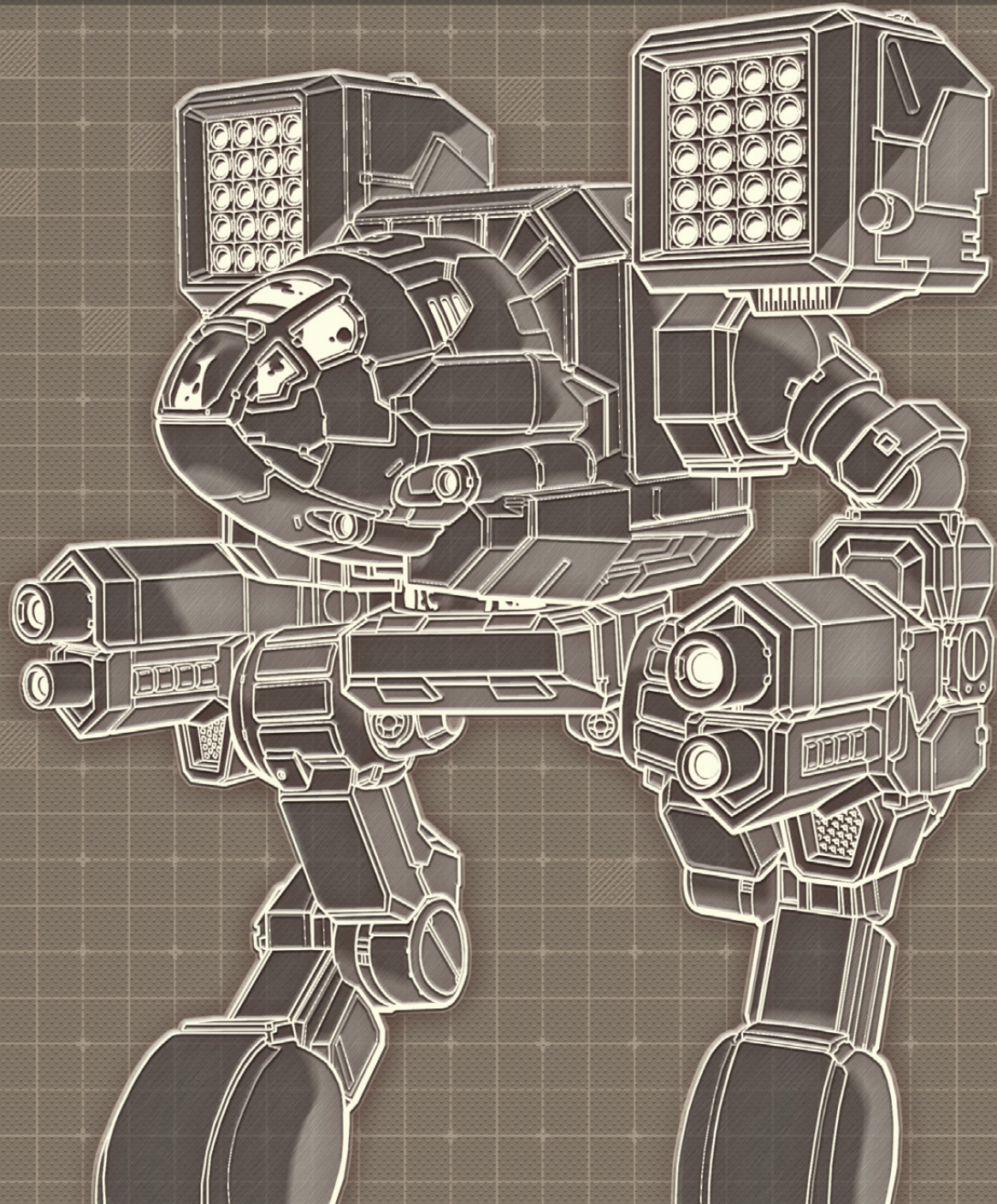
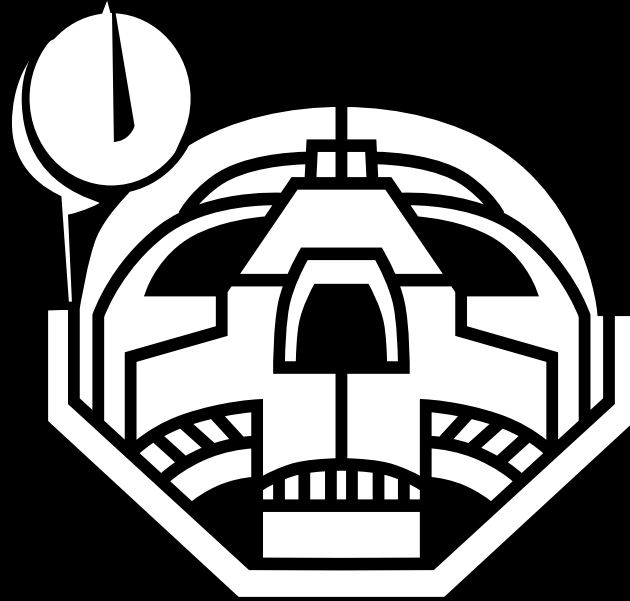


RECOGNITION GUIDE: ILCLAN VOL. 05



RECOGNITION GUIDE: ILCLAN

VOLUME 05



STAR
LEAGUE



SUCCESSION
WARS



CLAN
INVASION



CIVIL WAR



JIHAD



DARK AGE



ILCLAN

CATALYST GAME LABS

RECOGNITION GUIDE: ILCLAN VOL. 05

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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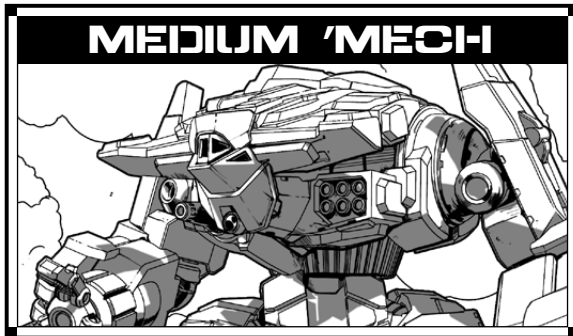
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Mass: 45 tons

Chassis: SFAM Endo Steel

Power Plant: Firebox 270 XL

Cruising Speed: 64 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Double-Forged ZX20 Hardened

Armament:

1 Series 44h Large Pulse Laser

1 Series 2b Extended Range Medium Laser

1 Type VI SRM 6 Streak Launcher

Manufacturer: Manufacturing Plant SFF-IT1

Primary Factory: Itabaiana

Communications System: Comset 1

Targeting and Tracking System: Dtrac Suite 4

Unusual in appearance and philosophy, the *Hammerhead* has become a signature 'Mech for our Clan, both within the *touman* and as an export. As the Falcons and Wolves encounter *Hammerheads* on the opposite side of the battlefield, their orders keep rolling in. Clan Wolf even took inspiration from the 'Mech's hulking arms for their *Amarok* program, which resulted in a few trials over design element theft. The Wolves may have won those engagements, but the sea fox has other methods of expressing its anger.

CAPABILITIES

A BattleMech in the hands of an inexperienced pilot spends almost as much time getting up off the ground as it does fighting. Built for unyielding stability, the *Hammerhead* is a walking slab of armor that is nigh impossible to topple.

While its armament is merely adequate, the *Hammerhead* is an excellent brawler, capable of absorbing charges from 'Mechs twice its size. It is most successful as a shock trooper, bashing through enemy formations and over vibrobomb fields meant to catch heavier 'Mechs. MechWarriors outside of Clan Sea Fox have complained of glitches in varying systems, a problem the Foxes attribute to the 'Mech being made for export to multiple users, each with their own conflicting software. These issues have not been enough to slow sales.

BATTLE HISTORY

The Sea Foxes sell the *Hammerhead* to all buyers, as long as those buyers happen to be Clan. The Ghost Bears in particular admire its resilience, and have deployed many along their border with the Combine. The Bears' seizure of Lambrecht in 3150 brought the Third An Ting Legion from their post on Ascella to reclaim the planet. Executing a combat drop atop the Fifth Bear Guards, the Legion hoped to scatter their foes and destroy them piecemeal. The Ghost Bear does not so easily falter. Trinary Charlie's Star of *Hammerheads* and *Ursuses* held firm in the face of a charge from a full company of An Ting BattleMechs, refusing to fall or retreat and pinning the Kuritans in place until the rest of the Trinary could flank them. Star Captain Tintavel Tseng smashed the Kuritan *tai-'s Ostsol* in a one-on-one duel, earning much praise for her tough little 'Mech. Her Trinary lost only one *Hammerhead* in the battle, and went on to help obliterate the An Ting Legion and secure Lambrecht.

Though our Clan tends to avoid unnecessary conflict, times arise when a message must be sent. Capellan authorities on Corey repeatedly rebuffed Skate Khanate's attempts at establishing trade relations. Things came to a head in 3149 when Capellan aerospace fighters opened fire on a pair of *Mule* DropShips bound for the surface. Enraged, ovKhan Gilbert Thastus of Beta Aimag declared a formal *batchall* for the spaceport and all of its surroundings, which the Capellans ignored. Their contingent of fighters was summarily destroyed by Beta interceptors deployed from an escorting *Carrier* DropShip. The Capellans put up a rugged defense in the warehouse district, until ovKhan Thastus sent a star of *Hammerheads* barreling into the area. The fast, nigh-indestructible little 'Mechs tore into the Capellan fortifications like their namesake, then pushed through to menace the enemy's rear while Stars of heavier 'Mechs and battle armor rushed the breach. The Capellan

defense disintegrated, and ovKhan Thastus emptied every warehouse and seized several DropShips before claiming the spaceport as Sea Fox property.

NOTABLE 'MECHS AND MECHWARRIORS

Captain Valentin Róka: A Free Worlds native, Val is a believer in unity, not only as Kerensky envisioned it, but as a concept for humanity as a whole. He is a peacemaker, but one willing to use a tool of war to craft that peace. As a proponent of the reformation of the Free Worlds League, Val participated in Operation Homecoming, then went on to serve in the Second Protectorate Guardians, where he has earned the respect of his Clan comrades. His staunch loyalty and unifying vision led to him being awarded a new *Hammerhead* after the loss of his old *Carronade* to Regular forces. If an ilClan or the stardust dream of a new Star League ever arises, it is likely Val Róka will lend his talents to the ideal of a united humanity.

Star Captain Tintavel Tseng: Lauded as a hero and *ristar* for her actions on Lambrecht, Tintavel aspires to one day become Khan, aided by her Tseng Bloodname. Though offered an OmniMech, Tintavel believes the resiliency of the *Hammerhead* embodies the strength and unyielding resolve of the Ghost Bear. She has a strange relationship with a merchant of the Alpha Aimag, and a few of our techs are under contract to service her 'Mech, ensuring it never suffers from gremlins. She has already once challenged Star Colonel Isis Bekker-Floralá for command of the Fifth Bear Guards, and was graciously allowed to retain her command after the unaugmented trial. After the victory on Lambrecht, she is expected to try again, this time at the controls of her 'Mech.

HAMMERHEAD

Type: **Hammerhead**
 Technology Base: Clan
 Tonnage: 45
 Role: Skirmisher
 Battle Value: 1,686

Equipment

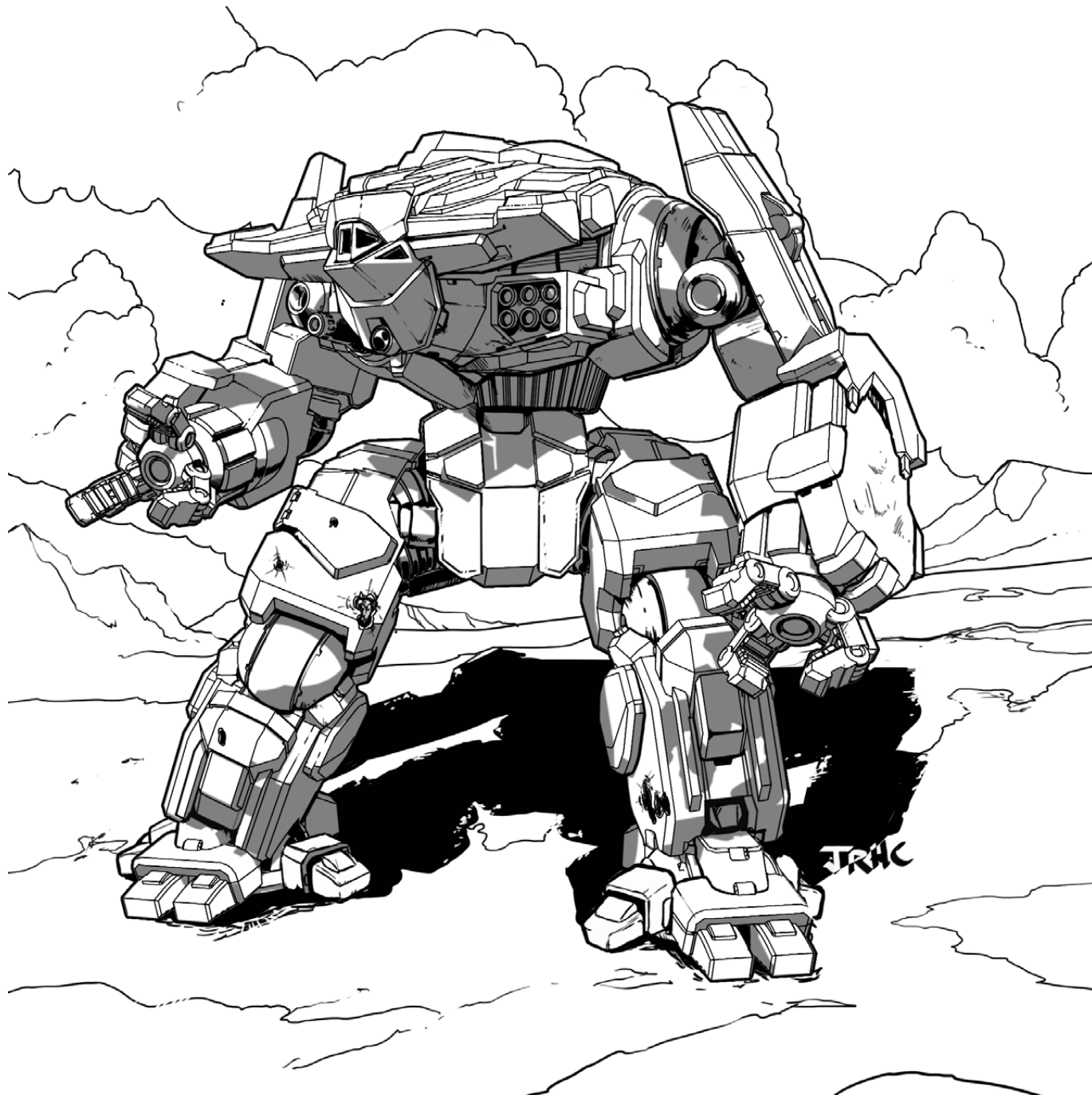
		Mass
Internal Structure:	Endo Steel	2.5
Engine:	270 XL	7.5
Walking MP:	6	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Hardened):	120	15

	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	14	20
Center Torso (rear)		5
R/L Torso	11	13
R/L Torso (rear)		3
R/L Arm	7	12
R/L Leg	11	15

Weapons

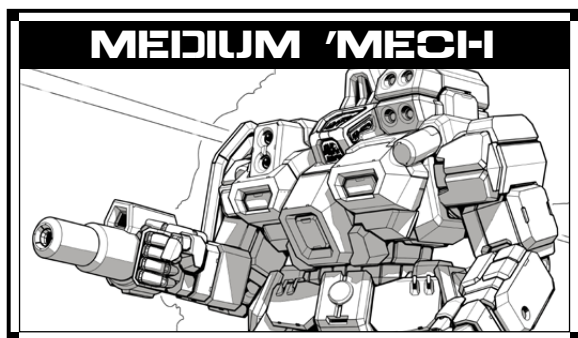
and Ammo	Location	Critical	Tonnage
Large Pulse Laser	RT	2	6
AES	RL	2	1.5
ER Medium Laser	CT	1	1
AES	LL	2	1.5
Streak SRM 6	LT	2	3
Ammo (Streak) 15	LT	1	1

Notes: Features the following Design Quirk: Battlefists.



