

BATTLETECH

TM

CLAN INVASION SCENARIO



TRIAL OF POSITION

LECTURE: TRIAL OF POSITION

Hundreds of hours of simulator time, training exercises, and classroom lectures can only provide a glimpse of what it feels like to come under fire, to face a skilled opponent wielding a BattleMech for only one purpose: to put you on or in the ground.

The Inner Sphere's MechWarrior academies work tirelessly to prepare their charges for the reality of the battlefield, but the old saying is true—there is no substitute for experience. The best academies form training cadre to test cadets in real-world situations alongside veteran troops before graduation. The Clans, in their way, have a more direct solution.

Today, you will learn the danger every member of a Clan *sibko* faces before they can call themselves a member of the warrior caste. Today is your Trial of Position.

—Mackenzie Wolf, Outreach, 22 July 3051

RITE OF PASSAGE

At the center of Nicholas Kerensky's framework for the Clans was the idea that all rank, even the simple title of "warrior" must be earned through combat. Just as his founding warriors earned their place at his side through rigorous trials, nothing would be bestowed or awarded, and certainly not based on good grades or a family's influence or wealth.

Sibkin face combat trials throughout their education, with those who fail re-assigned to lower castes. While these are sometimes known as "Trials of Position," the term is used most often to refer to the final Trial of Position, during which a *sibko* member either becomes a warrior, is relegated to a lower caste, or dies in the attempt.

By tradition, most remaining *sibko* cadets undertake their trials around their twentieth birthday, though some Clans test cadets at age eighteen. Clans truly desperate for manpower may rush *sibkos* into taking their Trials at even younger ages, though with generally poor results. Cadets may not refuse or defer their trial when the time comes; any who do would immediately be welcomed to a lower caste. In practice, however, this does not occur—cadets who survive nearly a decade in a *sibko* are eager to shed their youth and become a true warrior of their Clan. Those who lack this singular drive tend to wash out long before they ever have a chance to refuse their trial.

THE BEST TEACHER

The concept of a Trial of Position is universal throughout the Clans, though the exact implementation varies. Generally, the trial consists of a cadet, almost always augmented, facing three opponents one at a time. The first opponent is usually in a lighter unit than the cadet, the second in one of approximately equal weight, and the third in a superior unit. Cadets who best one opponent become a member of the warrior caste; those who defeat two become a Star Commander; and those who manage to defeat all three become Star Captains—a very rare feat that immediately puts the cadet at the forefront of their Clan's *ristars*. Cadets commonly test in pairs, which allows for the possibility that *zellbrigen* can be broken by one cadet firing on another's opponents. Cadets can also violate *zellbrigen* themselves by firing on an unengaged opponent. In either case, the act results in immediate melee conditions and usually a swift end to the trial.

To this core concept, each Clan adds their own wrinkles. Clan Steel Viper forces pairs of cadets to first face each other, with only the victor advancing to take their trial. Clan Jade Falcon requires cadets to face unaugmented foes to reach their 'Mech's cockpit and begin the trial. Clan Wolf places cadets in an assault OmniMech and opponents in somewhat lighter 'Mechs.

Cadets who fail their trial are not ordinarily allowed to retake it; exceptions exist within the Blood Spirits, Hell's Horses, Smoke Jaguars, and Steel Vipers. By tradition, Clan Ghost Bear allows cadets to retake their Trial of Position to join a different branch of their *touman*; their recently-elected new Khan, Bjorn Jorgenson, is an example, having failed to test out as a MechWarrior, but succeeding in becoming an aerospace pilot.

Warriors are required to retest throughout their careers, usually on the anniversary of their original trial. Those who do well are generally promoted, while those who do not either remain at their current rank or, if they performed particularly poorly, are demoted or reassigned to second-line units. The nature of these retests is even less codified than the initial Trial of Position, and recent combat action is often substituted for an actual trial. Among lower-ranking warriors, the retest can become a de facto Trial of Possession for a higher rank, whether open or against senior officers. For Galaxy Commanders and Khans, retesting is often routine and unimportant, but can become a political affair if their leadership is already in question or rivals wish to remove them.

SECURING THE FUTURE

Inner Sphere analysts and military commanders sometimes view the practice of Trials of Position as a contradiction of the Clans' disdain of waste. It makes no sense, they argue, for a people focused on efficiency to risk losing valuable warriors. Clan commanders would make the same exact argument in favor of Trials of Position, claiming they weed out cadets who, despite their years of training, could still break under live fire and make mistakes that would cost the lives of other warriors and weaken the Clan. Likewise, an older warrior who takes part in a Trial of Position and cannot best a lowly cadet may themselves be past their prime and a detriment to the Clan's strength; depending how and when they fell, and to whom, such warriors may find themselves headed for a second-line or *solahma* unit. Value is not wasted by Trials of Position, Clan tradition holds—it is confirmed. The potential loss of a future Khan to a stray round or fluke battlefield fatality is, to the Clans, worth the benefit of every member of their *touman* being battle-tested.

The reverse is also an argument for efficiency: Trials of Position are often the first time *ristars* are revealed to Clan leadership, and cadets who perform exceptionally well are by design put immediately into positions of command, rather than being forced to languish and rot under the stewardship of more inept older warriors, as they unfortunately sometimes are in the Inner Sphere.

And make no mistake: newly-minted warriors are immediately expected to serve as full-fledged members of their Clan's *touman*, joining or even leading units of more experienced warriors and taking part in front-line combat. The opponent you face may be of an age with a high school graduate or college student, but their entire short life has been dedicated to excellence in combat—an excellence they have already proven by facing down death and emerging victorious.

