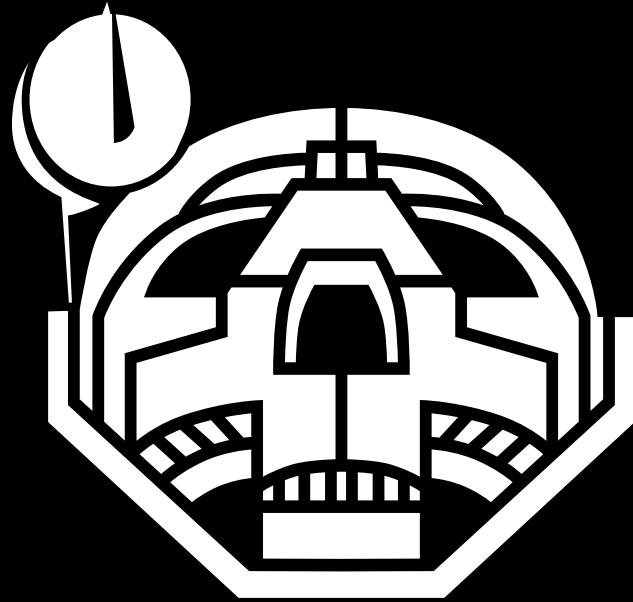


RECOGNITION GUIDE: ILCLAN

VOLUME 10



STAR
LEAGUE



SUCCESSION
WARS



CLAN
INVASION



CIVIL WAR



JIHAD



DARK AGE



ILCLAN

CATALYST GAME LABS

RECOGNITION GUIDE: ILCLAN VOL. 10

SAFACTOR,

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

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

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

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

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

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

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

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

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Special Thanks: To Ashley Pollard nee Watkins, for creating the Clan Classics almost 30 years ago and for sharing her original notes with me, allowing a few additional ideas to now finally see the light of day. To Lance and Dale for doing so much more on this project than what they signed up for.

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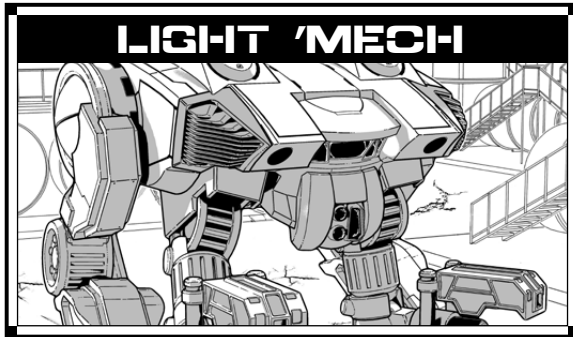
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Published by Catalyst Game Labs,
an imprint of InMediaRes Productions, LLC.
7108 S. Pheasant Ridge Dr. • Spokane, WA 99224

35TR110

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Mass: 25 tons

Chassis: Hollis Mark III

Power Plant: Omni 175

Cruising Speed: 75 kph

Maximum Speed: 118 kph

Jump Jets: Chilton 360

Jump Capacity: 210 meters

Armor: Durallex Medium

Armament:

2 Diverse Optics Extended-Range Medium Lasers

Manufacturer: StarCorps Industries

Primary Factory: Son Hoa

Communications System: Telestar Model XB-82

Targeting and Tracking System: Starlight LX-3a

Following Son Hoa's planetary independence in the early thirty-second century, StarCorps looked to expand its product range. Where the ancient 50-ton *Crab* design is half the mass of the 100-ton *King Crab*, the *Hermit Crab* is half that again. Designed as a low-cost, low-maintenance "urban defense" platform, it is perfectly suited for small settlements in the Periphery.

CAPABILITIES

With the majority of its products being heavy or assault 'Mechs sold to the Lyran market, StarCorps sought to create a design better suited to the Commonwealth's neighbor. Possessing a movement profile similar to the venerable *Jenner*, a staple of the DCMS for centuries, the *Hermit Crab* is an able scout. In fact, the 'Mech's high-mounted hips and low center of gravity make the design remarkably agile.

An energy weapons payload allows *Hermit Crabs* to range far from support and supply lines, and their low-slung, oversized grabber arms are perfect for lifting, hauling or hoisting materials. In fact, the 'Mech is often seen in industrial and engineering roles, using its arms and powered-down lasers to assist in construction and welding projects. Various lifting ring attachment points are also provided, dotting the underside of the 'Mech's chassis like barnacles and allowing the *Hermit Crab* to easily carry external cargo. These features appear to be a deliberate choice by StarCorps as an attempt to steal some of the light IndustrialMech market.

BATTLE HISTORY

StarCorps employed several unconventional tactics to generate interest in the *Hermit Crab*. Some have been gifted to the Lyran Commonwealth and Duchy of Tamarind-Abbey to assist with pirate hunting operations, in return for battleROM data. Likewise, StarCorps' own security forces have conducted sweeps of the near Periphery. The collected footage and goodwill generated from these missions became a powerful advertising campaign.

StarCorps also used independent contractors to deliver its products, realizing that many small worlds lack their own transport assets. In a number of instances, these contractors helped defend planets from pirates, often using *Hermit Crabs* and other StarCorps wares in the defense of worlds including Khon Kaen and Ashburton. The *Hermit Crabs* were then employed in reconstruction roles following the battles.

Unfortunately, these campaigns have led to more than a few 'Mechs ending up in pirate hands, most notably in the Rim Territories. Recent attacks on the Lyran Commonwealth featured *Hermit Crabs* at the fore. On Tsarahavana, the militia put up a far stiffer fight than expected, nearly routing The Blooddrinkers. A *Hermit Crab* continued harassing the militia from the rear, buying time for the pirates' leader to forcefully rally his troops. Given the devil's choice of being executed by David "Bloodrinker" Munis as they retreated or turning back to fight, his men finally forced the militia to surrender.

VARIANTS

StarCorps offers two variants of the *Hermit Crab* that both carry the same Durallex Super Medium ferro-fibrous armor used on the *Wight*. The HMC-14 swaps the center torso jump jet for an extra laser, while the up-gunned HMC-15 surrenders all jump capability to mount twin Defiance 1002 light PPCs in place of the lasers.

NOTABLE 'MECHS AND MECHWARRIORS

Hauptmann Christopher "Moose" Greene: After his entire family was killed in a succession of raids, Greene embarked on a one-man mission to eradicate pirates. Upon graduating from a MechWarrior academy, he specifically chose the Eighth Lyran Regulars as his first posting to get his revenge. Alas, the Eighth's involvement in Operation Hammerfall provided little chance for vengeance, and cost Greene his *Crab*. Now piloting a *Hermit Crab*, he gained a small measure of justice during a pirate-hunting sweep through the former Circinian worlds. Twice demoted for use of excessive force, he refuses to take any pirate as a prisoner. Unhappy with his lot, Greene is rumored to be considering a position with StarCorps security forces so he can continue his crusade.

Captain Jehan Fitte: Believed to hail from a Lyran Periphery world, Jehan does not seem to have graduated from any known military academy, leaving doubt as to his rank. However, "Captain" Fitte is a consummate smuggler. Plying his trade in the anti-spinward Lyran Periphery, he has been spotted everywhere from the Timbuktu Collective to the Magistracy of Canopus. Fitte will ship anything to anyone—at a price, of course—but does appear to have a moral code that even credits will not compromise.

Captain Octavius Cox: An up-and-comer in The Blooddrinkers, one of the many pirate bands that call the Rim Territories home, Cox held the line in his HMC-15 when many of his fellows fled the Tsarahavana militia. When his own captain was executed for cowardice during the battle, he was rewarded with a promotion for his loyalty. An ambitious man, Cox is surely considering carving out his own fiefdom within the newly expanded Rim Territories.

HMC-13 HERMIT CRAB

Type: **Hermit Crab**

Technology Base: Inner Sphere

Tonnage: 25

Role: Scout

Battle Value: 731

Equipment

Internal Structure:

Engine: 175

Walking MP: 7

Running MP: 11

Jumping MP: 7

Heat Sinks: 10 [20]

Gyro: 2

Cockpit: 3

Armor Factor: 80 5

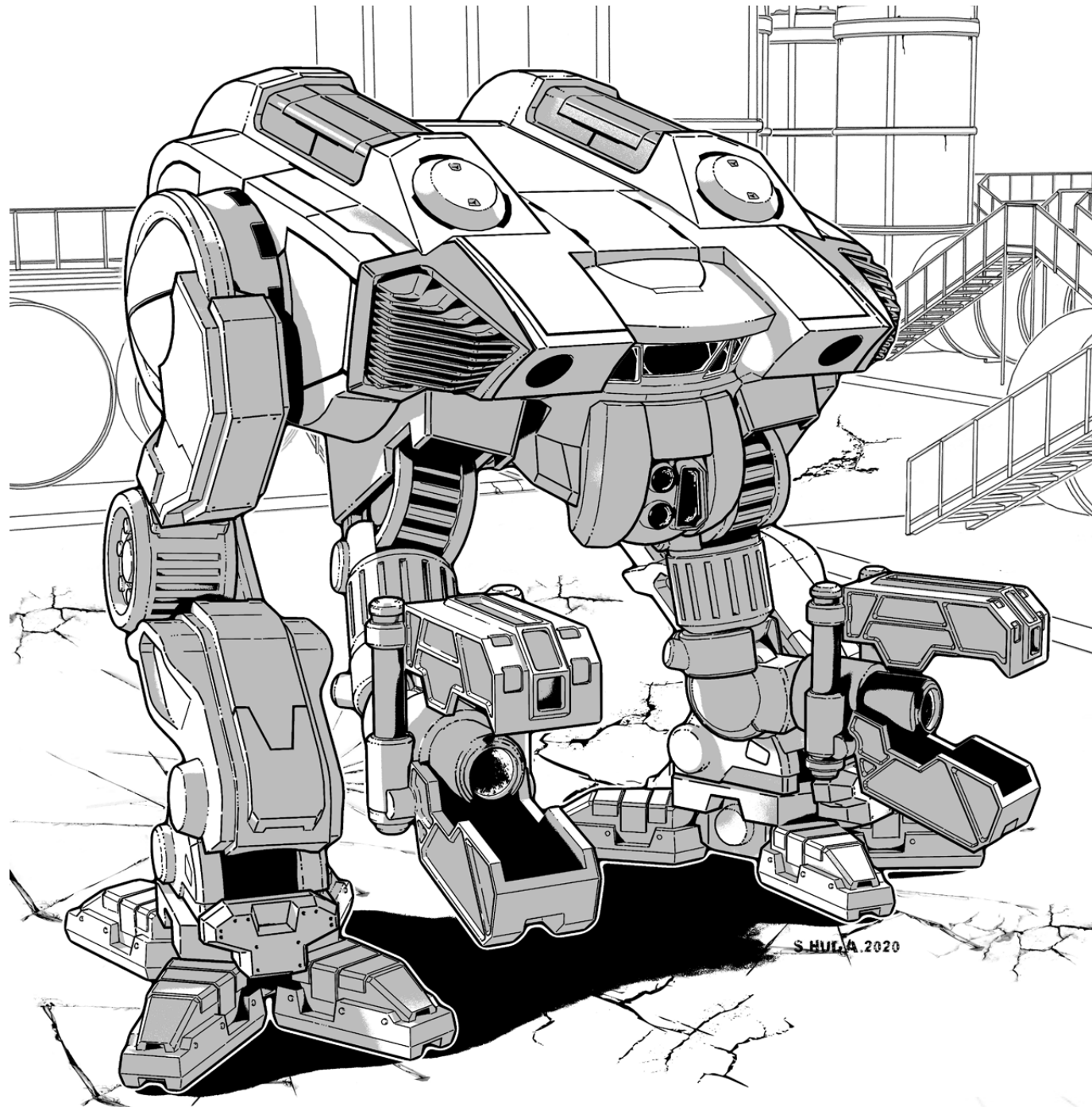
	Internal Structure	Armor Value
Head	3	9
Center Torso	8	13
Center Torso (rear)		2
R/L Torso	6	10
R/L Torso (rear)		2
R/L Arm	4	5
R/L Leg	6	11

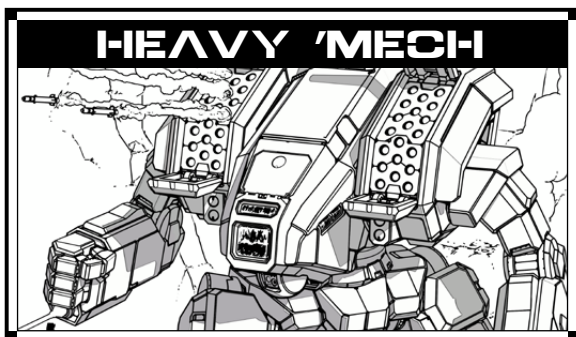
Weapons

and Ammo

	Location	Critical	Tonnage
ER Medium Laser	RA	1	1
ER Medium Laser	LA	1	1
3 Jump Jets	RT	3	1.5
Jump Jet	CT	1	.5
3 Jump Jets	LT	3	1.5

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





Ever since the day deep in the recesses of ancient history that an unknown hunter strung together the first bow, an archer has stood ready for war. The dawn of the BattleMech brought the concept of the archer into a new age, with the first 'Mech to bear that name walking onto the field in 2458. Over 100,000 *Archers* were built prior to the Succession Wars, and it has remained in uninterrupted production to the current day, making it possibly the most ubiquitous heavy BattleMech in history.

CAPABILITIES

The role of the *Archer*, in all of its myriad variants, is to rain missiles like hellfire upon the enemy. Most configurations mount two of the largest practical LRM racks for maximum carnage, a beloved feature from which manufacturers rarely stray. Even when fully upgraded to ClanTech weaponry, as in the Republic's latest build, the formula remains the same. Though the revitalization of the chassis in the late 3060s produced some notable variants, none were ever so popular as Earthwerks' ARC-4M, which remained in steady production for almost a century. The current -4M2 improves the reach of its lasers, but otherwise does not tamper with what is seen as a near-perfect BattleMech.

BATTLE HISTORY

Scarcely an engagement of note has gone by in the last 700 years without an Archer present.

In 3061, *Löjtnant* Petr Anderson of the Third Drakøns gained notoriety during one of his unit's many raids into Wolf-occupied space in search of Star Colonel Marcus Radick. Believing he had finally cornered the villain, Anderson attacked the Clan warrior's *Linebacker* in his ARC-5R, inflicting serious damage before rising heat levels crippled his machine. Star Captain *Mark* Radick was glad to claim such a brave warrior as his bondsman.

In 3144, the mercenary transportation unit Steve's Stevedores found itself in a dispute over whether they actually qualified as a mercenary unit. Contracted to carry a battalion of the Second McCarron's Armored Cavalry and their supplies to New Hessen, the Stevedores were refused their full agreed-upon payment, and instead offered the same pittance awarded to conscripted merchant ships. When negotiations devolved into a screaming match and the Capellans tried to confiscate the Stevedores' ships, a hidden cargo bay opened on the Stevedores' command *Mammoth*, and their single lance of *Archers* deployed to contest the decision. Covered by the guns of their DropShips, the four *Archers* tore through the lightly defended LZ, looting most of the supplies they had just unloaded, and left the area seeded with Thunder minefields waiting for the Second MAC to return. The Stevedores jumped into Kurita space, where they still ply their trade, unfazed by the price Daoshen Liao placed on their heads.

The Republic invested heavily in the *Archer*, deploying it to every active unit by the 3120s. These 'Mechs, the equal of any Clan heavy, have been a particular headache to Wolf advances into the former Prefecture X. The Eleventh Principes' ambush on Alula Australis cost the lives of many Wolf warriors, due in part to Lieutenant Marty Fowler's lance of *Archers* and their deadly, accurate fire. Positioned on a shelf of rock

overlooking the Auroria Mines, Fowler's commanding view of the Wolf advance allowed him to choose targets at will, and focused fire brought down 'Mech after 'Mech until a team of Black Wolf battle armor dislodged Fowler's unit. Fowler was taken as a bondsman, but his dishonorable use of concentrated fire may have damaged his chances of regaining status as a warrior for Clan Wolf.