CONJURER (HELLHOUND)

6



Mass: 50 tons

Chassis: Crucis-C Endo Steel

Power Plant: Hermes 300

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: BMP Mk. XXI

Jump Capacity: 180 meters

Armor: Alpha Plate Special Ferro-Fibrous

Armament:

1 Kolibri Delta Series Large Pulse Laser

2 Series 2b ER Medium Lasers

2 Pattern J2 Streak-2 SRM Launchers

Manufacturer: Kallon Industries

Primary Factory: Thermopolis

Communications System: Garret T-11b

Targeting and Tracking System: Sync Tracker
(39-42071)

Though the *Wolverine* was just as essential to the early Clan *toumans* as the *Griffin* or *Shadow Hawk*, the *Conjurer*—designed as an upgraded version of that stalwart—never bore the appellation disgraced by the Not-Named Clan. Khan Ward's expansion provided the Wolf Empire with manufacturing capabilities beyond their Clan's wildest dreams prior to leaving the Homeworlds, including the Inner Sphere's largest *Wolverine* facility, which was quickly reconfigured to produce the *Conjurer*.

CAPABILITIES

Rugged, well-armed, and agile, the *Conjurer* served across the frontline forces of the early Clans. Relegated to second-line status with the advent of OmniMechs, it remained popular among reconnaissance and special operations

warriors who appreciated its logistical independence. Upon the invasion of the Inner Sphere, armies of the Great Houses came to respect the medium BattleMech.

BATTLE HISTORY

While the *Conjurer* has been a staple of Clan *toumans* since the early twenty-ninth century, the Wolf Empire's newest variant first saw combat in a raid against the Clan Protectorate world of Asellus Australis. Intended to gauge the strength of the First Nova Cat Regulars on-planet, the raid also served as a final shakedown for the new *Conjurer 8*. The Wolf *batchall*, allegedly seeking various raw materials, was answered by the Protectorate defenders and led to a pair of Binaries facing off. The Wolf forces chewed through the ragged refugees until a challenge brought fighting to a halt. Hoping to salvage what remained of her force, Regulars Star Captain Hilke called on her Wolf counterpart, Star Commander Kyle, to face her in a duel to decide the battle. Hilke's *Shadow Cat* and Kyle's *Conjurer* squared off. Hilke's Gauss rifle slugs landed true, shredding the *Conjurer's* armor as it advanced and trading shot for shot. As her Gauss rifle bins ran low, Kyle's Streak missiles and autocannon rounds peppered the OmniMech, finally punching through and relieving the *Shadow Cat's* fusion reactor of its shielding. The Wolves departed with their bounty, and the fusillade Kyle weathered helped cement the new variant's reputation among Empire warriors.

VARIANTS

Numerous versions of the *Conjurer* have been fielded since its introduction, notably when the Nova Cats experimented with both rebuilds and new variants in their Irece Prefecture before the Jihad. The Wolves chose to focus on the original layout as well as an old, simple refit trading the Streaks for LRMs.

At first, ClanTech components were not immediately available on Thermopolis in required quantities, leading factory personnel to cobble together a variant utilizing readily available Inner Sphere materials. Spare engines and autocannons intended for the *Shockwave* were fitted to the chassis by technicians eager to get a working machine off the line. Weight saved by the fragile engine was put toward the larger missile rack, pulse lasers, and MASC all already used on the designated production line. The stopgap variant proved popular and production of this *Conjurer 8* continues alongside the traditional ClanTech models.

NOTABLE 'MECHS AND MECHWARRIORS

MechWarrior Joseph: Joseph Wolf was among one of the last generation of warriors born prior to Phelan Kell's relocation of Clan Wolf's Warden faction to Arc-Royal. While his freebirth status might normally have proved a hindrance to Joseph's hopes of joining the warrior caste, the Exiles' slow development of a *sibko* system meant those of lower status enjoyed broader opportunities to serve their Clan. While not the flashiest of assignments, Joseph found a home with the Fourth Wolf Guardians of Omega Galaxy. A disappointingly quiet career of garrison duty ended when the Fiftieth Shadow Division raided Bountiful Harvest. Despite heavy losses, the Fourth and the Second Wolf Grenadiers managed to force the Manei Domini off planet. Joseph personally brought down a pair of *Preta* OmniMechs and numerous battle armor troopers before his *Conjurer* succumbed to massive damage.

Star Commander Kyle: As commander of the raid on Asellus Australis, Kyle succeeded on all counts—especially the raid's true goal of surveillance, as the Star Commander is a member of Clan Wolf Watch. As the Wolf Empire expands, the Watch has found its activities likewise expanding against a growing list of targets. Kyle has admirably served his Khan on all battlefields, from traditional Clan offensives to those involving more subterfuge. Deft in the shadows, willing to get his hands messy, and skilled in a cockpit, Kyle's superiors view him as a valued asset.

Star Captain Matthieu: A member of Jade Falcon's Watch, Matthieu's aptitude with computer operations and surveillance has made him a valued part of the organization. These talents are more critical than ever during Khan Hazen's push toward Terra, as newly captured worlds need to be monitored for any signs of dissent or rebellion. Matthieu himself is excited just to set foot on worlds humans have called home for centuries, and uses his spare time to indulge in a love of archeology. Rivals have made backhanded compliments that he must have some Goliath Scorpion blood in his codex. Matthieu is more than happy to silence these critics from the cockpit of his *Conjurer* in a Trial of Grievance.

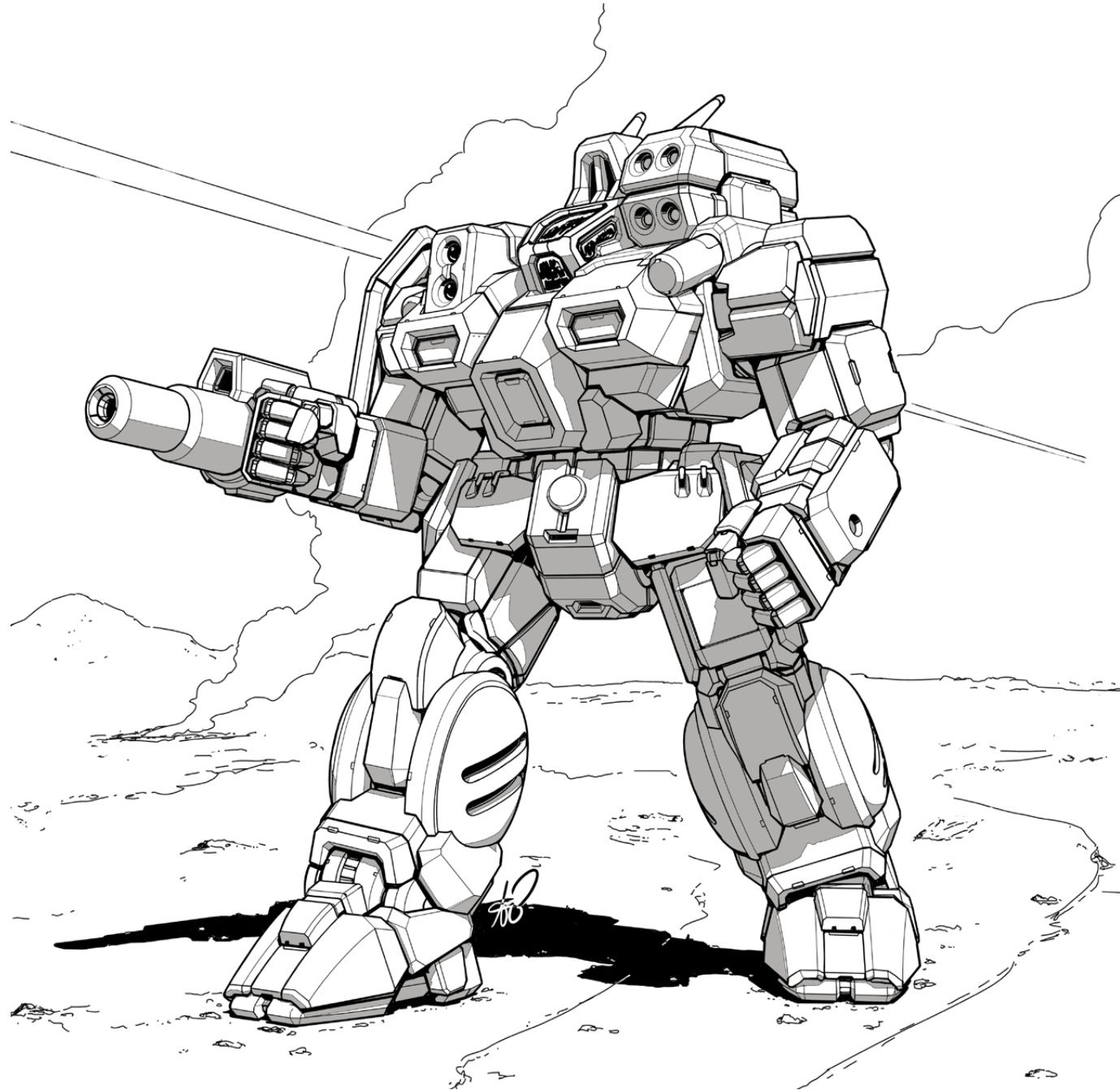
CONJURER (HELLHOUND)

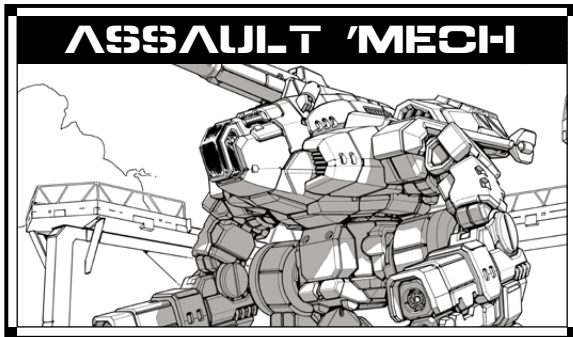
Type: **Conjurer**
 Inner Sphere Designation: **Hellhound**
 Technology Base: Clan
 Tonnage: 50
 Role: Skirmisher
 Battle Value: 1,813

Equipment		Mass
Internal Structure:	Endo Steel	2.5
Engine:	300	19
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	163	8.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	16	23
Center Torso (rear)		7
R/L Torso	12	19
R/L Torso (rear)		5
R/L Arm	8	14
R/L Leg	12	24

Weapons and Ammo	Location	Critical	Tonnage
Large Pulse Laser	RA	2	6
2 ER Medium Lasers	RT	2	2
2 Streak SRM 2	LT	2	2
Ammo (Streak) 50	LT	1	1
2 Jump Jets	RT	2	1
2 Jump Jets	CT	2	1
2 Jump Jets	LT	2	1

Notes: Features the following Design Quirks: Extended Torso Twist.





With structural changes and modifications that add a full twenty-five tons to its total mass, the *Marauder II* is as much a variant of the original *Marauder* as it is an all-new BattleMech. Introduced in the closing decades of the Third Succession War, the inception of the *Marauder II* was seen by some as a longshot. These doubts were further fueled by the 'Mech resulting from an unlikely partnership between Blackwell Heavy Industries, a relatively minor manufacturing corporation, and Wolf's Dragoons, the enigmatic mercenary command only recently known to the Inner Sphere. Regardless, the assault-class version of the iconic original machine resulted in a boon to both partners and a 'Mech that remains popular to this day.

When the Dragoons first arrived in the Inner Sphere, they were surprised to see how far the House armies had fallen since the Star League era. Mass production of even the oldest machines used by the Star League-in-Exile, such as *Imps* and *Annihilators*, would have been out of place for these surprisingly strong "mercenaries," and yet they still required the tools needed to ensure their reputation as a dependable force. Their next-best option was to develop and secure superior versions of machines the Inner Sphere was still capable of building. Natural choices back in the Homeworlds would be the *IIC* models, but without access to even their most basic components, the Dragoons needed to work with the tech on hand. The best candidate under the circumstances was up-sizing a reliable and well-known product like the *Marauder*.

CAPABILITIES

By basing its new design so closely on a machine still in active production around the Inner Sphere, Blackwell created a BattleMech that struck the same familiar

silhouette and possessed similar fighting capabilities as the original, but on a much more durable frame. Quickly favored by Dragoons commanders, the sight of this 'Mech in combat often heralded a major assault that few enemies could withstand.

Like its lighter predecessor, the *Marauder II* has an impressive number of variant configurations produced in factories throughout the Inner Sphere, including GM Industries on Kathil and New Valencia, Independence Weaponry on Quentin, and Irian Technologies on Irian. While IrTech's *Marauder II* scarcely introduced anything new for the chassis, the resumption of its production during the Dark Age was seen by many as one of the sparks that ignited the current arms race after decades of BattleMech drawdowns.

Independence Weaponry gained experience refitting *Marauder IIs* during the Jihad and reacted to IrTech's product by starting production alongside their *Atlas*. Their current model is sheathed in the same advanced armor and focuses on medium-range combat. The fearsome reputation of Steiner *Marauders* had always been an inspiration to the Combine's *Marauder II* effort; thus a Dragon's Fire Gauss rifle remains the center piece of the MAD-8K.

Blackwell's attempts a century ago to upgrade the *Marauder II* with *lostech* turned into a joint venture with GM, the original *Marauder* designers. While GM retained the schematics to the *Marauder II*, it was not until the recent *Marauder* family renaissance that new models marched off the lines on Kathil. Leaving heavy fire support to the *Nightstar*, the new MAD-10D focuses on above-average speed. Though using the same hyper-advanced beam weaponry as all-new *Marauders*, it retains immense firepower.

BATTLE HISTORY

Until the end of the Fourth Succession War, *Marauder IIs* were almost exclusively deployed among Wolf's Dragoons' assault groups and command staff. As such, it saw action in virtually every major operation in which the Dragoons took part, from the fighting of the Marik Civil War to the Thirteenth Battle for Hesperus II to the bloody battle of Misery in the Draconis Combine.

Even after the Succession Wars, Dragoon *Marauder IIs* distinguished themselves in battle, such as the defense of Outreach against Capellan raiders while the bulk of

the mercenaries travelled to repel the Clan invasion of Luthien. Expecting little to no resistance in what seemed to be a direct attack against the mercenaries' dependents, the Capellans were surprised to find themselves opposed by a mixture of aging Dragoons and young cadet forces, which included several lances of locally-built *Marauder IIs*. Forming the anchors of a high-impenetrable defensive line, the *Marauder IIs* poured long-range fire into the advancing raiders, shredding many before they ever got within their own weapons range, and softening others to become easy prey for fellow Dragoons.

When DCMS forces assaulted Palmyra in 3145, they shattered thirteen regiments of the Federated Suns' finest troops, gathered there by Prince Caleb Davion in preparation for a massive counterattack against the Combine invaders. While much of the devastation was delivered through orbital, air-to-ground, and artillery strikes, the subsequent landing of ground troops forced the surviving Davion commands to wage a guerrilla war while the Prince and his own detachment found their way to safety. Among the latter group were two lances from the Davion Heavy Guard that provided cover as the First Prince fled into the Tower Mountains. When a DCMS patrol discovered their formation, the Heavy Guard lances—led by a pair of MAD-10D *Marauder IIs*—formed a wall of armor and well-coordinated firepower that nearly eliminated their pursuers, had additional reinforcements and a well-aimed artillery strike not come into play.