CLAN INVASION SCENARIO

SCENARIO: ALL IN

SITUATION

Candace absently fidgeted with her necklace, succeeding with great effort in keeping her face neutral and unexpressive.

"I don't believe it! What a waste of time, to even invite that kid here." Clavell's fist slammed down on a control table nearby. Their monitor confirmed what Candace witnessed on the video feed a moment earlier: Sun-Tzu had initiated a melee and then ejected, leaving her son to face a half-dozen elite warriors alone.

Candace placed a hand lightly on the Dragoon officer's shoulder. "It's all right, Major."

"Sure. Sure. We'll reset the scenario for Kai alone. He can't continue like this."

"He can. He will," the duchess said quietly, gesturing at the monitor. The usual din of the proving ground control center faded as others saw the same impossible footage on their screens.

Kai had not powered down to await a fair trial.

He was on the move.

GAME SETUP

The Defender selects two maps from the *BattleTech: A Game of Armored Combat* box set or *Map Pack: Grasslands* and arranges them with their long edges connecting. The Defender may select their home edge and deploy their units anywhere within 10 hexes of that edge. The Attacker enters from their home edge at the start of Turn 1 (see *Entering the Playing Area, Chaos Campaign: Succession Wars*, p. 7).

Forced Withdrawal rules are not in effect; the Attacker will not retreat until their assigned Defender 'Mech is destroyed. The Defender may choose to power down their 'Mech or eject at any time, ending the scenario.

ATTACKER

The Attacker is two groups of three 'Mechs; each assigned to one of the Defender's Mechs. For details on each MechWarrior's Special Pilot Abilities, see *Campaign Operations* pp. 70-82 or *Alpha Strike Commander's Edition* pp. 92-101.

- Major Sven Ngov (Gunnery 3, Piloting 3), HOP-4C *Hoplite*; Dodge, Maneuvering Ace.
- Major Christian Kell (Gunnery 3, Piloting 3), TDR-5S (C) *Thunderbolt*; Lucky (1), Sharpshooter, Speed Demon.
- Major MacKenzie Wolf (Gunnery 2, Piloting 3), MAD-5A *Marauder II*; Jumping Jack, Sniper, Weapon Specialist (PPC).
- Justin Xiang Allard (Gunnery 1, Piloting 2), BJ-1 *Blackjack*; Blood Stalker, Marksman, Natural Grace, Speed Demon.
- Colonel Jaime Wolf (Gunnery 1, Piloting 1), ARC-2W *Archer*; Blood Stalker, Cluster Hitter, Demoralizer, Iron Will, Sandblaster (LRM), Tactical Genius.
- First Prince Hanse Davion (Gunnery 1, Piloting 1), BLR-1G *BattleMaster*; Combat Intuition, Demoralizer, Lucky (2), Melee Master, Multi-Tasker, Tactical Genius.



• SCENARIO: ALL IN • EXAMPLE MAP LAYOUT •

DEFENDER

The Defender consists of two MechWarriors from the list of Young Royals (see *Special Rules*, below):

- MechWarrior 1 (Gunnery *, Piloting *), *Daishi* (Dire Wolf) W
- MechWarrior 2 (Gunnery *, Piloting *), *Daishi* (Dire Wolf) W

OBJECTIVES

Each of the Defender's 'Mechs will face the Attacker's 'Mechs one at a time as described under *Trial of Position*, below.

VICTORY CONDITIONS

The scenario ends when one of the two Defender 'Mechs has successfully crippled (see *Crippling Damage*, p. 258, TW) or destroyed all three of their opponents (see *Destroying a Unit*, p. 128, TW), or when both Defender 'Mechs have been destroyed, have powered down, or their pilots have ejected.

SPECIAL RULES

The following special rules are in effect for this scenario:

Trial of Position

In accordance with Clan traditions, each of the Attacker's 'Mechs will engage their assigned Defender 'Mech, in the order from top to bottom. However, if either of the Defender's 'Mechs fires on an Attacker unit not currently engaged with them or not assigned to them, a general melee is triggered; all restrictions on the Attacker are lifted, and all of their units may engage with either or both of the Defender's units.

Young Royals

During the Year of Peace, leaders of the Great Houses and their scions journeyed to Outreach at the invitation of Wolf's Dragoons to learn the true nature of the Clan threat and the Dragoons' ties to it, and to prepare for the invasion's renewal.

While their parents parlayed and tried to set aside historical enmities, the MechWarrior-trained young royals and their aides

CLAN INVASION SCENARIO

SCENARIO: ALL IN

engaged in exercises overseen by Mackenzie Wolf and Christian Kell, culminating in modified Trials of Position which became known as the Outreach Trials.

The Defender must select two MechWarriors from the following list:

- Victor Steiner-Davion (Gunnery 3, Piloting 2);
Lucky (2), Combat Intuition.
- Hohiro Kurita (Gunnery 3, Piloting 3);
Blood Stalker, Natural Grace.
- Ragnar Magnusson (Gunnery 4, Piloting 4);
Speed Demon, Terrain Master: Mountaineer.
- Kai Allard-Liao (Gunnery 1, Piloting 1);
Dodge, Maneuvering Ace, Natural Grace, Speed Demon.
- Cassandra Allard-Liao (Gunnery 4, Piloting 3);
Lucky (1), Range Master (Medium).

