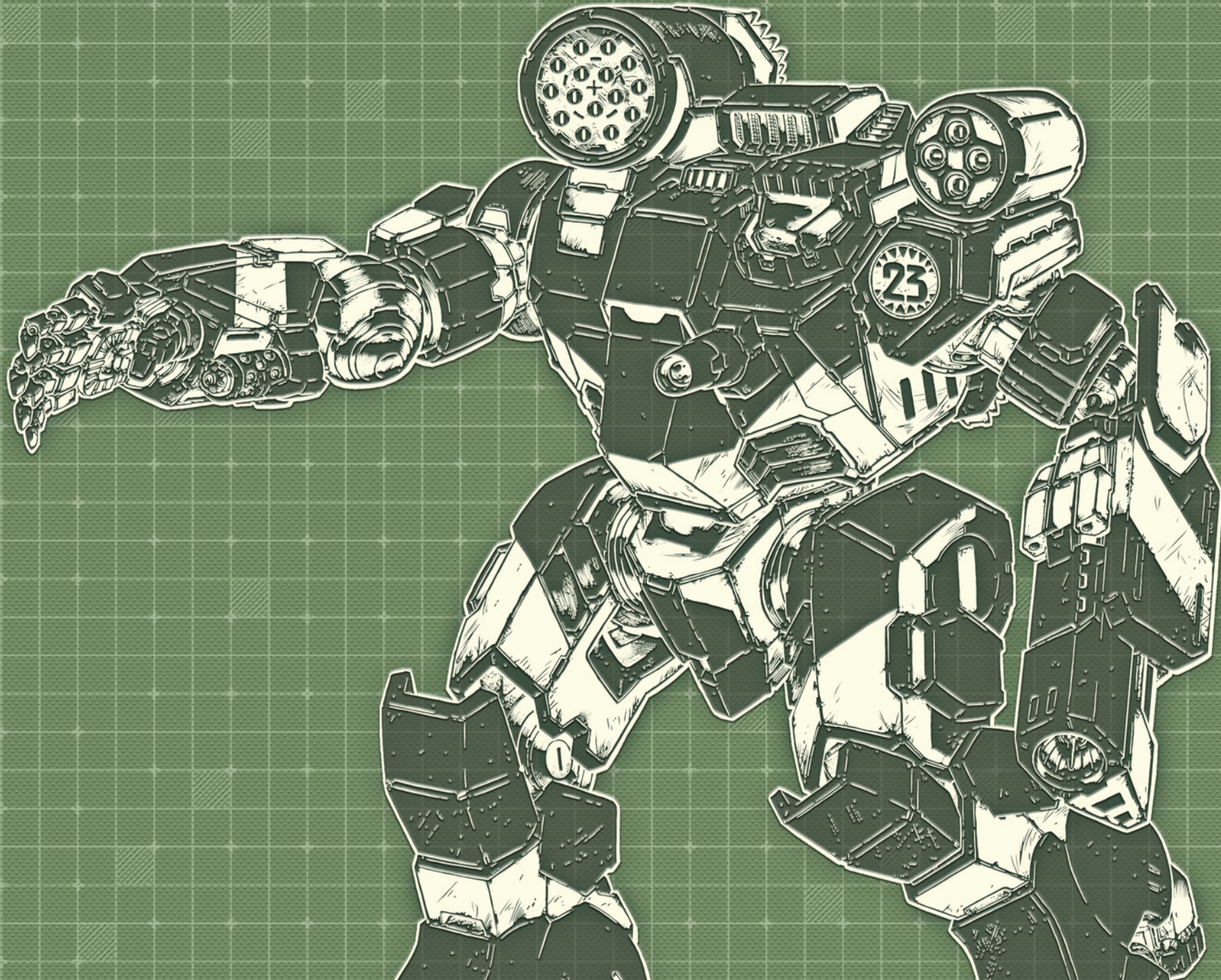
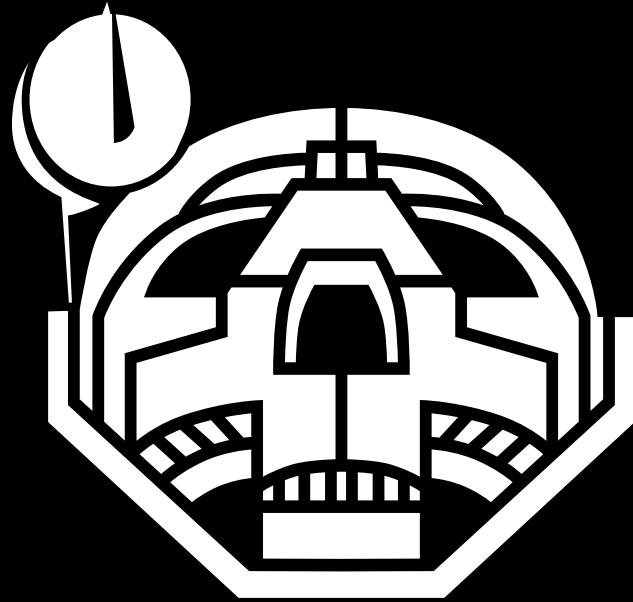


RECOGNITION GUIDE: ILCLAN VOL. 04



RECOGNITION GUIDE: ILCLAN

VOLUME 04



STAR
LEAGUE



SUCCESSION
WARS



CLAN
INVASION



CIVIL WAR



JIHAD



DARK AGE



ILCLAN

CATALYST GAME LABS

RECOGNITION GUIDE: ILCLAN VOL. 04

SAFACTOR,

Words which once seemed impossible now seem inevitable: the ilClan is nigh.

The turbulence of the last two decades has brought several of our fellow Clans to Terra's doorstep, to say nothing of the Inner Sphere powers which gaze upon humanity's birthplace with hungry eyes. But we know our people, we know their aggression. One of them will move to take Terra first and claim the mantle of ilClan, however briefly. If they intend to hold it, however, they will need new hardware—and, as ever, we stand ready to deliver. For a price.

Contained within these volumes is that hardware. It is an intriguing combination of all-new BattleMech designs and retrofits of existing Inner Sphere and Clan designs with weapons and equipment suitable for modern combat. All are in our inventories or otherwise obtainable, and I have instructed all Merchant Caste personnel under my command above the rank of Point Merchant to familiarize themselves with the contents of these reports and be ready to negotiate terms for any merchandise herein. I hope you will assist me, "old friend," with their distribution across all Khanates.

The wheel of power is poised to spin once more, but we must be the axle on which it revolves. Who winds up atop that wheel, and who is crushed beneath it, matters little as long as we profit from each turn.

—Merchant Colonel Reece, aboard CSF *Atlantean*, Skate Khanate, 14 November 3150

Welcome to *Recognition Guide: ilClan*, a supplement offering players exciting new 'Mech variants rooted in the closing days of the Dark Age era and the transition to the ilClan era. Inside, you'll discover a mix of all-new 'Mechs only recently seen on battlefields of the Inner Sphere, alongside modern refits of long-existing and much-loved units.

Each volume of *Recognition Guide: ilClan* includes full, *Technical Readout*-style entries on new 'Mechs or significant rebuilds of existing designs; a selection of brief write-ups on existing variants; notable pilots for each 'Mech, and record sheets for immediate game use.

Special attention has been given to 'Mechs which were redesigned as part of the *BattleTech: Clan Invasion* Kickstarter, to ensure that these brand-new miniatures have a place in games set in the Dark Age. Many of these units have torn apart battlefields of the Inner Sphere for hundreds of years. With these guides, they will continue to do so for hundreds more.

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Special Thanks: To the fans whose projects that have kept the *BattleTech* flame going in the community—especially Scott Bukoski and Matt McLaine. To Joshua F. for his magnanimity, to Chris W. for keeping me honest, and to Ray for our pact.

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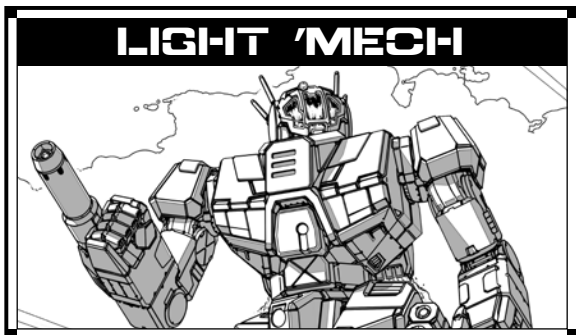
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Introduced barely thirty years after the first *Mackie* strode onto the proving grounds at Yakima, the *Wasp* was widely touted at its unveiling as the fastest BattleMech in mass production, and it has stood the test of time. From the Star League era to the brutal grind of the Succession Wars and beyond, the *Wasp* consistently evolved to remain competitive, helped in no small part by its ease of construction and widespread availability.

While some variants in the last century dramatically altered the “classic” look of the *Wasp*, the exterior changed little at the Free Worlds League factories where nearly 50 percent of the Inner Sphere’s output of the design rolled off the lines. Thanks to the Wolf Empire’s conquest of Kalidasa and subsequent ramping up of *Wasp* production, not even the *Locust* or *Stinger* outnumber it in modern times.

Other light ‘Mechs produced by the Star League were faster or boasted more firepower, but the Camerons were never ones to let quality act as a barrier to quantity, and the *Wasp* was produced in eye-watering numbers. When the SLDF discovered after a hundred and ten years of mass production that the *Wasp*’s legs had an alarming propensity to shear clean off when performing a “Death from Above,” so many were in service that to decommission them would have represented a significant diminution of the SLDF’s ‘Mech forces. Instead, the League scrambled to refit all *Wasps* with new monomolecular stress-resistant actuator bars, a task so monumental that it took thirty years to complete. Even today, some elderly variants can be found in neglected backwaters that managed to elude the SLDF Quartermaster Corps.

CAPABILITIES

When General Mechanics designed the *Wasp*, their focus was on producing a low-cost, simple-to-maintain,

and expendable design. (Claims that the SLDF classified the *Wasp* as a “unit of ammunition” rather than a BattleMech in its logistics systems are, however, wholly untrue). Systems were designed with rugged simplicity and ease of replacement in mind. Similarly, the weapons suite was intended to give the *Wasp* staying power without resupply. More *Wasps* were destroyed by ammunition explosions over the last 650 years than ever ran dry in combat.

Irian BattleMechs Unlimited produced the lion’s share of *Wasps* for the Free Worlds League—and by extension, the rest of the Inner Sphere—for many years. Irian found little reason to alter their production lines after rolling out the WSP-3M in 3051, declining to involve themselves in the redesigns of the late 3060s. All that changed with the collapse of the Free Worlds League during the Jihad and the subsequent formation of the Republic of the Sphere. As demand for BattleMechs plummeted, shareholder pressure compelled IBU to act. Their WSP-5A focused on boosting the speed and maneuverability of the *Wasp* while adhering closely to the original weapons loadout. Sales so far have justified the revamp.

The *Wasp*’s arm-mounted laser has long been its “main gun.” With their typical sober disdain for excess, the Wolf Empire’s engineers were able to squeeze a mammoth Series 6b laser into the right arm of their *Wasp C*, a testament to the flexibility of GM’s original design. The additional firepower comes in handy, since the *Wasp C* is hard-pressed to escape ‘Mechs twice its size.

BATTLE HISTORY

Owing to its size and intended role, the *Wasp* has rarely played a prominent or decisive part in battles. However, *Tai-i* Mercer Ravannion’s experimentation with mixed *Wasp/Stinger* swarms has become the stuff of legend, despite his fighting only three actions in the four years between his initial advocacy of the tactic and his death at the hands of McKinnon’s Raiders in 3023.

Ravannion’s second battle, in 3022, was the purest expression of his tactics, with the Combine scraping together a full battalion’s worth of *Wasps* leavened with some *Stingers* to test the theory. In an era when possession of a BattleMech represented a substantial store of social capital, the commitment of thirty-five trained MechWarriors to Ravannion’s plan was evidence of high-level support within the DCMS. Everything went wrong for the Combine battalion. Ravannion personally selected a frigid, barren plain for his landing site, reasoning it would enable his light ‘Mechs to more easily outflank the Davion defenders. Instead, the freezing

temperatures wreaked havoc with the light ‘Mechs, many of which were years overdue for refit (as was often the case during the Succession Wars), and the lack of cover meant that Davion MechWarriors could use their much-maligned *Blackjacks*’ autocannons to their full potential. The limited striking power of these weapons against heavier ‘Mechs was little comfort to Kuritan *Wasp* and *Stinger* pilots who found their armor penetrated at ranges far in excess of their own. When exhorted to close, they found themselves facing massed medium lasers, and casualties ran high. Davion gun camera footage was later used in a successful General Motors ad campaign for refurbished *Blackjacks*, ads which are said to have exerted a strong influence on First Prince Hanse Davion and ensured a steady stream of development contracts for that little-loved ‘Mech.

A happier incident in which the *Wasp* featured prominently came when elements of the Wolf Empire’s Theta Galaxy, equipped with new *Wasp Cs*, raided into the Lyran Commonwealth and struck at the crack Eighth Donegal Guards on Caledonia. The raid was launched with more enthusiasm than skill, enabling the Lyran unit to execute a pincer attack and cut the Wolf raiders off from their DropShips. But the awesome firepower of the *Wasp C*’s arm-mounted laser let a recon Star cut its way through the Donegal Guards’ light units standing between them and their ride off-world. Casualties for the Wolf forces were heavy, but the *Wasp C* pilots who fell died gloriously, enhancing the design’s standing within the Empire.

VARIANTS

IBU’s WSP-3M, though eclipsed by the faster -5A, remains a rugged and dependable design. While Irian no longer produces it, they buy back existing models to refurbish for resale to those who cannot afford the top-tier WSP-5A.

During the Federated Suns and Lyran Commonwealth alliance, the Lyrans took the lead in developing the *Wasp* with their WSP-1S, which utilized all energy weapons, bolstered the design’s thin armor, and was intended to be the standard model for the Federated Commonwealth. Later, both nations produced Project Phoenix models post-Civil War.

Wolf’s Dragoons had perhaps the most bizarre model of the *Wasp*, the -3W produced specially for them by House Davion, with paper-thin armor and a battery of small lasers. Shortly before the Jihad, after repeated adverse experiences with the design in combat, they replaced it with the improved WSP-4W.

WSP-5A WASP

Mass: 20 tons
Chassis: Irian Chassis Fourth Generation
 Class 20 Endo-Composite
Power Plant: Hermes 160 XL
Cruising Speed: 86 kph
Maximum Speed: 129 kph
Jump Jets: Rawlings 52
Jump Capacity: 240 meters
Armor: Jolassa-328 Ferro-Fibrous with CASE II
Armament:
 1 Magna MK VI Extended-Range Medium Laser
 1 Holly Streak SRM 2 Pack
Manufacturer: Irian BattleMechs Unlimited
Primary Factory: Shiro III, Irian
Communications System: Irian E.A.R.
Targeting and Tracking System: Wasat Aggressor

Technology Base: Inner Sphere
 Tonnage: 20
 Role: Scout
 Battle Value: 517

Equipment		Mass
Internal Structure:	Endo-Composite	1.5
Engine:	160 XL	3
Walking MP:	8	
Running MP:	12	
Jumping MP:	8	
Heat Sinks:	10	0
Gyro (XL):		1
Cockpit:		3
Armor Factor (Ferro):	53	3
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	6
Center Torso	6	7
Center Torso (rear)		2
R/L Torso	5	6
R/L Torso (rear)		2
R/L Arm	3	5
R/L Leg	4	6

Weapons and Ammo	Location	Critical	Tonnage
ER Medium Laser	RA	1	1
Ammo (Streak) 50	LT	1	1
CASE II	LT	1	1
Streak SRM 2	LL	1	1.5
Jump Jet	RL	1	.5
3 Jump Jets	RT	3	1.5
3 Jump Jets	LT	3	1.5
Jump Jet	LL	1	.5

Notes: Features the following Design Quirks: Easy To Maintain, Extended Torso Twist, Ubiquitous.