VARIANTS

Products of the joint venture between Blackwell and GM, the MAD-5A and -5C emerged as technology upgrades made possible after the Sphere-wide recovery of Star League tech. Variants created by Independence surged in popularity after the Blackout. The MAD-6A, their most prominent variant of the 3130s, much resembled the -5A in general layout and weaponry, but featured a compact gyro which lent itself to the MAD-6C sub-variant with triple PPCs and a battlefield-coordinating command console in the cockpit.

MARAUDER II

MAD-8K MARAUDER II

Mass: 100 tons
Chassis: GM Marauder II
Power Plant: GM 300 XL
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: Chilton 850 Mk. II
Jump Capacity: 90 meters
Armor: Durallex Ballistic-Reinforced with CASE II
Armament:
 2 Lord's Light PPCs
 2 Lord's Light 4 Light PPCs
 1 Imperator Dragon's Fire Gauss Rifle
Manufacturer: Independence Weaponry
Primary Factory: Quentin
Communications System: Mendham DB
Targeting and Tracking System: Matabushi Sentinel

Technology Base: Inner Sphere
 Tonnage: 100
 Role: Sniper
 Battle Value: 2,894

Equipment	Mass	Internal Structure	Armor Value
Internal Structure:	10		
Engine:	9.5	300 XL	
Walking MP:	3		
Running MP:	5		
Jumping MP:	3		
Heat Sinks:	5	15 [30]	
Gyro:	3		
Cockpit:	3		
Armor Factor (Reinforced):	25.5	306	
		<i>Internal Structure</i>	<i>Armor Value</i>
Head		3	9
Center Torso		31	45
Center Torso (rear)			16
R/L Torso		21	31
R/L Torso (rear)			11
R/L Arm		17	34
R/L Leg		21	42

Weapons and Ammo	Location	Critical	Tonnage
PPC	RA	3	7
Light PPC	RA	2	3
Gauss Rifle	RT	7	15
Ammo (Gauss) 8	RT	1	1
CASE II	RT	1	1
Ammo (Gauss) 8	CT	1	1
PPC	LA	3	7
Light PPC	LA	2	3
Jump Jet	RL	1	2
Jump Jet	CT	1	2
Jump Jet	LL	1	2

Notes: Features the following Design Quirks: Command 'Mech, Directional Torso Mount (RT), Hyper-Extending Actuators, Narrow/Low Profile.

MAD-10D MARAUDER II

Mass: 100 tons
Chassis: GM MAD II Endo-Composite
Power Plant: GM 400 XL
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: Chilton 600
Jump Capacity: 120 meters
Armor: Valiant Lamellor
Armament:
 2 ExoStar Pinnacle (Clantech) Extended-Range PPC
 2 ExoStar Medium X-Pulse Lasers
 1 ChisComp 87 Large Re-Engineered Laser
Manufacturer: General Motors
Primary Factory: Kathil
Communications System: Dalban Micronics
Targeting and Tracking System: Dalban HiRez II

Technology Base: Mixed Inner Sphere (Advanced)
 Tonnage: 100
 Role: Skirmisher
 Battle Value: 2,741

Equipment	Mass	Internal Structure	Armor Value
Internal Structure:	7.5	Endo-Composite	
Engine:	26.5	400 XL	
Walking MP:	4		
Running MP:	6		
Jumping MP:	4		
Heat Sinks:	10	20 [40]	
Gyro (XL):	1.5		
Cockpit:	3		
Armor Factor:	19	304	
		<i>Internal Structure</i>	<i>Armor Value</i>
Head		3	9
Center Torso		31	45
Center Torso (rear)			16
R/L Torso		21	31
R/L Torso (rear)			11
R/L Arm		17	34
R/L Leg		21	41

Weapons and Ammo	Location	Critical	Tonnage
ER PPC (C)	RA	2	6
Medium X-Pulse Laser	RA	1	2
Large Re-Engineered Laser	RT	5	8
ER PPC (C)	LA	2	6
Medium X-Pulse Laser	LA	1	2
Jump Jet	RL	1	2
Jump Jet	RT	1	2
Jump Jet	LT	1	2
Jump Jet	LL	1	2

Notes: Features the following Design Quirks: Command 'Mech, Directional Torso Mount (RT), Hyper-Extending Actuators, Narrow/Low Profile.

NOTABLE 'MECHS AND MECHWARRIORS



Major Abraham Bonn: A member of Wolf's Dragoons who rose to prominence after Misery, Sergeant Bonn achieved the rank of Major by the onset of the Clan Invasion. He was one of the few to receive a rare, hand-modified MAD-5B. Though he could pilot it with similar skill to the O'Bannon sisters, Bonn was among the Dragoons left behind to guard Outreach while the rest took part in the Battle for Luthien. With the bulk of the mercenaries off-world, a Capellan strike force attacked the planet and Bonn was among those who fought back the interlopers. Holding his ground against the advancing raiders, Bonn scored three confirmed kills before his Gauss rifle ran dry and two more before his battered 'Mech overheated from severe engine damage. When a Liao *Vindicator* closed in on him, Bonn allowed his *Marauder II*'s reactor to go critical, taking one last enemy down with him in a blinding explosion.

Jason Michaelson: Michaelson was a Rasalhague expatriate who retired from active service with the Northwind Highlanders after losing an eye and an arm to the same cockpit-piercing laser hit that crippled his *Marauder II* during a Clan raid in early 3054. Returning to Northwind, he became a freelance recruiter for other mercenaries through the MRBC, connecting aspiring warriors to talent-seeking commanders across the profession.

Elizabeth and Tanya O'Bannon: Solaris VII does not lack colorful characters, and that goes double for the O'Bannon sisters. Though not twins—Tanya is a year older—the sisters fostered that perception during their time as reigning co-champions, and later as the masters of Gemini Stables. Flamboyant yet level-headed and shrewd, the sisters remained fixtures on

the game world until their retirement from running Gemini in 3100. Their identical *Marauder IIs*, modified by Blackwell from older models into signature MAD-5B custom models, remain on display outside the Gemini Stables headquarters.



Sergeant Michael "Clank" Kosteva: "Clank" Kosteva of the Third Crucis Lancers piloted a *Marauder II* as part of the battalion that joined Tancred Sandoval's forces in the fighting on Woodbine during the FedCom Civil War. Kosteva spent nearly three months fighting the Third Lyran Regulars in a drawn-out campaign to seize the planetary capital of Gastogne. Elements of the Loyalist army launched a counterattack against the allied advance in the swampy lands of Molsen's Wash, but Kosteva stood his ground and destroyed a full lance of Lyran pursuit 'Mechs before his battered machine gave out and collapsed on the banks of the Bruford River.



Major Miles Conz: A member of Wolfnet, the infamous intelligence arm of Wolf's Dragoons, Major Conz and his *Marauder II* took part in the defense of Outreach on the day Jaime Wolf died. Incensed at the legendary warrior's death, Conz was especially zealous in his enactment of the "Condition Feral" order, and gunned down several renegade combatants without even requesting their surrender first. Later, Conz was among the Wolfnet operatives who ultimately traced the uprising—led by Wayne Waco and his Waco Rangers—to backers in the Word of Blake. When the Dragoons assaulted Mars in retaliation, Conz was assigned to liaise with the Second Dismal Disinherited mercenary regiment and went along on the ill-fated strike. Though it is believed that he managed to

successfully land on the red planet with the Dragoons' Zeta Battalion and the Disinherited, his ultimate fate remains unknown to this day.

Sang-wei Jace Kartwright: Sang-wei Kartwright piloted a *Marauder II* for the Fifteenth Dracon. After FedSuns forces struck against the Confederation during the early days of the Jihad, Kartwright and his regiment were among those who took part in the Capellan counterattack. In the fighting to liberate Overton, the Fifteenth and Warrior House Ijori faced off against the First FedSuns Lancers RCT. Although the desperate battle ultimately shattered both Capellan commands, the Davion force was left in such tatters that it was forced to retreat. Kartwright, one of the few survivors of the Fifteenth, received the Baton of Illustrious Service for his actions, which included the rallying of a resistance cell that harried the invaders after his 'Mech was destroyed.



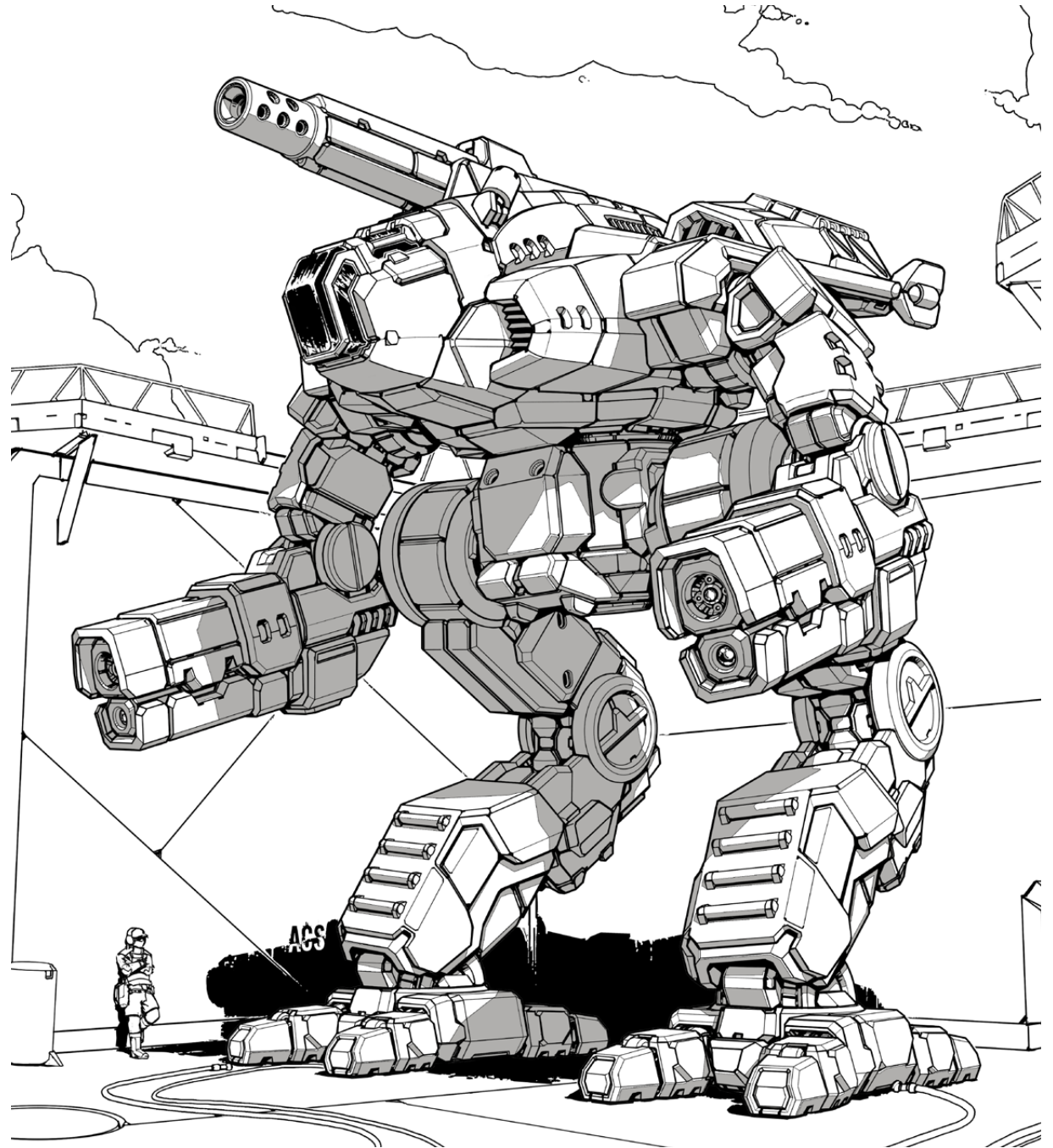
Captain George "Peewee" Frank: A member of the storied Kell Hounds, the last sighting of Frank was on Arc-Royal during the Hounds' final withdrawal in the face of Malvina Hazen's ruthless onslaught. Defending the mercenaries' escaping dependents and other non-combatants alongside the Clusters of the Exiled Wolves, Frank's MAD-6C *Marauder II* held its ground and coordinated a lance of assault 'Mechs to take down as many Falcons as they could manage. It remains unknown whether or not Frank or his 'Mech survived the engagement.

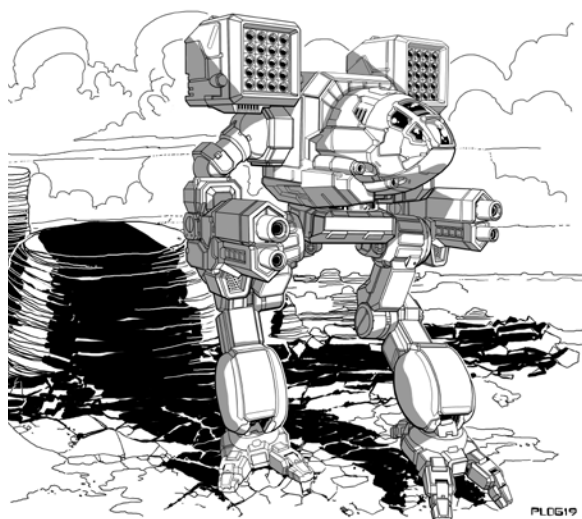
Force Commander Kristof Kovalkov: Force Commander Kovalkov of the reconstituted Eighth Free Worlds Guards leads his battalion from the cockpit of a *Marauder II*. During the recent fighting between the Lyran Commonwealth and the Free Worlds League, Kovalkov's battalion, fresh from the successful capture of Kamenz, was sent to Bolan to reinforce the

First Tamarind Regulars, who were on the verge of retreat in their battle with the Second Bolan Guards. The sight of fresh FWLM assault 'Mechs arriving in force broke the Lyrans' morale, enabling the League forces to turn the tide and conquer the former Lyran regional capital.

Lieutenant Colonel Justin Morning: A lieutenant colonel in the Twentieth Avalon Hussars RCT, Morning is a steadfast AFFC officer who hails from a military family on New Valencia. Level-headed to the point of seeming indifferent, he pilots a *Marauder II* in the field. When Draconis Combine forces assaulted Robinson in 3144, the Twentieth found itself fighting for its life against the Second and Seventh Sword of Light regiments. Coordinating his company's fire with the fortifications that the Hussars had established, Morning managed to inflict heavy casualties against the Seventh Sword. When the fighting turned decidedly against the outnumbered Twentieth, Morning took direct command of the company tasked with covering the regiment's command and support staff as they retreated to their DropShips. His mauled but still functional *Marauder II* was the last Davion 'Mech to leave the planet.

Colonel Golthin Smithsson: Colonel Smithsson of the Davion Heavy Guard often remarked that "the Lyrans actually got that right" whenever the old joke about Lyran assault 'Mech scouts came up. Leading his battalion from the cockpit of his MAD-10D *Marauder II*, he identified his command lance as BAM (Big-Arse 'Mechs), not a single member of which weighed less than ninety tons. Among the few Heavy Guardsmen to survive the initial bombardment of the Combine's sneak attack on Palmyra, Smithsson and his BAM lance found themselves acting as Prince Caleb Davion's bodyguard during their doomed flight through the Tower Mountains. In a vain effort to cover his Prince's escape after they were spotted by scouts from the Fifth Sword of Light, Smithsson coordinated a desperate last-stand defense. Despite successfully destroying or crippling a full company of DCMS 'Mechs and a few VTOL spotters, he and his comrades were felled by a combination of artillery and the arrival of a heavy 'Mech company dispatched to break through their line.





