Flank: 5 **Era:** Dark Age
Movement Type: Wheeled
Engine Type: XL Fusion Engine

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Machine Gun	FR	2	—	1	2	3
			[DB, AI]				
2	ER Medium Laser	T	5 [DE]	—	4	8	12
4	MML 9	T	[M, S, C]				
	LRM		1/Msl	6	7	14	21
	SRM		2/Msl	—	3	6	9

Ammo: [MML 9/SRM] 44, [Machine Gun] 100
[MML 9/LRM] 52

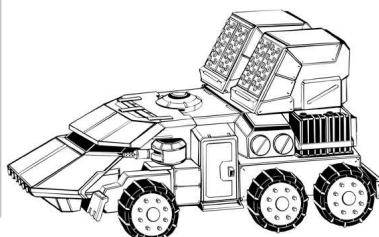
BV: 947

CREW DATA

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

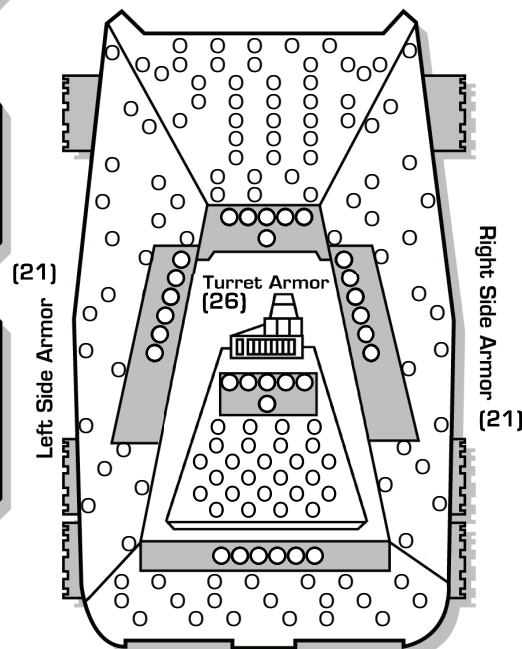
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor
(40)



Rear Armor
(20)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

	ATTACK DIRECTION		
2D6 Roll	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

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

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: JES III Missile Carrier (Speed)

Movement Points: Tonnage: 60
 Cruising: 4 Tech Base: Inner Sphere
 Flank: 6 Era: Dark Age
 Movement Type: Wheeled
 Engine Type: XL Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
4	LRM 15	T	1/Mel	6	7	14	21
[M.C.S.]							

Ammo: [LRM 15] 48

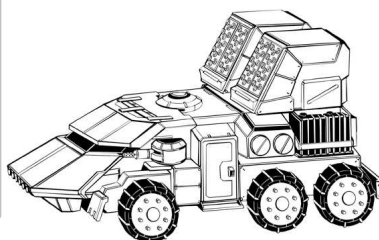
BV: 1,108

CREW DATA

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

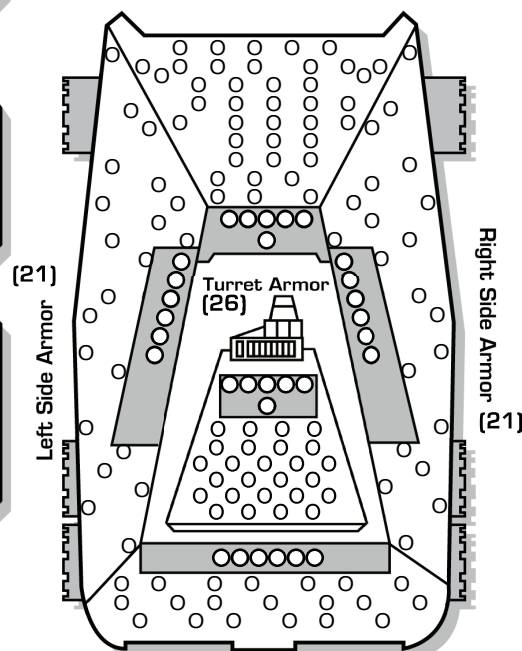
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor (40)



Rear Armor (20)



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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 right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: JES III Missile Carrier (Thunderbolt)

Movement Points: Tonnage: 60
 Cruising: 3 Tech Base: Inner Sphere
 Flank: 5 Era: Dark Age
 Movement Type: Wheeled
 Engine Type: XL Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Machine Gun	FR	2	—	1	2	3
			[DB, AI]				
4	Thunderbolt 10	T	10[M]	5	6	12	18

Ammo: [Machine Gun] 100, [Thunderbolt 10] 36

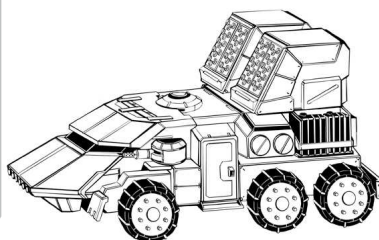
BV: 995

CREW DATA

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

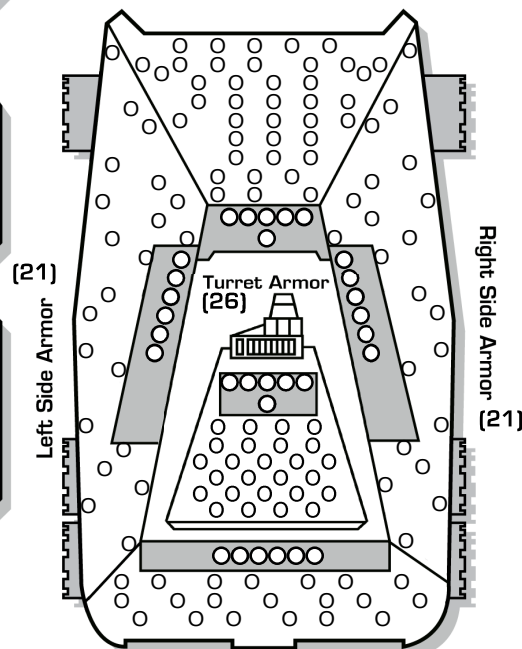
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor
(40)



Rear Armor
(20)



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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 right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: MHI Defense AA Tank

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
3	Light Machine Gun	FR	1	—	2	4	6
			[DB, AI]				
2	LB 10-X AC	T	10	—	6	12	18
			[DB, C/F/S]				

Chassis Modifications: Limited Amphibious

Ammo (CASE): (LB 10-X Cluster) 20, (LB 10-X) 20
 (Light Machine Gun) 100

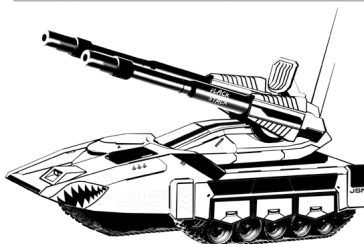
BV: 1,026

CREW DATA

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

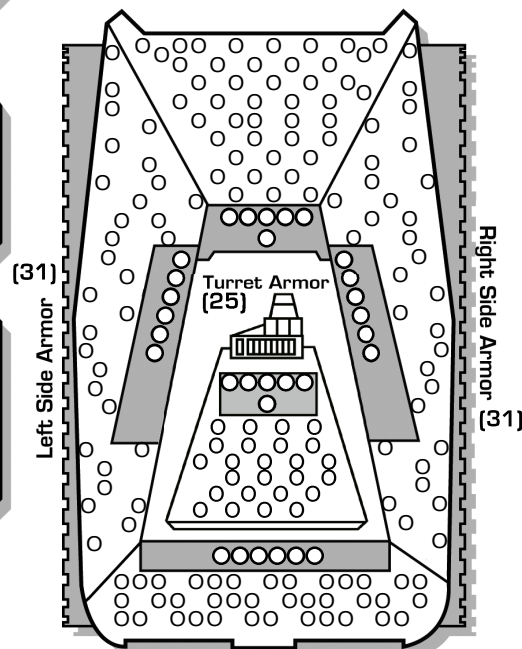
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor
(44)



Rear Armor
(37)



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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

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Celerity CLR-03-O

Movement Points: Tonnage: 15
 Walking: 16 Tech Base: Inner Sphere
 Running: 24 [32] (Advanced)
 Era: Dark Age

Weapons & Equipment Inventory (hexes)

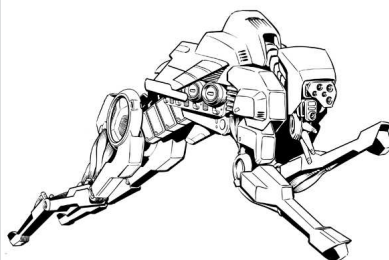
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C ³ Slave	HD	—	[E]	—	—	—	—
1	TAG	HD	0	[E]	—	5	9	15
1	Drone (Remote) Operating System	RT	—	[E]	—	—	—	—

WARRIOR DATA

Name: _____

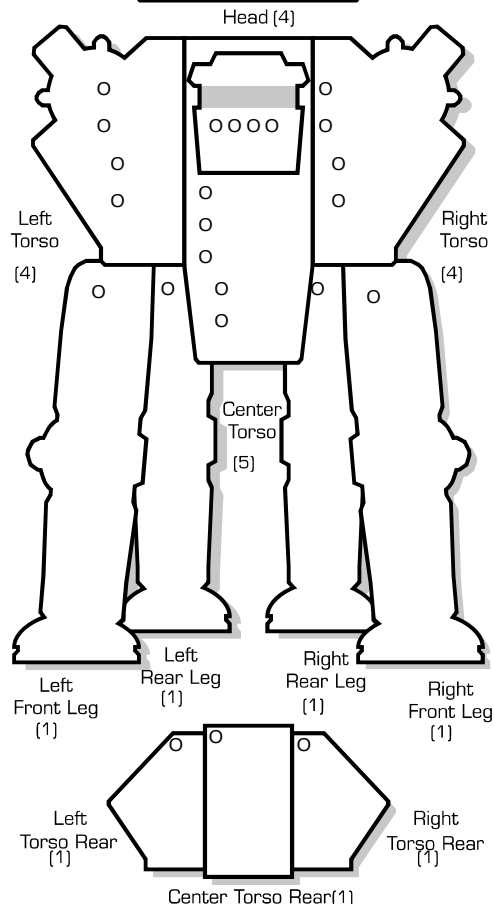
Gunnery Skill: _____ Piloting Skill: _____

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



BV: 187

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Front Leg

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

Left Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

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

Left Rear Leg

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

Head

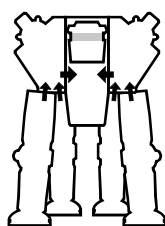
- Life Support
- Sensors
- Small Cockpit
- Sensors
- TAG
- C³ Slave

Center Torso

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

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

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



Damage Transfer Diagram

Right Front Leg

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

Right Torso

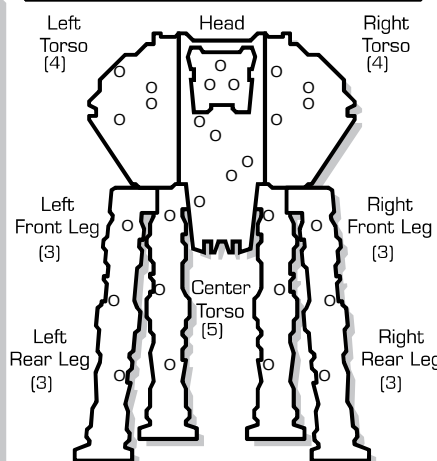
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

- Drone (Remote) Operating System
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Roll Again

Right Rear Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH™

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Celerity CLR-03-OA

Movement Points: Tonnage: 15
 Walking: 16 Tech Base: Mixed Tech (I.S.)
 Running: 24 [32] [Advanced]
 Era: Dark Age

Weapons & Equipment Inventory (hexes)

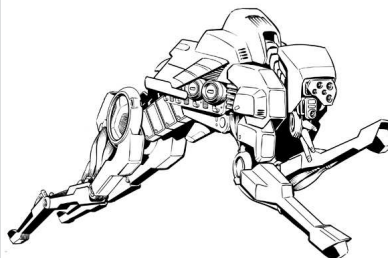
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	SRM 6 (I-OS) (Cln)	HD	4	2/Msl [M.C.S.]	—	3	6	9
1	Drone (Remote) Operating System	RT	—	[E]	—	—	—	—

BV: 275

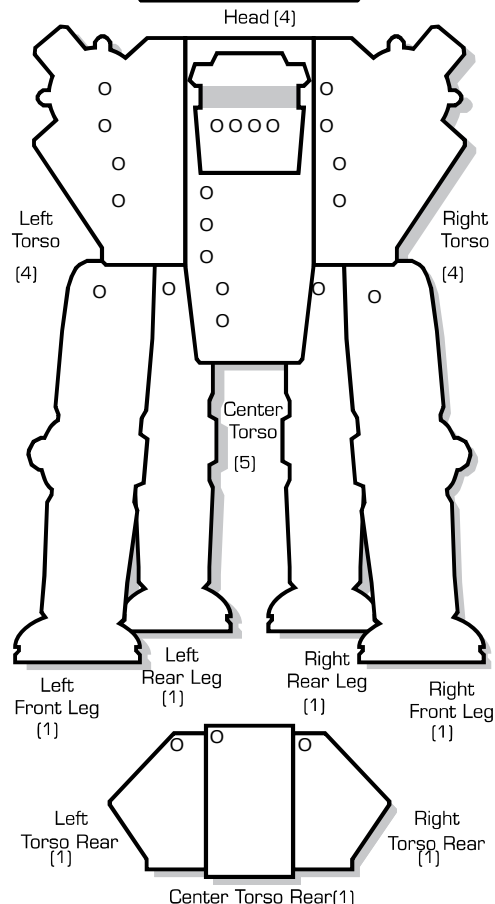
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness#

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Front Leg

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

Left Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

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

Left Rear Leg

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

Head

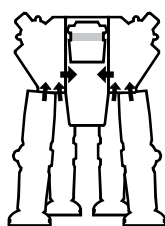
- Life Support
- Sensors
- Small Cockpit
- Sensors
- SRM 6 (I-OS) (Cln)
- SRM 6 (I-OS) (Cln)

Center Torso

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

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

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



Damage Transfer Diagram

Right Front Leg

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

Right Torso

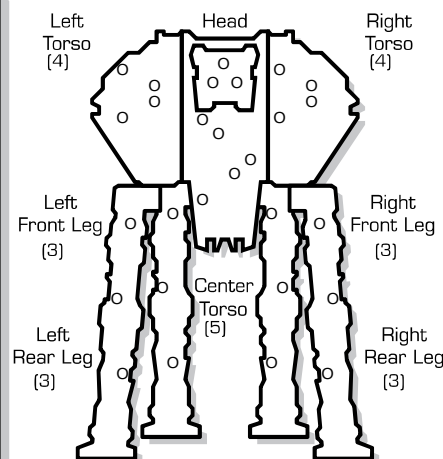
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

- Drone (Remote) Operating System
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Roll Again

Right Rear Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH™

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Celerity CLR-03-OB

Movement Points: Tonnage: 15
 Walking: 16 Tech Base: Inner Sphere
 Running: 24 [32] [Advanced]
 Era: Dark Age

Weapons & Equipment Inventory (hexes)

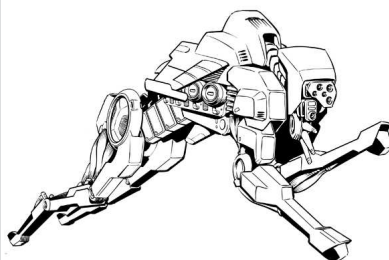
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	HD	—	[E]	—	—	—	6
1	Drone (Remote) Operating System	RT	—	[E]	—	—	—	—

BV: 339

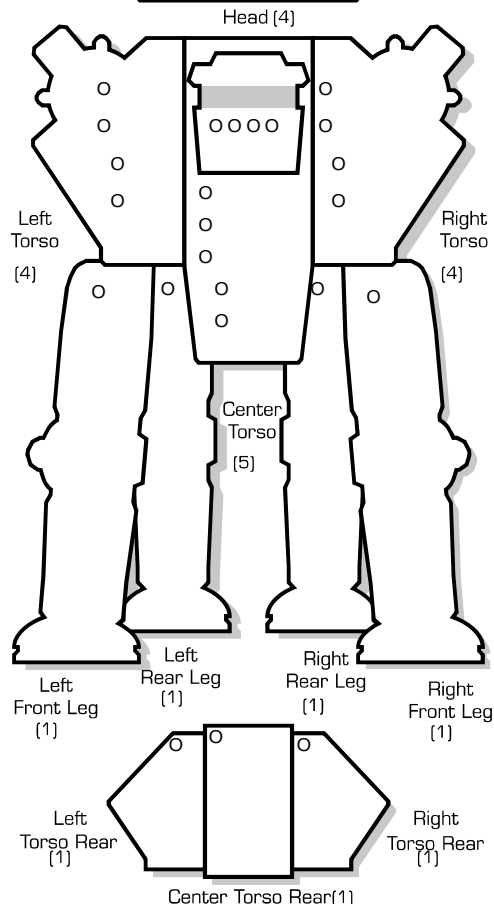
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness#

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Angel ECM Suite
- Angel ECM Suite

Left Front Leg

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

Right Front Leg

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

Center Torso

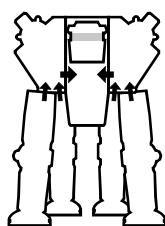
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XL Gyro
- XL Gyro
- XL Gyro

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

Right Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

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



Damage Transfer Diagram

Left Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

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

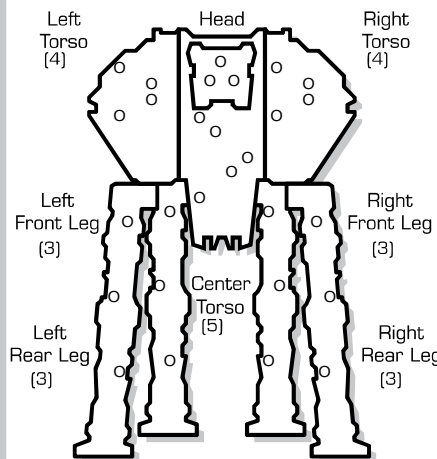
Left Rear Leg

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

Right Rear Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Celerity CLR-03-OC

Movement Points: Tonnage: 15
Walking: 16 Tech Base: Inner Sphere
Running: 24 [32] [Advanced]
Era: Dark Age

Weapons & Equipment Inventory (hexes)

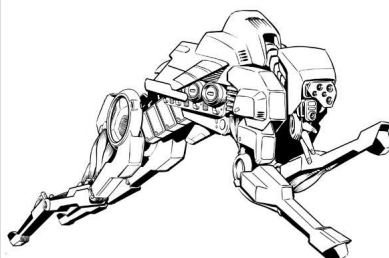
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	HD	—	[E]	—	—	—	4
1	Drone (Remote) Operating System	RT	—	[E]	—	—	—	—
1	Remote Sensor Dispenser(R)	RT	—	[E]	—	—	—	—

WARRIOR DATA

Name: _____

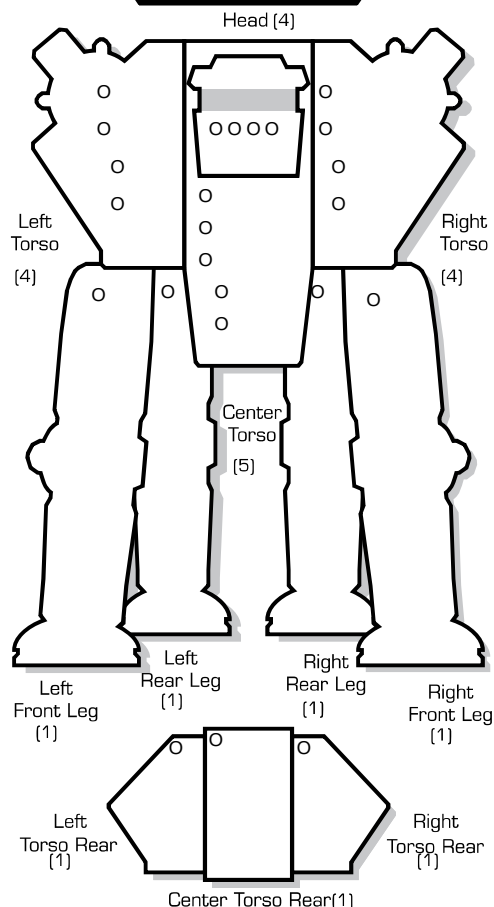
Gunnery Skill: _____ Piloting Skill: _____

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



BV: 202

ARMOR DIAGRAM



CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Beagle Active Probe
- Beagle Active Probe

Left Front Leg

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

Center Torso

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

1-3

Left Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

1-3

4-6

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

Right Front Leg

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

1-3

Right Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

4-6

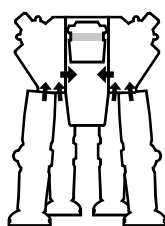
- Drone (Remote) Operating System
- Remote Sensor Dispenser (R)
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Endo-Steel

Left Rear Leg

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

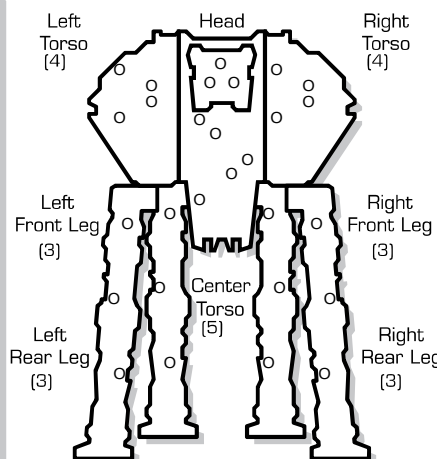
Right Rear Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH™

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Celerity CLR-03-OD

Movement Points: Tonnage: 15
 Walking: 16 Tech Base: Inner Sphere
 Running: 24 [32] (Advanced)
 Era: Dark Age

Weapons & Equipment Inventory (hexes)

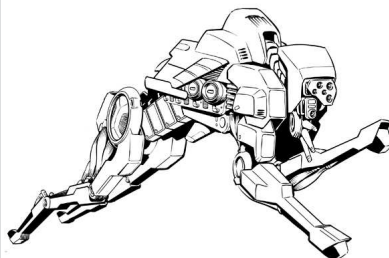
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Flamer	HD	4	2	—	3	5	7
1	Drone (Remote) Operating System	RT	—	[E]	—	—	—	—

BV: 304

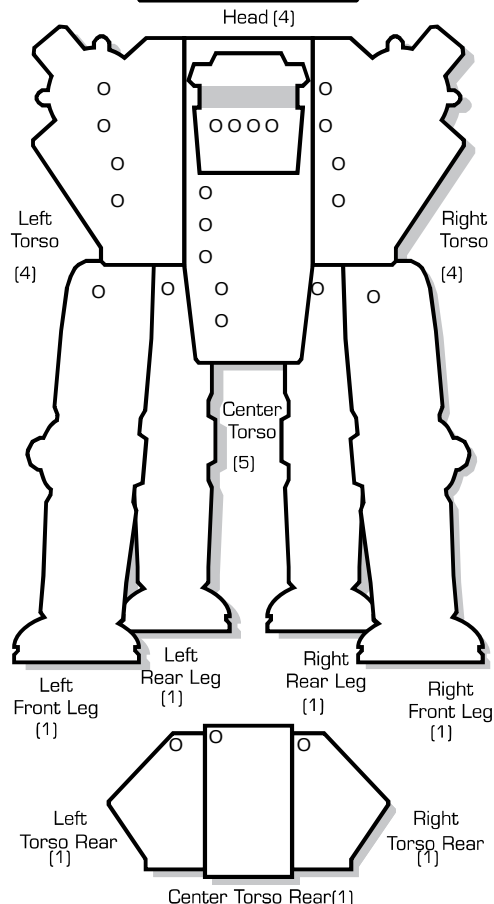
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness#

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- ER Flamer
- ER Flamer

Left Front Leg

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

Center Torso

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

1-3

Left Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

1-3

4-6

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

Right Front Leg

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

1-3

Right Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

4-6

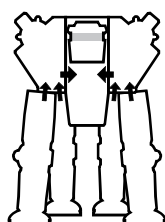
- Drone (Remote) Operating System
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Roll Again

Left Rear Leg

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

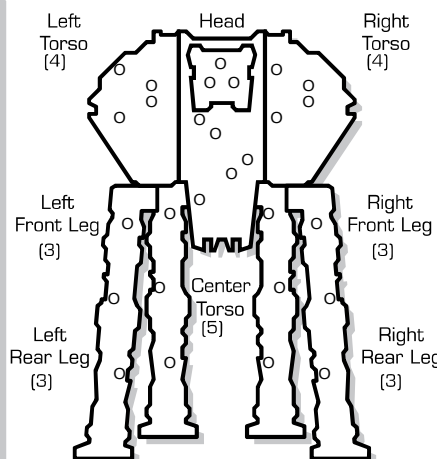
Right Rear Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Celerity CLR-03-OE

Movement Points: Tonnage: 15
Walking: 16 Tech Base: Mixed Tech (I.S.)
Running: 24 [32] [Advanced]
Era: Dark Age

Weapons & Equipment Inventory (hexes)

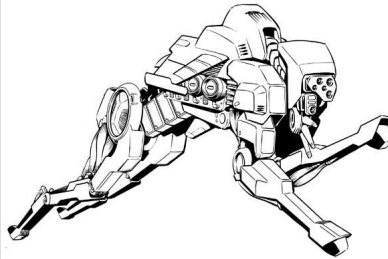
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved Heavy Medium Laser (Clan)	HD	7	10 [DEX]	—	3	6	9
1	Drone (Remote) Operating System	RT	—	[E]	—	—	—	—
1	ER Medium Laser (Clan)	RT	5	7 [DE]	—	5	10	15

BV: 919

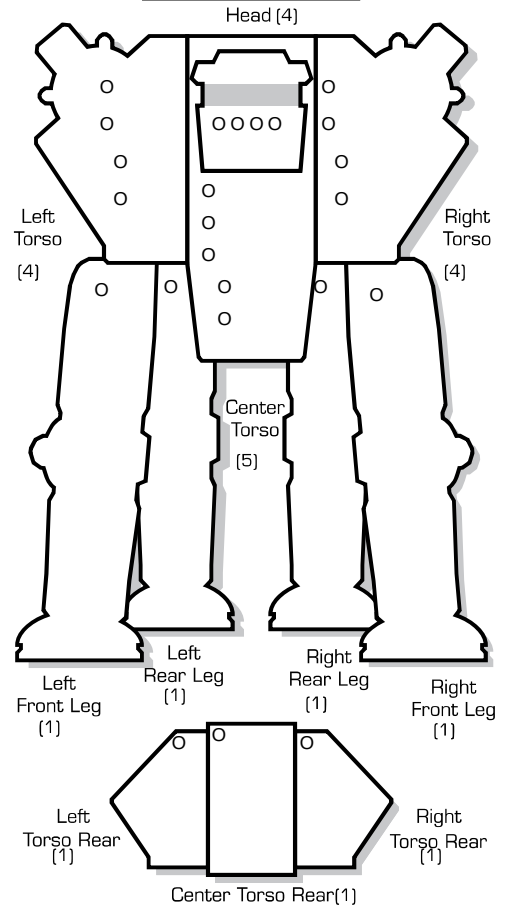
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness#