- Sun-Tzu Liao (Gunnery 4, Piloting 5);
Antagonizer.
- Galen Cox (Gunnery 3, Piloting 3);
Sandbaster (LRM), Weapon Specialist (LRM).
- Shin Yodama (Gunnery 2, Piloting 2);
Demoralizer, Iron Will, Stand-Aside.

RECORD SHEETS

Record Sheets are included with this scenario for your convenience, see pp. 5-11.



BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Blackjack BJ-1

Movement Points: Tonnage: 45
 Walking: 4 Tech Base: Inner Sphere
 Running: 6
 Jumping: 4

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	AC/2	RA	1	2 [DB,S]	4	8	16	24
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	AC/2	LA	1	2 [DB,S]	4	8	16	24
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

BV: 949

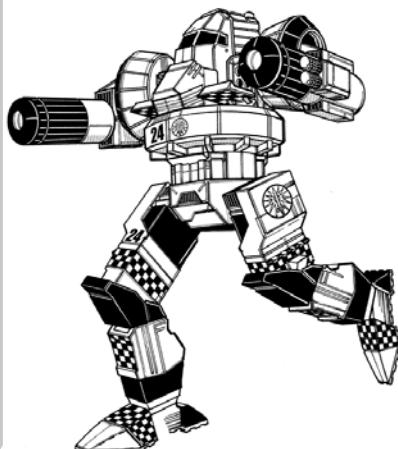
WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken 1 2 3 4 5 6

Consciousness# 3 5 7 10 11 Dead



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Medium Laser
- 4-3 4. AC/2
- 5. Roll Again
- 6. Roll Again
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Medium Laser
- 4-3 4. AC/2
- 5. Roll Again
- 6. Roll Again
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 4-3 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4-6 4. Fusion Engine
- 5. Ammo (AC/2) 45
- 6. Roll Again

4-6

Right Torso

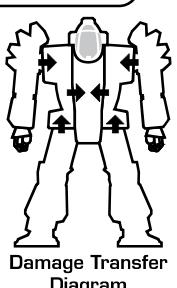
- 1. Heat Sink
- 2. Heat Sink
- 3. Medium Laser
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

1-3

Left Torso

- 1. Heat Sink
- 2. Heat Sink
- 3. Medium Laser
- 4-3 4. Roll Again
- 5. Roll Again
- 6. Roll Again
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Engine Hits Gyro Hits Sensor Hits Life Support



Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Jump Jet
- 6. Jump Jet

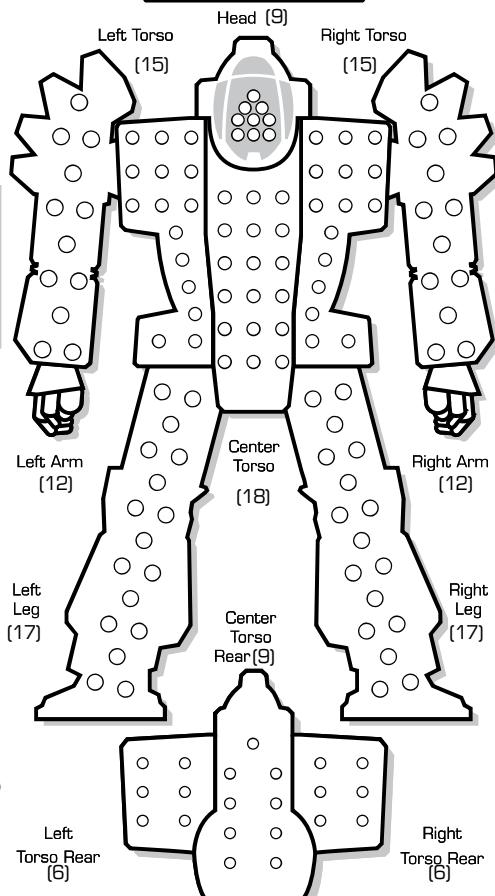
Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Jump Jet
- 6. Jump Jet



Damage Transfer Diagram

ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM

Heat Scale

Overflow

30*

29*

28*

27*

26*

25*

24*

23*

22*

21

20*

19*

18*

17*

16

15*

14*

13*

12

11

10*

9

8*

7

6

5*

4

3

2

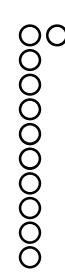
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HEAT DATA

Heat Level* Effects 11 (11) Single

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



BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Hoplite HOP-4C

Movement Points: Tonnage: 55
 Walking: 4 Tech Base: Inner Sphere
 Running: 6

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AC/10	RT	3	10 [OBS]	—	5	10	15
1	LRM 5	LT	2	1/M [MCS]	6	7	14	21