Mass: 75 tons
Speed: 54 kph cruising, 86 kph max
Jump Capacity: None
Payload: 27.5 tons of pod space
Manufacturer: Kallon Weapon Industries (Thermopolis), W-7 Facilities (Weingarten)
Featured in TRO: 3050 Upgrade / Clan Invasion

The *Timber Wolf* dominated battlefields throughout Operation Revival, the Refusal War, and the Jihad. The severing of supply lines to the Homeworlds in the 3070s, however, meant production levels of the 'Mech among the Inner Sphere Clans could no longer keep pace with attrition. When Alaric Ward forged the Wolf Empire, he left the W-7 Facilities on Weingarten for the Hell's Horses and ordered the Kallon facilities at Thermopolis retooled for *Timber Wolf* production. Alaric may pilot a *Savage Wolf*, and Thermopolis' magnum opus may be the *Warwolf*, but there has never been a 'Mech so singularly symbolic of Clan Wolf as the *Timber Wolf*, now restored to its place of prominence in the *Wolf touman*.

CAPABILITIES

With a lethal blend of firepower, armor, and mobility, the *Timber Wolf* is well-balanced and possesses few significant weak points—though the exceptionally large ferroglass viewports on the cockpit canopy offer below-average

protection to its occupant. *Timber Wolf* pilots use their machine's superior accuracy to take apart lesser 'Mechs at range before opponents can get close enough to return fire. The Starfire 375 XL engine allows the *Timber Wolf* to dictate the engagement range against slower foes, and to swiftly close and bring its remaining arsenal to bear once its missile racks run dry.

BATTLE HISTORY

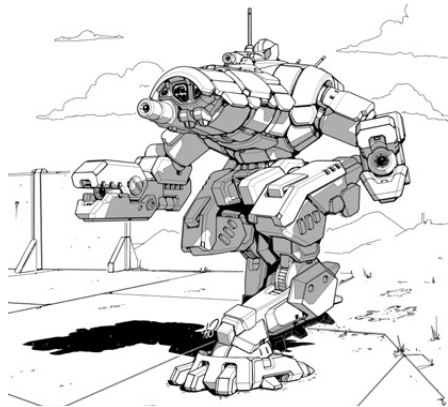
The Wolf Empire reacquainted the RAF with the threat posed by the *Timber Wolf* on Devil's Rock in May 3150. The Fourth Wolf Guard Assault Cluster dropped near the Rhodes Foundry, intending to seize the Republic's advanced manufacturing facilities, which had been reinforced by a company of colossal-class superheavy 'Mechs in expectation of just such an attack. However, the company operated without the support of the XV Hastati Sentinels, which had redeployed to Castor, and Star Colonel Brian Sender configured his *Timber Wolves* for long-range combat to take advantage of the tripods' limited mobility and lack of escorts. A Binary of *Timber Wolves* engaged the Rhodes Foundry security forces from beyond the effective range of most of the huge weapons platforms' arsenals, while nimbly evading what return fire the RAF troops were able to muster. Even the massive armor of the superheavies could not save them from destruction, leaving the Empire with its most significant conquest to date.

NOTABLE 'MECHS AND MECHWARRIORS

Khan Vlad Wolf: Vlad of House Ward, future Khan of Clan Wolf, earned his reputation as a deadly combatant in the Eleventh Wolf Guards. Assigned a *Timber Wolf* for the 3049 expeditionary force to The Rock, he tore apart both Ryan's Rebels and the Kell Hounds, taking future rival Phelan Kell as his bondsman. His *Timber Wolf* was at the forefront of the fighting during the Refusal War, and it saved his life on Wotan by shielding him from a collapsing building during the Jade Falcons' *dezgra* ambush. With both political cunning and martial skill, Vlad freed his people from Falcon domination and became their Khan, leading them into battle from the seat of his *Timber Wolf* until the moment of his death in combat against the Hell's Horses on Rodigo in 3083.

Weapons and Ammo	Location	Critical	Tonnage
<i>Weapons Configuration T</i>			
Imp. Heavy Medium Laser	RA	2	1
ER Medium Laser	RA	1	1
Double Heat Sink	RA	2	1
Ammo (LRM) 18	RA	3	3
LRM 20	RT	4	5
Artemis V FCS	RT	2	1.5
ER Small Laser	RT	1	.5
ER Small Laser	CT	1	.5
ER Small Pulse Laser	LT	1	1.5
LRM 20	LT	4	5
Artemis V FCS	LT	2	1.5
Ammo (LRM) 18	LA	3	3
Imp. Heavy Medium Laser	LA	2	1
ER Medium Laser	LA	1	1
Double Heat Sink	LA	2	1
Battle Value: 2,714	Role: Missile Boat		
<i>Alternate Configuration M</i>			
ER PPC	RA	2	6
2 LRM 5	RT	2	2
Ammo (LRM) 24	RT	1	1
Double Heat Sink	RT	2	1
Ammo (Heavy Flamer) 10	RT	1	1
Heavy Flamer	CT	1	1.5
Large Pulse Laser	LT	2	6
2 LRM 5	LT	2	2
Ammo (LRM) 24	LT	1	1
ER PPC	LA	2	6
Battle Value: 2,741	Role: Brawler		
<i>Alternate Configuration N</i>			
ER PPC	RA	2	6
LRM 15	RT	2	3.5
Medium Pulse Laser	RT	1	2
2 Machine Guns	RT	2	.5
Double Heat Sink	RT	2	1
Ammo (MG) 100	CT	1	.5
LRM 15	LT	2	3.5
Ammo (LRM) 16	LT	2	2
Medium Pulse Laser	LT	1	2
2 Machine Guns	LT	2	.5
ER PPC	LA	2	6
Battle Value: 2,862	Role: Brawler		
<i>Alternate Configuration W</i>			
Ultra AC/20	RA	13	17
Ammo (Ultra) 20	RT	4	4
Streak SRM 6	RT	2	3
Supercharger	CT	1	2
ER Small Laser	LT	1	.5
Streak SRM 6	LT	2	3
Ammo (Streak) 30	LT	1	12
ER Medium Lasers	LA	2	2
Battle Value: 2,791	Role: Juggernaut		

CRAB



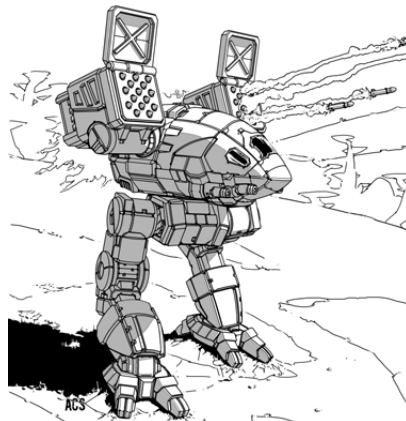
Mass: 50 tons
Manufacturer: Cosara Weaponries (Northwind)
Featured in TRO: 3039 and 3050 Upgrade / Succession Wars

Cosara's new *Crab* CRB-54 takes a cue from the design of the new *King Crab*, employing a fragile composite chassis wrapped in heavy armor. An aggressive BattleMech, the -54's twin plasma rifles enable it to overwhelm an enemy quickly, while a supercharged 350 XXL engine allows it to dictate the range of the engagement. Once the ammunition for its primary weapons has run out or its armor is breached, however, it must withdraw quickly. Unlike its bigger brother, this *Crab* mounts extended-range lasers to cover its own retreat.

MechWarrior Abram Trevino: A shy boy, Trevino's life profoundly changed the moment his mother was killed in the violence following the Gray Monday attacks. He overcome his inhibitions and excelled, signing on with the RAF as soon as he was old enough to do so. When the Wall came down in 3149, he was part of the Twelfth Principes Guards and accompanied the Second Army Group as part of Operation Eruptio.

During the Quentin raids, his unit held the planetary militia at bay and enabled the Twelfth Triarii to destroy supply caches and other strategic military infrastructure. On Ozawa, the Second Army Group met stiff resistance from the Ryuken-go and First Ghost Regiment. Well dug-in, the DCMS regiments inflicted significant damage to the Republic forces, with the Twelfth Principes taking the brunt. Trevino's lance was ambushed and only his *Crab's* superior mobility allowed them to break the trap. Despite taking heavy damage and being wounded while performing a rear-guard action, Trevino's efforts enabled his lance to escape and earned him the Redburn Cross.

CATAPULT



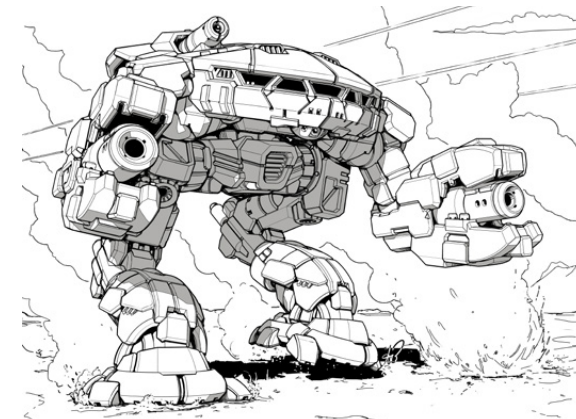
Mass: 65 tons
Manufacturer: Yori 'Mech Works (Algedi)
Featured in TRO: 3039 and 3050 Upgrade / Succession Wars

Unusually for a Kuritan-built *Catapult*, the CPLT-K6 is a return to the 'Mech's original role as a missile boat. Extended LRMs provide massive range and deal damage to opponents far beyond their ability to return fire. This comes at the cost of the 'Mech's mobility and secondary weapons, which had to be reduced in order to fit the massive launchers. Fortunately, its battlefield endurance has been doubled and allows for two minutes of continual fire, while an actuator enhancement system ensures the -K6 makes the most of these salvos. Surprisingly, a number of -K6s have been seen with Capellan units, possibly as a result of the Unity Pact.

Sang-wei Webin Alorum: Orphaned at a young age, Webin Alorum grew up in a state-run facility for children of fallen Capellan Confederation MechWarriors. His upbringing instilled in him an unwavering loyalty to the Confederation and drove him to graduate in the top ranks of his class. From there, Alorum was recruited to join the Capellan Hussars, and he has worked his way through the ranks of the Holdfast Guards.

During the Guards' assault on Outreach in 3149, Alorum's accurate long-range missile fire proved key to stabilizing the Capellan position. Having captured the capital of New Kearney with little resistance, they were attacked two days later by a battalion of Fourteenth Principes Guards and several small mercenary commands. Situated at a resupply base near the front lines, the *sang-wei* poured salvo after salvo into the attacking forces. By constantly topping up his ammo until the base's supplies ran out twenty minutes later, he bought enough time for the Holdfast Guards to regroup and for Warrior House Imarra to come to their aid.

KING CRAB



Mass: 100 tons
Manufacturer: Cosara Weaponries (Mars)
Featured in TRO: 3039 and 3050 Upgrade / Succession Wars

The new *King Crab* is an assault 'Mech in the purest sense, specifically intended to break certain targets or breach heavy defenses. An uncompromising design, the lack of lasers and limited ammunition bins reduce its battlefield endurance. However, these drawbacks blend well with the fact that the 'Mech mounts a fragile composite chassis and lacks CASE; it should withdraw as soon as its target is destroyed or its ammo or armor are gone, whichever comes first. Thankfully, the 400 XXL engine and supercharger allow the KGC-011 to engage and disengage much faster than any previous incarnation of the 'Mech.

Tai-i Collin Carlyle: Stationed on Ozawa with the Ryuken-go in April 3149, the Republic's Second Army Group met stiff resistance from the Combine defenders and sustained more damage than they dealt over the next week. Reinforcements from the First Army Group eventually broke the stalemate, but even then, the Ryuken and First Ghost held on for another week. Carlyle was able to take down a *King Crab* with a lucky headshot during the fighting, which he later claimed after his own 'Mech was destroyed.

With a new cockpit installed, Carlyle piloted the 'Mech against the Republic during the battle for Robinson later in the year. Although unable to free the world from the Republic's grasp, the Ryuken-go inflicted heavy damage against the Eleventh Principes, with the *tai-i* personally destroying four Republic 'Mechs before being forced to withdraw. Rumors abound that Carlyle may soon be promoted to *sho-sa*; as his own unit lacks any such slots, he may be transferred to another regiment, possibly the Ryuken-roku.

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Hammerhead

Movement Points:

Walking: 6

Running: 8

Jumping: 0

Tonnage: 45

Tech Base: Clan

Rules Level: Advanced

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AES	LL	—	[E]	—	—	—	—
1	AES	RL	—	[E]	—	—	—	—
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	4	8	12
1	Large Pulse Laser	RT	10	10 [P]	—	6	14	20
1	ER Medium Laser	CT	5	7 [DE]	—	5	10	15

Ammo: (Streak SRM 6) 15

BV: 1,686

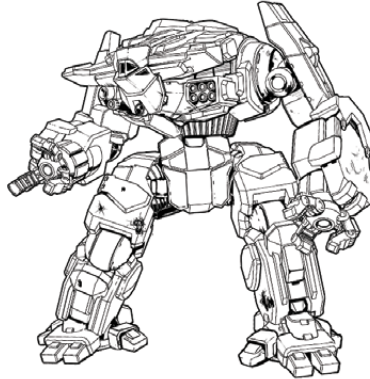


WARRIOR DATA

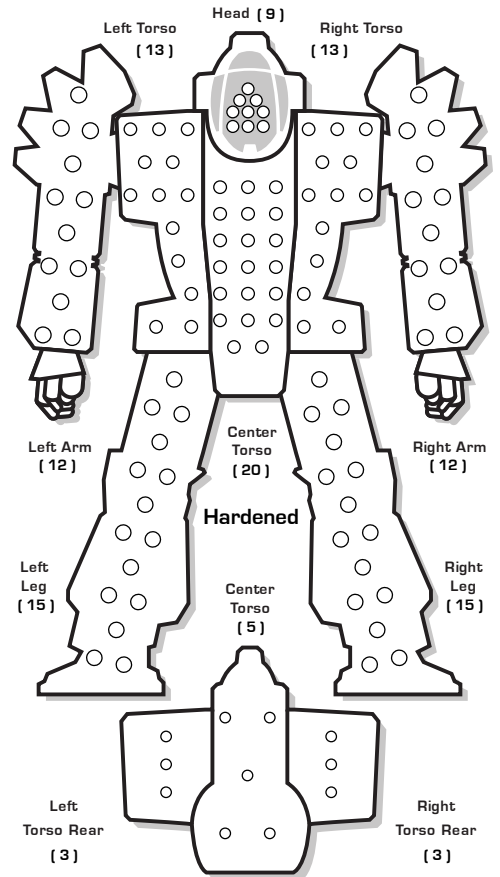
Name: _____

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
- Roll Again

1-3

Center Torso

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

4-6

Left Torso (CASE)

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

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
- AES
- AES

Head

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

1-3

Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Endo Steel

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

Right Arm

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

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
- Large Pulse Laser
- Large Pulse Laser
- Endo Steel
- Endo Steel

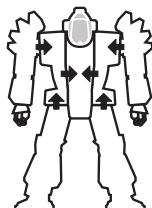
1-3

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

4-6

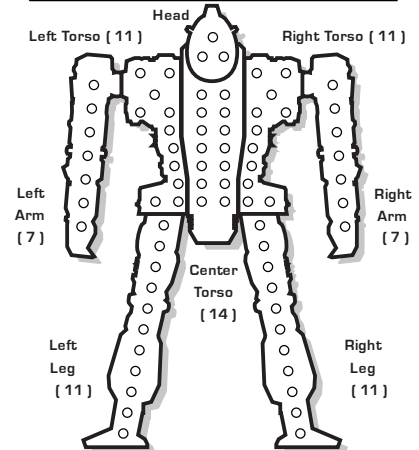
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- AES
- AES



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™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Conjurer (Hellhound)

