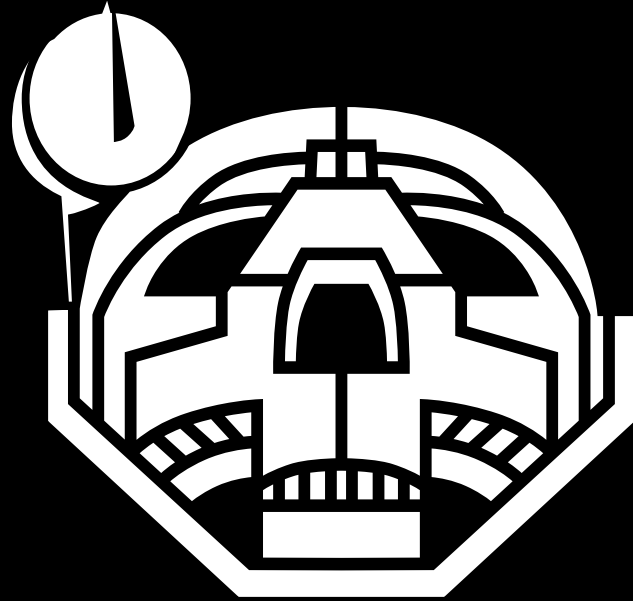


RECOGNITION GUIDE: ILCLAN

VOLUME 06



STAR
LEAGUE



SUCCESSION
WARS



CLAN
INVASION



CIVIL WAR



JIHAD



DARK AGE



ILCLAN

CATALYST GAME LABS

RECOGNITION GUIDE: ILCLAN VOL. 06

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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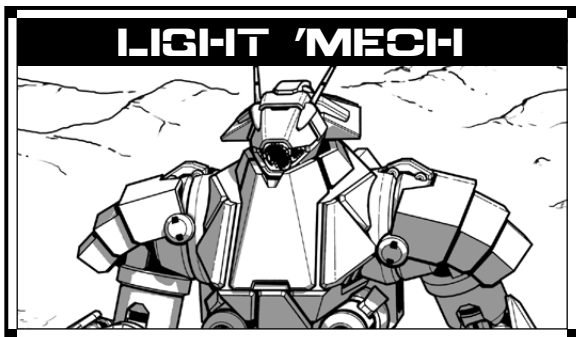
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Mass: 30 tons

Chassis: New Samarkand Class 22 Composite

Power Plant: GM 210 XXL

Cruising Speed: 75 kph

Maximum Speed: 118 kph, 151 kph with MASC

Jump Jets: Icarus 81

Jump Capacity: 180 meters

Armor: Durallex Ballistic-Reinforced

Armament:

2 Lord's Light 4 Light Particle Beam Weapons

Manufacturer: Luthien Armor Works

Primary Factory: New Samarkand

Communications System: Sipher CommSys 4

Targeting and Tracking System: Dynatec 990 with Targeting Computer

Perhaps the most powerful figure in the Draconis Combine of the late twenty-ninth-century was not a Coordinator, for these came and went with predictable regularity. In the shadows, behind one ruler after another, lurked the Spider, Roweena Kurita. Sister and savior of one Coordinator and rival of another, during the deadly, years-long Shadow War Roweena was eventually beaten, but not broken. At over one hundred years of age, she still possessed the political acumen to help crush yet another Coordinator, as well as his heir, before dying in comfortable retirement at the age of 111.

Roweena Kurita's tale was an inspiring story of deftness and resilience, a tribute to guile over brute force and just the name to badge Luthien Armor Works' new dedicated harassment BattleMech. Or so claimed the lead designer of the *Roweena*, before he

was interned for suspected Black Dragon sympathies. Suddenly, the name of an individual who created a power structure separate from the Coordinator and nearly seized the Chrysanthemum Throne seemed a bit on the nose. The 'Mech was renamed the *Cricket*, though bureaucratic inertia ensured that its original model number remained.

CAPABILITIES

The *Cricket* was built with every fragile, weight-saving technology possible. These technologies are often scorned, considered too dangerous for line units. However, the spindly *Cricket* is intended to harass enemy forces, following in the footsteps of the *Spider* and *Venom*, longtime Kuritan favorites.

The 'Mech uses the weight saved by its delicate internals well. It is capable of even greater ground speed than its ancestors when using MASC, but also incorporates as much ballistic-reinforced plate as could be fit on its shell before the frame began to buckle—over half again what a *Venom* mounts and double that of the *Spider*. The designers may have cut things a bit fine in this regard: the *Cricket* has become known as a hangar queen, frequently requiring expensive chassis work. Despite its all energy-weapon loadout, it has proven unpopular as a scout or guerrilla unit, as its cramped cockpit makes long periods in the field quite tiresome. The *Cricket's* combination of speed and deadly accurate long-range PPCs, however, has made it a favorite amongst DCMS skirmishers.

BATTLE HISTORY

The *Cricket* debuted during 3132's muddled free-for-all on Dieron, one of the first actions following the Blackout. Though Katana Tormark's Dragon's Fury received no official Kuritan support, a lance of *Cricket* prototypes was secretly sent by LAW to aid her (and generate valuable field-test data). It was not an auspicious debut: the prototypes spent nearly as much time on gantries as in the field. However, when functional, they proved extremely adept at driving Exarch Redburn's troops to distraction. In one notable incident, a *Cricket* accidentally landed square in the sights of a Republic *Legionnaire* and sustained a full salvo of rotary autocannon fire, only to shake it off, broadcast a mocking laugh, and jump away. Such

encounters helped convince the DCMS that the 'Mech was one worth producing.

A skirmisher's war broke out on Franklin in the early days of Operation Perceval, after the First Davion Guards struck the garrisoning Fifth Ghost Regiment. The Fifth scrambled to meet the raid but ran into heavy shelling from a screen of Guards *Antlions*. With the bulk of their units pinned down by the relentless Davion indirect fire, the Fifth Ghost unleashed their complement of *Crickets*, which dashed through the Davion ranks and hunted down the ponderous support 'Mechs. Well aware that they were too lightly armed to core through the *Antlions'* armor, the *Crickets* instead concentrated on forcing the Davion 'Mechs to defend themselves. This terminated the Davion artillery missions and restored freedom of movement to the DCMS forces.

NOTABLE 'MECHS AND MECHWARRIORS

Tai-i Achara Adeyemi: Known in the Fifth Ghost Regiment as the Bronco Buster, Adeyemi was part of the Kuritan sally during the battle for Franklin. Piercing the Davion screen, she and her fellow *Cricket* pilots engaged the First Guards *Antlion* contingent at point-blank range. Using their targeting computers and disengaging their field inhibitors to compensate for the loss of accuracy up close, the *Crickets* mostly fought like gnats, preventing the Davion 'Mechs from supporting their fellows. In the wild melee, Adeyemi directly leapt atop one *Antlion*. Her fellows watched with a mix of horror and pride as she clung to the quad's forward machine guns and held on for dear life despite the *Antlion's* frenzied thrashings. Though unable to destroy the support 'Mech, Adeyemi managed to escape the battle intact. Her *Cricket's* delicate chassis suffered serious stress damage from this impromptu ride, but mounted above its service gantry is the light machine gun she managed to tear from the head of her Davion mount as she fled.

RWN-01 CRICKET

Type: **Cricket**

Technology Base: Inner Sphere (Advanced)

Tonnage: 30

Role: Scout

Battle Value: 1,169

Equipment

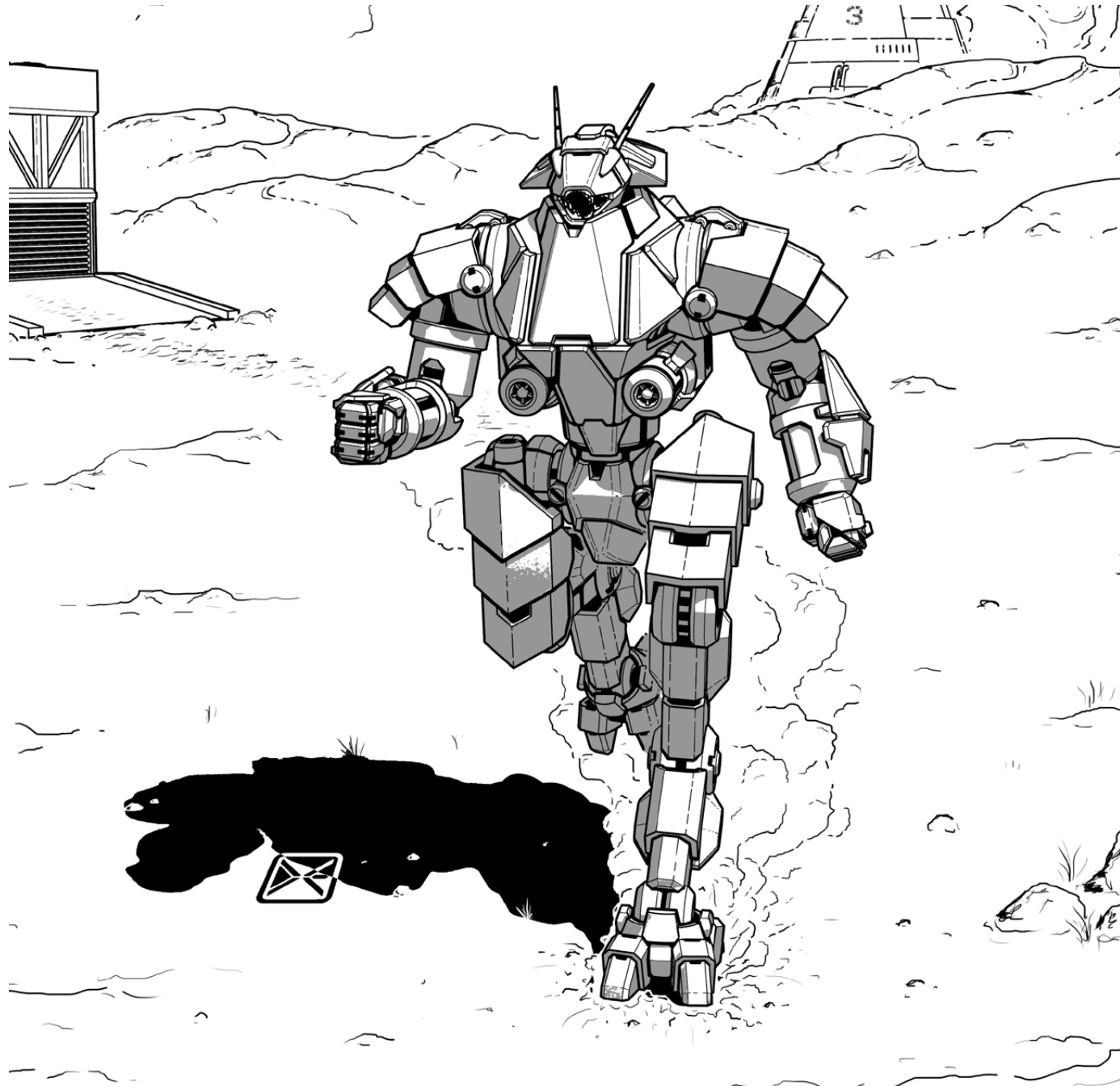
		Mass
Internal Structure:	Composite	1.5
Engine:	210 XXL	3
Walking MP:	7	
Running MP:	11 (14)	
Jumping MP:	6	
Heat Sinks:	10 [20]	0
Gyro (XL):		1.5
Cockpit (Small):		2
Armor Factor (Reinforced):	105	9

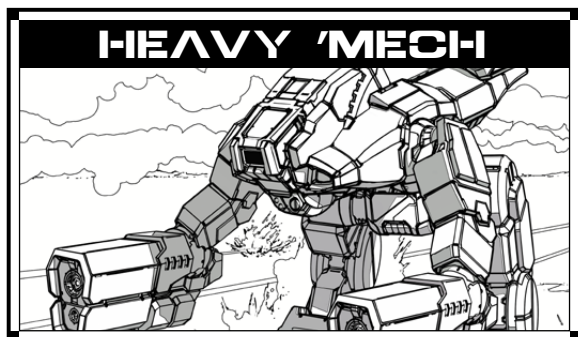
	Internal Structure	Armor Value
Head	3	9
Center Torso	10	17
Center Torso (rear)		3
R/L Torso	7	11
R/L Torso (rear)		3
R/L Arm	5	10
R/L Leg	7	14

Weapons

Weapons and Ammo	Location	Critical	Tonnage
Light PPC	RT	2	3
MASC	RT	2	2
Targeting Computer	H	2	2
Light PPC	LT	2	3
Jump Jet	RL	1	.5
2 Jump Jets	RT	2	1
Jump Jet	RL	1	.5
2 Jump Jets	LT	2	1
Jump Jet	LL	1	.5

Notes: Features the following Design Quirks: Narrow/Low Profile, Difficult to Maintain, Weak Legs.





Few BattleMechs in history are as visually iconic as the *Marauder*. Standing astride the top of the heavy weight class on thick, cloven-toed, digitigrade legs, its heavy, handleless forearms jut forward toward its narrowing prow, with a dorsal cannon that protrudes above. The result is a bipedal war machine that looks nothing like the humanoid frames of its contemporaries, and more like a walking alien gun battery. Whether leading an assault force or hanging back to assail its enemies from range, the unmistakable sight of a *Marauder* can strike terror into the heart of even the most seasoned MechWarriors, Clan and Inner Sphere-born alike.

Introduced by General Motors in 2612, the *Marauder* became a fast favorite for battlefield commanders and Gunslingers across the original Star League, and its numerous variants have been coveted across all the centuries since by warriors of every stripe. As a fierce long-range fighter with tough armor, it has inspired many imitations and enhancements during its long career, but none of these—including the various *Timber Wolf* and *Mad Cat* models produced by the Clans—have dimmed the legacy of the original *Marauder*.

CAPABILITIES

Intrinsic to the *Marauder*—so much so that few of its documented variants ever deviate far from it—is its focus on long-range, energy-dominant weaponry. Be they particle cannons, large lasers, or a mixture of their derivatives, the bulk of nearly every *Marauder's* firepower combines reach and hitting power with nigh-unlimited battlefield endurance. Though these guns are almost always backed up by ballistic weapons, the *Marauder* remains a deadly threat long after its secondary weapon systems run dry. Combined with thick armor and the speed to keep up with most supporting forces, the result

is a war machine that can not only hold its own at long range, but can see a pitched battle through from start to finish while doing so.

The *Marauder's* mix of range, endurance, hitting power, and durability make it the perfect vehicle for field commanders. Recognizing this early on, many factory-built versions feature enhanced communications and electronics packages optimized for tracking and coordinating combat operations on a company (or Trinary) level.

The Lyran producer of the *Marauder*, Bowie, focuses on both these strengths in their current MAD-7R, which mounts a long-range model of their signature dorsal Gauss rifle and proven electronic countermeasures. Inspired by the perpetual success of the *Marauder* family, GM mounted a concerted effort in the 3120s to restart various lines for the AFFS and other customers. With its hyper-modern beam weaponry and Silver Bullet Gauss rifle, the MAD-11D is a significant boon to any force.

BATTLE HISTORY

Whether in the hands of legendary MechWarriors like the infamous Bounty Hunter, or deployed in massed formations as the original SLDF preferred, *Marauders* were an iconic sight in many a storied battle.

The Jade Falcons' invasion of Trelk I in 3050 was infamous for how close the Clan came to capturing Victor Steiner-Davion, then the heir-apparent of the Federated Commonwealth, during the battle for Chrysalis Pass. The surprise arrival of the "Red Brigade"—another battalion from the same Twelfth Donegal Guards in which Steiner-Davion served, operating as an OpFor for what should have been war games exercises—is credited with denying the Falcons their prize and covering the retreat of their fellow AFFC troops. Among those fighting the rear action was FedCom Lieutenant Steve Gossage, who held one of the narrower chokepoints in the Pass with his family-owned MAD-3R *Marauder*. Keeping his 'Mech cool by standing it in a nearby pond, Gossage and his lance laid down enough sustained heavy fire to cover the retreat of a full company of Red Brigade MechWarriors. This action was not without cost, however: Gossage himself—badly wounded from a cockpit breach—was the only one of his lancemates to survive the encounter.

During Clan Wolf's invasion of Yed Posterior in 3137, the defending Republic of the Sphere militia fought a guerrilla war, concealing their forces in the planet's turbulent seasonal storms and networks of industrial

tunnels beneath some of its largest cities. In the city of Henderton, a company of militia 'Mechs which included two MAD-7C *Marauders* made expert use of their C³ network and ECM capabilities to keep the Wolves guessing, picking off the invaders one by one until a frustrated Alaric Wolf ordered his warriors to raze the city itself to force the Republic's surrender.

VARIANTS

Without even counting ground-up redesigns such as the assault-class *Marauder II* and *Marauder IIC*, nor deliberate successor machines like the *Dragon Fire*, *Maelstrom*, *Nightstar*, and *Timber Wolf (Mad Cat)* series, dozens of factory, field, and custom variants of the original *Marauder* have been observed in battles across the Inner Sphere. Many which emerged in the mid-thirtieth century, such as the MAD-5D, -5M, and -5S, were the result of the Successor States finally managing to reproduce advanced tech from the first Star League. These variants remained in production for years, even as more advanced technology became available.