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Front Leg

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

Left Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

1-3

4-6

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

Left Rear Leg

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

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Improved Heavy Medium Laser (Clan)
- Improved Heavy Medium Laser (Clan)

Center Torso

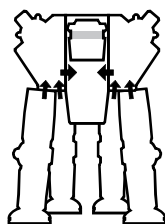
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XL Gyro
- XL Gyro
- XL Gyro

1-3

4-6

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

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



Damage Transfer Diagram

Right Front Leg

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

1-3

4-6

Right Torso

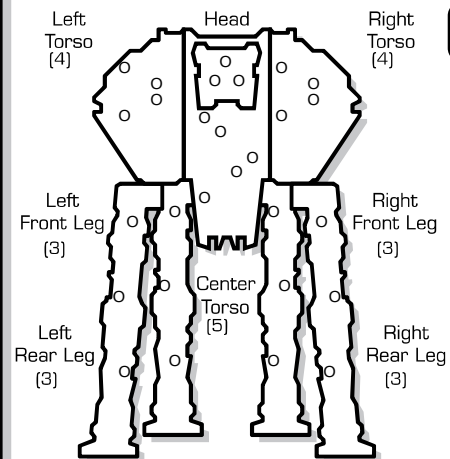
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

- ER Medium Laser (Clan)
- Drone (Remote) Operating System
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Endo-Steel

Right Rear Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Celerity CLR-04-R

Movement Points: **Tonnage:** 15
Walking: 15 **Tech Base:** Inner Sphere
Running: 23 **[Advanced]**
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Drone (Remote) Operating System	RT	—	[E]	—	—	—	—
1	TSEMP One-Shot	RT	10	0	—	5	10	15
				[DEX]				

BV: 384

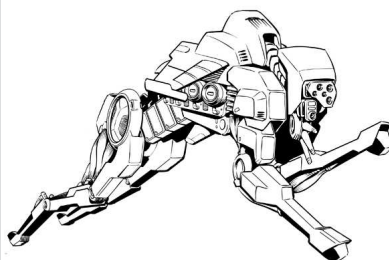
WARRIOR DATA

Name: _____
Gunnery Skill: _____ **Piloting Skill:** _____
Hits Taken

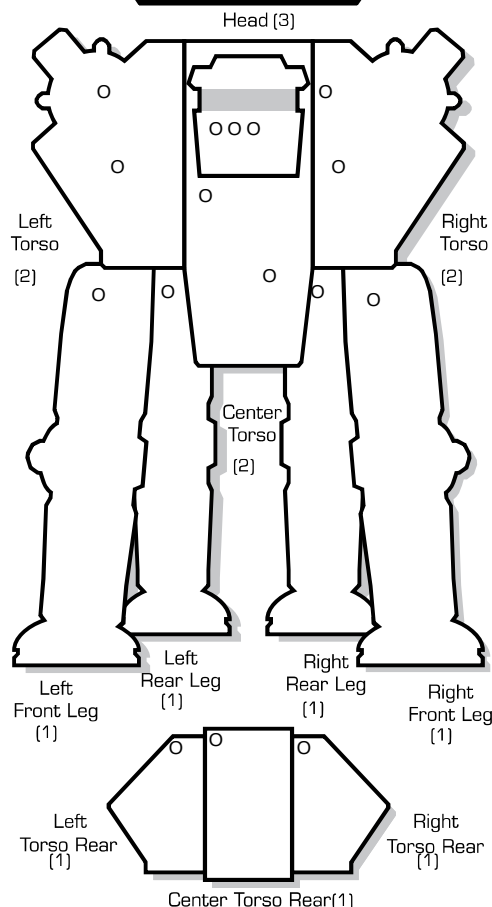
1	2	3	4	5	6
---	---	---	---	---	---

Consciousness#

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head

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

Left Front Leg

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

Right Front Leg

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

Center Torso

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

1-3

Left Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

1-3

Right Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

1-3

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

4-6

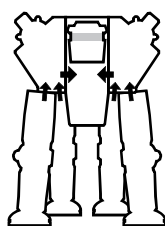
4-6

Left Rear Leg

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

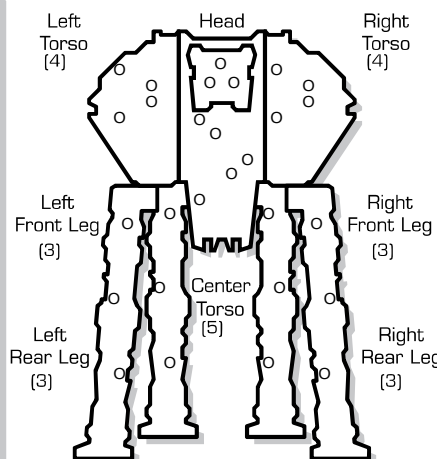
Right Rear Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH™

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Celerity CLR-05-X

Movement Points: Tonnage: 15
Walking: 16 Tech Base: Inner Sphere
Running: 24 [40] (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Drone (Remote) Operating System	RT	—	[E]	—	—	—	—
1	Spikes	RT	—	[E]	—	—	—	—
1	Spikes	LT	—	[E]	—	—	—	—

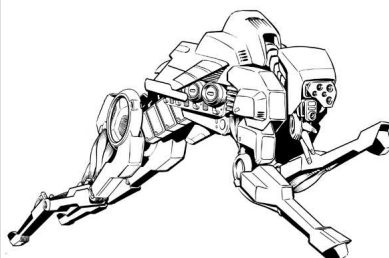
BV: 225

WARRIOR DATA

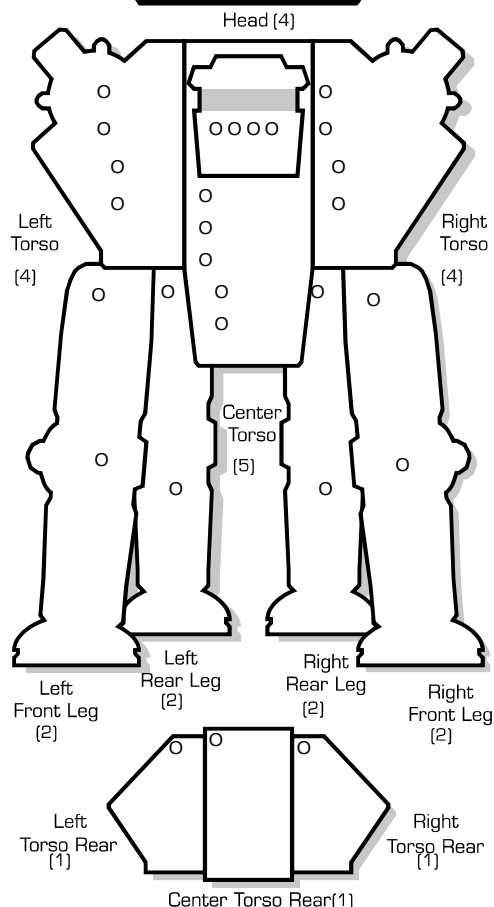
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head

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

Left Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Impact-Resistant
- Impact-Resistant

Right Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Impact-Resistant
- Impact-Resistant

Center Torso

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

1-3

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

4-6

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

Left Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- MASC
- Spikes
- Roll Again

4-6

Left Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Impact-Resistant
- Impact-Resistant

Right Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

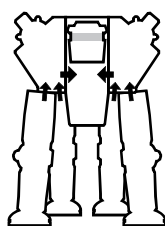
1-3

- Drone (Remote) Operating System
- Supercharger
- Spikes
- Impact-Resistant
- Impact-Resistant
- Roll Again

4-6

Right Rear Leg

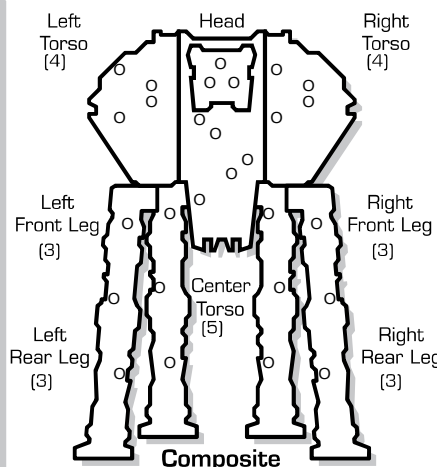
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Impact-Resistant
- Impact-Resistant



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Jackalope JLP-BD

Movement Points: 30
Walking: 8
Running: 12
Jumping: 8

Tonnage: 30
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Laser AMS	HD	5	— [PD]	—	—	—	—
1	ATM 6	RT	4	— [M.C.S]	—	—	—	—
	Standard			2 [Msl]	4	5	10	15
	Extended-Range			1 [Msl]	4	5	18	27
	High-Explosive			3 [Msl]	—	3	6	9
1	Light Active Probe	RT	—	— [E]	—	—	—	3
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

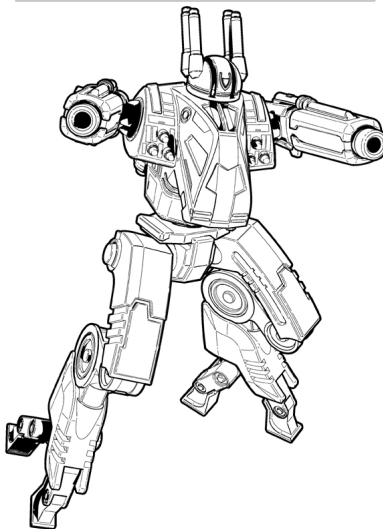
BV: 1,395

WARRIOR DATA

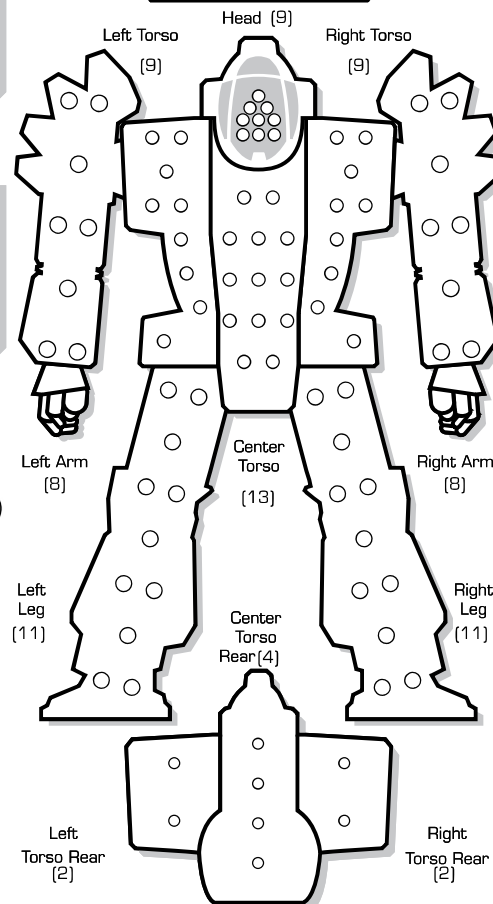
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Head

- Life Support
- Sensors
- Cockpit
- Laser AMS
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Center Torso

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

Right Arm

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

Left Torso(CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet
- Jump Jet

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet
- Jump Jet

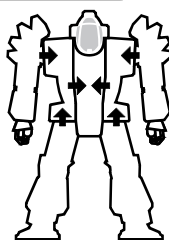
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Left Leg

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

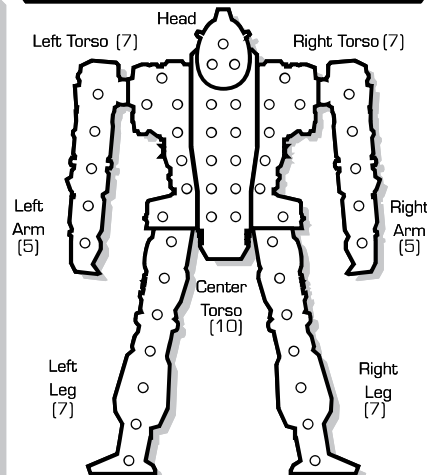
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Jackalope JLP-C

Movement Points: **Tonnage:** 30
Walking: 8 **Tech Base:** Mixed Tech (Clan)
Running: 12 **Era:** Dark Age
Jumping: 8

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Laser AMS	HD	5	— [PD]	—	—	—	—
1	C³ Slave (IS)	RT	—	[E]	—	—	—	—
1	Light Active Probe	RT	—	[E]	—	—	—	3
1	SRM 6	RT	4	2/Msl [M.C.S]	—	3	6	9
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

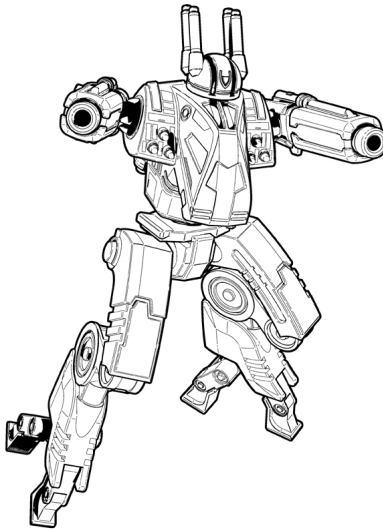
BV: 1,253

WARRIOR DATA

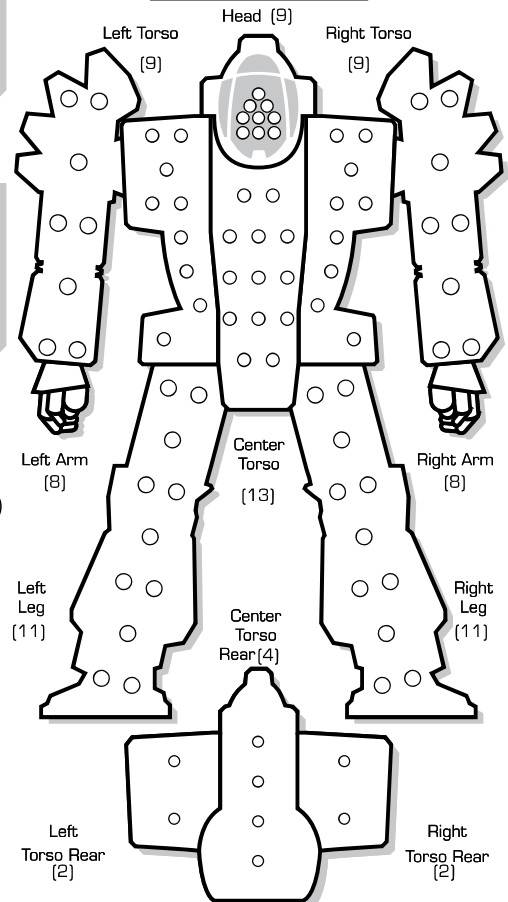
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Head

- Life Support
- Sensors
- Cockpit
- Laser AMS
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Center Torso

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

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet
- Jump Jet

Left Torso(CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet
- Jump Jet

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink

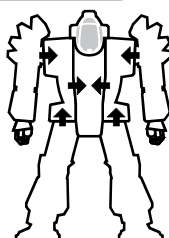
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

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

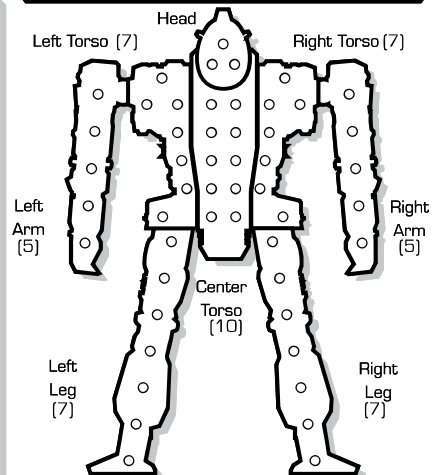
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Jackalope JLP-KA

Movement Points: 30
 Walking: 10
 Running: 15
 Jumping: 4
 Tonnage: 30
 Tech Base: Clan
 Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Laser AMS	HD	5	— [PD]	—	—	—	—
1	ATM 6	RT	4	— [M.C.S]	—	—	—	—
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
1	Light Active Probe	RT	—	[E]	—	—	—	3
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

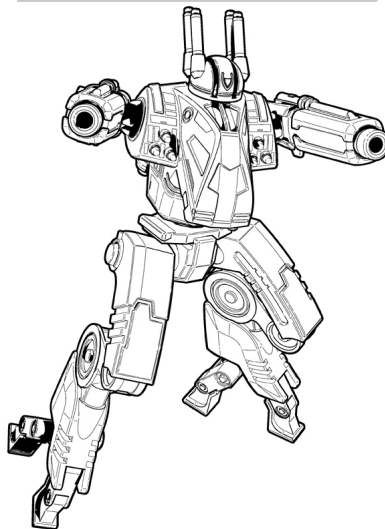
BV: 1,488

WARRIOR DATA

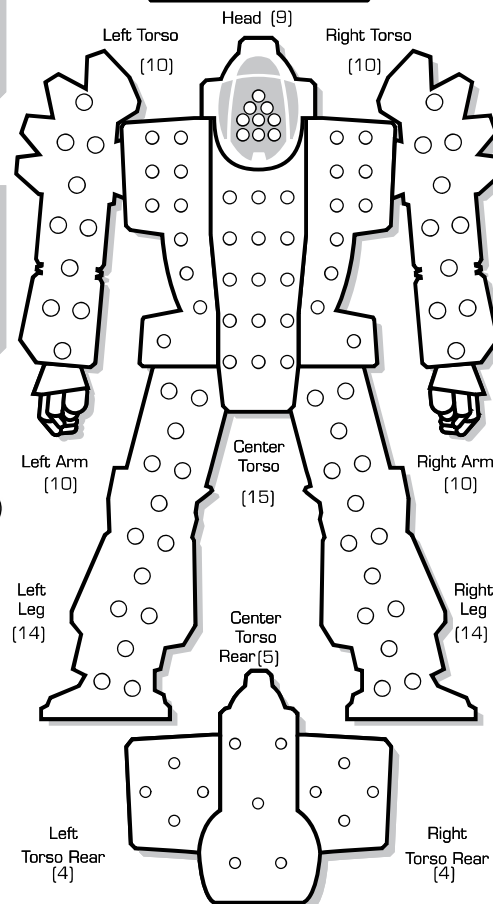
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Head

- Life Support
- Sensors
- Cockpit
- Laser AMS
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Center Torso

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

Right Arm

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

Left Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Jump Jet
- Jump Jet

- Gyro
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Roll Again
- Roll Again

Right Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Jump Jet
- Jump Jet

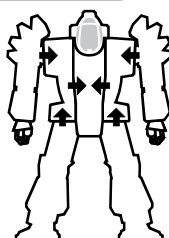
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

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

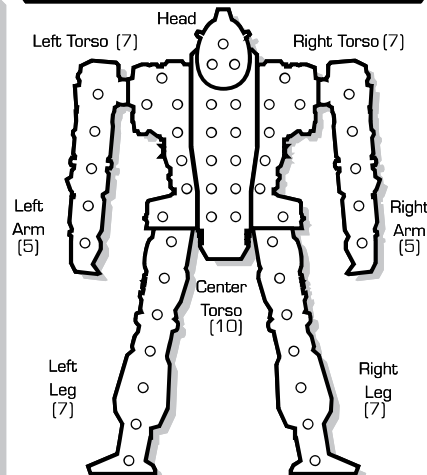
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Jackalope JLP-KW "Wolpertinger"

Movement Points: **Tonnage:** 30
Walking: 10 **Tech Base:** Mixed Tech (Clan)
Running: 15 [Advanced]
Jumping: 7 **Era:** Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Laser AMS	HD	5	— [PD]	—	—	—	—
1	SRM 4	RT	3	2/Msl [M.C.S]	—	3	6	9
1	Partial Wing	LT/RT	—	[E]	—	—	—	—
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

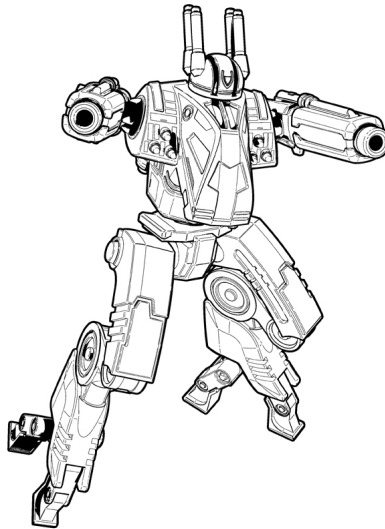
BV: 1,334

WARRIOR DATA

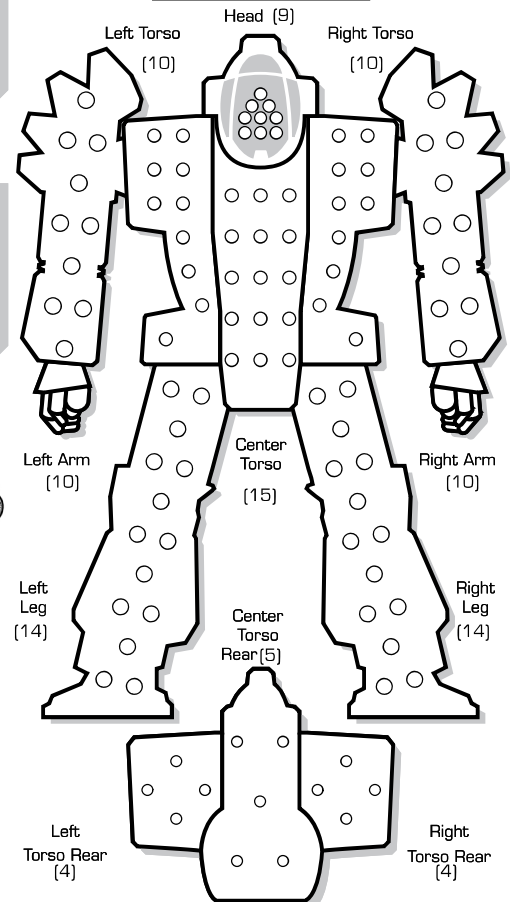
Name: _____
Gunnery Skill: _____ **Piloting Skill:** _____
Hits Taken

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

Consciousness#



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Head

- Life Support
- Sensors
- Cockpit
- Laser AMS
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Center Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XL Gyro (IS)
- XL Gyro (IS)
- XL Gyro (IS)

Right Torso

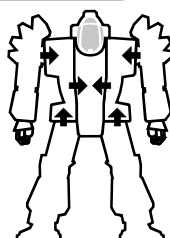
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Partial Wing
- Partial Wing

Left Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Partial Wing
- Partial Wing

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

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



Damage Transfer Diagram

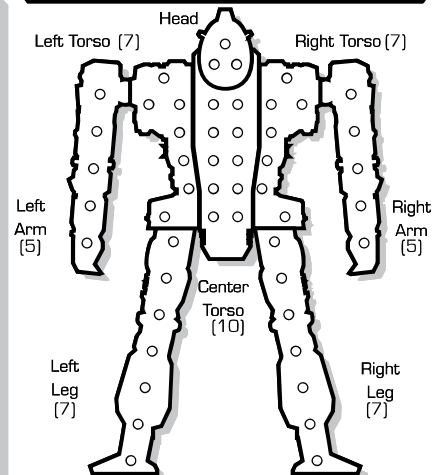
Left Leg

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Revenant UBM-2R

Movement Points: Tonnage: 30
Walking: 6 Tech Base: Inner Sphere
Running: 9 [Advanced]
Era: Dark Age

Weapons & Equipment Inventory (hexes)

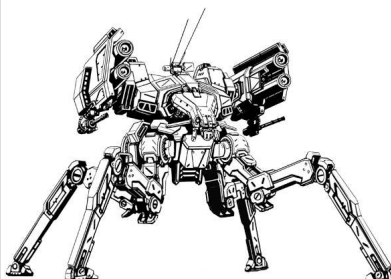
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Drone (Remote) Operating System	HD	—	[E]	—	—	—	—
2	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
2	Light Machine Gun	RT	0	1 [DB, AI]	—	2	4	6
2	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
2	Light Machine Gun	LT	0	1 [DB, AI]	—	2	4	6

WARRIOR DATA

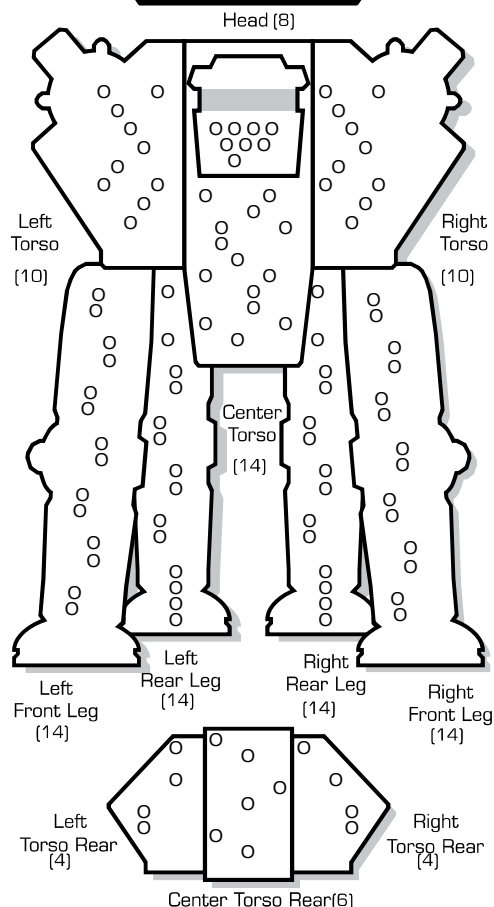
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



BV: 779

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Drone (Remote) Operating System
- Endo-Steel

Left Front Leg

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

Right Front Leg

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

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Endo-Steel
- Endo-Steel

Right Torso

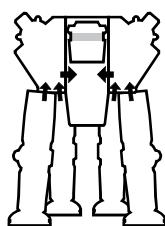
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser
- ER Medium Laser
- Light Machine Gun

- Light Machine Gun
- Ammo (Light Machine Gun) 100
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Roll Again