The world of Fomalhaut did not fall easily to Combine troops in 3150. The Second Dieron Regulars faced a combined mercenary and Republic militia defense determined not to win, but to make the Combine regret coming to play. An *Archer*, armed with ELRMs and painted with sloppy yellow wings to evoke the Combine's famed enemy, the Yellow Bird, became the most hated 'Mech on the planet thanks to its ability to appear anywhere at any time. Its pilot's aim was true and his missile bays deep, and he alone accounted for dozens of deaths among the Dieron invaders, primarily when they were still in their bunks. One sneak attack led to the death of *Tai-sa* Mina Kobayashi, and sent the Regulars into a frenzy. Though the world was eventually pacified, the yellow *Archer* was never accounted for.

VARIANTS

Dozens of subvariants and modifications dot the *Archer's* long history, but only the best get a factory run. Built in the 3040s, the ARC-4M remained the benchmark for decades, with contemporaries like the Free Rasalhague Republic's -5R and the Federated Commonwealth's -5S being popular strictly in their respective nations. Wolf's Dragoons manufactured the -5W on Outreach primarily for the mercenary and Periphery markets. Clan second-line units generally refit their myriad captured *Archers* with modern weapons, though Star League ARC-2Rbs also still serve, usually in Ghost Bear garrisons. On occasion, newer Word of Blake -2Rbs from the Jihad surface in the Free Worlds League. The Republic's ARC-9R refits the -4M to current standards, with Extended LRMs and a C³ computer.

ARC-4M2 ARCHER

Mass: 70 tons
Chassis: Earthwerks Archer II Endo Steel
Power Plant: VOX 280
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None
Armor: Maximillian 100 with CASE
Armament:
 2 Doombud LRM 20 Racks
 4 Diverse Optics Extended-Range Medium Lasers
Manufacturer: Earthwerks-FWL, Inc.
Primary Factory: Calloway VI
Communications System: Neil 9000
Targeting and Tracking System: RCA Instatrac Mark XII with Artemis IV FCS

 Technology Base: Inner Sphere
 Tonnage: 70
 Role: Missile Boat
 Battle Value: 1,742

Equipment		Mass
Internal Structure:	Endo Steel	3.5
Engine:	280	16
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	216	13.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	22	33
Center Torso (rear)		10
R/L Torso	15	24
R/L Torso (rear)		6
R/L Arm	11	22
R/L Leg	15	30

Weapons and Ammo	Location	Critical	Tonnage
ER Medium Laser	RA	1	1
LRM 20	RT	5	10
Artemis IV FCS	RT	1	1
Ammo (LRM) 12	RT	2	2
CASE	RT	1	.5
2 ER Medium Lasers	CT (R)	2	2
LRM 20	LT	5	10
Artemis IV FCS	LT	1	1
Ammo (LRM) 12	LT	2	2
CASE	LT	1	.5
ER Medium Laser	LA	1	1

Notes: Features the following Design Quirks: Battlefists, Command 'Mech, Stable, Ubiquitous.

ARC-7C ARCHER

Mass: 70 tons
Chassis: Earthwerks Archer
Power Plant: Ford 350 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None
Armor: Maximillian 100 with CASE II
Armament:
 2 Type XX "Great Bow" LRM 20 Launchers
 4 Series 2f Extended-Range Medium Lasers (Clan)
Manufacturer: Earthwerks Incorporated
Primary Factory: Terra
Communications System: Neil 9000
Targeting and Tracking System: RCA Instatrac Mark XII with Targeting Computer and Artemis V FCS

 Technology Base: Mixed Inner Sphere
 Tonnage: 70
 Role: Missile Boat
 Battle Value: 2,408

Equipment		Mass
Internal Structure:		7
Engine:	350 XL	15
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	14 [28]	4
Gyro:		4
Cockpit:		3
Armor Factor:	208	13
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	22	33
Center Torso (rear)		10
R/L Torso	15	24
R/L Torso (rear)		6
R/L Arm	11	22
R/L Leg	15	26

Weapons and Ammo	Location	Critical	Tonnage
ER Medium Laser (C)	RA	1	1
LRM 20 (C)	RT	4	5
Artemis V FCS (C)	RT	2	1.5
Ammo (LRM) 12 (C)	RT	2	2
CASE II	RT	1	1
Targeting Computer	H	1	1
2 ER Medium Lasers (C)	CT (R)	2	2
LRM 20 (C)	LT	4	5
Artemis V FCS (C)	LT	2	1.5
Ammo (LRM) 12 (C)	LT	2	2
CASE II	LT	1	1
ER Medium Laser (C)	LA	1	1

Notes: Features the following Design Quirks: Battlefists, Command 'Mech, Stable, Ubiquitous.

NOTABLE 'MECHS AND MECHWARRIORS



Lt. Colonel Patrick Berry: A cochlear injury incurred during the War of 3039 left Berry unable to use a neurohelmet, ending his career with the Robinson Rangers. Transferring into logistics, he found a natural skill that outstripped his abilities as a MechWarrior. He was the primary architect behind the streamlining of supply lines during the massive redeployment of the AFFC to meet the Clan Invasion, turning potential shortages and recessions into economic booms on dozens of worlds.

Colonel Vernon Cherenkov: A sad fact of human nature is that vile men often rise to positions of power. This one-time commander of the Fourth Marik Militia, snickered at by his own men as “The Most Odious Man in the Galaxy (non-Kurita Division),” had a tendency to literally dissect enemy combatants on the battlefield. He eventually fell afoul of Thomas Marik, who refused to hear excuses about Cherenkov’s status as a medical doctor. After a terrible injury suffered during a holiday left Cherenkov with four bionic limbs, he was ostracized and cashiered by the LCCC. He was last seen on Gibson in 3053, helping the Word of Blake set up their new colony.

Colonel Morgan Kell: Morgan Kell would have been famous enough had he been known only as the Duke of Arc-Royal, or the man who helped Katrina Steiner evade assassination, or the founder of the Kell Hounds. But what Kell could do inside the cockpit of his *Archer* propelled him into legend. Besides being perhaps the greatest MechWarrior of his era save for Natasha Kerensky, Morgan Kell was infamously unkillable. He walked unscathed through the bloodiest of battles, a feat studied by many but unraveled by none. Theories that Morgan’s brother Patrick, Yorinaga Kurita, and even Aidan Pryde managed the same feat remain unproven.

Colonel Cranston Melvin Snord: Few warriors can claim to have been a disappointment to both Clan and Inner Sphere commanders, but Cranston Snord holds that honor and more. As free-spirited as a man can be, Snord came to the Inner Sphere with Wolf’s Dragoons, but was eventually ordered to split from the Dragoons and pursued his own agenda with his own band of misfits. Though skilled fighters, Snord’s Irregulars exhibited a magpie-like tendency to collect artifacts, occasionally running out in the middle of a battle to investigate some precious find. Snord’s museum on Clinton includes rarities dating as far back as ancient Terran prehistory, often acquired in a way that outraged their previous owners. Snord’s Star League-vintage *Archer* stands among these antiquities, as both guardian and prized centerpiece.



Captain Alitar Semiramis: Alitar’s parents worked at the top-secret NAIS BattleMech lab on Hoff when the Black Widow Company burned it to ash. Quintus Allard pulled enough strings to admit the orphaned boy to the NAIS College of Military Science, where he developed exceptional marksmanship skills. Instead of entering the AFFS, Alitar sought out the Eridani Light Horse, wishing to serve with the people who had tried to save his parents. His anger at Wolf’s Dragoons never subsided, and he used every opportunity to clash with them, both on and off the field.

Tai-i Taitai Takeru: During the battle of Asgard in 3052, Takeru’s superiors in the Third Benjamin Regulars admired his ability to react on the fly and take up a broken chain of command. He was given an advisory role for a year, until Warlord Petroff granted his requests to return to the Clan front. Operating out of Wolcott, his hand-picked company staged dozens of raids into the Smoke Jaguar, Nova Cat and Ghost Bear OZs, where his *Archer* personally carried off hundreds of tons of Clan salvage. His most notable achievement was killing Star Colonel Aaron Showers upon returning to Asgard during Operation Bulldog.



Hauptmann Alexander Carlyle: Living as the child of a legend is never easy, but Alex built a respectable career outside the shadow of his father, Grayson Death Carlyle. Though wishing for a MechWarrior’s life, Alex became entangled in the political schemes of Katherine Steiner-Davion, Duke Robert Kelswa-Steiner, and Duke Brewer of Herperus II, finally freeing himself at the end of the FedCom Civil War. Despite reports to the contrary, he survived the Blakist assault on Tharkad at the onset of the Jihad, laying low in order to help from the shadows in his salvaged *Archer*. Adam Steiner later reinstated Alex’s titles, granting him countship of Odessa.



Major Marc S. Birdsell: Hailing from a family with a long lineage in the Davion Brigade, Birdsell discovered his true passion off the field. Taking his *Archer* into retirement, he settled on New Avalon to write the official biography of Hanse Davion. Though not as notable as Thelos or Misha Auburn in the Lyran half of the Commonwealth, he became a celebrated historian on New Avalon. Birdsell returned to service to face the Word of Blake alongside Jackson Davion’s resistance, but as with many from that period, his fate is unknown.

Sao-wei Gonzalo Freeman: Freeman objected to the reunification of the Capellan and St. Ives nations, and remained a critic of Sun-Tzu Liao until Duke George Hasek’s invasion of the Confederation led to the death of Candace Allard-Liao. The Capellan attitude that no Davion could be trusted took root in him, and Freeman accompanied the Second St. Ives Lancers all the way to New Syrtis. Even after the attack on Sian that killed Duchess Allard-Liao was confirmed as Blakist meddling, Freeman remained a supporter of the Celestial Throne, being honored for his loyalty with a land grant on Indicass.

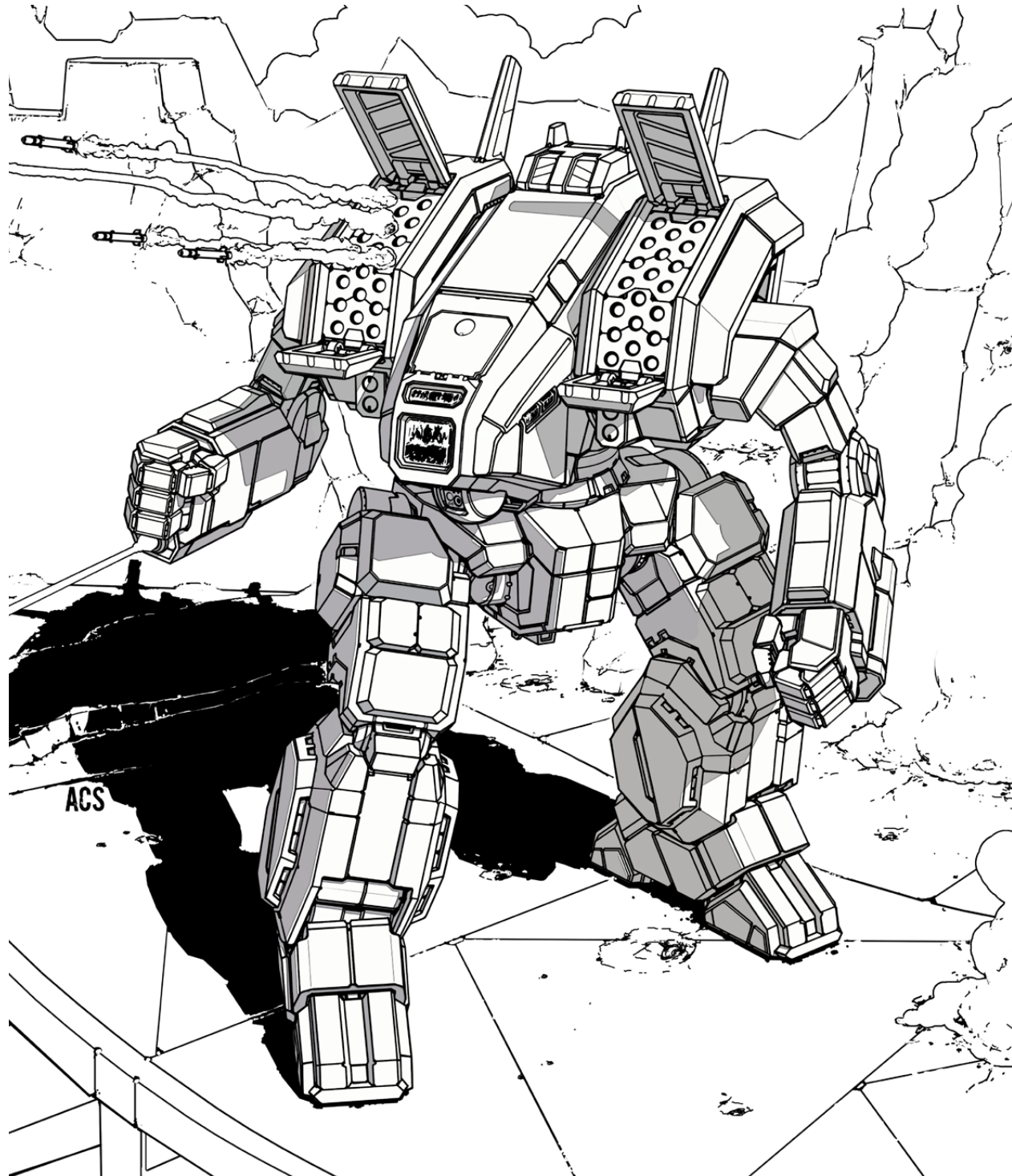
Colonel Jaime Wolf: Not simply one of the most famous *Archer* pilots, but arguably one of the most famous MechWarriors in history, Jaime Wolf's image loomed large over the first half of the thirty-first century. Clan Wolf's most celebrated freeborn might have risen to high command, had he not been ordered to uphold the Warden philosophy and become a guardian of the Inner Sphere. At the moment when the Inner Sphere would need such guardianship, fate snatched away the Dragoons' legendary leader; some popular historians mark the death of Jaime Wolf as the day the Jihad began.

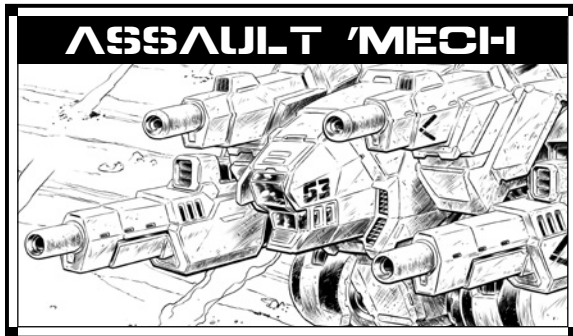


The Green Knight: Not a person but an identity, the Green Knight is believed to be the alias used by one particular Lyran noble family who prefer to serve the highest bidder rather than a liege lord. Traditionally a woman, the Green Knight has hunted pirates on Butte Hold, skinned Ghost Bears in the Free Rasalhague Republic, marched on Tharkad with Peter Steiner-Davion, and into the Blake Protectorate with Devlin Stone. The current Green Knight's *Archer* was last spotted helping the fledgling Timbuktu Collective fend off a raid by the Rim Territories on All Dawn.

Knight-Errant Perseus Schell: Schell lived a harsh childhood on the streets of Defiance before joining the AFFS. Though he showed aptitude as a MechWarrior, a hostile instructor relegated him to the infantry, leading to Schell's disillusionment and eventual desertion. Making his way to Randis IV, he eventually found his place serving with the Brotherhood, where he earned a reputation as a grim man bound to the concept of justice. His blue *Archer* and its endless volleys of LRMs have been the last sight of many a bandit. Schell is obsessed with Periphery legends, and meticulously records every strange sighting in his journal, despite ribbing from his brother knights.