House Davion's MAD-5D-DC, for instance, reinvested the weight of the original 5D's superfluous Streak SRM-2 launcher into an enhanced cockpit command console for superior battlefield coordination. The Jihad-era MAD-7M was a Free Worlds League refit following in the footsteps of a successful variant of the Phoenix production models. It traded out the -5M's large pulse lasers for heavy PPCs, creating a machine that runs much hotter but packs a punch that is well worth it. The Steiner -7S was a linear weapons upgrade of the -5S that carries more ammo for its Gauss rifle, while also featuring improved protection. Even the Periphery produced a take on the *Marauder*, the Taurian-made MAD-2T, a variant of the reinstated Royal *Marauder* that swaps out its classic autocannon in favor of an LB-X model.

Marauders taken as *isorla* during Operation Revival were among the few Inner Sphere BattleMechs not scrapped by the Clans. Refits focused on installing ClanTech weapons, but special care was given to add CASE. However, Clan efforts to reintroduce the *Marauder* to production focused on the IIC models.

Currently offered for sale by Bowie, the -7C is a sub-variant of the -7R initially created for the Republic that adds C³ capabilities to the mix for superior tactical coordination.

MAD-7R MARAUDER

Mass: 75 tons
Chassis: GM Marauder
Power Plant: GM 300 XL
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None
Armor: Valiant Lamellor Ferro-Fibrous with CASE II
Armament:
 2 Defiance 1001 ER PPC
 2 Defiance X5M Medium X-Pulse Lasers
 1 Corean Light Gauss Rifle
Manufacturer: Bowie Industries
Primary Factory: Carlisle
Communications System: Dalban Micronics with Guardian ECM
Targeting and Tracking System: Dalban HiRez

 Technology Base: Inner Sphere
 Tonnage: 75
 Role: Sniper
 Battle Value: 1,832

Equipment	Mass
Internal Structure:	7.5
Engine:	9.5
Walking MP:	4
Running MP:	6
Jumping MP:	0
Heat Sinks:	15 [30]
Gyro:	3
Cockpit:	3
Armor Factor (Ferro):	224

	Internal Structure	Armor Value
Head	3	9
Center Torso	23	35
Center Torso (rear)		10
R/L Torso	16	24
R/L Torso (rear)		8
R/L Arm	12	23
R/L Leg	16	30

Weapons and Ammo	Location	Critical	Tonnage
ER PPC	RA	3	7
Medium X-Pulse Laser	RA	1	2
Light Gauss Rifle	RT	5	12
CASE II	RT	1	1
Guardian ECM Suite	RT	2	1.5
Ammo (Light Gauss) 32	CT	2	2
ER PPC	LA	3	7
Medium X-Pulse Laser	LA	1	2

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

MAD-11D MARAUDER

Mass: 75 tons
Chassis: GM MAD Endo-Composite
Power Plant: GM 300 XL
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None
Armor: Valiant Lamellor with CASE II
Armament:
 2 ExoStar Pinnacle Clantech Extended-Range PPC
 2 ExoStar Medium X-Pulse Lasers
 1 Poland Main Model X Silver Bullet Gauss Rifle
Manufacturer: General Motors
Primary Factory: Kathil
Communications System: Dalban Micronics
Targeting and Tracking System: Dalban HiRez

 Technology Base: Mixed Inner Sphere
 Tonnage: 75
 Role: Sniper
 Battle Value: 2,263

Equipment	Mass
Internal Structure:	6
Engine:	9.5
Walking MP:	4
Running MP:	6
Jumping MP:	0
Heat Sinks:	17 [34]
Gyro (XL):	1.5
Cockpit:	3
Armor Factor:	224

	Internal Structure	Armor Value
Head	3	9
Center Torso	23	35
Center Torso (rear)		10
R/L Torso	16	24
R/L Torso (rear)		8
R/L Arm	12	23
R/L Leg	16	30

Weapons and Ammo	Location	Critical	Tonnage
ER PPC (C)	RA	2	6
Medium X-Pulse Laser	RA	1	2
Silver Bullet Gauss Rifle	RT	7	15
Ammo (SB Gauss) 8	RT	1	1
CASE II	RT	1	1
Ammo (SB Gauss) 8	H	1	1
ER PPC (C)	LA	2	6
Medium X-Pulse Laser	LA	1	2

Notes: Features the following Design Quirks: Command 'Mech, Directional Torso Mount (RT), Hyper-Extending Actuators, Narrow/Low Profile, Exposed Weapon Linkage (Silver Bullet Gauss Rifle).

NOTABLE 'MECHS AND MECHWARRIORS



Colonel Grayson Death Carlyle: Carlyle was an exceptional MechWarrior and mercenary commander, but his tactical genius will forever be overshadowed by his discovery of the Helm Memory Core and the revitalization of human society it brought about. His trademark *Marauder*, salvaged from Duke Hassid Ricol's forces on Verthandi, led him to victory after victory until the Jade Falcons smashed it on Sudeten. Though the 'Mech was later recovered, Grayson never piloted it again. Some enemies cannot be outfought or outwitted: Grayson Carlyle succumbed to cancer in 3065, depriving the Inner Sphere of one of its greatest warriors just before he would be needed most.

Duke Hassid Ricol: The Red Duke. The Red Hunter. Hassid Ricol was a man of ambition, means and cunning drive. Ricol fancied himself not a minor noble, but a full Successor Lord; had one of his many schemes to seize control of the Draconis Combine succeeded, the destiny of the Inner Sphere may have been vastly altered. Ricol's *Marauder*, painted in the red and black of his House, was an iconic presence on Kuritan propaganda posters in his day. The mercenary Abdoun Ricol, who also pilots a *Marauder* and fancies himself the Red Hunter, is thought to be a descendant, or a very bold fraud.



Leftenant Steve Gossage: While serving in the Twelfth Donegal Guards RCT, Gossage was one of the few survivors of the Clan invasion of Trelk I after he and his *Marauder*, nicknamed *Viper*, boarded the DropShip *Hejira* in the aftermath of the fighting at Chrysal Pass. Wounded while covering Victor Steiner-Davion's retreat, Gossage was in the vessel's infirmary when the ship spirited the future Archon-Prince off-world.

Though wracked with survivor's guilt over the loss of his lancemates in the battle, and briefly disdainful of the man he'd helped save that day, Gossage eventually became one of Steiner-Davion's most ardent supporters and stayed with him through Operation Bulldog, which drove the Smoke Jaguars out of the Inner Sphere nine years later.

Captain Kathy Ringman-Kidd: Piloting a MAD-5D *Marauder* as a member of the First Davion Guards, Ringman-Kidd fought to reclaim the worlds of Port Arthur and Yamarovka from Clan Smoke Jaguar during Operation Bulldog. Although raised and trained to despise House Kurita in the years prior to the Clan Invasion, she willingly put her own life at risk on Yamarovka to save an Eighth Alshain Avengers MechWarrior split off from his unit by three Jaguar 'Mechs. After successfully destroying one of the pursuing *Conjurers*, driving off a second, and disabling an *Ebon Jaguar*, Ringman-Kidd escorted the stricken DCMS *Hatamoto-Chi* back to friendly lines, despite a shattered hip actuator that reduced them both to a crawl.



Captain Fenix Prescia: Prescia piloted a MAD-7M *Marauder* in the First Free World Guards during the waning years of the Word of Blake Jihad and the birth of the Republic of the Sphere. Amid the chaos of conflicted loyalties that set the First Guards against their fellow countrymen more often than the Word, Prescia and his company racked up most of their kills fighting breakaway forces from Duchess Alys Marik's anti-Blake resistance. After the postwar fighting, which saw the First Guards driven from Augustine after a bitter, months-long clash with the Third Free Worlds Legionnaires, Prescia wrote of his experiences in *Tears of the Eagle: Betrayal of a Nation*. The poignant—and remarkably balanced—memoir went on to become required reading for many post-Jihad history classes taught across the Marik Commonwealth.



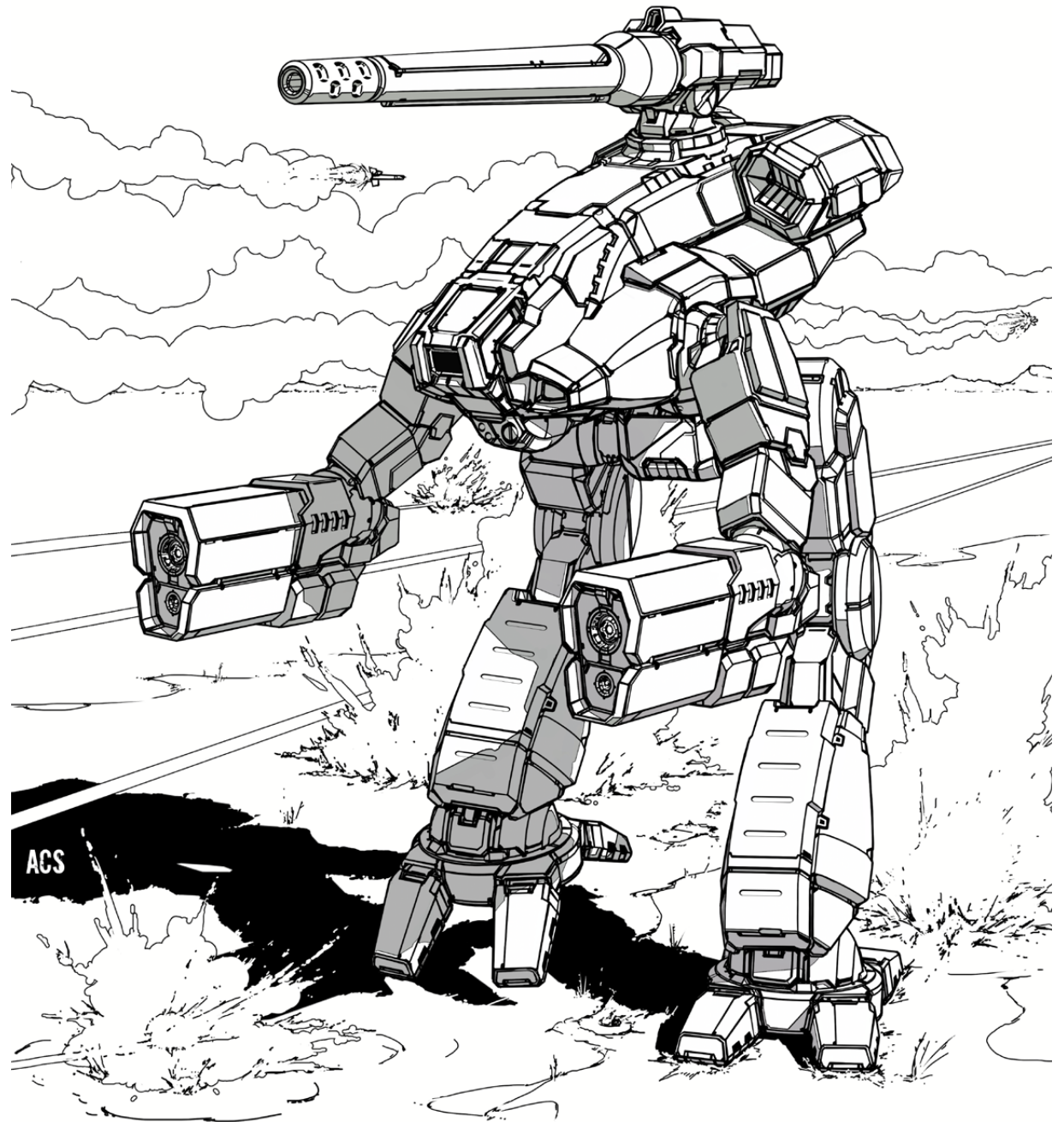
Lieutenant Revanwyn Delaz: A lance commander in the Republic of the Sphere's militia on Yed Posterior, Delaz was among those tasked with defending the city of Henderton against the invading Wolf Clan in 3137. Maximizing the C³ and ECM capabilities of her MAD-7C *Marauder* and that of her lancemate, Sergeant Edvard Kohn, Delaz and her team scored five kills against the invading BattleMechs, and wiped out two Points of Elementals in a string of rapid, hit-and-fade strikes from Henderton's tunnel complex. When the Wolves isolated and destroyed the *Doloire* containing her network's master unit and quickly followed up with attacks on civilian structures, Delaz and her surviving comrades were forced to surrender.

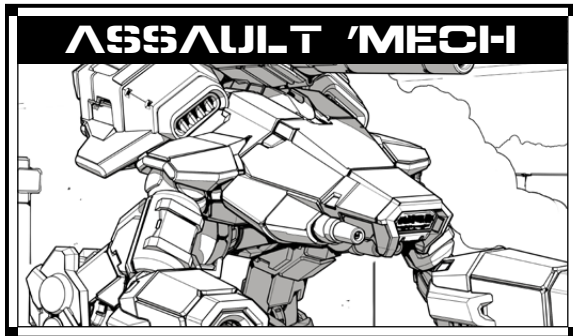
Tai-i Hitomi Lyonjin: *Tai-i* Hitomi Lyonjin of the Draconis Combine's Second Legion of Vega gained a reputation for recklessness in combat that some say borders on suicidal. During the recent Combine invasion of the Federated Suns, his previous BattleMech—a Jihad-era *No-Dachi*—was nearly crippled when he single-handedly engaged an augmented heavy militia lance at point-blank range on Xhosa VII. Though his 'Mech was repaired after the fighting, Lyonjin passed it on to one of his junior lance commanders and claimed a captured Davion MAD-11D from the spoils of his victory. While battling elements of the First New Ivaarsen Chasseurs on Exeter, he demonstrated the same *kamikaze*-like zeal with his new ride by plunging into the center of a Davion pursuit lance and laying waste to the lot. The attack was especially surprising to the FedSuns force as Lyonjin had not yet repainted his prize *Marauder* nor had its IFF codes changed, causing the Davion lance to hesitate at the sight of what might have been a friendly 'Mech barreling toward them.

Pai-zhang Lucas Lowe: Operating under the callsign “Bishop Havok,” *Pai-zhang* Lowe of the reborn Warrior House Ijori is a Capellan MechWarrior who considers himself a proud member of the Cult of Liao, which venerates the late Chancellor Sun-Tzu Liao as an almost god-like being and sees Daoshen Liao as his divine heir in this life. Piloting a refurbished *Marauder* into battle, he is known for quoting bits of Taoist, Confucian, and Lorix Order wisdom over open channels to friend and foe alike, and dedicates his kills to the glory of the ascended Sun-Tzu.

The Bounty Hunter: The current incarnation of the enigmatic Bounty Hunter identity—a series of mercenaries stretching back to the early 2900s—continues to ply his lethal trade from the cockpit of a *Marauder* customized with cutting-edge tech of both Inner Sphere and Clan origins. Although widely regarded as a solo operator, the Bounty Hunter is known to work with a small “posse” of MechWarriors who pilot other BattleMechs associated with the Bounty Hunter identity, including a *Timber Wolf*, a *Loki II*, a *Griffin*, a *Warhammer*, and a *Marauder II*. Indeed, when these forces operate together—typically in taking down larger prey—it is often unclear which ‘Mech the Hunter might actually be piloting until it is too late.

The Dark One: A Periphery legend originating during the Jihad tells of a *Marauder* so black that it seems to absorb all light. Most famously piloted by AFFS deserter Kevin Langstrom, or Black Kevin as he was known on Tortuga, death hovers like a raven over this machine. Legend claims it walks without a pilot, and drains the souls of all who stray too close. The Dark One vanished with Black Kevin at the Jihad’s end, but war brings out all things that feed on death. Rumors have arisen in the Spinward Periphery that a black *Marauder*, unnatural of movement and somehow off in proportion, once again prowls the stars. Brother Perseus Schell of Randis IV is a believer, and has vowed to personally melt down the Dark One’s every last circuit and scrap of armor.





Mass: 85 tons

Chassis: Type 850 Light

Power Plant: Consolidated Fusion 340

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Forging MD4 Ferro-Fibrous

Armament:

3 Type DDS "Kingston" ER PPC

2 Series PPS-XIX Medium Pulse Lasers

4 Series 1 ER Small Lasers

Manufacturer: Olivetti Weaponry

Primary Factory: Sudeten

Communications System: Series D8 CC-25Xa

Targeting and Tracking System: "Hermes" CT-42 Mk. II

Given the supreme performance and sterling reputation of the *Marauder*, it was only natural for the Clans to devote resources to developing a successor worthy of the name. Before the advent of Omni technology and the creation of the *Timber Wolf*, that title belonged to the *Marauder IIC*. Built from the ground up in its progenitor's image, the *Marauder IIC* took full advantage of the cutting-edge tech available in its day to enhance every aspect of the original. The result was, quite simply, a bigger, stronger, more resilient and durable *Marauder*—one that remains popular even today, despite its classification as a "second-line" BattleMech. The *Marauder IIC* continues to be built in its original layout by the Jade Falcons, joining the Rasalhague Dominion's "Phoenix" models as the formidable core of many Clan assault formations.

CAPABILITIES

While structurally similar to the original *Marauder* in many ways, even the advanced capabilities of Golden Century ClanTech could not avoid expanding the BattleMech's chassis to accommodate all its improvements. As a result, much like other classic 'Mechs the Clans redesigned at that time, the *Marauder IIC* gained ten tons of total mass.