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



Damage Transfer Diagram

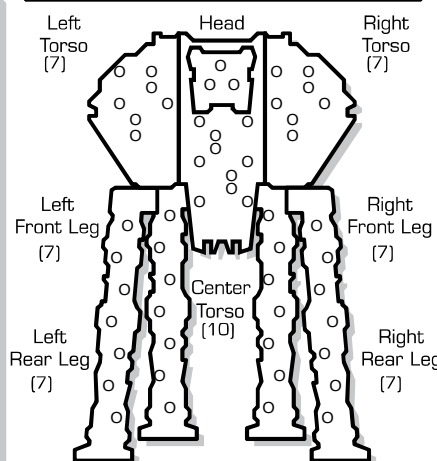
Left Rear Leg

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

Right Rear Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Revenant UBM-2R2

Movement Points: Tonnage: 30
Walking: 6 Tech Base: Inner Sphere
Running: 9 (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

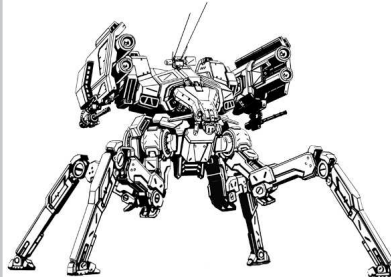
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Drone (Remote) Operating System	HD	—	[E]	—	—	—	—
1	ER Small Laser	RT	2	3 [DE]	—	2	4	5
1	LRM 5	RT	2	1/Msl [M.C.S]	6	7	14	21
1	ER Small Laser	LT	2	3 [DE]	—	2	4	5
1	LRM 5	LT	2	1/Msl [M.C.S]	6	7	14	21

BV: 630

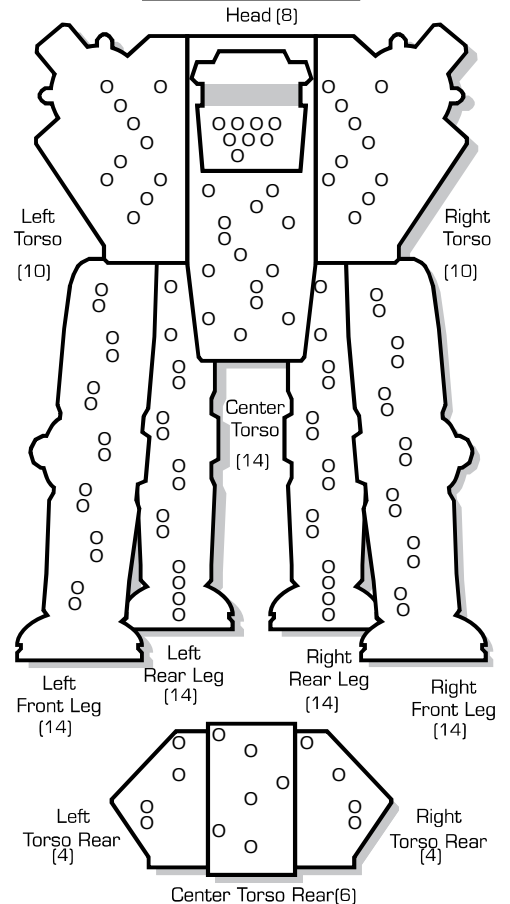
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness#

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Drone (Remote) Operating System
- Endo-Steel

Left Front Leg

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

Right Front Leg

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

Center Torso

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

1-3

Left Torso

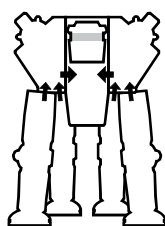
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LRM 5
- ER Small Laser
- Ammo [LRM 5] 24
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Roll Again
- Roll Again
- Roll Again

1-3

4-6

4-6

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



Damage Transfer Diagram

Left Rear Leg

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

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LRM 5
- ER Small Laser
- Ammo [LRM 5] 24
- Roll Again
- Roll Again
- Roll Again

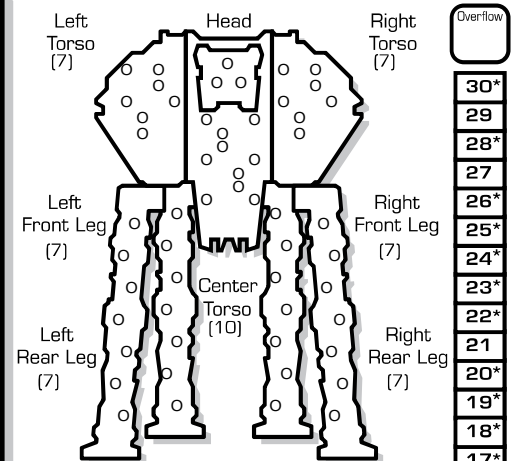
1-3

4-6

Right Rear Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH™

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Revenant UBM-2R3

Movement Points: Tonnage: 30
Walking: 6 Tech Base: Inner Sphere
Running: 9 [Advanced]
Era: Dark Age

Weapons & Equipment Inventory (hexes)

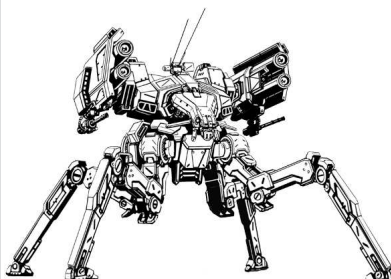
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Drone (Remote) Operating System	HD	—	[E]	—	—	—	—
1	ER PPC	RT	15	10 [DE]	—	7	14	23

WARRIOR DATA

Name: _____

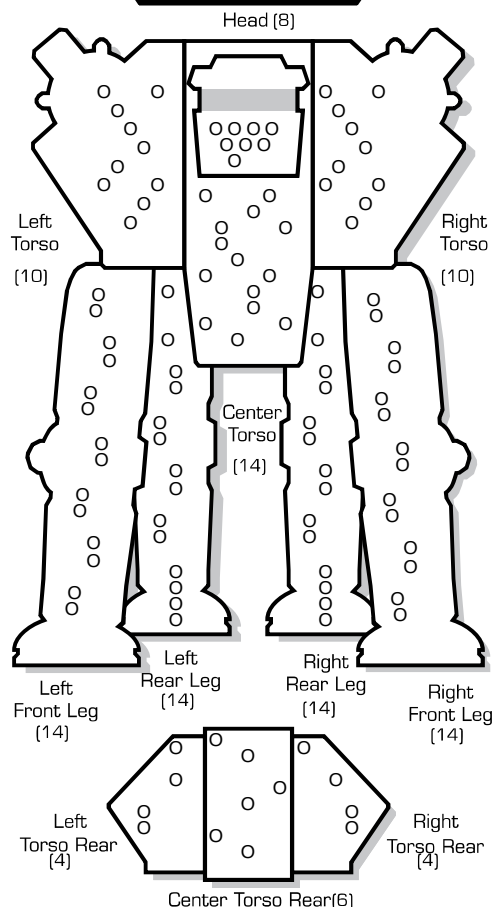
Gunnery Skill: _____ Piloting Skill: _____

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



BV: 770

ARMOR DIAGRAM



CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Drone (Remote) Operating System
- Endo-Steel

Left Front Leg

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

Right Front Leg

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

Center Torso

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

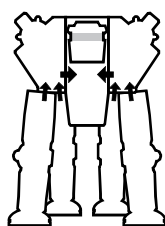
Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

Left Torso

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

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



Damage Transfer Diagram

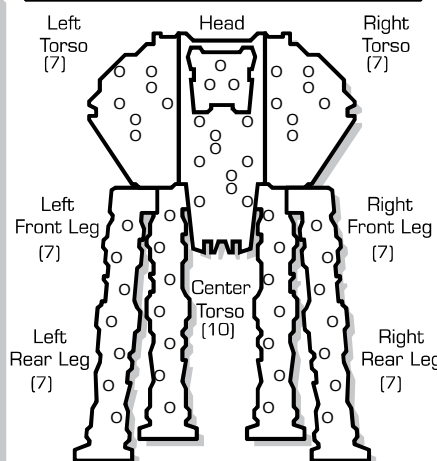
Left Rear Leg

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

Right Rear Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Revenant UBM-2R4

Movement Points: Tonnage: 30
Walking: 6 Tech Base: Inner Sphere
Running: 9 (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Drone (Remote) Operating System	HD	—	[E]	—	—	—	—
1	Beagle Active Probe	RT	—	[E]	—	—	—	4
1	C ³ Slave	RT	—	[E]	—	—	—	—
1	Remote Sensor Dispenser	RT	—	[E]	—	—	—	—
1	TAG	RT	0	[E]	—	5	9	15
1	ER Flamer	LT	4	2	—	3	5	7
				[DE, H, AI]				
1	Guardian ECM Suite	LT	—	[E]	—	—	—	6
1	Remote Sensor Dispenser	LT	—	[E]	—	—	—	—

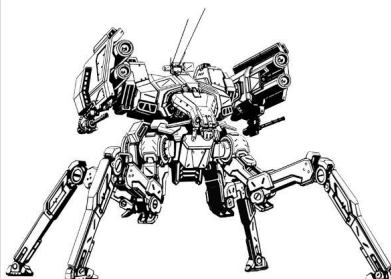
BV: 615

WARRIOR DATA

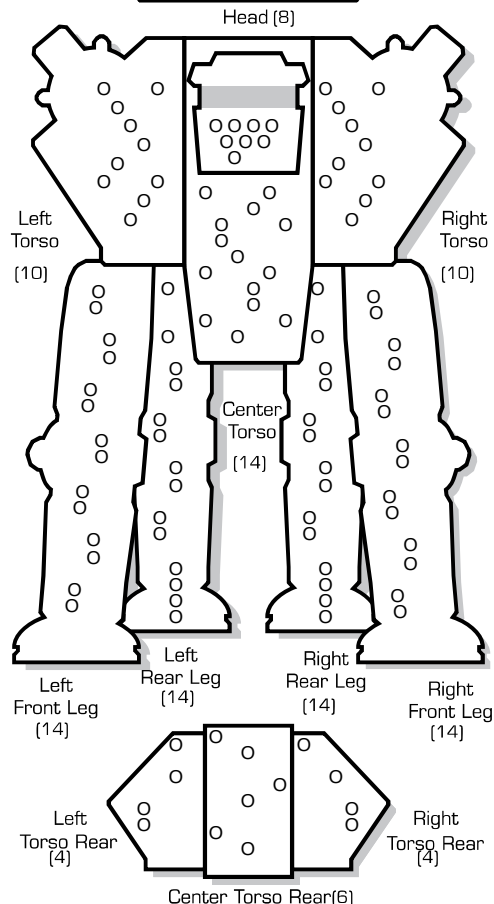
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Drone (Remote) Operating System
- Endo-Steel

Left Front Leg

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

Right Front Leg

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

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Endo-Steel
- Endo-Steel

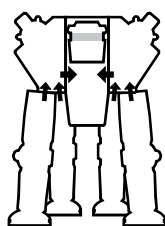
Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Flamer
- Guardian ECM Suite
- Guardian ECM Suite

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



Damage Transfer Diagram

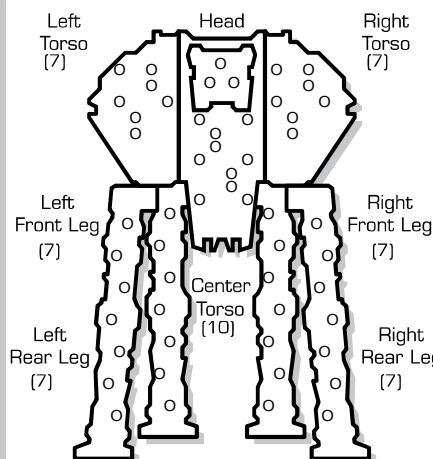
Left Rear Leg

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

Right Rear Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Revenant UBM-2R7

Movement Points: Tonnage: 30
Walking: 6 Tech Base: Inner Sphere
Running: 9 [Advanced]
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Drone (Remote) Operating System	HD	—	[E]	—	—	—	—
2	Lift Hoist	RT	—	[E]	—	—	—	—
1	Medium Bridge Layer	LT	—	[E]	—	—	—	—

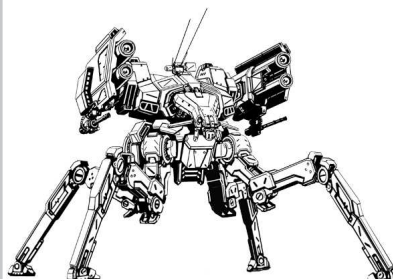
BV: 460

WARRIOR DATA

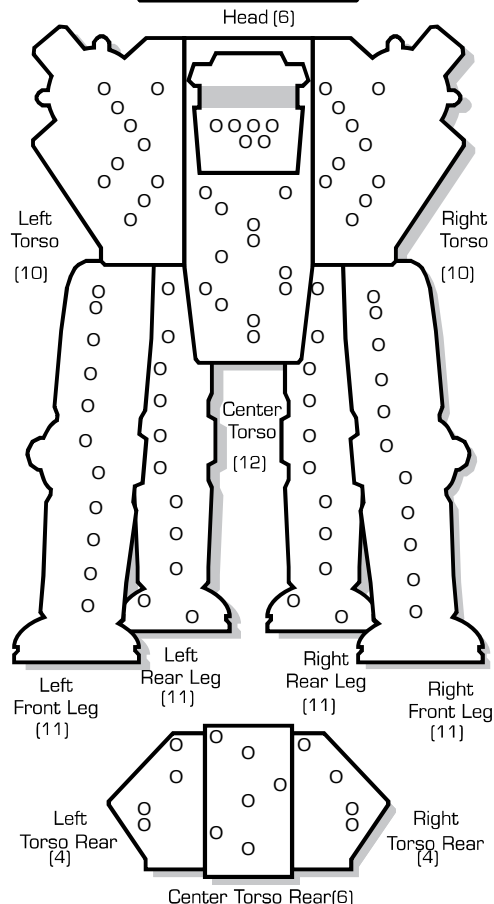
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Drone (Remote) Operating System
- Endo-Steel

Left Front Leg

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

Right Front Leg

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

Center Torso

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

1-3

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

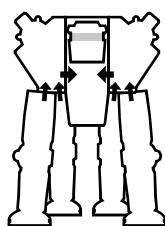
Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Medium Bridge Layer
- Medium Bridge Layer
- Medium Bridge Layer
- Medium Bridge Layer
- Endo-Steel
- Endo-Steel
- Roll Again
- Roll Again

1-3

4-6

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



Damage Transfer Diagram

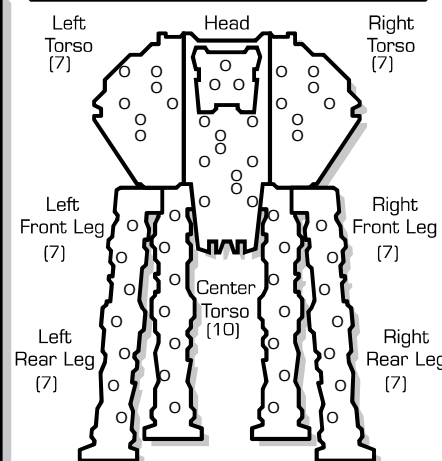
Left Rear Leg

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

Right Rear Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Night Stalker NSR-K3

Movement Points: 40
Walking: 8
Running: 12
Tonnage: 40
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

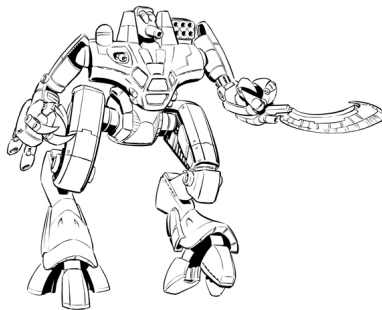
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	HD	2	3 [P, AI]	—	1	2	3
1	Beagle Active Probe	RT	—	[E]	—	—	—	4
1	ER Small Laser	RT	2	3 [DE]	—	2	4	5
1	SRM 6	LT	4	2/Msl [M.C.S.]	—	3	6	9
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Lance	LA	—	8	—	—	—	—
1	TAG	LA	0	[E]	—	5	9	15

BV: 1,028

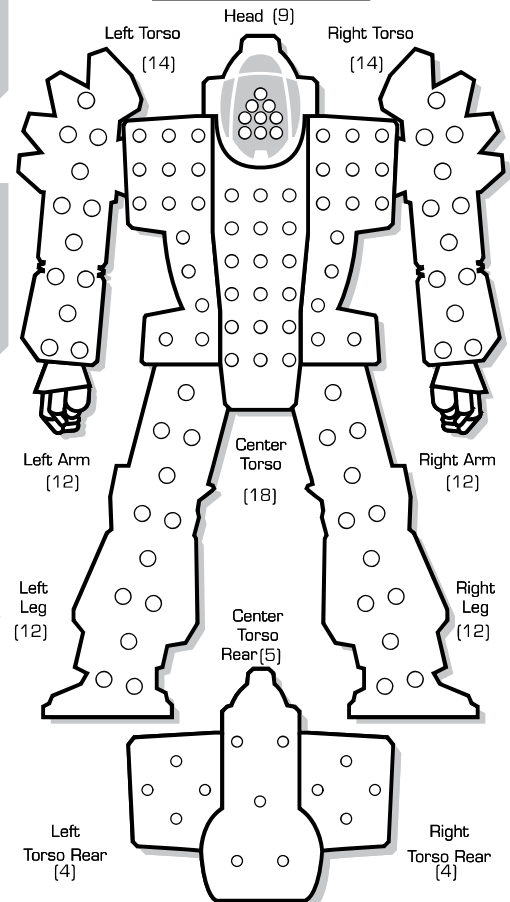
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness#

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Lance
- Lance

- TAG
- Endo-Steel
- Endo-Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Life Support
- SRM 6
- SRM 6

- Ammo [SRM 6] 15
- Endo-Steel
- Endo-Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Leg

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

Head

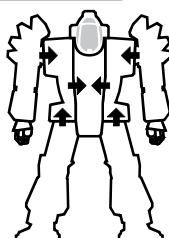
- Sensors
- Sensors
- Small Pulse Laser
- Endo-Steel
- Endo-Steel
- Ferro-Fibrous

Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Torso-Mounted Cockpit
- Sensors

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



Damage Transfer Diagram

Right Arm

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

- Endo-Steel
- Endo-Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Torso

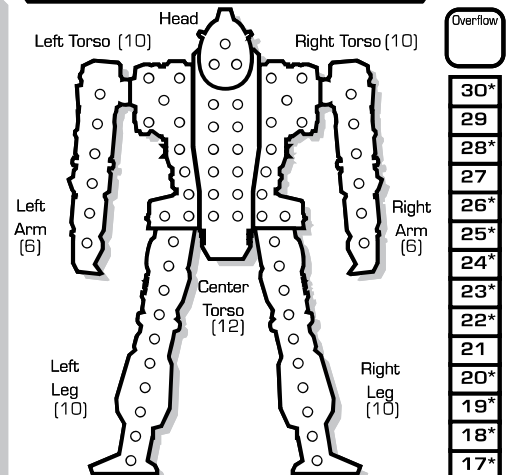
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Life Support
- ER Small Laser
- Beagle Active Probe

- Beagle Active Probe
- Endo-Steel
- Endo-Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Night Stalker NSR-K1

Movement Points: Tonnage: 40
Walking: 8 Tech Base: Inner Sphere
Running: 12 Era: [Advanced] Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	RT	—	[E]	—	—	—	4
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Lance	LA	—	8	—	—	—	—

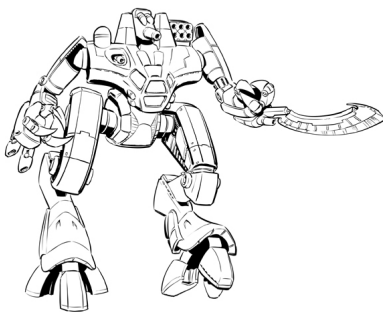
BV: 1,149

WARRIOR DATA

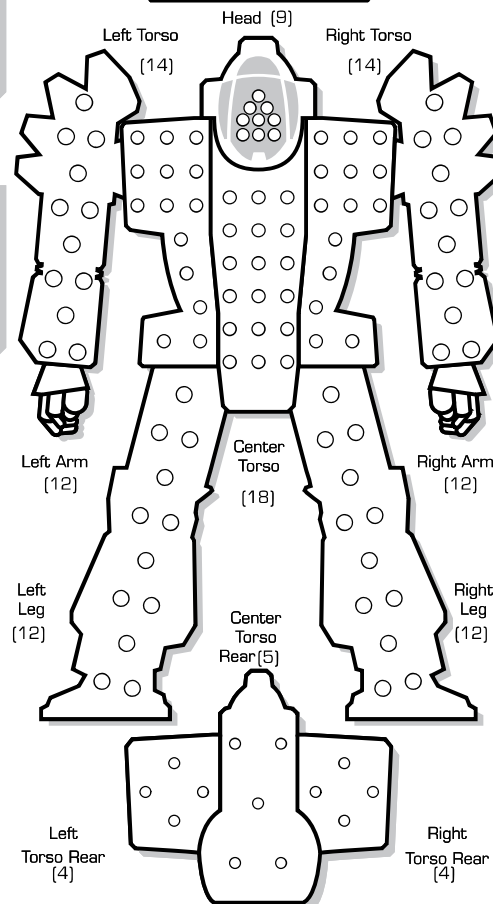
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Lance
- Lance

Head

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

Right Arm

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

Center Torso

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

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Life Support
- Streak SRM 6
- Streak SRM 6

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

Right Torso

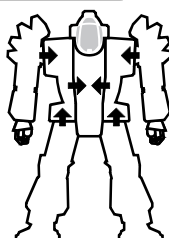
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Life Support
- Beagle Active Probe
- Beagle Active Probe

Left Leg

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

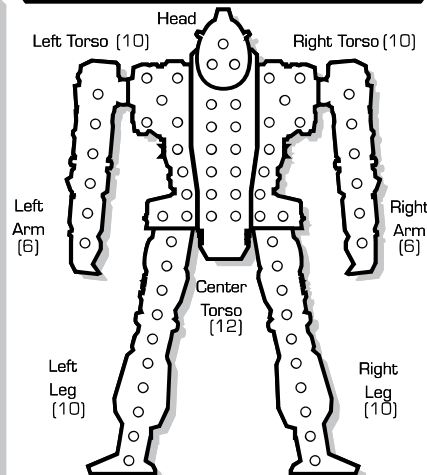
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Night Stalker NSR-K4

Movement Points: 40
Walking: 8
Running: 12
Tonnage: 40
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

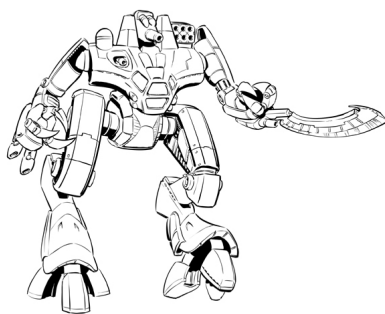
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	Beagle Active Probe	RT	—	[E]	—	—	—	4
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	SRM 4	LT	3	2/Msl [M.C.S.]	—	3	6	9
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Lance	LA	—	8	—	—	—	—

BV: 1,159

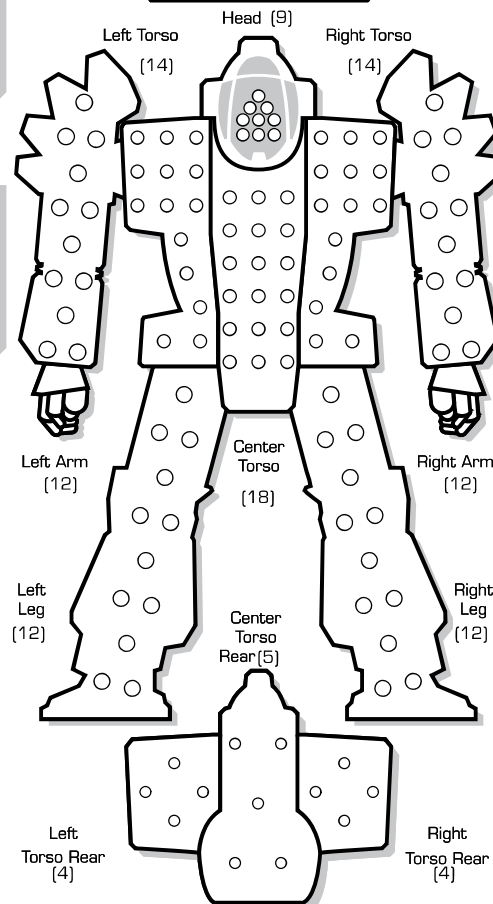
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness#

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Lance
- Lance

Head

- Sensors
- Sensors
- ER Medium Laser
- Endo-Steel
- Endo-Steel
- Ferro-Fibrous

Right Arm

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

Center Torso

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

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Life Support
- SRM 4
- Ammo (SRM 4) 25

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Torso-Mounted Cockpit
- Sensors

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Life Support
- Beagle Active Probe
- Beagle Active Probe

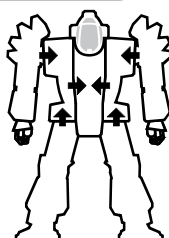
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Left Leg

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

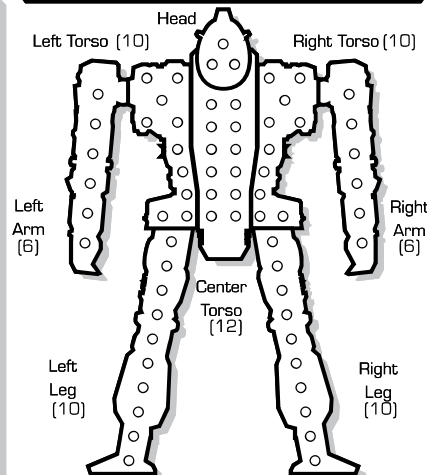
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	11 (22) Double
30	Shutdown	○○○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Overflow

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Night Stalker NSR-K7

Movement Points: Tonnage: 40
 Walking: 8 [9] Tech Base: Inner Sphere
 Running: 12 [14] Era: Dark Age

Weapons & Equipment Inventory (hexes)

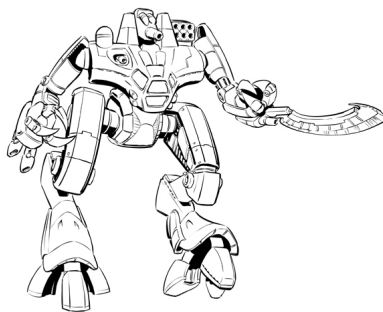
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Small Re-engineered Laser	HD	5	4 [DE]	—	1	2	3
1	ER Small Laser	RT	2	3 [DE]	—	2	4	5
1	Small Re-engineered Laser	LT	5	4 [DE]	—	1	2	3
1	Chain Whip	RA	—	3	—	—	—	—
1	Lance	LA	—	8	—	—	—	—