MechWarrior Stylean: A Wolf adoptee who exemplifies the temperamental redhead, Stylean nonetheless fancies herself a politician, though her brand of politics involves bullying others into obeying her will. A tenacious warrior, she drives her comrades to constantly push their limits. She has been seen with members of an underground cell on Tongatapu who advocate a return to the Free Worlds League, though it is not clear if she is aware of their agenda. Whether traitor, pawn, or merely an ambitious fool, Stylean bears watching.





Mass: 100 tons

Chassis: Star League Mk. 4 Endo Steel

Power Plant: Starfire 300 XL

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: Grandthrust Mk. 5

Jump Capacity: 90 meters

Armor: Compound 12B2 Standard

Armament:

4 Series II Gauss Rifles

1 Raid Micro Pulse Laser

Manufacturer: Earthwerks-FWL, Inc.

Primary Factory: Keystone

Communications System: Garret T-11b

Targeting and Tracking System: RCA Instatrac Mark XI

With much of the Wolf *touman* committed to the drive toward Terra, the Clan's supply lines have become more stressed than usual. The task of protecting these supply lines would normally be left to second-line *solahma* units, but most *solahma* are equipped with aging, obsolete equipment. Further, most of their war machines were intended to be the epitome of offensive warfare when they were first conceived, not a dedicated defensive asset. Khan Ward declared that this problem warranted a purpose-built BattleMech.

CAPABILITIES

As a consultant to the project, Ramiel Bekker reached back into his former Clan's history for inspiration. Star Colonel Bryan Kabrinski earned his reputation in part through his tremendous talents in the cockpit, but his *Annihilator's* five Gauss rifles certainly helped.

Annihilators were notorious for their limited speed, and the ideal defensive 'Mech would need to keep up with its supply line. A more suitable starting point was the *Stone Rhino*, which could be built at the same facility as the *Tomahawk*. With the proliferation of plasma weaponry, ensuring continuous performance was a key objective, as was the retention of the *Stone Rhino's* jump jets. While over-heat-sinked and under-armed compared to other contemporary designs, and particularly vulnerable to opponents with ballistic-reinforced armor, the *Crucible* is effective against a variety of aggressors which usually threaten exposed supply lines.

BATTLE HISTORY

While the Wolves were not able to create enough *Crucibles* in time to implement their defensive plans, several Stars of *Crucibles* made a significant impact in counteracting ROTS and Falcon attacks. Their most notable excursion was on Skye, where several *Crucibles* played a key role in dealing with the Turkina Keshik. None were active during Operation Shofar, which our Watch considers a deliberate attempt to deny the Republic any intel on the *Crucible's* capabilities until Terra.

VARIANTS

Laid out as a more traditional front-line combatant, the removal of a pair of Gauss rifles on the *Crucible 2* permits the addition of particle cannons and missile launchers with advanced guidance. The weapons variety ensures effectiveness against most enemies and provides an overall increase in firepower.

The *Crucible 3* uses a quartet of HAG cannons to destroy enemies once they are close enough. It relies on a pair of large pulse lasers at range, and after ammunition for the cannons runs out. The *Crucible 3* is a greater threat to aerospace units than the other variants, and its pulse lasers make it more effective against battle armor, leading some to believe it will eclipse the original design before long.

NOTABLE 'MECHS AND MECHWARRIORS

Star Commander Kaer: Born on Keystone, Star Commander Kaer was initially a MechWarrior for the Marik-Stewart Commonwealth, and is one of the few who has passed the Wolf Watch's various loyalty tests. Kaer is one of those rare individuals who has no political ambitions or preferences that even the Clan Watch can detect. Driven by a need for perfectionism in the operation of a BattleMech, his devotion to his new Clan is too rudimentary for the Wolves to trust him completely, but his loyalty rating does exceed that of most of his unit. The Star Commander achieved positive notice during fighting on Keystone, where his Star was able to push back a League raid on the Earthwerks facility largely because he took down four of the attackers.

Star Commander Dimitri Kerensky: Assigned one of the *Crucibles* made available to front-line units, he distinguished himself when the Turkina Keshik moved against his Cluster in force on Skye. Under orders to hold the Falcons in place while the Ninth Wolf Guard attacked them from the rear, Kerensky and his *Crucible* deterred several sorties with dense volleys of Gauss rifle fire. The Keshik's spirited attack deteriorated Dimitri's Trinary until he was the sole officer left. When several Falcon warriors pressed the attack even as their Cluster withdrew, Star Commander Dimitri Kerensky steered the warriors around him by dismissing the prowess of the "savages" that they faced. Though he was severely wounded when two of his Gauss rifles exploded, his unit succeeded in holding the line.

Star Captain Splido Ward: Crediting much of his success as a warrior to the Gauss rifle, Star Captain Ward challenged his Star Colonel for one of the *Crucibles* assigned to Beta Galaxy. He has made good use of the BattleMech since then, notably on Skye. While the Gauss rifle is generally seen as an inefficient weapon in an urban environment, Ward has said that he takes considerable joy from the sound of a Gauss slug hitting home, and prefers to close range with his targets. He found himself at the tip of the pincer movement that forced the retreat of the 124th Falcon Striker Cluster, defeating a total of five Jade Falcon 'Mechs by the time his ammunition was depleted.

CRUCIBLE

Type: **Crucible**
 Technology Base: Clan
 Tonnage: 100
 Role: Sniper
 Battle Value: 3,108

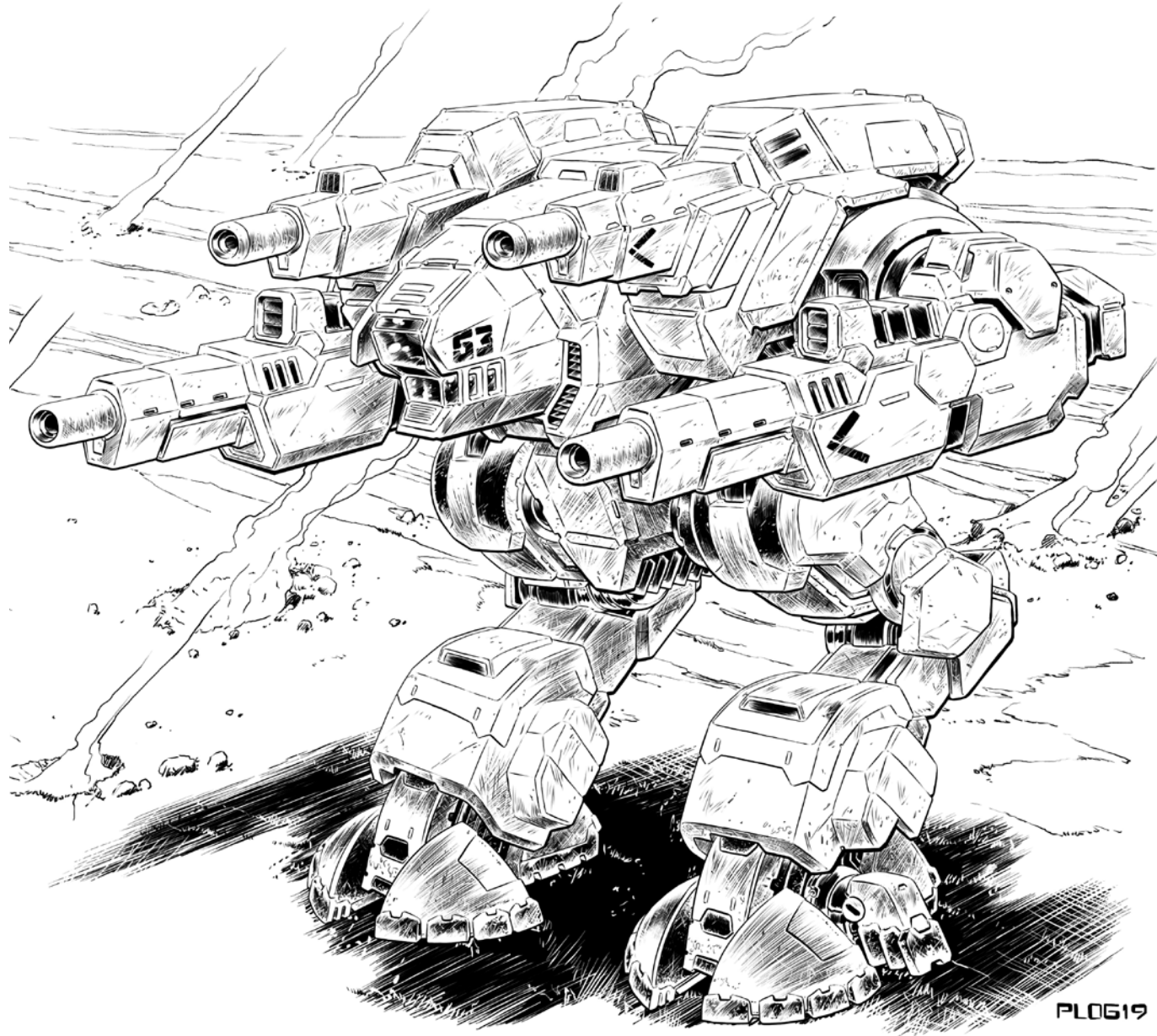
Equipment

		Mass
Internal Structure:	Endo Steel	5
Engine:	300 XL	9.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	3	
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit:		3
Armor Factor:	240	15
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	31	37
Center Torso (rear)		10
R/L Torso	21	32
R/L Torso (rear)		8
R/L Arm	17	23
R/L Leg	21	29

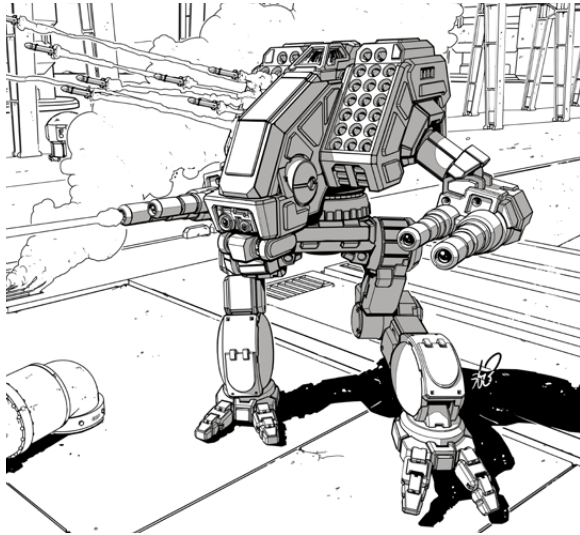
Weapons

Weapons and Ammo	Location	Critical	Tonnage
Gauss Rifle	RA	6	12
Ammo (Gauss) 16	RA	2	2
Gauss Rifle	RT	6	12
Ammo (Gauss) 16	RT	2	2
Micro Pulse Laser	H	1	.5
Gauss Rifle	LT	6	12
Ammo (Gauss) 16	LT	2	2
Gauss Rifle	LA	6	12
Ammo (Gauss) 16	LA	2	2
Jump Jet	RT	1	2
Jump Jet	CT	1	2
Jump Jet	LT	1	2

Notes: Features the following Design Quirks: Protected Actuators, Oversized.



MAD DOG (VULTURE)



Mass: 60 tons

Speed: 54 kph cruising, 86 kph max

Jump Capacity: None

Payload: 28 tons of pod space

Manufacturer: Svarstaad Industriplex Beta (Svarstaad)

Featured in TRO: 3050 Upgrade / Clan Invasion

Once constructed and fielded by many Clans, the venerable *Vulture* is currently only built by Clan Hell's Horses, as other Clans have moved on to more advanced machines. With over twenty new worlds to garrison, the Hell's Horses chose to build a *Vulture* factory on their new possession of Svarstaad specifically because it is a safe bet and a well-known design.

CAPABILITIES

Previous technical reports prepared by Inner Sphere agencies claimed the *Vulture* was designed as a fire support OmniMech. The idea a Clan warrior would need another to provide supporting fire is anathema to *zellbrigen*. Rather, the *Vulture* is designed to fight its own battles, with each configuration able to fight at any range. Most configurations typically use energy or ballistic weapons to open holes in opponents, as their missile racks often only carry enough ammunition to finish off the target.

BATTLE HISTORY

The new T configuration has quickly become a favorite for its improved missile accuracy and twice the ammunition compared to the Prime. A trio of this new configuration was present among a Star of Hell's Horses which helped defeat a Jade Falcon probing raid on Vulcan. The outward appearance of the T configuration is so similar to the Prime, the Jade Falcons tried to fight outside the range of the pulse lasers they expected to face. The extended range of the T's lasers helped make quick work of the Falcon recon force, preventing them from gathering valuable intel.

Another well-regarded machine is the I configuration popularized by Star Commander Lauren Hawker. First used in a trial against the Rasalhague Dominion, Lauren could be heard over comms cackling with glee as her rotary autocannon began exploiting holes opened by ER PPC blasts. Star Captain Hawker has become so quick at disabling or destroying her enemies that many *Vulture* pilots have requested the components for the I configuration.

NOTABLE 'MECHS AND MECHWARRIORS

Star Captain Alan Russo: Since taking command of his Trinary, Alan has not lost a battle, including—most annoyingly—a trial against a Nova from the Tiburon Khanate. The Nova was embarked on a trade mission which included a supply of hatchets requested for a new *Gargoyle* configuration and a supply of rotary autocannons and PPC capacitors. Fighting from his *Vulture* G, Alan accounted for three solo kills, two weakened at range first and the last killed in her cockpit by an ER PPC blast. The Hell's Horses took four out of the five trade caches, which led to Alan's Sea Fox counterpart facing three Trials of Position before losing his command.

The Russo MechWarriors in Clan Hell's Horses are a constant mark of shame on our Clan's honor. As the first Bloodname we lost exclusive control over, the fact the Hell's Horses Russos constantly outperform our own only deepens our shame. Alan is a *ristar*, having earned his rank with three kills in his initial Trial of Position at the controls of a *Vulture*. Analyzing Alan and his training would be instrumental in explaining why Hell's Horses Russos outperform our own, but he has survived two Sea Fox-initiated Trials of Possession for himself and his genes.