WASP C

Mass: 20 tons
Chassis: Irian Chassis Second Generation
 Class 20 Endo Steel
Power Plant: Magna 120
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: Rawlings 52
Jump Capacity: 180 meters
Armor: Type-1 Ferro Fibrous
Armament:
 1 Series 6b Extended-Range Large Laser (Clan)
 1 Pattern J2 Improved One-Shot Streak SRM 2 Launcher (Clan)
Manufacturer: Kali Yama
Primary Factory: Kalidasa
Communications System: Irian E.A.R.
Targeting and Tracking System: Wasat Aggressor

Technology Base: Mixed Inner Sphere
 Tonnage: 20
 Role: Sniper
 Battle Value: 755

Equipment		Mass
Internal Structure:	Endo Steel	1
Engine:	120	4
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks (C):	10 [20]	0
Gyro:		2
Cockpit:		3
Armor Factor (Ferro, C):	48	2.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	4
Center Torso	6	6
Center Torso (rear)		4
R/L Torso	5	6
R/L Torso (rear)		2
R/L Arm	3	4
R/L Leg	4	5

Weapons and Ammo	Location	Critical	Tonnage
ER Large Laser (C)	RA	1	4
Streak SRM 2 (I-OS, C)	LL	1	.5
Jump Jet	RL	1	.5
Jump Jet	RT	1	.5
2 Jump Jets	CT	2	1
Jump Jet	LT	1	.5
Jump Jet	LL	1	.5

Notes: Features the following Design Quirks: Easy To Maintain, Extended Torso Twist, Ubiquitous.

NOTABLE 'MECHS AND MECHWARRIORS



MechWarrior Gurpreet Kapoor: Kapoor piloted a *Wasp* in the infamous Red Hunter Special Operations Group of Duke Hassid Ricol, where they specialized in behind-the-lines decapitation strikes against fixed HQs, typically using Inferno missiles. Despite this risky line of work, they survived long enough to be recruited for the DEST in 3013, after which further records of their career become inaccessible.

MechWarrior John Malvinson: One of a pair of freebirth brothers born to merchant caste parents, John Malvinson opted to seek adventure first as a member of Wolf's Dragoons and then with Cranston Snord's band of *lostech*-seeking mercenaries. He played an integral part in their feud with Janos Marik, frequently scouting out routes that enabled the Irregulars to evade heavy fixed defenses before his retirement in 3035.

Tai-i Mercer Ravannion: "Mad" Mercer Ravannion was condemned to historical ignominy as a result of his "Charge of the Horde" tactics, which failed him so disastrously. He was a compelling and charismatic officer, able to convince senior officers who should have known better to back his schemes. Despite his early death and the failure of the concept he advocated, his memory lives on: Marge Sippers, one of his pupils, rose to high rank in the DCMS, and after her retirement founded a small museum to ensure that its handful of yearly visitors could learn not about Mercer Ravannion the failed tactician, but the loving family man, collector of porcelain cat statues, and three-time DCMS Ballroom Dancing Champion.



MechWarrior Dustin "Wraith" Inman: A mercenary with the Twelfth Star Guards during the Clan Invasion, Inman survived the destruction of his unit and the loss of his family's *Wasp* on Wotan, and managed to get off-world on a merchant DropShip with part of the focusing array from a ClanTech laser in tow. After the Federated Commonwealth refused to replace his 'Mech, he traded the component to the Free Worlds League for one of the first WSP-3Ms off the production lines.

MechWarrior Tom "Cap'n Nips" Knipple: More lawyer than MechWarrior, the self-designated "Cap'n" Tom Knipple served as legal counsel, unit historian, and general clerk for a small mercenary command. The unit issued Knipple a battered *Wasp* that he could barely pilot to ensure it had enough MechWarriors on the rolls to qualify as a company for contract purposes. Despite his admitted inefficiency as a 'Mech pilot, Knipple was a tenaciously effective negotiator, which ensured that when his unit was smashed by Jade Falcon Elementals during the Clan Invasion, their losses were made good by the Federated Commonwealth and he received the dubious privilege of a brand-new WSP-3W.



MechWarrior Conner Grayson: A former Lyran *Commando* pilot left heavily scarred by a cockpit breach during the FedCom Civil War, Grayson resigned his commission in disgust midway through that conflict to become a mercenary. Aged beyond his years by the vicissitudes of the war, Grayson drifted aimlessly from one job to the next until he signed on with the Fifty-First Dark Panzer Jaegers in 3066. He was part of the strike team that assassinated Blackwell's CFO in 3067 with a salvo of missiles from his *Wasp*.



MechWarrior Lynda-Lee Douhrt: A pilot with the glamorous Marshigama's Legionnaires, Douhrt piloted a *Wasp* in the unit's final battle against the newborn Republic of the Sphere. Seriously injured when a freak SRM hit blew her 'Mech's head free of the machine, she was one of the survivors of the Legionnaires to be honored with Capellan citizenship. No longer able to pilot a BattleMech, she became a celebrated symbol of the sacrifices the Confederation made to fight the Republic and lived the rest of her life on a state pension.

MechWarrior Charles Greely: A Regular-born *Wasp* pilot with the "Slashers" company in the Eleventh Recon Battalion of the Eridani Light Horse's Seventy-first Light Horse Regiment, Charles Greely signed on with the ELH in 3023 and served honorably to advanced age, joining Task Force Serpent on their sojourn to Huntress. Along with nearly all of his unit, Greely and his *Wasp* were taken as *abtakha* by Clan Goliath Scorpion on Huntress. Amazingly, he and his increasingly-battered *Wasp* survived the Wars of Reaving, and his 'Mech, still bearing his personal markings, was sighted in the Escorpión Imperio in 3090.



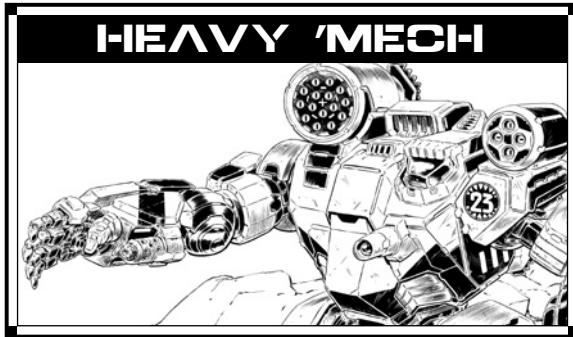
MechWarrior Aigiarn: Enraged by the Lyran invasion of the Marik-Stewart Commonwealth, Aigiarn Tsendsüren made it her mission in life to strike back at House Steiner, regardless of the cost. The Wolf Empire gave her the opportunity she sought. After barely testing out as a warrior, Aigiarn was assigned a *Wasp C* in Theta Galaxy. Like many of her new comrades in arms, she died on Caledonia against the Donegal Guards, but not before she brought down two *Commandos* and a *Hellspawn* and earned herself a brief mention in the *Remembrance*.

Leftenant Caesar Davion-Green: Originally several hundred members of the Davion family away from being First Prince before the Blackout, the obscure, hard-drinking Leftenant in the Davion Light Guards has seen his proximity to the throne increase with alarming speed as AFFS casualties mounted over the past decade. He still has a long way to go before he gets into even the high double-digits, but his *Wasp* can increasingly be found in the thick of the fighting, as if he hopes to escape any possible destiny other than death in battle.

“Mech-Tech” Vynessa Erindottir: Speaking with an affected “Scottish” accent, Vynessa Erindottir compensates for her obvious eccentricity through sheer mechanical genius; she salvaged and virtually by hand rebuilt the shell of a Star League-era *Wasp* up to WSP-5A standard over the course of three years. This attracted the attention of the Federated Suns’ MIO, who, desperate to rebuild their shattered forces in the wake of the First Prince’s death, drafted her immediately into the Davion Guards.

Ol’ Deke: Nobody knows his real name or where he came from, but out in the wastes of Antallos, far from the laws of the Inner Sphere, Ol’ Deke is an intermittent (and highly erratic) guardian angel for those travelling between the fractious city-states of that Periphery World. He has an uncanny knack for turning up just in time to disperse slavers or other ne’er-do-wells; elsewhere, a *Wasp* might be nothing to write home about, but on Antallos it is a mighty avenging angel. One witness reported that he bore the signs of Enhanced Imaging implants, which only serves to add to the mystery of his origins.





Mass: 60 tons

Chassis: DSHM Endo 2.4

Power Plant: 300 Extralight

Cruising Speed: 54 kph

Maximum Speed: 86 kph, 140 kph with MASC and Supercharger

Jump Jets: Grandthrust Mk. 3

Jump Capacity: 150 meters

Armor: Gamma Special Reflective with CASE II

Armament:

1 Type 22 Extended Range PPC

1 Series 44h Large Pulse Laser

1 Type XV "Crossbow" LRM 15 Launcher

1 Mk. 22 Type II SRM 4 Launcher

1 DuPont Ultra PM Flamer

Manufacturer: Trelshire Heavy Industries

Primary Factory: Twycross

Communications System: Crossband System 20

Targeting and Tracking System: Dtrac Suite 1

When war began to overtake the Inner Sphere in the wake of the Blackout, our Clan quietly increased production of military hardware in expectation of ripe markets. Buyers preferred either powerful new 'Mechs to crush their foes, or dependable, cheap garrison units, which left a production run of the lackluster *Thresher* sitting in warehouses. As part of his arrangement with our merchants, Alaric Ward agreed to purchase this surplus, as long as the 'Mechs were refit to Clan Wolf standards.

CAPABILITIES

The Wolves requested a 'Mech uniquely outfitted to counter the combat doctrine of the Republic. Reflective armor was a must, as well as a weapons

array effective against combined-arms formations. The new configuration's main guns are a pair of heavy-hitting energy weapons, and MechWarriors are encouraged to load their missile racks with specialty munitions. The Wolves also insisted on a versatile hand actuator, giving the 'Mech a new silhouette. The final product was so radically different as to warrant a new designation, the *Thresher II*.

The new 'Mech is not without its drawbacks. Many pilots have reported sudden shutdowns of the targeting system; though no such glitches have occurred in combat, warriors who have suffered them dread the day a weapon goes offline in a time of need. Our customer service technicians attribute these issues to the redesign process, and have promised a *pro bono* software patch to remedy it.

BATTLE HISTORY

The *Thresher II* made its debut against the Republic Remnant on Chertan. The Ninth Wolf Assault Cluster tracked the Third Principes Guards to the shores of the Ontario Sea, where the Remnant defenders dug in along a ridge and relied on heavy metals in the rock to shield them. Artillery and massed LRM barrages greeted the Wolves, whose heavier units and Elementals were ill-suited for uphill assaults. The Ninth's commander decided to test the *Thresher II*'s capabilities by sending a Star commanded by Darian Ward uphill into the fray.

Engaging their speed enhancements, Ward's Star overran the Republic position as laser fire washed over them, and the *Thresher IIs* peppered the vehicle-heavy force with Inferno rounds, baking the inferior warriors in their inferior machines. Routed, the Third Principes retreated down the ridge, laying minefields as they went. The survivors fled into the city of Altonia, where they requested *hegira*. The gall of asking to be treated with honor after exhibiting such a lack of it infuriated the Ninth, and they annihilated the Third Principes in a street-to-street battle. Damian Ward's *Thresher II* Star accounted for more than twice their number in kills, and there is no doubt that effective use of the 'Mech contributed to the battle's quick outcome. The addition of a hand actuator during the redesign proved fortuitous; on at least two occasions the pilot of a *Thresher II* was able to scoop up an ejected companion and ferry them to safety.

Anastasia Kerensky's assault on Pollux represented a much more civilized form of combat. By the Khan's

instruction, Wolf warriors engaged the RAF defenders with the intent to capture rather than kill. Forbidden from using their secondary weapons, *Thresher II* pilots made precise strikes with their pulse lasers and PPCs, blowing limbs off enemy 'Mechs and capturing much *isorla* for the Clan. The battle on Pollux proved the superiority of Clan Wolf's warriors, for even when holding back they were more than a match for the crumbling Republic's defenders. Having excelled in its trials under fire, the *Thresher II* has secured its place in Clan Wolf's march toward Terra.

NOTABLE 'MECHS AND MECHWARRIORS

Star Captain Darian Ward: This reticent, imposing MechWarrior has few friends among the Wolves, but seems to need few. Darian exemplifies the ideal soldier, executing his orders promptly and without question, but the soldiers of his mixed Trinary regard him with a great deal of fear. All show significant signs of post-traumatic stress, and their death rate in battle is above the average. Darian has expressed displeasure over sharing a Bloodhouse with his Khan. Given the revelation of Alaric's heritage, Darian does not believe that Alaric has a claim to the Ward Bloodname, but the Khan's blinding success forces Darian to keep his silence. Should Clan Wolf's drive into the Republic stall, it is possible that Alaric may face a challenge to his leadership.

MechWarrior Jonathan: A freeborn warrior with the Exiled Wolves, Jonathan created a stir within his Clan by announcing his intention to compete for the Carns Bloodname, claiming the right via his warrior mother. Despite citing the precedent of Phelan Kell, his announcement met with heavy resistance. He heeded the call to join the Wolf Empire in the hope that he may get better treatment from Alaric's Wolves.

THRESHER II

Type: **Thresher II**
 Technology Base: Clan
 Tonnage: 60
 Role: Skirmisher
 Battle Value: 3,364

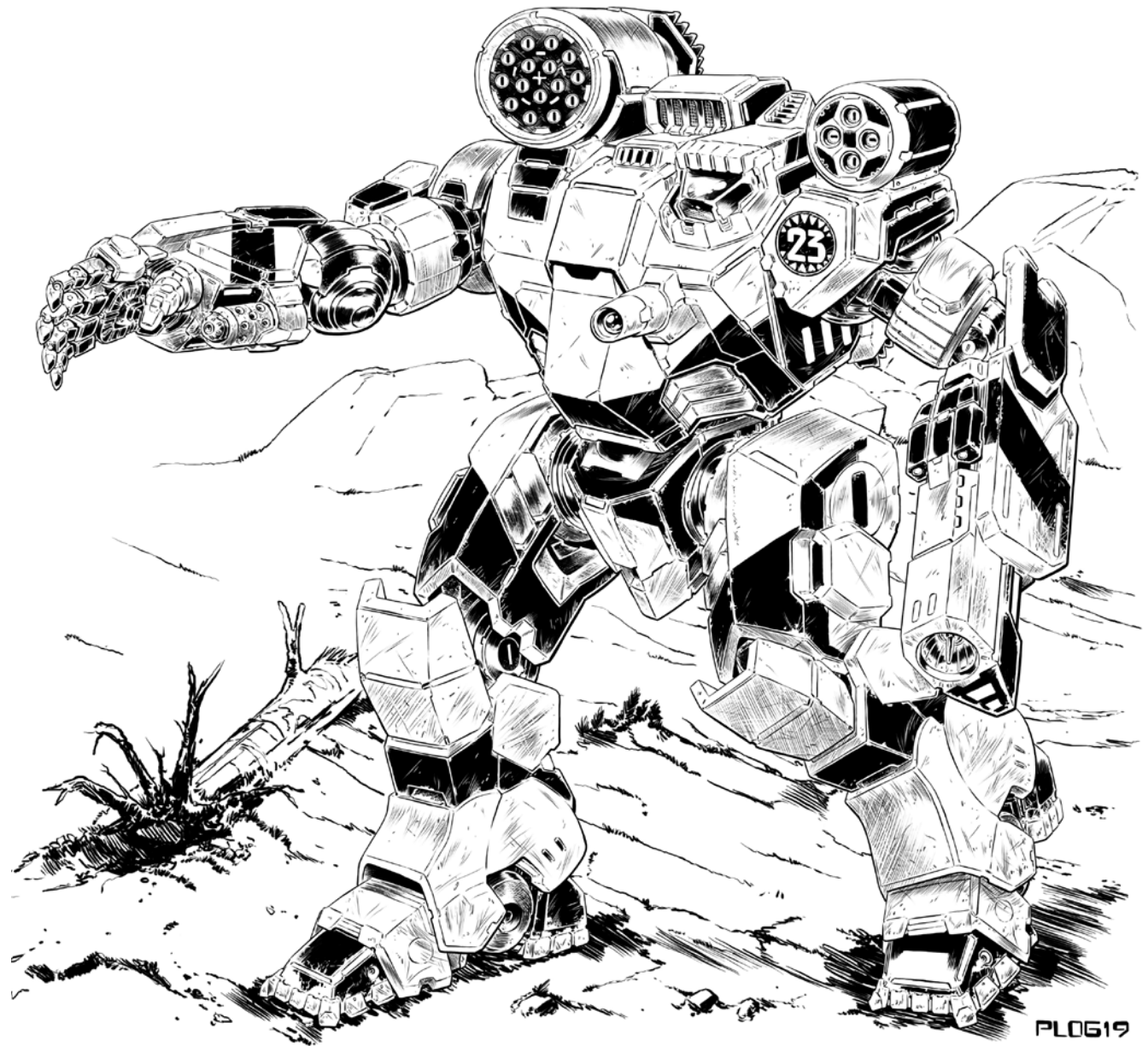
Equipment

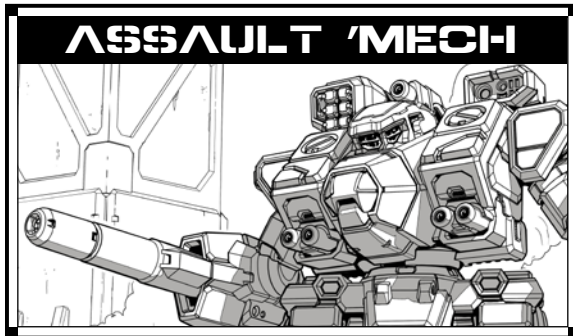
	Endo Steel	Mass
Internal Structure:	3	3
Engine:	300 XL	9.5
Walking MP:	5	
Running MP:	8 (13)	
Jumping MP:	5	
Heat Sinks:	13 [26]	3
Gyro:		3
Cockpit:		3
Armor Factor (Reflective):	152	9.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	20	22
Center Torso (rear)		7
R/L Torso	14	17
R/L Torso (rear)		5
R/L Arm	10	14
R/L Leg	14	21