WARRIOR DATA

Name: _____

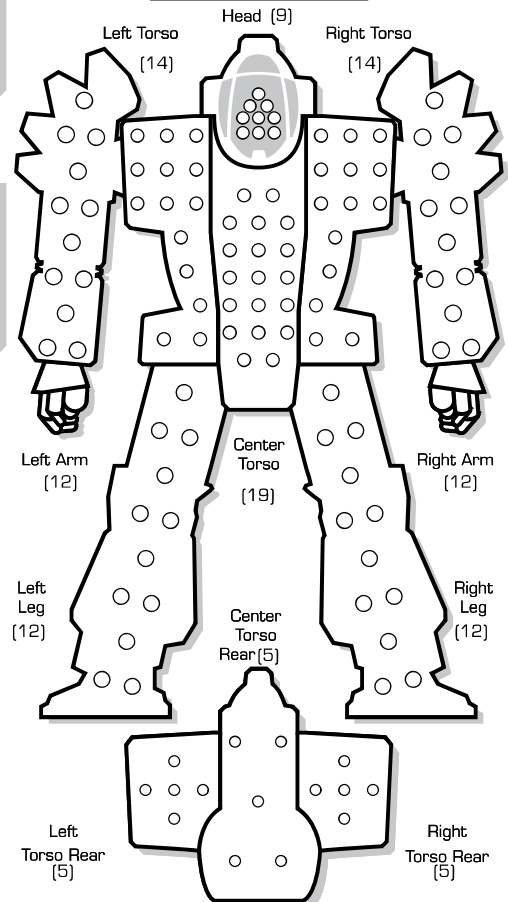
Gunnery Skill: _____ Piloting Skill: _____

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



BV: 844

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Lance
- Lance

Head

- Sensors
- Sensors
- Small Re-engineered Laser
- Small Re-engineered Laser
- Endo-Steel
- Endo-Steel

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Chain Whip
- Chain Whip

Center Torso

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

Right Torso

- Endo-Steel
- Endo-Steel
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Life Support
- Small Re-engineered Laser
- Endo-Steel

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Torso-Mounted Cockpit
- Sensors

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Life Support
- ER Small Laser
- Endo-Steel

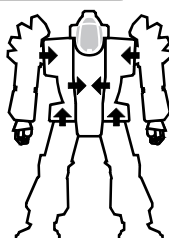
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

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

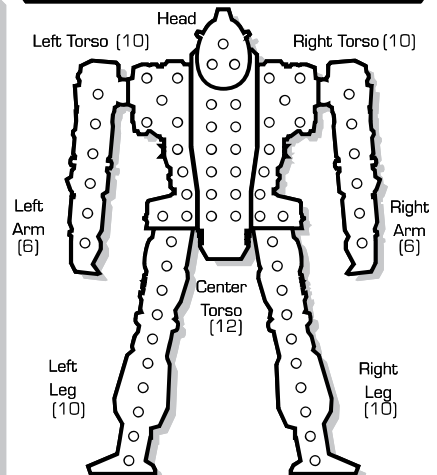
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level*	Effects	10 (20) Double
30*	Shutdown	○
29		○
28*	Ammo Exp. avoid on 8+	○
27		○
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+	○
21	-4 Movement Points	○
20*	Ammo Exp. avoid on 4+	○
19*	Shutdown, avoid on 6+	○
18*	+3 Modifier to Fire	○
17*	-3 Movement Points	○
16	Shutdown, avoid on 4+	○
15*	+2 Modifier to Fire	○
14*	-2 Movement Points	○
13*	+1 Modifier to Fire	○
12	-1 Movement Points	○
11		○
10*		○
9		○
8*		○
7		○
6		○
5*		○
4		○
3		○
2		○
1		○
0		○

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	○

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Night Stalker NSR-KC

Movement Points: Tonnage: 40
Walking: 8 Tech Base: Inner Sphere
Running: 12 [Advanced]
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C ³ Slave	HD	—	[E]	—	—	—	—
1	Beagle Active Probe	RT	—	[E]	—	—	—	4
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Lance	LA	—	8	—	—	—	—

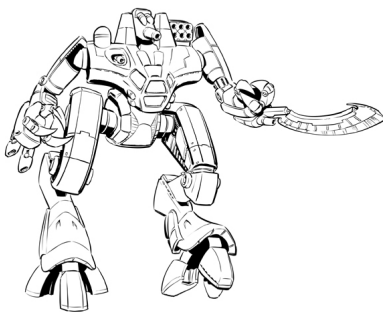
BV: 1,037

WARRIOR DATA

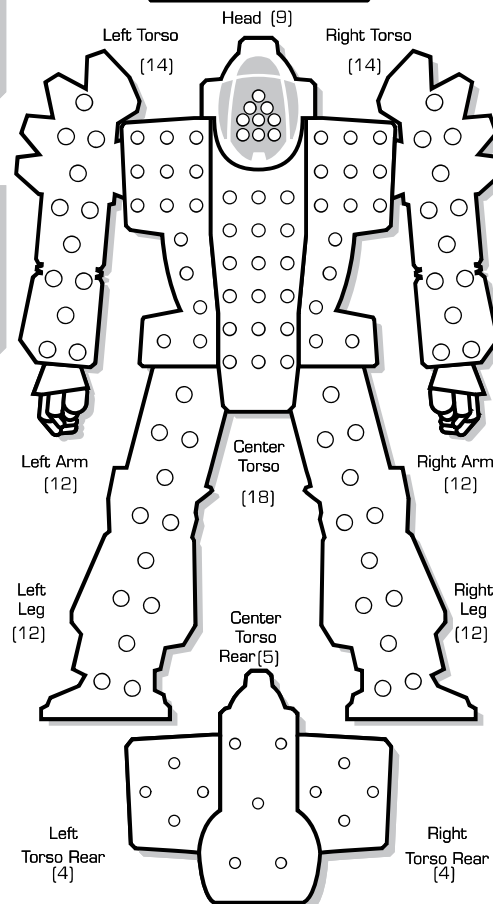
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Lance
- Lance

Head

- Sensors
- Sensors
- C³ Slave
- Endo-Steel
- Endo-Steel
- Ferro-Fibrous

Right Arm

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

Center Torso

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

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Life Support
- Streak SRM 6
- Streak SRM 6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Life Support
- Beagle Active Probe
- Beagle Active Probe

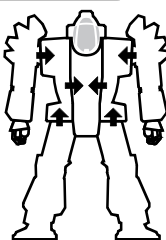
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Left Leg

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

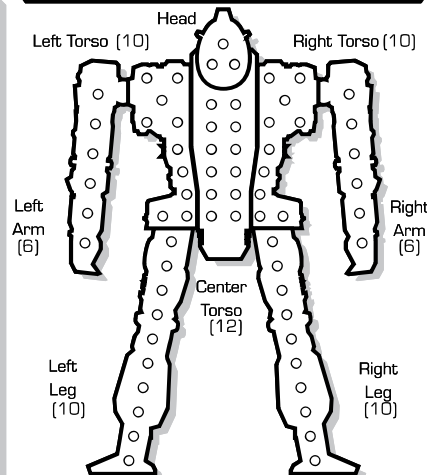
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Kheper KPH-7R

Movement Points: Tonnage: 55
 Walking: 5 Tech Base: Inner Sphere
 Running: 8 Era: [Advanced] Dark Age

Weapons & Equipment Inventory (hexes)

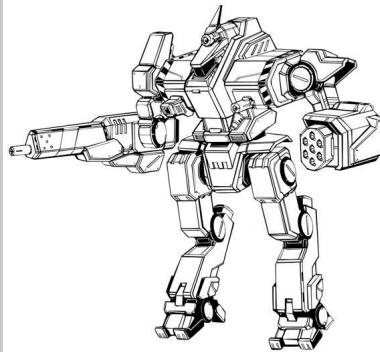
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium X-Pulse Laser	HD	6	6 [P]	—	3	6	9
1	Small VSP Laser	RT	3	5/4/3 [P.V]	—	2	4	6
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Gauss Rifle	RA	1	15 [DB.X]	2	7	15	22
1	MML 7 LRM SRM	LA	4	1 [M.C.S]	6	7	14	21
				2/Msl	—	3	6	9

BV: 1,568

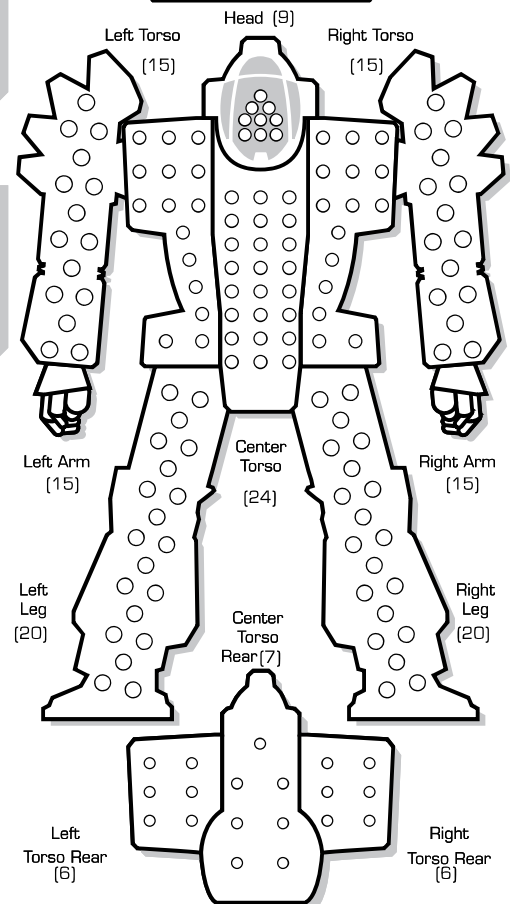
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness#

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 MML 7
- MML 7
- MML 7

Head

- Life Support
- Sensors
- Cockpit
- Medium X-Pulse Laser
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Gauss Rifle
- Gauss Rifle
- Gauss Rifle

Center Torso

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

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. CASE II
6. Endo-Steel

Left Torso

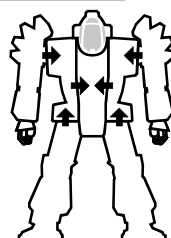
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. ER Medium Laser
5. Ammo [MML 7/LRM] 17
6. Ammo [MML 7/SRM] 14

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

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Small VSP Laser
5. Ammo [Gauss] 8
6. Ammo [Gauss] 8

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



Damage Transfer Diagram

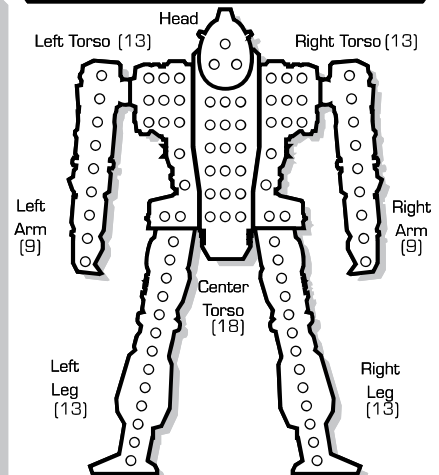
Left Leg

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Lament LMT-2R

Movement Points: Tonnage: 65
 Walking: 5 Tech Base: Inner Sphere
 Running: 8 Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Radical Heat Sink System	RT	—	[E]	—	—	—	—
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
1	Heavy PPC	LA	15	15 [DE]	3	6	12	18

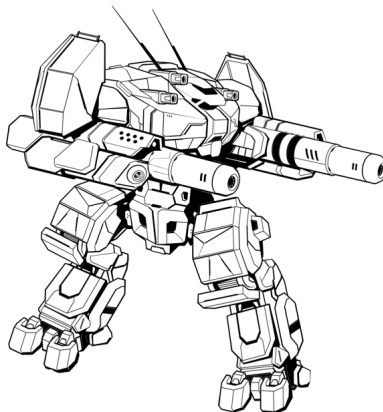
BV: 1,999

WARRIOR DATA

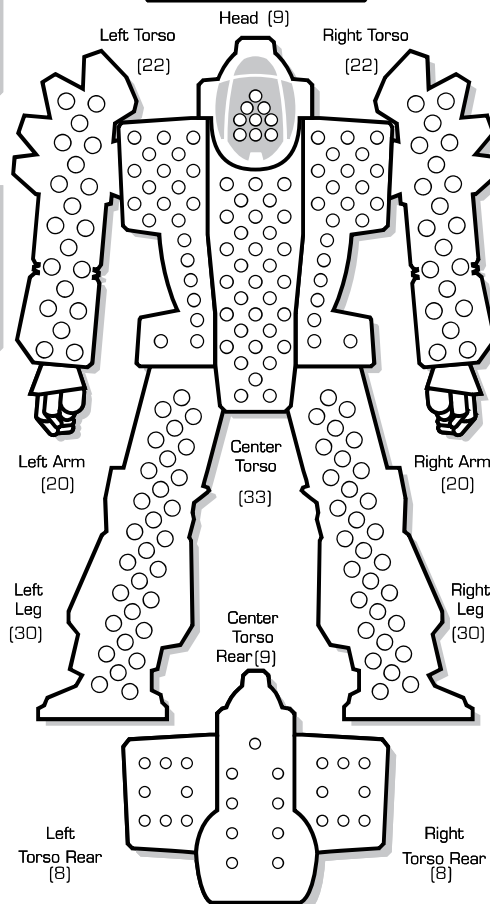
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Heavy PPC
- Heavy PPC
- Heavy PPC

- 1 Heavy PPC
- Endo-Steel
- Endo-Steel
- 4-6 Endo-Steel
- Endo-Steel
- Endo-Steel

Left Torso

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

- ER Medium Laser
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- 4-6 Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous

Left Leg

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

Head

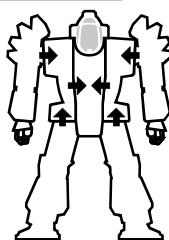
- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Heavy PPC
- Heavy PPC
- Heavy PPC

- 1 Heavy PPC
- Endo-Steel
- Endo-Steel
- 4-6 Endo-Steel
- Endo-Steel
- Endo-Steel

Right Torso

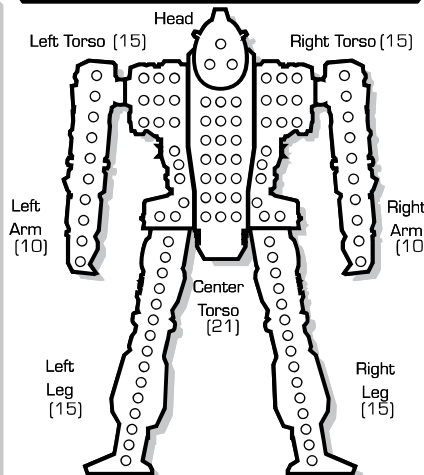
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- ER Medium Laser
- Radical Heat Sink System
- Radical Heat Sink System
- 4-6 Radical Heat Sink System
- Light Ferro-Fibrous
- Light Ferro-Fibrous

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Lament LMT-3C

Movement Points: Tonnage: 65
 Walking: 5 Tech Base: Inner Sphere
 Running: 8 [Advanced]
 Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C ³ Slave	HD	—	[E]	—	—	—	—
1	Radical Heat Sink System	RT	—	[E]	—	—	—	—
1	Small X-Pulse Laser	RT	3	3 [P, AI]	—	2	4	5
1	ER PPC	LT	15	10 [DE]	—	7	14	23
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	ER PPC	LA	15	10 [DE]	—	7	14	23

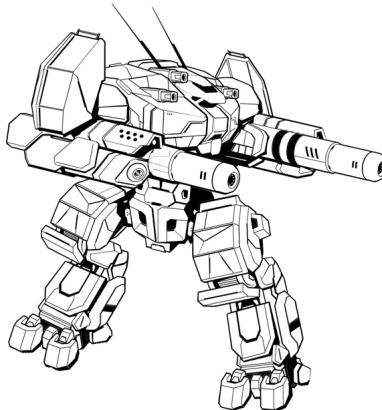
BV: 1,874

WARRIOR DATA

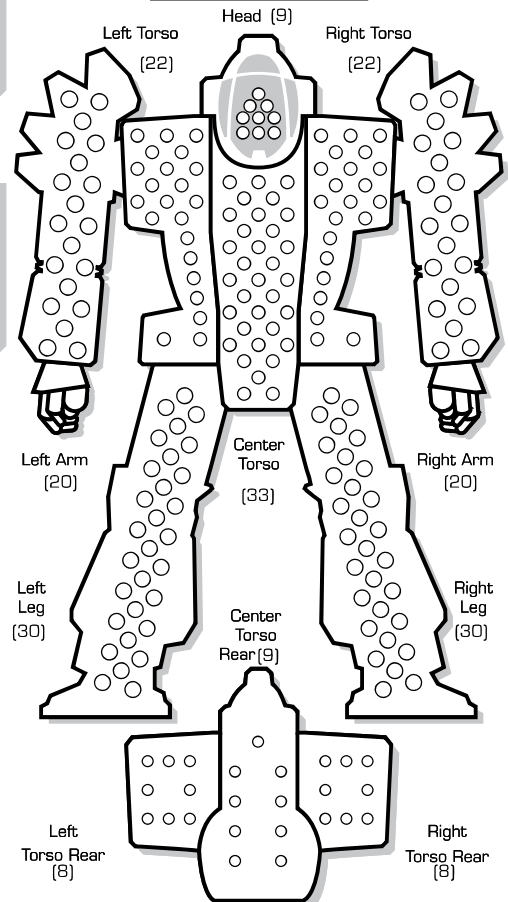
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER PPC
- ER PPC
- ER PPC

Head

- Life Support
- Sensors
- Cockpit
- C³ Slave
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER PPC
- ER PPC
- ER PPC

Center Torso

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

Right Torso

- Endo-Steel
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Light Ferro-Fibrous

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

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

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

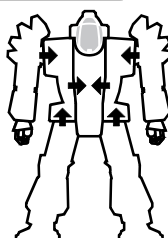
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

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

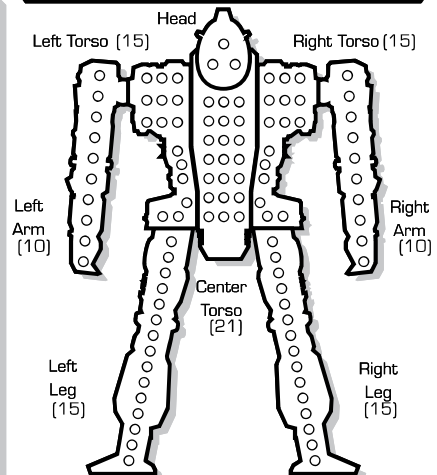
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Lament LMT-3R

Movement Points: 5
Walking: 5
Running: 8

Tonnage: 65
Tech Base: Inner Sphere
[Advanced]
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small X-Pulse Laser	HD	3	3 [P, AI]	—	2	4	5
1	Radical Heat Sink System	RT	—	[E]	—	—	—	—
1	Small X-Pulse Laser	RT	3	3 [P, AI]	—	2	4	5
1	ER PPC	LT	15	10 [DE]	—	7	14	23
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	ER PPC	LA	15	10 [DE]	—	7	14	23

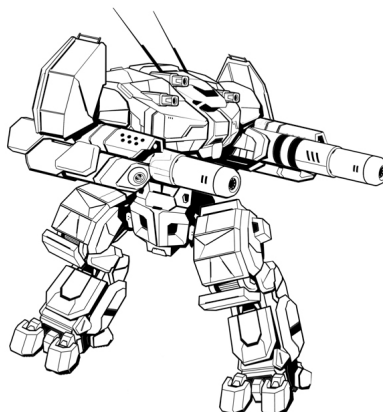
BV: 1,888

WARRIOR DATA

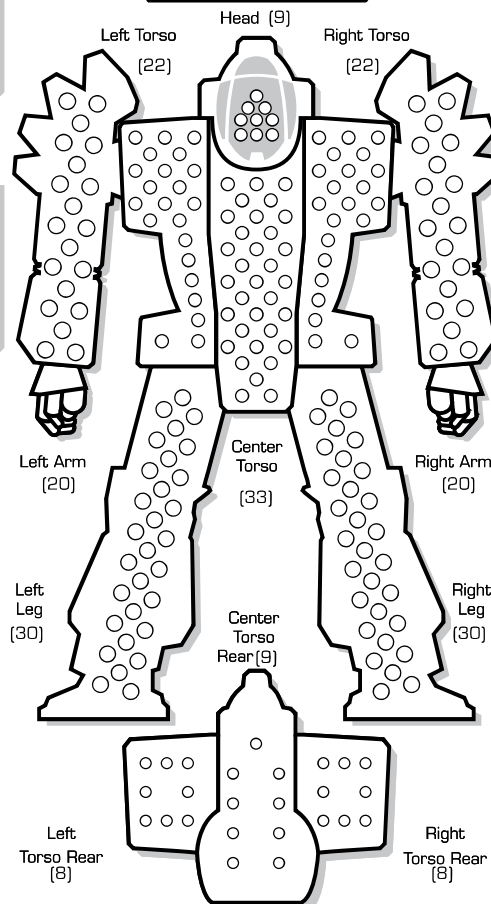
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER PPC
- ER PPC
- ER PPC

Head

- Life Support
- Sensors
- Cockpit
- Small X-Pulse Laser
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER PPC
- ER PPC
- ER PPC

Center Torso

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

Right Torso

- Endo-Steel
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Light Ferro-Fibrous

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

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

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

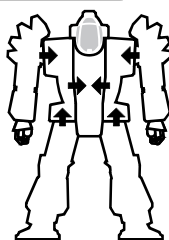
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Left Leg

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

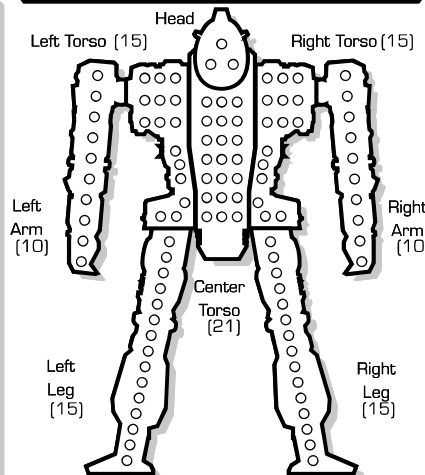
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Lament LMT-4RC

Movement Points: 5
Walking: 5
Running: 8

Tonnage: 65
Tech Base: Mixed Tech (I.S.)
[Advanced]
Dark Age
Era:

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C ³ Slave	HD	—	[E]	—	—	—	—
1	Improved Heavy Large Laser (Clan)	RT	18	16 [DE,X]	—	5	10	15
1	Radical Heat Sink System	RT	—	[E]	—	—	—	—
1	Improved Heavy Large Laser (Clan)	LT	18	16 [DE,X]	—	5	10	15
1	Improved Heavy Large Laser (Clan)	RA	18	16 [DE,X]	—	5	10	15
1	Improved Heavy Large Laser (Clan)	LA	18	16 [DE,X]	—	5	10	15

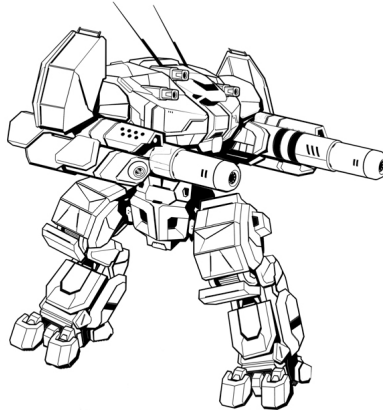
BV: 2,474

WARRIOR DATA

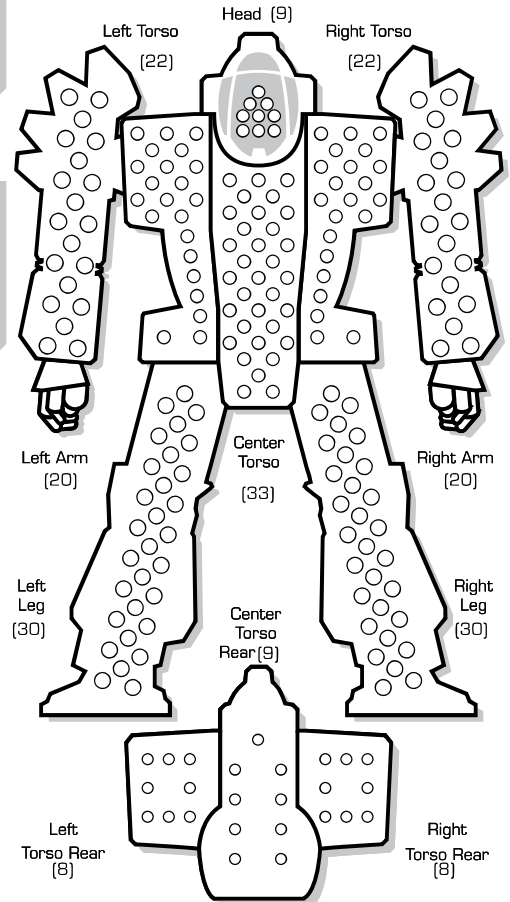
Name: _____
Gunnery Skill: _____ Piloting Skill: _____

Hits Taken
Consciousness#

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink (Clan)
- Double Heat Sink (Clan)
- Double Heat Sink (Clan)

- Double Heat Sink (Clan)
- Improved Heavy Large Laser (Clan)
- Improved Heavy Large Laser (Clan)
- 4-6 Improved Heavy Large Laser (Clan)
- Light Ferro-Fibrous
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink (Clan)
- Double Heat Sink (Clan)
- Improved Heavy Large Laser (Clan)

- Improved Heavy Large Laser (Clan)
- Improved Heavy Large Laser (Clan)
- Light Ferro-Fibrous
- 4-6 Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink (Clan)
- Double Heat Sink (Clan)

Head

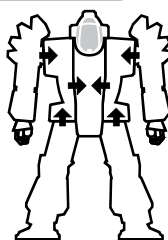
- Life Support
- Sensors
- Cockpit
- C³ Slave
- Sensors
- Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink (Clan)
- Double Heat Sink (Clan)
- Double Heat Sink (Clan)

- Double Heat Sink (Clan)
- Improved Heavy Large Laser (Clan)
- Improved Heavy Large Laser (Clan)
- 4-6 Improved Heavy Large Laser (Clan)
- Light Ferro-Fibrous
- Roll Again