Emphasizing a perfect balance of long-reaching, high-yield firepower, solid armor and the mobility to keep up with its supporting units, the *IIC* followed in its progenitor's massive footsteps in function as well as in form. Although the Clans' dueling tradition favored the prowess of individual warriors and quick battles over drawn-out campaigns, their preference of high-power energy weapons over ballistics and missiles enable this 'Mech to remain effective almost indefinitely in the hands of an expert MechWarrior. Combined with its other features, this battlefield endurance secured the *Marauder IIC's* role as an ideal command 'Mech, and ensured its popularity among the glory-seeking warriors who make up most of the Clan officer corps.

BATTLE HISTORY

Following the destruction of the so-called Ruins of Gabriel in the Odessa system, a mysterious warrior and his retinue somehow managed to land on (and eventually depart from) the then-quarantined world of Odessa III. Arriving in a battle-scarred *Broadsword* DropShip sporting markings of Clan Goliath Scorpion, the Seeker MechWarrior and his "lance" scoured several sites in and around the planetary capital, its HPG compound, and the estates of the local ruling family, House Fisk. As Odessa was in the grip of mass rioting and unrest at the time caused by a Blakist-engineered pandemic and quarantine, the Seeker found himself continuously engaged by random insurgents, most of whom were poorly armed and ill-equipped to deal with his *Marauder IIC*. Unconfirmed reports also suggest that he fought a small contingent of Manei Domini, and that his prize may have included further evidence the allied coalition used to establish how ComStar and Word of Blake had undermined the planetary government for centuries.

During the recent liberation of Robinson by the Republic of the Sphere, two lances of *Marauder IICs*—one each from the Eleventh and Twelfth Principles—took part in the hard-fought siege of Bueller, where they accounted for over fifteen BattleMech kills against the Draconis Combine's Seventh Sword of Light. Although half of these RAF 'Mechs were lost after the DCMS defenders received reinforcements from the First Ghost Regiment and the

Ryuken-go, the heavy stream of near-continuous PPC fire from these *IICs* helped hold the line long enough for additional Republic forces to arrive and smash the Combine flanks.

VARIANTS

As one would expect of a BattleMech made in the *Marauder's* image, the *IIC* has seen a broad range of variant refits, mostly in the form of alternate weapon loadouts keeping to the machine's proven emphasis on heavy, long-distance, directed fire. While many of these variants were the result of new technologies developed in the wake of Operation Revival, the Falcons have recently reintroduced two ancient variants that add missile launchers to their inventory. Olivetti's most modern incarnation of the chassis reinstates its traditional beam weaponry, along with an XL engine and improved jump jets.

NOTABLE 'MECHS AND MECHWARRIORS

Star Commander Aron: Formerly a MechWarrior of Clan Smoke Jaguar, an ardently Crusader Clan, Star Commander Aron of Clan Ghost Bear's 140th Striker Cluster always considered himself a Warden at heart. Captured by the Bears during one of many of the border Trials following the Truce of Tukayyid, Aron spent much of his bondsmanship as a technician, servicing the 'Mechs of his Cluster until finally reclaiming his warrior status in 3058. Possibly a result of his intimate knowledge of BattleMech engineering, he possesses a particular talent for precision strikes with his *Marauder IIC*, aimed at disabling his opponents with the minimum possible amount of damage and allowing their machines to be salvaged and repaired later.

Star Captain Suleiman Kovacs: As a Trueborn Seeker in Clan Goliath Scorpion with a tinkering habit worthy of the scientist caste, Kovacs was seen as a radical—even among the Scorpions—for his unauthorized experimentation with a theory involving synchronized neurohelmets and necrosis. Believing that the combination of the hallucinogenic with a wireless network of linked neurohelmets could possibly allow shared visions between warriors, Kovacs reportedly championed the creation of a "Psi Galaxy" in which his theories could be tested on a grand scale. This idea must have ruffled feathers in the Scorpion leadership, as he appeared in the Inner Sphere less than a year later to raid Odessa on the heels of a Ghost Bear assault.

MARAUDER IIC

Type: **Marauder IIC**
 Technology Base: Clan
 Tonnage: 85
 Role: Brawler
 Battle Value: 2,680

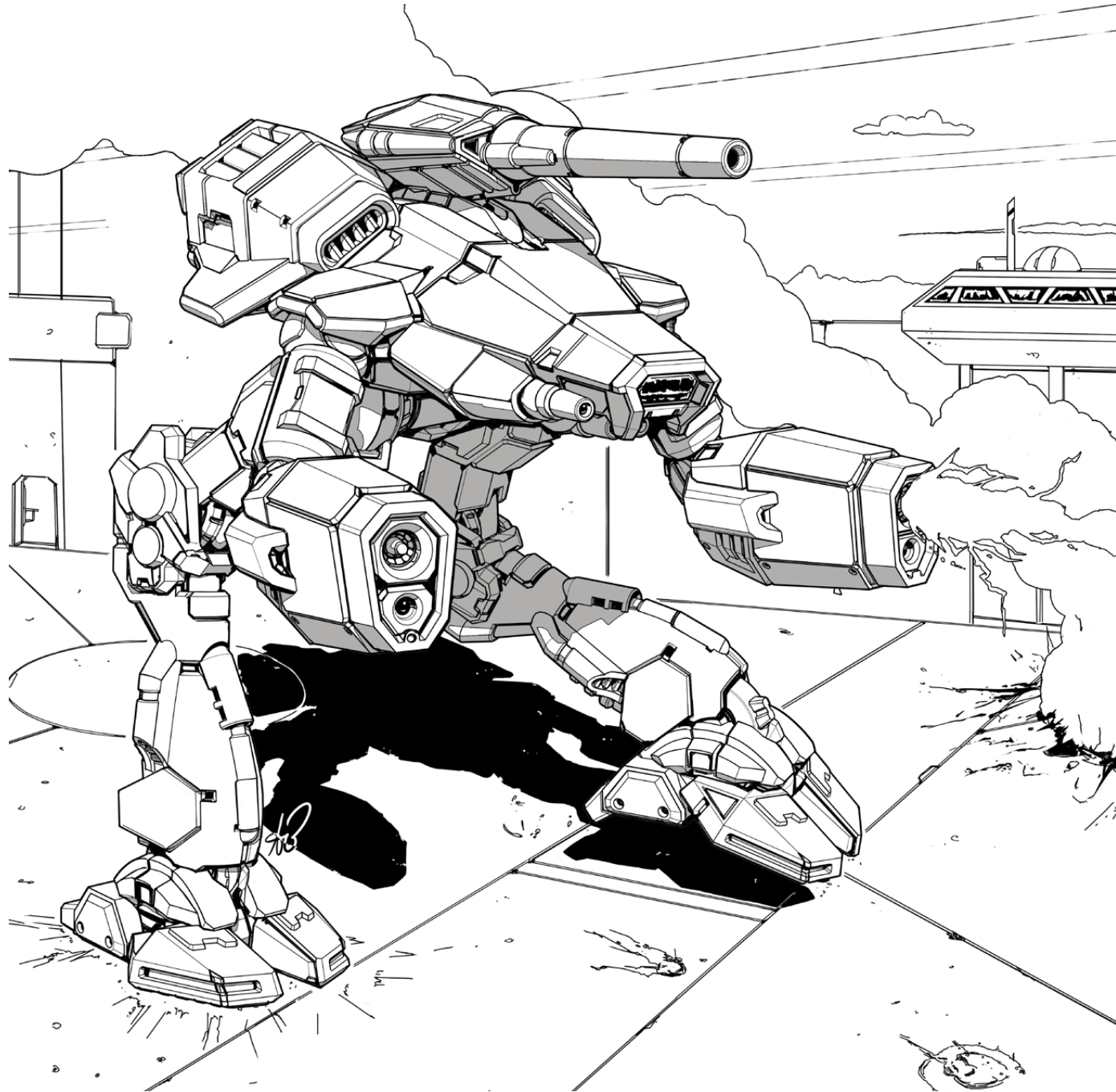
Equipment

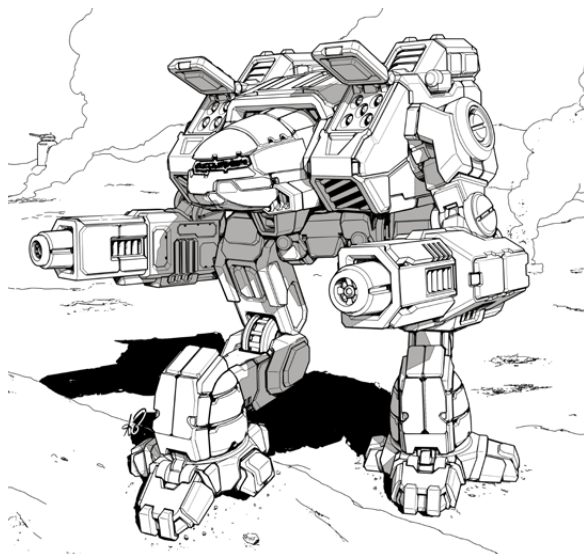
	Endo Steel	Mass
Internal Structure:	270	4.5
Engine:	270	27
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	21 [42]	11
Gyro:		4
Cockpit:		3
Armor Factor (Ferro):	220	11.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	27	30
Center Torso (rear)		11
R/L Torso	18	26
R/L Torso (rear)		8
R/L Arm	14	24
R/L Leg	18	27

Weapons

Weapons and Ammo	Location	Critical	Tonnage
ER PPC	RA	2	6
Medium Pulse Laser	RA	1	2
ER Small Laser	RT	1	.5
2 ER Small Lasers	CT	2	1
ER PPC	LT	2	6
ER Small Laser	LT	1	.5
ER PPC	LA	2	6
Medium Pulse Laser	LA	1	2

Notes: Features the following Design Quirks: Command 'Mech, Hyper-Extending Actuators, Exposed Actuators.





Mass: 65 tons
Speed: 64 kph cruising, 97 kph max
Jump Capacity: None
Payload: 17.5 tons of pod space
Manufacturer: Assault Tech Industries (Donegal), W-12 Facilities (Zosma)
Featured in TRO: 3055 Upgrade

Not seen in significant numbers outside the Wolves-in-Exile since the Jihad, the *Linebacker* was recently adopted as a mainstay of the Wolf Empire *touman's* heavy BattleMech forces, joining the *Timber Wolf*, *Warwolf*, and *Crossbow* in the march towards Terra.

CAPABILITIES

Combining speed with significant firepower, the *Linebacker* is commonly deployed as a striker, launching slashing flank attacks and hunting down enemy scouts, always at the leading edge of the Wolf advance. Its low-slung, hunched profile provides an exceptionally stable firing platform. Common configurations either keep it out of enemy range while sniping, or use that speed to quickly close distance and overrun enemy positions.

BATTLE HISTORY

Commissioned by Khans Ward and Kerensky in 3052, the *Linebacker* was intended to pair the firepower of a *Timber Wolf* with the mobility of a *Kit Fox*, and was touted as the

future of Clan Wolf's *touman*. A Trinary formed from the *Linebacker's* first production run deployed to Tukayyid with Gamma Galaxy, but the upheaval of the Refusal War and the Crusader Wolves' disdain for a Warden creation prevented it from appearing in significant numbers until the mid-3060s. Clan Wolf did not replace *Linebackers* lost during the Jihad, and it became a common sight only among the Wolves-in-Exile, who kept it in constant production. The loss of Arc-Royal, however, left the Exiles scrambling to increase output at their fall-back facilities on Donegal. At the same time, Khan Alaric Ward ordered the *Linebacker* back into mass production for the Wolf Empire, intending it to serve as the spearpoint of the Wolf Empire's advance.

In May 3149, Khan Ward dispatched Gamma Regiment's 103rd Wolf Guard Striker Cluster to wrest Alhena from the Republic Remnant. Colonel Oisin Fegan dug his Eighth Triarii Protectors in around the capital of Focci's Point, forming a wall of 'Mechs and armor in front of massive artillery batteries. Star Colonel Maurice Radick, formerly of the Steel Wolves, had rebuilt his Cluster with the Wolf Empire's new *Linebackers*. Realizing that an attempt to win a long-distance duel against artillery was a losing proposition, he ordered a Trinary under Star Captain Rhea configured for close assault and sent them around the Eighth's flanks, moving too quickly to be targeted by the defending artillery. Rhea's *Linebackers* used their superior firepower to punch through Remnant lines and overrun the artillery park, silencing the guns and then falling on the Protectors from the rear, while the rest of the Cluster launched a frontal assault. Few of the Eighth Triarii survived to withdraw from the Empire's newly acquired world.

NOTABLE 'MECHS AND MECHWARRIORS

Star Captain Rhea: A promising young warrior in Clan Wolf, Rhea became separated from her *sibko* during a wilderness training exercise shortly before her Trial of Position and was presumed dead. She stunned her *sibkin* when she returned to base weeks later after walking more than 200 kilometers through harsh terrain, earning her the nickname "Iron Maiden." Living by the motto "the more you bleed in peace, the less you sweat in war," she practices living rough on every world she visits.

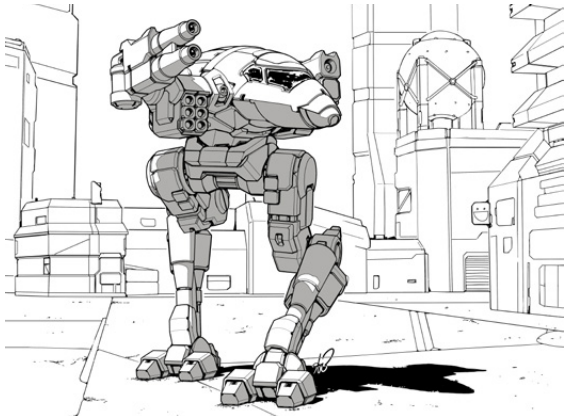
Weapons and Ammo	Location	Critical	Tonnage
<i>Weapons Configuration T</i>			
Plasma Cannon	RA	1	3
Ammo (Plasma) 20	RA	2	2
Streak SRM 4	RT	1	2
Ammo (Streak SRM) 25	RT	1	1
Flamer	RT (R)	1	.5
Active Probe	CT	1	1
Streak LRM 5	LT	1	2
Ammo (Streak LRM) 24	LT	1	1
Plasma Cannon	LA	1	3
Ammo (Plasma) 20	LA	2	2
Battle Value: 1,851	Role: Skirmisher		

<i>Alternate Configuration F</i>			
SRM 6	RA	1	1.5
ER PPC	RT	2	6
SRM 6	RT	1	1.5
Ammo (SRM) 15	RT	1	1
SRM 6	LT	1	1.5
Ammo (SRM) 30	LT	2	2
Narc (I-OS)	LT	1	1.5
Double Heat Sink	LT	2	1
SRM 6	LA	1	1.5
Battle Value: 1,928	Role: Skirmisher		

<i>Alternate Configuration G</i>			
Improved Heavy Large Laser	RA	3	4
Double Heat Sink	RA	2	1
2 Streak SRM 2 (I-OS)	RT	2	1
Double Heat Sink	RT	2	1
Supercharger	CT	1	2.5
Targeting Computer	LT	2	2
Double Heat Sink	LT	2	1
Improved Heavy Large Laser	LA	3	4
Double Heat Sink	LA	2	1
Battle Value: 2,433	Role: Skirmisher		

<i>Alternate Configuration I</i>			
6 Machine Guns	RA	6	1.5
2 Machine Gun Arrays	RA	2	.5
ER Large Pulse Laser	RT	3	6
4 Machine Guns	RT	4	1
Machine Gun Array	RT	1	.25
Supercharger	CT	1	2.5
4 Machine Guns	LT	4	1
Machine Gun Array	LT	1	.25
Ammo (MG) 300	LT	2	1.5
Active Probe	LT	1	1
6 Machine Guns	LA	6	1.5
2 Machine Gun Arrays	LA	2	.5
Battle Value: 1,929	Role: Scout		

RAVEN



Mass: 35 tons

Manufacturer: Hespont Mech Works (Sian)

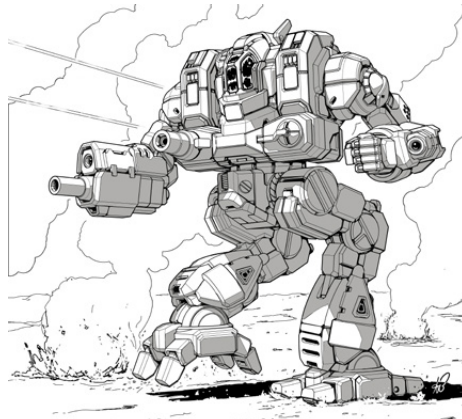
Featured in TRO: 3039 and 3050 Upgrade / Succession Wars

With the 3123 introduction of the *Raven II* as a combat scout, many believed the original *Raven*'s days were numbered. This was not to be however, after the new RVN-5L entered service in 3125. Sharing the *Raven II*'s engine and the *Raven X*'s XL gyro, the -5L now serves as a tag-team partner and spotter for the *Raven II*. The biggest change in the new design's payload is the use of the more flexible iNarc system, which forced the removal of the active probe and downgrading of its SRMs.