BV: 986

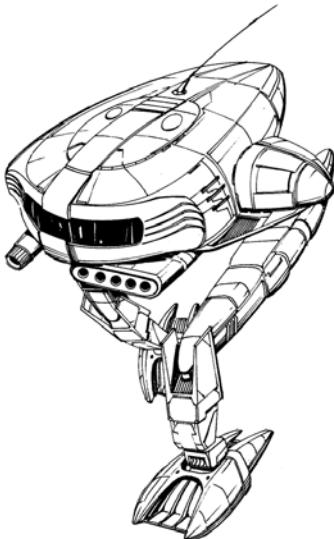
WARRIOR DATA

Name: _____

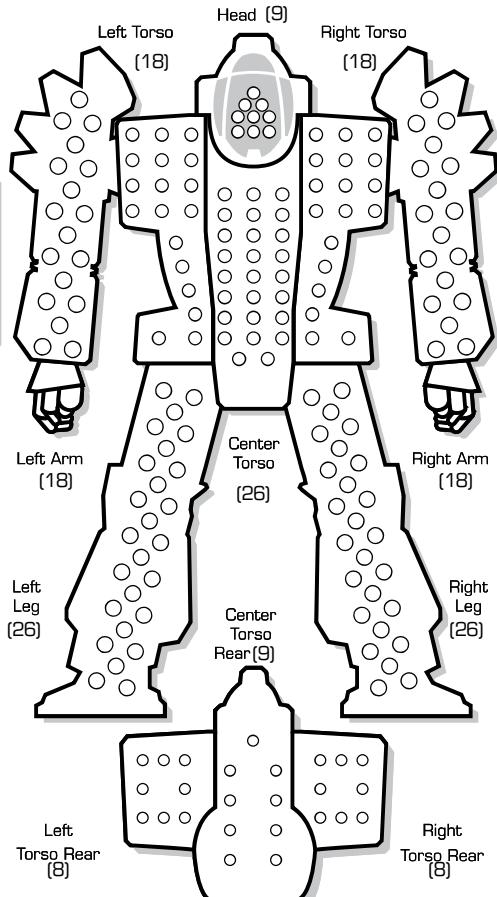
Gunnery Skill: _____ Piloting Skill: _____

Hits Taken 1 2 3 4 5 6

Consciousness# 3 5 7 10 11 Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3 1. Shoulder
 2. Upper Arm Actuator
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again
 1. Roll Again
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

Head

1. Life Support
 2. Sensors
 3. Cockpit
 4. Roll Again
 5. Sensors
 6. Life Support

Left Torso

1-3 1. Heat Sink
 2. Heat Sink
 3. Heat Sink
 4. Heat Sink
 5. LRM 5
 6. Roll Again
 1. Roll Again
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

Left Leg

1. Hip
 2. Upper Leg Actuator
 3. Lower Leg Actuator
 4. Foot Actuator
 5. Heat Sink
 6. Heat Sink

Right Arm

1-3 1. Shoulder
 2. Upper Arm Actuator
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again
 1. Roll Again
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

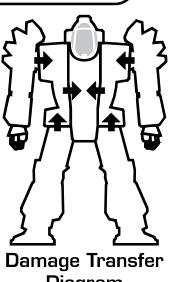
Right Torso

1-3 1. AC/10
 2. AC/10
 3. AC/10
 4. AC/10
 5. AC/10
 6. AC/10
 1. AC/10
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

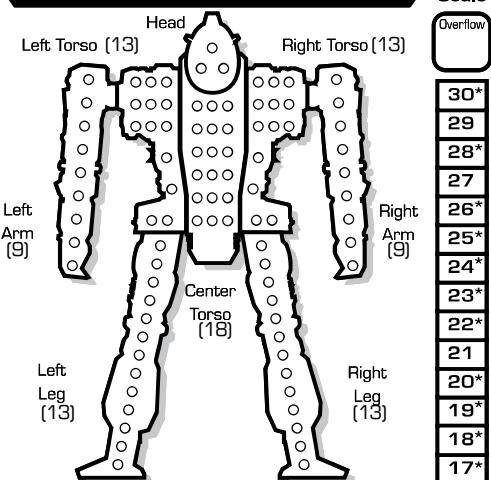
Right Leg

1. Hip
 2. Upper Leg Actuator
 3. Lower Leg Actuator
 4. Foot Actuator
 5. Heat Sink
 6. Heat Sink

Engine Hits Gyro Hits Sensor Hits Life Support



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	16 (16) Single
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	-5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	-4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	-3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Thunderbolt C

Movement Points: Tonnage: 65
Walking: 4 Tech Base: Mixed Tech (I.S.)
Running: 6

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser (Clan)	LT	12	10 [DE]	—	8	15	25
1	Large Pulse Laser (Clan)	RA	10	10 [P]	—	6	14	20
1	ER Medium Laser (Clan)	LA	5	7 [DE]	—	5	10	15
2	ER Small Laser (Clan)	LA	2	5 [DE]	—	2	4	6

BV: 1,593

CRITICAL HIT TABLE

Left Arm

1-3 1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser (Clan)
6. ER Small Laser (Clan)

4-6 1. ER Small Laser (Clan)
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3 1. ER Large Laser (Clan)
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6 1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

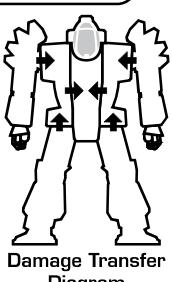
Center Torso

1-3 1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6 1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits Gyro Hits Sensor Hits Life Support

CATALYST
game labs



Right Arm

1-3 1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Pulse Laser (Clan)
6. Large Pulse Laser (Clan)

4-6 1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1-3 1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6 1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