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 50

Tech Base: Clan

Rules Level: Standard

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	10 [P]	-	6	14	20
2	Streak SRM 2	LT	2	2/Msl [M,C]	-	4	8	12
2	ER Medium Laser	RT	5	7 [DE]	-	5	10	15

Ammo: (Streak SRM 2) 50

BV: 1,813

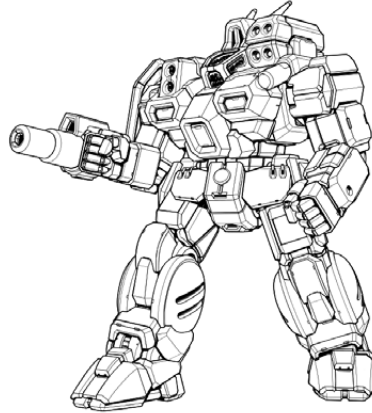


WARRIOR DATA

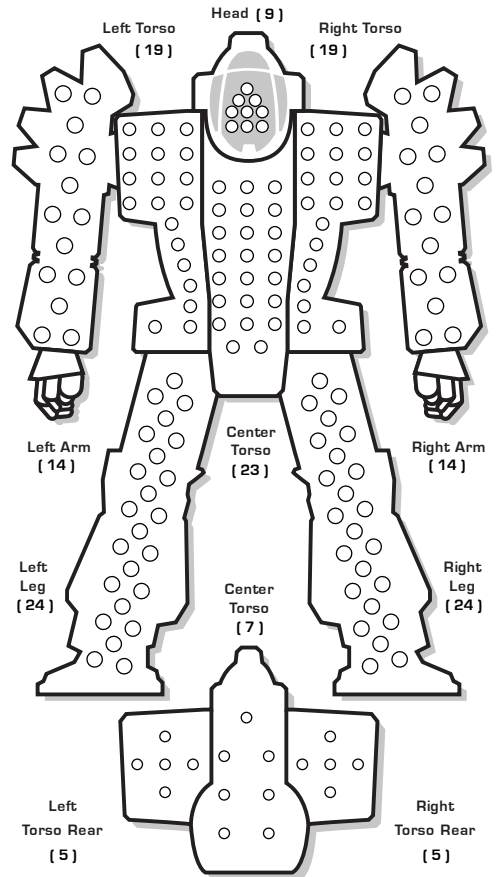
Name: _____

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

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

4-6

Left Torso (CASE)

- Jump Jet
- Jump Jet
- Streak SRM 2
- Streak SRM 2
- Ammo (Streak SRM 2) 50
- Endo Steel

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- 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
- 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
- Large Pulse Laser
- Large Pulse Laser

1-3

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

4-6

Right Torso

- Jump Jet
- Jump Jet
- ER Medium Laser
- ER Medium Laser
- Endo Steel
- Endo Steel

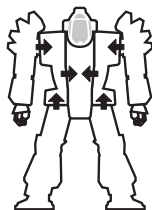
1-3

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

4-6

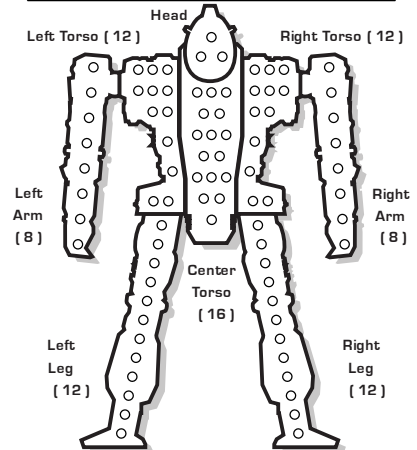
Right Leg

- 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: 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™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Conjurer (Hellhound) 7

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 50

Tech Base: Clan

Rules Level: Standard

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	10 [P]	-	6	14	20
2	LRM 5	LT	2	1/Msl [M,C,S]	-	7	14	21
2	ER Medium Laser	RT	5	7 [DE]	-	5	10	15

Ammo: (LRM 5) 24

BV: 1,845

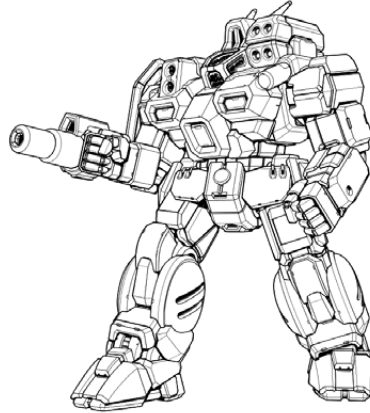


WARRIOR DATA

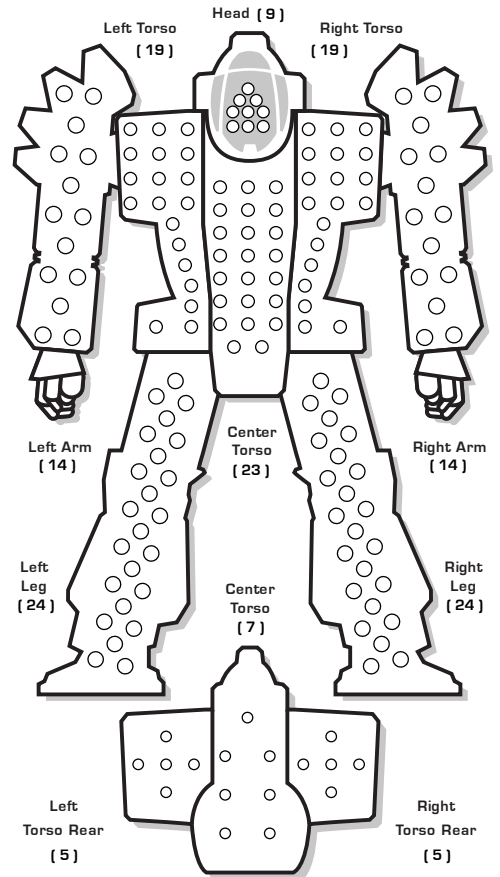
Name: _____

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

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

4-6

Left Torso (CASE)

- Jump Jet
- Jump Jet
- LRM 5
- LRM 5
- Ammo (LRM 5) 24
- Endo Steel

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- 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
- 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
- Large Pulse Laser
- Large Pulse Laser

1-3

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

4-6

Right Torso

- Jump Jet
- Jump Jet
- ER Medium Laser
- ER Medium Laser
- Endo Steel
- Endo Steel

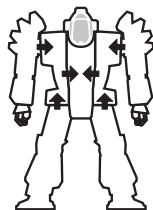
1-3

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

4-6

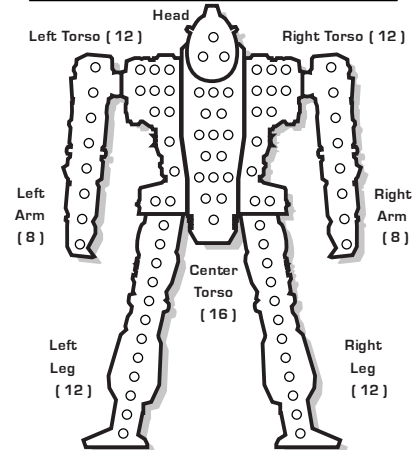
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat 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

Double Heat Sinks:
10 (20)



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Conjurer (Hellhound) 8
Movement Points: Tonnage: 50
Walking: 5 Tech Base: Mixed
Running: 8 [10] Rules Level: Standard
Jumping: 5 Role: Skirmisher

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes)		
		RA	1	5/Sht	Min	Sht	Med Lng
1	Rotary AC/5 [IS]				-	5	10 15
				[DB,R/C]			
1	Streak SRM 6 [Clan]	LT	4	2/Msl [M.C]	-	4	8 12
2	Medium Pulse Laser [Clan]	RT	4	7 [P]	-	4	8 12

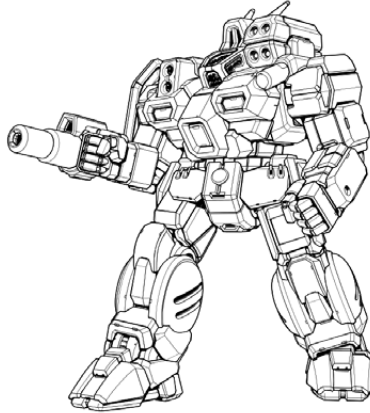
Ammo: (RAC/5) 80, (Streak SRM 6) 15

BV: 2,197

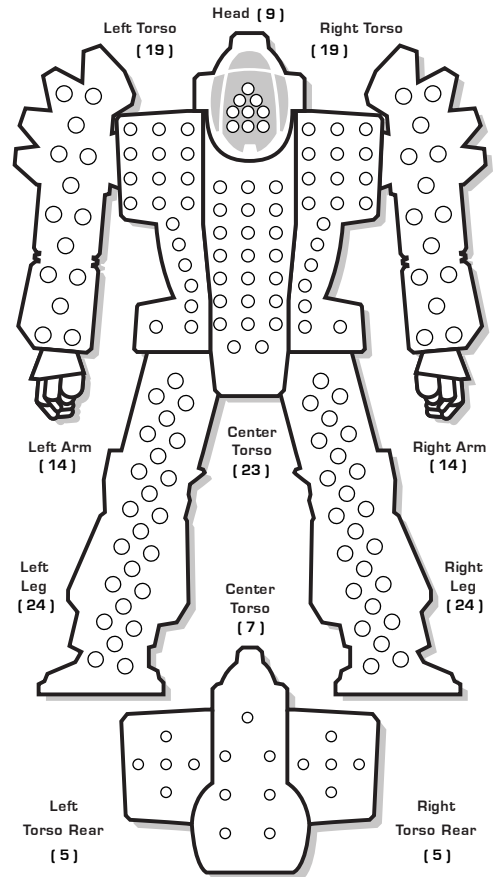


WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken: 1 2 3 4 5 6
 Consciousness #: 3 5 7 10 11 Dead



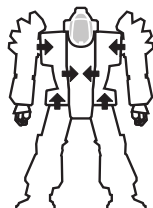
ARMOR DIAGRAM



CRITICAL TABLE

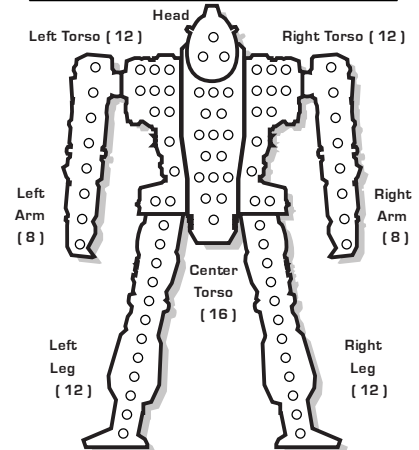
- | | | |
|---|---|---|
| <p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Ferro-Fibrous Ferro-Fibrous <p>1-3</p> | <p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support | <p>Right Arm (CASE)</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Rotary AC/5 [IS] Rotary AC/5 [IS] <p>1-3</p> |
| <p>Center Torso</p> <ol style="list-style-type: none"> XL Fusion Engine XL Fusion Engine XL Fusion Engine Gyro Gyro Gyro <p>1-3</p> | <p>Right Torso (CASE)</p> <ol style="list-style-type: none"> XL Fusion Engine XL Fusion Engine XL Fusion Engine Jump Jet Endo Steel <p>1-3</p> | <p>Left Torso (CASE)</p> <ol style="list-style-type: none"> XL Fusion Engine XL Fusion Engine XL Fusion Engine Jump Jet Jump Jet Streak SRM 6 <p>1-3</p> |
| <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Endo Steel <p>4-6</p> | <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Endo Steel <p>4-6</p> | |

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: 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	○

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Crab CRB-54

Movement Points:

Walking: 7

Running: 11 [14]

Jumping: 0

Tonnage: 50

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Plasma Rifle	LA	10	10 [DE,H]	-	5	10	15
1	Plasma Rifle	RA	10	10 [DE,H]	-	5	10	15
1	ER Medium Laser	CT	5	5 [DE]	-	4	8	12
1	ER Small Laser	HD	2	3 [DE]	-	2	4	5

Ammo: (Plasma Rifle) 30

BV: 1,964

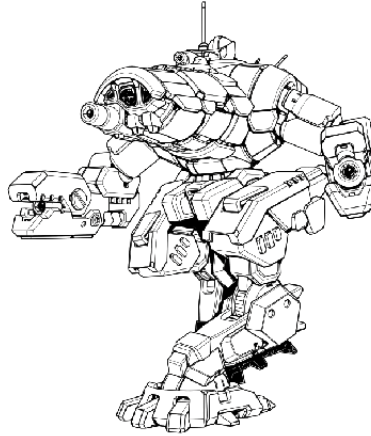


WARRIOR DATA

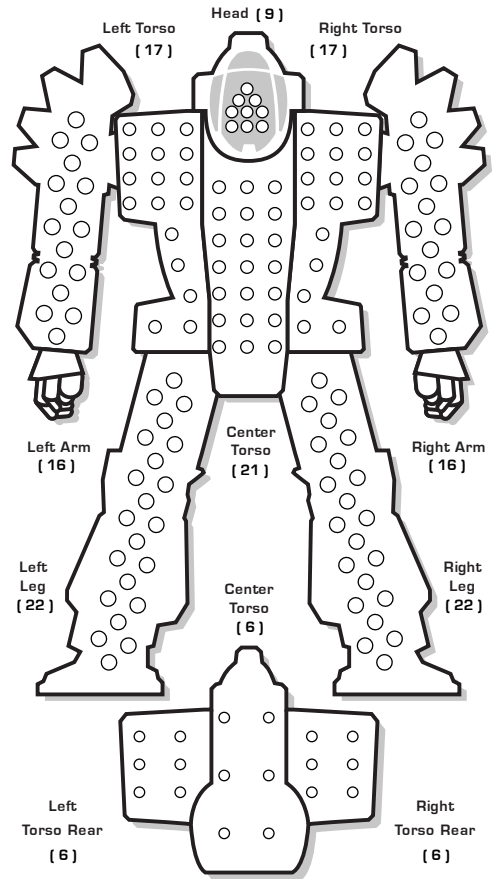
Name: _____

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
- Plasma Rifle
- Plasma Rifle

1-3

- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

4-6

Left Torso

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

1-3

- Ammo (Plasma Rifle) 10
- Ammo (Plasma Rifle) 10
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Roll Again

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

4-6

- Gyro
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- ER Medium Laser
- Supercharger

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Plasma Rifle
- Plasma Rifle

1-3

- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

4-6

Right Torso

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

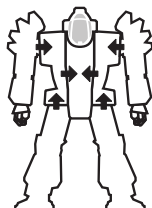
1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ammo (Plasma Rifle) 10
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

4-6

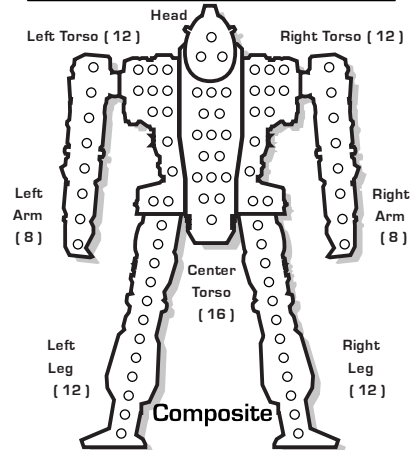
Right Leg

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



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: 15 [30]
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: Catapult CPLT-K6
Movement Points:
Walking: 3
Running: 5
Jumping: 3
Tonnage: 65
Tech Base: Inner Sphere
Rules Level: Standard
Role: Missile Boat

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes)		
					Min	Sht	Med Lng
1	AES	LA	—	[E]	—	—	—
1	Extended LRM 15	LA	8	1/Msl [M,C,S]	10	12	22 38
1	AES	RA	—	[E]	—	—	—
1	Extended LRM 15	RA	8	1/Msl [M,C,S]	10	12	22 38
2	ER Small Laser	LT	2	3 [DE]	—	2	4 5
2	ER Small Laser	RT	2	3 [DE]	—	2	4 5