Sao-wei Eric "Uncle" Chang: Known to many as "Uncle" due to his kindly nature, for the last fifteen years Chang has aided and abetted the *Raven IIs* of the Dynasty Guards, with whom his *Raven* -5L has notched up the highest number of assisted kills in his battalion. On Avigait, his superior ECM and iNarc ECM pods helped to break the First Syrtis Fusiliers C³ networks, enabling the *Raven IIs*' TSEMPs to shut down the enemy commanders. Homing iNarcs then provided accurate targeting data to the rest of his company, allowing them to rapidly mop up the Davion survivors following their retreat into the Blackfield Forest.

Similar scenes would play out on the battlefields of Jaipur, Taygeta and later New Syrtis; multiple assists but no outright kills. Although some may consider this record somewhat dubious and look down upon Chang and his *Raven*, his only wish is to bring glory to the Chancellor. He understands his role perfectly and fights to his 'Mech's strengths, never failing to bring it home unscathed while his enemy lies defeated.

CATAPHRACT



Mass: 70 tons

Manufacturer: Earthwerks Ltd. (Tikonov)

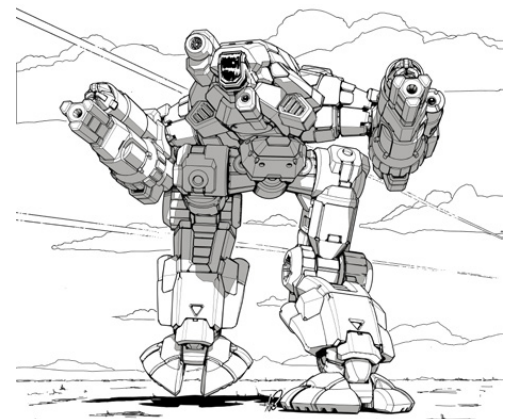
Featured in TRO: 3039 and 3050 Upgrade / Succession Wars

Following the release of the latest version of the *Thunderbolt*, the Republic decided to re-open and revamp the Earthwerks *Cataphract* line. More a continued evolution of the -4L Liao variant, the -5L now shares a few common components with the TDR-12R. The stealth armor and ECM are replaced with reflective armor, and two small variable-speed pulse lasers are added to bolster its short-range firepower. As a nod to the original design, the medium lasers are mounted rearward once more.

Captain Aloysius "Big Al" Cwiklik: Sharply dressed when off duty, few would believe that this quiet, reserved man has in fact been Earthwerks' top test pilot for the last twenty-five years. Tall and easily recognizable by his shock of white hair, Cwiklik spent fifteen years in the Republic military before seeking another challenge. Known to all as "Big Al," he leads Earthwerks' test pilots with a firm but fatherly hand. That group of pilots is somewhat of a family affair; his own son Dan is also a test pilot, although Aloysius goes to great lengths to show no favoritism.

Though age has dulled Cwiklik's reflexes somewhat, he makes up for them with his intelligence and experience. He analyzes every aspect of a new prototype well beyond normal requirements, almost as if he is studying an enemy. Only when a 'Mech passes his scrutiny is it taken to the testing grounds for shakedown trials, often to the grumblings of Earthwerks' engineers. Although accidents do indeed happen, under "Big Al's" watchful gaze no test pilots have been killed or seriously injured during his tenure at Earthwerks.

NIGHTSTAR



Mass: 95 tons

Manufacturer: General Motors (Kathil)

Featured in TRO: 3058 Upgrade / Succession Wars

Following the innovations of the MAD-9D and its commercial success, GM decided to restart *Nightstar* production once more. The NSR-10D shares a number of components with both the *Marauder* and *Marauder II*, easing logistics. Highlighting its role as a command and heavy support 'Mech, the -10D mounts light Gauss rifles with plentiful ammunition for maximum engagement range, and its overall firepower is increased by the use of Clan-grade advanced beam weapons. Although careful heat management is required with this weapons array, coolant pods provide a temporary measure to avoid overheating. The -10D's battlefield endurance is also improved with the use of CASE II.

Captain Don "Furluge" Scherig: Named for an ancestor who fought in Operation Bulldog and later sided with Victor Steiner-Davion during the FedCom Civil War, Captain Scherig carries on the family tradition of military service. Following Julian Davion to the Lyran Commonwealth, he survived the meat grinder of the Wolf Invasion and accompanied the newly-crowned First Prince as part of Task Force Navarre and later Operation Cerberus. Badly wounded on New Syrtis in early 3148 during fighting which heavily damaged his 'Mech, he took time out to recuperate while his *Nightstar* was repaired and upgraded to -10D standards.

Rejoining the First Davion Guards in time for the third wave of Operation Perceval, he fought on Coloma against the Fifth Sword of Light. Only a swift flanking maneuver by the Guards saved the First Avalon Hussars from routing, and Scherig's own company was in the thick of the action against the Sword's 301st Armor Regiment. His *Nightstar*'s new armament proved formidable against the Combine armor, allowing him to claim four kills in as many minutes.

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Cricket RWN-01

Movement Points:

Walking: 7

Running: 11 [14]

Jumping: 6

Tonnage: 30

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Scout

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	LT	5	5 [DE]	3	6	12	18
1	Light PPC	RT	5	5 [DE]	3	6	12	18
1	Targeting Computer	HD	—	[E]	—	—	—	—

BV: 1,169

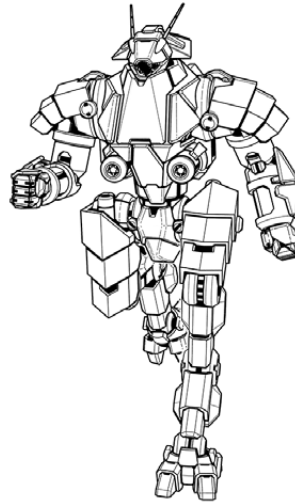


WARRIOR DATA

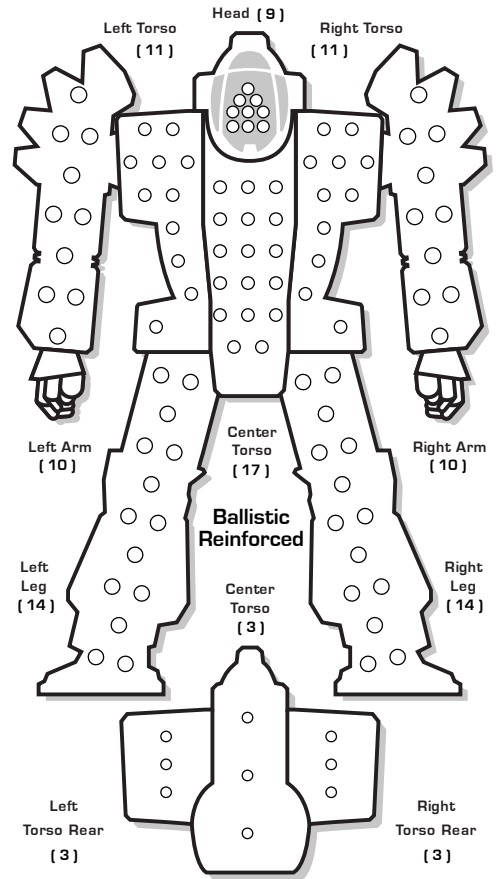
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

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

1-3

- Double Heat Sink
- Ballistic-Reinforced
- Ballistic-Reinforced
- Ballistic-Reinforced
- Roll Again
- Roll Again

4-6

Left Torso

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

1-3

- Jump Jet
- Jump Jet
- Light PPC
- Light PPC
- Ballistic-Reinforced
- Ballistic-Reinforced

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Targeting Computer [IS]
- Targeting Computer [IS]

1-3

Center Torso

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

1-3

Right Torso

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

4-6

Right Arm

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

1-3

- Double Heat Sink
- Ballistic-Reinforced
- Ballistic-Reinforced
- Ballistic-Reinforced
- Roll Again
- Roll Again

4-6

Right Torso

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

1-3

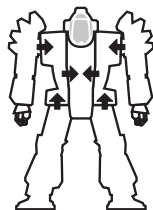
- Jump Jet
- Jump Jet
- Light PPC
- Light PPC
- MASC
- MASC

4-6

Right Leg

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

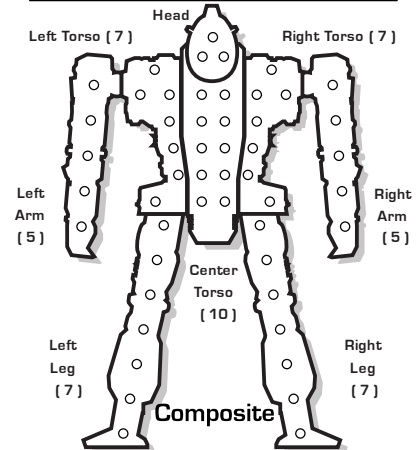
Engine Hits ○○○○
Gyro Hits ○○○
Sensor Hits ○○
Life Support ○



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™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Raven RVN-5L

Movement Points:

Walking: 8

Running: 12

Jumping: 0

Tonnage: 35

Tech Base: Inner Sphere

Rules Level: Standard

Role: Scout

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	iNarc	LA	—	[M]	—	4	9	15
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Angel ECM Suite	LT	—	[E]	—	—	—	—
3	SRM 2 (I-OS)	RT	2	2/Msl [M,C,S]	—	3	6	9
1	TAG	RT	—	[E]	—	5	9	15

Ammo: [iNarc] 12

BV: 1,035



WARRIOR DATA

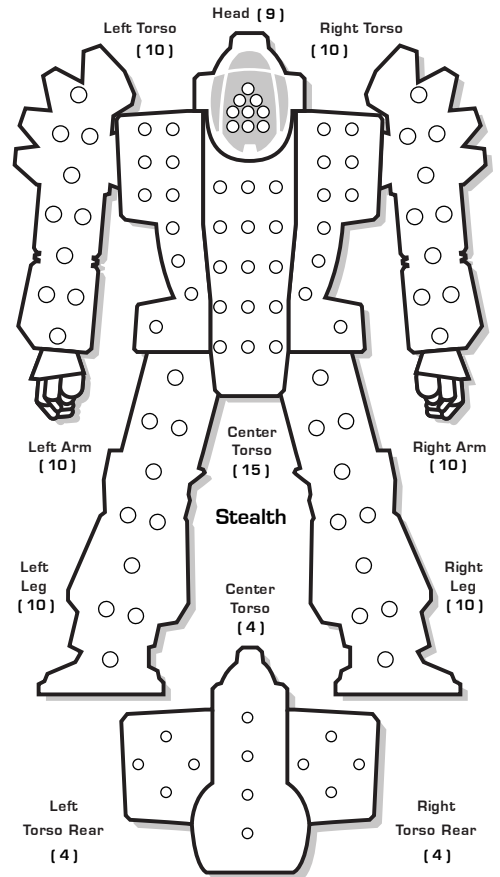
Name: _____

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
- iNarc
- iNarc
- LiNarc
- Endo Steel

1-3

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

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo [iNarc] 4
- Ammo [iNarc] 4
- Ammo [iNarc] 4

1-3

- Angel ECM Suite
- Angel ECM Suite
- Endo Steel
- Endo Steel
- Stealth
- Stealth

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

Head

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

Center Torso

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

1-3

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

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- ER Medium Laser
- Endo Steel
- Endo Steel

1-3

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

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- SRM 2 (I-OS)
- SRM 2 (I-OS)
- SRM 2 (I-OS)

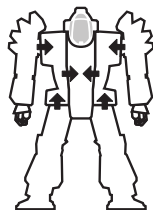
1-3

- TAG
- Endo Steel
- Endo Steel
- Stealth
- Stealth
- Roll Again

4-6

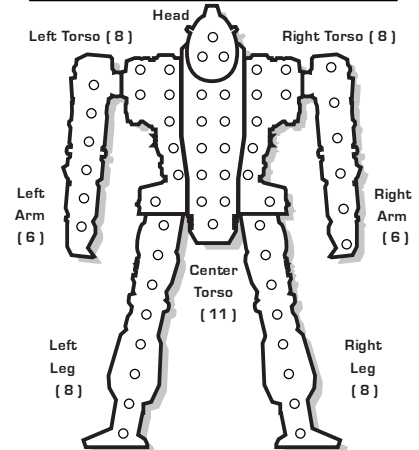
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth



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: Linebacker T

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 65

Tech Base: Clan

Rules Level: Standard

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Plasma Cannon	LA	7	[DE,H,AI]	-	6	12	18
1	Plasma Cannon	RA	7	[DE,H,AI]	-	6	12	18
1	Streak LRM 5	LT	2	1/Msl [M,C]	-	7	14	21
1	Streak SRM 4	RT	3	2/Msl [M,C]	-	4	8	12
1	Flamer [R]	RT	3	2 [DE,H,AI]	-	1	2	3
1	Active Probe	CT	-	[E]	-	-	-	-

Ammo: (Plasma Cannon) 40, (Streak LRM 5) 24, (Streak SRM 4) 25

BV: 1,851

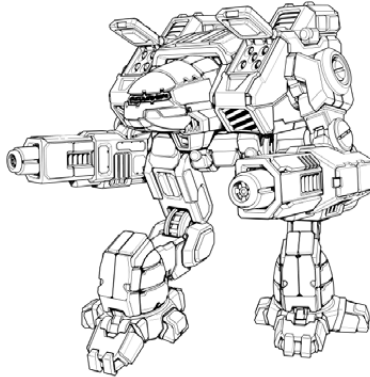


WARRIOR DATA

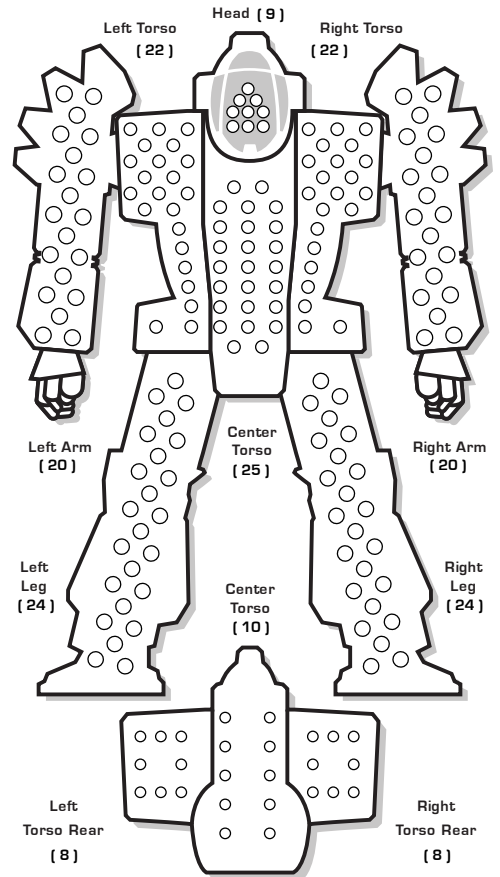
Name: _____

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
- Plasma Cannon
- Ammo (Plasma Cannon) 10
- Ammo (Plasma Cannon) 10

1-3

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

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Streak LRM 5
- Ammo (Streak LRM 5) 24
- Endo Steel
- Ferro-Fibrous

1-3

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

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

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

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Plasma Cannon
- Ammo (Plasma Cannon) 10
- Ammo (Plasma Cannon) 10

1-3

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

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Streak SRM 4
- Ammo (Streak SRM 4) 25
- Flamer [R]
- Endo Steel

1-3

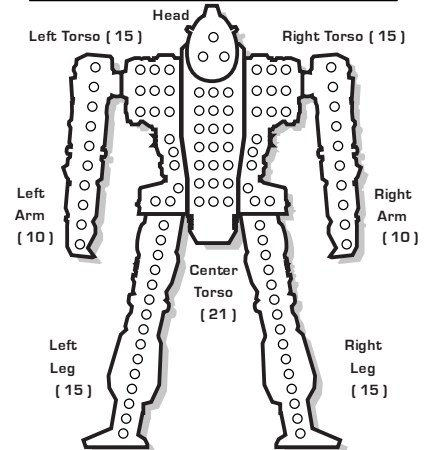
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*

29

28*

27

26*

25*

24*

23*

22*

21

20*

19*

18*

17*

16

15*

14*

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

0

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 14 [28]
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™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Linebacker F

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 65

Tech Base: Clan

Rules Level: Advanced

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	LA	4	2/Msl [M,C,S]	-	3	6	9
1	SRM 6	RA	4	2/Msl [M,C,S]	-	3	6	9
1	SRM 6	LT	4	2/Msl [M,C,S]	-	3	6	9
1	Narc (I-OS)	LT	-	[M]	-	4	8	12
1	ER PPC	RT	15	15 [DE]	-	7	14	23
1	SRM 6	CT	4	2/Msl [M,C,S]	-	3	6	9