Right Torso

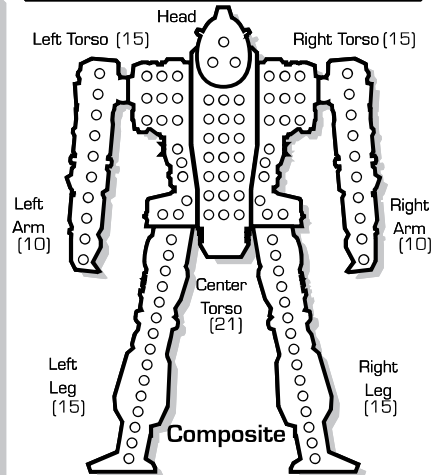
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink (Clan)
- Double Heat Sink (Clan)
- Improved Heavy Large Laser (Clan)

- Improved Heavy Large Laser (Clan)
- Improved Heavy Large Laser (Clan)
- Radical Heat Sink System
- 4-6 Radical Heat Sink System
- Radical Heat Sink System
- Light Ferro-Fibrous

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink (Clan)
- Double Heat Sink (Clan)

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	21 (42) Double
30	Shutdown	○○○○○
28	Ammo Exp. avoid on 8+	○○○○○
26	Shutdown, avoid on 10+	○○○○○
25	-5 Movement Points	○○○○○
24	+4 Modifier to Fire	○○○○○
23	Ammo Exp. avoid on 6+	○○○○○
22	Shutdown, avoid on 8+	○○○○○
20	-4 Movement Points	○○○○○
19	Ammo Exp. avoid on 4+	○○○○○
18	Shutdown, avoid on 6+	○○○○○
17	+3 Modifier to Fire	○○○○○
15	-3 Movement Points	○○○○○
14	Shutdown, avoid on 4+	○○○○○
13	+2 Modifier to Fire	○○○○○
10	-2 Movement Points	○○○○○
8	+1 Modifier to Fire	○○○○○
5	-1 Movement Points	○○○○○

Heat Scale

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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Uraeus UAE-7R

Movement Points: Tonnage: 75
Walking: 4 [5] Tech Base: Inner Sphere
Running: 6 [8] Era: Dark Age

Weapons & Equipment Inventory (hexes)

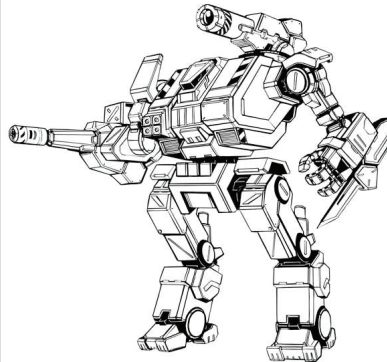
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 4	RT	3	2/Msl [M,C]	—	3	6	9
1	Bombast Laser	LT	12	12 [DE,V] [E]	—	5	10	15
1	Shoulder Turret	LT	—	—	—	—	—	—
1	Ultra AC/10	RA	4	10/Sht [DB,R/C]	—	6	12	18
1	Medium Vibroblade	LA	5	10	—	—	—	—

BV: 1,843

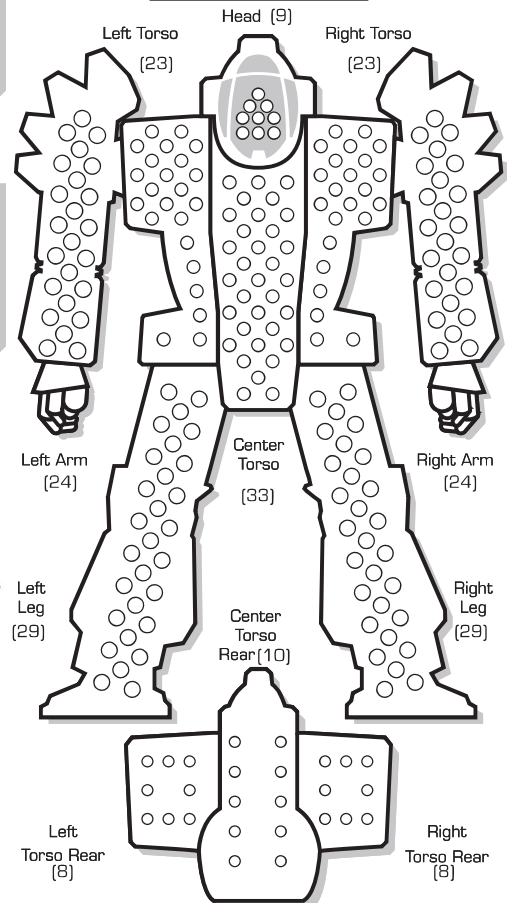
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness#

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Vibroblade
- Medium Vibroblade

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

Left Torso

- Bombast Laser (T)
- Bombast Laser (T)
- Bombast Laser (T)
- O Shoulder Turret
- Endo-Steel
- Endo-Steel

- Endo-Steel
- Endo-Steel
- Endo-Steel
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer

Left Leg

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

Head

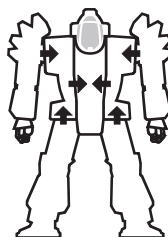
- Life Support
- Sensors
- Cockpit
- Light Ferro-Fibrous
- Sensors
- Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10

- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Light Ferro-Fibrous
- Light Ferro-Fibrous

Right Torso

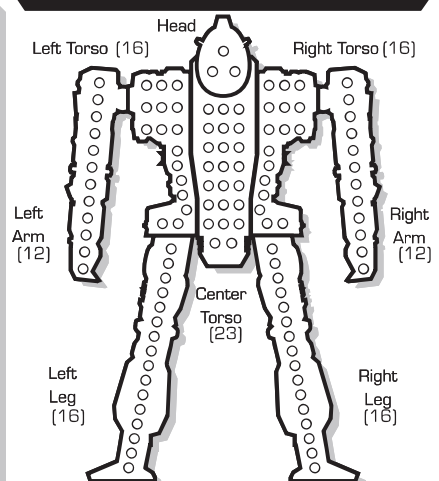
- Streak SRM 4
- Ammo (Streak SRM 4) 25
- Ammo (Ultra AC/10) 10
- Ammo (Ultra AC/10) 10
- Ammo (Ultra AC/10) 10
- CASE II

- Endo-Steel
- Endo-Steel
- Endo-Steel
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer

Right Leg

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

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Doloire DLR-O

Movement Points: Tonnage: 80
 Walking: 4 Tech Base: Mixed Tech (I.S.)
 Running: 6 Era: [Advanced] Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser (Clan)	CT	5	7 [DE]	—	5	10	15
1	Gauss Rifle (Clan)	RT	1	15 [DB,X]	2	7	15	22
1	Angel ECM Suite	LT	—	[E]	—	—	—	6
1	AES	RA	—	[E]	—	—	—	—
1	Large Pulse Laser (Clan)	RA	10	10 [P]	—	6	14	20
1	AES	LA	—	[E]	—	—	—	—
1	Large Pulse Laser (Clan)	LA	10	10 [P]	—	6	14	20

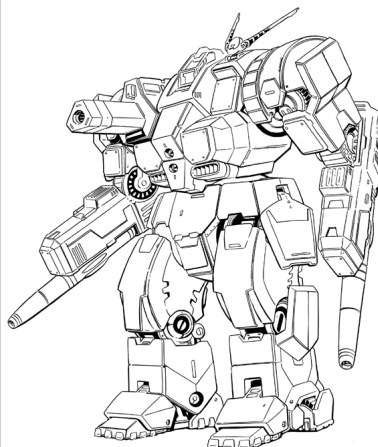
BV: 2,709

WARRIOR DATA

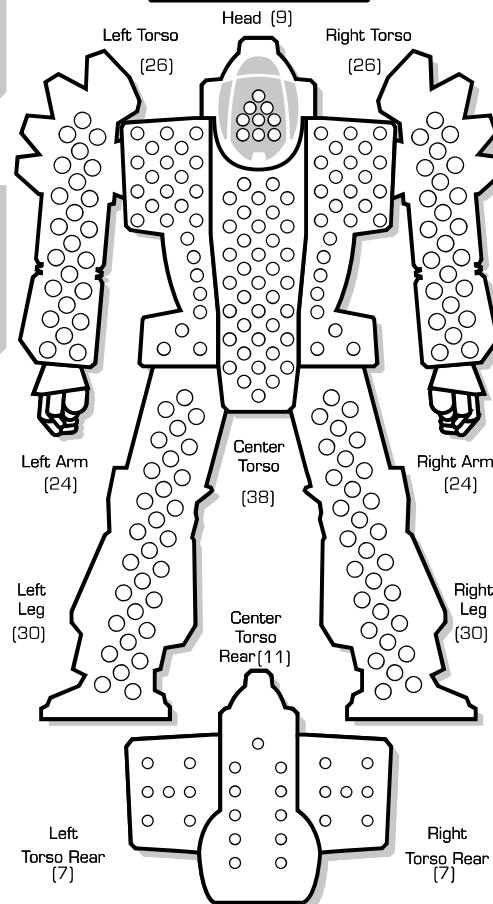
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Pulse Laser (Clan)
- Large Pulse Laser (Clan)
- AES
- AES
- AES
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink (Clan)
- Double Heat Sink (Clan)
- Double Heat Sink (Clan)
- Double Heat Sink (Clan)
- Angel ECM Suite
- Angel ECM Suite
- Endo-Composite
- 4-6 Endo-Composite
- Endo-Composite
- Endo-Composite

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink (Clan)
- Double Heat Sink (Clan)

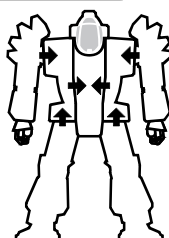
Head

- Life Support
- Sensors
- Cockpit
- Endo-Composite
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro
- Gyro
- 4-6 XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser (Clan)
- ER Medium Laser (Clan)

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Pulse Laser (Clan)
- Large Pulse Laser (Clan)
- AES
- AES
- AES
- 4-6 Roll Again
- Roll Again
- Roll Again

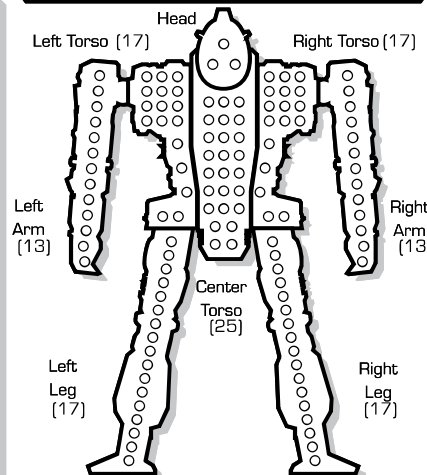
Right Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 Gauss Rifle (Clan)
- Gauss Rifle (Clan)
- Gauss Rifle (Clan)
- Gauss Rifle (Clan)
- Gauss Rifle (Clan)
- 1-3 Gauss Rifle (Clan)
- Gauss Rifle (Clan)
- Ammo [Gauss] 8
- Ammo [Gauss] 8
- Endo-Composite
- Endo-Composite

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink (Clan)
- Double Heat Sink (Clan)

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	16 (32) Double
30	Shutdown	○○○○
28	Ammo Exp. avoid on 8+	○○○○
26	Shutdown, avoid on 10+	○○○○
25	-5 Movement Points	○○○○
24	+4 Modifier to Fire	○○○○
23	Ammo Exp. avoid on 6+	○○○○
22	Shutdown, avoid on 8+	○○○○
20	-4 Movement Points	○○○○
19	Ammo Exp. avoid on 4+	○○○○
18	Shutdown, avoid on 6+	○○○○
17	+3 Modifier to Fire	○○○○
15	-3 Movement Points	○○○○
14	Shutdown, avoid on 4+	○○○○
13	+2 Modifier to Fire	○○○○
10	-2 Movement Points	○○○○
8	+1 Modifier to Fire	○○○○
5	-1 Movement Points	○○○○

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Doloire DLR-OA

Movement Points: **Tonnage:** 80
Walking: 4 **Tech Base:** Mixed Tech (I.S.)
Running: 6 **Era:** (Advanced) Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser (Clan)	CT	5	7 [DE]	—	5	10	15
2	SRM 6 (Clan)	RT	4	2/Msl [M.C.S]	—	3	6	9
1	ER Medium Laser (Clan)	LT	5	7 [DE]	—	5	10	15
1	Radical Heat Sink System	LT	—	[E]	—	—	—	—
1	AES	RA	—	[E]	—	—	—	—
1	Plasma Rifle	RA	10	10 [DE,H]	—	5	10	15
1	AES	LA	—	[E]	—	—	—	—
1	Plasma Rifle	LA	10	10 [DE,H]	—	5	10	15

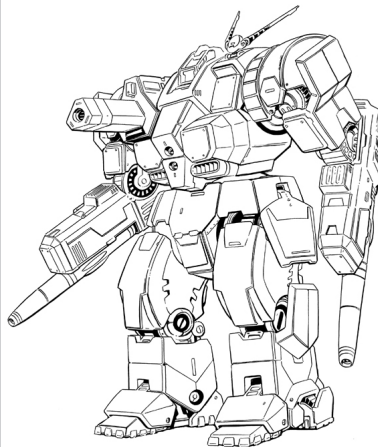
BV: 2,336

WARRIOR DATA

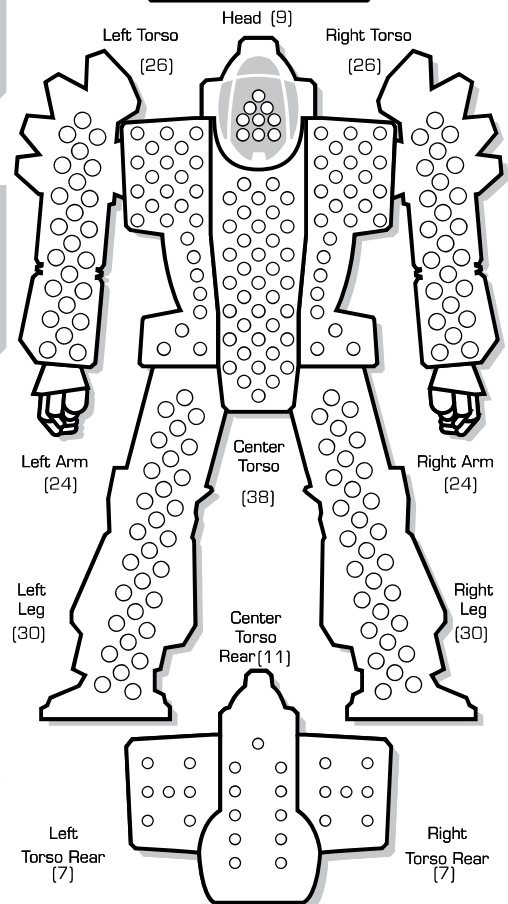
Name: _____
Gunnery Skill: _____ **Piloting Skill:** _____
Hits Taken

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 Double Heat Sink (Clan)
- Double Heat Sink (Clan)
- Plasma Rifle
- Plasma Rifle
- 2 Ammo (Plasma Rifle) 10
- 4-6 AES
- AES
- AES
- AES

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser (Clan)
- 1-3 Ammo (Plasma Rifle) 10
- Radical Heat Sink System
- Radical Heat Sink System
- Radical Heat Sink System
- 2 Endo-Composite
- 3 Endo-Composite
- 4-6 Endo-Composite
- Endo-Composite
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 5 Double Heat Sink (Clan)
- Double Heat Sink (Clan)

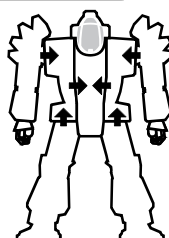
Head

- Life Support
- Sensors
- Cockpit
- Endo-Composite
- 5 Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro
- Gyro
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4-6 XL Fusion Engine
- ER Medium Laser (Clan)
- ER Medium Laser (Clan)

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink (Clan)
- Double Heat Sink (Clan)
- Plasma Rifle
- Plasma Rifle
- 2 Ammo (Plasma Rifle) 10
- 4-6 AES
- AES
- AES
- AES

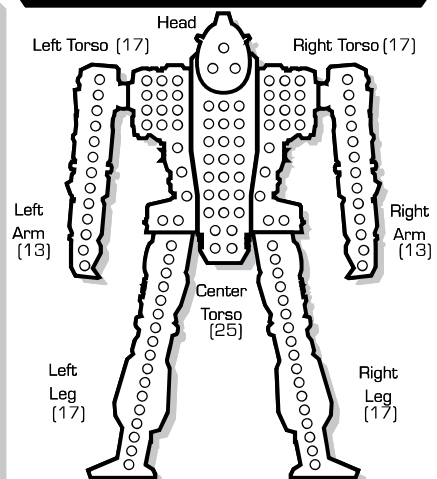
Right Torso

- XL Fusion Engine
- XL Fusion Engine
- SRM 6 (Clan)
- 1-3 SRM 6 (Clan)
- Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- 2 Ammo (SRM 6) 15
- 3 CASE II
- 4-6 Endo-Composite
- Endo-Composite
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 5 Double Heat Sink (Clan)
- Double Heat Sink (Clan)

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	16 (32) Double
30	Shutdown	○○○○
28	Ammo Exp. avoid on 8+	○○○○
26	Shutdown, avoid on 10+	○○○○
25	-5 Movement Points	○○○○
24	+4 Modifier to Fire	○○○○
23	Ammo Exp. avoid on 6+	○○○○
22	Shutdown, avoid on 8+	○○○○
20	-4 Movement Points	○○○○
19	Ammo Exp. avoid on 4+	○○○○
18	Shutdown, avoid on 6+	○○○○
17	+3 Modifier to Fire	○○○○
15	-3 Movement Points	○○○○
14	Shutdown, avoid on 4+	○○○○
13	+2 Modifier to Fire	○○○○
10	-2 Movement Points	○○○○
8	+1 Modifier to Fire	○○○○
5	-1 Movement Points	○○○○

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Doloire DLR-OC

Movement Points: **Tonnage:** 80
Walking: 4 **Tech Base:** Mixed Tech (I.S.)
Running: 6 **Era:** (Advanced) Dark Age

Weapons & Equipment Inventory (hexes)

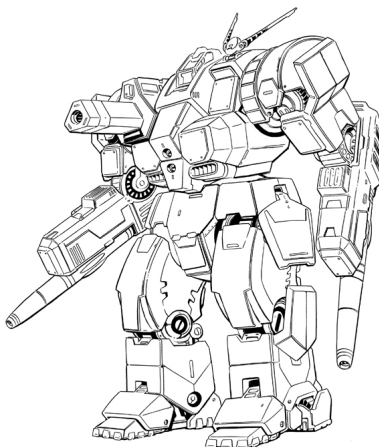
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser (Clan)	CT	5	7 [DE]	—	5	10	15
1	Streak SRM 6 (Clan)	RT	4	2/Msl [M,C]	—	4	8	12
1	C ³ Master	LT	0	[E]	—	5	9	15
1	ER Small Pulse Laser (Clan)	LT	3	5 [P,AI]	—	2	4	6
1	AES	RA	—	[E]	—	—	—	—
1	LRM 20 (Clan)	RA	6	1/Msl [M,C,S]	—	7	14	21
1	w/Artemis V FCS	LA	—	[E]	—	—	—	—
1	AES	LA	—	16	—	—	—	—
1	Lance	LA	—	16	—	—	—	—
1	Streak SRM 6 (Clan)	RL	4	2/Msl [M,C]	—	4	8	12
1	Streak SRM 6 (Clan)	LL	4	2/Msl [M,C]	—	4	8	12

BV: 2,327

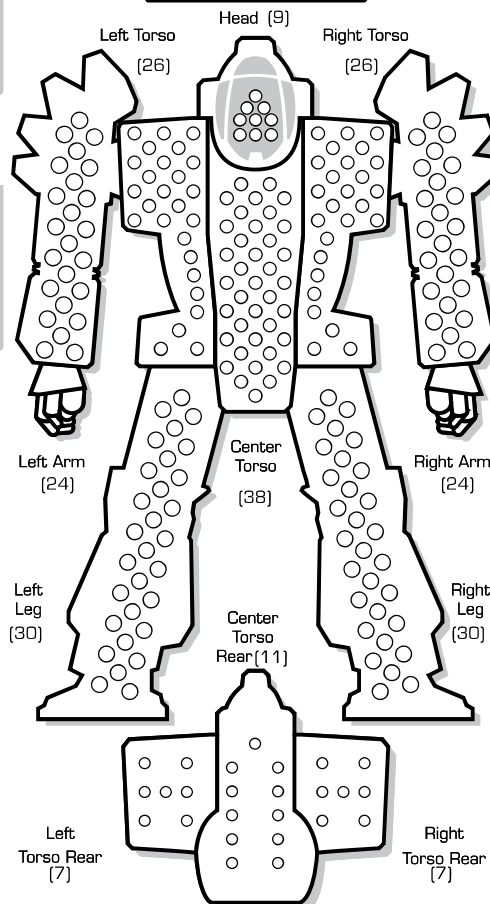
WARRIOR DATA

Name: _____
Gunnery Skill: _____ **Piloting Skill:** _____
Hits Taken
Consciousness#

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Lance
- Lance

- Lance
- Lance
- AES
- AES
- AES
- AES

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- ER Small Pulse Laser (Clan)
- C³ Master
- C³ Master
- C³ Master

- C³ Master
- C³ Master
- Endo-Composite
- Endo-Composite
- Endo-Composite
- Endo-Composite

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Streak SRM 6 (Clan)
- Streak SRM 6 (Clan)

Head

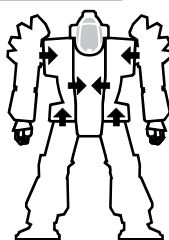
- Life Support
- Sensors
- Cockpit
- Endo-Composite
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser (Clan)
- ER Medium Laser (Clan)

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- LRM 20 (Clan)
- LRM 20 (Clan)
- LRM 20 (Clan)
- LRM 20 (Clan)

- Artemis V FCS (Clan)
- Artemis V FCS (Clan)
- AES
- AES
- AES
- AES

Right Torso

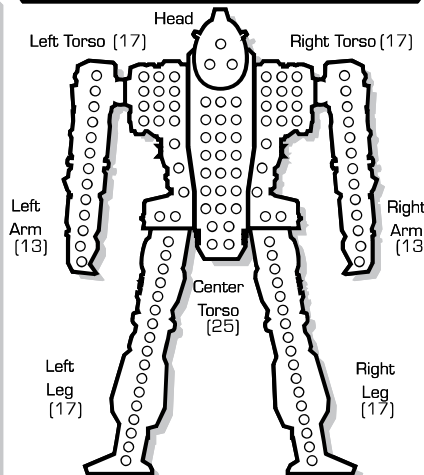
- XL Fusion Engine
- XL Fusion Engine
- Streak SRM 6 (Clan)
- Streak SRM 6 (Clan)
- Ammo (Streak SRM 6) 15
- Ammo (Streak SRM 6) 15

- Ammo (LRM 20 Artemis V) 6
- Ammo (LRM 20 Artemis V) 6
- Ammo (LRM 20 Artemis V) 6
- CASE II
- Endo-Composite
- Endo-Composite

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Streak SRM 6 (Clan)
- Streak SRM 6 (Clan)

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Doloire DLR-OD

Movement Points: **Tonnage:** 80
Walking: 4 **Tech Base:** Mixed Tech (I.S.)
Running: 6 [8] **Era:** Dark Age

Weapons & Equipment Inventory (hexes)

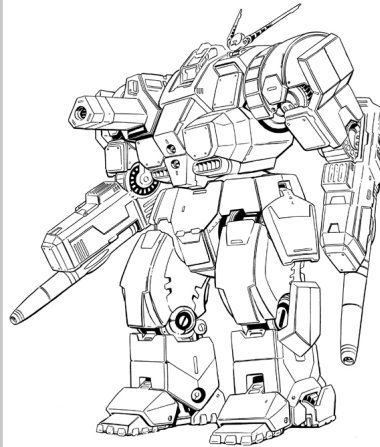
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser (Clan)	CT	5	7 [DE]	—	5	10	15
1	TSEMP Cannon	RT	10	0 [DE,X]	—	5	10	15
1	TSEMP Cannon	LT	10	0 [DE,X]	—	5	10	15
1	AES	RA	—	[E]	—	—	—	—
4	Streak SRM 4 (Clan)	RA	3	2/Mel [M,C]	—	4	8	12
1	AES	LA	—	[E]	—	—	—	—
1	Large Vibroblade	LA	7	14	—	—	—	—
1	ER Micro Laser (Clan)	RL	1	2 [DE]	—	1	2	4
1	ER Micro Laser (Clan)	LL	1	2 [DE]	—	1	2	4

BV: 3,380

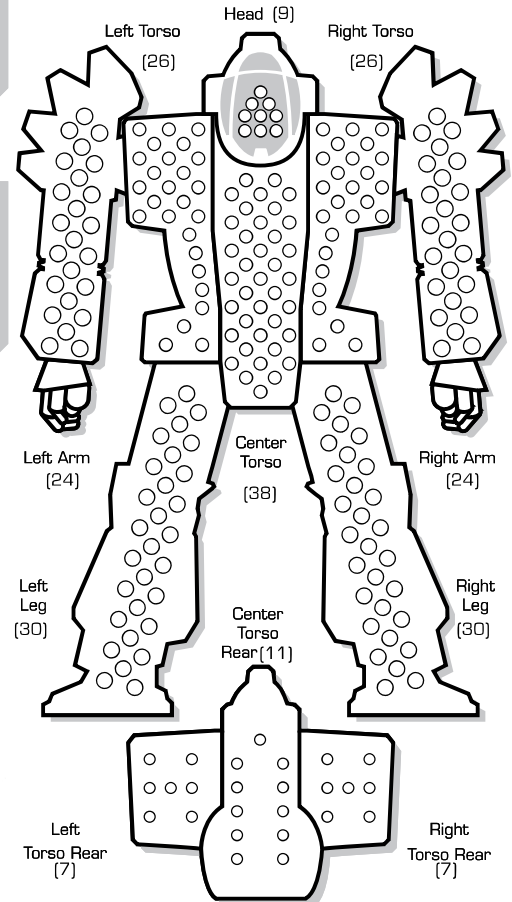
WARRIOR DATA

Name: _____
Gunnery Skill: _____ **Piloting Skill:** _____
Hits Taken
Consciousness#

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Vibroblade
- Large Vibroblade

- Large Vibroblade
- Large Vibroblade
- AES
- AES
- AES
- AES

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- TSEMP Cannon
- TSEMP Cannon
- TSEMP Cannon
- TSEMP Cannon

- TSEMP Cannon
- Supercharger
- Endo-Composite
- Endo-Composite
- Endo-Composite
- Endo-Composite