Ammo: [ELRM 15] 24

BV: 1,619

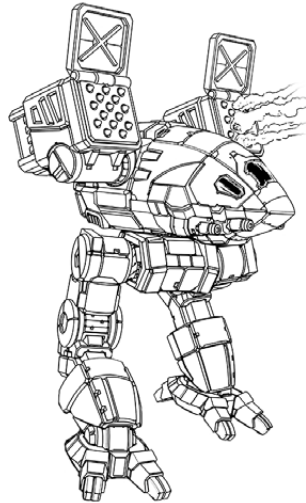


WARRIOR DATA

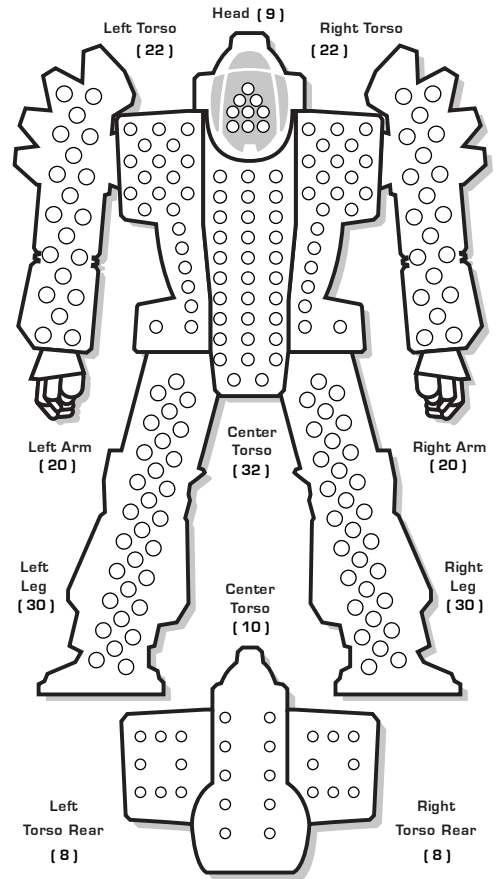
Name: _____
Gunnery Skill: _____ **Piloting Skill:** _____
Hits Taken

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

Consciousness #



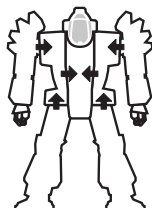
ARMOR DIAGRAM



CRITICAL TABLE

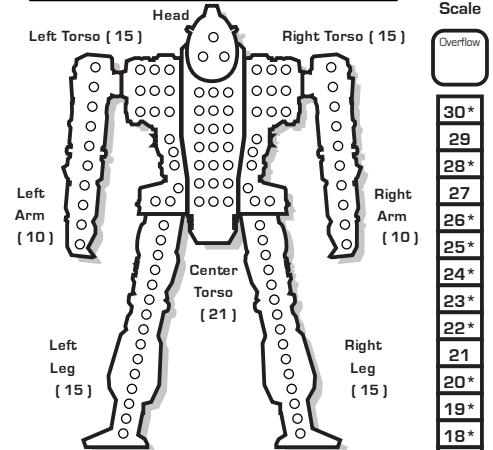
Location	1-3	4-6
Left Arm	1. Shoulder 2. Upper Arm Actuator 3. AES 4. AES 5. AES 6. Extended LRM 15	1. Extended LRM 15 2. Extended LRM 15 3. Extended LRM 15 4. Extended LRM 15 5. Extended LRM 15 6. Ammo [ELRM 15] 6
Right Arm	1. Shoulder 2. Upper Arm Actuator 3. AES 4. AES 5. AES 6. Extended LRM 15	1. Extended LRM 15 2. Extended LRM 15 3. Extended LRM 15 4. Extended LRM 15 5. Extended LRM 15 6. Ammo [ELRM 15] 6
Head	1. Life Support 2. Sensors 3. Cockpit 4. Light Ferro-Fibrous 5. Sensors 6. Life Support	
Center Torso	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. Gyro 2. XL Fusion Engine 3. XL Fusion Engine 4. XL Fusion Engine 5. Jump Jet 6. Light Ferro-Fibrous
Left Torso	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Jump Jet 5. ER Small Laser 6. ER Small Laser
Right Torso	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	1. Jump Jet 2. ER Small Laser 3. ER Small Laser 4. Ammo [ELRM 15] 6 5. Ammo [ELRM 15] 6 6. Light Ferro-Fibrous
Left Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Light Ferro-Fibrous 6. Light Ferro-Fibrous	
Right Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Light Ferro-Fibrous 6. Light Ferro-Fibrous	

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: Timber Wolf (Mad Cat) T

Movement Points: **Tonnage:** 75
Walking: 5 **Tech Base:** Clan
Running: 8 **Rules Level:** Standard
Jumping: 0 **Role:** Missile Boat

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Imp. Heavy Medium Laser	LA	7	10 [DEX]	-	3	6	9
1	ER Medium Laser	LA	5	7 [DE]	-	5	10	15
1	Imp. Heavy Medium Laser	RA	7	10 [DEX]	-	3	6	9
1	ER Medium Laser	RA	5	7 [DE]	-	5	10	15
1	LRM 20 w/Artemis V	LT	6	1/Msl [M,C,S]	-	7	14	21
1	LRM 20 w/Artemis V	RT	6	1/Msl [M,C,S]	-	7	14	21
1	ER Small Laser	RT	2	5 [DE]	-	2	4	6
1	ER Small Laser	CT	2	5 [DE]	-	2	4	6
1	ER Small Pulse Laser	LT	3	5 [P,AI]	-	2	4	6

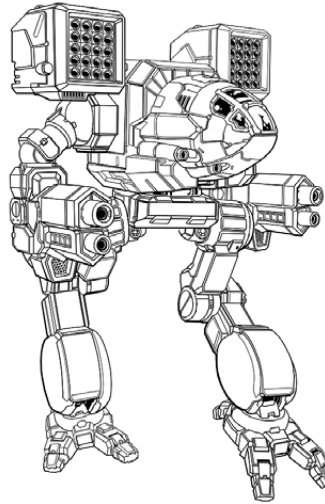
Ammo: (LRM 20) 36

BV: 2,714

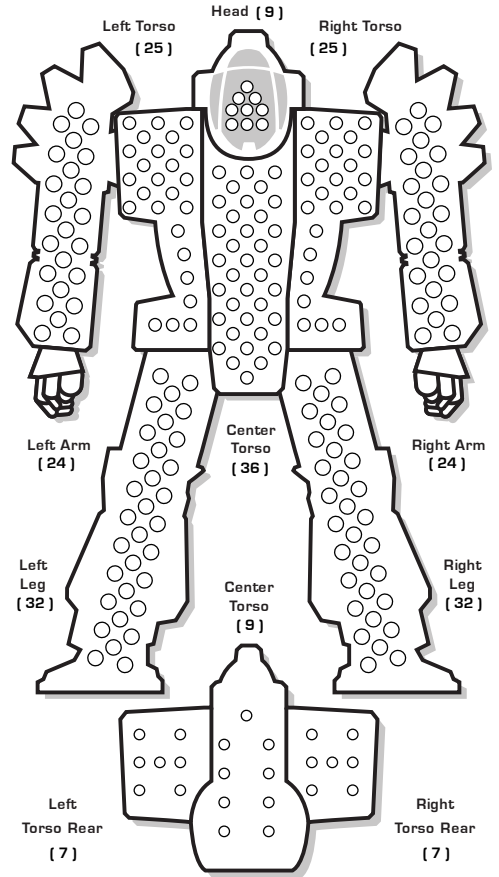


WARRIOR DATA

Name: _____
Gunnery Skill: _____ **Piloting Skill:** _____
 Hits Taken: 1 2 3 4 5 6
 Consciousness #: 3 5 7 10 11 Dead



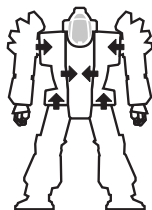
ARMOR DIAGRAM



CRITICAL TABLE

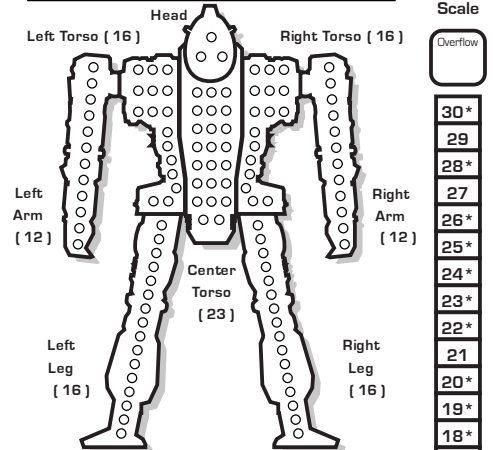
- | | | |
|---|--|--|
| <p>Left Arm (CASE)</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Double Heat Sink Double Heat Sink Imp. Heavy Medium Laser <p>1-3</p> | <p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Ferro-Fibrous Sensors Life Support | <p>Right Arm (CASE)</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Double Heat Sink Double Heat Sink Imp. Heavy Medium Laser <p>1-3</p> |
| <p>Left Torso</p> <ol style="list-style-type: none"> XL Fusion Engine XL Fusion Engine LRM 20 LRM 20 LRM 20 LRM 20 <p>1-3</p> | <p>Center Torso</p> <ol style="list-style-type: none"> XL Fusion Engine XL Fusion Engine XL Fusion Engine Gyro Gyro Gyro <p>1-3</p> | <p>Right Torso</p> <ol style="list-style-type: none"> XL Fusion Engine XL Fusion Engine LRM 20 LRM 20 LRM 20 LRM 20 <p>1-3</p> |
| <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Endo Steel <p>4-6</p> | <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Endo Steel <p>4-6</p> | |

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 17 [34]
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 4+	○ ○
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: Timber Wolf (Mad Cat) M

Movement Points: **Tonnage:** 75
Walking: 5 **Tech Base:** Clan
Running: 8 **Rules Level:** Standard
Jumping: 0 **Role:** Brawler

Weapons & Equipment Inventory

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	Large Pulse Laser	LT	10	10 [P]	-	6	14	20
2	LRM 5	LT	2	1/Msl [M,C,S]	-	7	14	21
2	LRM 5	RT	2	1/Msl [M,C,S]	-	7	14	21
1	Heavy Flamer	CT	5	4 [DE,H,A]	-	2	3	4

Ammo: [Heavy Flamer] 10, [LRM 5] 48

BV: 2,741

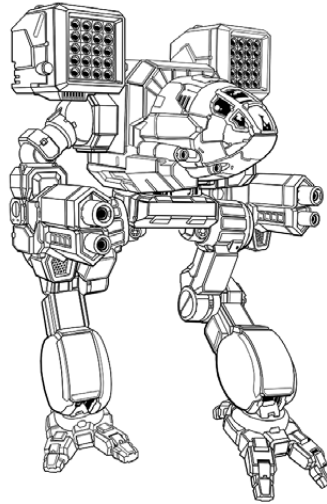


WARRIOR DATA

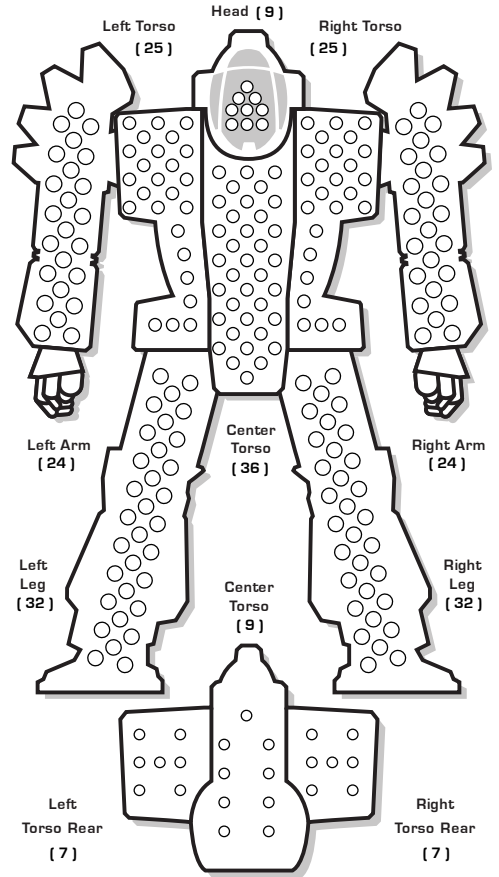
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



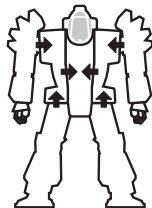
ARMOR DIAGRAM



CRITICAL TABLE

Location	Damage	Effects
Left Arm	1. Shoulder	
	2. Upper Arm Actuator	
	3. ER PPC	
	4. ER PPC	
	5. Ferro-Fibrous	
	6. Roll Again	
Right Arm	1. Shoulder	
	2. Upper Arm Actuator	
	3. ER PPC	
	4. ER PPC	
	5. Ferro-Fibrous	
	6. Roll Again	
Center Torso	1. XL Fusion Engine	
	2. XL Fusion Engine	
	3. XL Fusion Engine	
	4. Gyro	
	5. Gyro	
	6. Gyro	
Left Torso (CASE)	1. XL Fusion Engine	
	2. XL Fusion Engine	
	3. Large Pulse Laser	
	4. Large Pulse Laser	
	5. LRM 5	
	6. LRM 5	
Right Torso (CASE)	1. XL Fusion Engine	
	2. XL Fusion Engine	
	3. Double Heat Sink	
	4. Double Heat Sink	
	5. LRM 5	
	6. LRM 5	
Left Leg	1. Hip	
	2. Upper Leg Actuator	
	3. Lower Leg Actuator	
	4. Foot Actuator	
	5. Endo Steel	
	6. Endo Steel	
Right Leg	1. Hip	
	2. Upper Leg Actuator	
	3. Lower Leg Actuator	
	4. Foot Actuator	
	5. Endo Steel	
	6. Endo Steel	

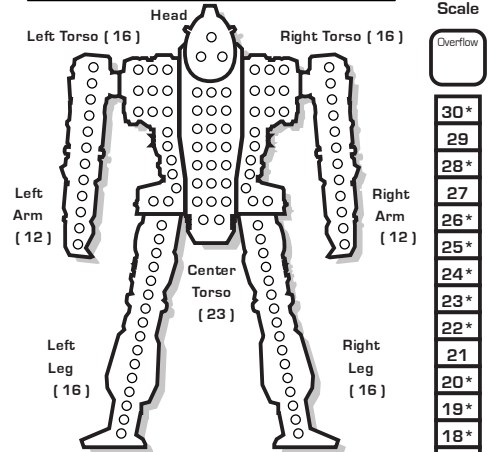
Engine Hits ○○○○
 Gyro Hits ○○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 16 [32]
30	Shutdown	○○○○○○○○○○○○○○○○○○○○
28	Ammo Exp, avoid on 8+	○○○○○○○○○○○○○○○○○○○○
26	Shutdown, avoid on 10+	○○○○○○○○○○○○○○○○○○○○
25	-5 Movement Points	○○○○○○○○○○○○○○○○○○○○
24	+4 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
23	Ammo Exp, avoid on 6+	○○○○○○○○○○○○○○○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○○○○○○○○○○○○○○
20	-4 Movement Points	○○○○○○○○○○○○○○○○○○○○
19	Ammo Exp, avoid on 4+	○○○○○○○○○○○○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
15	-3 Movement Points	○○○○○○○○○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
10	-2 Movement Points	○○○○○○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
5	-1 Movement Points	○○○○○○○○○○○○○○○○○○○○

Heat Scale

Heat Level
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: King Crab KGC-011