Ammo: (SRM 6) 45

BV: 1,928

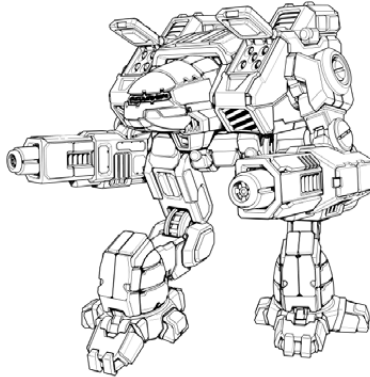


WARRIOR DATA

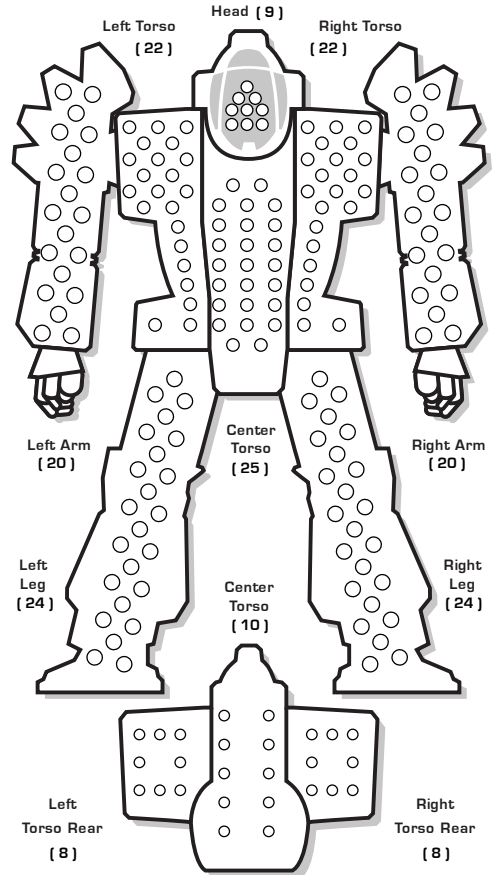
Name: _____

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
- SRM 6
- Endo Steel

1-3

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

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- SRM 6
- Narc (I-OS)

1-3

- Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- SRM 6
- Endo Steel

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 6
- Endo Steel

1-3

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

4-6

Right Torso (CASE)

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

1-3

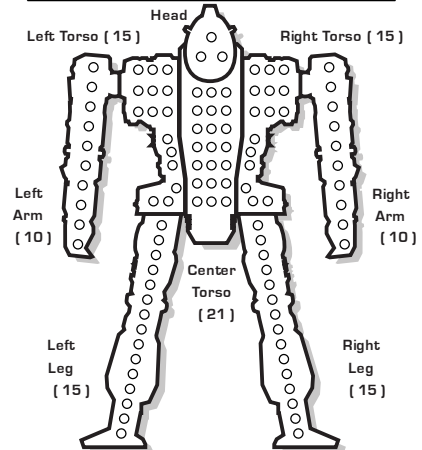
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*

29

28*

27

26*

25*

24*

23*

22*

21

20*

19*

18*

17*

16

15*

14*

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

0

HEAT DATA

Heat Level*	Effects	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™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Linebacker I

Movement Points:

Walking: 6

Running: 9 [12]

Jumping: 0

Tonnage: 65

Tech Base: Clan

Rules Level: Standard

Role: Scout

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
6	Machine Gun	LA	—	2 [DB,AI]	—	1	2	3
2	Machine Gun Array	LA	—	[T]	—	1	2	3
6	Machine Gun	RA	—	2 [DB,AI]	—	1	2	3
2	Machine Gun Array	RA	—	[T]	—	1	2	3
4	Machine Gun	LT	—	2 [DB,AI]	—	1	2	3
1	Machine Gun Array	LT	—	[T]	—	1	2	3
1	Active Probe	LT	—	[E]	—	—	—	—
1	ER Large Pulse Laser	RT	13	10 [P]	—	7	15	23
4	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3
1	Machine Gun Array	RT	—	[T]	—	1	2	3

Ammo: (Machine Gun) 300

BV: 1,929

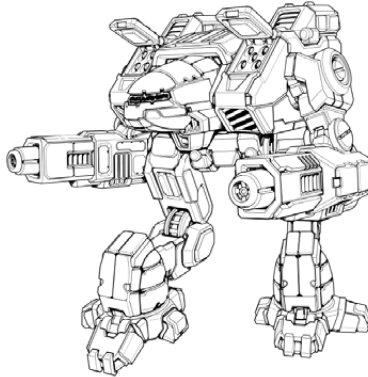


WARRIOR DATA

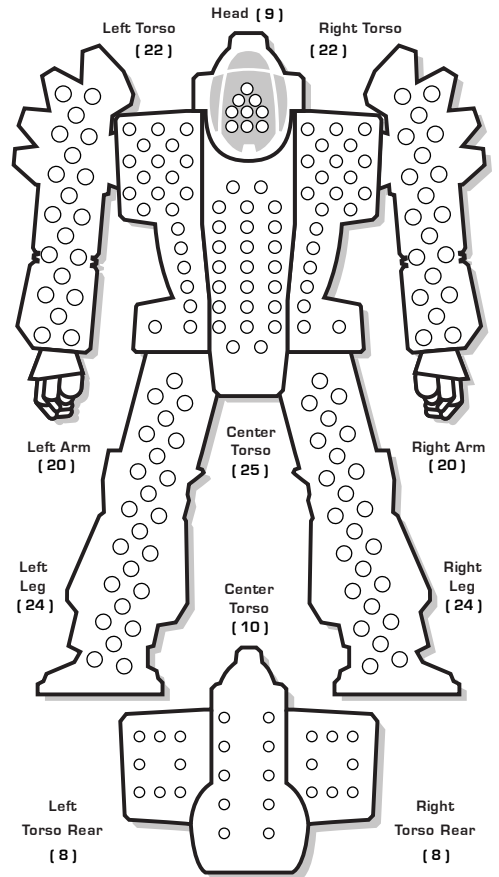
Name: _____

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
- Machine Gun
- Machine Gun
- Machine Gun
- Machine Gun Array

1-3

- Machine Gun
- Machine Gun
- Machine Gun
- Machine Gun Array
- Endo Steel
- Ferro-Fibrous

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Machine Gun
- Machine Gun
- Machine Gun
- Machine Gun

1-3

- Machine Gun Array
- Ammo (Machine Gun) 200
- Ammo (Machine Gun) 100
- Active Probe
- Endo Steel
- Ferro-Fibrous

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Supercharger
- Endo Steel

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Machine Gun
- Machine Gun
- Machine Gun
- Machine Gun Array

1-3

- Machine Gun
- Machine Gun
- Machine Gun
- Machine Gun Array
- Endo Steel
- Ferro-Fibrous

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- ER Large Pulse Laser
- ER Large Pulse Laser
- ER Large Pulse Laser
- Machine Gun

1-3

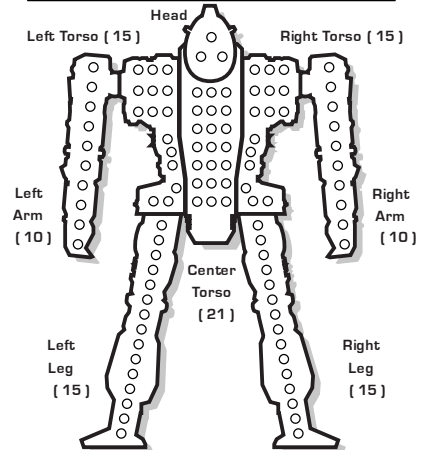
- Machine Gun
- Machine Gun
- Machine Gun
- Machine Gun Array
- Endo Steel
- Ferro-Fibrous

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*

29

28*

27

26*

25*

24*

23*

22*

21

20*

19*

18*

17*

16

15*

14*

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

0

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 14 [28]
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: Cataphract CTF-5L

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Sniper

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small VSP Laser	LA	3	0	-	2	4	6
1	ER PPC	RA	15	10 [DE]	-	7	14	23
1	Small VSP Laser	RA	3	0	-	2	4	6
1	Medium Laser (R)	LT	3	5 [DE]	-	3	6	9
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	Medium Laser (R)	RT	3	5 [DE]	-	3	6	9

Ammo: (Gauss) 16

BV: 2,090

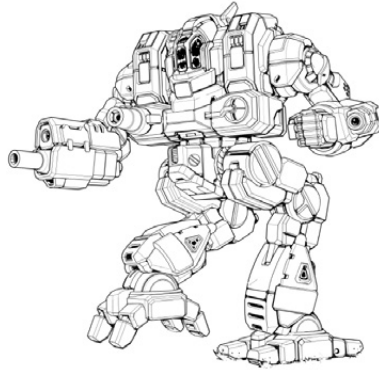


WARRIOR DATA

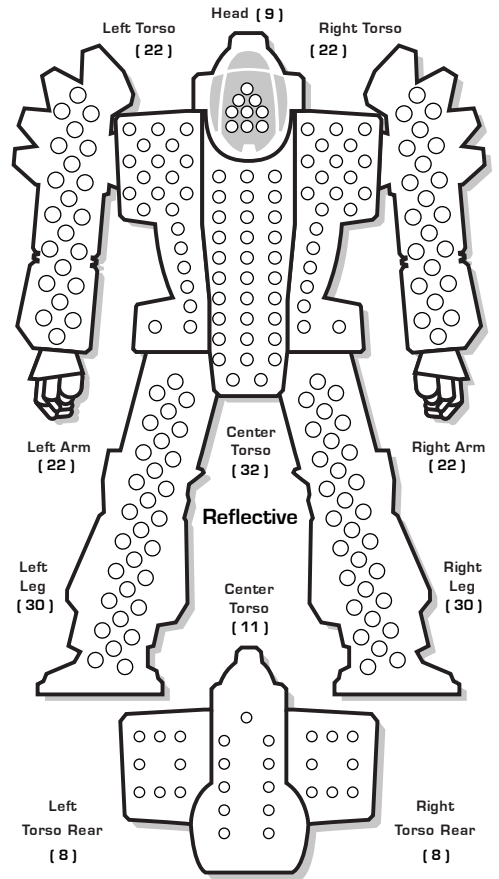
Name: _____

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
- Small VSP Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Reflective
- Reflective

4-6

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Medium Laser (R)
- Ammo (Gauss) 8
- Ammo (Gauss) 8

1-3

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

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Reflective
- Reflective

Head

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

Center Torso

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

1-3

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

4-6

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

Right Arm

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

1-3

- Small VSP Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Reflective
- Reflective

4-6

Right Torso

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

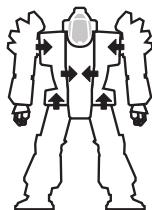
1-3

- Gauss Rifle
- Medium Laser (R)
- CASE
- Endo Steel
- Endo Steel
- Roll Again

4-6

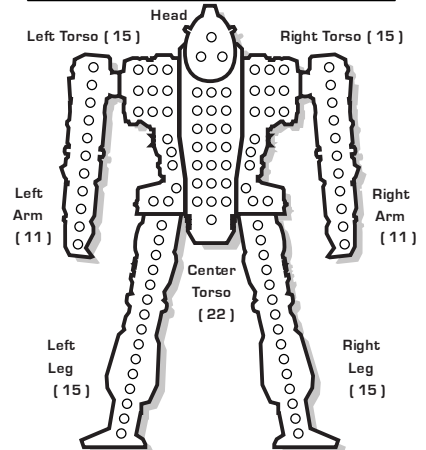
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Reflective
- Reflective



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 12 [24]
30	Shutdown	○ ○
28	Ammo Exp, avoid on 8+	○ ○ ○
26	Shutdown, avoid on 8+	○ ○ ○ ○
25	-5 Movement Points	○ ○ ○ ○ ○
24	+4 Modifier to Fire	○ ○ ○ ○ ○ ○
23	Ammo Exp, avoid on 6+	○ ○ ○ ○ ○ ○ ○
22	Shutdown, avoid on 8+	○ ○ ○ ○ ○ ○ ○ ○
20	-4 Movement Points	○ ○ ○ ○ ○ ○ ○ ○ ○
19	Ammo Exp, avoid on 4+	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
18	Shutdown, avoid on 6+	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
17	+3 Modifier to Fire	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
15	-3 Movement Points	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
14	Shutdown, avoid on 4+	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
13	+2 Modifier to Fire	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
10	-2 Movement Points	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
8	+1 Modifier to Fire	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
5	-1 Movement Points	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Heat Scale

Overflow

30*

29

28*

27

26*

25*

24*

23*

22*

21

20*

19*

18*

17*

16

15*

14*

13*

12

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10*

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8*

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6

5*

4

3

2

1

0

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Marauder MAD-5D

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 75

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

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 Pulse Laser	LA	4	6 [P]	-	2	4	6
1	ER PPC	RA	15	10 [DE]	-	7	14	23
1	Medium Pulse Laser	RA	4	6 [P]	-	2	4	6
1	Streak SRM 2	LT	2	2/Msl [M,C]	-	3	6	9
1	Large Pulse Laser	RT	10	9 [P]	-	3	7	10

Ammo: (Streak SRM 2) 50

BV: 1,787

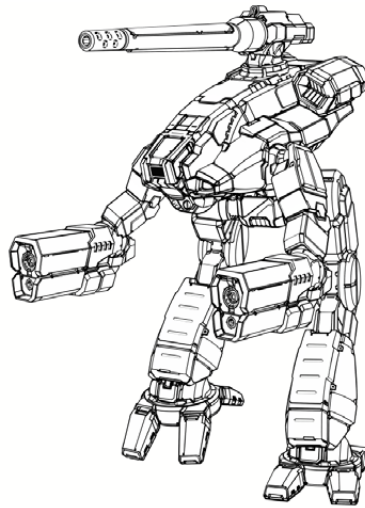


WARRIOR DATA

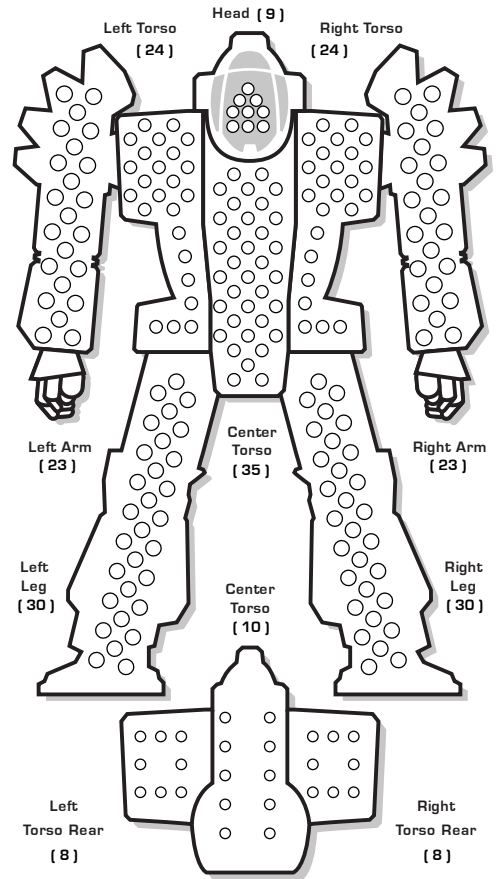
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

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

1-3

- Medium Pulse Laser
- Roll Again
- Roll Again
- Roll Again
- 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

4-6

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Streak SRM 2
- Ammo (Streak SRM 2) 50
- CASE

Left Leg

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

Head

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

Center Torso

- 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
- Roll Again
- Roll Again

Right Arm

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

1-3

4-6

- Medium Pulse Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

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

1-3

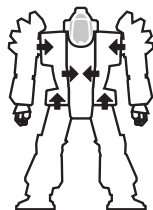
4-6

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Large Pulse Laser
- Large Pulse Laser
- Roll Again

Right Leg

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

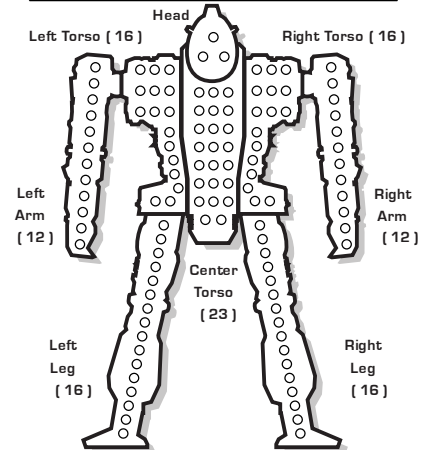
Engine Hits ○○○○
Gyro Hits ○○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



Heat 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 MAD-5M

Movement Points:

Walking: 4
Running: 6
Jumping: 4

Tonnage: 75

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	9 [P]	-	3	7	10
1	Medium Pulse Laser	LA	4	6 [P]	-	2	4	6
1	Large Pulse Laser	RA	10	9 [P]	-	3	7	10
1	Medium Pulse Laser	RA	4	6 [P]	-	2	4	6
1	LB 10-X AC	RT	2	10	-	6	12	18

[DB,C/F/S]