Weapons and Ammo	Location	Critical	Tonnage
<i>Weapons Configuration T</i>			
ER Large Laser	RA	1	4
ER Medium Laser	RA	1	1
LRM 20	RT	4	5
Artemis V FCS	RT	2	1.5
Ammo (LRM) 12	RT	2	2
Double Heat Sink	CT	2	1
LRM 20	LT	4	5
Artemis V FCS	LT	2	1.5
Ammo (LRM) 12	LT	2	2
ER Large Laser	LA	1	4
ER Medium Laser	LA	1	1
Battle Value: 2,555	Role: Missile Boat		

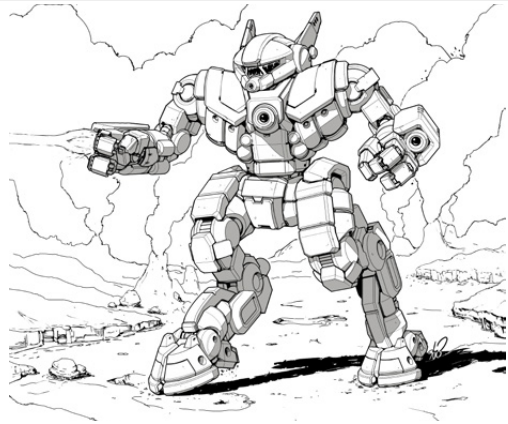
<i>Alternate Configuration DD</i>			
3 Medium Pulse Lasers	RA	3	6
Streak SRM 6	RT	2	3
Ammo (Streak) 15	RT	1	1
LRM 20	LT	4	5
Artemis IV FCS	LT	1	1
Ammo (LRM) 6	LT	1	1
2 LB 2-X AC	LA	6	10
Ammo (LB-X) 45	LA	1	1
Battle Value: 1,970	Role: Brawler		

<i>Alternate Configuration G</i>			
3 ER Medium Pulse Lasers	RA	6	6
2 Streak SRM 6	RT	4	6
Ammo (Streak SRM) 15	RT	1	1
Double Heat Sink	CT	2	1
Streak LRM 15	LT	3	7
Ammo (Streak LRM) 8	LT	1	1
ER PPC	LA	2	6
Battle Value: 2,503	Role: Brawler		

<i>Alternate Configuration I</i>			
2 Rotary AC/2	RA	8	16
Ammo (RAC) 90	RT	2	2
Double Heat Sink	RT	2	1
Double Heat Sink	CT	2	1
Double Heat Sink	LT	2	1
ER PPC	LA	2	6
PPC Capacitor	LA	1	1
Battle Value: 2,042	Role: Sniper		

<i>Alternate Configuration V—Advanced</i>			
Medium Pulse Laser	RA	1	2
ER Medium Laser	RA	1	1
Arrow IV Artillery	RA/RT	4/8	12
Double Heat Sink	CT	2	1
Ammo (Arrow) 10	LT	2	2
LRM 20	LT	4	5
Ammo (LRM) 12	LT	2	2
Medium Pulse Laser	LA	1	2
ER Medium Laser	LA	1	1
Battle Value: 2,182	Role: Missile Boat		

MONGOOSE



Mass: 25 tons

Manufacturer: Diplan 'Mechyards (Aix-la-Chapelle)

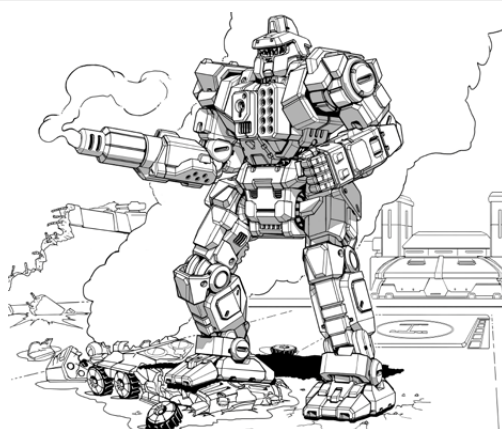
Featured in TRO: 3039 and 3050 Upgrade / Succession Wars

The MON-96 re-focuses on the strengths of the *Mongoose* as a scout, improving every aspect of the 'Mech. A supercharged extra-light engine frees up mass while providing bursts of speed to get the 'Mech out of danger. The standout feature of the MON-96 is its incredible resilience for its size: heavy ferro-fibrous armor gives maximum protection, but the greatest change is the use of a reinforced structure. The standard weaponry remains, albeit in extended-range form, and a Bloodhound Active Probe greatly enhances its scouting abilities. The new combination of speed and hardiness guarantees the 'Mech can perform its role well.

Captain Jason Thackery: Commander of a light mercenary company working for the Draconis Combine, his unit specializes in locating hard-to-find targets. Thackery and his men proved their worth during the Nova Cat Rebellion, tracing rogue Cat units for the DCMS to eradicate. More recently they have been used to track down resistance units on newly captured Davion worlds in the Dragon's Tongue region. Although rarely mentioned in DCMS reports due to their supporting nature, their services are in high demand with the Combine. This stems from the detailed intelligence they relay, allowing Kuritan troops to take all the glory for the kills.

Unusually, the Combine has allowed Captain Thackery to purchase 'Mechs directly as a reward for his unit's service. Where once the company's 'Mechs were held together with duct tape and bailing wire, now various state-of-the-art designs stand in their place. The outfit is particularly partial to units equipped with sensor probes and the *Mongoose* in particular, with three MON-96 gracing their ranks, including Thackery's own.

CENTURION



Mass: 55 tons

Manufacturer: Corean Enterprises (New Avalon)

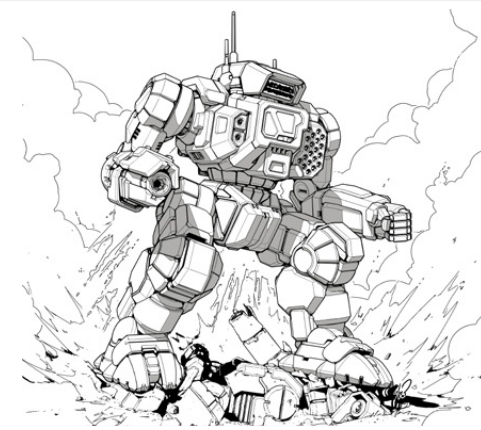
Featured in TRO: 3050 Upgrade / Shrapnel #2

Developed to create a more resilient version of the *Centurion*, the CN10-B fell out of favor following the Great Refusal. With the Omni-*Centurion* largely dominating New Avalon's output of CNs, Corean decided to give the CN10 line a long-overdue revamp. Now sharing some of the CN11's parts, including its compact gyro, the CN10-D remains a relatively cheap workhorse 'Mech for second-line forces. Double heat sinks are now standard, while CASE II protects the ammo stores. To keep the 'Mech relevant on today's battlefields, the weaponry has been bolstered with the addition of a light PPC, and the rear-mounted laser is now an ER version.

Captain Luke Treharne: A proud member of the Kilbourne Periphery March Militia—or the Mighty Bagpipers, as they refer to themselves—Treharne's unit has fallen on hard times of late. Having been in action against both pirates and numerous Combine probes in the last fifteen years, the militia is currently rather understrength. The unit's posting along the edge of the Dragon's Tongue salient is not helping matters either, as the constant state of readiness has taken its toll.

With both personnel and machinery in short supply, Captain Treharne's company has been re-organized into a mixed 'Mech and vehicle formation. Often serving in a search and rescue capacity, his six 'Mechs provide support to the lighter hover units reassigned from the PMM's Armor Brigade, allowing them to swoop in and pick up downed pilots and crews. The company is also adept at what they term the "Bait and Switch Maneuver," in which the hover vehicles bait an opposing unit into following them, only for the unwitting pursuers to be ambushed by the hidden Bagpiper 'Mechs.

HIGHLANDER



Mass: 90 tons

Manufacturer: StarCorps Industries (Son Hoa)

Featured in TRO: 3039 and 3050 Upgrade / Succession Wars

A somewhat low-tech design compared to other modern units, the new *Highlander* concentrates on boosting the 'Mech's firepower and ruggedness. Giving a nod to both the Royal variant and old PPC refits, the HGN-740 uses a capacitor-enhanced ER PPC to provide long-range punch, backed up with an Artemis-boosted LRM 20. Twin ER medium lasers and a Streak SRM 6 round out the weaponry, while CASE II provides the best protection possible for the ammunition stores. If a "*Highlander Burial*" fails to do the job, then four leg-mounted M-pods will provide a nasty surprise to the unwary.

Lieutenant Paul Gothard: Despite being Lyran born and bred, Gothard found himself too restricted by Lyran military rules and the LCAF's grossly inept higher command structure. Using his family's wealth and connections, he created his own small mercenary unit and worked in the Periphery for many years. With the Commonwealth's recent troubles on numerous fronts, Gothard has been taking more and more contracts to aid his homeland directly, or to at least help to keep the many enemies from their door.

Most recently based in the Bucklands Theatre, Lieutenant Gothard was hired to protect the region from a series of bold attacks by the many pirate bands that form the Rim Territories. His unit is building quite the reputation as an effective anti-pirate force. The last sight many raiders ever see is the fiery paint scheme of his lance, with Gothard's own *Highlander* painted in purple to blue hues, leaping from behind them; a literal phoenix rising from the flames.

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Hermit Crab HMC-13

Movement Points: **Tonnage:** 25
 Walking: 7 **Tech Base:** Inner Sphere
 Running: 11 **Rules Level:** Standard
 Jumping: 7 **Role:** Scout

Weapons & Equipment Inventory

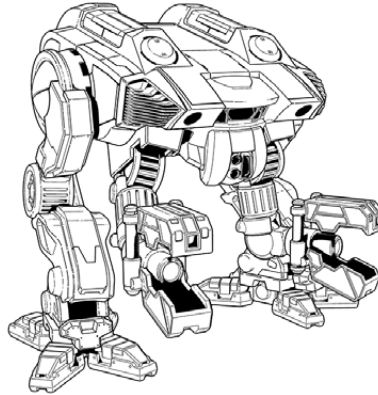
Qty	Type	Loc	Ht	Dmg	[hexes]			
					Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	5 [DE]	-	4	8	12
1	ER Medium Laser	RA	5	5 [DE]	-	4	8	12

WARRIOR DATA

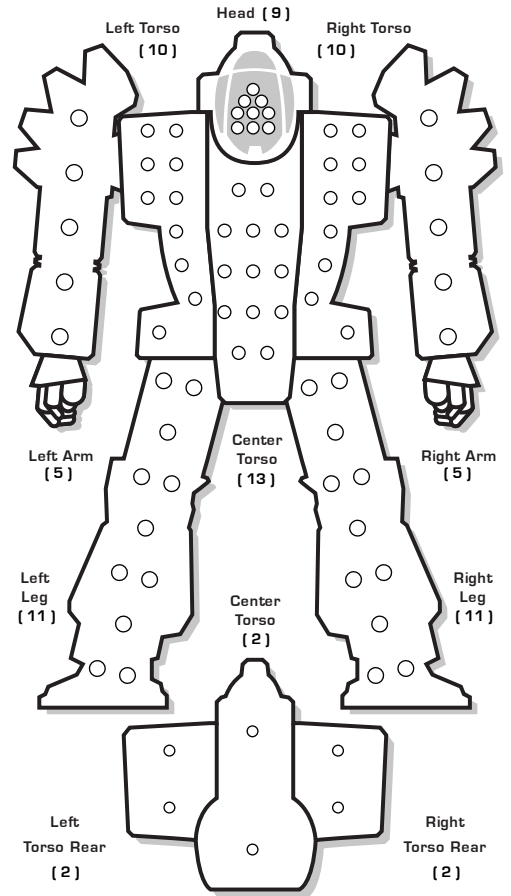
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



BV: 731



CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER Medium Laser
 - Roll Again

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

- Left Torso**
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink

- 1-3**
- Jump Jet
 - Jump Jet
 - Jump Jet
 - Roll Again
 - 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

- Center Torso**
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro

- 1-3**
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Jump Jet
 - Roll Again

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



Damage Transfer Diagram

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER Medium Laser
 - Roll Again

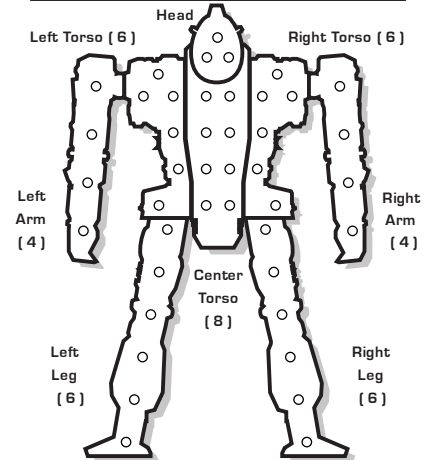
- 1-3**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- Right Torso**
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Jump Jet
 - Jump Jet
 - Jump Jet

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

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
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: Hermit Crab HMC-14

Movement Points:

Walking: 7

Running: 11

Jumping: 6

Tonnage: 25

Tech Base: Inner Sphere

Rules Level: Standard

Weapons & Equipment Inventory

(hexes)

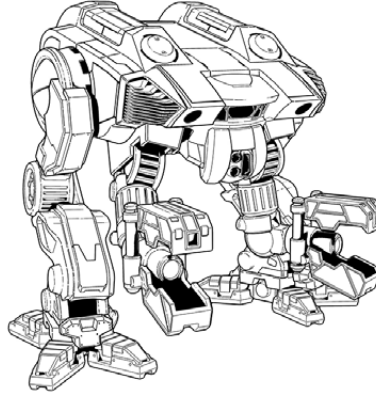
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12

WARRIOR DATA

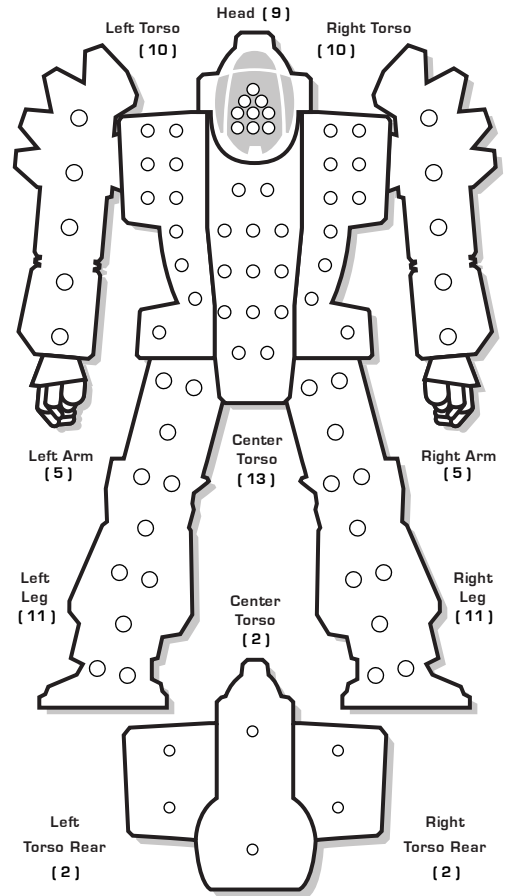
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



BV: 844



CRITICAL TABLE

Left Arm

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

1-3

Center Torso

- Roll Again
- Roll Again
- 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

Right Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

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

4-6

Head

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

1-3

Right Arm

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

1-3

Center Torso

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

4-6

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet
- Jump Jet

1-3

Right Torso

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

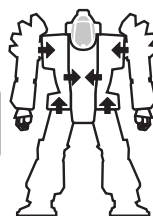
4-6

Left Leg

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

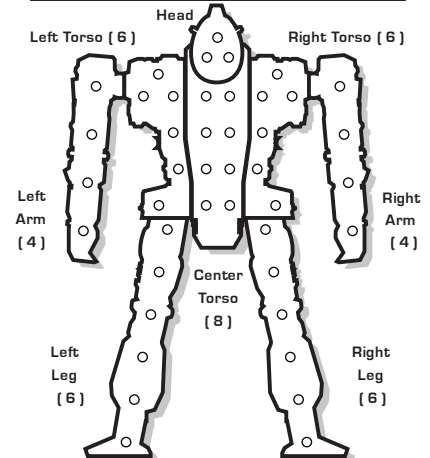
4-6

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
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: Hermit Crab HMC-15

Movement Points:

Walking: 7

Running: 11

Jumping: 0

Tonnage: 25

Tech Base: Inner Sphere

Rules Level: Standard

Weapons & Equipment Inventory

(hexes)

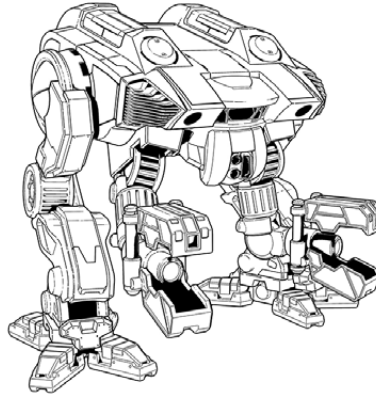
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	LA	5	5 [DE]	3	6	12	18
1	Light PPC	RA	5	5 [DE]	3	6	12	18