Movement Points:

Walking: 4

Running: 6 [8]

Jumping: 0

Tonnage: 100

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Juggernaut

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 20-X AC	LT	6	20	-	4	8	12
				[D,B,C/F/S]				
1	LB 20-X AC	RT	6	20	-	4	8	12
				[D,B,C/F/S]				
1	Rocket Launcher 15	LT	4	1/Msl [M,C]	-	4	9	15
1	Plasma Rifle	RT	10	10 [D,E,H]	-	5	10	15

Ammo: (LB 20-X) 30, (Plasma Rifle) 20

BV: 2,406

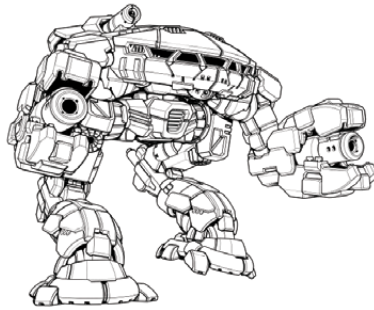


WARRIOR DATA

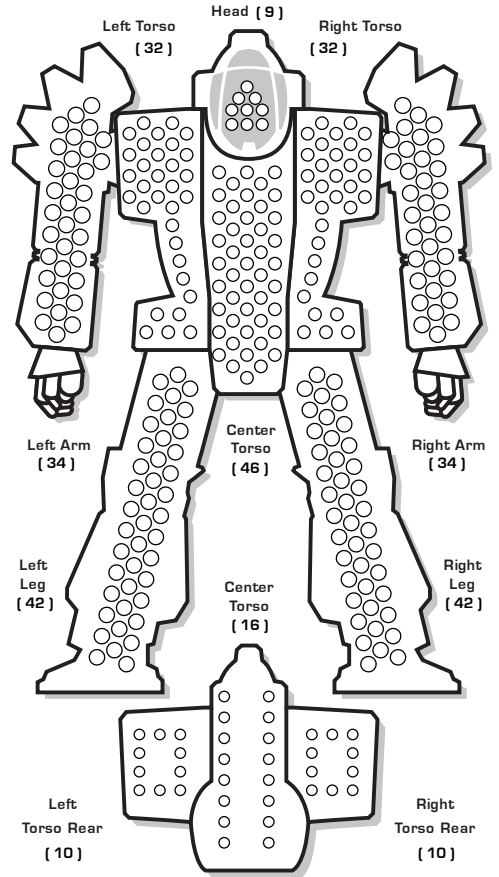
Name: _____

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
- LB 20-X AC
- LB 20-X AC

1-3

- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC

4-6

Left Torso

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

1-3

- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- Rocket Launcher 15
- Rocket Launcher 15
- Ammo (LB 20-X) 5

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (LB 20-X) 5
- Ammo (LB 20-X) 5

Head

- Life Support
- Sensors
- Cockpit
- Ammo (Plasma Rifle) 10
- Sensors
- Life Support

Center Torso

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

1-3

Right Torso

- Gyro
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Ammo (Plasma Rifle) 10
- Supercharger

4-6

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LB 20-X AC
- LB 20-X AC

1-3

- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC

4-6

Right Leg

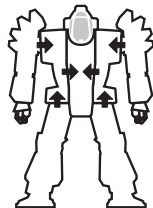
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

1-3

- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- Plasma Rifle
- Plasma Rifle
- Ammo (LB 20-X) 5

4-6

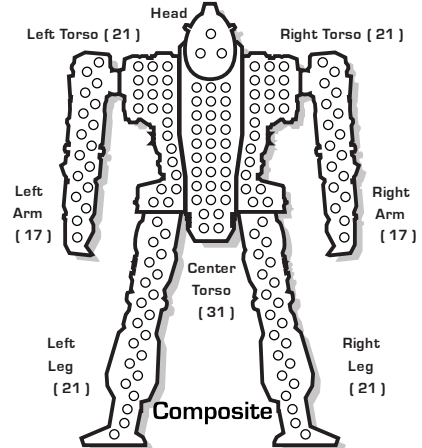
Engine Hits ○○○○
 Gyro Hits ○○○
 Sensor Hits ○○
 Life Support ○



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+
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:
 16 (32)



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Marauder II MAD-5A

Movement Points:

Walking: 3

Running: 5

Jumping: 3

Tonnage: 100

Tech Base: Inner Sphere

Rules Level: Standard

Role: Sniper

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10 [DE]	-	7	14	23
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	ER PPC	RA	15	10 [DE]	-	7	14	23
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	LB 10-X AC	RT	2	10	-	6	12	18

[DB,C/F/S]

Ammo: (LB 10-X) 30

BV: 2,058

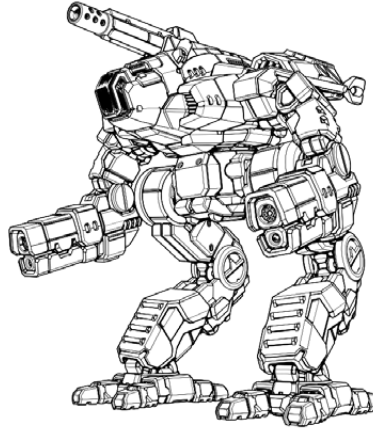


WARRIOR DATA

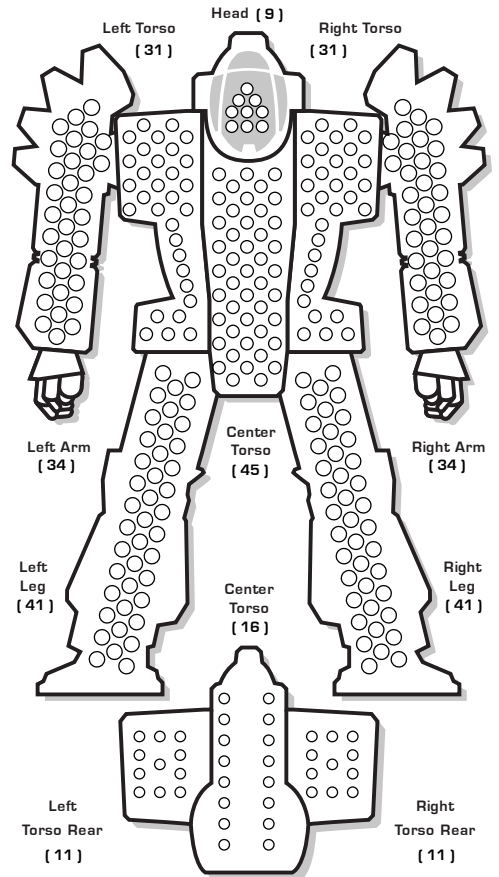
Name: _____

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
- Heat Sink
- Heat Sink
- Heat Sink

1-3

Center Torso

- ER PPC
- ER PPC
- ER PPC
- Medium Laser
- Roll Again
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Heat Sink
- Heat Sink
- Heat Sink

1-3

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Roll Again

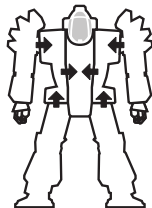
4-6

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

Left Leg

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

4-6



Damage Transfer Diagram

Right Arm

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

1-3

Center Torso

- ER PPC
- ER PPC
- ER PPC
- Medium Laser
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Heat Sink
- Heat Sink
- LB 10-X AC

1-3

Left Leg

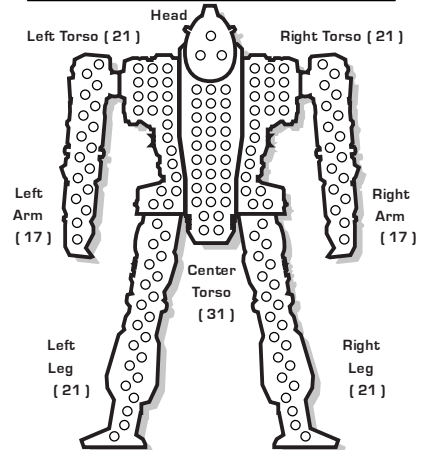
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- CASE

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- 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: 29



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Marauder II MAD-5B

Movement Points:

Walking: 3

Running: 5

Jumping: 3

Tonnage: 100

Tech Base: Inner Sphere

Rules Level: Standard

Role: Sniper

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10 [DE]	-	7	14	23
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	ER PPC	RA	15	10 [DE]	-	7	14	23
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Gauss Rifle	RT	1	15 [DB.X]	2	7	15	22

Ammo: (Gauss) 24

BV: 2,589

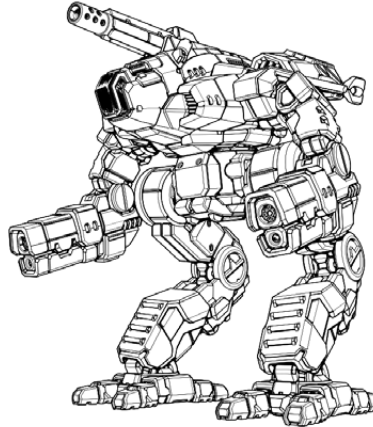


WARRIOR DATA

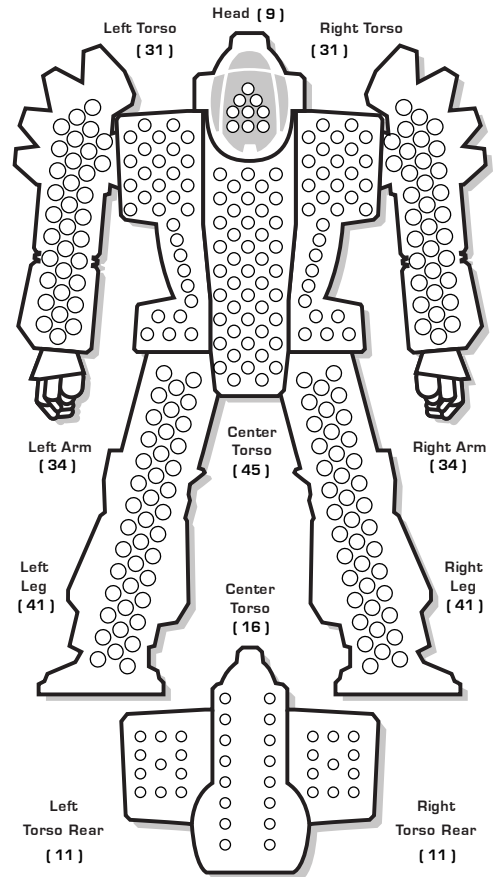
Name: _____

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

Center Torso

- ER PPC
- ER PPC
- ER PPC
- Medium Laser
- Roll Again
- Roll Again

4-6

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Roll Again
- Roll Again
- 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
- Jump Jet
- Roll Again

Head

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

Right Arm

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

1-3

Center Torso

- ER PPC
- ER PPC
- ER PPC
- Medium Laser
- Roll Again
- Roll Again

4-6

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

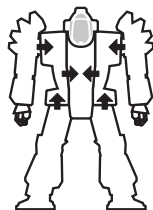
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8

4-6

Right Leg

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

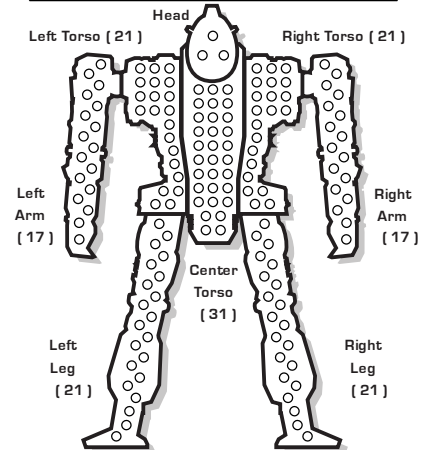
Engine Hits ○○○○
Gyro Hits ○○○
Sensor Hits ○○
Life Support ○



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: 16 (32)
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: Marauder II MAD-5C

Movement Points:

Walking: 3

Running: 5

Jumping: 3

Tonnage: 100

Tech Base: Inner Sphere

Rules Level: Standard

Role: Sniper

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10 [DE]	-	7	14	23
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	ER PPC	RA	15	10 [DE]	-	7	14	23
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Ultra AC/5	RT	1	5/Sht	2	6	13	20

[DB,R/C]

Ammo: (Ultra AC/5) 40

BV: 2,024

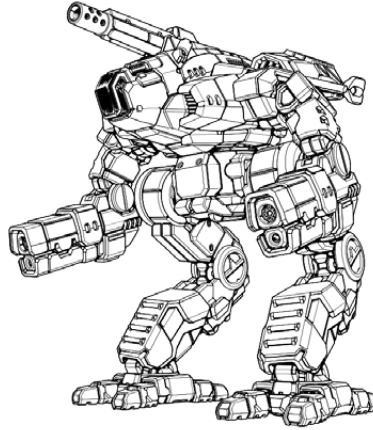


WARRIOR DATA

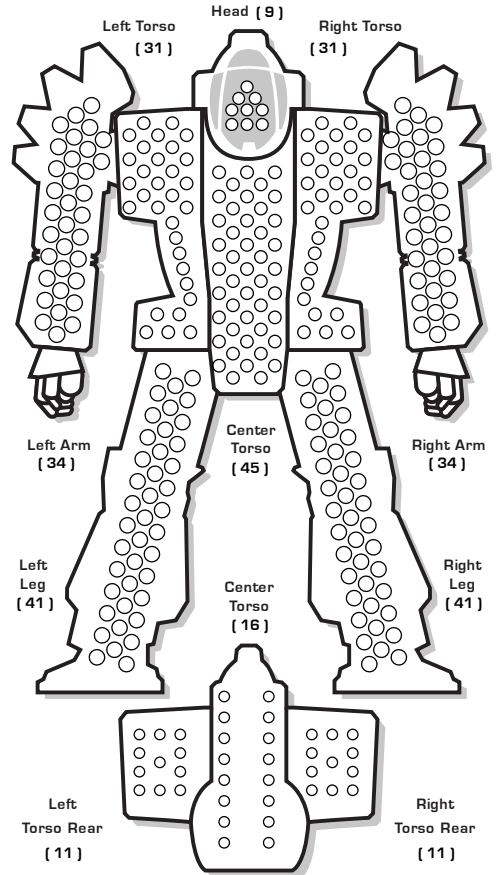
Name: _____

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
- Heat Sink
- Heat Sink
- Heat Sink

1-3

- ER PPC
- ER PPC
- ER PPC
- Medium Laser
- Roll Again
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Heat Sink
- Heat Sink
- Heat Sink

1-3

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

Center Torso

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

1-3

4-6

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

Right Arm

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

1-3

- ER PPC
- ER PPC
- ER PPC
- Medium Laser
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Heat Sink
- Ultra AC/5
- Ultra AC/5

1-3

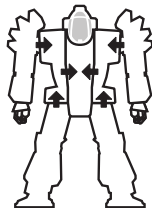
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ammo (Ultra AC/5) 20
- Ammo (Ultra AC/5) 20
- CASE

4-6

Right Leg

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

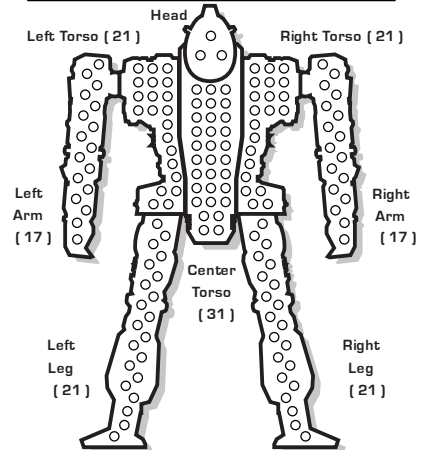
Engine Hits ○○○○
Gyro Hits ○○○
Sensor Hits ○○
Life Support ○



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 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: 32



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Marauder II MAD-6A

Movement Points:

Walking: 3
Running: 5
Jumping: 3

Tonnage: 100

Tech Base: Inner Sphere

Rules Level: Standard

Role: Sniper

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10 [DE]	-	7	14	23
1	Medium X-Pulse Laser	LA	6	6 [P]	-	3	6	9
1	ER PPC	RA	15	10 [DE]	-	7	14	23
1	Medium X-Pulse Laser	RA	6	6 [P]	-	3	6	9
1	Ultra AC/10	RT	4	10/Sht	-	6	12	18

[DB,R/C]

Ammo: (Ultra AC/10) 30

BV: 2,367

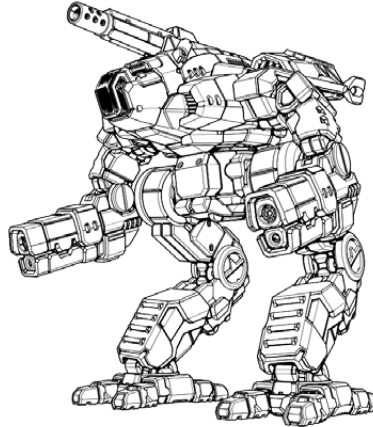


WARRIOR DATA

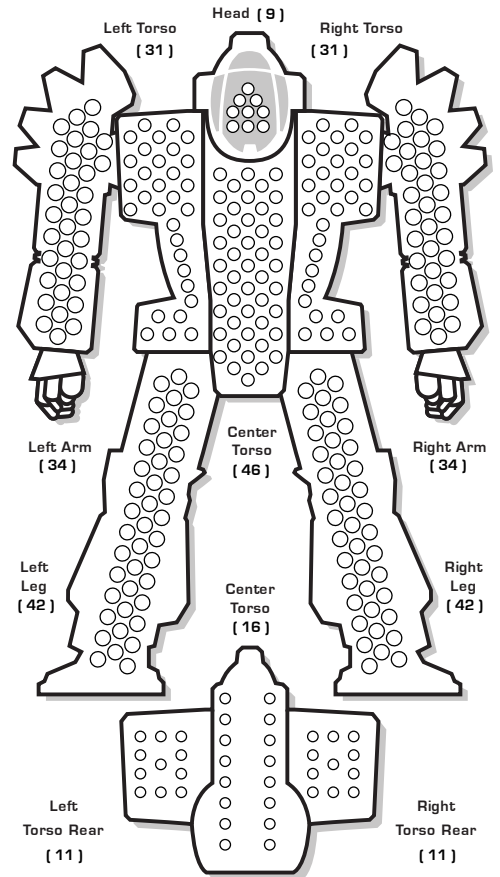
Name: _____

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

- ER PPC
- ER PPC
- ER PPC
- Medium X-Pulse Laser
- Roll Again
- Roll Again

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
- Ammo (Ultra AC/10) 10
- Ammo (Ultra AC/10) 10
- Ammo (Ultra AC/10) 10
- CASE

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

1-3

4-6

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

Right Arm

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

1-3

- ER PPC
- ER PPC
- ER PPC
- Medium X-Pulse Laser
- Roll Again
- Roll Again

4-6

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ultra AC/10

1-3

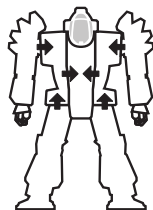
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10

4-6

Right Leg

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

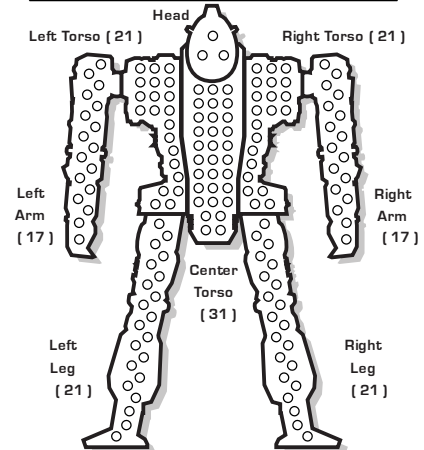
Engine Hits ○○○○
Gyro Hits ○○○
Sensor Hits ○○
Life Support ○



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 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: 18 [36]



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Marauder II MAD-6C

Movement Points:

Walking: 3

Running: 5

Jumping: 3

Tonnage: 100

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Sniper

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10 [DE]	-	7	14	23
1	ER Medium Laser	LA	5	5 [DE]	-	4	8	12
1	ER PPC	RA	15	10 [DE]	-	7	14	23
1	ER Medium Laser	RA	5	5 [DE]	-	4	8	12
1	ER PPC	RT	15	10 [DE]	-	7	14	23

BV: 2,346



WARRIOR DATA

Pilot: _____

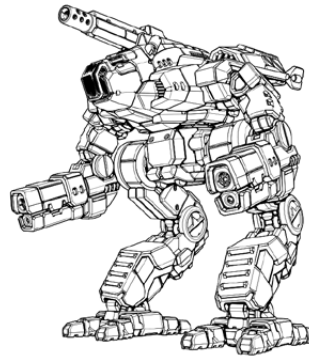
Gunnery Skill: _____ Piloting Skill: _____

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

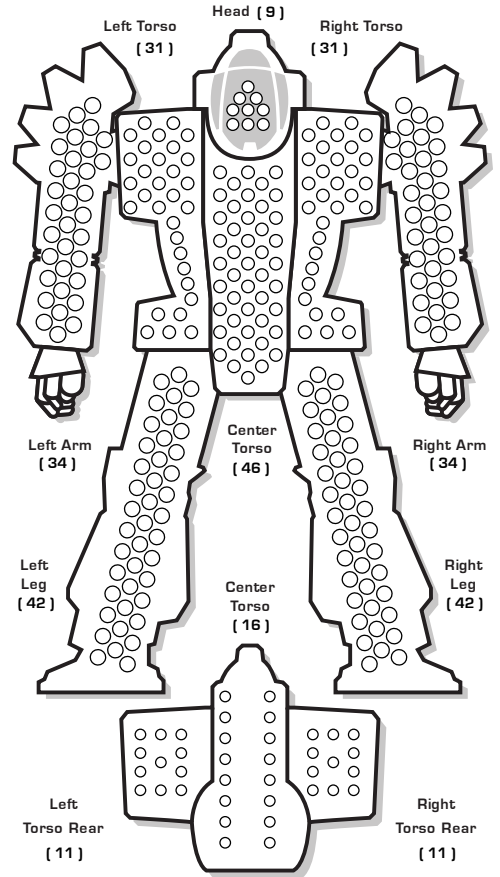
Commander: _____

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

- ER PPC
- ER PPC
- ER PPC
- ER Medium Laser
- 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

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

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Command Console
- Sensors
- Life Support

Center Torso

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

1-3

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

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

- ER PPC
- ER PPC
- ER PPC
- ER Medium Laser
- Roll Again
- Roll Again

4-6

Right Torso

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

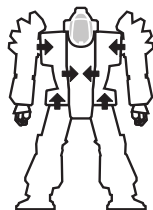
1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER PPC
- ER PPC
- ER PPC

4-6

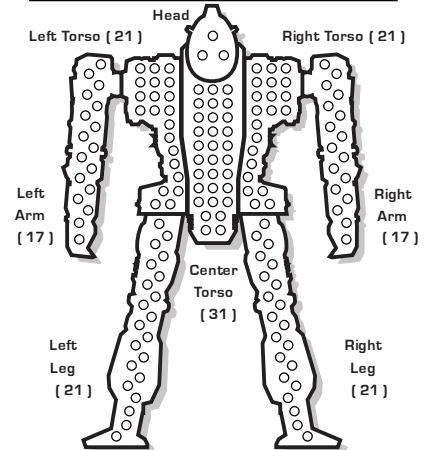
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- 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	Double Heat Sinks: 22 (44)
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: Marauder II MAD-8K

Movement Points:

Walking: 3

Running: 5

Jumping: 3

Tonnage: 100

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Sniper

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	LA	10	10 [DE]	3	6	12	18
1	Light PPC	LA	5	5 [DE]	3	6	12	18
1	PPC	RA	10	10 [DE]	3	6	12	18
1	Light PPC	RA	5	5 [DE]	3	6	12	18
1	Gauss Rifle	RT	1	15 [DB.X]	2	7	15	22

Ammo: (Gauss) 16

BV: 2,849

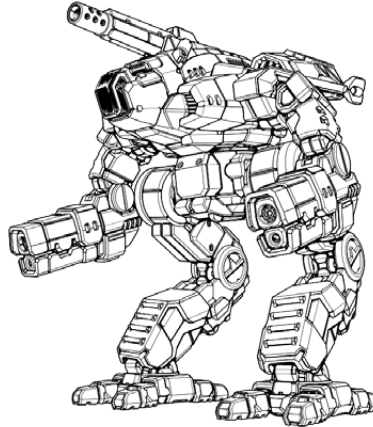


WARRIOR DATA

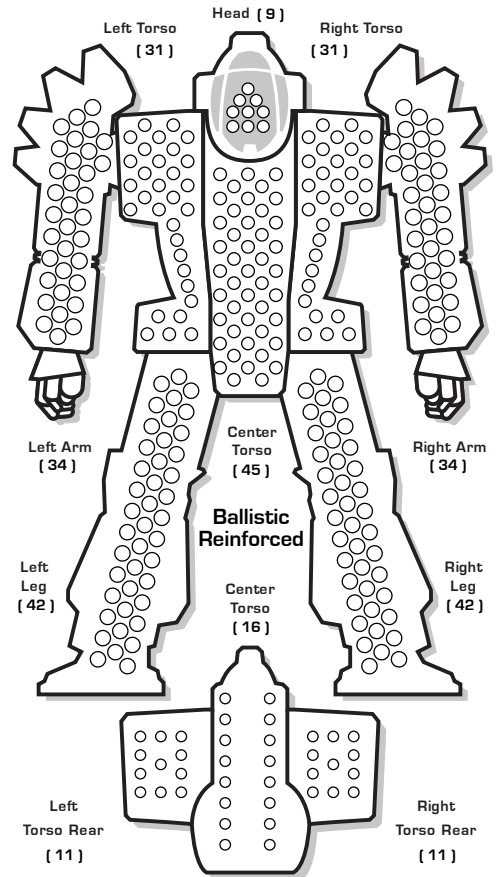
Name: _____

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
- PPC
- PPC
- PPC

1-3

Center Torso

- Light PPC
- Light PPC
- Ballistic-Reinforced
- Ballistic-Reinforced
- Ballistic-Reinforced
- Ballistic-Reinforced

4-6

Left Torso

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

1-3

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

4-6

Left Leg

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

Head

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

1-3

Right Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Ammo (Gauss) 8

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- PPC
- PPC
- PPC

1-3

Center Torso

- Light PPC
- Light PPC
- Ballistic-Reinforced
- Ballistic-Reinforced
- Ballistic-Reinforced
- Ballistic-Reinforced

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

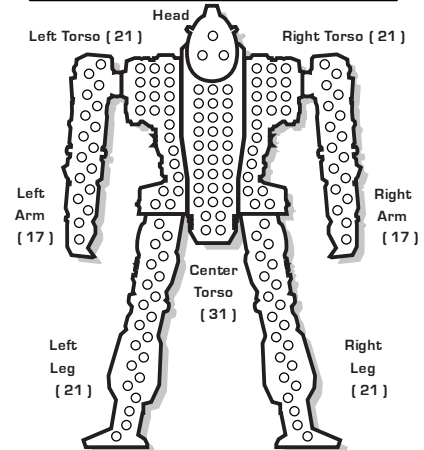
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- CASE II

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



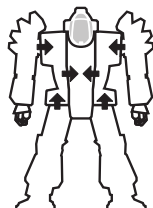
HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 15 (30)
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

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Marauder II MAD-10D

Movement Points:

Walking: 4
Running: 6
Jumping: 4

Tonnage: 100

Tech Base: Mixed

Rules Level: Advanced

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC (Clan)	LA	15	15 [DE]	-	7	14	23
1	Medium X-Pulse Laser	LA	6	6 [P]	-	3	6	9
1	ER PPC (Clan)	RA	15	15 [DE]	-	7	14	23
1	Medium X-Pulse Laser	RA	6	6 [P]	-	3	6	9
1	Large Re-engineered Laser	RT	9	9 [DE]	-	5	10	15

BV: 2,741

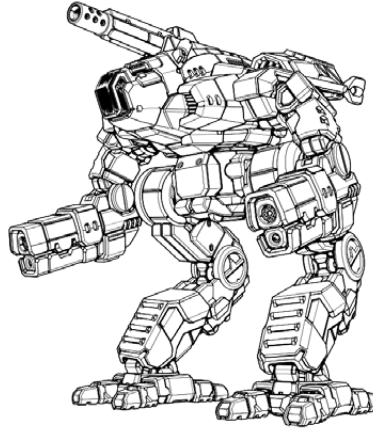


WARRIOR DATA

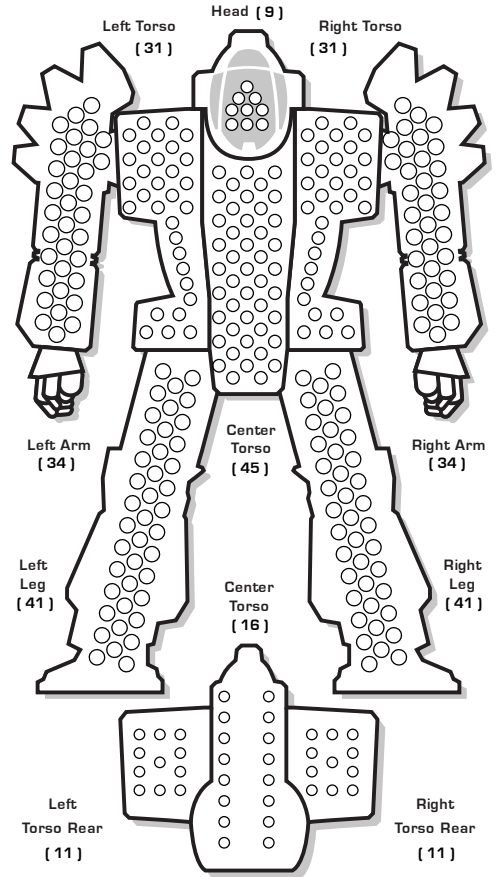
Name: _____

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

- ER PPC [Clan]
- ER PPC [Clan]
- Medium X-Pulse Laser
- Endo-Composite
- Roll Again
- Roll Again

4-6

Left Torso

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

1-3

- Jump Jet
- Endo-Composite
- Endo-Composite
- Endo-Composite
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- 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
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- ER PPC [Clan]
- ER PPC [Clan]
- Medium X-Pulse Laser
- Endo-Composite
- Roll Again
- Roll Again

4-6

Right Torso

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

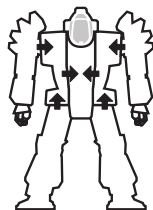
1-3

- Jump Jet
- Large Re-engineered Laser
- Large Re-engineered Laser
- Large Re-engineered Laser
- Large Re-engineered Laser
- Large Re-engineered Laser

4-6

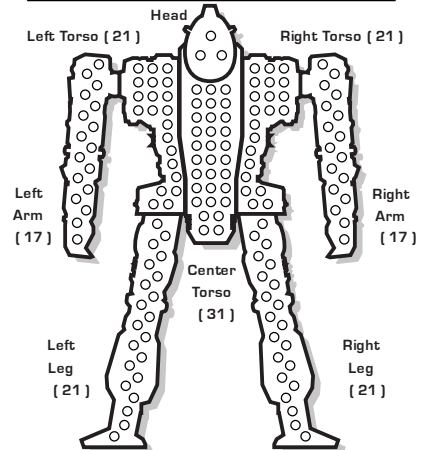
Right Leg

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



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: 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	○○○○