Ammo: (LB 10-X) 10

BV: 1,471

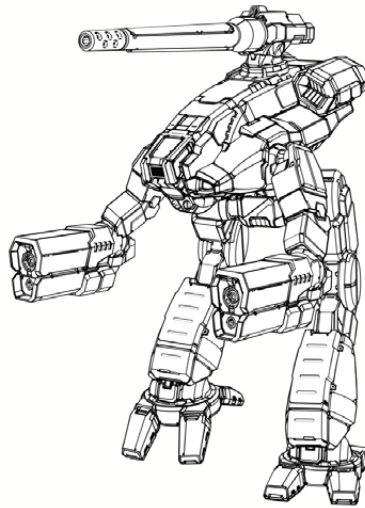


WARRIOR DATA

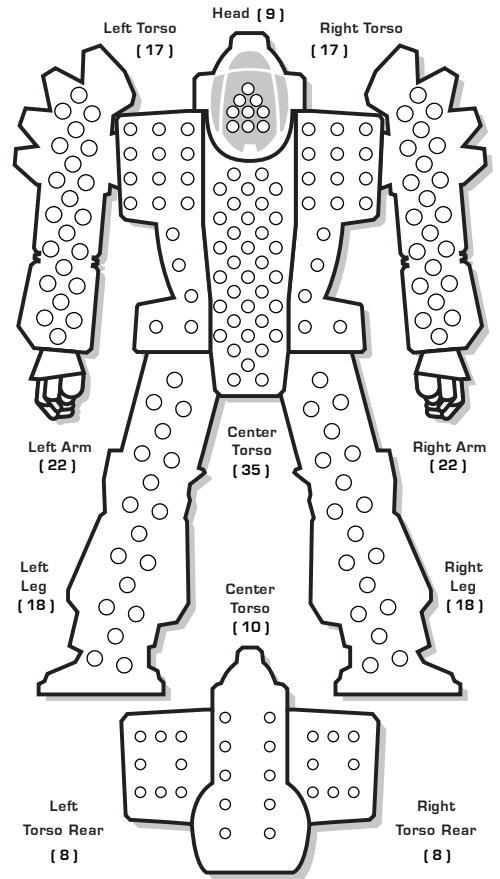
Name: _____

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

- Large Pulse Laser
- Large Pulse Laser
- Medium Pulse Laser
- Roll Again
- 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

4-6

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ammo (LB 10-X) 10
- CASE
- Roll Again

Left Leg

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

Head

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

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
- Roll Again
- Roll Again

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

Right Arm

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

1-3

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

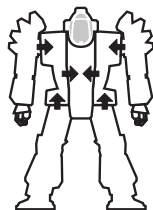
1-3

4-6

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

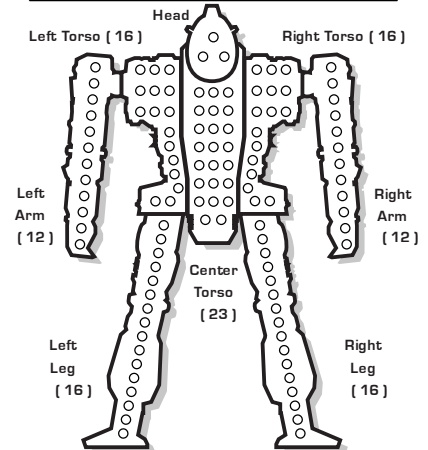
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

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

Double Heat Sinks: 16 [32]



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Marauder MAD-5S

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 75

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 Pulse Laser	LA	4	6 [P]	-	2	4	6
1	ER PPC	RA	15	10 [DE]	-	7	14	23
1	Medium Pulse Laser	RA	4	6 [P]	-	2	4	6
1	Gauss Rifle	RT	1	15 [DB.X]	2	7	15	22

Ammo: (Gauss) 8

BV: 1,799

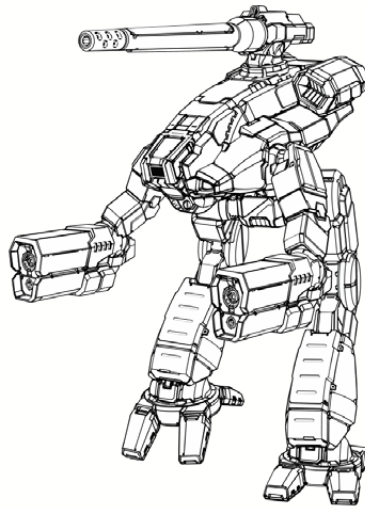


WARRIOR DATA

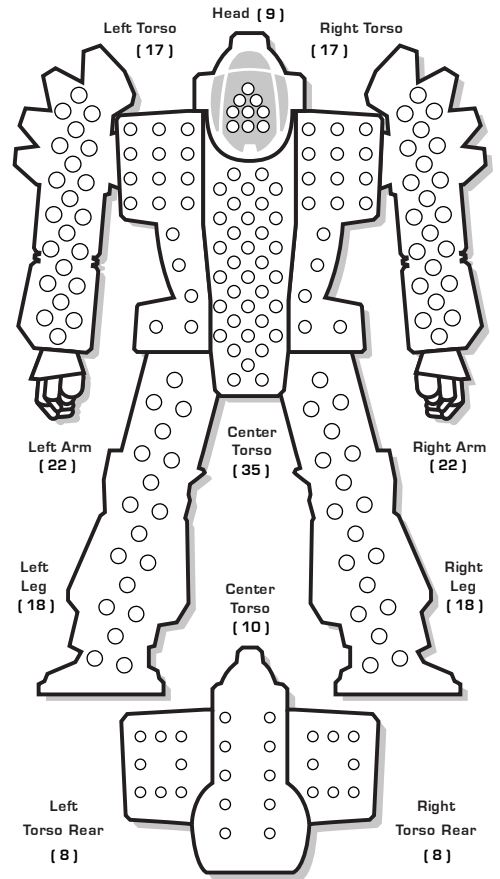
Name: _____

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 Pulse Laser
- 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

4-6

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ammo (Gauss) 8
- Roll Again
- Roll Again

Left Leg

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

Head

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

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
- Medium Pulse Laser
- Roll Again
- Roll Again

4-6

Right Torso

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

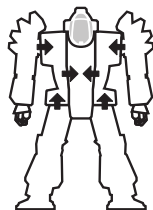
1-3

4-6

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- CASE
- Roll Again

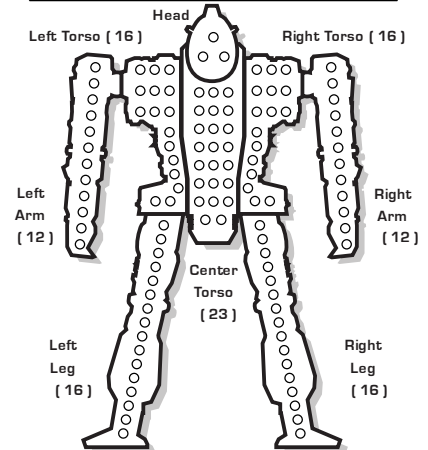
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	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

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: Marauder MAD-7C

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 75

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	Light Gauss Rifle	RT	1	8 [DB,X]	3	8	17	25
1	ECM Suite (Guardian)	RT	-	[E]	-	-	-	-
1	C3 Computer [Slave]	HD	-	[E]	-	-	-	-

Ammo: (Light Gauss) 16

BV: 1,810

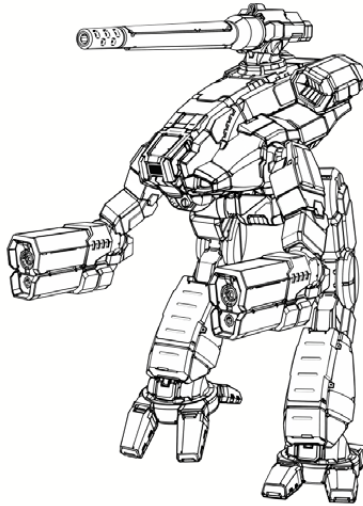


WARRIOR DATA

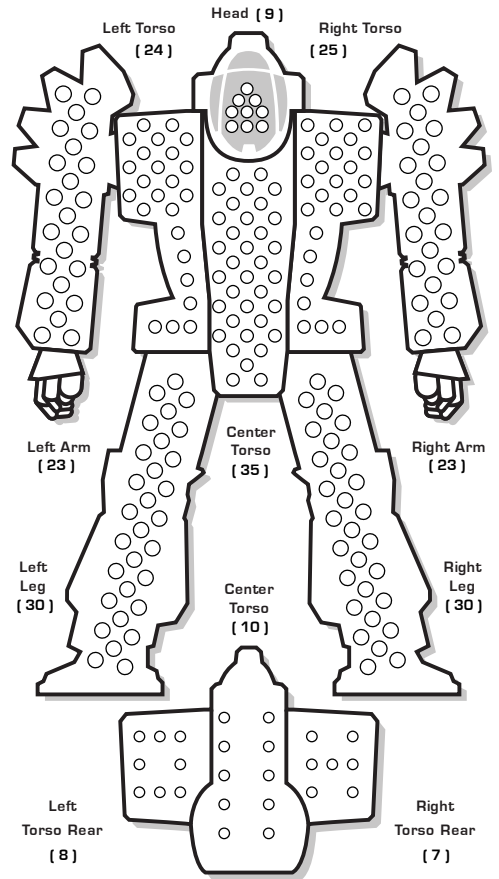
Name: _____

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
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Torso

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

1-3

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

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- C3 Slave
- Sensors
- Life Support

Center Torso

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

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo (Light Gauss) 16
- Ferro-Fibrous

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
- Medium X-Pulse Laser
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Torso

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

1-3

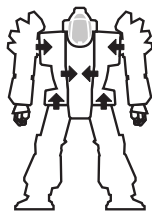
- Light Gauss Rifle
- Light Gauss Rifle
- ECM Suite (Guardian)
- ECM Suite (Guardian)
- CASE II
- Roll Again

4-6

Right Leg

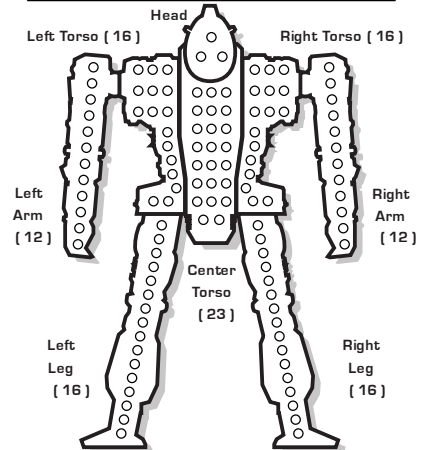
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

4-6



Damage Transfer Diagram

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

Heat Level	Effects
30*	Shutdown
29	
28*	Ammo Exp, avoid on 8+
27	
26*	Shutdown, avoid on 10+
25*	-5 Movement Points
24*	+4 Modifier to Fire
23*	Ammo Exp, avoid on 6+
22*	Shutdown, avoid on 8+
21	
20*	-4 Movement Points
19*	Ammo Exp, avoid on 4+
18*	Shutdown, avoid on 6+
17*	+3 Modifier to Fire
16	
15*	-3 Movement Points
14*	Shutdown, avoid on 4+
13*	+2 Modifier to Fire
12	
11	
10*	+2 Modifier to Fire
9	
8*	-2 Movement Points
7	
6	
5*	+1 Modifier to Fire
4	
3	
2	
1	
0	

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Marauder MAD-7M

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 75

Tech Base: Inner Sphere

Rules Level: Standard

Role: Brawler

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy PPC	LA	15	15 [DE]	3	6	12	18
1	ER Medium Laser	LA	5	5 [DE]	-	4	8	12
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
1	ER Medium Laser	RA	5	5 [DE]	-	4	8	12
1	LB 5-X AC	RT	1	5 [DB,C/F/S]	3	7	14	21

Ammo: (LB 5-X) 20

BV: 1,908

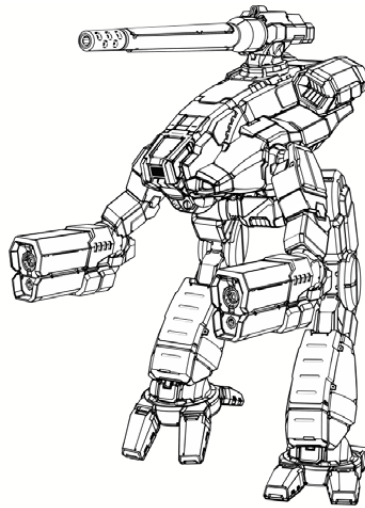


WARRIOR DATA

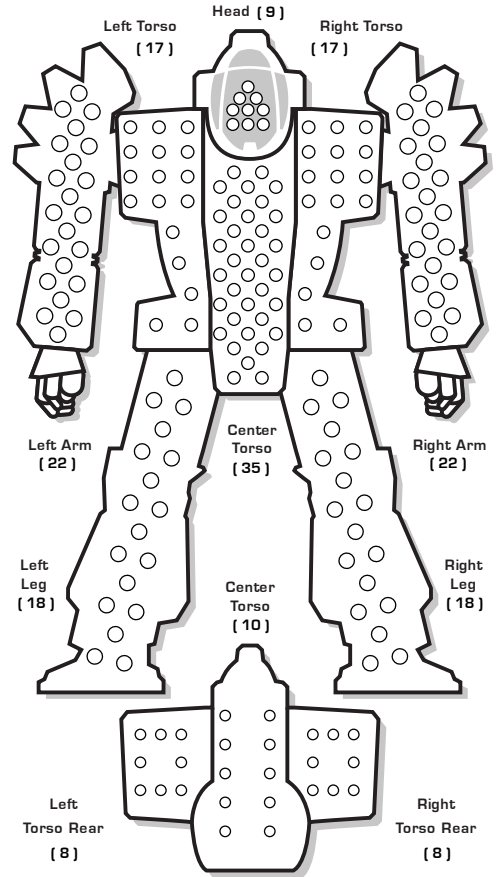
Name: _____

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
- Heavy PPC
- Heavy PPC
- Heavy PPC

1-3

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

4-6

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ammo (LB 5-X) 20
- CASE
- Roll Again

Left Leg

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

Head

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

Center Torso

- 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
- Roll Again
- Roll Again

Right Arm

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

1-3

4-6

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

Right Torso

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

1-3

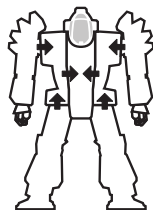
4-6

- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- Roll Again

Right Leg

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

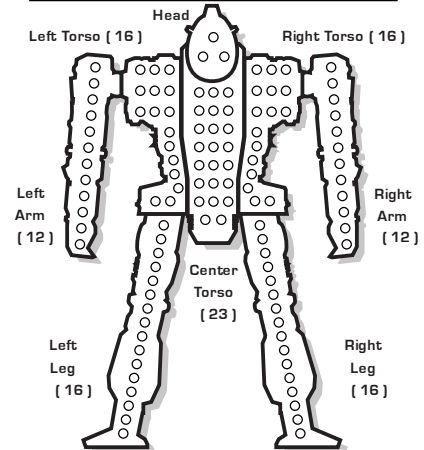
Engine Hits ○○○○
Gyro Hits ○○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



Heat 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: Marauder MAD-7R

Movement Points:

Walking: 4
Running: 6
Jumping: 0

Tonnage: 75

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	Light Gauss Rifle	RT	1	8 [DB,X]	3	8	17	25
1	ECM Suite (Guardian)	RT	-	[E]	-	-	-	-

Ammo: (Light Gauss) 32

BV: 1,832

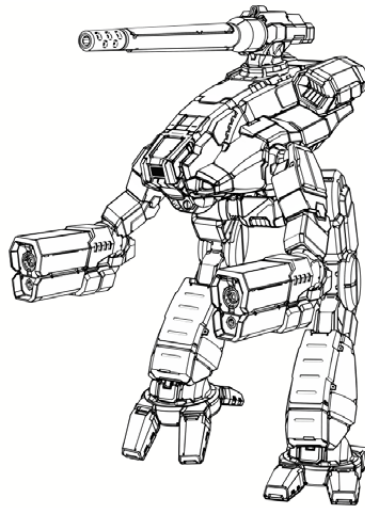


WARRIOR DATA

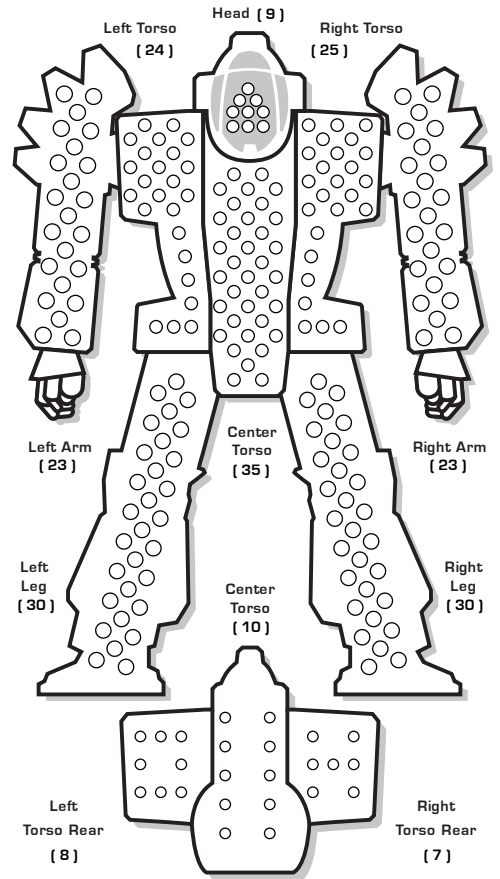
Name: _____

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
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Torso

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

1-3

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

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- 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
- Ammo (Light Gauss) 16
- Ammo (Light Gauss) 16

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
- Medium X-Pulse Laser
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Torso

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

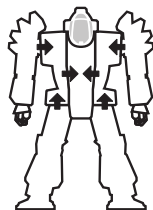
1-3

- Light Gauss Rifle
- Light Gauss Rifle
- ECM Suite (Guardian)
- ECM Suite (Guardian)
- CASE II
- Roll Again