WARRIOR DATA

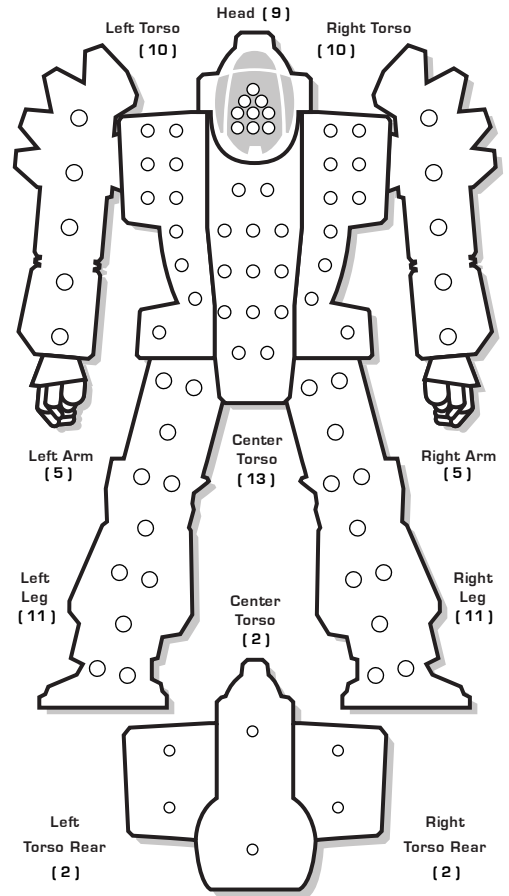
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



BV: 742



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Light PPC
- Light PPC

1-3

Center Torso

- Roll Again
- Roll Again
- 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

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

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Ferro-Fibrous
- Roll Again

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Light PPC
- Light PPC

1-3

Center Torso

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

4-6

Right Torso

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

1-3

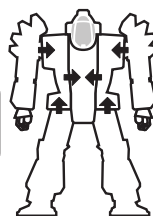
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

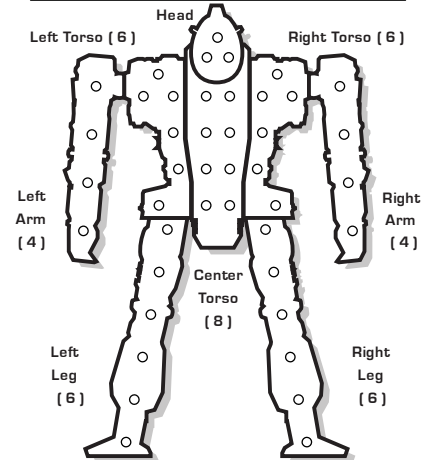
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
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: Mongoose MON-96

Movement Points:

Walking: 8

Running: 12 [16]

Jumping: 0

Tonnage: 25

Tech Base: Inner Sphere

Rules Level: Advanced

Weapons & Equipment Inventory

(hexes)

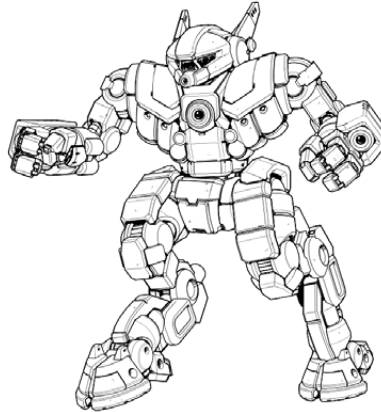
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Bloodhound Active Probe	LT	—	[E]	—	—	—	8
	Probe							
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	ER Small Laser	HD	2	3 [DE]	—	2	4	5

WARRIOR DATA

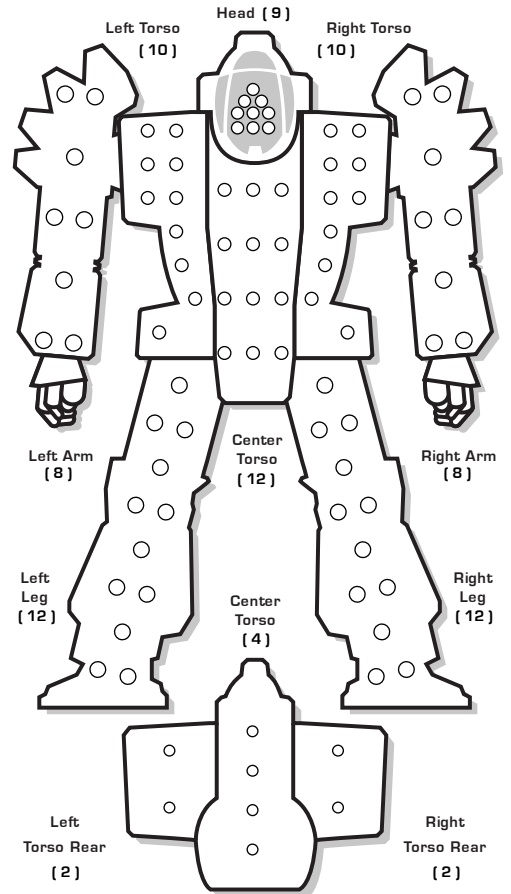
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



BV: 1,011



CRITICAL TABLE

Left Arm

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

1-3

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

- Bloodhound Active Probe
- Bloodhound Active Probe
- Bloodhound Active Probe
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

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

Center Torso

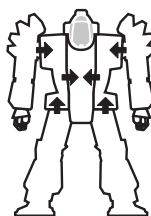
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

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

4-6

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



Damage Transfer Diagram

Right Arm

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

1-3

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

4-6

Right Torso

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

1-3

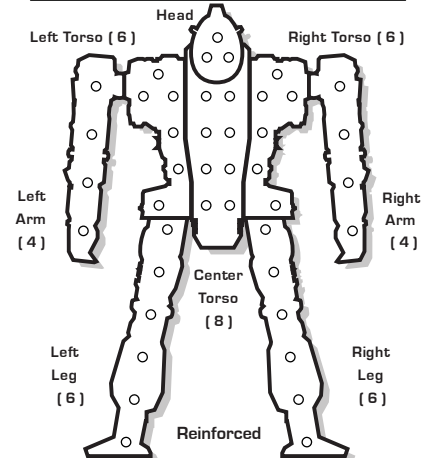
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
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: Centurion CN10-D
 Movement Points:
 Walking: 4
 Running: 6
 Jumping: 0
 Tonnage: 55
 Tech Base: Inner Sphere
 Rules Level: Standard

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RA	2	10	—	6	12	18
1	LRM 10 w/Artemis IV	LT	4	1/Msl [M.C.S]	6	7	14	21
1	Light PPC	CT	5	5 [DE]	3	6	12	18
1	ER Medium Laser (R)	CT	5	5 [DE]	—	4	8	12

(hexes)

Ammo: (LB 10-X) 10, (LB 10-X Cluster) 10, (LRM 10 Artemis-capable) 24

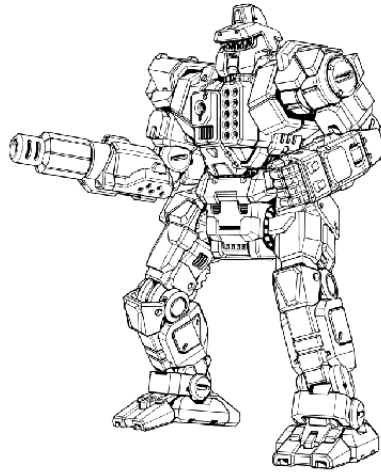
WARRIOR DATA

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

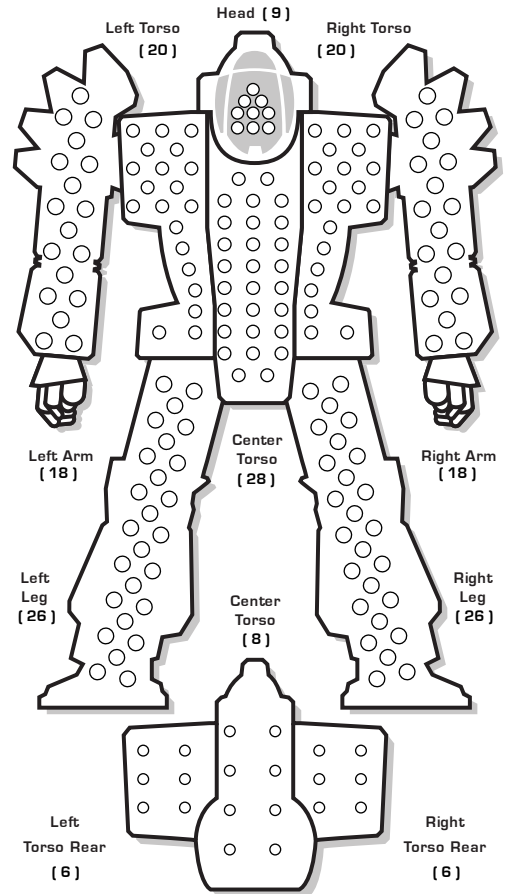
1	2	3	4	5	6
---	---	---	---	---	---

 Consciousness #:

3	5	7	10	11	Dead
---	---	---	----	----	------



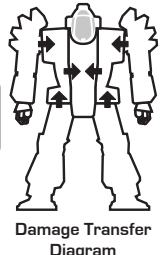
ARMOR DIAGRAM



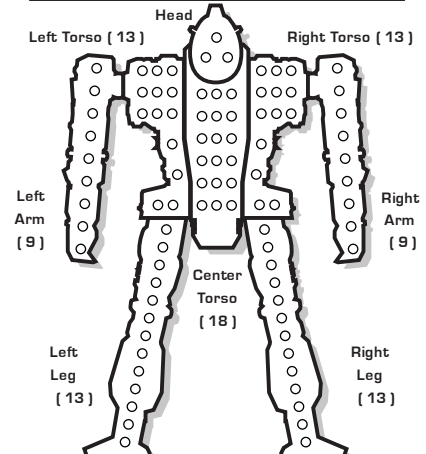
CRITICAL TABLE

- | | |
|---|--|
| <p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Endo Steel Endo Steel <p>1-3</p> <ol style="list-style-type: none"> Endo Steel Light Ferro-Fibrous Light Ferro-Fibrous Light Ferro-Fibrous Light Ferro-Fibrous Roll Again <p>4-6</p> <p>Left Torso</p> <ol style="list-style-type: none"> Light Fusion Engine Light Fusion Engine Double Heat Sink Double Heat Sink Double Heat Sink LRM 10 <p>1-3</p> <ol style="list-style-type: none"> LRM 10 Artemis IV FCS Endo Steel Endo Steel Endo Steel Endo Steel <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Light Ferro-Fibrous | <p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> Light Fusion Engine Light Fusion Engine Light Fusion Engine Compact Gyro Compact Gyro Light Fusion Engine <p>1-3</p> <ol style="list-style-type: none"> Light Fusion Engine Light Fusion Engine Light PPC Light PPC ER Medium Laser (R) Light Ferro-Fibrous <p>4-6</p> <p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator LB 10-X AC LB 10-X AC LB 10-X AC <p>1-3</p> <ol style="list-style-type: none"> LB 10-X AC LB 10-X AC LB 10-X AC Endo Steel Endo Steel Endo Steel <p>4-6</p> <p>Right Torso</p> <ol style="list-style-type: none"> Light Fusion Engine Light Fusion Engine Double Heat Sink Double Heat Sink Double Heat Sink Ammo (LB 10-X) 10 <p>1-3</p> <ol style="list-style-type: none"> Ammo (LB 10-X Cluster) 10 Ammo (LRM 10 Artemis-capable) 12 Ammo (LRM 10 Artemis-capable) 12 CASE II Endo Steel Endo Steel <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Light Ferro-Fibrous |
|---|--|

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



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

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

Overflow

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Mad Dog (Vulture) T

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 60

Tech Base: Clan

Rules Level: Standard

Role: Missile Boat

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	LRM 20	LT	6	1/Msl [M,C,S]	—	7	14	21
	w/Artemis V							
1	LRM 20	RT	6	1/Msl [M,C,S]	—	7	14	21
	w/Artemis V							

Ammo: [LRM 20] 24

BV: 2,555

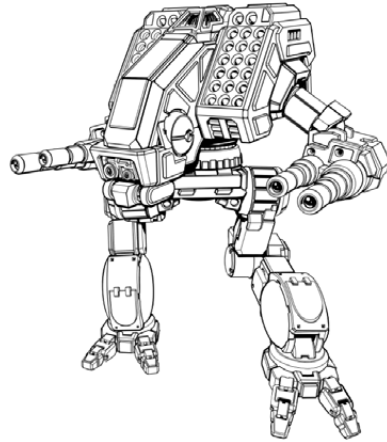


WARRIOR DATA

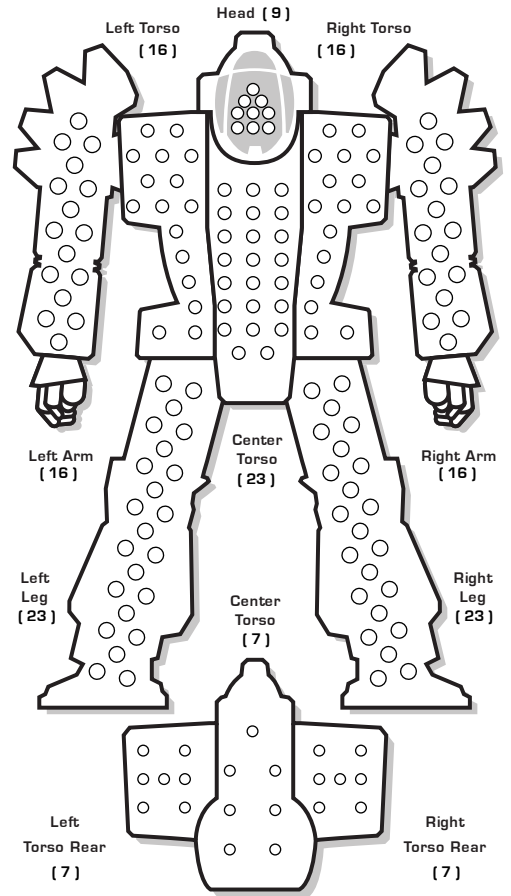
Name: _____

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 Large Laser
- ER Medium Laser
- Ferro-Fibrous

1-3

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

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- [LRM 20
- [LRM 20
- [LRM 20
- [LRM 20

1-3

- [Artemis V FCS
- [Artemis V FCS
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

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

Head

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

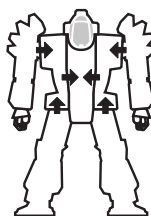
1-3

- #### Center Torso
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro

4-6

- #### Right Torso (CASE)
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - [Double Heat Sink
 - [Double Heat Sink

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



Damage Transfer Diagram

Right Arm

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

1-3

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

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- [LRM 20
- [LRM 20
- [LRM 20
- [LRM 20

1-3

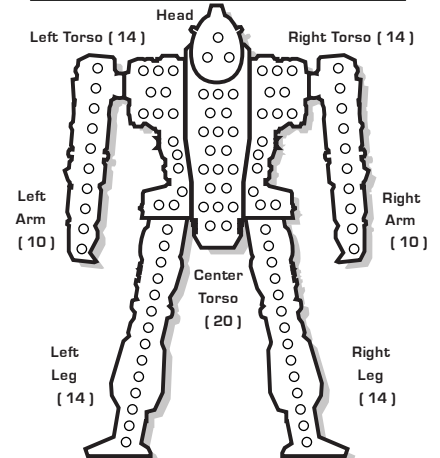
- [Artemis V FCS
- [Artemis V FCS
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
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: Mad Dog (Vulture) DD

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 60

Tech Base: Clan

Rules Level: Standard

Role: Brawler

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	LB 2-X AC	LA	1	2 [DB,C/F/S]	4	10	20	30
3	Medium Pulse Laser	RA	4	7 [P]	-	4	8	12
1	LRM 20 w/Artemis IV	LT	6	1/Msl [M,C,S]	-	7	14	21
1	Streak SRM 6	RT	4	2/Msl [M,C]	-	4	8	12