Weapons and Ammo

	Location	Critical	Tonnage
Flamer	RA	1	.5
LRM 15	RT	2	3.5
Ammo (LRM) 16	RT	2	2
CASE II	RT	1	.5
Supercharger	RT	1	1
Large Pulse Laser	LT	2	6
MASC	LT	2	2
ER PPC	LA	2	6
SRM 4	LA	1	1
Ammo (SRM) 25	LA	1	1
CASE II	LA	1	.5

Notes: Features the following Design Quirks: Improved Targeting (Medium), Ramshackle.





Mass: 80 tons

Chassis: SJR-80 Endo

Power Plant: Type 10 320 Fusion

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Forging ZM15 Ferro-Fibrous

Armament:

2 Type DDS "Kingston" ER PPC

5 14a Medium Pulse Lasers

1 Pattern J7 SRM 6-Rack

Manufacturer: Industrial Complex Alpha

Primary Factory: Dante

Communications System: TDWS-37 Mk 2.2

Targeting and Tracking System: "Hades" CT-44

Long one of the most prominent non-Omnis in the Clan *toumans*, the *Warhammer IIC* is almost as popular among the militaries of the Inner Sphere. With its well-armored chassis and formidable array of weaponry, the 'Mech functions equally well as a brawler and as a commander's unit. In recent years, the Raven Alliance has increased production of the *Warhammer IIC* at its Industrial Complex Alpha on Dante, and its output now rivals that of our Clan, previously the premier supplier of the 'Mech.

CAPABILITIES

The tried-and-true loadout of paired ER PPCs, five Medium Pulse Lasers and an SRM-6 launcher remains the most popular *Warhammer IIC* configuration, and runs of this model form the bedrock of Snow Raven production. The Ravens are not above experimenting with differing designs, however, whether derived

from those deployed by other Clans or their own homegrown variants.

BATTLE HISTORY

In one of the earliest major actions after the Blackout, Katana Tormark's Dragon's Fury assaulted Dieron in September 3132 during an impromptu trade meeting between Exarch Damien Redburn and Fox Khanate saKhan Ya'el Labov. After the destruction of our DropShip *Sunlight Caller* and the serious injury of saKhan Labov, Star Colonel Irina Kalasa rallied the surviving Clan and Republic forces to her *Warhammer IIC* as Exarch Redburn called for a strategic retreat. Kalasa worked closely with the Exarch over the next week until Labov could resume command, then continued to act as the saKhan's aide and led several actions against the Dragon's Fury as well as the Steiner-loyalist Stahlfäuste secessionist group and a troublesome band of local anarchists. Prior to the final battle for Tahlwynn City, Kalasa took part in a makeshift Trial of Position for the newly arrived Tassa Kay, an alias adopted by future Wolf saKhan Anastasia Kerensky. The latter's success forged a friendship between the two MechWarriors, and Kalasa's *Warhammer IIC* led the victory over Tormark alongside Kerensky's *Ryoken II*.

The Sixth Raven Regulars took advantage of the opportunity offered by the so-called Sandoval Civil War to expand the Alliance's holdings by seizing the lightly defended world of Pajarito. The attack, spearheaded by Trinary Beta's Star Captain Natalja Howe in a factory-fresh *Warhammer IIC* from Dante, established complete control of the spaceport city of Hewett and all traffic to and from the world in just thirty minutes. When Colonel Djan Urtega of the Pajarito planetary militia proposed a Trial of Possession for the planet, Howe agreed and faced off in her *Warhammer* against MechWarrior Micah Enlin in an older-model *Atlas*. The twenty-ton differential between the two 'Mechs was more than offset by the superior armor and weaponry of the Clan machine. Enlin acquitted himself well enough that Howe took him as a bondsman and put him to work as a tech on her *Warhammer*, a decision which proved to be her downfall. Two months later, a plasma flow failure created a catastrophic instability in the engine that destroyed both the 'Mech and Star Captain Howe. Tech Micah was later executed by Howe's successor as commander of Trinary Beta.

VARIANTS

An older *Warhammer IIC* model has been spotted during recent Snow Raven actions, one which replaces the original medium pulse lasers with LRMs. Additionally, using the structural compromises of their space-faring model, the Alliance was able to deploy a new *Warhammer IIC* that combines both secondary arrays.

NOTABLE 'MECHS AND MECHWARRIORS

Star Captain Nohl: As a young MechWarrior, Nohl of the Smoke Jaguars performed so well in his initial Trials that he was assigned to the elite Jaguar Grenadiers of Alpha Galaxy. Unfortunately, his first major battle was Tukayyid, where the Grenadiers were nearly wiped out. As one of the few survivors, Nohl was assigned to a garrison unit on Huntress. Though he managed to survive the arrival of Task Force Serpent, he was shortly thereafter taken as a bondsman by the Snow Ravens. Growing ever older and with no path to win a Bloodname, Nohl began taking more and more risks in his *Warhammer IIC*, which he named "Knout." He finally won the recognition he craved as part of the Ninth Raven Strike Cluster, taking part in the cleansing of Antallos and distinguishing himself against, ironically, the band of former Smoke Jaguars calling themselves "The Dark."

Star Commander Rhena Vickers: Then-MechWarrior Rhena fought bravely during the evacuation of Arc-Royal, winning the opportunity to trial for one of the newly vacant Vickers Bloodnames and a promotion within her depleted Clan. She earned further plaudits at Domieir Station on Upano when her *Warhammer IIC* faced three Jade Falcon *Gyrfalcons* and she emerged victorious with only minor injuries. Both her commanders and LCAF observers expected great things from the *ristar*, but the sudden departure and disappearance of the Exiles just two months later cast a shroud of mystery over the future of Vickers and her Clan.

Type: **Warhammer IIC**
 Technology Base: Clan
 Tonnage: 80
 Role: Brawler
 Battle Value: 2,570

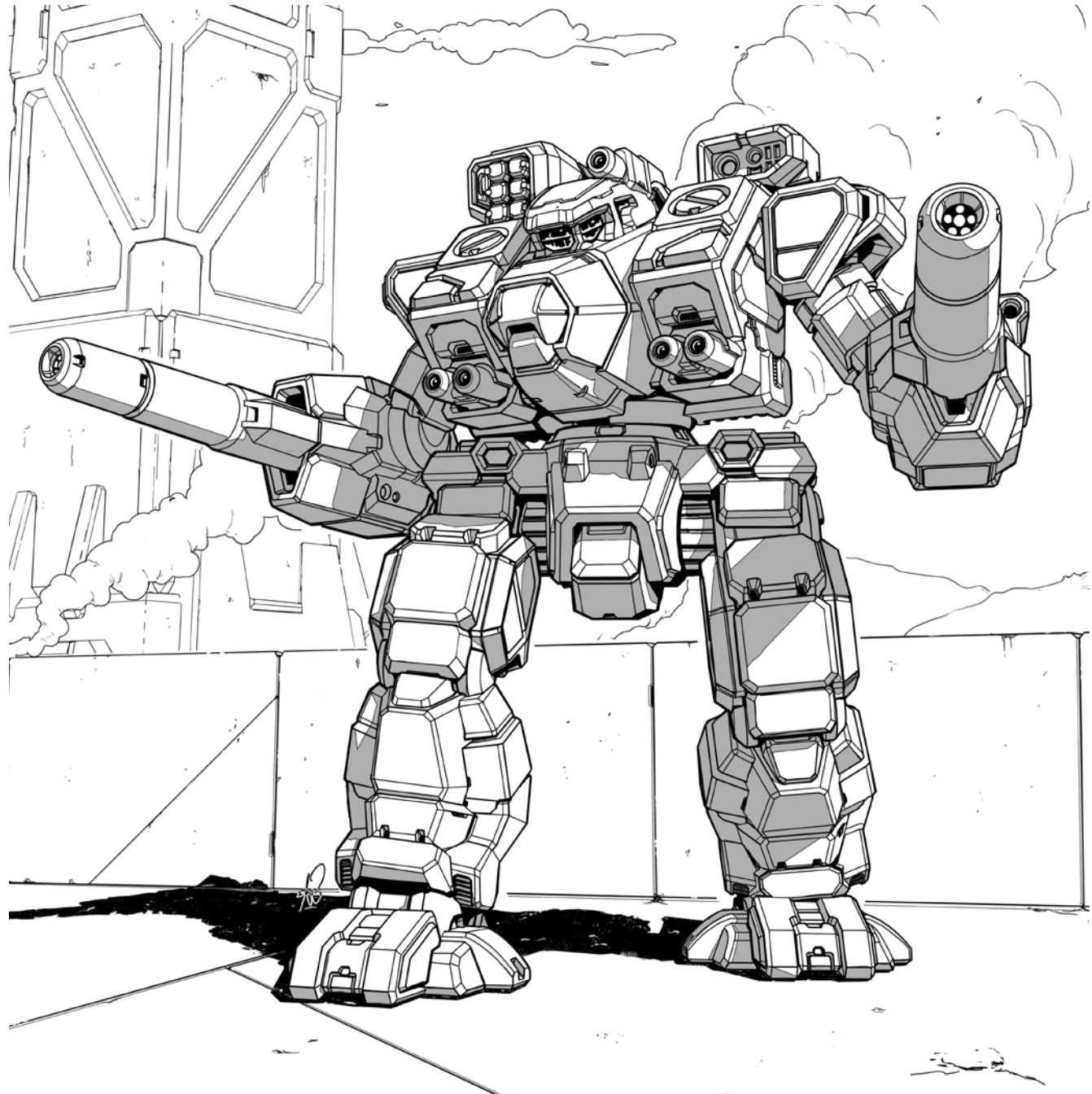
Equipment

		Mass
Internal Structure:	Endo Steel	4
Engine:	320	22.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	20 [40]	10
Gyro:		4
Cockpit:		3
Armor Factor (Ferro):	230	12
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	25	30
Center Torso (rear)		15
R/L Torso	17	24
R/L Torso (rear)		10
R/L Arm	13	24
R/L Leg	17	30

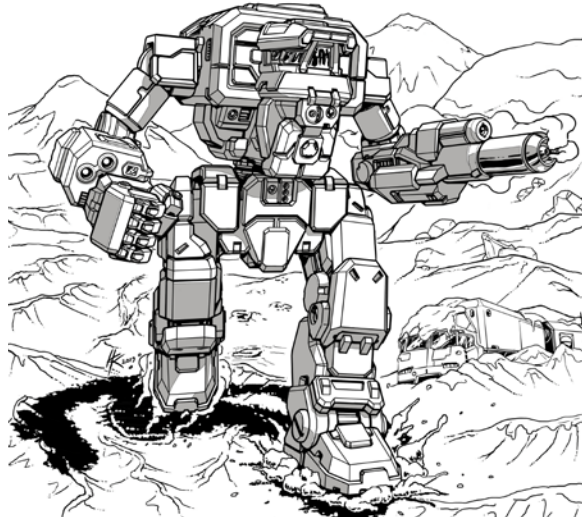
Weapons

Weapons and Ammo	Location	Critical	Tonnage
ER PPC	RA	2	6
SRM 6	RT	1	1.5
Ammo (SRM) 15	RT	1	1
2 Medium Pulse Lasers	RT	2	4
Medium Pulse Laser	H	1	2
2 Medium Pulse Lasers	LT	2	4
ER PPC	LA	2	6

Notes: Features the following Design Quirks: Searchlight, Stable.



ICE FERRET (FENRIS)



Mass: 45 tons
Speed: 86 kph cruising, 129 kph max
Jump Capacity: None
Payload: 9.5 tons of pod space
Manufacturer: Assault Tech Industries (Donegal)
Featured in TRO: 3050 Upgrade / Clan Invasion

The medium workhorse OmniMech of Clan Wolf-in-Exile, the *Ice Ferret* continues its legacy of being both a scout and a hunter. Deployed among the *touman* of the exiled Wolves and with the Kell Hounds, the machine has recently proliferated to the Falcons and the Horses through the loss of its primary factory world, Arc-Royal.

CAPABILITIES

Mounting superior sensors even when not equipped with an active probe, the *Ice Ferret* has proven itself effective in almost all reconnaissance scenarios. Thanks to ever-advancing Clan technology, the *Ice Ferret* remains an effective hunter of lighter machines, just as its namesake hunted Ice Hellions on the planet Hector.

BATTLE HISTORY

The *Ice Ferret* played a critical role during the fall of Arc-Royal in 3146, both scuttling manufacturing facilities and covering the retreat of critical equipment and personnel to Donegal. *Solahma* and technicians used two Stars of brand new *Ice Ferrets* to hold off a Trinary of advancing Falcons intent on taking the Site 3 factory

intact. Using the ranged punch of the *Ice Ferret's* various configurations, they were able to hold the Falcons off until factory personnel secured critical equipment in nearby cargo DropShips. Once loaded, the Binary turned their weapons on the factory itself, resulting in extreme damage to the facilities. By the time the Falcons destroyed the last *Ice Ferret*, they were left with a burning factory and no *isorla*.