4-6

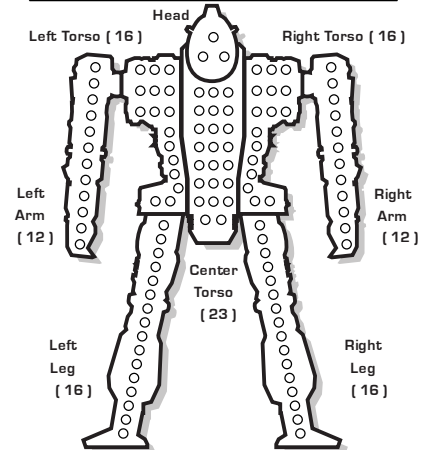
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

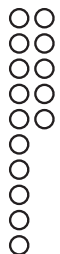
Overflow

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
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: 15 (30)



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Marauder MAD-7S

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 75

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	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22

Ammo: (Gauss) 16

BV: 1,903

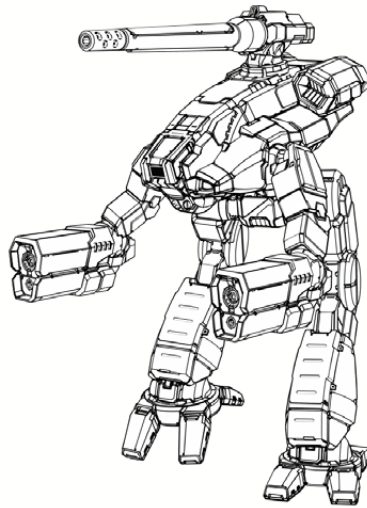


WARRIOR DATA

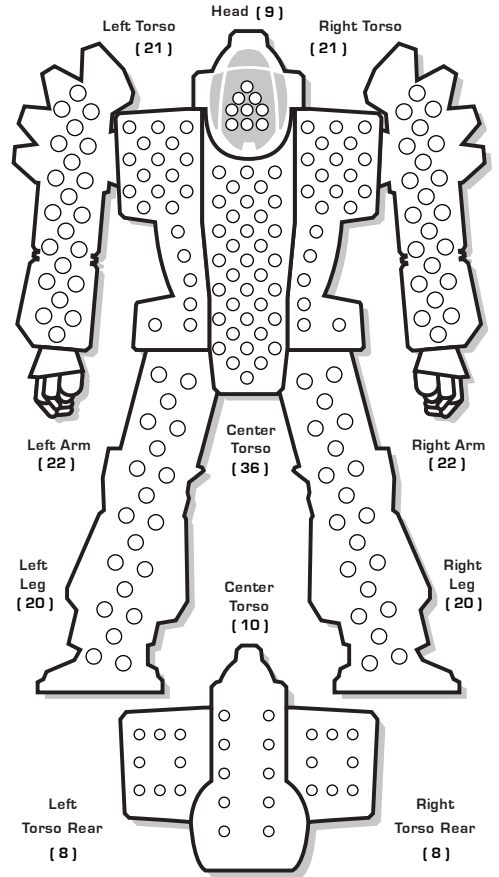
Name: _____

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
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Torso

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

1-3

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

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

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

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
- Medium X-Pulse Laser
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Torso

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

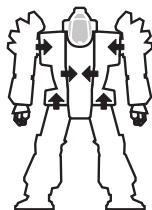
1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- CASE II
- Roll Again

4-6

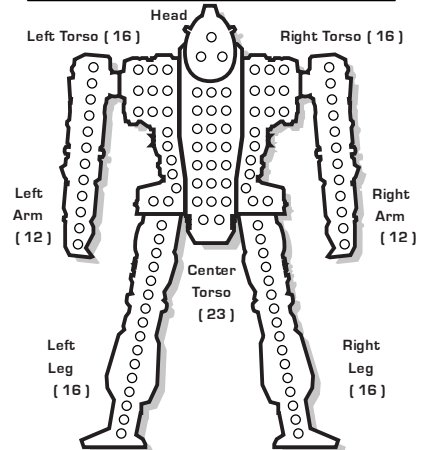
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- 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
30	Shutdown
28	Ammo Exp, avoid on 8+
26	Shutdown, avoid on 8+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Exp, avoid on 6+
22	Shutdown, avoid on 8+
20	-4 Movement Points
19	Ammo Exp, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	-2 Movement Points
8	+1 Modifier to Fire
5	-1 Movement Points

Double Heat Sinks:
15 (30)



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Marauder C

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 75

Tech Base: Mixed

Rules Level: Experimental

Role: Sniper

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes)		
					Min	Sht	Med Lng
1	Large Pulse Laser	LA	10	10 [P]	-	6	14 20
	[Clan]						
1	Medium Laser	LA	3	5 [DE]	-	3	6 9
1	Large Pulse Laser	RA	10	10 [P]	-	6	14 20
	[Clan]						
1	Medium Laser	RA	3	5 [DE]	-	3	6 9
1	Ultra AC/5 [Clan]	RT	1	5/Sht	-	7	14 21
				[DB,R/C]			

Ammo: (Ultra AC/5) 20

BV: 1,711

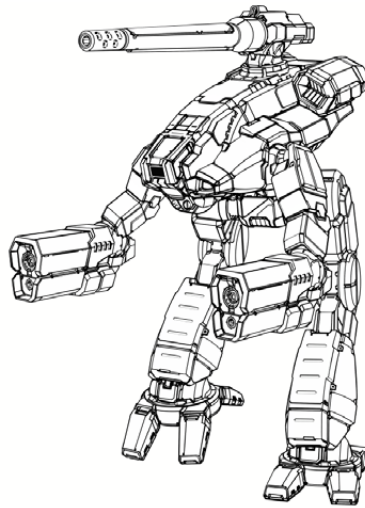


WARRIOR DATA

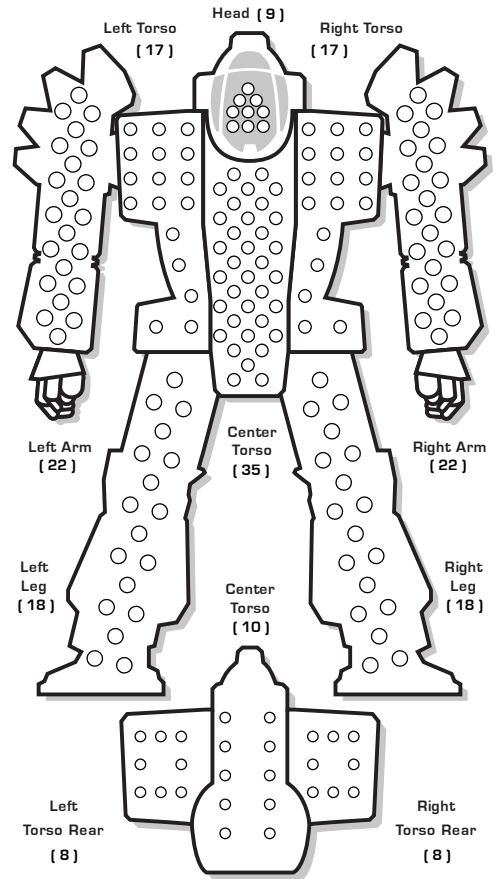
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



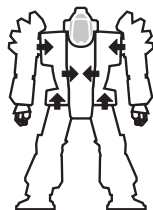
ARMOR DIAGRAM



CRITICAL TABLE

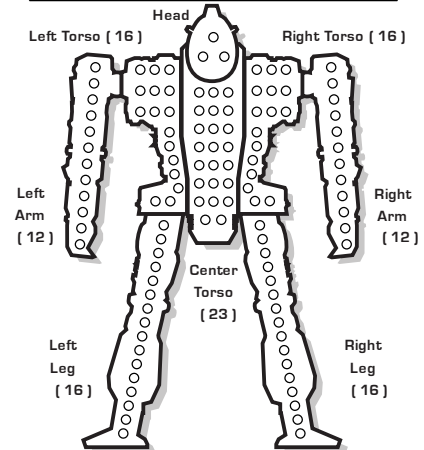
Location	1	2	3	4	5	6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Heat Sink	5. Large Pulse Laser	6. Large Pulse Laser
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Heat Sink	5. Large Pulse Laser	6. Large Pulse Laser
Left Torso (CASE)	1. Ammo (Ultra AC/5) 20	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
Right Torso	1. Ultra AC/5	2. Ultra AC/5	3. Ultra AC/5	4. Roll Again	5. Roll Again	6. Roll Again
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Heat Sink	6. Heat Sink
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Heat Sink	6. Heat Sink

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

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

Heat Sinks: 19



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Marauder Bounty Hunter 3044

Movement Points: **Tonnage:** 75
Walking: 3 **Tech Base:** Inner Sphere
Running: 5 **Rules Level:** Standard
Jumping: 3 **Role:** Sniper

Weapons & Equipment Inventory

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
1	Medium Laser	HD	3	5 [DE]	-	3	6	9

Ammo: (Gauss) 16

BV: 2,103

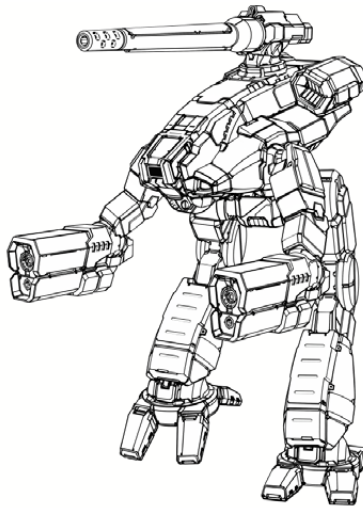


WARRIOR DATA

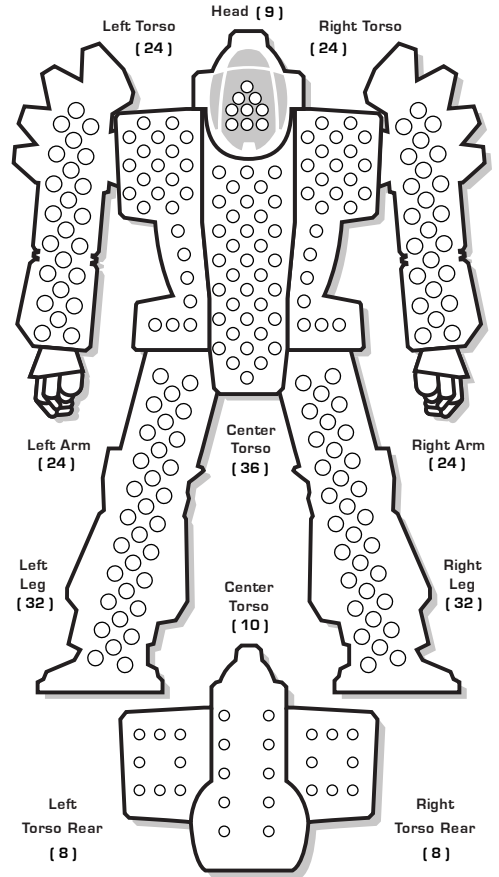
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



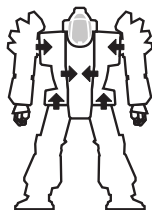
ARMOR DIAGRAM



CRITICAL TABLE

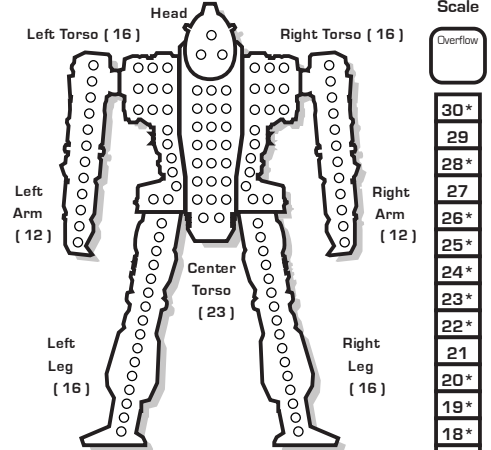
Location	1	2	3	4	5	6
Left Arm	Shoulder	Upper Arm Actuator	Double Heat Sink	Double Heat Sink	Double Heat Sink	ER PPC
Right Arm	Shoulder	Upper Arm Actuator	Double Heat Sink	Double Heat Sink	Double Heat Sink	Double Heat Sink
Center Torso	XL Fusion Engine	XL Fusion Engine	XL Fusion Engine	Gyro	Gyro	Gyro
Left Torso	XL Fusion Engine	XL Fusion Engine	XL Fusion Engine	Double Heat Sink	Double Heat Sink	Double Heat Sink
Right Torso	XL Fusion Engine	XL Fusion Engine	XL Fusion Engine	Gauss Rifle	Gauss Rifle	Gauss Rifle
Left Leg	Hip	Upper Leg Actuator	Lower Leg Actuator	Foot Actuator	Jump Jet	Roll Again
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

Heat Level*	Effects
30*	Shutdown
29	
28*	Ammo Exp, avoid on 8+
27	
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+
21	-4 Movement Points
20*	Ammo Exp, avoid on 4+
19*	Shutdown, avoid on 6+
18*	+3 Modifier to Fire
17*	-3 Movement Points
16	Shutdown, avoid on 4+
15*	+2 Modifier to Fire
14*	-2 Movement Points
13*	Shutdown, avoid on 4+
12	+1 Modifier to Fire
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 8+	○○○○○○○○○○○○○○○○○○○○
25	-5 Movement Points	○○○○○○○○○○○○○○○○○○○○
24	+4 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
23	Ammo Exp, avoid on 6+	○○○○○○○○○○○○○○○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○○○○○○○○○○○○○○
20	-4 Movement Points	○○○○○○○○○○○○○○○○○○○○
19	Ammo Exp, avoid on 4+	○○○○○○○○○○○○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
15	-3 Movement Points	○○○○○○○○○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
10	-2 Movement Points	○○○○○○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
5	-1 Movement Points	○○○○○○○○○○○○○○○○○○○○

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Marauder Red Hunter 3146

Movement Points:

Walking: 4

Running: 6 [8]

Jumping: 0

Tonnage: 75

Tech Base: Mixed

Rules Level: Advanced

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes)		
					Min	Sht	Med Lng
1	Snub-Nose PPC	LA	10	10/8/5 [DE,V]	-	9	13 15
	w/Capacitor						
1	ER Medium Laser [Clan]	LA	5	7 [DE]	-	5	10 15
1	Snub-Nose PPC	RA	10	10/8/5 [DE,V]	-	9	13 15
	w/Capacitor						
1	ER Medium Laser [Clan]	RA	5	7 [DE]	-	5	10 15
1	Ultra AC/10 [Clan]	RT	3	10/Sht [DB,R,C]	-	6	12 18

Ammo: [Ultra AC/10] 20

BV: 2,509

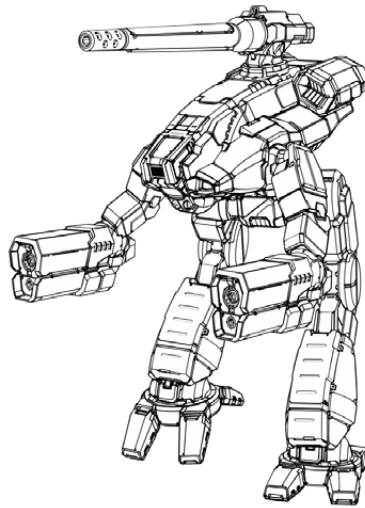


WARRIOR DATA

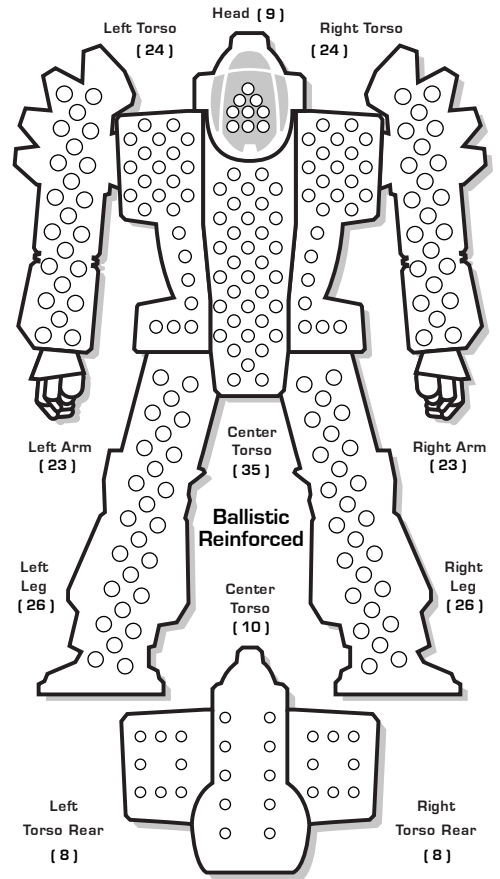
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



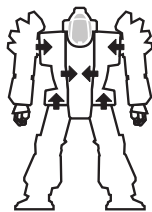
ARMOR DIAGRAM



CRITICAL TABLE

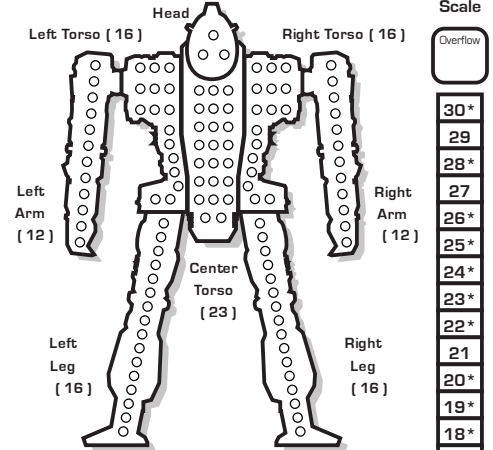
Location	1-3	4-6	1-3	4-6
Left Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Snub-Nose PPC 5. Snub-Nose PPC 6. PPC Capacitor			
Right Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Snub-Nose PPC 5. Snub-Nose PPC 6. PPC Capacitor			
Center Torso	1. XL Fusion Engine 2. XL 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. Supercharger 6. Roll Again		
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			
Right Torso	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Ultra AC/10 [Clan] 5. Ultra AC/10 [Clan] 6. Ultra AC/10 [Clan]			
Left Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Ballistic-Reinforced 6. Ballistic-Reinforced			
Right Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Ballistic-Reinforced 6. Ballistic-Reinforced			