Ammo: [LB-2X] 45, [LRM 20] 6, [Streak SRM 6] 15

BV: 1,970

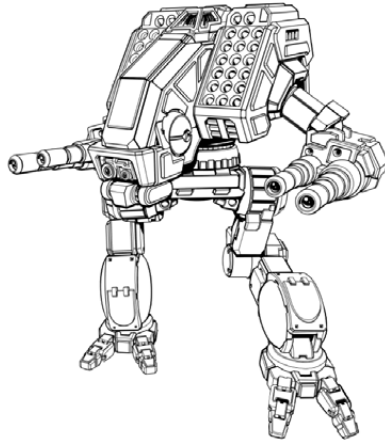


WARRIOR DATA

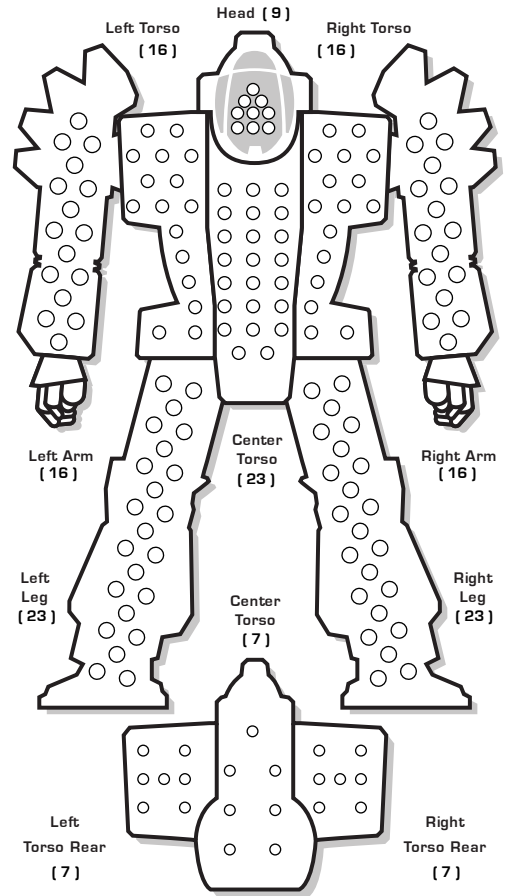
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- LB 2-X AC
- LB 2-X AC
- LB 2-X AC
- LB 2-X AC

1-3

- LB 2-X AC
- LB 2-X AC
- Ammo (LB-2X) 45
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- LRM 20
- LRM 20
- LRM 20
- LRM 20

1-3

- Artemis IV FCS
- Ammo (LRM 20) 6
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

Right Torso (CASE)

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Roll Again
- Roll Again

4-6

Right Arm

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

1-3

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

4-6

Right Torso (CASE)

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

1-3

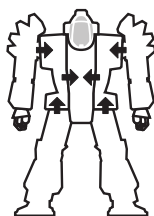
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

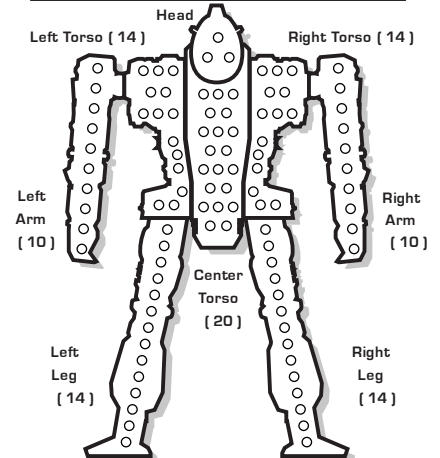
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Double Heat Sinks: 12 (24)

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: Mad Dog (Vulture) G

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 60

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
3	ER Medium Pulse Laser	RA	6	7 [P]	—	5	9	14
Laser								
1	Streak LRM 15	LT	5	1/Msl [M,C]	—	7	14	21
2	Streak SRM 6	RT	4	2/Msl [M,C]	—	4	8	12

Ammo: [Streak LRM 15] 8, [Streak SRM 6] 15

BV: 2,503

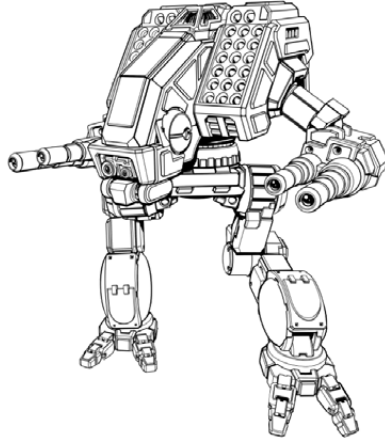


WARRIOR DATA

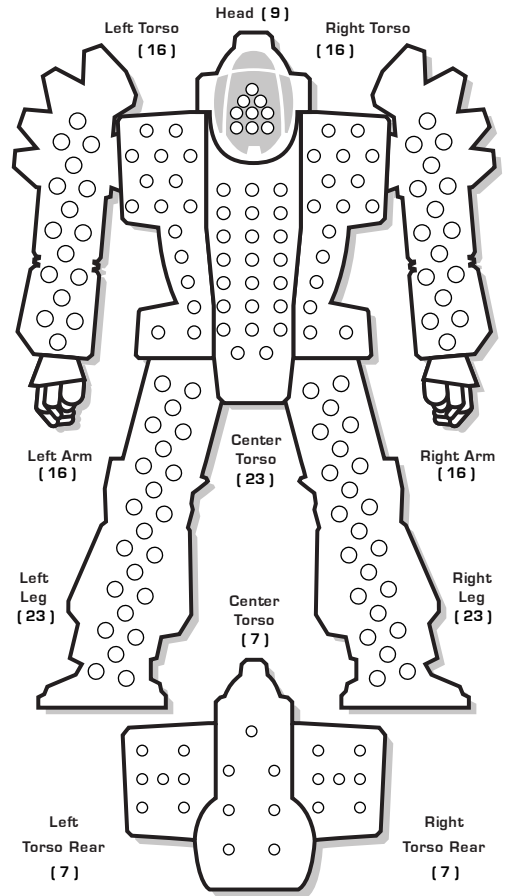
Name: _____

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
- ER PPC
- ER PPC
- Ferro-Fibrous
- Roll Again

1-3

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

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Streak LRM 15
- Streak LRM 15
- Streak LRM 15
- Ammo (Streak LRM 15) 8

1-3

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

4-6

Left Leg

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

Head

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

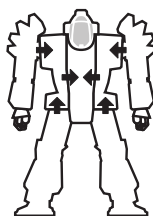
1-3

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

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



Damage Transfer Diagram

Right Arm

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

1-3

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

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Streak SRM 6
- Streak SRM 6
- Streak SRM 6
- Streak SRM 6

1-3

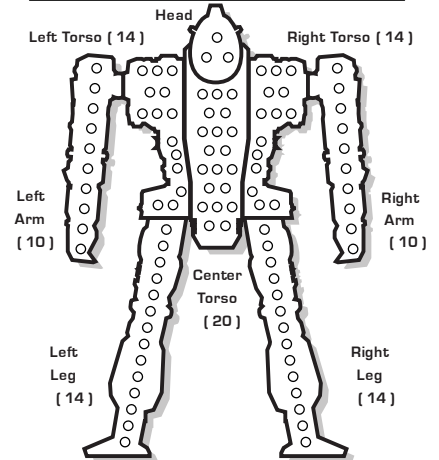
- Ammo (Streak SRM 6) 15
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
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: Mad Dog (Vulture) V

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 60

Tech Base: Clan

Rules Level: Advanced

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	Arrow IV	RT	10	20 [AE,S,F]	—	1	2	9
1	LRM 20	LT	6	1/ Msl [M,C,S]	—	7	14	21

Ammo: [Arrow IV] 10, [LRM 20] 12

BV: 2,182

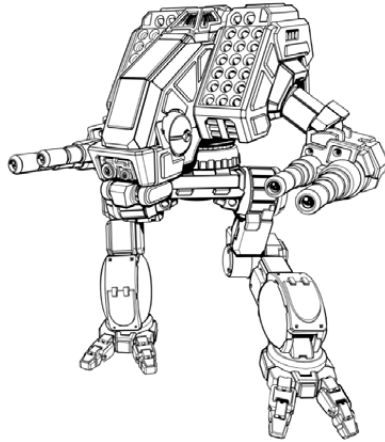


WARRIOR DATA

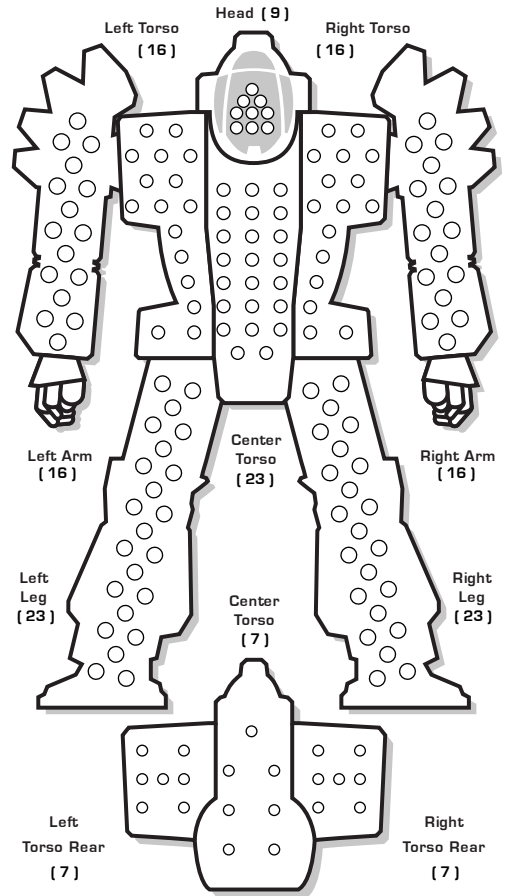
Name: _____

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

1-3

Center Torso

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

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- LRM 20
- LRM 20
- LRM 20
- LRM 20

1-3

- Ammo [LRM 20] 6
- Ammo [LRM 20] 6
- Ammo [Arrow IV] 5
- Ammo [Arrow IV] 5
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

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

Head

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

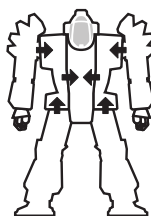
1-3

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
- Double Heat Sink
- Double Heat Sink



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV

1-3

Center Torso

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

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV

1-3

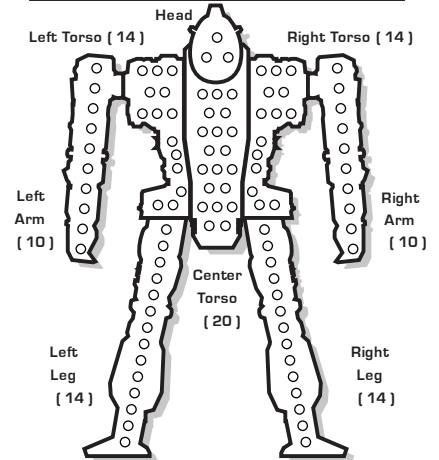
- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	13 (26)
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: Archer ARC-2Rb

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Standard

Role: Missile Boat

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	LRM 20 w/Artemis IV	LT	6	1/Msl [M,C,S]	6	7	14	21
1	LRM 20 w/Artemis IV	RT	6	1/Msl [M,C,S]	6	7	14	21
1	Medium Laser (R)	CT	3	5 [DE]	—	3	6	9

Ammo: (LRM 20 Artemis-capable) 30

BV: 1,705

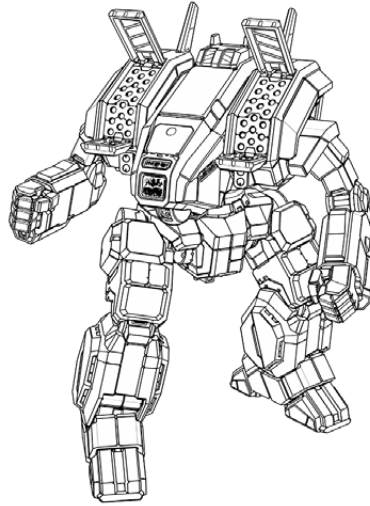


WARRIOR DATA

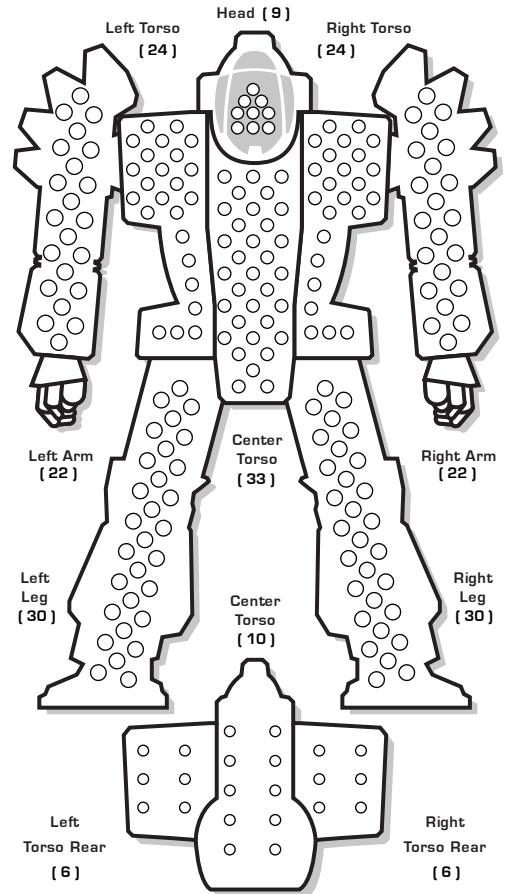
Name: _____

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
- Medium Laser
- Endo Steel

1-3

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

4-6

Left Torso

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Artemis IV FCS

1-3

- Ammo (LRM 20 Artemis-capable) 6
- Ammo (LRM 20 Artemis-capable) 6
- Ammo (LRM 20 Artemis-capable) 6
- CASE
- Roll Again
- Roll Again

4-6

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

Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser (R)
- Roll Again

4-6

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

Right Arm

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

1-3

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

4-6

Right Torso

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Artemis IV FCS

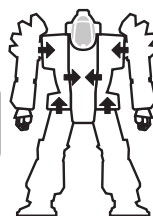
1-3

- Ammo (LRM 20 Artemis-capable) 6
- Ammo (LRM 20 Artemis-capable) 6
- CASE
- Roll Again
- Roll Again
- Roll Again

4-6

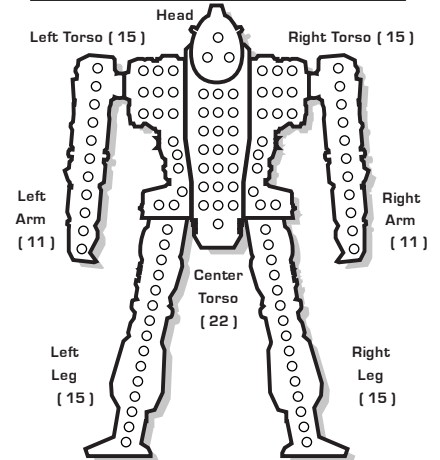
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Double Heat Sinks: 10 (20)



Heat Scale

Overflow

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

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Archer ARC-4M

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Standard

Role: Missile Boat

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	LRM 20 w/Artemis IV	LT	6	1/Msl [M,C,S]	6	7	14	21
1	LRM 20 w/Artemis IV	RT	6	1/Msl [M,C,S]	6	7	14	21
2	Medium Laser (R)	CT	3	5 [DE]	—	3	6	9