WARRIOR DATA

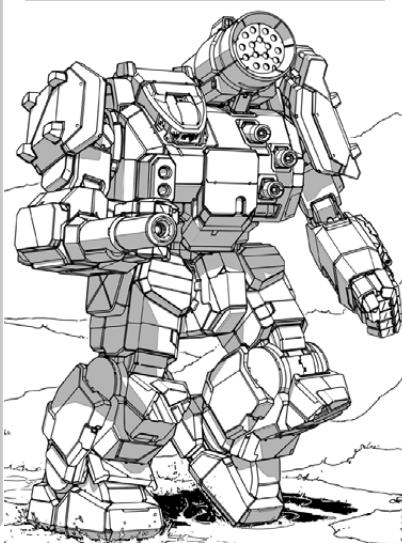
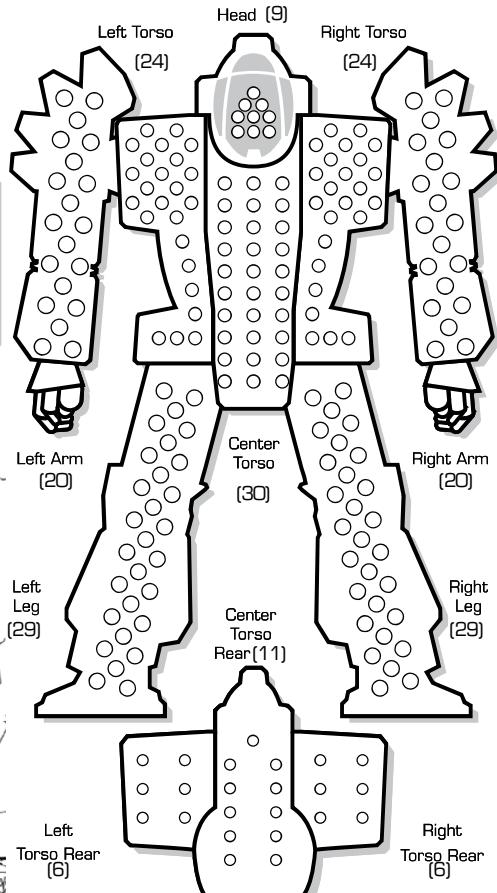
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

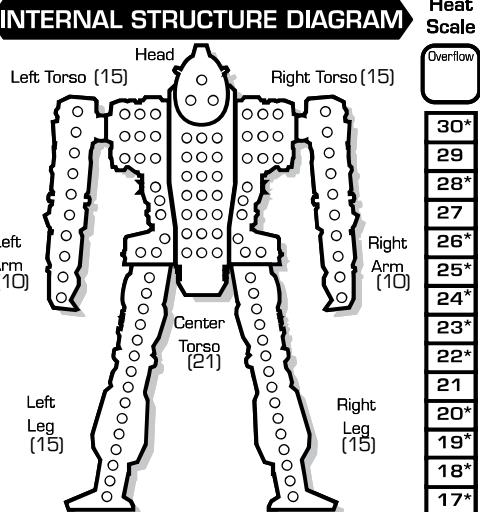
Hits Taken 1 2 3 4 5 6

Consciousness# 3 5 7 10 11 Dead

ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Archer ARC-2W

Movement Points: Tonnage: 70
 Walking: 4 Tech Base: Inner Sphere
 Running: 6

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	RT	6	1/Ml [MCS]	6	7	14	21
1	SRM 4	RT	3	2/Ml [MCS]	—	3	6	9
1	LRM 20	LT	6	1/Ml [MCS]	6	7	14	21
1	SRM 4	LT	3	2/Ml [MCS]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

BV: 1,338

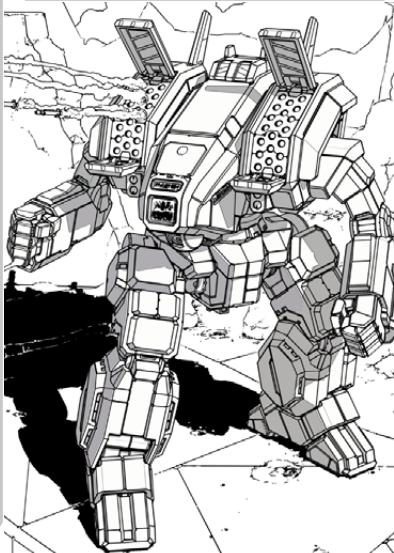
WARRIOR DATA

Name: _____

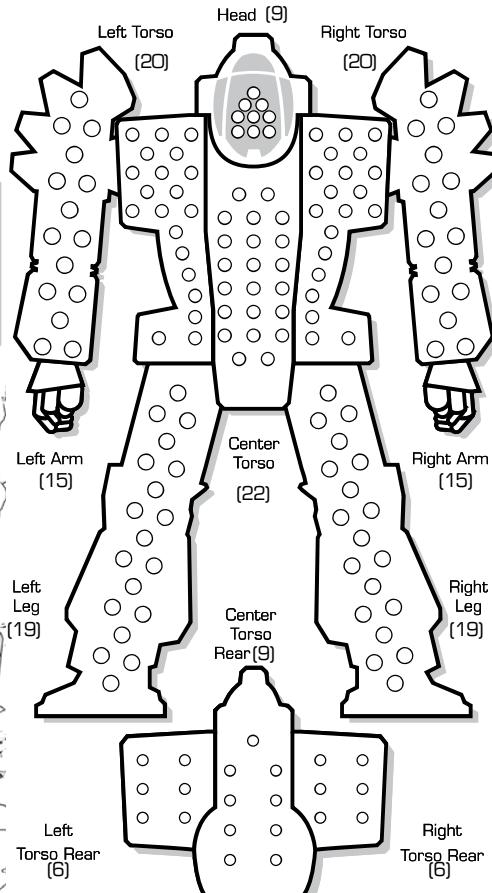
Gunnery Skill: _____ Piloting Skill: _____

Hits Taken 1 2 3 4 5 6

Consciousness# 3 5 7 10 11 Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Medium Laser
- 6. Roll Again
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

1-3

4-6

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro

1-3

4-6

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Medium Laser
- 6. Roll Again
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