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- ER Micro Laser (Clan)
- Roll Again

Head

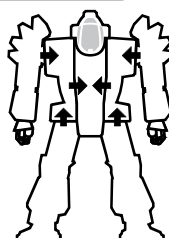
- Life Support
- Sensors
- Cockpit
- Endo-Composite
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser (Clan)
- ER Medium Laser (Clan)

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Streak SRM 4 (Clan)
- Streak SRM 4 (Clan)

- Streak SRM 4 (Clan)
- Streak SRM 4 (Clan)
- AES
- AES
- AES
- AES

Right Torso

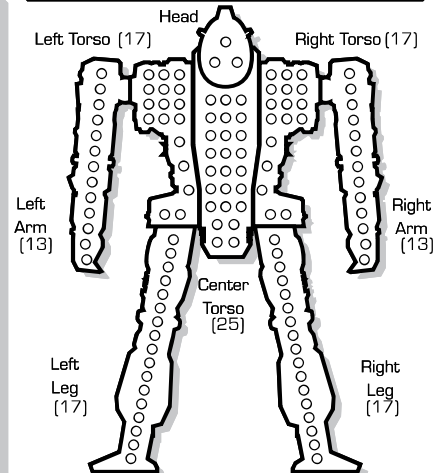
- XL Fusion Engine
- XL Fusion Engine
- TSEMP Cannon
- TSEMP Cannon
- TSEMP Cannon
- TSEMP Cannon

- TSEMP Cannon
- Ammo (Streak SRM 4) 25
- Ammo (Streak SRM 4) 25
- CASE II
- Endo-Composite
- Endo-Composite

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- ER Micro Laser (Clan)
- Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Malice MAL-XT

Movement Points: Tonnage: 100
Walking: 4 Tech Base: Inner Sphere
Running: 6 Era: Dark Age

Weapons & Equipment Inventory (hexes)

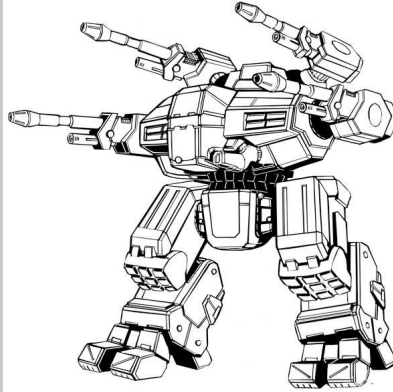
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	LB 5-X AC	RT	1	5	3	7	14	21
				[DB,C/F/S]				
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	LB 5-X AC	LT	1	5	3	7	14	21
				[DB,C/F/S]				
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	LB 5-X AC	RA	1	5	3	7	14	21
				[DB,C/F/S]				
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	LB 5-X AC	LA	1	5	3	7	14	21
				[DB,C/F/S]				

BV: 1,852

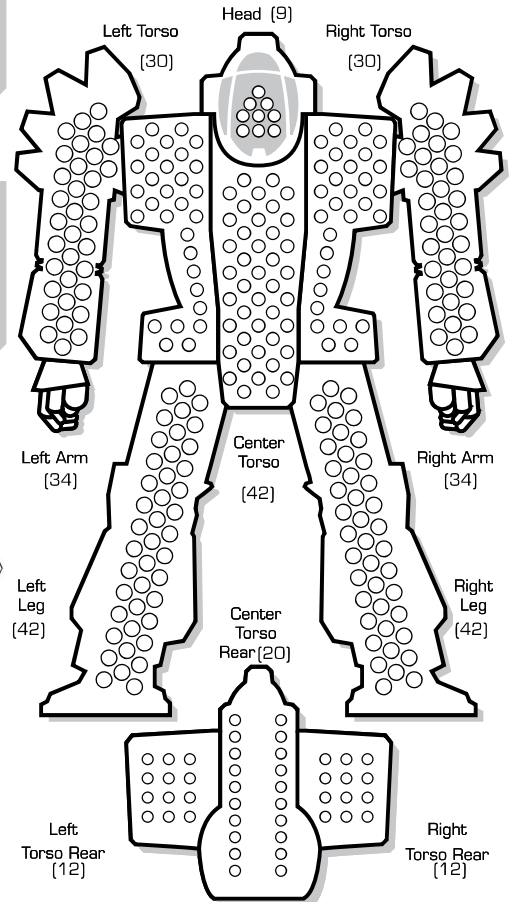
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness#

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC

- LB 5-X AC
- LB 5-X AC
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- Ammo (LB 5-X) 20
- Ammo (LB 5-X Cluster) 20
- Endo-Steel

Left Leg

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

Head

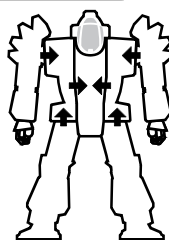
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo-Steel
- Endo-Steel

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC

- LB 5-X AC
- LB 5-X AC
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Roll Again

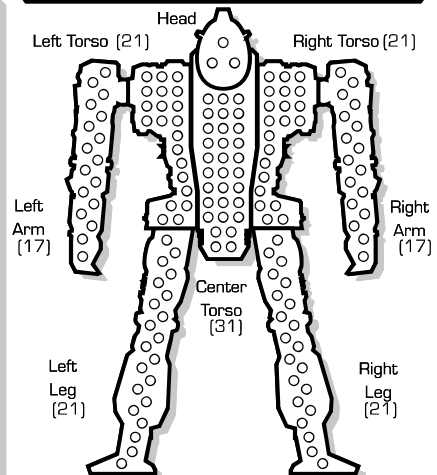
Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- Ammo (LB 5-X) 20
- Ammo (LB 5-X Cluster) 20
- Endo-Steel

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Malice MAL-XP

Movement Points: Tonnage: 100
Walking: 4 Tech Base: Mixed Tech (I.S.)
Running: 6 Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser (Clan)	RT	5	7 [DE]	—	5	10	15
1	LB 5-X AC (Clan)	RT	1	5	3	8	15	24
				[DB,C/F/S]				
1	ER Medium Laser (Clan)	LT	5	7 [DE]	—	5	10	15
1	LB 5-X AC (Clan)	LT	1	5	3	8	15	24
				[DB,C/F/S]				
1	LB 10-X AC (Clan)	RA	2	10	—	6	12	18
				[DB,C/F/S]				
1	LB 10-X AC (Clan)	LA	2	10	—	6	12	18
				[DB,C/F/S]				

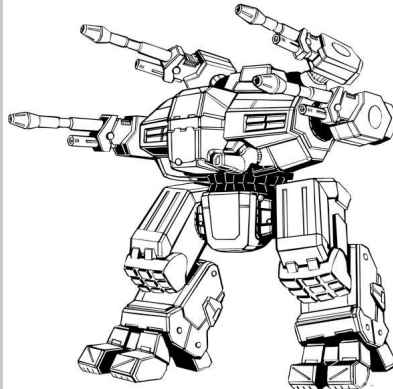
BV: 2,011

WARRIOR DATA

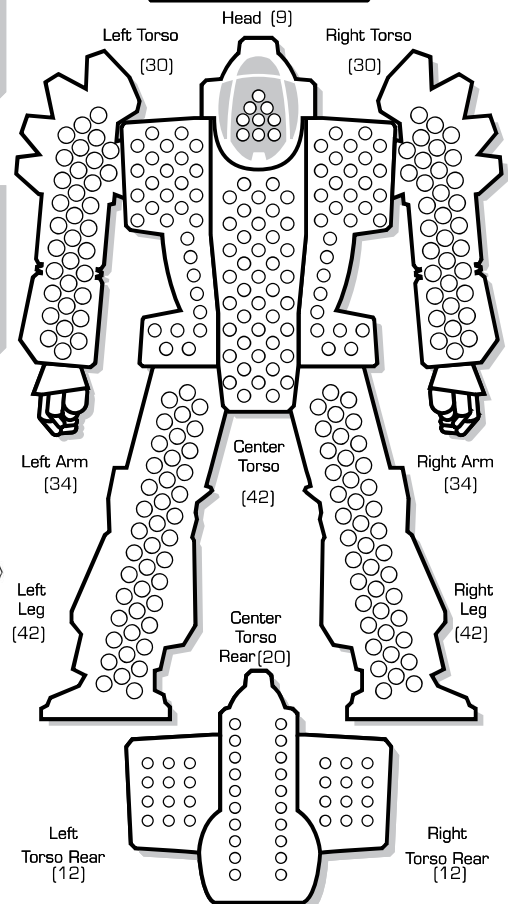
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 LB 10-X AC (Clan)
- 4-6 LB 10-X AC (Clan)
- 5-6 LB 10-X AC (Clan)
- 6-6 LB 10-X AC (Clan)

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 LB 10-X AC (Clan)
- 4-6 LB 10-X AC (Clan)
- 5-6 LB 10-X AC (Clan)
- 6-6 LB 10-X AC (Clan)

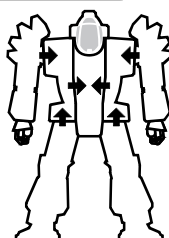
Center Torso

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

Left Torso

- 1-3 XL Fusion Engine
- 2-3 XL Fusion Engine
- 3-3 XL Fusion Engine
- 4-6 ER Medium Laser (Clan)
- 5-6 LB 5-X AC (Clan)
- 6-6 LB 5-X AC (Clan)
- 1-3 LB 5-X AC (Clan)
- 2-3 LB 5-X AC (Clan)
- 3-6 Ammo (LB 5-X) 20
- 4-6 Ammo (LB 10-X) 10
- 5-6 Ammo (LB 10-X Cluster) 10
- 6-6 Endo-Steel

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



Damage Transfer Diagram

Left Leg

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

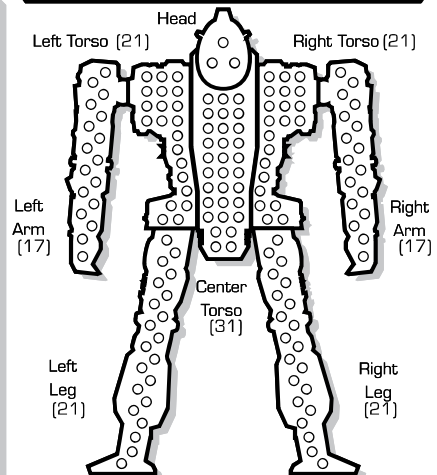
Right Torso

- 1-3 XL Fusion Engine
- 2-3 XL Fusion Engine
- 3-3 XL Fusion Engine
- 4-6 ER Medium Laser (Clan)
- 5-6 LB 5-X AC (Clan)
- 6-6 LB 5-X AC (Clan)
- 1-3 LB 5-X AC (Clan)
- 2-3 LB 5-X AC (Clan)
- 3-6 Ammo (LB 5-X Cluster) 20
- 4-6 Ammo (LB 10-X) 10
- 5-6 Ammo (LB 10-X Cluster) 10
- 6-6 Endo-Steel

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: **Malice MAL-XV**

Movement Points: **Tonnage:** 100
Walking: 4 **Tech Base:** Mixed Tech (I.S.)
Running: 6 (Experimental)
 Era: Dark Age

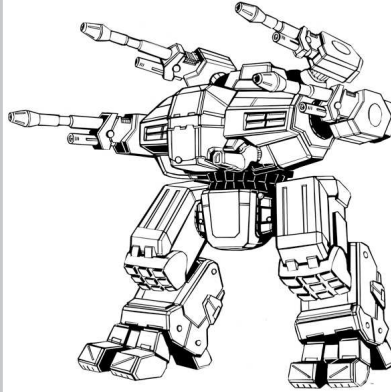
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C³ Slave	HD	—	[E]	—	—	—	—
1	Improved Heavy Medium Laser (Clan)	RT	7	10 [DEX]	—	3	6	9
1	LAC/5	RT	1	5 [DB,S]	—	5	10	15
1	Improved Heavy Medium Laser (Clan)	LT	7	10 [DEX]	—	3	6	9
1	LAC/5	LT	1	5 [DB,S]	—	5	10	15
1	Improved Heavy Medium Laser (Clan)	RA	7	10 [DEX]	—	3	6	9
1	LAC/5	RA	1	5 [DB,S]	—	5	10	15
1	Improved Heavy Medium Laser (Clan)	LA	7	10 [DEX]	—	3	6	9
1	LAC/5	LA	1	5 [DB,S]	—	5	10	15

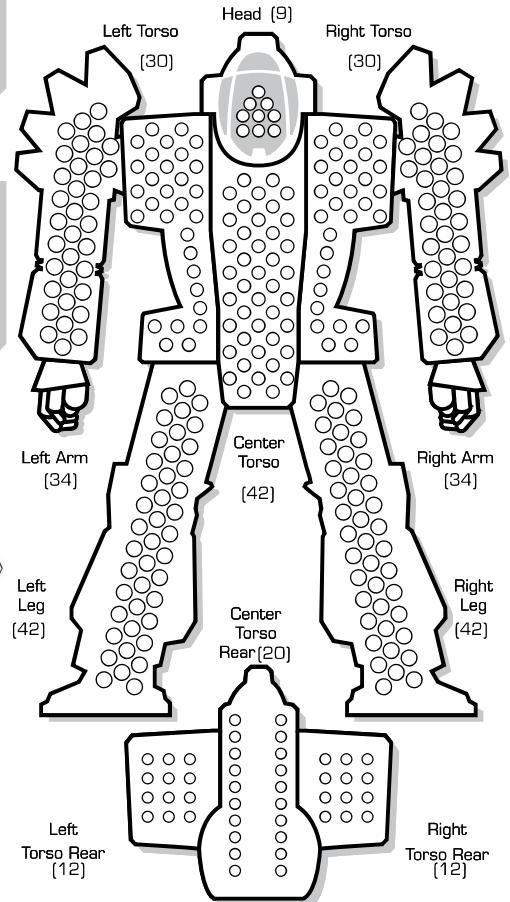
BV: 1,996

WARRIOR DATA

Name: _____
Gunnery Skill: _____ **Piloting Skill:** _____
Hits Taken 1 2 3 4 5 6
Consciousness# 3 5 7 10 11 Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Improved Heavy Medium Laser (Clan)
- Improved Heavy Medium Laser (Clan)
- LAC/5
- LAC/5

Head

- Life Support
- Sensors
- Cockpit
- C³ Slave
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Improved Heavy Medium Laser (Clan)

Center Torso

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

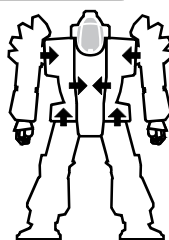
Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Improved Heavy Medium Laser (Clan)
- Improved Heavy Medium Laser (Clan)
- LAC/5

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Improved Heavy Medium Laser (Clan)
- Improved Heavy Medium Laser (Clan)
- LAC/5
- LAC/5
- Ammo (LAC/5) 20
- Ammo (LAC/5) 20
- Ammo (LAC/5) 20
- Ammo (LAC/5) 20
- CASE II

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



Damage Transfer Diagram

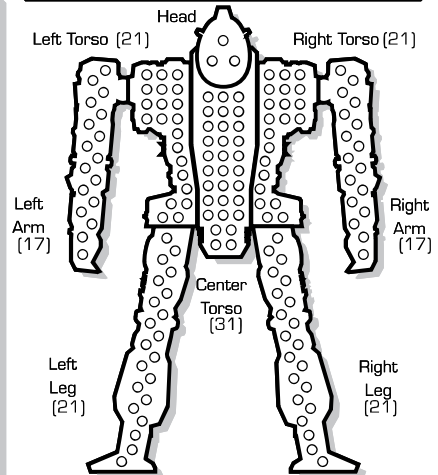
Left Leg

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	17 (34) Double
30	Shutdown	○○○○
28	Ammo Exp. avoid on 8+	○○○○
26	Shutdown, avoid on 10+	○○○○
25	-5 Movement Points	○○○○
24	+4 Modifier to Fire	○○○○
23	Ammo Exp. avoid on 6+	○○○○
22	Shutdown, avoid on 8+	○○○○
20	-4 Movement Points	○○○○
19	Ammo Exp. avoid on 4+	○○○○
18	Shutdown, avoid on 6+	○○○○
17	+3 Modifier to Fire	○○○○
15	-3 Movement Points	○○○○
14	Shutdown, avoid on 4+	○○○○
13	+2 Modifier to Fire	○○○○
10	-2 Movement Points	○○○○
8	+1 Modifier to Fire	○○○○
5	-1 Movement Points	○○○○

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Malice MAL-YZ

Movement Points: Tonnage: 100
 Walking: 3 Tech Base: Mixed Tech (Clan)
 Running: 5 [Advanced]
 Era: Dark Age

Weapons & Equipment Inventory (hexes)

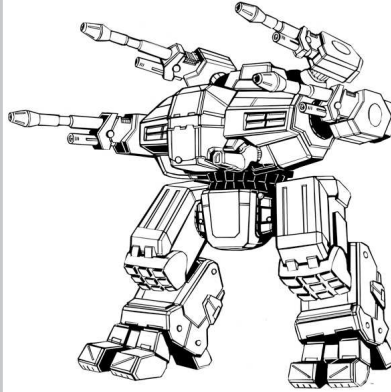
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Clan TAG	HD	0	[E]	—	5	9	15
1	Angel ECM Suite	CT	—	[E]	—	—	—	6
1	C³ Slave (IS)	CT	—	[E]	—	—	—	—
1	Modular Armor	CT	—	[E]	—	—	—	—
1	ER Large Laser	RT	12	10 [DE]	—	8	15	25
1	Modular Armor	RT	—	[E]	—	—	—	—
1	Remote Sensor Dispenser	RT	—	[E]	—	—	—	—
1	ER Large Laser	LT	12	10 [DE]	—	8	15	25
1	Modular Armor	LT	—	[E]	—	—	—	—
1	Remote Sensor Dispenser	LT	—	[E]	—	—	—	—
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	Laser AMS	RA	5	— [PD]	—	—	—	—
1	Modular Armor	RA	—	[E]	—	—	—	—
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
1	Laser AMS	LA	5	— [PD]	—	—	—	—
1	Modular Armor	LA	—	[E]	—	—	—	—
1	Modular Armor	RL	—	[E]	—	—	—	—
1	Modular Armor	LL	—	[E]	—	—	—	—

BV: 2,949

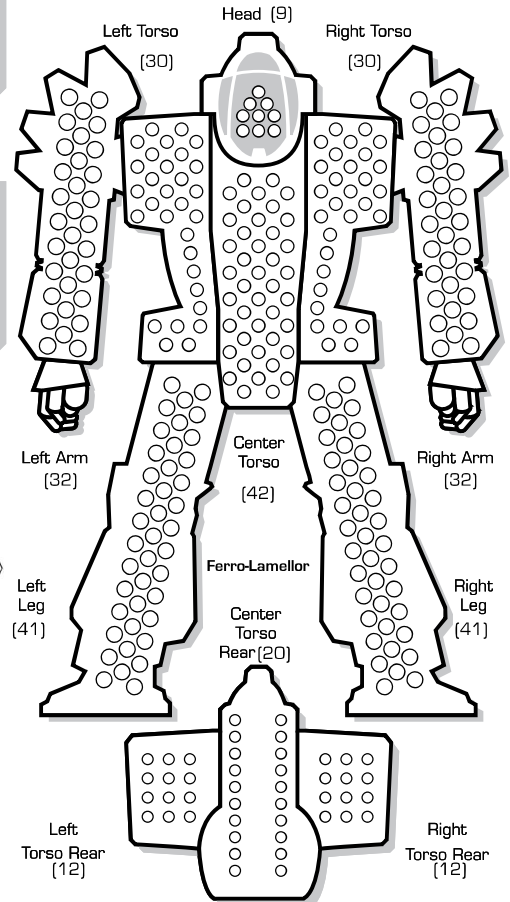
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness#

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Large Pulse Laser
- 1-3 Large Pulse Laser
- Laser AMS
- Modular Armor [0000000000]

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Large Pulse Laser
- 1-3 Large Pulse Laser
- Laser AMS
- Modular Armor [0000000000]

Center Torso

- 1 O XXL Fusion Engine
- 2 O XXL Fusion Engine
- 1-3 3 O XXL Fusion Engine
- 4 O Compact Gyro (IS)
- 5 O Compact Gyro (IS)
- 6 O XXL Fusion Engine

4-6

Right Torso(CASE)

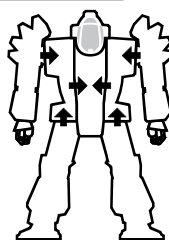
- 1 O XXL Fusion Engine
- 2 O XXL Fusion Engine
- 3 O XXL Fusion Engine
- 4 O XXL Fusion Engine
- 5 ER Large Laser
- 6 Remote Sensor Dispenser

Left Torso(CASE)

- 1 O XXL Fusion Engine
- 2 O XXL Fusion Engine
- 3 O XXL Fusion Engine
- 4 O XXL Fusion Engine
- 5 ER Large Laser
- 6 Remote Sensor Dispenser

4-6

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



Damage Transfer Diagram

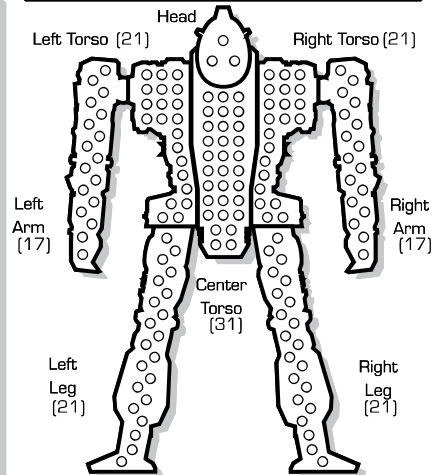
Left Leg

- 1 O Hip
- 2 Upper Leg Actuator
- 3 Lower Leg Actuator
- 4 Foot Actuator
- 5 Modular Armor [0000000000]
- 6 Roll Again

Right Leg

- 1 O Hip
- 2 Upper Leg Actuator
- 3 Lower Leg Actuator
- 4 Foot Actuator
- 5 Modular Armor [0000000000]
- 6 Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

SUPERHEAVY THREE-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Poseidon PSD-V2

Movement Points: Tonnage: 125
 Walking: 3 Tech Base: Mixed (Advanced)
 Running: 5 Era: Dark Age

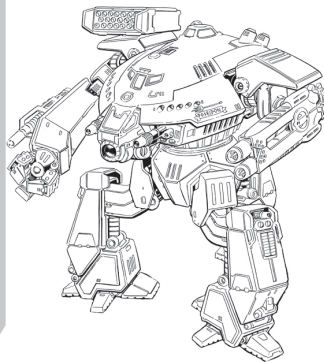
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser (C)	RT	5	7 [DE]	—	5	10	15
1	ER Small Laser (C)	RT	2	5 [DE]	—	2	4	6
1	LRM 5	RT	2	1/Msl	6	7	14	21
1	SRM 2	RT	2	2/Msl	—	3	6	9
1	ER Small Laser (C)	CT	2	5 [DE]	6	7	14	21
1	SRM 2	CT	2	2/Msl	—	3	6	9
1	ER Medium Laser (C)	LT	5	7 [DE]	—	5	10	15
1	ER Small Laser (C)	LT	2	5 [DE]	—	2	4	6
1	LRM 5	LT	2	1/Msl	6	7	14	21
1	SRM 2	LT	2	2/Msl	—	3	6	9
1	MRM 20 w/Apollo FCS	RA	6	1/Msl	—	3	8	15
1	TSEMP	RA	10	* [DE,X]	—	5	10	15
2	ER PPC (C)	LA	15	15 [DE]	—	7	14	23
2	A-Pods	RL	0	* [PD,OS,AI]	—	—	—	—
2	A-Pods	CL	0	* [PD,OS,AI]	—	—	—	—
2	A-Pods	LL	0	* [PD,OS,AI]	—	—	—	—

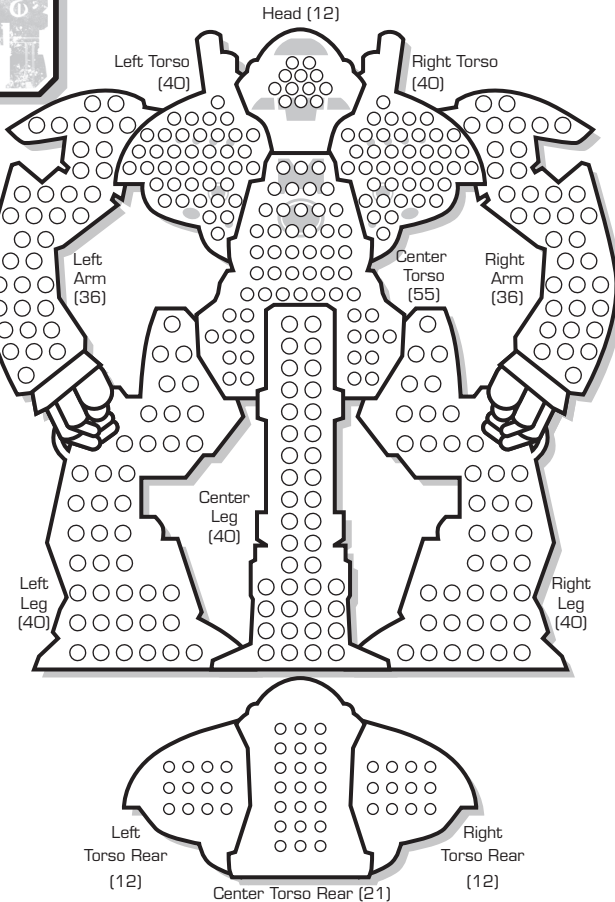
BV: 3,760

WARRIOR DATA

Pilot: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken 1 2 3 4 5 6
 Consciousness# 3 5 7 10 11 Dead
 Gunner: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken 1 2 3 4 5 6
 Consciousness# 3 5 7 10 11 Dead
 Tech: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken 1 2 3 4 5 6
 Consciousness# 3 5 7 10 11 Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- ER PPC (Clan)
- ER PPC (Clan)

Head

- Life Support
- Sensors
- Superheavy Tripod Cockpit
- Endo Steel
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- MRM 20
- MRM 20

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Double Heat Sink

Left Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser (Clan)
- ER Small Laser (Clan)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- SRM 2
- ER Small Laser (Clan)
- Endo Steel

Right Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser (Clan)
- ER Small Laser (Clan)