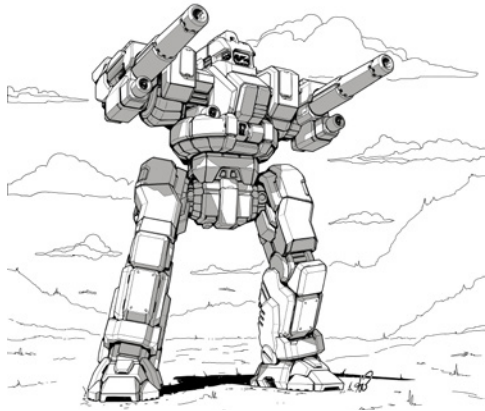
Numerous *Ice Ferrets* were also present among the Kell Hounds before their disappearance into the Periphery. In mid-3147, a single Kell Hounds lance was deployed to protect an Interstellar Expeditions dig on the planet Manaringaine. Despite abandoning the planet years before, Clan Hell's Horses regularly patrolled it for pirate activity or other threats to their occupation zone. The lance, consisting of two *Ice Ferrets* and two *Wolfhounds*, held off an entire Star of *Arion QuadVees*, utilizing their range and speed to keep the Horses away from the evacuating dig site. Advanced warning from the *Ice Ferrets's* sensors allowed the Hounds to maintain a tactical edge over the Horses, with the mercenaries crippling at least three *QuadVees* before boarding their DropShips.

NOTABLE 'MECHS AND MECHWARRIORS

Star Captain Kaylee: Born to parentage of mixed birth, Kaylee's mother was a Bloodnamed former Smoke Jaguar captured by the Wolves-in-Exile during Operation Bulldog, while her father was freeborn Exiled Wolf warrior. Despite not fitting in with either freebirth or Trueborn warriors, Kaylee excelled as a proud member of the Exiles' Golden Keshik. She viewed Khan Phelan Kell as an inspiration and strove for great battlefield feats in a futile quest to claim her mother's Guerrette Bloodname. She racked up an impressive record killing Falcon scouts behind the controls of her *Ice Ferret*, rarely leaving any opponents behind to become bondsman.

Weapons and Ammo	Location	Critical	Tonnage
<i>Weapons Configuration T</i>			
SRM 2	RA	1	.5
Ammo (SRM) 50	RA	1	1
Supercharger	RT	1	2
Active Probe	CT	1	1
Imp. Heavy Large Laser	LA	3	4
ER Medium Laser	LA	1	1
Battle Value: 1,825	Role: Scout		
<i>Alternate Configuration F</i>			
ER Large Laser	RA	1	4
Watchdog CEWS	RT	2	1.5
ER Large Laser	LA	1	4
Battle Value: 1,771	Role: Sniper		
<i>Alternate Configuration G</i>			
2 AP Gauss Rifles	RA	2	1
SRM 4	RA	1	1
Ammo (SRM) 25	RT	1	1
ER Small Pulse Laser	RT	1	1.5
Light TAG	CT	1	.5
ER Small Pulse Laser	LT	1	1.5
Ammo (AP Gauss) 40	LT	1	1
2 AP Gauss Rifles	LA	2	1
SRM 4	LA	1	1
Battle Value: 1,196	Role: Striker		
<i>Alternate Configuration I—Mixed (Advanced)</i>			
SRM 6	RA	1	1.5
M-Pod (IS)	RA	1	1
Bloodhound Active Probe (IS)	RT	3	2
ER Small Laser	CT	1	.5
Ammo (SRM) 30	LT	2	2
SRM 6	LA	1	1.5
M-Pod (IS)	LA	1	1
Battle Value: 1,096	Role: Scout		
<i>Alternate Configuration J</i>			
5 ER Small Lasers	RA	5	2.5
Heavy Machine Gun	RA	1	.5
Supercharger	RT	1	2
Targeting Computer	CT	1	1
Ammo (Heavy MG) 50	LT	1	.5
5 ER Small Lasers	LA	5	2.5
Heavy Machine Gun	LA	1	.5
Battle Value: 1,771	Role: Striker		
<i>Alternate Configuration K</i>			
2 ER Medium Lasers	RA	2	2
Laser Anti-Missile System	CT	1	1
Large Pulse Laser	LA	2	6
ER Small Laser	LA	1	.5
Battle Value: 1,769	Role: Striker		

BLACKJACK



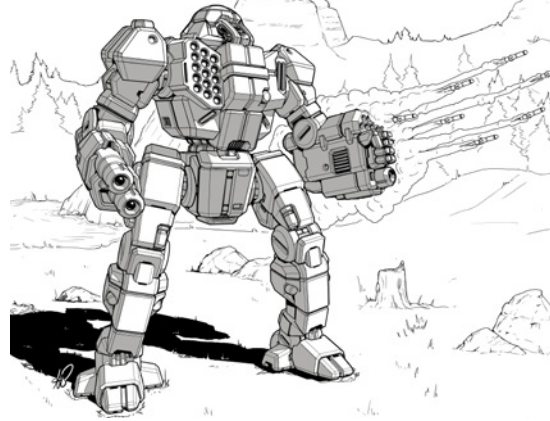
Mass: 45 tons
Manufacturer: General Motors (Talcott)
Featured in TRO: 3039 and 3050 Upgrade / Succession Wars

The BJ-5 *Blackjack* is an attempt to rectify the primary shortcoming of the Civil War-era BJ-4: a short range. Mounting losses in *Blackjack* fleets led GM to reopen their Talcott line in 3107. Endo steel, a light engine, and light ferro-fibrous armor enable the BJ-5 to carry quadruple light PPCs and a pair of light AC/2s. This makes the *Blackjack* a credible fire support unit once more, if a bit slow for the modern battlefield.

Captain Glenn Mead IV: Born to Lyran nobility, Mead joined the LCAF at a young age and cultivated a luxurious moustache to appear older. After just a few years of service, he lost the family *Zeus* to a Jade Falcon raid in 3135, then lost his replacement *Atlas* (and far too much of the family wealth) to the Duchy of Tamarind-Abbey in 3138, which left him briefly Dispossessed. He left the LCAF for a successful two-year stint on Solaris VII as a pilot in the Rowdy Pipers stable, where he was almost as famous for his moustache ("The source of all my power," he once joked on record) as his solid string of wins in a stable-owned *Shadow Hawk*.

Mead's performance on Solaris VII and a reassessment of his LCAF record—his 'Mechs were lost to overwhelming opposition, not a deficiency in his piloting—resulted in an unexpected job offer from a visiting Canopian noble: a BJ-5 *Blackjack* in the Second Canopian Fusiliers. He serves there ably to this day, helping update Canopian tactics with Inner Sphere experience. Mead appears to escape the usual hazing from his Canopian female comrades in arms by bearing the Second's good luck charm: his handlebar moustache.

TREBUCHET



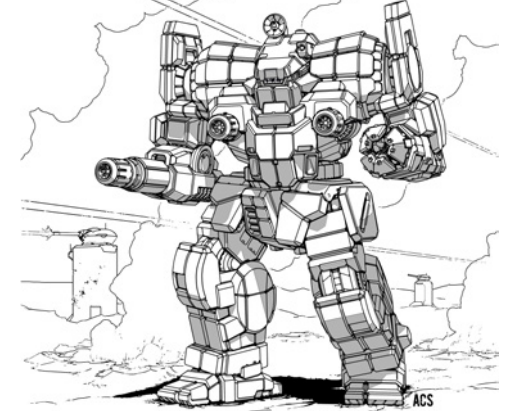
Mass: 50 tons
Manufacturer: Tvastar Enterprises (Regulus)
Featured in TRO: 3039 and 3050 Upgrade / Succession Wars

The *Trebuchet* TBT-9N was introduced by Tvastar Enterprises as an economical alternative to the advanced -9R. The armor profile is retained, providing almost a third better protection than older *Trebuchet* designs, and CASE II ensures better battlefield stamina. An extra-light engine replaces the costly and difficult to maintain XXL model, while an XL gyro helps offset the mass of the heavier power plant. The cornerstone feature of the design—the Regulan-built, Clan-grade LRM launchers—is retained, though one launcher and some ammunition are dropped. The remaining tonnage is used to upgrade the laser array to a triplet of medium variable-speed pulse lasers, which supplement the potent short-ranged firepower of the LRMs.

Lieutenant, SG John Somers: The very model of a modern Free Worlds League MechWarrior, Somers is not from Regulus, but rather the world of Kilarney in the Duchy of Tamarind-Abbey. Despite lacking noble or political connections, his skills earned him a place at the prestigious Princefield academy in the Oriente Protectorate. Graduating well enough to be chosen for the Fusiliers of Oriente, his placement with the Ducal Guard threw him straight into battle with the Operation Homecoming assault on Atreus.

In the heavy fighting surrounding the Emperor Automatic Weaponry plant, Somers' exceptional record against the heavier 'Mechs of the First Regulan Hussars earned him a salvaged Regulan *Trebuchet* -9N to replace his battered -7M. Though lacking jump jets, Somers appreciates the 'Mech's increased close-in firepower. Having also seen the deprivations of Operation Hammerfall firsthand, Somers enthusiastically embraces the reborn Free Worlds League, knowing that the individual provinces are safer together.

AWESOME



Mass: 80 tons
Manufacturer: Technicon Manufacturing (Savannah)
Featured in TRO: 3039 and 3050 Upgrade / Succession Wars

Technicon's decades of work with Clan hardware finally yielded several production-ready Clan technologies in the early thirty-second century. Besides long-running efforts to master the denser, more brittle Clan crystalline polymers for heat sinks, Technicon's Savannah facility established an orbital annex in 3137 at great expense to mass-produce endosteel with reverse-engineered Clan anti-segregation metallurgical techniques.

The loss of the Tongatapu facility to the Wolf Empire resulted in Technicon combining the reverse-engineered technologies at Savannah to finally realize their long-planned AWS-11H. Clan-grade endo steel freed up extra space for the twenty-three Clan heat sinks, which allow the AWS-11H to continuously volley its three heavy PPCs.

Chu-i Conrad Robberts: Robberts barely graduated from the Kajikazawa Gymnasium due to "questionable politics" and he was deemed fit only for the disreputable Seventh Ghost Regiment. Robberts was on track for a lackluster career when conflict with the Federated Suns heated up in 3145 and he was captured by Suns planetary militia. Robberts thrived in captivity, eventually organizing demoralized Kuritan POWs and breaking with a lance of AFFS 'Mechs from a nearby maintenance depot. His bloody defeat of militia forces and subsequent delivery of numerous POWs back to DCMS lines did wonders for his reputation. The stain of his capture meant Robberts was only promoted to *chu-i*, but he was allowed to keep his spoils of war, an AWS-11H *Awesome*.

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Wasp WSP-1S

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Standard

Role: Scout

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RA	4	6 [P]	-	2	4	6
1	Flamer	LT	3	2 [DE,H,AI]	-	1	2	3
2	Small Laser	RT	1	3 [DE]	-	1	2	3

BV: 423

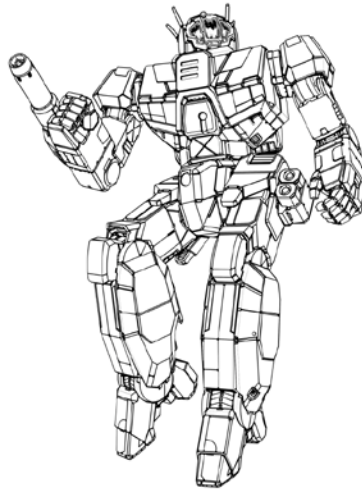


WARRIOR DATA

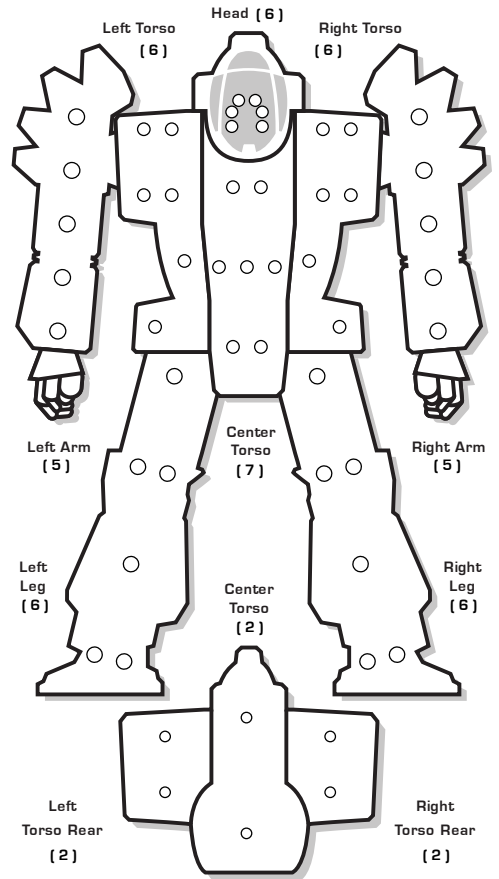
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Flamer
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

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

Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Jump Jet

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Small Laser
- Small Laser
- Endo Steel

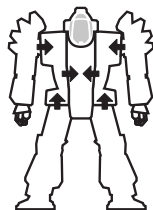
1-3

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

4-6

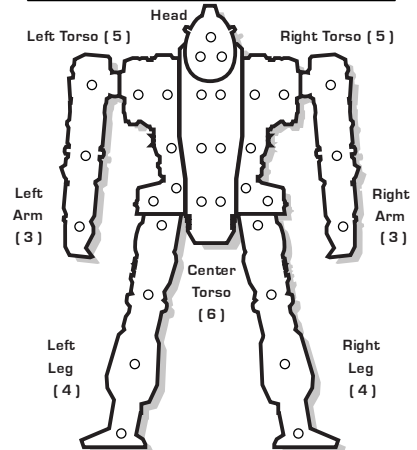
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*

29

28*

27

26*

25*

24*

23*

22*

21

20*

19*

18*

17*

16

15*

14*

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

0

HEAT DATA

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

Heat Sinks: 10



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Wasp WSP-3M

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Standard

Role: Scout

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RA	4	6 [P]	-	2	4	6
1	SRM 2	RT	2	2/Msl [M,C,S]	-	3	6	9

Ammo: [SRM 2] 50

BV: 394

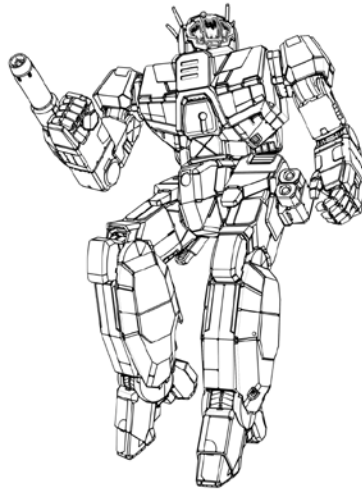


WARRIOR DATA

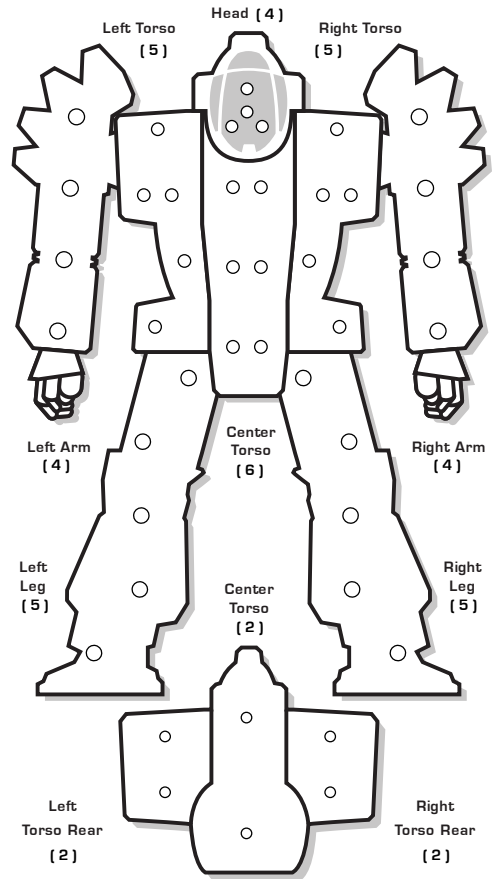
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Ammo [SRM 2] 50
- CASE
- Endo Steel

1-3

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

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

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

1-3

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- SRM 2
- Endo Steel
- Endo Steel