1-3

4-6

Left Torso

- 1. LRM 20
- 2. LRM 20
- 3. LRM 20
- 4. LRM 20
- 5. LRM 20
- 6. SRM 4
- 1. Ammo (LRM 20) 6
- 2. Ammo (LRM 20) 6
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

1-3

4-6

Engine Hits Gyro Hits Sensor Hits Life Support

Right Torso

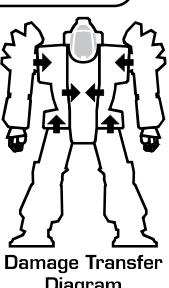
- 1. LRM 20
- 2. LRM 20
- 3. LRM 20
- 4. LRM 20
- 5. LRM 20
- 6. SRM 4
- 1. Ammo (LRM 20) 6
- 2. Ammo (LRM 20) 6
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

1-3

4-6

Left Leg

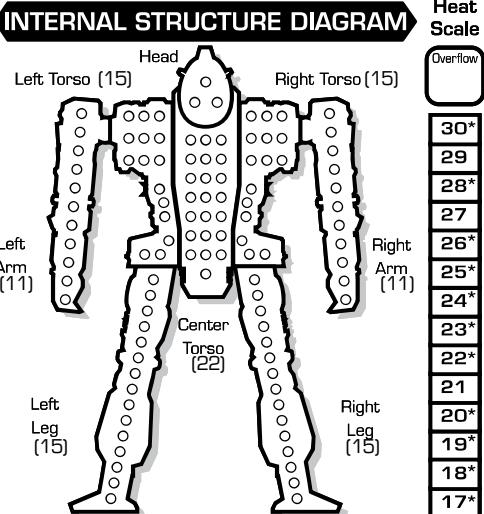
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- 6. Roll Again



Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- 6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*

29*

28*

27*

26*

25*

24*

23*

22*

21

20*

19*

18*

17*

16

15*

14*

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

0

HEAT DATA

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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: BattleMaster BLR-1G

Movement Points: Tonnage: 85
 Walking: 4 Tech Base: Inner Sphere
 Running: 6

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser(R)	RT	3	5 [DE]	—	3	6	9
2	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser(R)	LT	3	5 [DE]	—	3	6	9
1	SRM 6	LT	4	2/Msl [M.C.S]	—	3	6	9
1	PPC	RA	10	10 [DE]	3	6	12	18
2	Machine Gun	LA	0	2 [DB,AI]	—	1	2	3

BV: 1,519

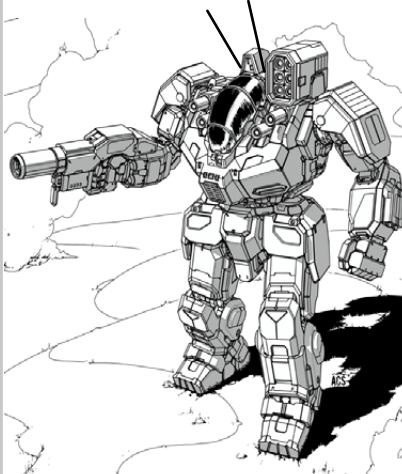
WARRIOR DATA

Name: _____

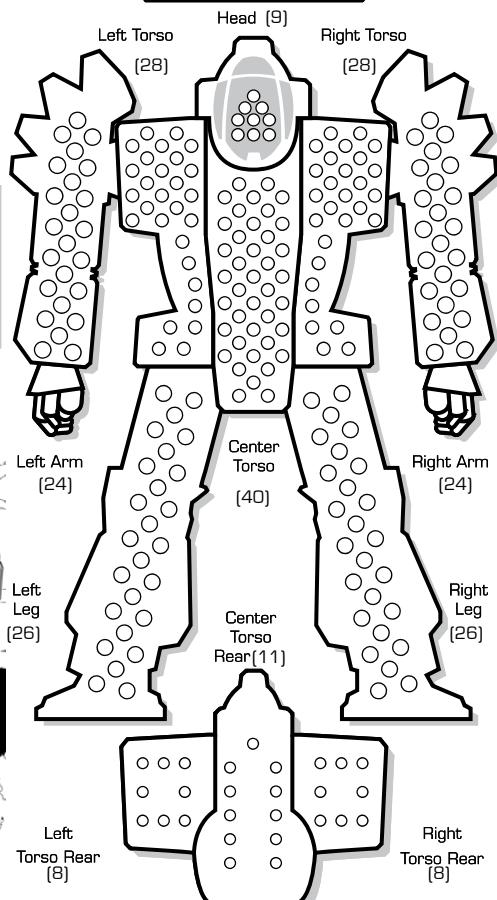
Gunnery Skill: _____ Piloting Skill: _____

Hits Taken 1 2 3 4 5 6

Consciousness# 3 5 7 10 11 Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Machine Gun
- 6. Machine Gun
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Torso

- 1. SRM 6
- 2. SRM 6
- 3. Medium Laser
- 4. Medium Laser
- 5. Medium Laser (R)
- 6. Ammo (Machine Gun) 200
- 1. Ammo (SRM 6) 15
- 2. Ammo (SRM 6) 15
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Heat Sink
- 6. Heat Sink

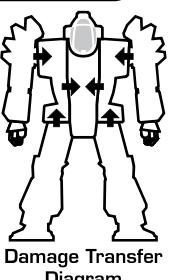
Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. Roll Again
- 6. Roll Again

Engine Hits Gyro Hits Sensor Hits Life Support



Right Arm

- 1-3 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. PPC
- 6. PPC
- 1-3 1. PPC
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