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



Damage Transfer Diagram

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- A-Pod
- A-Pod

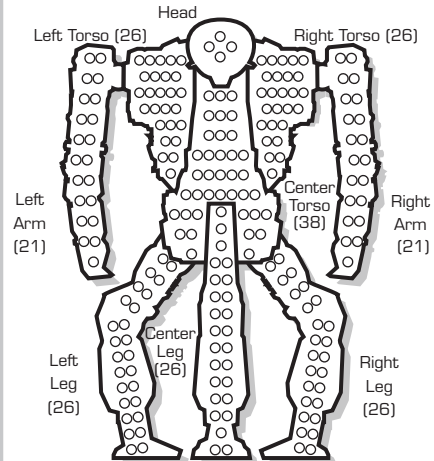
Center Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- A-Pod
- A-Pod

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- A-Pod
- A-Pod

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 20 (40) Double
30	Shutdown	○○
28	Ammo Exp. avoid on 8+	○○
26	Shutdown, avoid on 10+	○○
25	-5 Movement Points	○○
24	+4 Modifier to Fire	○○
23	Ammo Exp. avoid on 6+	○○
22	Shutdown, avoid on 8+	○○
20	-4 Movement Points	○○
19	Ammo Exp. avoid on 4+	○○
18	Shutdown, avoid on 6+	○○
17	+3 Modifier to Fire	○○
15	-3 Movement Points	○○
14	Shutdown, avoid on 4+	○○
13	+2 Modifier to Fire	○○
10	-2 Movement Points	○○
8	+1 Modifier to Fire	○○
5	-1 Movement Points	○○

Heat Scale

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

BATTLETECH

SUPERHEAVY THREE-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Ares ARS-V1 Zeus

Movement Points: Tonnage: 135
Walking: 2 Tech Base: Mixed
Running: 3 (Advanced)
Era: Dark Age

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	RT	0	[E]	—	—	—	—
1	ER Medium Laser (C)	RT	5	7 [DE]	—	5	10	15
1	ER Small Laser (C)	RT	2	5 [DE]	—	2	4	6
1	LRM 5	RT	2	1/Msl [M,C,S]	6	7	14	21
1	SRM 2	RT	2	2/Msl [M,C,S]	—	3	6	9
1	ER Small Laser (C)	CT	2	1/Msl [M,C,S]	6	7	14	21
1	SRM 2	CT	2	2/Msl [M,C,S]	—	3	6	9
1	ER Medium Laser (C)	LT	5	7 [DE]	—	5	10	15
1	ER Small Laser (C)	LT	2	5 [DE]	—	2	4	6
1	LRM 5	LT	2	1/Msl [M,C,S]	6	7	14	21
1	SRM 2	LT	2	2/Msl [M,C,S]	—	3	6	9
3	Streak SRM 6 (C)	RA	4	2/Msl [M,C,S]	—	4	8	12
2	ER PPC (C)	LA	15	15 [DE]	—	7	14	23
2	A-Pods	RL	0	* [PD,OS,AI]	—	—	—	—
2	A-Pods	CL	0	* [PD,OS,AI]	—	—	—	—
2	A-Pods	LL	0	* [PD,OS,AI]	—	—	—	—

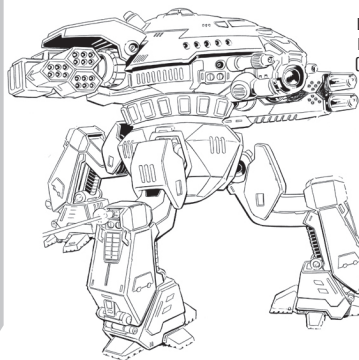
BV: 3,653

WARRIOR DATA

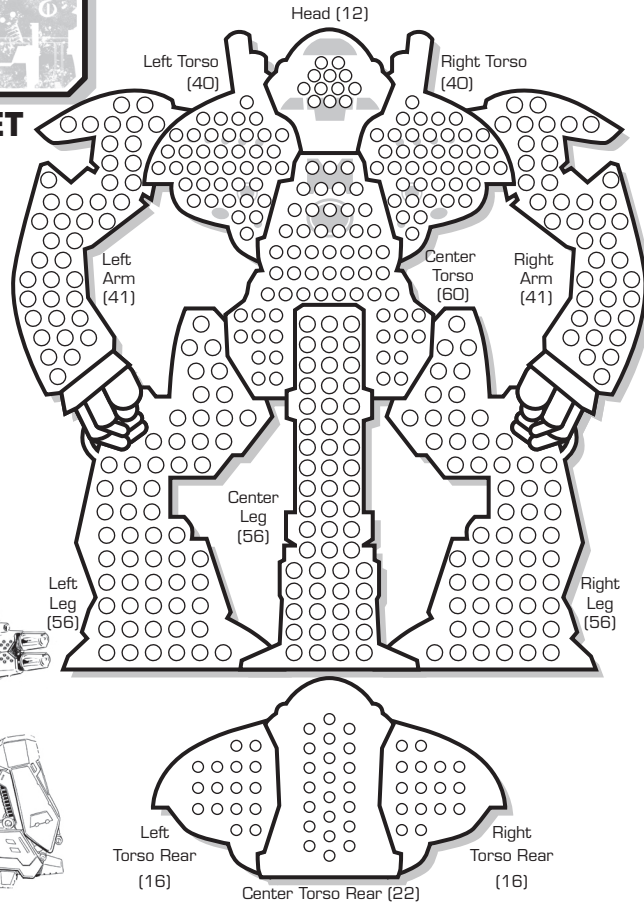
Pilot: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken 1 2 3 4 5 6
Consciousness# 3 5 7 10 11 Dead

Gunner: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken 1 2 3 4 5 6
Consciousness# 3 5 7 10 11 Dead

Tech: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken 1 2 3 4 5 6
Consciousness# 3 5 7 10 11 Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

- Double Heat Sink
- Double Heat Sink
- ER PPC (Clan)
- ER PPC (Clan)
- Endo-Composite
- Roll Again

Left Torso (CASE II)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- ER Medium Laser (Clan)
- ER Small Laser (Clan)
- LRM 5
- SRM 2
- Ammo (SRM) 50
- CASE II

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- A-Pod
- A-Pod

Head

- Life Support
- Sensors
- Superheavy Tripod Cockpit
- Endo-Composite
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Double Heat Sink

- Double Heat Sink
- SRM 2
- ER Small Laser (Clan)
- Targeting Computer
- Targeting Computer
- Endo-Composite

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



Damage Transfer Diagram

Center Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- A-Pod
- A-Pod

Right Arm (CASE II)

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Streak SRM 6 (Clan)
- Streak SRM 6 (Clan)

- Streak SRM 6 (Clan)
- Ammo (Streak) 30
- Ammo (Streak) 30
- CASE II
- Endo-Composite
- Roll Again

Right Torso (CASE II)

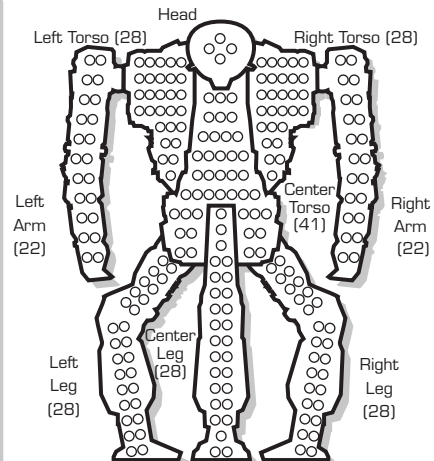
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- ER Medium Laser (Clan)
- ER Small Laser (Clan)
- LRM 5
- SRM 2
- Ammo (LRM) 24
- CASE II

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- A-Pod
- A-Pod

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 21 (42) Double
30	Shutdown	○○○
28	Ammo Exp. avoid on 8+	○○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp. avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○○
20	-4 Movement Points	○○○
19	Ammo Exp. avoid on 4+	○○○
18	Shutdown, avoid on 6+	○○○
17	+3 Modifier to Fire	○○○
15	-3 Movement Points	○○○
14	Shutdown, avoid on 4+	○○○
13	+2 Modifier to Fire	○○○
10	-2 Movement Points	○○○
8	+1 Modifier to Fire	○○○
5	-1 Movement Points	○○○

Heat Scale

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

BATTLETECH

SUPERHEAVY THREE-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Ares ARS-V1B Hades

Movement Points: Tonnage: 135
Walking: 2 Tech Base: Mixed (Advanced)
Running: 3 Era: Dark Age

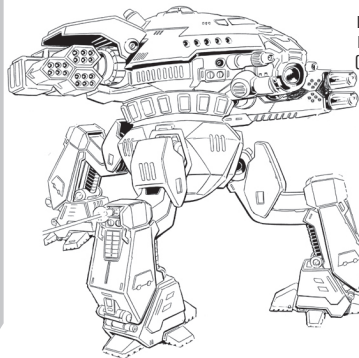
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser (C)	RT	5	7 [DE]	—	5	10	15
1	ER Small Laser (C)	RT	2	5 [DE]	—	2	4	6
1	LRM 5	RT	2	1/Msl (M,C,S)	6	7	14	21
1	SRM 2	RT	2	2/Msl (M,C,S)	—	3	6	9
1	ER Small Laser (C)	CT	2	1/Msl (M,C,S)	6	7	14	21
1	SRM 2	CT	2	2/Msl (M,C,S)	—	3	6	9
1	ER Medium Laser (C)	LT	5	7 [DE]	—	5	10	15
1	ER Small Laser (C)	LT	2	5 [DE]	—	2	4	6
1	LRM 5	LT	2	1/Msl (M,C,S)	6	7	14	21
1	SRM 2	LT	2	2/Msl (M,C,S)	—	3	6	9
1	MRM 20 w/Apollo FCS	RA	6	1/Msl (M,C)	—	3	8	15
1	TSEMP	RA	10	* [DE,X]	—	5	10	15
1	Ultra AC/10 (C)	LA 3/Sht	10	10/Sht (DB,R/C)	—	6	12	18
1	MRM 20 w/Apollo FCS	LA	6	1/Msl (M,C)	—	3	8	15
2	A-Pods	RL	0	* [PD,OS,AI]	—	—	—	—
2	A-Pods	CL	0	* [PD,OS,AI]	—	—	—	—
2	A-Pods	LL	0	* [PD,OS,AI]	—	—	—	—

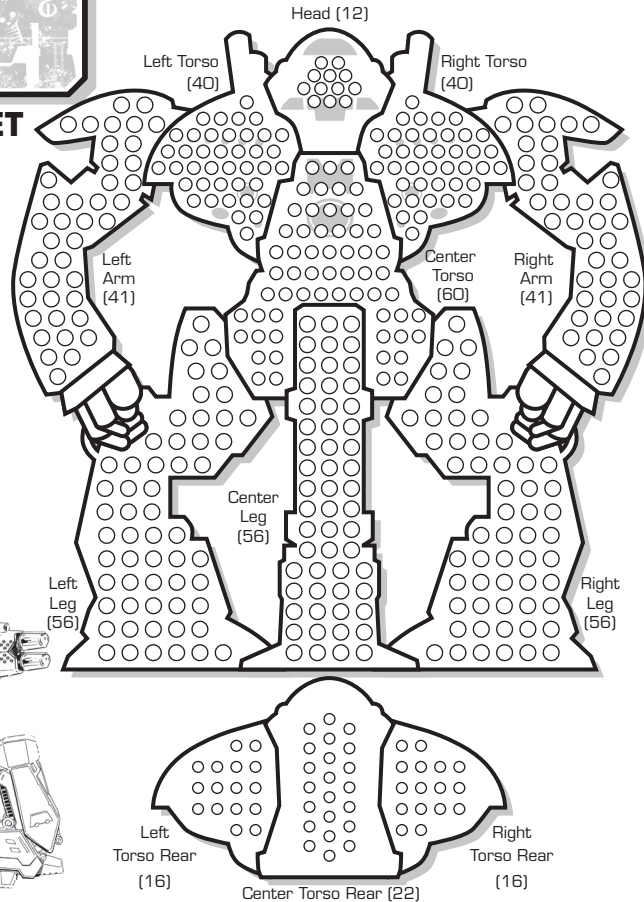
BV: 3,204

WARRIOR DATA

Pilot: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken 1 2 3 4 5 6
Consciousness# 3 5 7 10 11 Dead
Gunner: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken 1 2 3 4 5 6
Consciousness# 3 5 7 10 11 Dead
Tech: _____
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 (CASE II)

- Shoulder
- Upper Arm Actuator
- 1-3 MRM 20
- 4 MRM 20
- MRM Apollo FCS
- Ultra AC/10 (Clan)

- Ultra AC/10 (Clan)
- Ammo (Ultra) 20
- Ammo (Ultra) 20
- 4-6 CASE II
- Endo-Composite
- Roll Again

Left Torso (CASE II)

- ER Medium Laser (Clan) 4-6
- ER Small Laser (Clan)
- 1-3 LRM 5
- SRM 2
- Ammo (SRM) 50
- Ammo (MRM) 12

- CASE II
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- A-Pod
- A-Pod

Head

- Life Support
- Sensors
- Superheavy Tripod Cockpit
- Endo-Composite
- Sensors
- Life Support

Center Torso

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

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4 SRM 2
- ER Small Laser (Clan)
- Endo-Composite

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



Damage Transfer Diagram

Center Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- A-Pod
- A-Pod

Right Arm

- Shoulder
- Upper Arm Actuator
- 3 Lower Arm Actuator
- Hand Actuator
- 4 MRM 20
- MRM 20

- MRM Apollo FCS
- TSEMP Cannon
- 4-6 TSEMP Cannon
- TSEMP Cannon
- Endo-Composite
- Roll Again

Right Torso (CASE II)

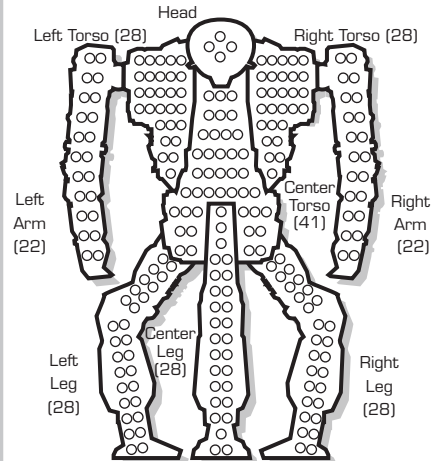
- ER Medium Laser (Clan)
- ER Small Laser (Clan)
- 1-3 LRM 5
- SRM 2
- Ammo (LRM) 24
- Ammo (MRM) 12

- CASE II
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- A-Pod
- A-Pod

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

SUPERHEAVY THREE-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Ares ARS-V1C Aphrodite

Movement Points: Tonnage: 135
Walking: 2 Tech Base: Mixed (Advanced)
Running: 3 Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C³ Master	RT	0	[E]	—	5	9	15
1	ER Medium Laser (C)	RT	5	7 [DE]	—	5	10	15
1	ER Small Laser (C)	RT	2	5 [DE]	—	2	4	6
1	LRM 5	RT	2	1/Msl	6	7	14	21
				[M,C,S]				
1	SRM 2	RT	2	2/Msl	—	3	6	9
				[M,C,S]				
1	Angel ECM Suite	CT	0	[E]	—	—	—	6
1	ER Small Laser (C)	CT	2	1/Msl	6	7	14	21
1	SRM 2	CT	2	2/Msl	—	3	6	9
				[M,C,S]				
1	C³ Master	LT	0	[E]	—	5	9	15
1	ER Medium Laser (C)	LT	5	7 [DE]	—	5	10	15
1	ER Small Laser (C)	LT	2	5 [DE]	—	2	4	6
1	LRM 5	LT	2	1/Msl	6	7	14	21
				[M,C,S]				
1	SRM 2	LT	2	2/Msl	—	3	6	9
				[M,C,S]				
3	Streak LRM 5 (C)	RA	2	1/Msl	—	7	14	21
				[M,C]				
1	Rotary AC/5 (C)	LA	1/Sht	5/Sht	—	5	10	15
				[DB,R/C]				
2	A-Pods	RL	0	* [PD,OS,AI]	—	—	—	—
2	A-Pods	CL	0	* [PD,OS,AI]	—	—	—	—
2	A-Pods	LL	0	* [PD,OS,AI]	—	—	—	—

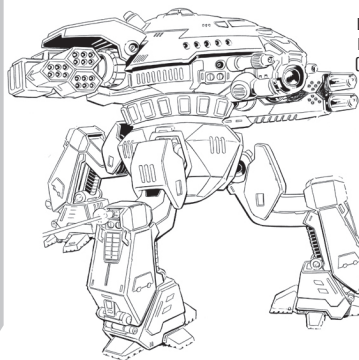
BV: 3,276

WARRIOR DATA

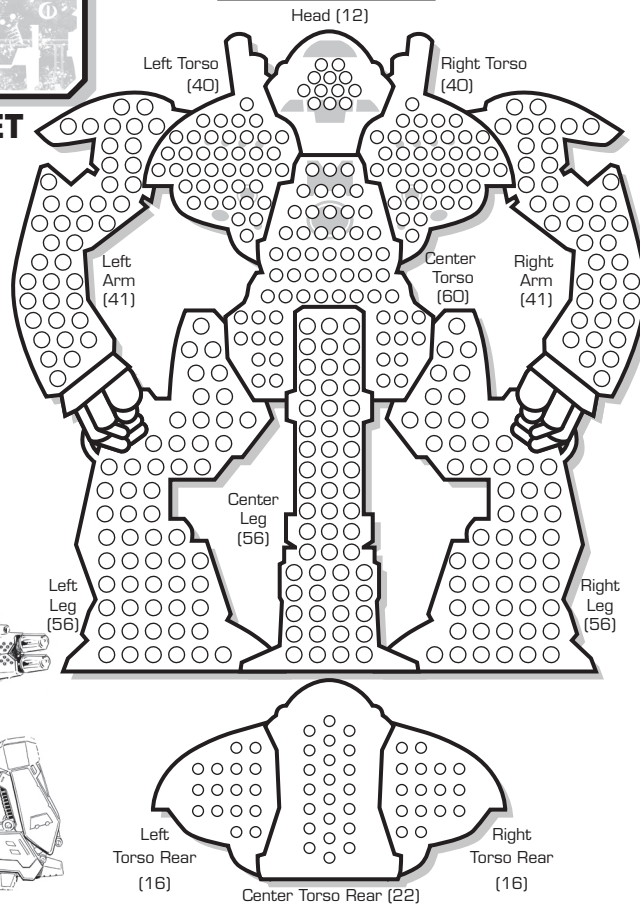
Pilot: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken 1 2 3 4 5 6
Consciousness# 3 5 7 10 11 Dead

Gunner: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken 1 2 3 4 5 6
Consciousness# 3 5 7 10 11 Dead

Tech: _____
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 (CASE II)

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Rotary AC/5 (Clan)
- Rotary AC/5 (Clan)

- Rotary AC/5 (Clan)
- Rotary AC/5 (Clan)
- Ammo (RAC) 40
- Ammo (RAC) 40
- CASE II
- Endo-Composite

Left Torso (CASE II)

- Double Heat Sink
- Double Heat Sink
- ER Medium Laser (Clan)
- ER Small Laser (Clan)
- LRM 5
- SRM 2

- Ammo (SRM) 50
- C³ Master
- C³ Master
- C³ Master
- CASE II
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- A-Pod
- A-Pod

Head

- Life Support
- Sensors
- Superheavy Tripod Cockpit
- Endo-Composite
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Double Heat Sink

- Double Heat Sink
- ER Small Laser (Clan)
- SRM 2
- Angel ECM Suite
- Angel ECM Suite
- Endo-Composite

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



Damage Transfer Diagram



Center Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- A-Pod
- A-Pod

Right Arm (CASE II)

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

- Streak LRM 5 (Clan)
- Streak LRM 5 (Clan)
- Streak LRM 5 (Clan)
- Ammo (Streak) 48
- CASE II
- Endo-Composite

Right Torso (CASE II)

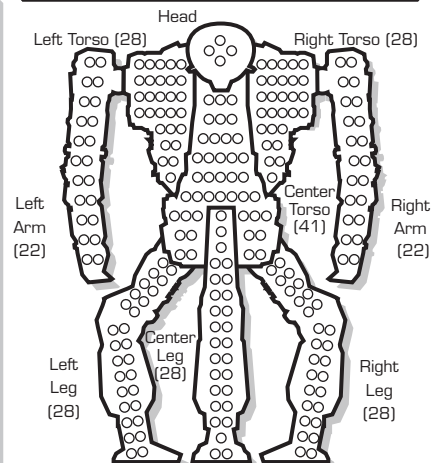
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser (Clan)
- ER Small Laser (Clan)
- LRM 5
- SRM 2

- Ammo (LRM) 24
- C³ Master
- C³ Master
- C³ Master
- CASE II
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- A-Pod
- A-Pod

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

SUPERHEAVY THREE-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Ares ARS-V1D Hephaestus

Movement Points: Tonnage: 135
Walking: 2 Tech Base: Mixed (Advanced)
Running: 3 Era: Dark Age

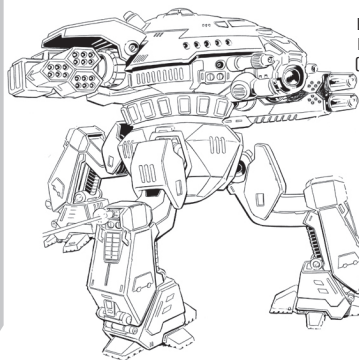
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser (C)	RT	5	7 [DE]	—	5	10	15
1	ER Small Laser (C)	RT	2	5 [DE]	—	2	4	6
1	LRM 5	RT	2	1/Msl	6	7	14	21
1	SRM 2	RT	2	2/Msl	—	3	6	9
1	Radical Heat Sink System	CT	—	[E]	—	—	—	—
1	ER Small Laser (C)	CT	2	1/Msl	6	7	14	21
1	SRM 2	CT	2	2/Msl	—	3	6	9
1	ER Medium Laser (C)	LT	5	7 [DE]	—	5	10	15
1	ER Small Laser (C)	LT	2	5 [DE]	—	2	4	6
1	LRM 5	LT	2	1/Msl	6	7	14	21
1	SRM 2	LT	2	2/Msl	—	3	6	9
2	Large Pulse Lasers (C)	RA	10	10 [P]	—	6	14	20
1	Light PPC	RA	5	5 [DE]	3	6	12	18
2	ER Large Lasers (C)	LA	12	10 [DE]	—	8	15	25
1	C³ Slave Unit	LA	—	[E]	—	—	—	—
2	A-Pods	RL	0	* [PD,OS,AI]	—	—	—	—
2	A-Pods	CL	0	* [PD,OS,AI]	—	—	—	—
2	A-Pods	LL	0	* [PD,OS,AI]	—	—	—	—

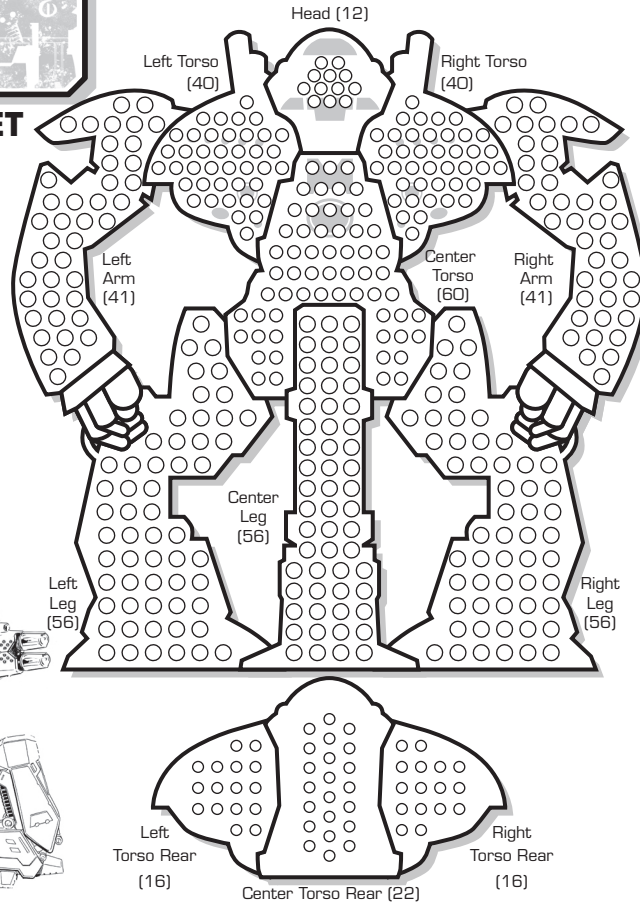
BV: 3,337

WARRIOR DATA

Pilot: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken 1 2 3 4 5 6
Consciousness# 3 5 7 10 11 Dead
Gunner: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken 1 2 3 4 5 6
Consciousness# 3 5 7 10 11 Dead
Tech: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken 1 2 3 4 5 6
Consciousness# 3 5 7 10 11 Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

- Double Heat Sink
- Double Heat Sink
- Large Pulse Laser (Clan)
- Large Pulse Laser (Clan)
- C³ Slave
- Endo-Composite

Left Torso (CASE II)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- ER Medium Laser (Clan)
- ER Small Laser (Clan)
- LRM 5
- SRM 2
- Ammo (SRM) 50
- CASE II

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- A-Pod
- A-Pod

Head

- Life Support
- Sensors
- Superheavy Tripod Cockpit
- Endo-Composite
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Double Heat Sink

- Double Heat Sink
- ER Small Laser (Clan)
- SRM 2
- Radical Heat Sink System
- Radical Heat Sink System
- Endo-Composite

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



Damage Transfer Diagram

Center Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- A-Pod
- A-Pod

Right Arm

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

- Double Heat Sink
- Double Heat Sink
- Large Pulse Laser (Clan)
- Large Pulse Laser (Clan)
- Light PPC
- Endo-Composite

Right Torso (CASE II)

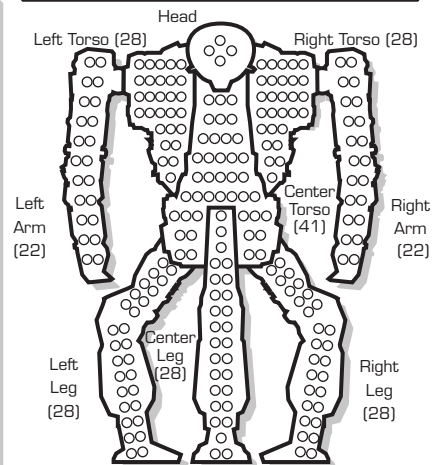
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- ER Medium Laser (Clan)
- ER Small Laser (Clan)
- LRM 5
- SRM 2
- Ammo (LRM) 24
- CASE II