1-3

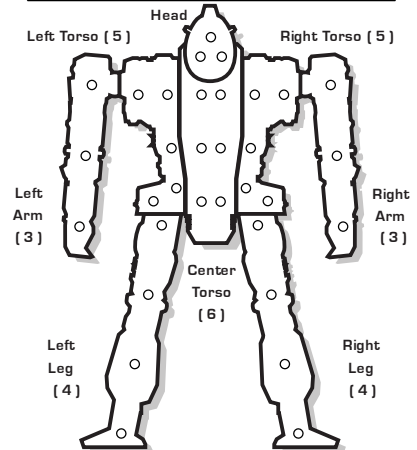
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*

29

28*

27

26*

25*

24*

23*

22*

21

20*

19*

18*

17*

16

15*

14*

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

0

HEAT DATA

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

Heat Sinks: 10



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Wasp WSP-3W

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Standard

Role: Scout

Weapons & Equipment Inventory

(hexes)

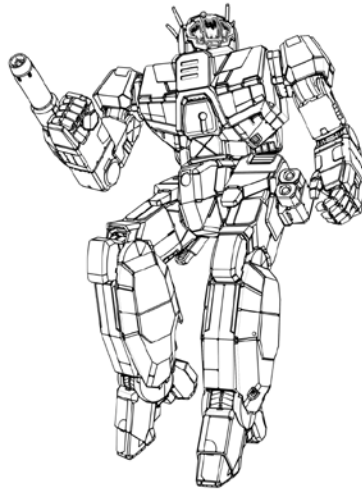
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Small Laser	LL	1	3 [DE]	-	1	2	3
2	Small Pulse Laser	RA	2	3 [P, AI]	-	1	2	3
2	Small Laser	LT	1	3 [DE]	-	1	2	3

WARRIOR DATA

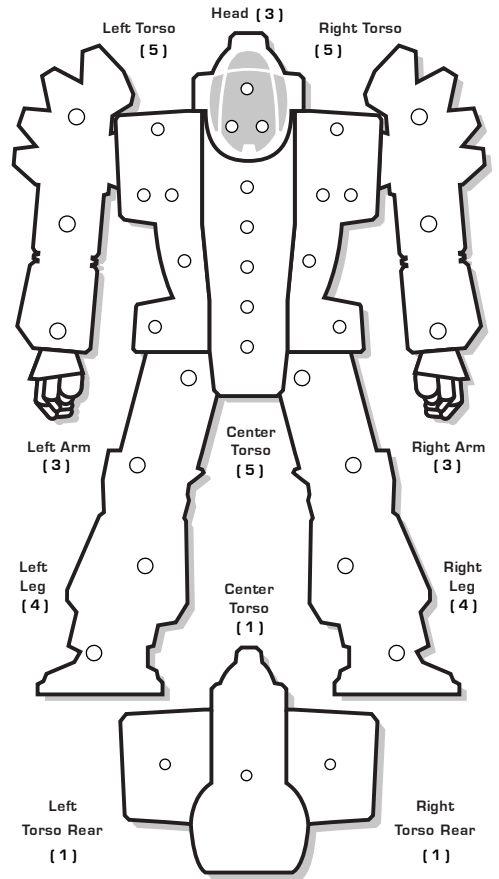
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



BV: 342



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Jump Jet
- Jump Jet
- Small Laser

1-3

- Small Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Small Laser
- Small Laser

Head

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

Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Jump Jet

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Small Pulse Laser
- Small Pulse Laser

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Jump Jet
- Jump Jet
- Ferro-Fibrous

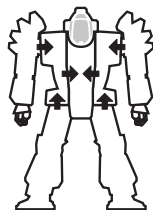
1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

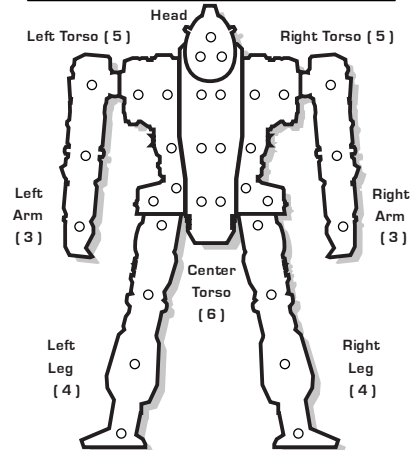
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*

29

28*

27

26*

25*

24*

23*

22*

21

20*

19*

18*

17*

16

15*

14*

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

0

HEAT DATA

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

Heat Sinks: 10



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Wasp WSP-4W

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Standard

Role: Scout

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Small Pulse Laser	LL	2	3 [P, AI]	-	1	2	3
1	ER Medium Laser	RA	5	5 [DE]	-	4	8	12
1	ER Medium Laser	LT	5	5 [DE]	-	4	8	12

BV: 551

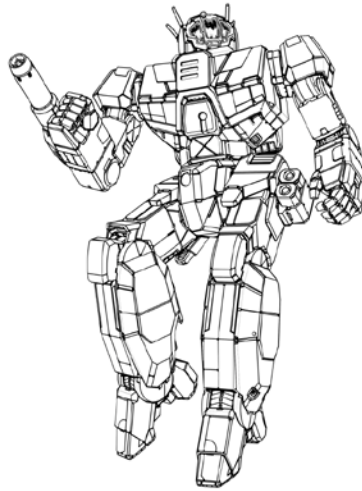


WARRIOR DATA

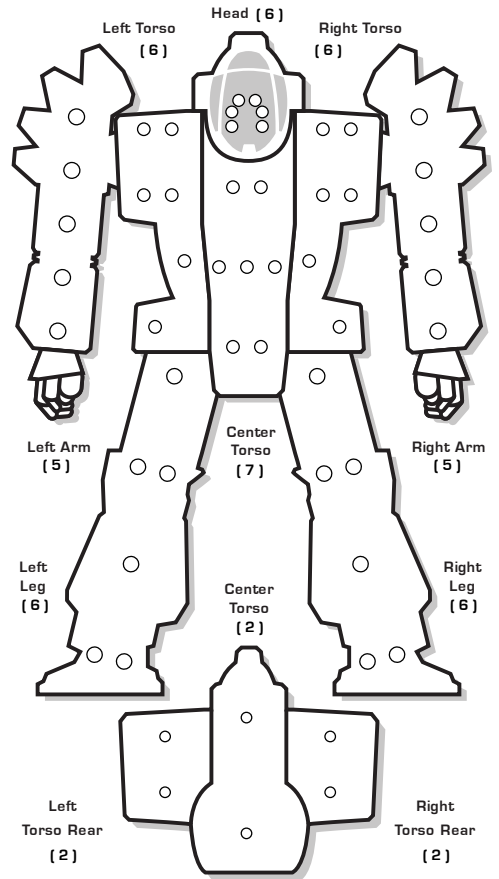
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

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

1-3

- Double Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet
- ER Medium Laser
- Ferro-Fibrous

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Small Pulse Laser
- Small Pulse Laser

Head

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

Center Torso

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

1-3

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Jump Jet
- Jump Jet

4-6

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

Right Arm

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

1-3

- Double Heat Sink
- ER Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

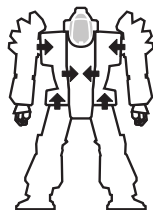
1-3

- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet
- Ferro-Fibrous
- Ferro-Fibrous

4-6

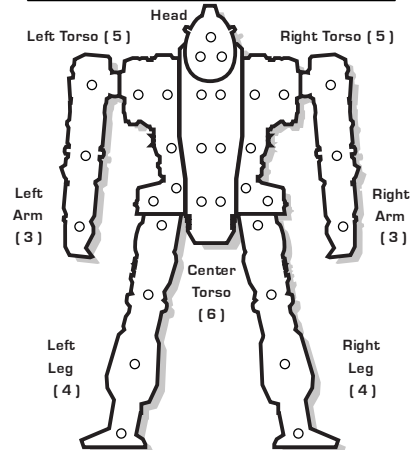
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp, avoid on 8+
26	Shutdown, avoid on 8+
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

Double Heat Sinks: 10 (20)



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™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Wasp WSP-5A

Movement Points:

Walking: 8

Running: 12

Jumping: 8

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Standard

Role: Scout

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 2	LL	2	2/Misl [M,C]	-	3	6	9
1	ER Medium Laser	RA	5	5 [DE]	-	4	8	12

Ammo: (Streak SRM 2) 50

BV: 517

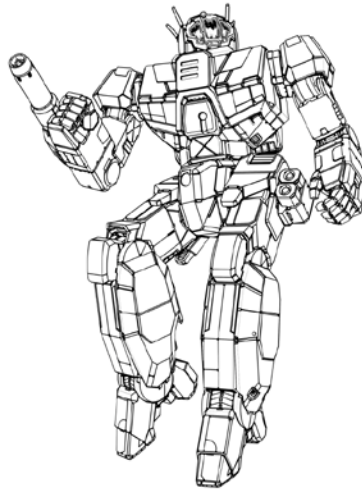


WARRIOR DATA

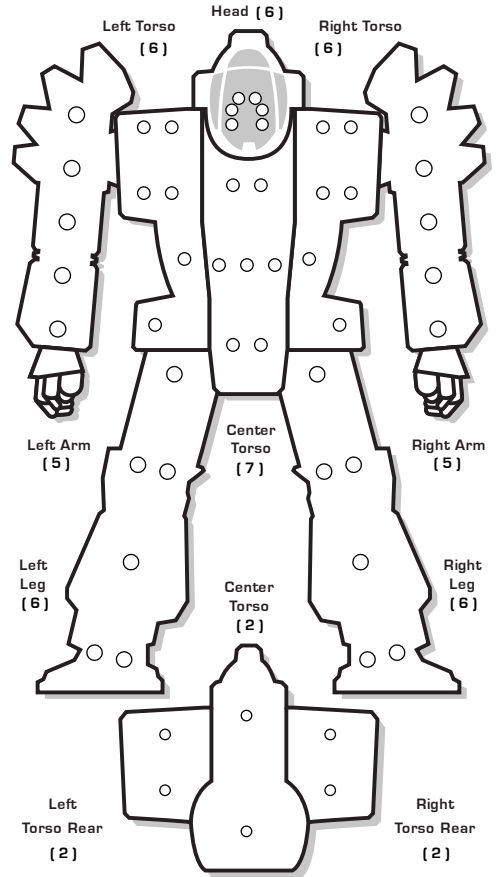
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Left Torso

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

1-3

- Jump Jet
- Jump Jet
- Ammo (Streak SRM 2) 50
- CASE II
- Endo-Composite
- Endo-Composite

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Streak SRM 2

Head

- Life Support
- Sensors
- Cockpit
- Endo-Composite
- Sensors
- Life Support

Center Torso

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

1-3

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

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Torso

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

1-3

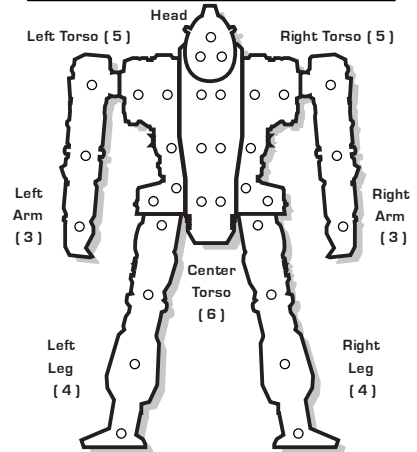
- Jump Jet
- Jump Jet
- Endo-Composite
- Endo-Composite
- Endo-Composite
- Endo-Composite

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*

29

28*

27

26*

25*

24*

23*

22*

21

20*

19*

18*

17*

16

15*

14*

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8*

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5*

4

3

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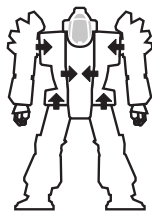
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HEAT DATA

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

Heat Sinks: 10



Damage Transfer Diagram

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Wasp C

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 20

Tech Base: Mixed

Rules Level: Standard

Role: Sniper

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 2 (I-OS) [Clan]	RL	2	2/Misl [M,C]	-	4	8	12
1	ER Large Laser [Clan]	RA	12	10 [DE]	-	8	15	25

BV: 755

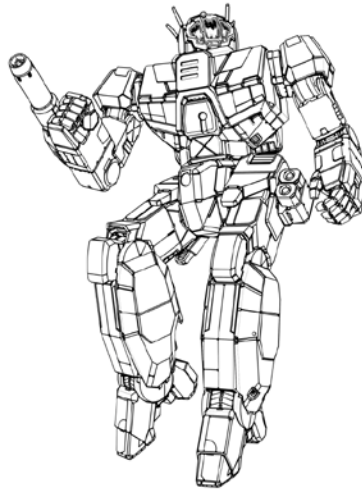


WARRIOR DATA

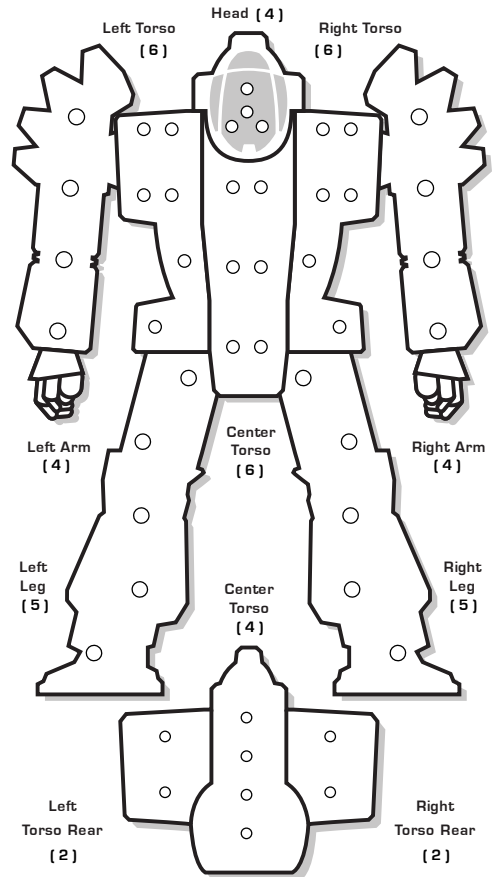
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

Left Torso

- [Double Heat Sink [Clan]
- [Double Heat Sink [Clan]
- [Double Heat Sink [Clan]
- [Double Heat Sink [Clan]
- [Double Heat Sink [Clan]
- [Double Heat Sink [Clan]

1-3

- Jump Jet
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Ferro-Fibrous [Clan]

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous [Clan]
- Sensors
- Life Support

Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Jump Jet

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser [Clan]
- Ferro-Fibrous [Clan]

1-3

- Ferro-Fibrous [Clan]
- Ferro-Fibrous [Clan]
- Ferro-Fibrous [Clan]
- Ferro-Fibrous [Clan]
- Roll Again
- Roll Again

4-6

Right Torso

- [Double Heat Sink [Clan]
- [Double Heat Sink [Clan]
- [Double Heat Sink [Clan]
- [Double Heat Sink [Clan]
- [Double Heat Sink [Clan]
- [Double Heat Sink [Clan]

1-3

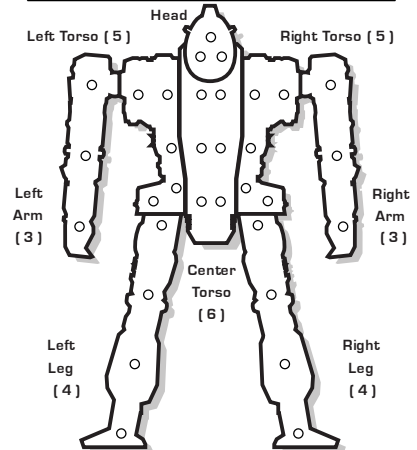
- Jump Jet
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Streak SRM 2 (I-OS) [Clan]

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Double Heat Sinks: 10 (20)