Ammo: (LRM 20 Artemis-capable) 24

BV: 1,705

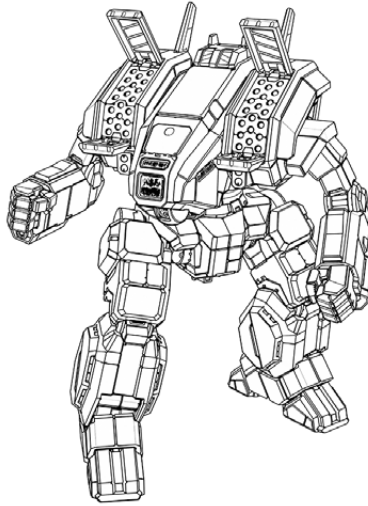


WARRIOR DATA

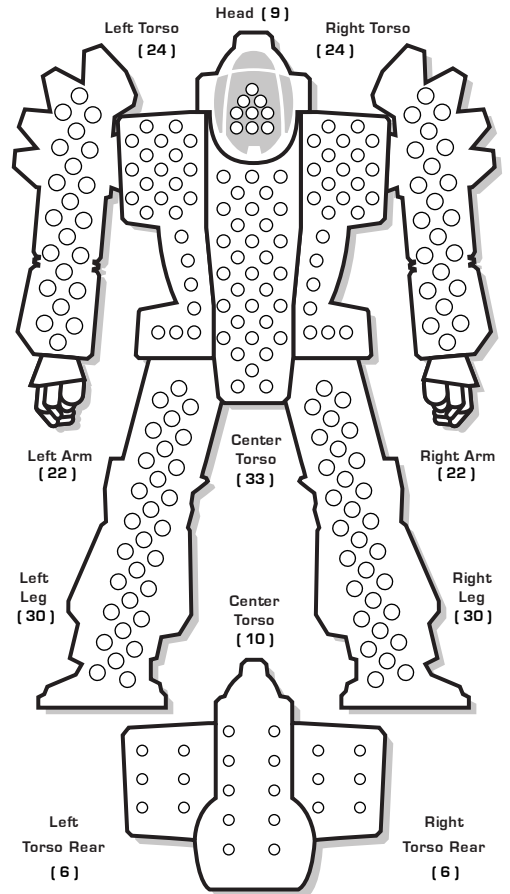
Name: _____

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
- Medium Laser
- Endo Steel

1-3

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

4-6

Left Torso

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Artemis IV FCS

1-3

- Ammo (LRM 20 Artemis-capable) 6
- Ammo (LRM 20 Artemis-capable) 6
- CASE
- Roll Again
- Roll Again
- Roll Again

4-6

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

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser (R)
- Medium Laser (R)

Right Arm

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

1-3

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

4-6

Right Torso

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Artemis IV FCS

1-3

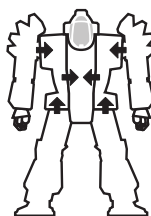
- Ammo (LRM 20 Artemis-capable) 6
- Ammo (LRM 20 Artemis-capable) 6
- CASE
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

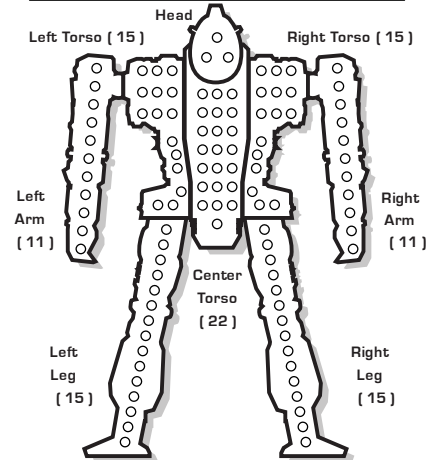
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
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: Archer ARC-4M2

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Standard

Role: Missile Boat

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	LRM 20 w/Artemis IV	LT	6	1/Msl [M,C,S]	6	7	14	21
1	LRM 20 w/Artemis IV	RT	6	1/Msl [M,C,S]	6	7	14	21
2	ER Medium Laser (R)	CT	5	5 [DE]	—	4	8	12

Ammo: [LRM 20 Artemis-capable] 24

BV: 1,742

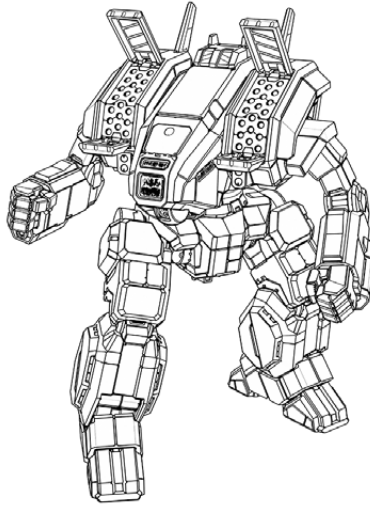


WARRIOR DATA

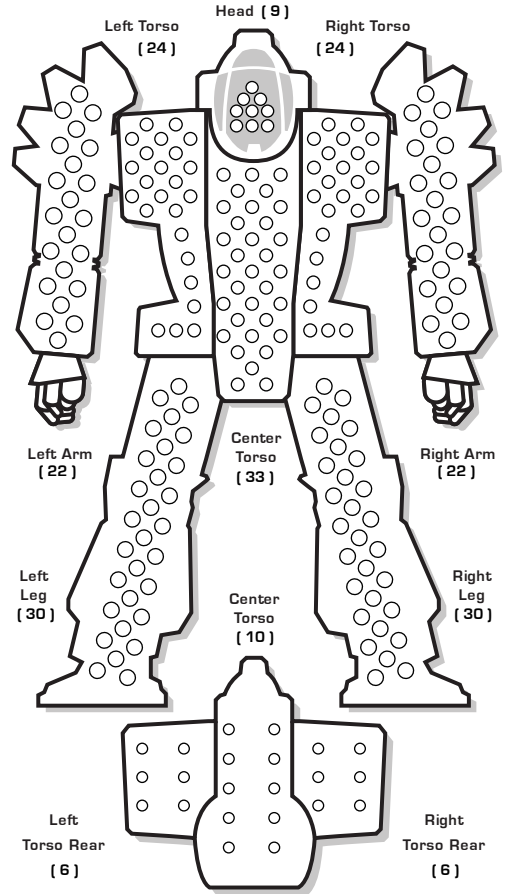
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



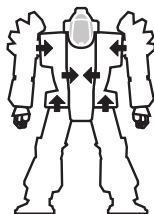
ARMOR DIAGRAM



CRITICAL TABLE

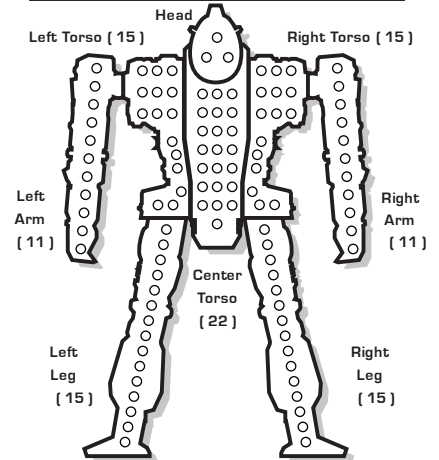
Location	1	2	3	4	5	6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Medium Laser	6. Endo Steel
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Medium Laser	6. Endo Steel
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. LRM 20	2. LRM 20	3. LRM 20	4. LRM 20	5. LRM 20	6. Artemis IV FCS
Right Torso	1. LRM 20	2. LRM 20	3. LRM 20	4. LRM 20	5. LRM 20	6. Artemis IV FCS
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
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: Archer ARC-5R

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Standard

Role: Missile Boat

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	LRM 15 w/Artemis IV	LT	5	1/Msl [M,C,S]	6	7	14	21
1	LRM 15 w/Artemis IV	RT	5	1/Msl [M,C,S]	6	7	14	21

Ammo: (LRM 15 Artemis-capable) 32

BV: 1,672

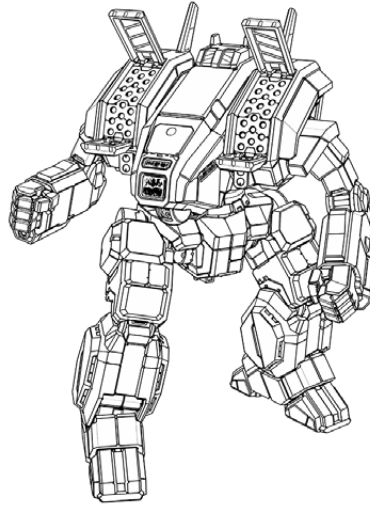


WARRIOR DATA

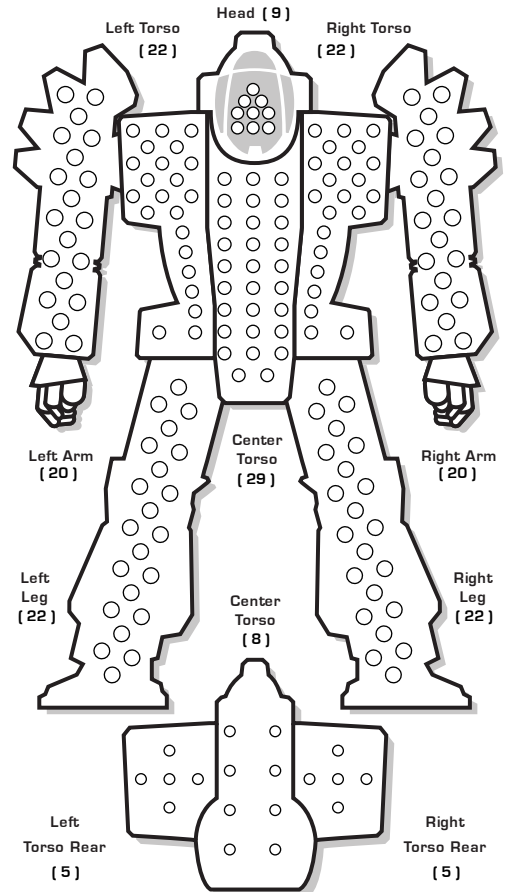
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

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

1-3

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

4-6

Left Torso

- LRM 15
- LRM 15
- LRM 15
- Artemis IV FCS
- Ammo (LRM 15 Artemis-capable) 8
- Ammo (LRM 15 Artemis-capable) 8

1-3

- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

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

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Roll Again
- Roll Again

Right Arm

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

1-3

- Double Heat Sink
- ER Large Laser
- ER Large Laser
- Endo Steel
- Endo Steel
- Roll Again

4-6

Right Torso

- LRM 15
- LRM 15
- LRM 15
- Artemis IV FCS
- Ammo (LRM 15 Artemis-capable) 8
- Ammo (LRM 15 Artemis-capable) 8

1-3

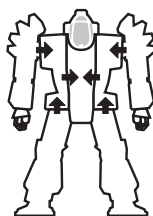
- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Leg

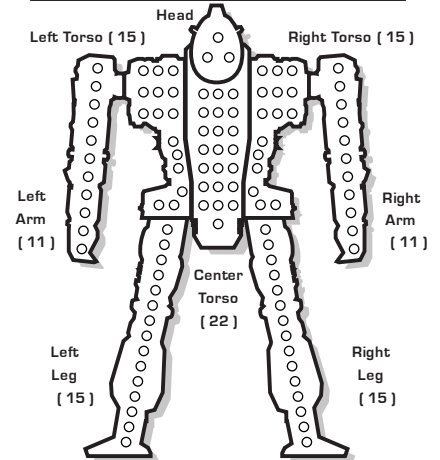
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
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: Archer ARC-5S

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Standard

Role: Missile Boat

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6
1	Streak SRM 2	LA	2	2/Msl [M,C]	—	3	6	9
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	Streak SRM 2	RA	2	2/Msl [M,C]	—	3	6	9
1	LRM 15	LT	5	1/Msl [M,C,S]	6	7	14	21
1	Narc	LT	—	[M]	—	3	6	9
1	LRM 15	RT	5	1/Msl [M,C,S]	6	7	14	21
2	Medium Pulse Laser	CT	4	6 [P]	—	2	4	6

[R]

Ammo: [LRM 15 Narc-capable] 32, [Narc] 6, [Streak SRM 2] 100

BV: 1,353

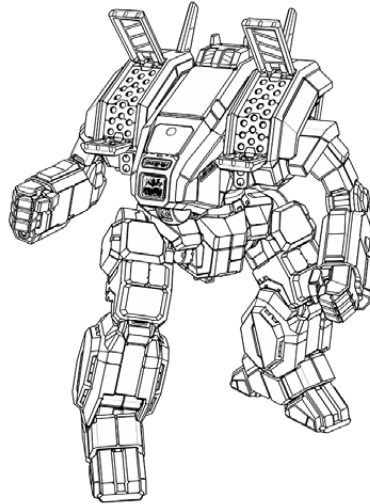


WARRIOR DATA

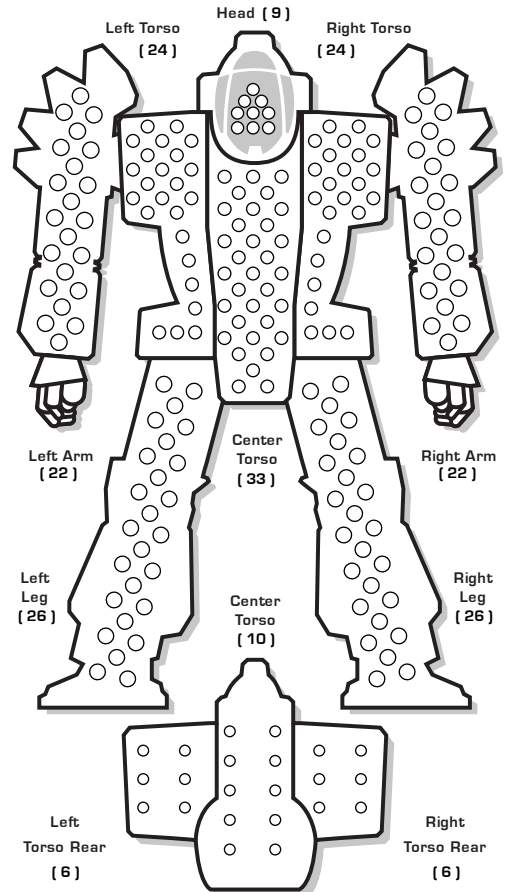
Name: _____

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
- Medium Pulse Laser
- Streak SRM 2

1-3

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

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM 15
- LRM 15
- LRM 15

1-3

- Narc
- Narc

4-6

- Ammo [Narc] 6
- Ammo [LRM 15 Narc-capable] 8
- Ammo [Streak SRM 2] 50
- CASE

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Roll Again
- 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
- Medium Pulse Laser [R]
- Medium Pulse Laser [R]

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- Streak SRM 2

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
- LRM 15
- LRM 15
- LRM 15

1-3

- Ammo [LRM 15 Narc-capable] 8
- Ammo [LRM 15 Narc-capable] 8
- Ammo [LRM 15 Narc-capable] 8
- Ammo [Streak SRM 2] 50
- CASE
- Roll Again

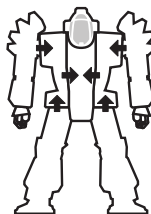
4-6

Right Leg

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

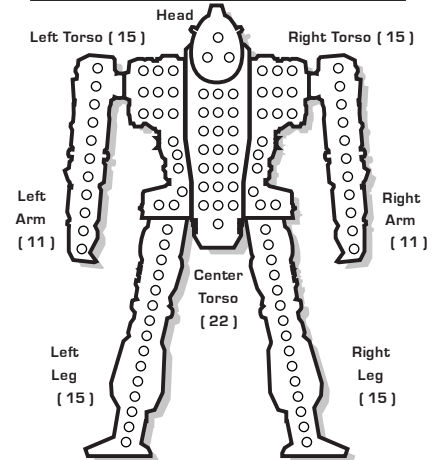
Left Leg

- 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:
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: Archer ARC-5W

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Standard

Role: Missile Boat

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	LA	3	2/Msl [M,C,S]	—	3	6	9
1	SRM 4	RA	3	2/Msl [M,C,S]	—	3	6	9
1	LRM 20	LT	6	1/Msl [M,C,S]	6	7	14	21
1	LRM 20	RT	6	1/Msl [M,C,S]	6	7	14	21
1	Narc	CT	—	[M]	—	3	6	9