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- A-Pod
- A-Pod

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 23 (46) Double
30	Shutdown	○○○○
28	Ammo Exp. avoid on 8+	○○○○
26	Shutdown, avoid on 10+	○○○○
25	-5 Movement Points	○○○○
24	+4 Modifier to Fire	○○○○
23	Ammo Exp. avoid on 6+	○○○○
22	Shutdown, avoid on 8+	○○○○
20	-4 Movement Points	○○○○
19	Ammo Exp. avoid on 4+	○○○○
18	Shutdown, avoid on 6+	○○○○
17	+3 Modifier to Fire	○○○○
15	-3 Movement Points	○○○○
14	Shutdown, avoid on 4+	○○○○
13	+2 Modifier to Fire	○○○○
10	-2 Movement Points	○○○○
8	+1 Modifier to Fire	○○○○
5	-1 Movement Points	○○○○

Heat Scale

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

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Schrack SCK-O

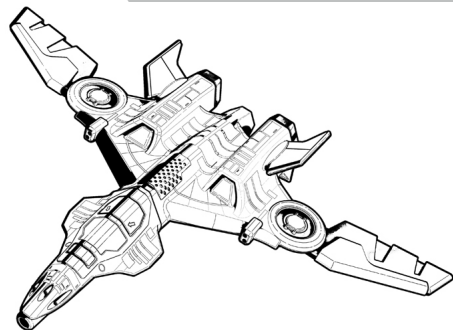
Thrust: Tonnage: 60
 Safe Thrust: 7 Tech Base: Inner Sphere
 Maximum Thrust: 11 Era: Dark Age

Weapons & Equipment Inventory

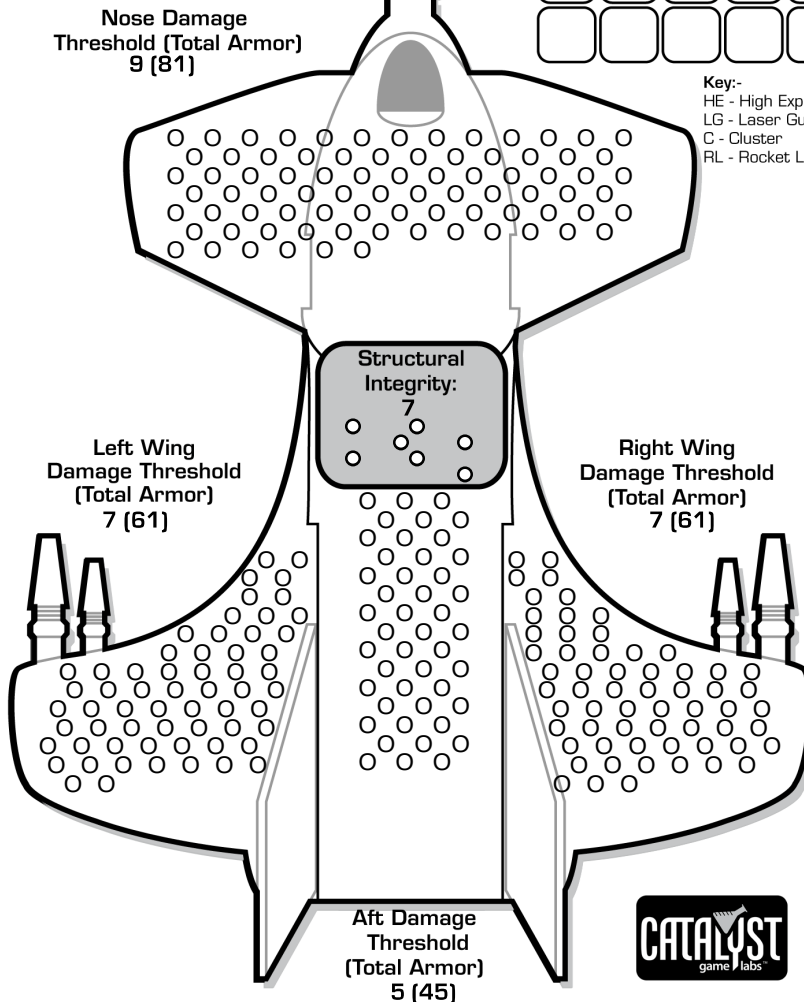
Qty	Type	Loc.	Ht	(0-6)	(6-12)	(13-20)	(21-25)
3	ER Medium Laser [DE]	N	5	5	5	—	—
1	Improved Heavy Gauss Rifle [DB,X]	N	2	22	22	22	—
1	Streak SRM 2 [M,C]	LW	2	4	—	—	—
1	Streak SRM 2 [M,C]	RW	2	4	—	—	—

Ammo: [Streak SRM 2] 50, [iHeavy Gauss] 12
 Fuel: 400 Points

BV: 2,113



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

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

CRITICAL DAMAGE

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

PILOT DATA

Name:	
Gunnery Skill:	
Piloting Skill:	
Hits Taken	1 2 3 4 5 6
Consciousness #	3 5 7 10 11 Dead
Modifier	+1 +2 +3 +4 +5

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

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

CATALYST
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BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Schrack SCK-OA

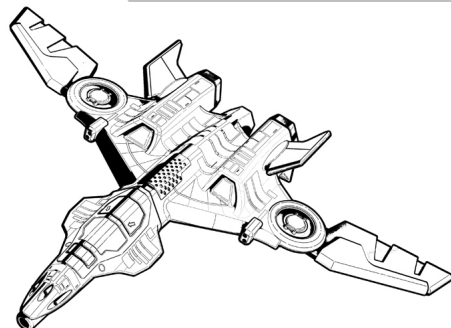
Thrust: Tonnage: 60
 Safe Thrust: 7 Tech Base: Inner Sphere
 Maximum Thrust: 11 Era: Dark Age

Weapons & Equipment Inventory

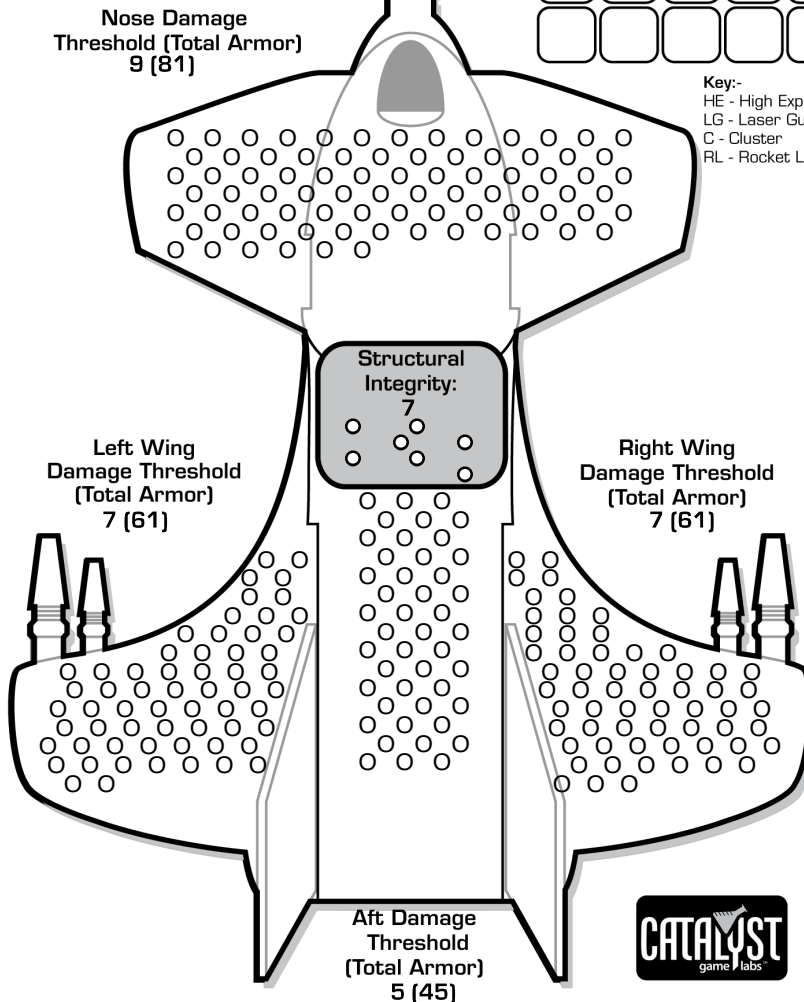
Qty	Type	Loc.	Ht	(0-6)	(6-12)	(13-20)	(21-25)
1	Gauss Rifle [DB,X]	N	1	15	15	15	—
3	ER Medium Laser [DE]	LW	5	5	5	—	—
3	ER Medium Laser [DE]	RW	5	5	5	—	—
1	ER Medium Laser [DE]	A	5	5	5	—	—

Ammo: [Gauss] 16
 Fuel: 400 Points

BV: 2,173



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

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

CRITICAL DAMAGE

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

PILOT DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	16 (32)
28	Ammo Exp. avoid on 8+	Double
27	Pilot Damage, avoid on 9+	0 0
26	Shutdown, avoid on 10+	0 0
25	Random Movement, avoid on 10+	0 0
24	+4 Modifier to Fire	0 0
23	Ammo Exp. avoid on 6+	0 0
22	Shutdown, avoid on 8+	0
21	Pilot Damage, avoid on 6+	0
20	Random Movement, avoid on 8+	0
19	Ammo Exp. avoid on 4+	0
18	Shutdown, avoid on 6+	0
17	+3 Modifier to Fire	0
15	Random Movement, avoid on 7+	0
14	Shutdown, avoid on 4+	0
13	+2 Modifier to Fire	0
10	Random Movement, avoid on 6+	0
8	+1 Modifier to Fire	0
5	Random Movement, avoid on 5+	0

VELOCITY RECORD

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

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

Heat Scale

Overflow

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



BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Schrack SCK-OB

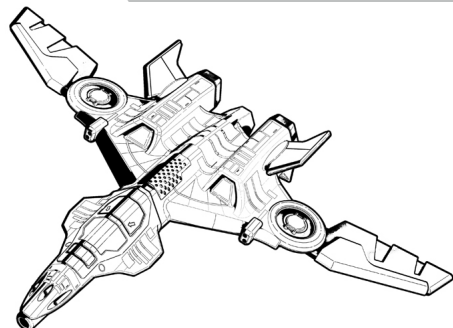
Thrust: Tonnage: 60
 Safe Thrust: 7 Tech Base: Inner Sphere
 Maximum Thrust: 11 Era: Dark Age

Weapons & Equipment Inventory

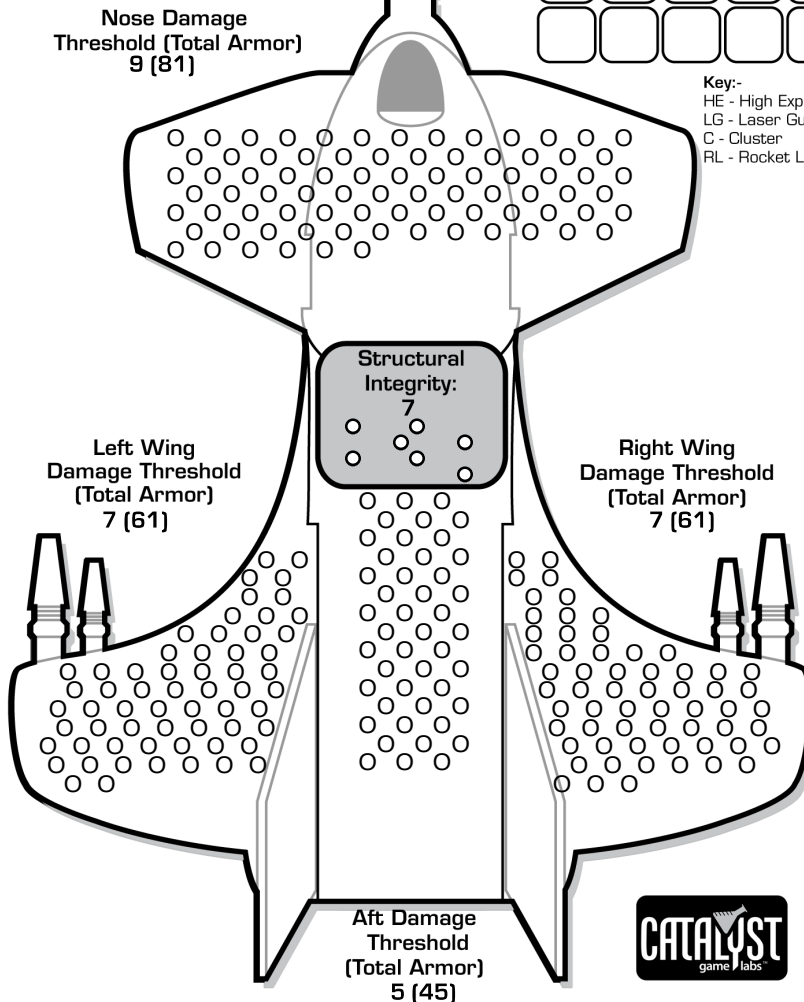
Qty	Type	Loc.	Ht	(0-6)	(6-12)	(13-20)	(21-25)
2	ER Medium Laser [DE]	N	5	5	5	—	—
2	Rotary AC/5 [DB,R/C]	N	1	20	20	—	—

Ammo: [RAC/5] 140
 Fuel: 400 Points

BV: 2,212



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

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

CRITICAL DAMAGE

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

PILOT DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

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 Level*	Effects	Heat Sinks:
30	Shutdown	11 (22)
28	Ammo Exp. avoid on 8+	Double
27	Pilot Damage, avoid on 9+	O O
26	Shutdown, avoid on 10+	O
25	Random Movement, avoid on 10+	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
21	Pilot Damage, avoid on 6+	O
20	Random Movement, avoid on 8+	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	Random Movement, avoid on 7+	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	Random Movement, avoid on 6+	O
8	+1 Modifier to Fire	O
5	Random Movement, avoid on 5+	O

Heat Scale

Overflow

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



BATTLETECH™

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Simurgh SMG-O

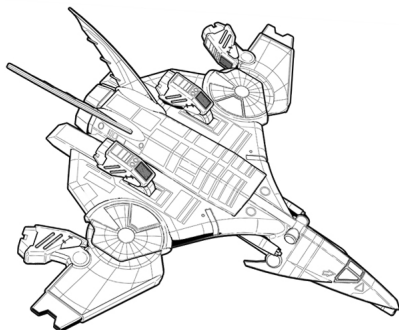
Thrust: Tonnage: 85
 Safe Thrust: 6 Tech Base: Inner Sphere
 Maximum Thrust: 9 (Advanced)
 Era: Dark Age

Weapons & Equipment Inventory

Standard Scale		(0-6) (6-12) (13-20) (21-25)					
Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
1	Heavy Gauss Rifle [DB,X]	N	2	25	20	10	—
2	Rotary AC/5 [DB,R/C]	N	1	20	20	—	—

Ammo: [RAC/5] 120, (Heavy Gauss) 12
 Fuel: 400 Points

BV: 2,921



ARMOR DIAGRAM Reflective

Nose Damage Threshold (Total Armor) 9 [81]

Left Wing Damage Threshold (Total Armor) 7 [66]

Structural Integrity: 8

Right Wing Damage Threshold (Total Armor) 7 [66]

Aft Damage Threshold (Total Armor) 6 [51]

EXTERNAL STORES/BOMBS

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

CRITICAL DAMAGE

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

PILOT DATA

Name:						
Gunnery Skill:				Piloting Skill:		
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

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

VELOCITY RECORD

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

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

CATALYST
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BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Simurgh SMG-OA

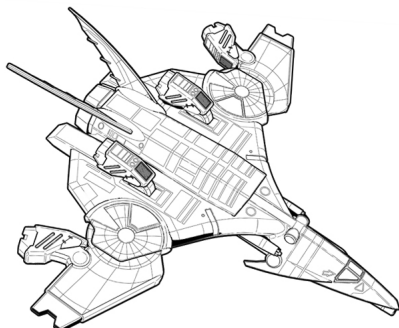
Thrust: Tonnage: 85
 Safe Thrust: 6 Tech Base: Inner Sphere
 Maximum Thrust: 9 (Advanced)
 Era: Dark Age

Weapons & Equipment Inventory

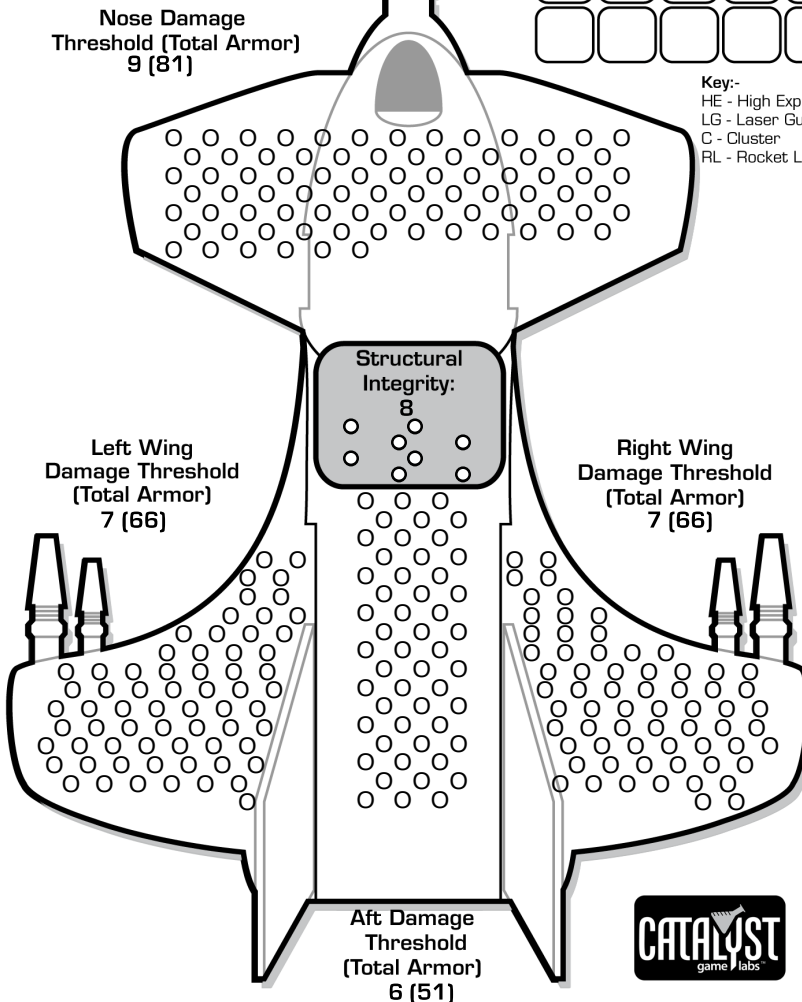
Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
2	MRM 40 [M,C] w/Apollo FCS	N	12	24	24	—	—
1	Rotary AC/5 [DB,R/C]	N	1	20	20	—	—

Ammo: [RAC/5] 60, [MRM 40] 24
 Fuel: 400 Points

BV: 2,622



ARMOR DIAGRAM Reflective



EXTERNAL STORES/BOMBS

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

CRITICAL DAMAGE

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

PILOT DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

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

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

CATALYST
game labs

BATTLETECH™

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Simurgh SMG-OB

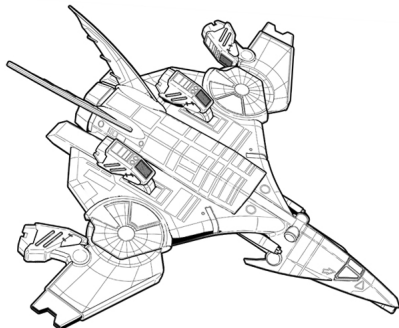
Thrust: Tonnage: 85
 Safe Thrust: 6 Tech Base: Inner Sphere
 Maximum Thrust: 9 (Advanced)
 Era: Dark Age

Weapons & Equipment Inventory

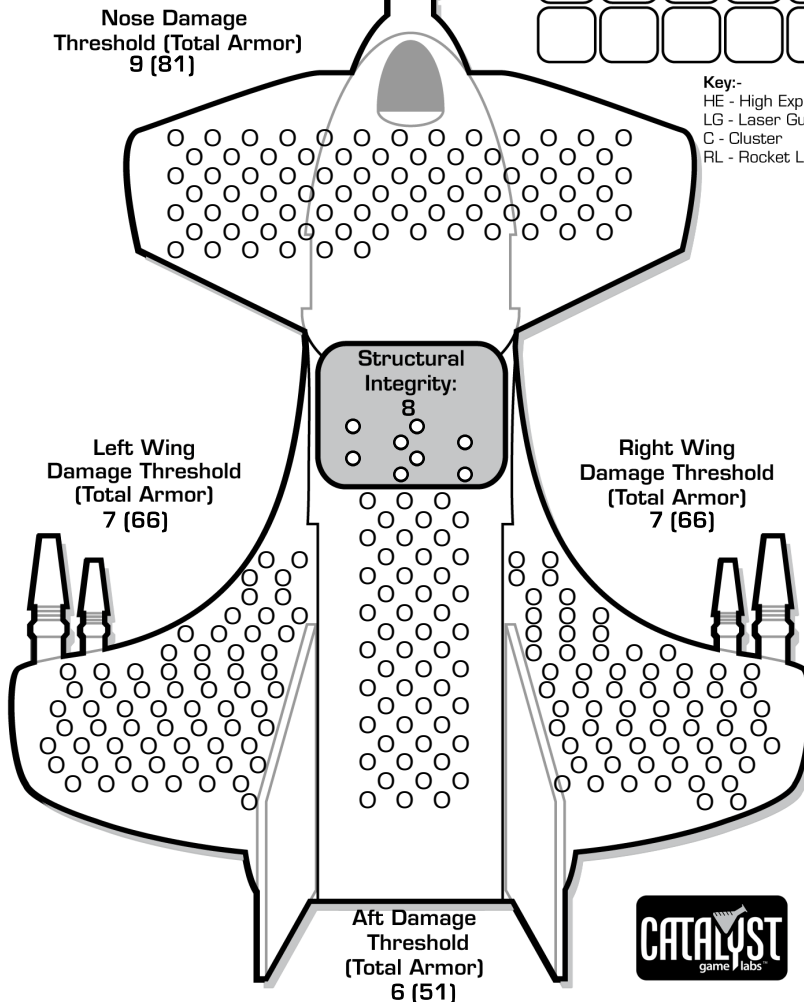
Standard Scale (0-6) (6-12) (13-20) (21-25)
 Qty Type Loc. Ht SRV MRV LRV ERV
 2 Improved Heavy Gauss Rifle N 2 22 22 22 -
 [DB,X]

Ammo: (iHeavy Gauss) 28
 Fuel: 400 Points

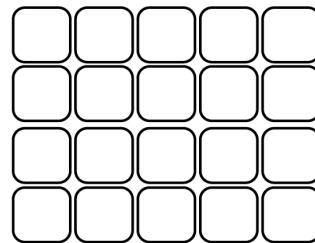
BV: 2,864



ARMOR DIAGRAM Reflective



EXTERNAL STORES/BOMBS



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

CRITICAL DAMAGE

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

PILOT DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken 1 2 3 4 5 6
 Consciousness # 3 5 7 10 11 Dead
 Modifier +1 +2 +3 +4 +5

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

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



Nose Damage
Threshold
(Total Armor)
52 (520)

ARMOR DIAGRAM

Standard Scale

SPHEROID DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: Duat Military Transport

Name: Tonnage: 8,500
Thrust: Tech Base: Inner Sphere
Safe Thrust: 4 (Advanced)
Maximum Thrust: 6 Era: Dark Age

Weapons & Equipment Inventory

Standard Scale	Loc	Ht	(1-6) (7-12) (13-20) (21-25)	SRV	MRV	LRV	ERV
Bay							
3 Gauss Rifle	N	3	5 (45) 5 (45)	5 (45)	—	—	—
[48 rnds]							
3 Large VSP Laser	N	30	3 (30) 2 (21)	—	—	—	—
3 MML 9 w/ Artemis IV FCS	N	15	—	—	—	—	—
[33 SRM rnds]			4 (42) —	—	—	—	—
[39 LRM rnds]			2 (21) 2 (21)	2 (21)	—	—	—
3 Cruise Missile/50	N	150	—	—	—	—	—
[60 rnds]							
4 Gauss Rifle	FL/FR	4	6 (60) 6 (60)	6 (60)	—	—	—
[64 rnds]							
4 Large VSP Laser	FL/FR	40	4 (40) 3 (28)	—	—	—	—
4 MML 9 w/ Artemis IV FCS FL/FR	20		—	—	—	—	—
[44 SRM rnds]			6 (56) —	—	—	—	—
[52 LRM rnds]			3 (28) 3 (28)	3 (28)	—	—	—
3 Laser AMS	FL/FR	21	1 (9) Point Defense	—	—	—	—
4 Gauss Rifle	AL/AR	4	6 (60) 6 (60)	6 (60)	—	—	—
[64 rnds]							
4 Large VSP Laser	AL/AR	40	4 (40) 3 (28)	—	—	—	—
4 Large VSP Laser	A	40	4 (40) 3 (28)	—	—	—	—
3 Laser AMS	A	21	1 (9) Point Defense	—	—	—	—

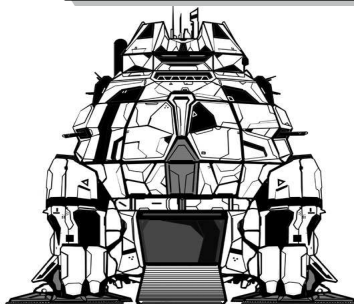
Notes:

Drone Carrier Control System (6 drones)

Cargo:

Bay 1: Mech - 6 units (1 door)
Bay 2: Battle Armor Bay - 6 Level I (1 door)
Bay 3: Infantry Bay - 1 platoon (6 doors)
Cargo Space - 220 tons
Cargo Space - 220 tons
Cargo Space - 220 tons
Cargo Space - 220 tons
Cargo Space - 220 tons
Cargo Space - 220 tons
Bay 4: Cargo Space - 678.50 tons (1 door)

BV: 16,695 Fuel: 3,000



Left Damage
Threshold
(Total Armor)
51 (505)

Right Damage
Threshold
(Total Armor)
51 (505)

Structural Integrity: 27

Aft Damage
Threshold
(Total Armor)
51 (502)



CREW DATA

Gunnery Skill: _____ Piloting Skill: _____

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

Crew: 23 Marines: 0
Passengers: 6
Other: 88 Battle Armor: 0
Life Boats/Escapes Pods: 4/4

CRITICAL DAMAGE

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

VELOCITY RECORD

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

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

HEAT DATA

Heat Sinks: 150 (300) Double
Heat Generation Per Arc
Nose: 198 Aft: 61
Fore-Left: 85 Aft-Left: 44
Fore-Right: 85 Aft-Right: 44