Heat Scale

Overflow

30*

29

28*

27

26*

25*

24*

23*

22*

21

20*

19*

18*

17*

16

15*

14*

13*

12

11

10*

9

8*

7

6

5*

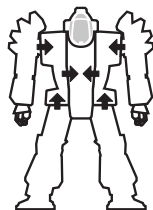
4

3

2

1

0



Damage Transfer Diagram

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Blackjack BJ-5

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 45

Tech Base: Inner Sphere

Rules Level: Standard

Role: Sniper

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	LA	5	5 [DE]	3	6	12	18
1	Light AC/2	LA	1	2 [DB,S]	—	6	12	18
1	Light PPC	RA	5	5 [DE]	3	6	12	18
1	Light AC/2	RA	1	2 [DB,S]	—	6	12	18
1	Light PPC	LT	5	5 [DE]	3	6	12	18
1	Light PPC	RT	5	5 [DE]	3	6	12	18

Ammo: [LAC/2] 45

BV: 1,165

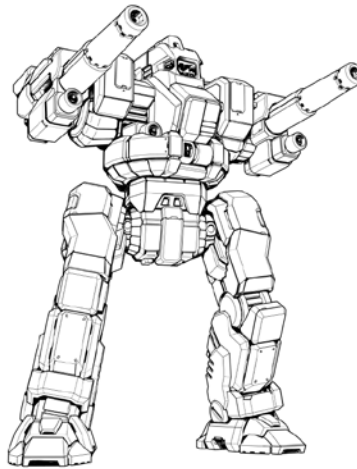


WARRIOR DATA

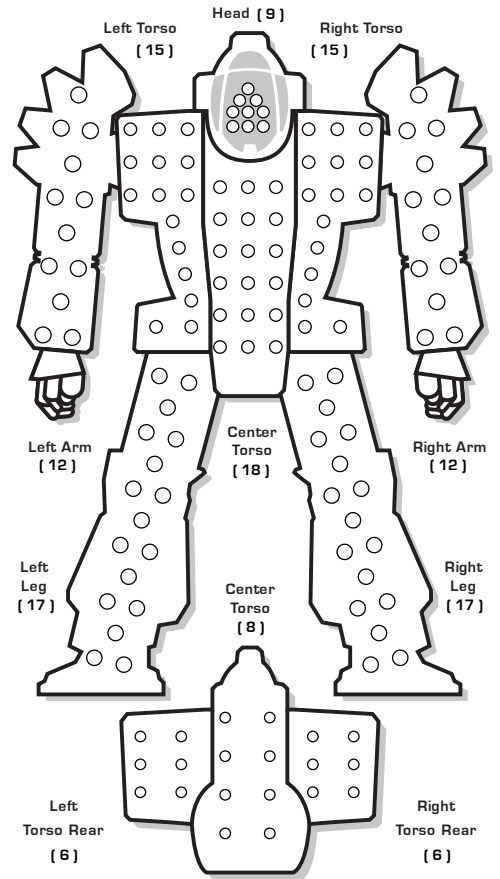
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Light PPC
- Light PPC
- Light AC/2
- Endo Steel

1-3

Center Torso

- Endo Steel
- Endo Steel
- Endo Steel
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous

4-6

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Light PPC

1-3

- Light PPC
- Ammo [LAC/2] 45
- CASE II
- Endo Steel
- Endo Steel
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Light Ferro-Fibrous
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Light PPC
- Light PPC
- Light AC/2
- Endo Steel

1-3

Center Torso

- Endo Steel
- Endo Steel
- Endo Steel
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous

4-6

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

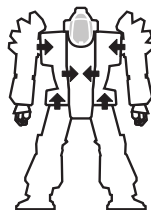
- Double Heat Sink
- Double Heat Sink
- Light PPC
- Light PPC
- Endo Steel
- Endo Steel

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

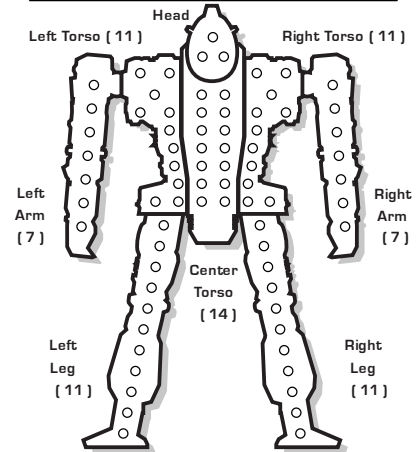
Engine Hits ○○○○
Gyro Hits ○○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 [20]
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™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Ice Ferret (Fenris) T

Movement Points:

Walking: 8

Running: 12 [16]

Jumping: 0

Tonnage: 45

Tech Base: Clan

Rules Level: Standard

Role: Scout

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Imp. Heavy Large Laser	LA	18	16 [DEX]	-	5	10	15
1	ER Medium Laser	LA	5	7 [DE]	-	5	10	15
1	SRM 2	RA	2	2/Msl [M,C,S]	-	3	6	9
1	Active Probe	CT	-	[E]	-	-	-	-

Ammo: [SRM 2] 50

BV: 1,825

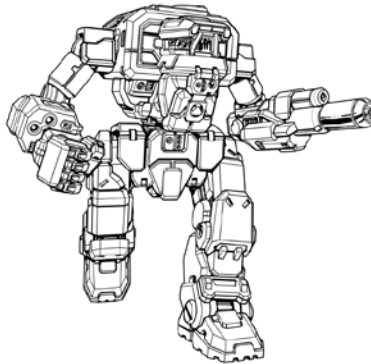


WARRIOR DATA

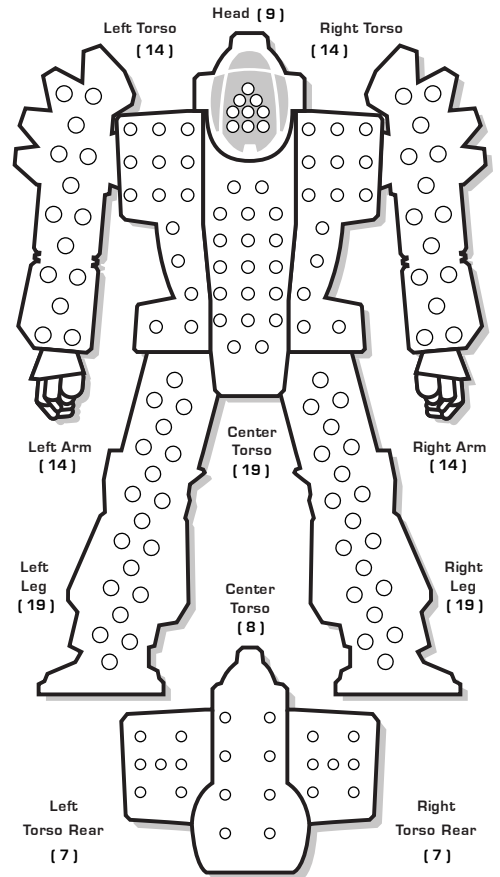
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Imp. Heavy Large Laser
- Imp. Heavy Large Laser
- Imp. Heavy Large Laser

1-3

- ER Medium Laser
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

1-3

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

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

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

1-3

Right Torso

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Active Probe
- Endo Steel

4-6

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 2
- Ammo [SRM 2] 50

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Supercharger
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

1-3

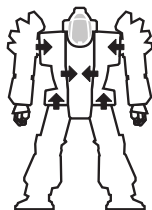
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

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

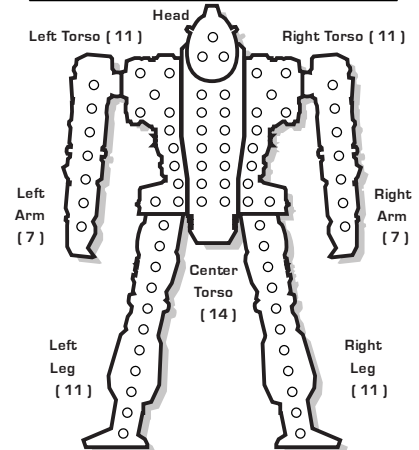
Engine Hits ○○○○
 Gyro Hits ○○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*

29

28*

27

26*

25*

24*

23*

22*

21

20*

19*

18*

17*

16

15*

14*

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

0

HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp, avoid on 8+
26	Shutdown, avoid on 8+
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

Double Heat Sinks:
 12 [24]



BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Ice Ferret (Fenris) F

Movement Points:

Walking: 8

Running: 12

Jumping: 0

Tonnage: 45

Tech Base: Clan

Rules Level: Standard

Role: Sniper

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	10 [DE]	-	8	15	25
1	ER Large Laser	RA	12	10 [DE]	-	8	15	25
1	Watchdog CEWS	RT	-	[E]	-	-	-	-

BV: 1,771

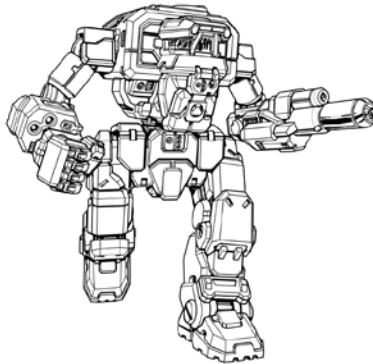


WARRIOR DATA

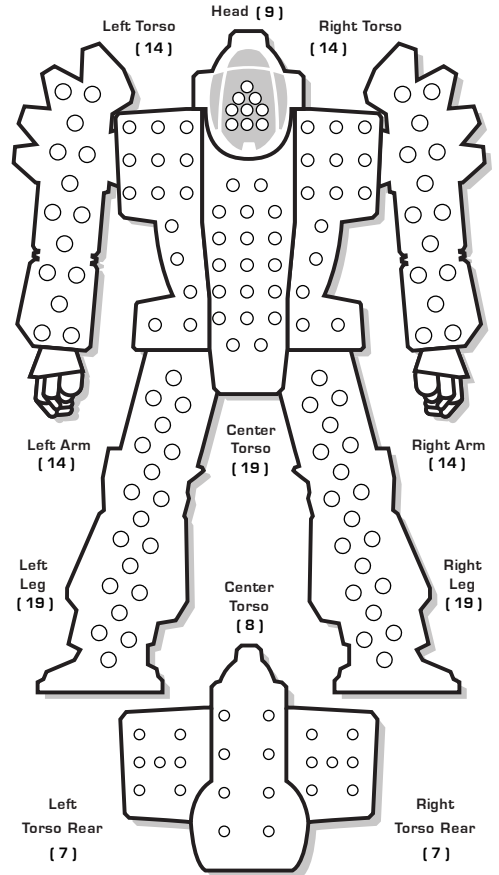
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- Ferro-Fibrous

1-3

Center Torso

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

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

1-3

Right Torso

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

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- Ferro-Fibrous

1-3

Center Torso

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

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Watchdog CEWS
- Watchdog CEWS
- Endo Steel
- Ferro-Fibrous

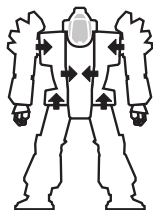
1-3

Right Leg

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

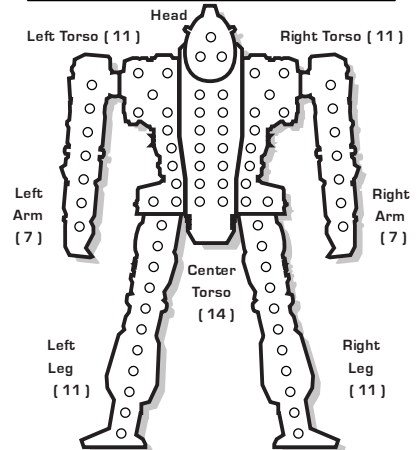
4-6

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*

29

28*

27

26*

25*

24*

23*

22*

21

20*

19*

18*

17*

16

15*

14*

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

0

HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp, avoid on 8+
25	Shutdown, avoid on 8+
26	-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

Double Heat Sinks:
 12 [24]



BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Ice Ferret (Fenris) G

Movement Points:

Walking: 8

Running: 12

Jumping: 0

Tonnage: 45

Tech Base: Clan

Rules Level: Standard

Role: Striker

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	LA	3	2/[Msl][M,C,S]	-	3	6	9
2	AP Gauss Rifle	LA	1	3/[DB,AI,X]	-	3	6	9
1	SRM 4	RA	3	2/[Msl][M,C,S]	-	3	6	9
2	AP Gauss Rifle	RA	1	3/[DB,AI,X]	-	3	6	9
1	ER Small Pulse Laser	LT	3	5/[P,AI]	-	2	4	6
1	ER Small Pulse Laser	RT	3	5/[P,AI]	-	2	4	6
1	Light TAG	CT	-	[E]	-	3	6	9

Ammo: [AP Gauss] 40, [SRM 4] 25

BV: 1,196

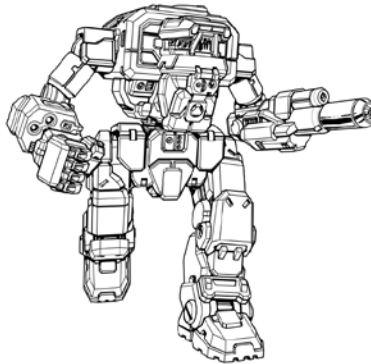


WARRIOR DATA

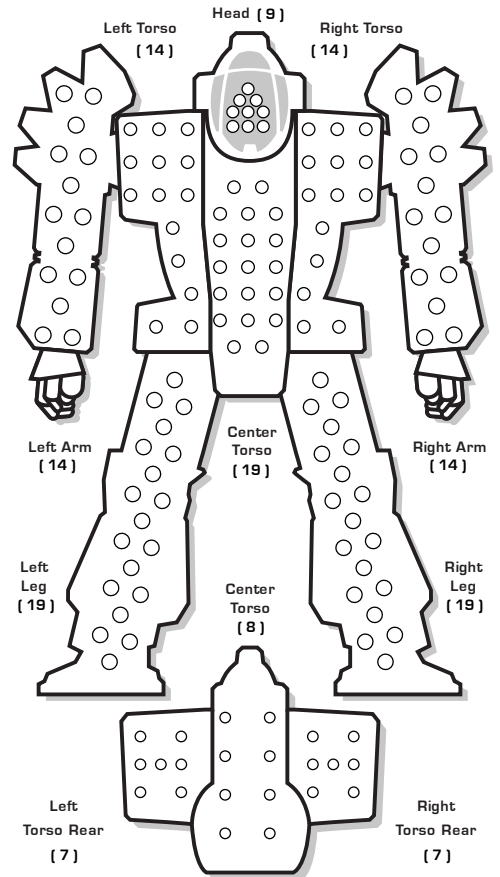
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- SRM 4
- AP Gauss Rifle
- AP Gauss Rifle
- Ferro-Fibrous

1-3

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

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- ER Small Pulse Laser
- Ammo [AP Gauss] 40
- Endo Steel
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

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

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Light TAG
- Endo Steel

4-6

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

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- SRM 4
- AP Gauss Rifle
- AP Gauss Rifle
- Ferro-Fibrous

1-3

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

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- ER Small Pulse Laser
- Ammo [SRM 4] 25
- Endo Steel
- Ferro-Fibrous

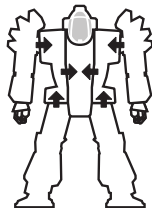
1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

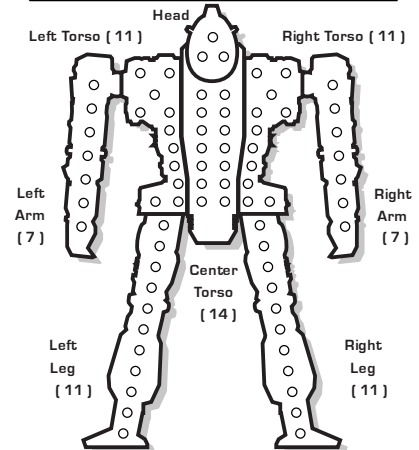
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 12 [24]
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™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Ice Ferret (Fenris) I

Movement Points:

Walking: 8
Running: 12
Jumping: 0

Tonnage: 45
Tech Base: Mixed
Rules Level: Standard
Role: Scout

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6 (Clan)	LA	4	2/Misl [M,C,S]	-	3	6	9
1	M-Pod	LA	-	15 [DB,X,OS]	-	1	2	3
1	SRM 6 (Clan)	RA	4	2/Misl [M,C,S]	-	3	6	9
1	M-Pod	RA	-	15 [DB,X,OS]	-	1	2	3
1	Bloodhound Active Probe	RT	-	[E]	-	-	-	-
1	ER Small Laser (Clan)	CT	2	5 [DE]	-	2	4	6

Ammo: (SRM 6) 30

BV: 1,096

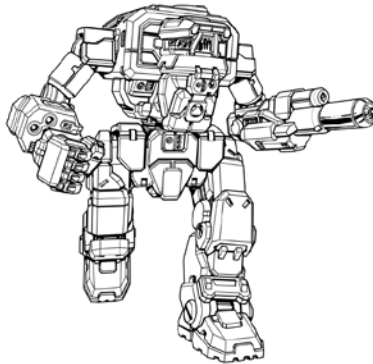


WARRIOR DATA

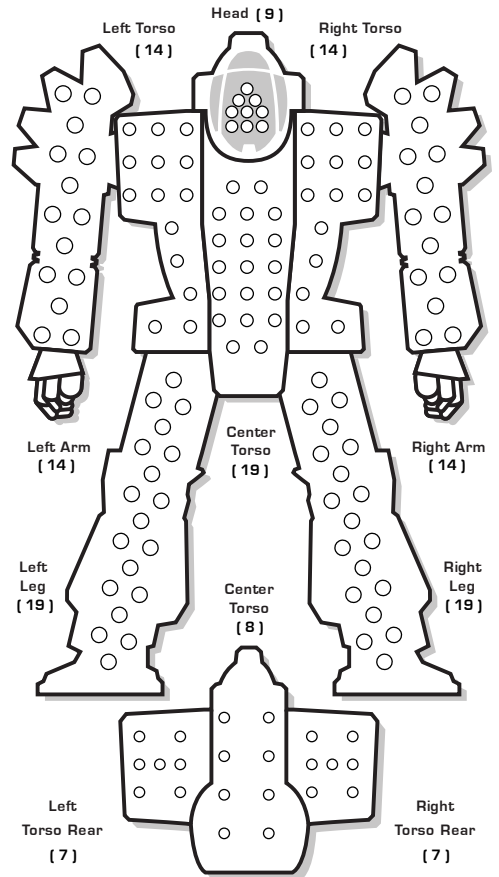
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 6
- M-Pod [IS]

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- Endo Steel
- Ferro-Fibrous

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- 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 Small Laser
- Endo Steel

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

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 6
- M-Pod [IS]

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

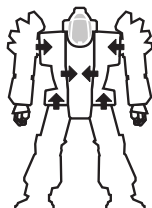
Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Bloodhound Active Probe [IS]
- Bloodhound Active Probe [IS]
- Bloodhound Active Probe [IS]
- Endo Steel

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

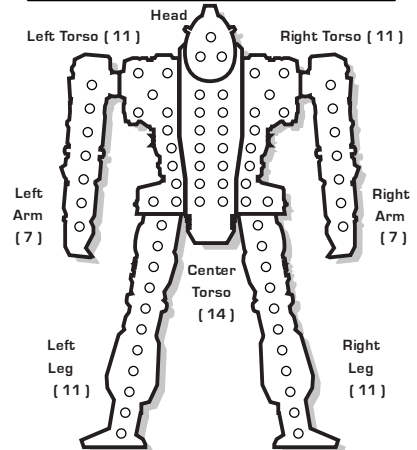
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 12 [24]
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™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Ice Ferret (Fenris) J

Movement Points:

Walking: 8

Running: 12 [16]

Jumping: 0

Tonnage: 45

Tech Base: Clan

Rules Level: Standard

Role: Striker

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
5	ER Small Laser	LA	2	5 [DE]	-	2	4	6
1	Heavy Machine Gun	LA	-	3 [DB,AI]	-	1	2	-
5	ER Small Laser	RA	2	5 [DE]	-	2	4	6
1	Heavy Machine Gun	RA	-	3 [DB,AI]	-	1	2	-
1	Targeting Computer	CT	-	[E]	-	-	-	-

Ammo: (Heavy Machine Gun) 50

BV: 1,739

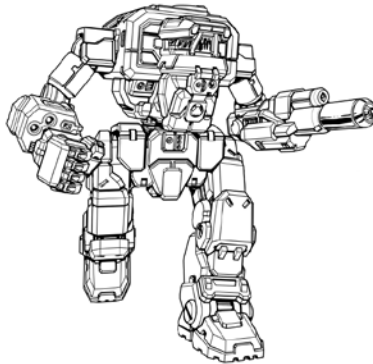


WARRIOR DATA

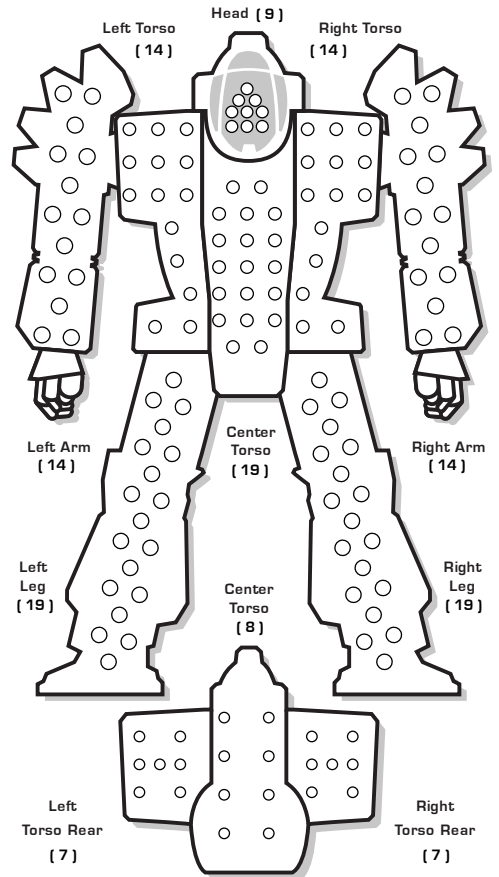
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Small Laser
- ER Small Laser

1-3

- ER Small Laser
- ER Small Laser
- ER Small Laser
- Heavy Machine Gun
- Ferro-Fibrous
- Roll Again

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Ammo (Heavy Machine Gun) 50
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

1-3

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

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

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

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Targeting Computer
- Endo Steel

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Small Laser
- ER Small Laser

1-3

- ER Small Laser
- ER Small Laser
- ER Small Laser
- Heavy Machine Gun
- Ferro-Fibrous
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Supercharger
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

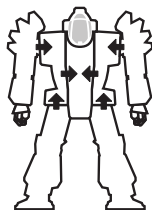
1-3

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

4-6

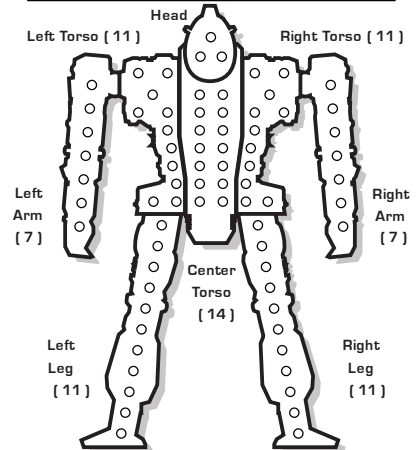
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 12 [24]
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™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Ice Ferret (Fenris) K

Movement Points:

Walking: 8

Running: 12

Jumping: 0

Tonnage: 45

Tech Base: Clan

Rules Level: Standard

Role: Striker

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	10 [P]	-	6	14	20
1	ER Small Laser	LA	2	5 [DE]	-	2	4	6
2	ER Medium Laser	RA	5	7 [DE]	-	5	10	15
1	Laser AMS	CT	5	[PD]	-	1	1	1

BV: 1,769

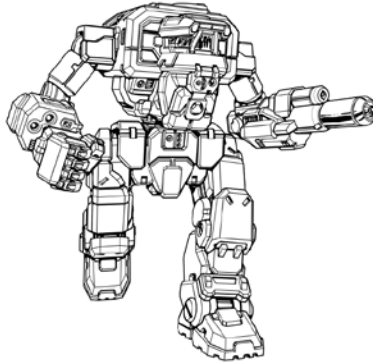


WARRIOR DATA

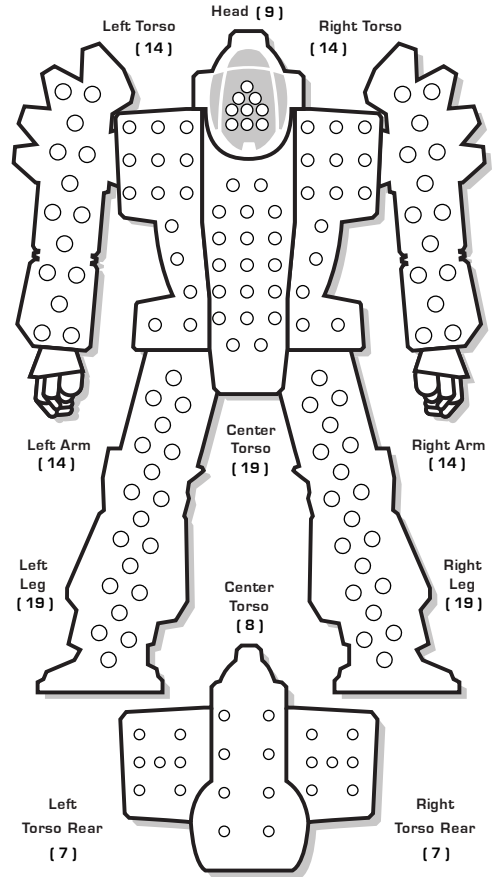
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Pulse Laser
- Large Pulse Laser

1-3

- ER Small Laser
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

1-3

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

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

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

1-3

4-6

Right Arm

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- ER Medium Laser

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

1-3

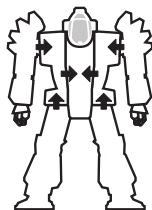
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

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

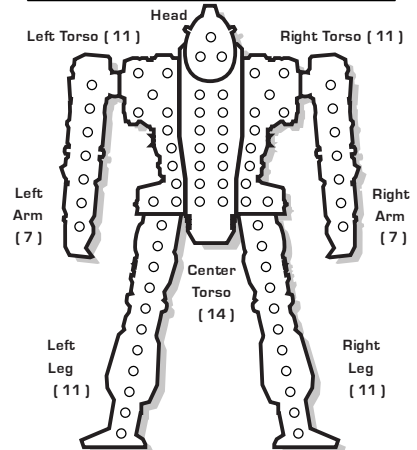
Engine Hits ○○○○
 Gyro Hits ○○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 12 [24]
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™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Trebuchet TBT-9N

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 50

Tech Base: Mixed

Rules Level: Standard

Role: Missile Boat

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15 [Clan]	LA	5	1/Msl [M,C,S]	-	7	14	21
1	Medium VSP Laser	LA	7	9/7/5 [P,V,A]	-	2	5	9
2	Medium VSP Laser	RA	7	9/7/5 [P,V,A]	-	2	5	9
1	LRM 15 [Clan]	RT	5	1/Msl [M,C,S]	-	7	14	21

Ammo: [LRM 15] 24

BV: 1,550

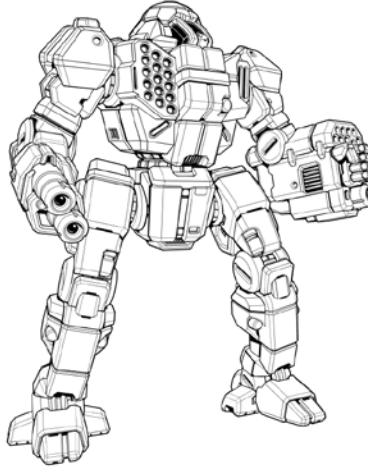


WARRIOR DATA

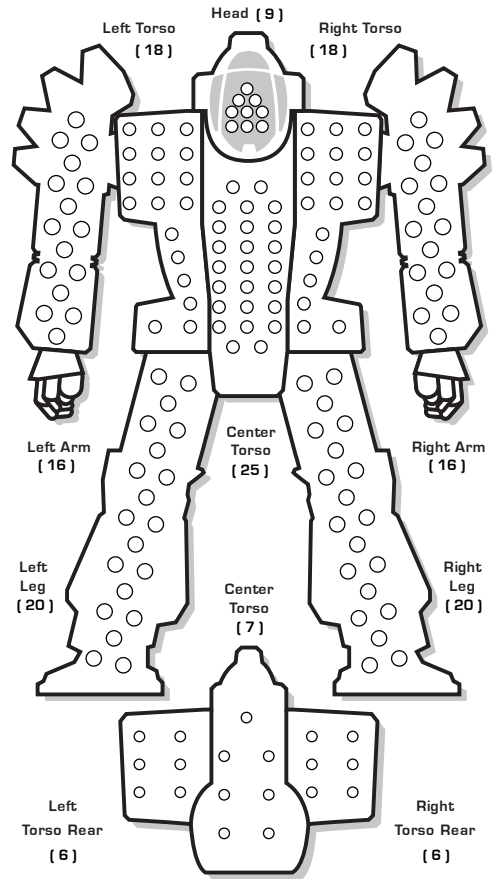
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- [LRM 15 [Clan]
- [LRM 15 [Clan]

1-3

- [Medium VSP Laser
- [Medium VSP Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo [LRM 15] 8
- Ammo [LRM 15] 8
- Ammo [LRM 15] 8

1-3

- CASE II
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

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

1-3

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

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- [Medium VSP Laser
- [Medium VSP Laser
- [Medium VSP Laser

1-3

- [Medium VSP Laser
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- [LRM 15 [Clan]
- [LRM 15 [Clan]
- Endo Steel

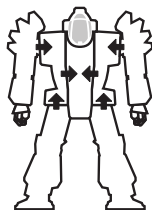
1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

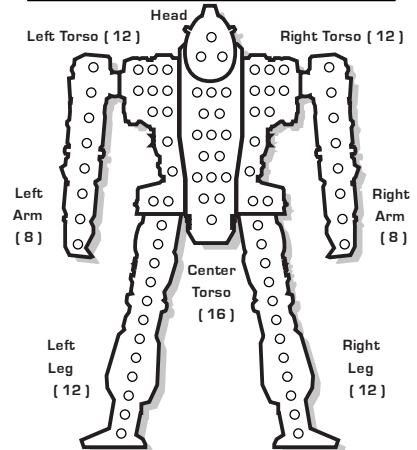
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
		11 [22]
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™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Thresher II

Movement Points:

Walking: 5

Running: 8 [13]

Jumping: 5

Tonnage: 60

Tech Base: Clan

Rules Level: Advanced

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15 [DE]	-	7	14	23
1	SRM 4	LA	3	2/Msl [M,C,S]	-	3	6	9
1	Flamer	RA	3	2 [DE,H,AI]	-	1	2	3
1	Large Pulse Laser	LT	10	10 [P]	-	6	14	20
1	LRM 15	RT	5	1/Msl [M,C,S]	-	7	14	21