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

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Marauder IIC

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 85

Tech Base: Clan

Rules Level: Standard

Role: Brawler

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15 [DE]	-	7	14	23
1	Medium Pulse Laser	LA	4	7 [P]	-	4	8	12
1	ER PPC	RA	15	15 [DE]	-	7	14	23
1	Medium Pulse Laser	RA	4	7 [P]	-	4	8	12
1	ER PPC	LT	15	15 [DE]	-	7	14	23
1	ER Small Laser	LT	2	5 [DE]	-	2	4	6
1	ER Small Laser	RT	2	5 [DE]	-	2	4	6
2	ER Small Laser	CT	2	5 [DE]	-	2	4	6

BV: 2,680



WARRIOR DATA

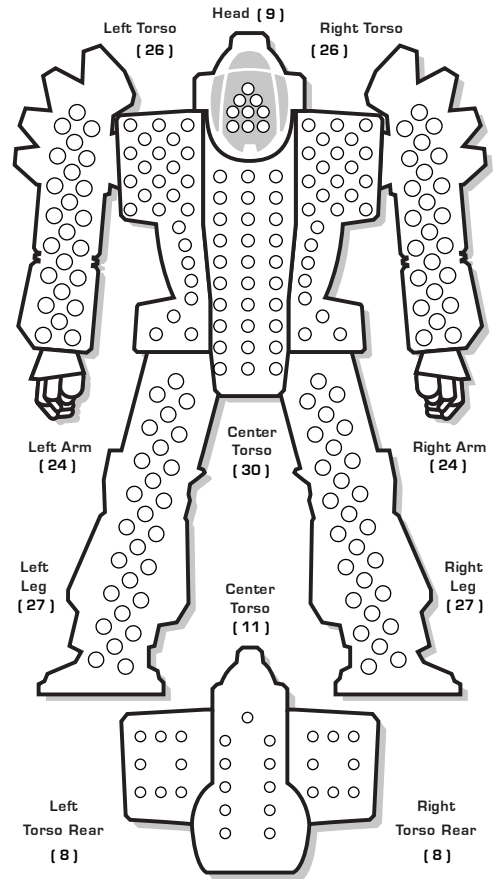
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER PPC
- ER PPC
- Medium Pulse Laser

1-3

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

4-6

Left Torso

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

1-3

- ER PPC
- ER PPC
- ER Small Laser
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- ER Small Laser
- ER Small Laser

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER PPC
- ER PPC
- Medium Pulse Laser

1-3

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

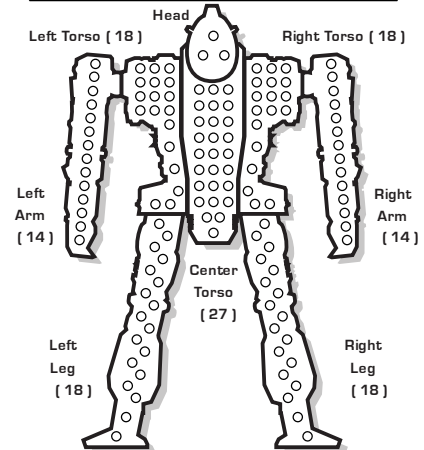
- ER Small Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 21 (42)
30	Shutdown	○○○
28	Ammo Exp, avoid on 8+	○○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp, avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○○
20	-4 Movement Points	○○○
19	Ammo Exp, avoid on 4+	○○○
18	Shutdown, avoid on 6+	○○○
17	+3 Modifier to Fire	○○○
15	-3 Movement Points	○○○
14	Shutdown, avoid on 4+	○○○
13	+2 Modifier to Fire	○○○
10	-2 Movement Points	○○○
8	+1 Modifier to Fire	○○○
5	-1 Movement Points	○○○

Heat Scale

Overflow

30*

29

28*

27

26*

25*

24*

23*

22*

21

20*

19*

18*

17*

16

15*

14*

13*

12

11

10*

9

8*

7

6

5*

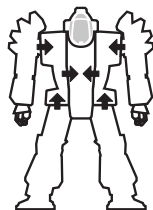
4

3

2

1

0



Damage Transfer Diagram

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Marauder IIC 8

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 85

Tech Base: Clan

Rules Level: Standard

Role: Brawler

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	LA	4	7 [P]	-	4	8	12
1	ER PPC	RA	15	15 [DE]	-	7	14	23
1	ER PPC	LT	15	15 [DE]	-	7	14	23
1	LRM 10	LT	4	1/Msl [M,C,S]	-	7	14	21
1	ER Small Laser	LT	2	5 [DE]	-	2	4	6
1	Medium Pulse Laser	RT	4	7 [P]	-	4	8	12
1	Medium Pulse Laser	CT	4	7 [P]	-	4	8	12

Ammo: (LRM 10) 12

BV: 2,554

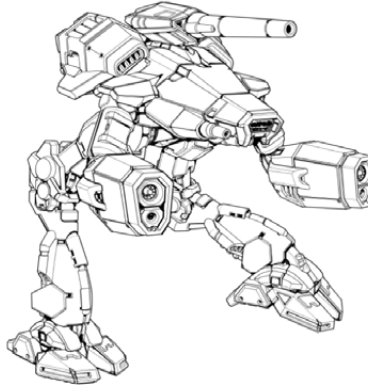


WARRIOR DATA

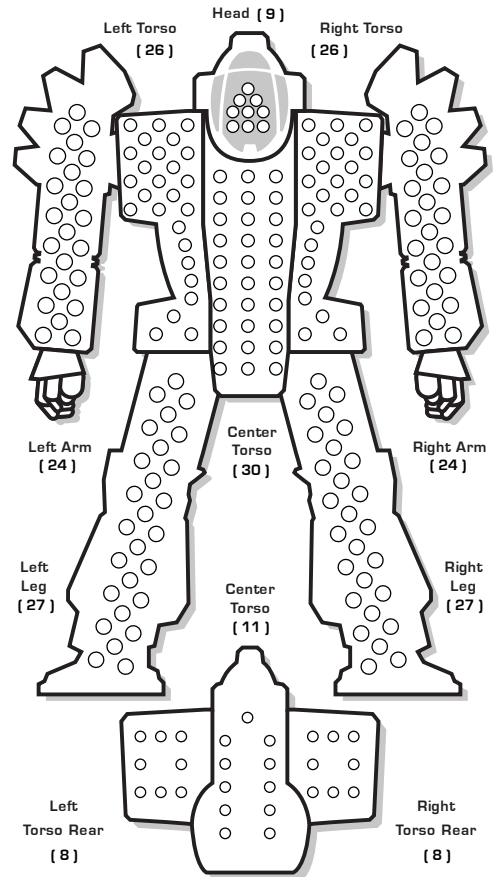
Name: _____

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
- Medium Pulse Laser

1-3

- Medium Pulse Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- ER PPC
- ER PPC
- LRM 10
- ER Small Laser

1-3

- Ammo (LRM 10) 12
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Pulse Laser
- Endo Steel

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
- ER PPC

1-3

- ER PPC
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- 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

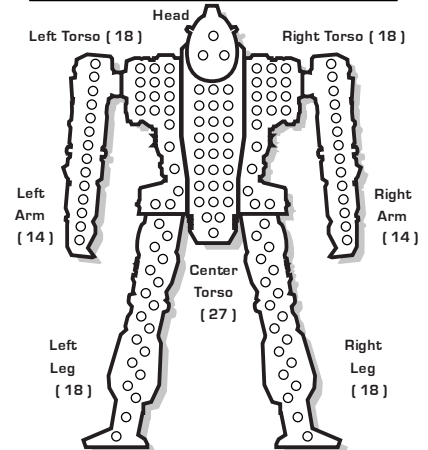
- Medium Pulse Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



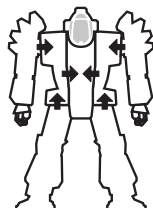
HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 21 (42)
30	Shutdown	○○○
28	Ammo Exp, avoid on 8+	○○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp, avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○○
20	-4 Movement Points	○○○
19	Ammo Exp, avoid on 4+	○○○
18	Shutdown, avoid on 6+	○○○
17	+3 Modifier to Fire	○○○
15	-3 Movement Points	○○○
14	Shutdown, avoid on 4+	○○○
13	+2 Modifier to Fire	○○○
10	-2 Movement Points	○○○
8	+1 Modifier to Fire	○○○
5	-1 Movement Points	○○○

Heat Scale

Overflow

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



Damage Transfer Diagram

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Marauder IIC 9

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 85

Tech Base: Clan

Rules Level: Standard

Role: Sniper

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15 [DE]	-	7	14	23
1	ER PPC	RA	15	15 [DE]	-	7	14	23
1	ER PPC	LT	15	15 [DE]	-	7	14	23
1	Streak SRM 4	RT	3	2/Msl [M,C]	-	4	8	12
1	Streak SRM 4	CT	3	2/Msl [M,C]	-	4	8	12

Ammo: (Streak SRM 4) 25

BV: 2,595



WARRIOR DATA

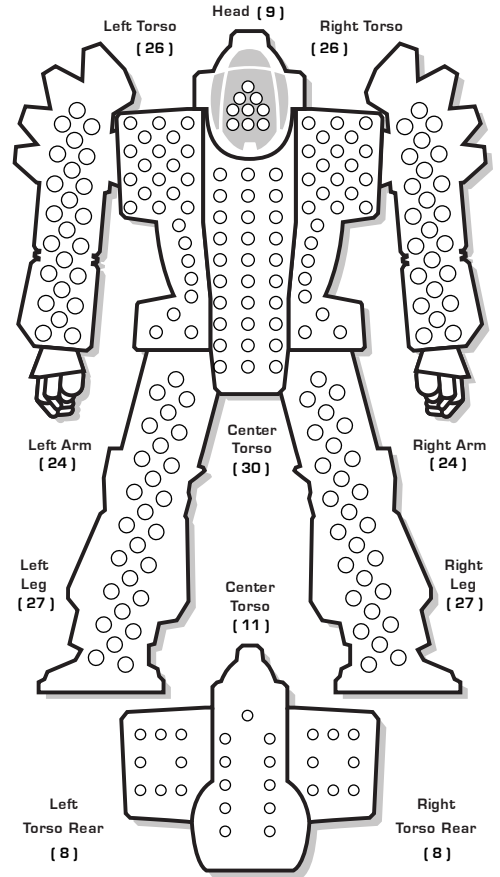
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER PPC
- ER PPC
- Ferro-Fibrous

1-3

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

4-6

Left Torso

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

1-3

- ER PPC
- ER PPC
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Leg

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

Head

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

1-3

Center Torso (CASE)

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Streak SRM 4
- Ammo (Streak SRM 4) 25

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER PPC
- ER PPC
- Ferro-Fibrous

1-3

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

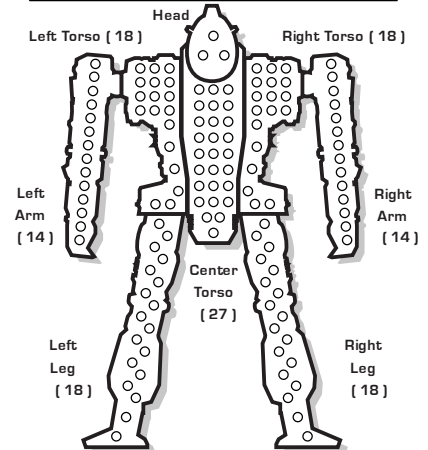
- Double Heat Sink
- Double Heat Sink
- Streak SRM 4
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 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	○○○○

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*

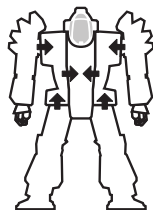
4

3

2

1

0



Damage Transfer Diagram

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Marauder IIC 10

Movement Points:

Walking: 4

Running: 6

Jumping: 6

Tonnage: 85

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	LA	10	10 [P]	-	6	14	20
1	Medium Pulse Laser	LA	4	7 [P]	-	4	8	12
1	Large Pulse Laser	RA	10	10 [P]	-	6	14	20
1	Medium Pulse Laser	RA	4	7 [P]	-	4	8	12
1	ER PPC	LT	15	15 [DE]	-	7	14	23
1	Small Pulse Laser	LT	2	3 [P,AI]	-	2	4	6
1	Small Pulse Laser	RT	2	3 [P,AI]	-	2	4	6
2	ER Small Laser	CT	2	5 [DE]	-	2	4	6

BV: 2,877

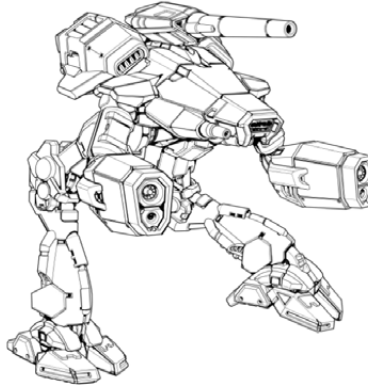


WARRIOR DATA

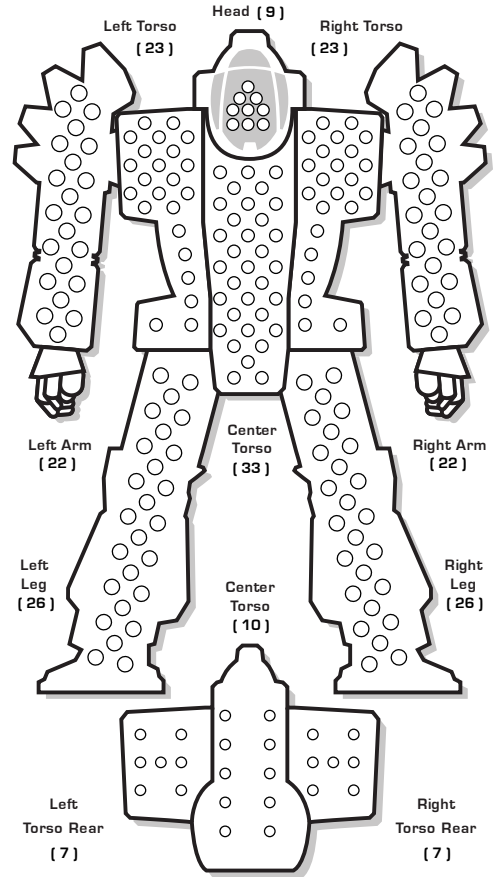
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

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

1-3

- Double Heat Sink
- Large Pulse Laser
- Large Pulse Laser
- Medium Pulse Laser
- Endo Steel
- Endo Steel

4-6

Left Torso

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

1-3

- Improved Jump Jet
- Improved Jump Jet
- ER PPC
- ER PPC
- Small Pulse Laser
- Endo Steel

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Small Laser
- ER Small Laser

4-6

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

Right Arm

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

1-3

- Double Heat Sink
- Large Pulse Laser
- Large Pulse Laser
- Medium Pulse Laser
- Endo Steel
- Endo Steel

4-6

Right Torso

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

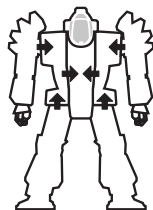
1-3

- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Small Pulse Laser
- Endo Steel

4-6

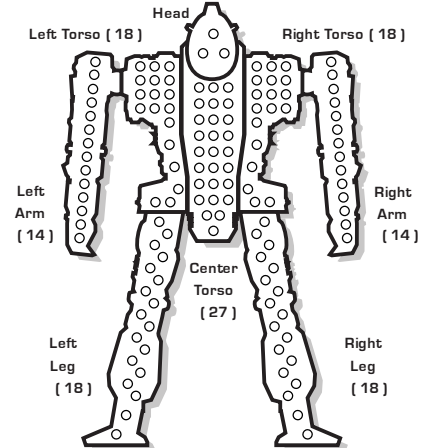
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 20 (40)
30	Shutdown	○○○○
28	Ammo Exp, avoid on 8+	○○○○
26	Shutdown, avoid on 10+	○○○○
25	-5 Movement Points	○○○○
24	+4 Modifier to Fire	○○○○
23	Ammo Exp, avoid on 6+	○○○○
22	Shutdown, avoid on 8+	○○○○
20	-4 Movement Points	○○○○
19	Ammo Exp, avoid on 4+	○○○○
18	Shutdown, avoid on 6+	○○○○
17	+3 Modifier to Fire	○○○○
15	-3 Movement Points	○○○○
14	Shutdown, avoid on 4+	○○○○
13	+2 Modifier to Fire	○○○○
10	-2 Movement Points	○○○○
8	+1 Modifier to Fire	○○○○
5	-1 Movement Points	○○○○

Heat Scale

Overflow

30*
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