Ammo: (LRM 20 Narc-capable) 24, (Narc) 12, (SRM 4 Narc-capable) 50

BV: 1,337

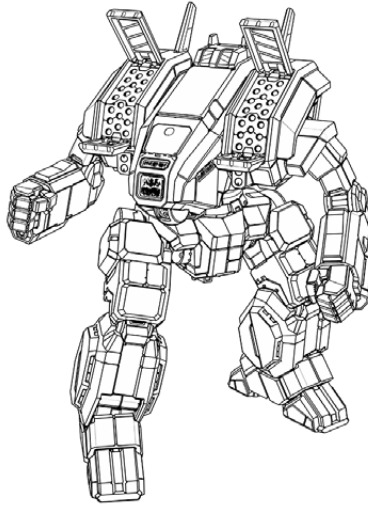


WARRIOR DATA

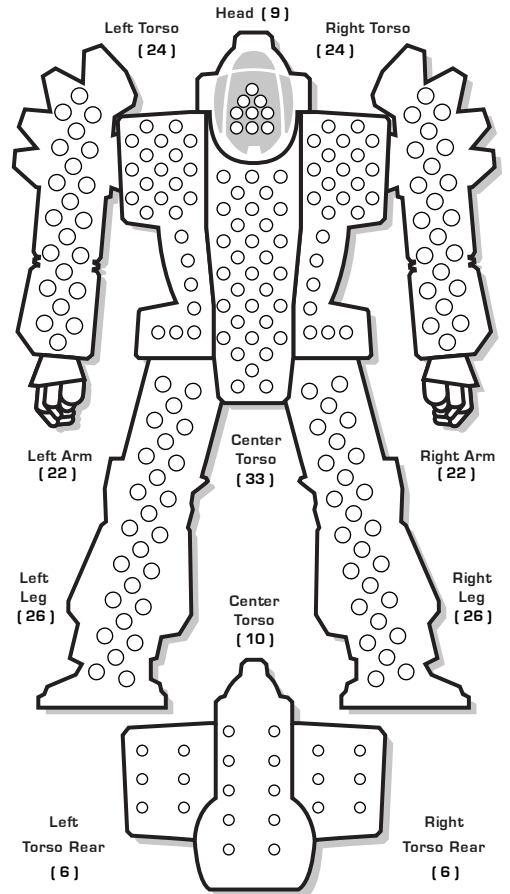
Name: _____

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 4
- Ammo (SRM 4 Narc-capable) 25

1-3

Center Torso

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

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Ammo (LRM 20 Narc-capable) 6
- Ammo (LRM 20 Narc-capable) 6
- Ammo (Narc) 6
- CASE

1-3

4-6

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

4-6

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 4
- Ammo (SRM 4 Narc-capable) 25

1-3

4-6

Center Torso

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

4-6

Right Torso

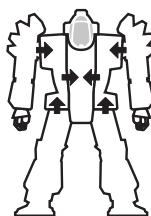
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Ammo (LRM 20 Narc-capable) 6
- Ammo (LRM 20 Narc-capable) 6
- Ammo (Narc) 6
- CASE

1-3

4-6

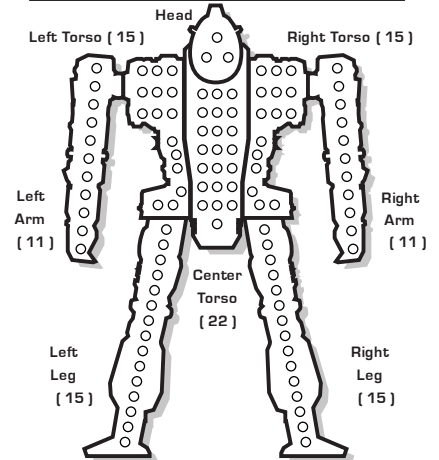
Right Leg

- 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:
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: Archer ARC-9R

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Standard

Role: Missile Boat

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	5 [DE]	-	4	8	12
1	ER Medium Laser	RA	5	5 [DE]	-	4	8	12
1	Extended LRM 15	LT	8	1/Msl [M,C,S]	10	12	22	38
1	Extended LRM 15	RT	8	1/Msl [M,C,S]	10	12	22	38
1	C3 Computer [Slave]	CT	-	[E]	-	-	-	-

Ammo: [ELRM 15] 36

BV: 1,668

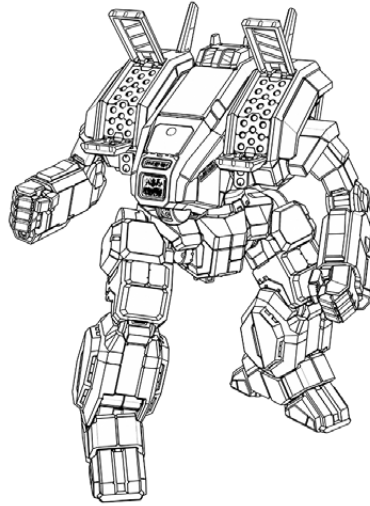


WARRIOR DATA

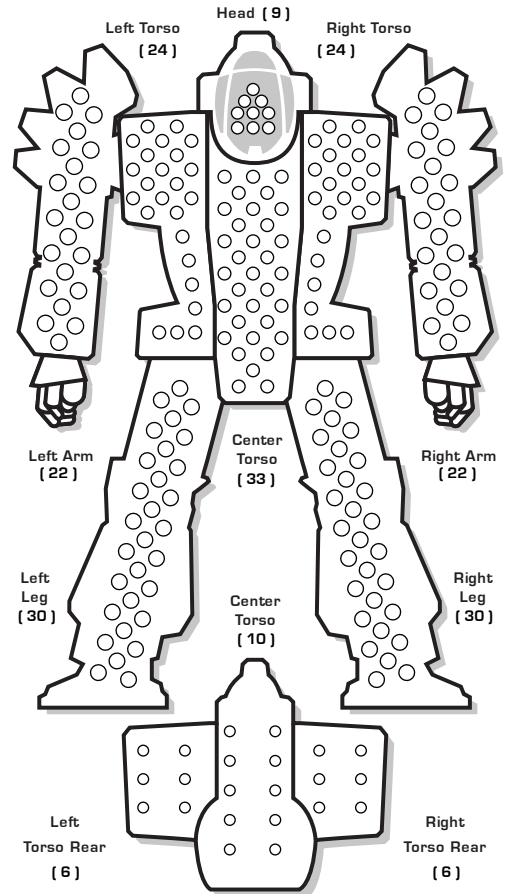
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

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

1-3

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

4-6

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Extended LRM 15
- Extended LRM 15
- Extended LRM 15
- Extended LRM 15

1-3

- Extended LRM 15
- Extended LRM 15
- Ammo [ELRM 15] 6
- Ammo [ELRM 15] 6
- Ammo [ELRM 15] 6
- CASE II

4-6

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

Center Torso

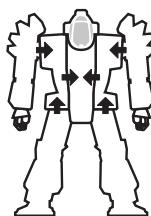
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- C3 Slave
- Roll Again

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



Damage Transfer Diagram

Right Arm

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

1-3

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

4-6

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Extended LRM 15
- Extended LRM 15
- Extended LRM 15
- Extended LRM 15

1-3

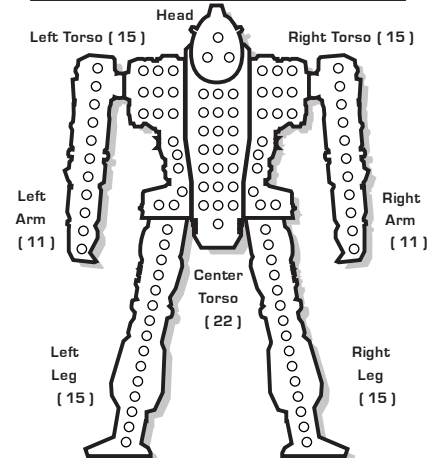
- Extended LRM 15
- Extended LRM 15
- Ammo [ELRM 15] 6
- Ammo [ELRM 15] 6
- Ammo [ELRM 15] 6
- CASE II

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
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: Crucible

Movement Points:

Walking: 3

Running: 5

Jumping: 3

Tonnage: 100

Tech Base: Clan

Rules Level: Standard

Role: Sniper

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	LT	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	Micro Pulse Laser	HD	1	3 [P,AI]	-	1	2	3

Ammo: [Gauss] 64

BV: 3,108

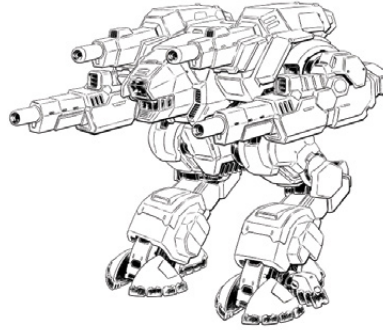


WARRIOR DATA

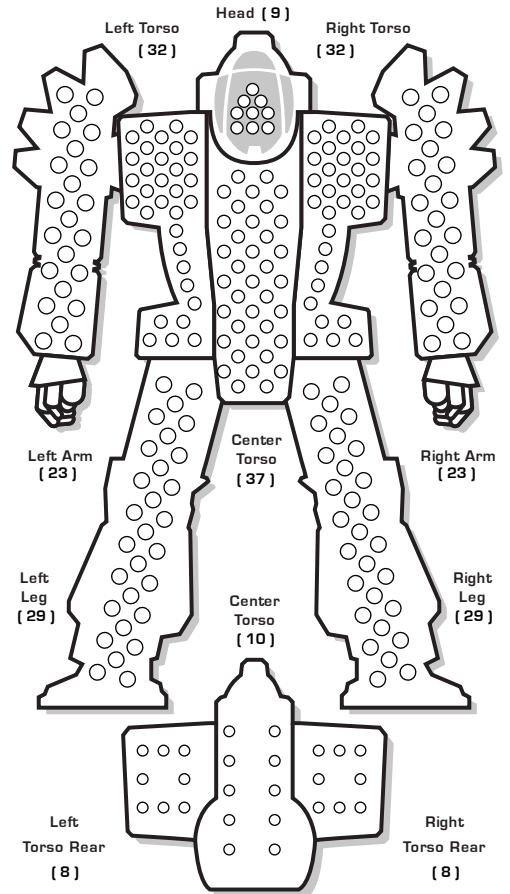
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Ammo [Gauss] 8
- Ammo [Gauss] 8
- Endo Steel
- Roll Again

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Ammo [Gauss] 8
- Ammo [Gauss] 8
- Endo Steel

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Micro Pulse Laser
- Sensors
- Life Support

Center Torso

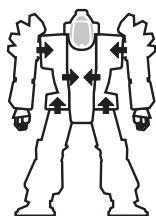
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

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

4-6

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



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Ammo [Gauss] 8
- Ammo [Gauss] 8
- Endo Steel
- Roll Again

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

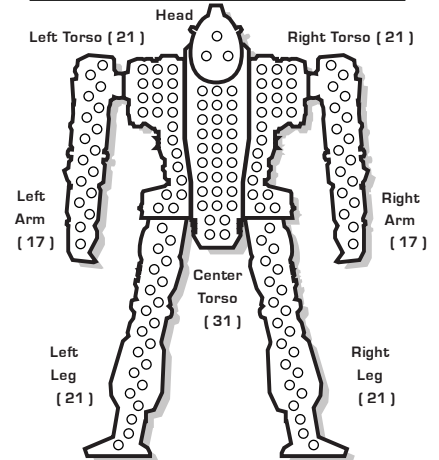
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Ammo [Gauss] 8
- Ammo [Gauss] 8
- Endo Steel

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Double Heat Sinks: 12 (24)



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Crucible 3

Movement Points:

Walking: 3

Running: 5

Jumping: 3

Tonnage: 100

Tech Base: Clan

Rules Level: Standard

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HAG/20	LA	4	20 [C,F,X]	2	8	16	24
1	HAG/20	RA	4	20 [C,F,X]	2	8	16	24
1	HAG/20	LT	4	20 [C,F,X]	2	8	16	24
1	Large Pulse Laser	LT	10	10 [P]	—	6	14	20
1	HAG/20	RT	4	20 [C,F,X]	2	8	16	24
1	Large Pulse Laser	RT	10	10 [P]	—	6	14	20

Ammo: (HAG 20) 24

BV: 3,230

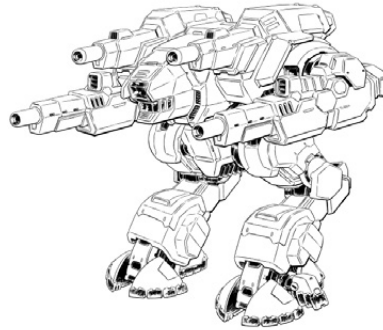


WARRIOR DATA

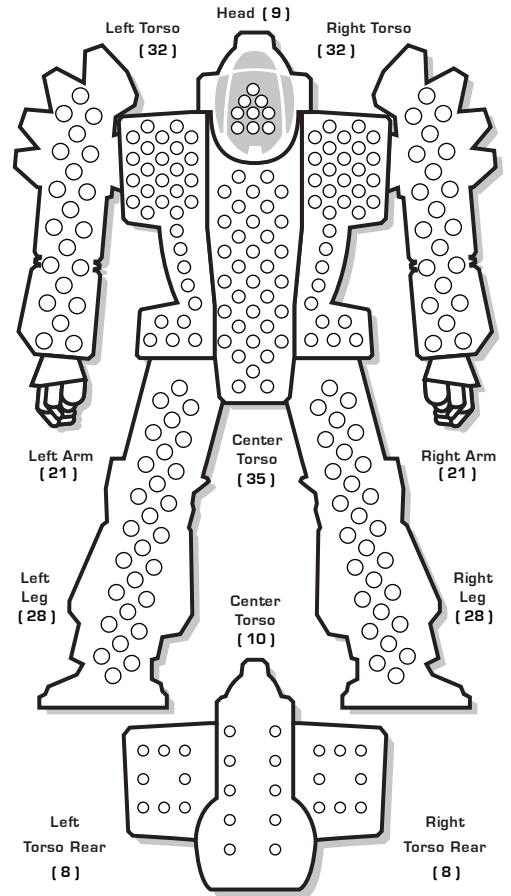
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- HAG/20
- HAG/20
- HAG/20
- HAG/20

1-3

- HAG/20
- HAG/20

4-6

- Ammo (HAG 20) 6
- Ammo (HAG 20) 6
- Endo Steel
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- HAG/20
- HAG/20
- HAG/20

1-3

- HAG/20
- HAG/20
- HAG/20

4-6

- Large Pulse Laser
- Large Pulse Laser
- CASE II

Left Leg

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

Head

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

Center Torso

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

1-3

4-6

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

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- HAG/20
- HAG/20
- HAG/20
- HAG/20

1-3

- HAG/20
- HAG/20

4-6

- Ammo (HAG 20) 6
- Ammo (HAG 20) 6
- Endo Steel
- Roll Again

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- HAG/20
- HAG/20
- HAG/20

1-3

- HAG/20
- HAG/20
- HAG/20

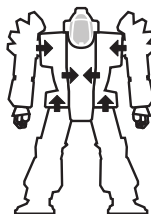
4-6

- Large Pulse Laser
- Large Pulse Laser
- CASE II

Right Leg

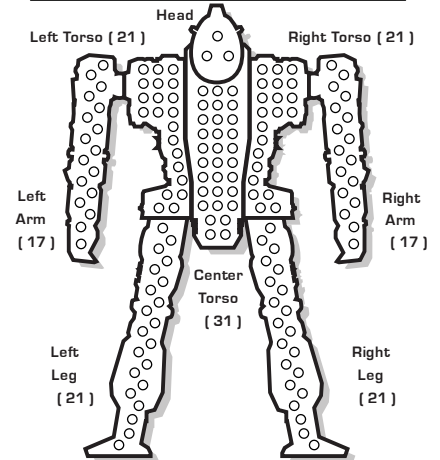
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



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Double Heat Sinks: 12 (24)



Heat Scale

Overflow

30*
29
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