Ammo: (LRM 15) 16, (SRM 4) 25

BV: 3,364



WARRIOR DATA

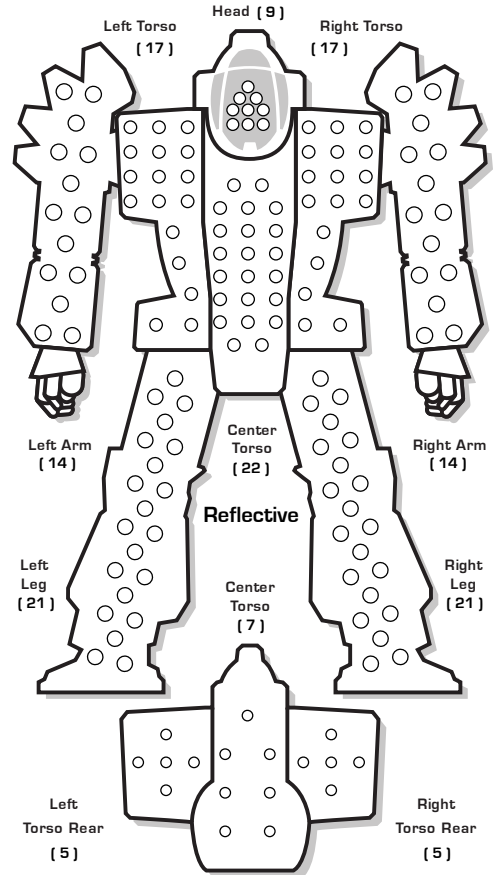
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER PPC
- ER PPC
- SRM 4

1-3

- Ammo (SRM 4) 25
- CASE II
- Endo Steel
- Reflective
- Roll Again
- Roll Again

4-6

Left Torso

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

1-3

- Large Pulse Laser
- Large Pulse Laser
- MASC
- MASC
- Reflective
- Roll Again

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Reflective
- Sensors
- Life Support

Center Torso

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

1-3

Right Torso

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Endo Steel

4-6

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Flamer
- Endo Steel

1-3

Right Torso

- Reflective
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- LRM 15
- LRM 15

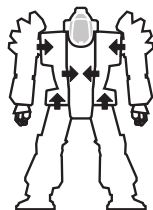
1-3

Right Leg

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

4-6

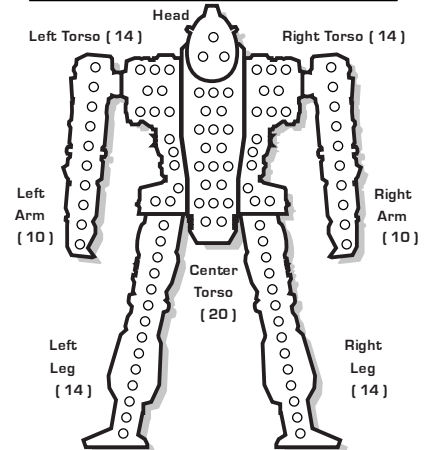
Engine Hits ○○○○
Gyro Hits ○○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*

29

28*

27

26*

25*

24*

23*

22*

21

20*

19*

18*

17*

16

15*

14*

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

0

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 13 [26]
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™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Awesome AWS-11H

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Tonnage: 80

Tech Base: Mixed

Rules Level: Standard

Role: Sniper

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
1	Heavy PPC	LT	15	15 [DE]	3	6	12	18
1	Heavy PPC	RT	15	15 [DE]	3	6	12	18
1	ER Small Laser [IS]	HD	2	3 [DE]	-	2	4	5

BV: 2,036

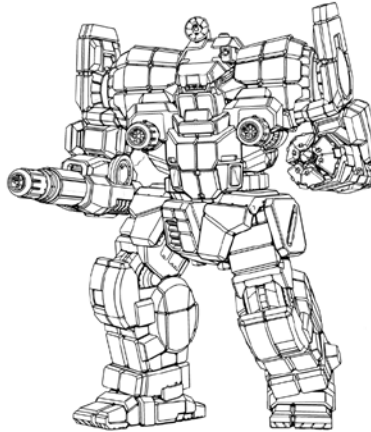


WARRIOR DATA

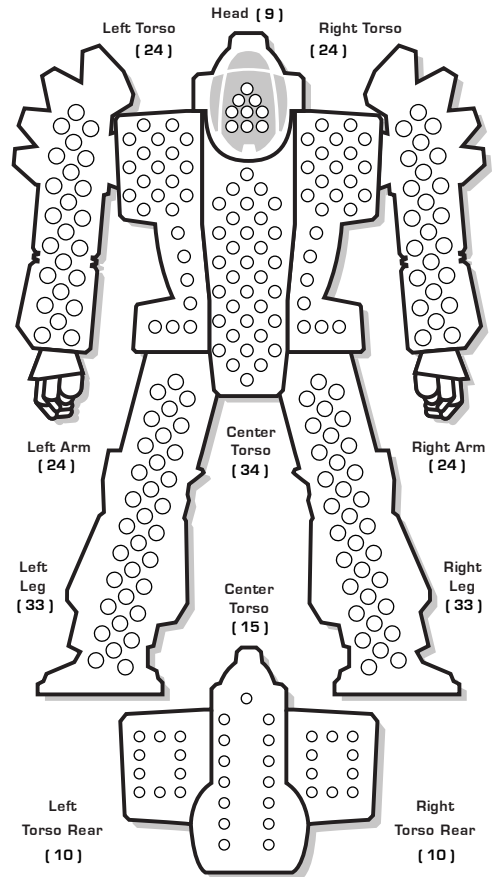
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- [Double Heat Sink [Clan]]
- [Double Heat Sink [Clan]]

1-3

- Endo Steel [Clan]
- Endo Steel [Clan]
- Endo Steel [Clan]
- Endo Steel [Clan]
- Endo Steel [Clan]
- Endo Steel [Clan]

4-6

Left Torso

- [Double Heat Sink [Clan]]
- [Double Heat Sink [Clan]]
- [Double Heat Sink [Clan]]
- [Double Heat Sink [Clan]]
- [Double Heat Sink [Clan]]
- [Double Heat Sink [Clan]]

1-3

- [Double Heat Sink [Clan]]
- [Double Heat Sink [Clan]]
- Heavy PPC
- Heavy PPC
- Heavy PPC
- Heavy PPC

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- [Double Heat Sink [Clan]]
- [Double Heat Sink [Clan]]

Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser
- Sensors
- Life Support

Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- [Double Heat Sink [Clan]]
- [Double Heat Sink [Clan]]

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- [Double Heat Sink [Clan]]
- [Double Heat Sink [Clan]]
- [Double Heat Sink [Clan]]

1-3

- [Double Heat Sink [Clan]]
- Heavy PPC
- Heavy PPC
- Heavy PPC
- Heavy PPC
- Endo Steel [Clan]

4-6

Right Torso

- [Double Heat Sink [Clan]]
- [Double Heat Sink [Clan]]
- [Double Heat Sink [Clan]]
- [Double Heat Sink [Clan]]
- [Double Heat Sink [Clan]]
- [Double Heat Sink [Clan]]

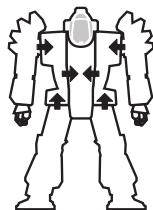
1-3

- [Double Heat Sink [Clan]]
- [Double Heat Sink [Clan]]
- Heavy PPC
- Heavy PPC
- Heavy PPC
- Heavy PPC

4-6

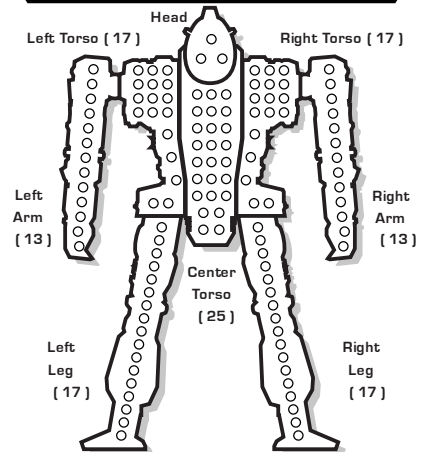
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- [Double Heat Sink [Clan]]
- [Double Heat Sink [Clan]]



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*

29

28*

27

26*

25*

24*

23*

22*

21

20*

19*

18*

17*

16

15*

14*

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

0

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 23 (46)
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™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Warhammer IIC

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 80

Tech Base: Clan

Rules Level: Standard

Role: Brawler

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15 [DE]	-	7	14	23
1	ER PPC	RA	15	15 [DE]	-	7	14	23
2	Medium Pulse Laser	LT	4	7 [P]	-	4	8	12
2	Medium Pulse Laser	RT	4	7 [P]	-	4	8	12
1	SRM 6	RT	4	2/Msl [M,C,S]	-	3	6	9
1	Medium Pulse Laser	HD	4	7 [P]	-	4	8	12

Ammo: [SRM 6] 15

BV: 2,570

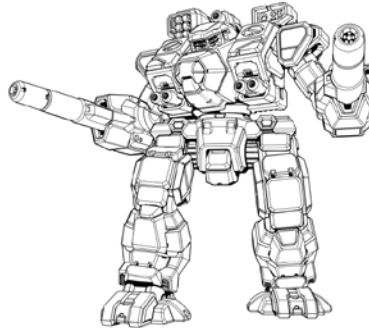


WARRIOR DATA

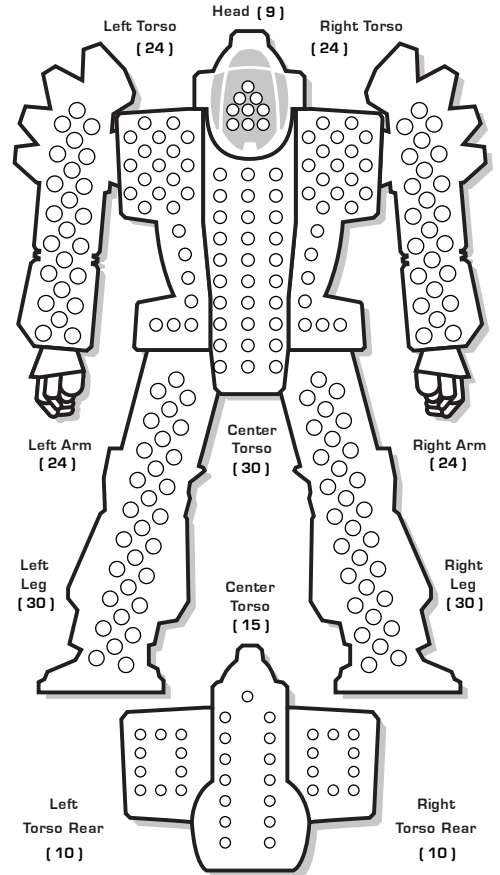
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- [ER PPC
- ER PPC
- Endo Steel

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- [Double Heat Sink
- [Double Heat Sink
- [Double Heat Sink
- [Double Heat Sink
- [Double Heat Sink
- [Double Heat Sink

1-3

- Medium Pulse Laser
- Medium Pulse Laser
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- [Double Heat Sink
- [Double Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- Medium Pulse Laser
- Sensors
- Life Support

Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- [Double Heat Sink
- [Double Heat Sink

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- [ER PPC
- ER PPC
- Endo Steel

1-3

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

4-6

Right Torso (CASE)

- [Double Heat Sink
- [Double Heat Sink
- [Double Heat Sink
- [Double Heat Sink
- Medium Pulse Laser
- Medium Pulse Laser

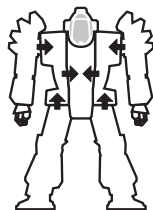
1-3

- SRM 6
- Ammo [SRM 6] 15
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

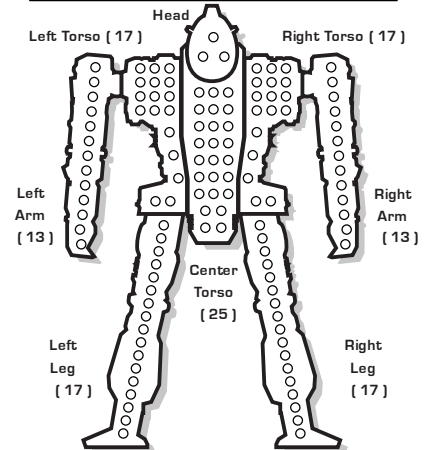
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- [Double Heat Sink
- [Double Heat Sink



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 20 (40)
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™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Warhammer IIC 13

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 80

Tech Base: Clan

Rules Level: Standard

Role: Brawler

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15 [DE]	-	7	14	23
1	ER PPC	RA	15	15 [DE]	-	7	14	23
1	LRM 15	LT	5	1/Msl [M,C,S]	-	7	14	21
1	LRM 15	RT	5	1/Msl [M,C,S]	-	7	14	21
1	SRM 6	RT	4	2/Msl [M,C,S]	-	3	6	9
1	Medium Pulse Laser	HD	4	7 [P]	-	4	8	12
2	Medium Pulse Laser	LT	4	7 [P]	-	4	8	12
2	Medium Pulse Laser	RT	4	7 [P]	-	4	8	12

Ammo: (LRM 15) 24, (SRM 6) 15

BV: 2,715

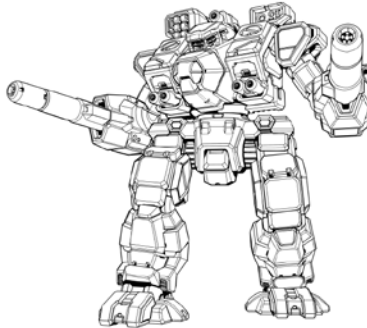


WARRIOR DATA

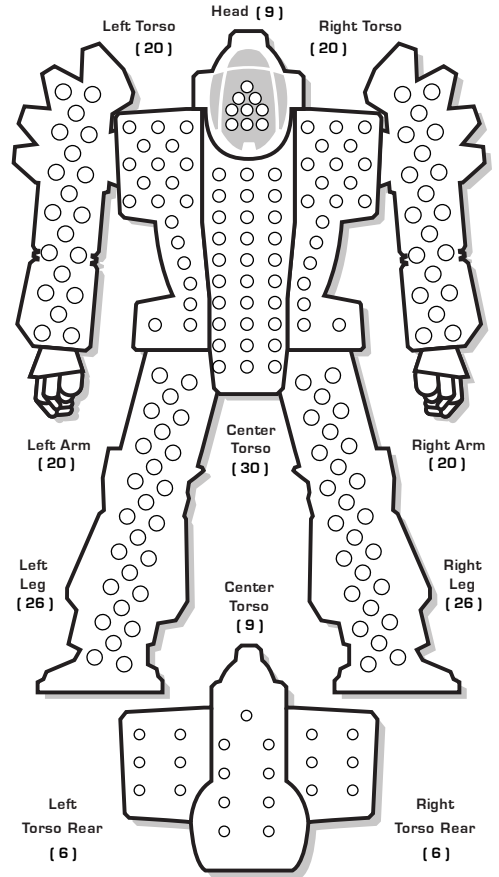
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

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

1-3

- Double Heat Sink
- ER PPC
- ER PPC
- Endo Steel
- Endo Steel
- Roll Again

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- LRM 15
- LRM 15

1-3

- Medium Pulse Laser
- Medium Pulse Laser
- Ammo (LRM 15) 8
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- Medium Pulse Laser
- Sensors
- Life Support

1-3

Center Torso

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

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink

4-6

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

Right Arm

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

1-3

- Double Heat Sink
- ER PPC
- ER PPC
- Endo Steel
- Endo Steel
- Roll Again

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- LRM 15
- LRM 15

1-3

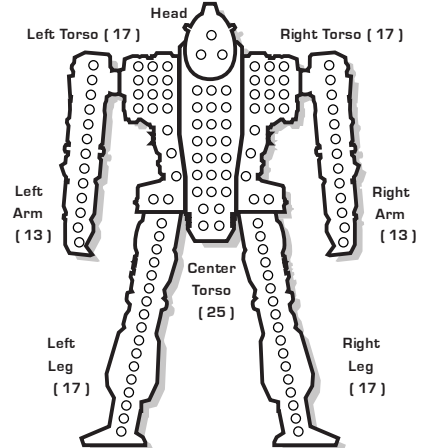
- SRM 6
- Medium Pulse Laser
- Medium Pulse Laser
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Ammo (SRM 6) 15

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 21 (42)
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*

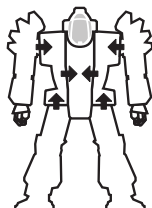
4

3

2

1

0



Damage Transfer Diagram