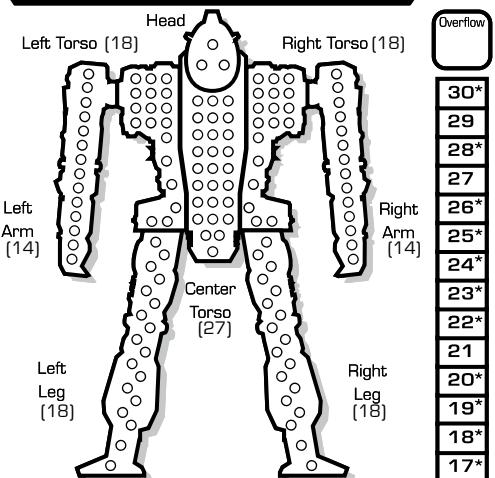
Right Torso

- 1-3 1. Heat Sink
- 2. Medium Laser
- 3. Medium Laser
- 4. Medium Laser (R)
- 5. Roll Again
- 6. Roll Again
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Heat Sink
- 6. Heat Sink

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Marauder II MAD-5A

Movement Points: 100
 Walking: 3 Tech Base: Inner Sphere
 Running: 5
 Jumping: 3

Weapons & Equipment Inventory (hexes)

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

BV: 2,058

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Heat Sink
- 5. Heat Sink
- 6. Heat Sink
- 1. ER PPC
- 2. ER PPC
- 3. LER PPC
- 4. Medium Laser
- 5. Roll Again
- 6. Roll Again

Left Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4. Heat Sink
- 5. Heat Sink
- 6. Heat Sink
- 1. Heat Sink
- 2. Heat Sink
- 3. Heat Sink
- 4. Ammo (LB 10-X) 10
- 5. Ammo (LB 10-X) 10
- 6. Ammo (LB 10-X Cluster) 10

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Heat Sink
- 6. Jump Jet

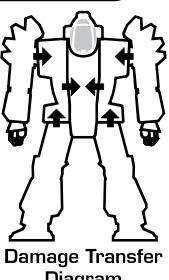
Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Heat Sink
- 5. Sensors
- 6. Life Support

Center Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4. XL Fusion Engine
- 5. Jump Jet
- 6. Roll Again

Engine Hits Gyro Hits Sensor Hits Life Support



Right Arm

- 1-3 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Heat Sink
- 5. Heat Sink
- 6. Heat Sink
- 1-3 1. ER PPC
- 2. ER PPC
- 3. LER PPC
- 4-6 4. Medium Laser
- 5. Roll Again
- 6. Roll Again

Right Torso

- 1-3 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4. Heat Sink
- 5. Heat Sink
- 6. LB 10-X AC
- 1. LB 10-X AC
- 2. LB 10-X AC
- 3. LB 10-X AC
- 4. LB 10-X AC
- 5. LB 10-X AC
- 6. CASE

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Heat Sink
- 6. Jump Jet

WARRIOR DATA

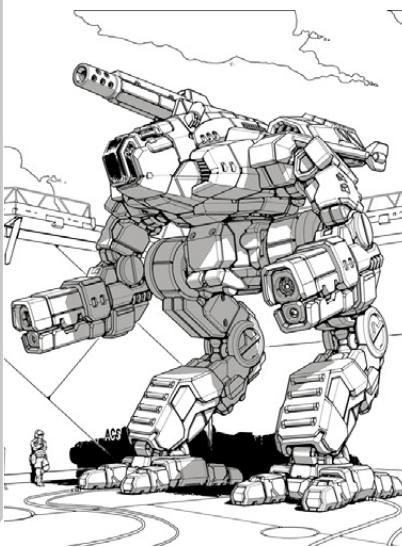
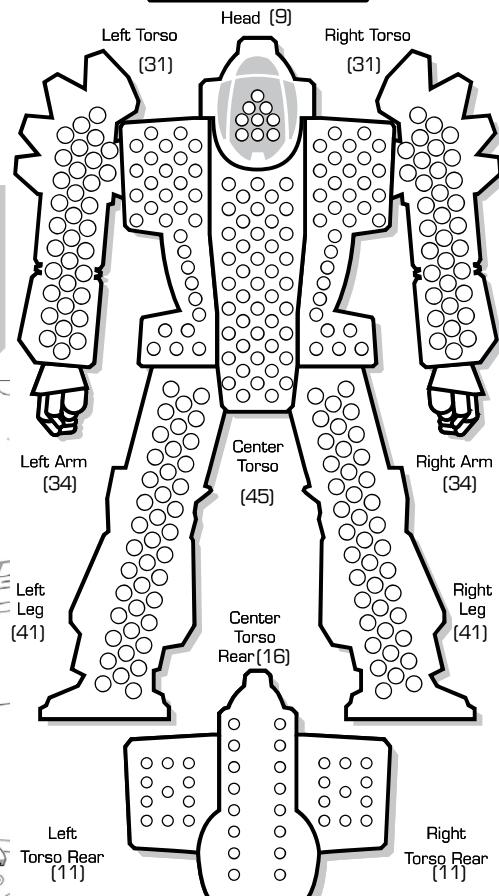
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

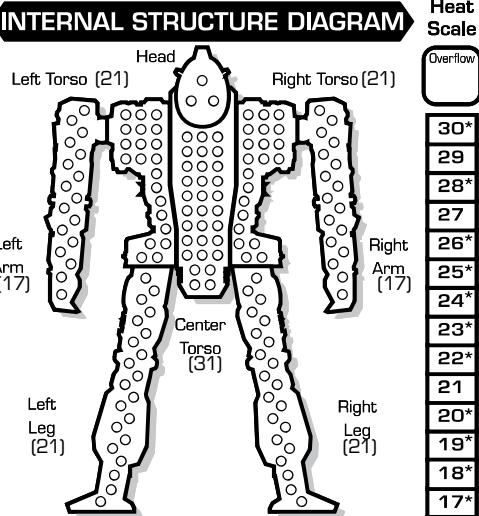
Hits Taken 1 2 3 4 5 6

Consciousness# 3 5 7 10 11 Dead

ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	29 (29)	Single
30	Shutdown		
28	Ammo Exp. avoid on 8+		
26	Shutdown, avoid on 10+		
25	-5 Movement Points		
24	+4 Modifier to Fire		
23	Ammo Exp. avoid on 6+		
22	Shutdown, avoid on 8+		
20	-4 Movement Points		
19	Ammo Exp. avoid on 4+		
18	Shutdown, avoid on 6+		
17	+3 Modifier to Fire		
15	-3 Movement Points		
14	Shutdown, avoid on 4+		
13	+2 Modifier to Fire		
10	-2 Movement Points		
8	+1 Modifier to Fire		
5	-1 Movement Points		

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Daishi (Dire Wolf) W

Movement Points: 100
Walking: 3 Tech Base: Clan
Running: 5

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	5 [DE]	—	2	4	6
2	Medium Pulse Laser	CT	4	7 [P]	—	4	8	12
1	Ultra AC/20	RT	7	20/Sht [DBR/C]	—	4	8	12
1	LRM 20	LT	6	1/Ms [MCS]	—	7	14	21
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	Gauss Rifle	LA	1	15 [DBX]	2	7	15	22

BV: 2,951

WARRIOR DATA

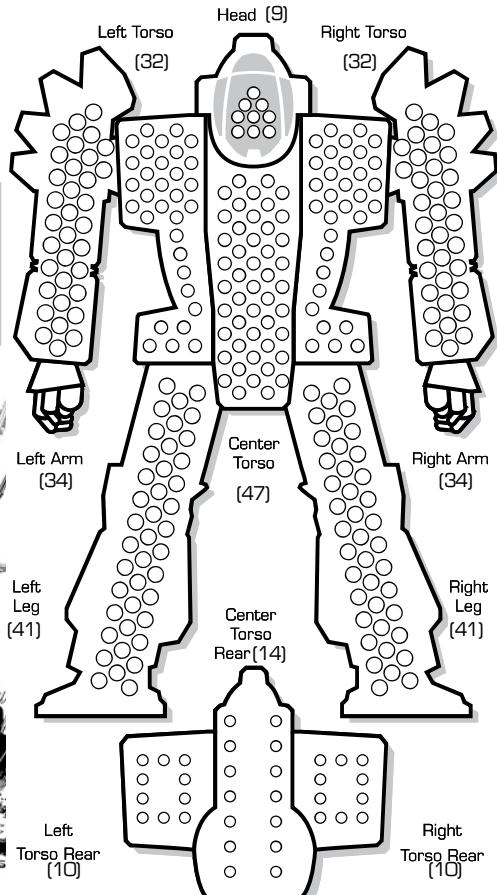
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken 1 2 3 4 5 6

Consciousness# 3 5 7 10 11 Dead

ARMOR DIAGRAM



CRITICAL HIT TABLE

Head

Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle
1. Gauss Rifle
2. Gauss Rifle

4-6

3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle
1. Gauss Rifle
2. Gauss Rifle

1-3

3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle
1. Gauss Rifle
2. Gauss Rifle

Center Torso

1-3

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

Right Arm

1-3

1. Life Support
2. Sensors
3. Cockpit
4. ER Small Laser
5. Sensors
6. Life Support

4-6

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. ER Large Laser
6. Roll Again

Left Torso (CASE)

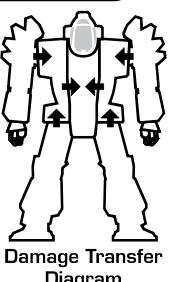
1-3

1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. LRM 20
6. LRM 20
1. LRM 20
2. LRM 20

4-6

3. Ammo (LRM 20) 6
4. Ammo (LRM 20) 6
5. Ammo (Ultra AC/20) 5
6. Ammo (Ultra AC/20) 5

Engine Hits Gyro Hits Sensor Hits Life Support



Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Right Torso

1-3

1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Ultra AC/20
6. Ultra AC/20

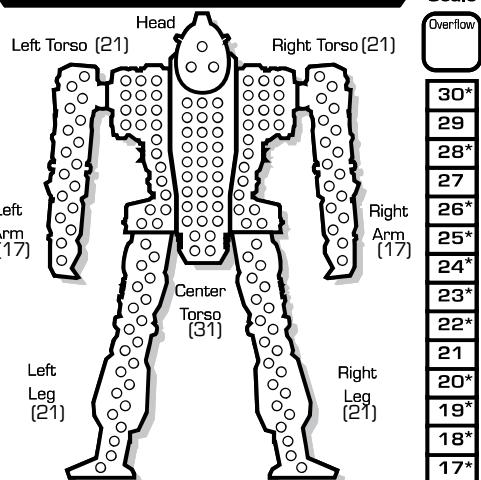
4-6

1. Ultra AC/20
2. Ultra AC/20
3. Ultra AC/20
4. Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*

29*

28*

27*

26*

25*

24*

23*

22*

21

20*

19*

18*

17*

16

15*

14*

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

0

HEAT DATA

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